

# Summary of changes in version 34

## Added Q&A

### Chapter A

#### A2.3 & F.2 EX

F.2 EX shows woods affecting wadi (gully) vehicular movement when woods appear in one half hex and a wadi in the other half hex of abutted mapboards. In abutted hexes like this, should players treat the woods as being IN the wadi/gully for movement/LOS/TEM/Air Bursts/Rout Destination purposes? Should players treat the non-wooded bank of the combined hex as having woods for movement/Crest status/Air Burst purposes?

A. Yes. It is still a woods-gully(wadi) hex.

#### A2.6 & A11.2-.21

A German squad ends its APH in a woods hex next to the north board edge. In the following 1/2 turn, the US ends up advancing a squad into CC with said Germans. If the Germans win the ambush, is the offboard hex next to them Accessible for ambush withdrawal, and thus EVP? If there is no ambush and the US initially rolls a 6,6, can the German squad Infiltrate into the offboard hex next to them?

A. Yes to both; the offboard hex is Accessible for this purpose (A2.6).

#### A4.15

A MMC announces it will enter a Location which contains a concealed (under “?” or HIP) SMC and another concealed unit. The SMC becomes unconcealed through random selection, and the MMC can attempt an immediate Infantry OVR [A12.15]. If the MMC declares the Infantry OVR is the DEFENDER required to unconceal the second unit right away, or can the DEFENDER wait until he sees the result of the Infantry OVR NTC per A4.15 before revealing the second unit to force return per A12.15?

A. Second unit must be revealed right away.

A MMC announces it will enter a Location which contains a concealed (under “?” or HIP) SMC with no other units. The MMC passes its NTC. The SMC declines to be pushed away and accepts that “normal CC immediately ensues during that MPh.” Is the “normal CC” a full round of CC, i.e. do both ATTACKER and DEFENDER make CC attacks (if otherwise allowed), or is the CC conducted by the ATTACKER only?

A. Both sides attack.

A MMC announces it will enter a Location which contains a concealed (under “?” or HIP) SMC with no other units. Concealment can be removed at any time [A12.14]. If after announcement but before execution the DEFENDER player removes concealment on the SMC does this change the MF cost of the expenditure? If so can the moving player retract his announced move and perform a different move in light of the change of cost? If the player can’t retract his announced move, would the unit be forced to make a late CX if it needed the extra MF to complete the move?

A. Having announced the move, the moving unit’s option are to either bounce per A12.15 or attempt an OVR.

#### A7.7 & B8.41

When an Encircled unit(s) in a non-sewer location enter a sewer are they pinned and CX regardless of which turn they advance out of the sewer, or only if they advance out in the same Turn they entered the sewer?

A. Only the same turn.

#### A7.9 & A9.22

Squad A with an LMG and Squad B Defensive First Fire as a Fire Group, not directed by a leader. Squad A states that it will place a Fire Lane. The DFF DR is (non breakdown) doubles, which indicates that cowering occurs. Random Selection designates Squad B as being marked by Final Fire. Can Squad A still place its FL ? (In other words, is it considered as having cowered, pertaining to the placement of a Fire Lane?)

A. Yes. (No.)

#### A10.5 & A20.21

When a routing unit expends its last MF, is its RtPh immediately over and Surrender therefore prohibited from that position/Location?

A. No. Surrender could be possible in that situation.

If the crew of a VBM, partially-armored vehicle breaks, it routs under the vehicle in the RtPh, expending all of its initial-RtPh MF to do so (D5.311). If there’re Known, Good Order, armed enemy Infantry in the Obstacle being bypassed, will the broken crew automatically be eliminated for Failure to Rout—or will it offer to Surrender?

A. Surrender.

### A10.51

A broken unit begins its RtPh DM in a woods hex with no ADJACENT woods/building hexes. There are no KEU in LOS. Since the nearest woods hex is its own at zero MF, must it choose its own hex as its target?

A. No.

### A10.51 & B33.1

Is a Stream-Woods hex a valid “woods hex” when choosing a rout destination?

A. Yes.

### A10.533, A12.15, & G1.422

PTO terrain is *not* in effect. If a broken unit routs in a hex containing a HIP THH...what happens to those two units?

A. The THH is revealed and eliminated (G1.425). Nothing happens to the broken unit.

### A11.15, A12.14, & ASOP

Are Melee counters placed in ASOP step 8.31B, or are they placed in ASOP steps under 8.4 End of CCPh? Is there time between the last CC DR in 8.24B and the “End of Location’s CCPh” to voluntarily drop concealment?

A. Step 8.31B. Yes (A12.14).

### A12.14 & A14.21

May a player reveal a HIP unit after an enemy Sniper counter has been relocated (by the A14.2 Random Location DR) to a new hex that is devoid of friendly units but before that Sniper counter is moved to an alternate target as per A14.21?

A. No.

### A19.31 & W7.421

How many MF do Green MMC have when moving in an IPM Group with a participating leader, but not in the same stack as that leader?

A. Since use of IPM by Green troops requires an SSR, such SSR can spell this out. Absent such an SSR, treat the Green troops using IPM with a leader as if stacked with a leader.

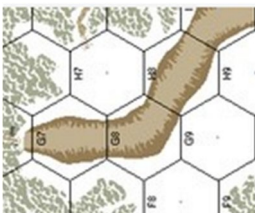
### A24.11, E3.6, & E3.734

Can SMOKE be placed/fire into paved roads (including bridges) and runways during mud?

A. Paved roads are not subject to Mud movement penalties or the HE DRM. But Smoke cannot be placed therein.

## Chapter B

### B4. & B5.



In this scenario, roads do not exist by SSR. What happens to the sunken portions of hexes G7, G8, H8 and I9?

A. Absent some further elucidation in the SSR, treat is as a Sunken Road (B4.) with the road being Open Ground.

Would the same answer apply if PTO terrain were in effect?

A. Yes; treat is as a Sunken Road (B4.) with the road being Open Ground.

Elevated Roads (B5), in PTO or when SSR specifies roads do not exist, should Elevated Road hexes should be treated as Elevated Road, with the road being Open Ground?

A. Yes (G.1).

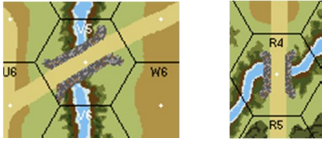
### B6.1 & B29.1

May a roadblock be set up in a bridge Location?

A. Yes.

**B6.2**

Is the bridge 50V5 level one or at level zero? At what level is a bridge like 36R4?



A. Both bridges are at Level 0.

**B9. & B24.2**

Assuming a level-0 Open Ground map, if one hex also contains a Wall hexside and a Rubble counter, does the Rubble block LOS along the Wall hexspine? Or does LOS exist along that Wall hexspine (between the hexes at either end of it)?

A. No LOS.

**B9.323**

Suppose that a squad is in an open ground hex with a wall hexside, such as 11N2. It has wall advantage. An enemy tank enters its hex. The squad loses wall advantage. Now suppose that the tank crosses the wall to an open ground hex such as N3. Which unit gets wall advantage?

A. The squad would claim WA. Although perhaps not explicit, that should be fairly intuitive.

**B12.7, B36.21, & B36.3**

Since Vineyard is inherent terrain, even in a hex with a playable road, are vehicles moving along that road in a PFZ Vineyard hex required to take a Bog Check?

A. No.

**B13.6 & E3.733**

What is the Infantry COT to enter a woods hex along a path in Deep Snow?

A. One.

**B16.2**

What is the Hindrance from the 6-6-6 to the 4-6-7?



A. +3 due to the LOS encountering Marsh symbology in hexes E5, E4/D4, and D3.

**B25.2 & D9.4**

An AFV wreck in bypass is a +1 Hindrance across that hexside as per D9.4. If it burns, does B.6 mean smoke from the bypass wreck blaze fills the entire hex?

A. The entire hex.

**Chapter D****D2.24 & D2.401**

Can a Stopped vehicle, during its DFF, declare to be in reverse Motion after a successful Motion Status Attempt?

A. Yes.

**D2.321**

If a vehicle in bypass have the turret facing the side CA and changes back to coincide with VCA and takes a shot at a non-acquired target. Does the extra +1 DRM apply?

A. No.

**D6.5 & D8.5**

May a abandoned vehicle that still have Passengers in it unload those Passengers?

**A. Yes.**

#### **D8.4**

D8.4 says "A vehicle bogged/immobilized .. during a MPh ... is considered a moving target for the rest of that MPh". Should this read "through the end of the DFPh"?

**A.** D8.4 is incomplete, not wrong. And "through the end of the DFPh" is also incomplete, since it is only after the AFPh the vehicles is considered non-moving and starts to be a TEM/Hindrance. A better wording might be "is considered a moving target per C.8".

#### **D9.31**

Assume a MMC with a leader and an AFV do armored assault for five MF/MPs. The Infantry ends their movement but the AFV moves one more hex. Can the infantry be fired on as Defensive First Fire w/o the protection of the AFV as the AFV moves into the new hex?

**A.** No.

## **Chapter E**

#### **E1.21 & E8.**

At night, is LOS to a non-crashed loaded Glider (with a Cloaked Jeep, ATG+Crew) or an empty non-crashed Glider. Enough to gain Freedom of Movement?

**A.** No; Gliders are not "units." Units come on board in AFPh.

#### **E3.724 & E11.2**

Since the normal minimum road cost for a Convoy is 2MP, is it increased to 3MP during Ground Snow?

**A.** Only if one of the vehicles is non-tracked.

#### **E3.732**

Condition are: Deep Snow and Plowed Roads, are AT Mines placed on such a road hex considered to be one less than normal? Does the +1 DRM to such attacks still apply on a plowed road?

**A.** Yes. No.

(The +1 for HE attacks does not apply, but the +1 for mine attacks still applies.)

Same conditions as above, but now it is AP Mines placed on such a road, are the factors still halved?

**A.** Yes.

#### **E3.741 & E7.223**

Are aircraft MGs affected by the E3.741 increased B#/X#?

**A.** No, it is not a true B#.

#### **E4.31**

Since Depressions are marked by "contour lines," not Crest Lines the 2 MF bonus for skiing from a higher elevation into a hex with lower elevation does not apply, correct?

**A.** Correct.

#### **E4.81**

An infantry crew portaging a 5PP SW and accompanying leader enter a new hex in their MPh for a cost of 2MF. There the crew recovers an Ahkio, expending a third MF. Assuming neither the leader nor the crew double-time, how many MF remain to the crew in this MPh, two, three or other?

**A.** Three.

#### **E9.3**

Assume multiple parachute counters occupy the same hex: if a unit first fires at the hex, and gets a result may it subsequent first fire or use ROF at the same hex if it excludes the original parachute counter(s) that was affected previously?

**A.** No; targets Cannot be excluded.

## Chapter H

### Russian Vehicle Note 18

Are the sD on T-34/85 by SSR only?

A. No.

### Russian Vehicle Note 43 & U.S. MAVN V

U.S. Multi-Applicable Vehicle Note V states that the vehicles' weapons are "treated as a single weapon for malfunction/repair."

Should the same principle apply to the GAZ-4M-AA tr (43)? To the extent that other nationalities also have vehicles/guns with

dual- or quad-mounted weapons of the same make/caliber, should the "treat as single weapon" principle apply in all cases?

A. The same principle applies to all such weapons, since (absent some instructions in a Note) there is no other way to handle them.

### U.S. Vehicle Note 32

If the crew abandons the vehicle and takes the 81mm mortar with them...can the halftrack then move during that same phase since it has a retained inherent driver (per Note M)?

A. No.

## Chapter W

### W7.11 & W7.41

A CPVA LMG fires at a non-ADJACENT target (or it uses Oppty Fire) during the Early War period (W7.11). Is the LMG attack NOT treated as Area Fire as per W7.41 because it is not Good Order per W7.11? Or does W7.41 only to Squads/HS?

A. No. The status of the MMC determines the applicability of the rule.

## Scenarios

### WO7 Hell For The Holidays

SSR 4. Where it states Crew Survival is NA, does that apply to any Passengers too? Or does it only refer to the AFV Crews of the previous sentence?

A. Crew Survival only.