

Summary of changes in version 22

Added Q&A

A.9 & A7.301

Four infantry units are in a Location that is effected by a 2KIA IFT result. The Random Selection DR is 6, 6, 5, 3. How many are eliminated?

A. 2.

The Random Selection DR is 6, 5, 5, 3. How many are eliminated?

A. 3.

The Random Selection DR is 6, 6, 5, 5. How many are eliminated?

A. 2.

A7.212, 7.35, & A23.7

May a unit detonate a DC under normal circumstances even if they are subject to VBM freeze?

A. A unit that “does not have the freedom to attack units in other Locations while its own Location is occupied by a Known enemy unit” (A7.212) cannot detonate a Set DC.

Is this DC detonation considered use of a SW or is this in addition to any shots they may have taken previously in the turn?

A. Yes.

A7.212 & A10.53

Can a unit with a CC counter interdict? More specifically, can a unit with an enemy BU AFV in motion in their hex interdict?

A. The CC counter is immaterial, but target selection limits would prevent a unit with an armed Known enemy unit in its Location from Interdicting.

A7.81, A8.1, & A11.5

What is the final CCV value of an unpinned squad and a pinned leader? 6 or 5? What is the final CCV value of an unpinned squad and a first fired leader (say for reaction fire)?

A. In both cases, $5+1-1 = 5$.

A8.26 & B10.31

HA does not reduce the amount of resid left in a hex. But does an infantry unit moving into a crest line hex into resid get the benefit of the +1 for HA vs. the resid attack?

A. No.

A9.6

May a player make a To Hit attempt with an MG versus an unarmored vehicle?

A. No.

A10.2 & A14.1

American players activates German SAN, and the German die roll is a 1. The selected target Location contains an 8-1 leader and a 6-6-6 squad. The RS DR results in a tie, and the German selects the 8-1 leader. What happens next? Does the squad take his LLMC and THEN the German rolls his other sniper attack against the squad?

A. Yes, LLMC first.

A10.41 & A20.21

May a unit voluntarily break if it will result in their immediate surrender via A20.21?

A. No, since that could result in their immediate elimination.

A10.51 & B28.413

Must a unit that is routing rout through a hidden minefield of its owning side, or may the it ignore it? If it may ignore it, must the mines come on board? If the mines don't need to come on board, must a reason be given to the other player as to why the hex was ignorable (even though it may be obvious)?

A. Routing units cannot ignore hidden minefields and routing towards a minefield is not a reason for putting it on board.

A10.51 & B28.413

During rout can a unit ignore a hex where there are hidden mines friendly to its side? If the above answer is no, can the owning player reveal the mines in order to avoid forcing the broken unit to rout into them?

A. No to both.

A12.14

An enemy unit performs a concealment loss activity that is possibly in LOS of a concealed Good order Friendly unit. The concealed friendly unit claims a free LOS check as per A12.14 to try and strip the enemy's concealment if there is a LOS Which is the correct sequence?

Option 1:

Enemy performs "?" loss action possibly in LOS

Friendly unit in hex xx claims free LOS check (there must be a real GO unit there to claim the free LOS check)

LOS is strung

If LOS is clear, friendly unit completely forfeits its "?" momentarily, enemy unit then loses "?".

If LOS is blocked, then neither side does anything else (although enemy now knows that hex xx contains at least one real GO unit)

Option 2:

Enemy performs "?" loss action possibly in LOS

Friendly unit in hex xx claims free LOS check (there must be a real GO unit there to claim the free LOS check)

Friendly unit must completely momentarily forfeit its "?" prior to checking the LOS

If LOS is clear, enemy unit then loses "?".

A. #2.

A12.152, E2, & E1.16

Per E1.16 fortifications remain HIP until protective TEM is used, a non-Dummy enemy unit enters (or can't enter due to the nature of the fortification), or extra MF/MP are used in LOS of an enemy unit. Is a fortification not revealed by searching [A12.152] if E1.16 is in effect? Is a fortification not revealed by Interrogation [E2]?

A. No to both; they would be revealed. We are considering if errata is needed for this.

A15.431, A23.6, A23.61, & G1.612

A Japanese Berserker possessing a DC enters the target-Location of its Charge and survives all Defensive Fire unharmed. As per A15.431 it wants to Throw the DC into its own hex per A23.61; G1.612 in its AFPh. As Thrower and Target are in the same Location, is there only one single attack roll that applies both to Thrower and Target or is there a separate attack roll for each the Thrower and Target? Per A23.6 for a Thrown DC there is a +2 DRM to the attack resolution DR in the target Location and a +3 DRM to the attack resolution DR in the Thrower's Location. As in the given situation the target Location and Thrower's Location are identical, what attack resolution DRM do apply to Thrower and Target?

A. Separate attacks. +2/+3 DRM.

A22.32 & D3.6

A22.32 says, in part, "A FT which fires at an unarmored target two levels higher/lower than its own elevation uses 12 FP at normal range and 6 FP at long range." Do vehicular FT use these same FP numbers? Or is this simply an example to indicate that, when firing at an unarmored target two levels higher/lower than its own elevation, any FT's FP is halved at normal range and halved again at long range?

A. The vehicular FT of the Crocodile (for instance) would use 16FP and 8FP under those circumstances.

A23.5, C7.346, & D.8

An AFV is in Melee with one of my HS. The HS is held in melee, but not the AFV and it can't fire outside his hex for now. In my movement phase, I move a leader with a DC and I successfully place it on the AFV. Assuming the placement DR is ok, will the HS be affected by a collateral attack? If so how (new DR, position DR, TK DR...)?

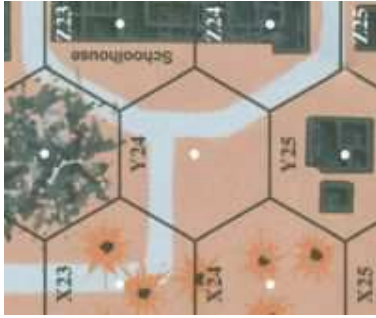
A. The HS would only be attacked by the DC if the Final Position DR is ≥ 12 .

A24.31

May a MMC attempt to throw WP grenades into its own location? Into an adjacent location solely occupied by friendly units?

A. Yes to both; A24.31

B8.1 & B31.1



Manhole location or not? (VotG Y24)

A. Y24 is a manhole location.

B23.71 & B24.74



M10 and M11 are rowhouse. Can M10 enter M11 as per B24.74? I10 is rubble, can the MMC in I10 try to enter J10 as per B24.74?

A. No. Yes.

B27.13 & C6.5

If a MMC possessing an assembled SW Mortar is in an entrenchment and decides to move out of the entrenchment, does its SW mortar lose any previous Acquisition?

A. Not if it remains in its Location.

C2.2401

After resolution of a Gun Duel, is the application of the ROF as a negative DRM to subsequent Gun Duel DRM calculations restricted only to cases where the two original Gun Duel participants engage again? If yes, then there must be an additional expenditure of MP for such a Gun Duel to take place, which would allow intervening DFF shots and possible Gun Duels, do such intervening Gun Duels impact on the later application of the ROF as DRM should the two original Gun Duel participants engage in another Gun Duel?

A. Yes. No.

C11.5 & D7.15

A non-emplaced Gun with a Gunshield is being Overrun in Open Ground. Does the -1 FFMO DRM apply in such a situation? Does the Gunshield DRM apply if the attacking vehicle is entering through the Gun's CA? Does the Gunshield DRM apply if the Gun has to (and does) change its CA to contain the hexside through which the attacking vehicle is entering?

A. The D7.15 -1 FFMO would apply, but Gunshield is NA for in-hex attacks (C11.5).

E1.53 & E1.531

A unit starts its MPH in LOS to a KEU (and not in/ADJACENT to a trench/bunker/road/path/gully/stream/river bank or Illuminated Location). It moves out of LOS to the KEU (and it is still not in/ADJACENT to a trench/bunker/road/path/gully/stream/river bank or Illuminated Location) and wishes to move further. Does it have to make a Movement DR?

A. Yes.

E8.3, E8.41, & U.S. Vehicle Note 51

Once a glider has landed, in the DFP and later it is treated as a truck with cs 7 for personnel when eliminated. If the eliminated glider has guns and/or vehicles as passengers, it is a little less clear what happens. If the glider is damaged then E8.41 is used, but there seems to be no corresponding rules for eliminated gliders. What happens to a passenger Gun when a glider is eliminated?

What happens to a passenger unarmored vehicle when a glider is eliminated? What happens to a passenger armored vehicle when a glider is eliminated? If any of the above answers have surviving passengers, how are the passengers attacked after the glider is eliminated?

A. Follow the SURVIVAL procedure in U.S. Vehicle Note 51 (the LVT4).

G3.1 & G7.1

When PTO Terrain is in effect, would a Bamboo hex transform an adjacent Marsh hex into a Swamp hex when that Marsh hex is not adjacent to any Jungle hexes?

A. Bamboo does not transform Marsh into Swamp.

O6.2 & O6.21

Does the O6.2 example exclude the connected Trench in D24 (or at least the 8-3-8 in it) as one of the Locations ADJACENT to C25? Is a RB Cellar ADJACENT to a unit in a connected Trench?

A. No. Yes.

P8.4 CG5

Cloaking at Night in KGP. If a side chooses the Attack Chit it is the Scenario Attacker. As the Scenario Attack they MAY use normal cloaking per CG5 of P8.4. Does that mean that units (not cloaked units) may not be start HIP or Concealed if a side chooses to use Cloaking?

A. No.

If the answer to the above is no, how many Cloaked counters can a side get? Is it based on the total number of squad-equivalents in his at start OB (including both HIP/Concealed and non-HIP/non-Concealed)? Or, is it based on the total number of non-HIP/non-Concealed squad equivalents in his at start OB?

A. Yes. No.

AP27 All Roads Lead To Rome

Does the SSR 4 TC, and its possible side effects, apply to rolled-for Italian reinforcements awaiting entry offboard on the turn the German chooses to use it?

A. No.