

Summary of changes in version 26

Added Q&A

A2.51

If using part of a board with a hill divided by the onboard/offboard line, what level are the offboard hill hexes at?

A. Ordinarily, such hexes are at level 0, barring an SSR or special (e.g., HASL) rule.

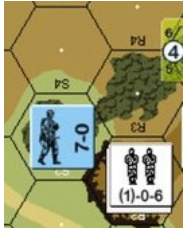
A4.3

A4.3 states “Bypass cannot be used to skirt the edges of [...] an obstacle that is Ablaze or contains an armed non-Disrupted (19.12) Known enemy unit.” Does this mean that a building location containing an armed, non-Disrupted Known enemy unit ONLY at level 1 cannot be bypassed?

A. No, it does not mean that.

A4.3

Consider Board 2. Can a unit in hex R2 (prisoner counter in image below) go directly into bypass in hex R3 along the R3/R2 hexside for 1 MP without going through any other hex?



A. No.

A4.31 & B.1

Using board 64. Non-bypass, no terrain or MF altering introductions. What is the MF cost for infantry to move from K1 to L1? What is the MF cost for infantry to move from M2 to L1?

A. Two MF in both cases; Woods is the dominant terrain in L1, there is no cumulative cost.

A4.51 & C10.3

Is there a +1 DRM per being CX when rolling the Manhandling DR to push a gun?

A. Yes.

A4.6

Are Riders, moving in the open, in the spirit noted in A4.6, subject to FFMO?

A. No

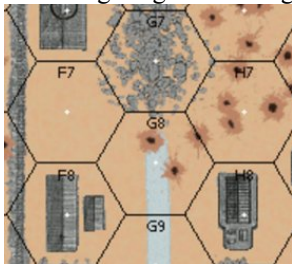
A4.6 & A22.2

A Flamethrower attacks an Assault moving unit in a wooden building hex. Is the final IFT DRM +0 or -1? In other words, does the FT's reduction of the building TEM to 0 as per A22.2 also convert the building hex to OG, thus qualifying the FT for FFMO?

A. 0 TEM. No conversion.

A4.63 & A11.8

In the image (RB map) wherein Rubble is eligible for Street-Fighting Ambush like a building. Would a unit in G7 be eligible for Street-Fighting Ambush against an AFV in G8? Could a unit in G7 Dash (through G8) to F8 or H8?



A. No to both.

A6.1, A6.12, & C6.5

May a Gun use ATT vs. a hex which center dot is out of LOS, aiming an in LOS vertex, while no target is in the hex, so as to place a 5/8" acquisition marker?

A. No; none of the situations in A6.12 apply.

A6.7, B18.2, & F4.51

Is a graveyard hex a half-level hindrance for purposes of F4.51?

A. Yes.

A7.25, A12.14, & C9.3

When a Mortar is marked for Opportunity Fire, is its Spotter also considered to be an Opportunity Firer and thus lose Concealment as well (concealment chart case D)? Or is it considered to just be Spotting (case C) and simply marked with the Opportunity Fire counter?

A. Mark the spotter with an Opportunity Fire counter but it does not lose "?" unless it might want to do something In the AFPh other than Spot.

A7.301

An IFT attack vs. units with different DRM in the same Location (e.g., in and out of a foxhole) results in different levels of KIA. Does one:

a) resolve the two different KIA results separately (e.g. a RS DR for the units in the entrenchment suffering the 1KIA and a RS DR for the units out of the entrenchment suffering the 3KIA) ?

Or should one:

b) roll one RS for all units affected by the different KIAs—limiting the number of eliminated units to the level of #KIA they suffer ?

A. a).

A7.7

All German units combine as a Fire Group to take a 30/+3 shot at the Russian 447. Given that the 247 is one of two units in the Fire Group that potentially enable the shot to cause Encirclement, and that the 247's shot alone is not sufficient to be an Encirclement-causing shot, does the shot from this Fire Group cause Encirclement?



A. Yes.

A7.81 & A9.2

A unit fires a SW HMG during the PFPh and maintains ROF. After the attack the unit is pinned (perhaps a SAN). Can it fire the SW HMG again (at half firepower)? Or would it be using a Multiple ROF, something that is forbidden for a pinned unit [A7.81]?

A. Yes. No.

A8.4

During the defensive fire phase, a squad & MMG want to make fire attacks. The squad (only) is marked with a def first fire counter. Is it legal for the squad to fire his MMG at full FP vs a non-ADJACENT unit and then (provided it didn't cower) have the squad use final fire at an ADJACENT unit? Would the answer be different if the situation was reversed? (MMG only is marked with a first fire counter, squad fires at non adjacent unit and then MMG final fires at adjacent unit.

A. Yes. No.

A10.52

When a unit uses low crawl, is it required to use the shortest path in MF towards its destination?

A. No.

A10.531

Rule A10.531 says, in part, "The cost to enter/exit Fortifications within a hex are not part of the total MF cost used when calculating the nearest building/woods hex." No exception is made for Wire, which is a Fortification. Is the MF cost of Wire then ignored when calculating the nearest building/woods hex for purposes of determining a rout destination?

A. No (you do not enter/exit that fortification).

A10.63 & A25.222

Do the provisions of A25.222 (immunity to DM, penalty if not rallied) apply to a Commissar attempting Self-Rally?

A. No.

A11.22

Does infiltration (A11.22) apply to non-simultaneous/sequential CC attacks? For example if a CC has a vehicle present and an Infantry unit that has not been attacked yet rolls a snake eyes on its attack, may it withdraw before it is attacked?

A. Yes.

A12., A12.2, & D6.

A friendly concealed Infantry unit is in the same hex as a friendly unconcealed vehicle. They are both out of LOS of enemy units. The concealed Infantry unit mounts the unconcealed vehicle as a Passenger or a Rider. Does the new Passenger/Rider become unconcealed? Does the vehicle become concealed? Does the new Passenger/Rider remain concealed while the vehicle remains unconcealed? A friendly unconcealed Infantry unit is in the same hex as a friendly concealed vehicle. They are both out of LOS of enemy units. The unconcealed Infantry unit mounts the concealed vehicle as a Passenger or a Rider. Does the new Passenger/Rider become concealed? Does the vehicle become unconcealed? Does the new Passenger/Rider remain unconcealed while the vehicle remains concealed?

A. If either the vehicle or the Infantry loading up are unconcealed, then the other party loses "?".

A12.121

When concealing one stack of mixed-nationality units, what is the correct way to place the concealment counter(s)?

Is it:

- A. Regardless of mix, place one concealment counter on top, and the color of the "?" counter is the player's choice providing the color matches one of the nationalities in the stack
 - B. Regardless of mix, place one concealment counter on top, and the color of the "?" counter is the player's choice providing the color matches the nationality closest to the top of the stack
 - C. Regardless of mix, place one concealment counter on top, and the color of the "?" counter is some other color, not matching the colors of the units in the stack
 - D. Group and stack the units by nationality and place one "?" counter immediately on top of each nationality represented in the stack, where the color of the "?" counter matches the color of the nationality of the unit directly beneath it
 - E. Place one "?" counter for each nationality represented on the top of the stack; if two nationalities, then place two nationality-colored "?" counters on the top of the stack
 - F. Other
- A. A.

A12.15 & D9.31

A squad and AFV using armored assault have moved adjacent to a building containing a concealed enemy unit. The squad then attempts to enter the building while the AFV does nothing. An enemy MMC is revealed, bouncing the squad back to the hex with the AFV. If the squad is fired upon during this MF expenditure, considering that the MF are spent in the hex still containing the AFV, can it claim the +1 AFV TEM for armored assault?

A. No; they are no longer moving together.

A14.21 & A14.22

If one had a Concealed truck and a Concealed OT AFV equidistant from a sniper Random Location DR hex, does the sniper player get to know which of the two hexes contains an optionally ineligible target before deciding the target hex (e.g., the concealed units player says something like "hex A5 contains an ignorable eligible target")?

A. Essentially.

A22. & B25.63

Assume the Wind Direction die roll was a 1 Does "directly with the wind" in B25.63 mean the FT may fire long range only in direction 1? Or does that also include directions 6 and 2?

A. Direction 1 only.

A22.612, D5.3, & D7.

A German ht enters a hex with a Russian 447 that has MOL capability. The ht declares an overrun. The 447 rolls for a MOL as DF before the overrun and fails the MOL check dr. Does that mean the IFT attack vs the CE crew does not occur since the ht is armored or does the 447 still attack the CE crew with TPBF?

A. The IFT attack on the CE crew still happens.

A23.71

A23.71 speaks of a Set DC “destroying a bridge hex”, so may it be set by a unit under the Bridge?

A. No, the DC must be Set in a Bridge Location to destroy the bridge.

A24.1

Two squads in the same Location. If a first squad’s Smoke attempt fails, can the defender First Fire at it before the second squad makes its attempt?

A. Yes, if they are not moving as a stack.

If yes, could the two squads initially declare that they are moving as stack, to avoid this possibility? Or can both squads declare (simultaneously) a smoke attempt to avoid First Fire before both managed their attempt?

A. They make move as stack and declare the expenditure simultaneously.

A25.221 & G1.41

Do two Commissars in the same Location (or Japanese leaders) with friendly units have a cumulative effect on the latter’s morale, i.e., increase it by two?

A. No.

A26.14 & B23.71

If a friendly Good Order MMC uses Rowhouse Bypass while an enemy Good Order MMC is another Location of the same Rowhouse, does the enemy MMC gain Control of that building? (Assume these are the only two units in the Rowhouse.)

A. No.

A26.221 & D8.1

Do immobilized trucks with a Wreck side count for CVP?

A. Yes, once they are flipped to their wreck side.

B20.41, B20.7, & B20.8

By SSR all streams are shallow and frigid. There is a Ford on the stream. B20.7 treats all non dry streams as frigid water obstacles. B20.81 treats movement into a Ford as movement into a stream of depth one less than specified, i.e., Shallow stream becomes dry. Is the Ford still part of the frigid Water Obstacle with all the consequences?

A. Yes, the Ford stream hex is frigid.

B24.121 & D8.21

Assume Falling Rubble falls onto a vehicle are these all the modifiers that could apply depending on the vehicle?

+1 Vehicle has Normal Ground Pressure,

+2 Vehicle has High Ground Pressure

+1 Vehicle is towing ordnance?? or trailer

+1 Ground is specified as soft??, mud??, or snow-covered??

+1 Ground is covered with Deep-Snow??/vehicle is crossing a Drift (E3.752)

+1 Vehicle is not fully-tracked

+1 Vehicle has Truck-type MP expenditure

A. Those could all apply.

B26.44

A Woods hex is adjacent to an Open Ground hex. There is a Wire counter in the open ground hex. Can an infantry unit bypass the woods along the hexside shared by the two hexes?

A. No.

B31.21 & B24

Is the normal stacking limit of a rubble Steeple Location of a HS or three squads

A. HS.

B31.21 & B24

If a Steeple Location is rubbled (and not the whole building), the level Location still exist but like a Rubble Location. B24 paragraphs never stipulate any stacking limit, so it a “standard” 3 Squads Equivalents, isn’t it?

A. No; as a rubbled Steeple Location, normal stacking remains one HS.

C1.32 & C1.62

Does “through the next two higher Levels” in C1.32 mean that a Ground Level SR/FFE rises up TO Level 2, but not beyond (say, to Level 2.5)? See the C1.62 example where the SR falls into W3. If the W4 woods were a continuation of the 2nd-level hill and there was a wall between W4-W5, would there be LOS from the Observer to the SR Blast Height?

A. Yes. No; blocked by wall.

C6.2 & C13.5

If a MOL-P fires using the Infantry Target Type at a hex containing no non-HIP enemy units (perhaps in an effort to place Smoke), does the Case K DRM (C6.2) apply to its TH DR?

A. Yes.

D5.341, E1.53, & G2.22

Is a vehicle under any form of Recall subject to straying?

A. Yes; Straying applies normally.

D9.3 & D9.54

Does the wreck left by a Dug-In AFV provide a +1 TEM to Infantry? Does a wreck from a Dug-In AFV still cause the MP penalties for entering hexes with wrecks?

A. No. Yes.

E1.2

A leader is set up with a DEFENDER’s concealed MMC in a Night scenario, and side recorded and its counter is offboard (E1.2). Is the leader counter put on board if:

- the leader directs the MMC fire and the MMC remains concealed and in the same Location (i.e., the firer is out of the LOS of the target and/or the target is not in Good Order)?
- the leader fires a starshell and the MMC remains concealed and in the same Location?

A SW is set up with the a concealed MMC and its counter is offboard (E1.2). Is the SW counter put on board if MMC fires it and the MMC remains concealed (i.e. the firer is out of the LOS of the target and/or the target is not in Good Order)?

A. Yes to all.

E10.2

It seems as if all that is required of an Ammo Vehicle to benefit a Gun with a circled B# is to be in an accessible location. Is this benefit accrued to the Gun if either or both (if the Gun in question is a vehicular mounted one) are In-Motion/Moving/Non-Stopped?

A. No.

Q1.8

Q1.8 says “The kindling/Spread numbers of other terrain in an Irrigation Ditch hex are reduced by two.” Should that read “...are increased by two” instead?

A. What is should say is: “Q1.8 The Kindling/Spread numbers of other terrain in an Irrigation Ditch receive a -2 DRM.”.

V12.6265

A night attack is declared by the Russians in CG IV...and he subsequently purchases some recon. Being a night scenario he can recon out to 8 hexes from a front line location. If the German player purchases some units as Reserves...which can be placed as close as 6 hexes to a front line location...are those Reserves eligible to be reconned by the Russian?

A. Yes; Dummies are removed, and Reserve units regain Reserve Cloaked status.

HF3.6

May a armor leader shift from his original vehicle to another during refit phase? May a surviving crew that survived a wreck creation replace the crew of another vehicle. If so must it be the same type as their original vehicle?

A. No to both.

OB10 The Men from Zadig

The map depiction shows board “a” with the id letter at the bottom right. The road network drawn over it is configured as if the id letter “a” is in the top-left. Is the id letter correct and the road network wrong, or is the road network right and the id letter wrong?

A. The id letter correct and the road network wrong.