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Advanced Squad Leader
First Edition Rulebook
Questions and Answers, Clarifications, and Errata

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The source(s) of each item is shown in square brackets ("[", "]"). Notes are enclosed in braces ("{", "}"). Notes flagged with an "SR" are my own clarifications and cross-references. Please email me at scott at sign romanowski period com about any mistakes in this document. (Remove anti-spam conventions before use.)

The errata pages in Doomed Battalions added some rules and re-arranged others. Items that refer to those now use the DB rule numbers, but are flagged with a comment showing the original rule number.

Contents

ASOP, B24.7, B24.73, B24.75, B24.76, G2.7 & G9.71 According to B24.73, .75 & 76, G2.7 and G9.71, Clearance of Wire, Set DC, Roadblock, Jungle and Panji may be declared during the DFPh, but these are not listed in the revised ASOP. Are these Clearance attempts allowed during the DFPh?
A. Yes. [Compil3]

ASOP & B24.72 The rule states that Flames can be extinguished in the MPh/DFPh. The Advanced Sequence of Play Chart states that Flames can be extinguished in Phase 2.26A of the PFPh. Can Flames be extinguished during a unit's Movement Phase? Prep Fire Phase?
A. Yes. No, this listing is in error. [Gen25.1; An95w; Mw]

Incremental IFT (IIFT)

The entry for DR "10" on the 16-FP column should be "NMC", not "PTC". [An90; An96; Mw] {Corrected in Classic ASL. SR}

If the IIFT is in effect, is Residual FP equal to literally half the attacking FP (requiring multiple counters to indicate, e.g., a 2 and a 1 to represent 3 Residual FP; or the players may draw up their own counters for the "odd" values), or must the corresponding IFT values be used to determine the Residual FP? (The rule given in the IIFT article in the 89 Annual seems to be mistaken, as it indicates that a 14FP attack would leave a 12FP Residual, or that an 8FP attack would leave an 8FP Residual!)
A. The EXC should read: "Residual FP uses the highest FP counter that is <= half of the FP used in the attack." [Letter4]

QRDC Delete the "Leadership NA" triangle from the "AFV" and "Unarmored Vehicle" Destruction Tables. [An93b; Mw]

Chapter A Divider The American First Line HS should be a 3-4-6, not a 3-3-6. [Letter9]

A.9 & A14.2 In the Annual '92, the answer to the question on rule A14.2 seems to contradict this rule with respect to Random Selection for concealed units. Does the answer supersede the rulebook?
A. The answer is correct. [Compil2]

A.14 Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?
A. No, ordnance weapons may not firegroup. [Compil9]

A.14 & A7.4 An AFV in Melee with an enemy squad is destroyed via the Vehicle Target Type. Is the squad unaffected? Even if the AFV is destroyed by a PF?
A. Yes. Yes. [Compil9]

A.14 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (A.14B)? A Specific Collateral Attack (A.14A)?
A. Yes. No. [J1; Mw]

A1.32 & A10.8 If a Fanatic HS Recombines with a HS that's not fanatic, is the resultant squad Fanatic?
A. No. [Gen22.6; An89; An95w; An96; Mw]

A2.5 Change line 4 to read "hex, but that hex is un-enterable due to being occupied by an enemy unit during the friendly MPh (see 4.14), or is otherwise blocked by". [An95w; An96; Mw]

A2.8 & A4.61 Location as defined in A2.8 and the index states that Entrenchments are NOT considered different Locations within the hex they occupy. Therefore it is clearly clear that a unit starting the MPh above an Entrenchment counter MAY NOT use Assault Movement to enter beneath that same hex Entrenchment since per A4.61 to use Assault Movement, the unit must change Location. Is this correct?
A. No. [Compil1]

A2.9 "Up to 10% ... may be freely Deployed...", is this 10% calculated once for the total OB or to each subsection as it is setup?
A. Once at the start of the game and once upon each subsequent turn of reinforcements. [Compil1]

A2.9 As clarification to the [Compil1] posted Q&A on this rule, calculation of the number of squads allowed to be Deployed at start would be based only on the number setting up at that time (not the entire OB), right?
A. Yes. [Compil2]

A4.12 In line 2, change "its" to "the". [An95w; An96; Mw]

A4.134 Suppose a squad is carrying six PP, leaving it with one MF, and it uses a Minimum Move to move into an adjacent building hex. For Defensive First Fire purposes, is it considered to have spent only one MF in that building hex – or two MF?
A. Two MF. [Gen22.6; An89; An95w; An96; Mw]

A4.3 May a unit bypass a gully-woods hex?
A. No. [An97; Mw]

A4.32 Suppose an Infantry unit using Bypass movement is attacked in the Bypass hex by Defensive First Fire and it survives without being broken of pinned. Could it then expend an additional two MF to enter the building instead of entering another hex?
A. Yes; see A4.3 in the 1987 Errata. [Gen22.5, Gen23.2; An89; An95w]

A4.4 If a unit begins its MPh with a SW in its possession but drops it before expending any MF at all, is the portage cost assessed?
A. No. See A4.43 in the 1987 Errata. [Variant in Gen22.6; An89]

A4.41 How do the U.S. and French 37mm INF SW fire during the AFPh?
A. They may not fire in the AFPh if they moved, and otherwise must add Case B. [An97; Mw]

A4.42 & A4.51 A stack consisting of a SMC and a MMC can combine their IPCs so the MMC can portage 4 or less PP without losing any MF. If both the SMC and MMC double-time (or are CX for any other reason), do they both have their IPC reduced by one, so the MMC can only portage 2 or less PP without losing any MF? For example, a MMC carrying a 5 PP HMG moves with a leader. The MMC has 5 MF (4MF + 2MF leader bonus - 1 MF for extra PP). If both double time, the MMC still has 5 MF (4 MF + 2 MF leader bonus + 2 MF double time - 3 MF for extra PP).
A. Yes. In the example, the leader could choose to NOT use Double Time and gain the whole stack 6 MF. [Letter2]

A4.42 & A4.52 Do a MMC and a SMC which combine their IPC and become CX have a combined IPC of 2 or 3?
A. Two. Both units' IPC are reduced when CX. [Letter5]

A4.43 Can an Infantry unit abandon a SW as it advances during its Advance Phase?
A. Yes; see A4.43 in the 1987 Errata. [Gen23.2; An89; Mw]

A4.44 Can a leader apply his leadership modifier to another unit's Recovery dr?
A. No. See A4.44 in the 1987 Errata. [Gen22.6; An89; Mw]

A4.44 When may a SMC attempt to take possession of a SW/Gun from a broken unit?
A. During RPh and during MPh, a leader may attempt to Recover a SW/Gun from a broken unit. In addition, whenever a unit is eliminated or routs away from a SW/Gun, a SMC stacked with the unit may attempt to claim possession of the weapon at that time. [Compil8]

A4.5 If Infantry enters terrain that requires "ALL" of its MF allotment, may it then declare Double Time to gain an extra MF?
A. No. [An92; An95w; An96; Mw]

A4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than "if a unit breaks") only effective "in its next player turn"?
A. Yes. [J1; Mw]

A4.51 & A4.42 See prior entry.

A4.52 & A4.42 See prior entry.

A4.61 Once Assault Movement is declared by a unit/stack, may that same Good Order unit/stack revert to using non-Assault Movement in that same movement phase, in order to allow it use of all that unit/stacks MF capability, to allow it to declare Double Time movement, or to allow it to perform any other activities that it cannot do while using Assault Movement like Searching?
A. No. [EXC: Wire; B26.4] [Compil4]

A4.61 & A2.8 See prior entry.

A4.63 For an infantry unit to make a Dash, must it have enough MF left (after deducting for PP in excess of its IPC) to cover the normal cost of the two-hex movement?
A. Yes. See A4.63 in the 1987 Errata. [Gen23.2; An89; Mw]

A4.63 May a Dashing unit expend an extra MF in the road Location (e.g., to Recover a SW) and still receive Dash benefits if it otherwise qualifies for them?
A. A Dashing unit may expend no MF in the road beyond the minimum required to enter it. [Gen27.1; An91; An95w; An96; Mw]

A4.7 May Infantry advance if they are marked with a CC counter, or if they have no available MF after deducting for PP > their IPC?
A. No to both. [An95w; An96; Mw]

A4.7 & A4.72 Can an Infantry advance one hex during its APh if its MPh allotment (after deducting for PP in excess of IPC) is zero?
A. No. [Gen23.2; An90; An95w]

A4.71 Should 'hex' in this rule be changed to 'Location' (i.e., if there is an enemy AFV in the ground level Location, can a unit advance into an upper level Location of that hex without taking a PAATC)?
A. Yes. [Compil3]

A4.71 In line 1 change "hex" to "Location". [An97; Mw]

A4.72 & A4.7 See prior entry.

A5.13 Add "During the MPh" after "PENALTIES:", and delete "during First Fire" in line 2. [An93b; An96; Mw]

A5.5 & A16 Can Battlefield Integrity rules be used in a scenario when one side has less than ten squads but more than ten squad-equivalents?
A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A6.4 In line 7 add "full-level" before "height". [An95w; An96; Mw]

A6.42 In line 1, add "full level" after "every". [An93a; An95w; An96; Mw]

A6.7 Is an AFV hindrance cumulative with a terrain hindrance in the same hex?
A. Yes. [Compil9]

A7.21 Is the FP of MG and/or SW ATR doubled (tripled) for PBF (TPBF) attacks?
A. Yes. [An96; Mw]

A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 Is a CC marker placed immediately after a Non-CC Reaction Fire (or any other TPBF) attack? Is the CC marker removed when only one side occupies the Location?
A. No, not until the armed vehicle (or unit) ends its MPh in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, E9.43, and G1.423). Yes. [J1; Mw]

A7.211 & D6.61 Can Good Order Infantry attack the crew/passenger(s) of a BU halftrack with TPBF and +2 DRM during the PFPh, MPh, DFPh and AFPh while the halftrack enters its location or is already in its Location?
A. Yes. [Compil4]

A7.211 & D6.61 Can the crew/passenger(s) of a BU halftrack attack with TPBF during the PFPh, MPh, DFPh and AFPh while the halftrack enters the unit's Location or is already in the unit's Location?
A. No; although Passengers could attack a higher level unit whose elevation advantage was > the range. [Compil4]

A7.24 If the attacking unit is firing a SW, is that SW's FP halved?
A. Yes, unless the SW is a FT, DC, or MOL, or is being fired as ordnance. [An93a; An95w; An96; Mw]

A7.301 If a hex containing a HS, a broken squad and an unarmed unit is attacked and the IFT results is 1KIA, suppose Random Selection results in the elimination of the HS. Do the broken squad and unarmed unit suffer Casualty Reduction, just like berserk/heroic units would?
A. Yes. [Gen23.2; An90; An95w; An96]

A7.307 & A8.1 May PRC BU in a CT AFV be fired upon? (Possibly used to cause residual to remain.)
A. Yes. [Compil4]

A7.308 & D4.2 What TEM applies to a HD unarmored vehicle attacked by non-ordnance Direct Fire?
A. No TEM applies; instead, the vehicle will not be Immobilized on a Final DR equal to the * Vehicle line. [Compil3]

A7.7 Suppose an attack by German units causes Russians in the target Location to be Encircled. If German units then advance into the Encircled Location for CC, are they too affected by the Encirclement?
A. Yes; see A7.7 in the 1987 Errata. [Variant in Gen22.5; An89] {Changed in 2ed so the Germans must be in Melee before they are Encircled. SR}

A7.7 Disregard the second A7.7 Q&A in the *Annual '89* Debriefing. (An attack *cannot* cause Encirclement during the MPh). [An93b; An96]

A7.7, A10.531 & A10.532 state that a CX unit cannot Interdict. Is this still true? If it is true, then is an Encircled unit also prohibited from Interdicting.
A. Yes. Yes [Compil3]

A7.831 & A11.4 Can a Leader that is pinned apply his leadership for ambush?
A. No. In the last line of the chart, add "unpinned" in front on "Good Order". [An97; Mw]

A7.9 When a squad fires only a MG and this attack cowers, is the squad also marked with the appropriate Prep Fire or Final Fire counter?
A. Yes. [Compil9]

A8.1 In line 15, change ";8.3-.31" to "(8.3-.31); Intensive Fire (C5.6)". [An93b; An96; Mw]

A8.1 & A7.307 See prior entry.

A8.11 If the Defender declines to use a Defensive First Fire at a unit after it moves into a certain hex and the Attacker subsequently announces that he has finished moving that unit, can the defender then change his mind and use Defensive First Fire (before another unit has physically moved)?
A. Yes. [Gen23.2; An89; An96; Mw]

A8.15 May a Snap Shot be made versus a unit that is exiting the playing area?
A. No. [An90; An95w; An96; Mw]

A8.15 If a unit moves into a building (or other terrain feature) and undergoes (and survives) defensive first fire in that hex (utilizing the TEM of that terrain feature), can it then be fired at by a different unit using a snap shot as they entered that hex and therefore no TEM (or that of the rest of the hex)? Or must snap shots be taken first before any fire at the unit while IN the terrain feature?
A. Yes. No. [J1; Mw]

A8.15 & B27.54 If Infantry is moving from beneath one Trench counter to directly beneath an adjacent one, does Trench TEM apply to any Snap Shot vs. it?
A. Yes. [An93b; An96; Mw] {B27.54 now prohibits Snap Shots. SR}

A8.2 In the next-to-last line, add "and SMOKE/-FFE-Hindrance DRM" after "TEM". [An93b; An96; Mw]

A8.2 If a concealed unit and a non-concealed unit move together as a stack and are attacked (with different FP because of the concealment), is the Residual FP based on the highest FP or the lowest FP used in the attack?
A. The highest. [J1; Mw]

A8.2 & B23.741 Does an attack from outside a Factory vs. a Location of that Factory leave the same Residual FP as an attack of the same type and strength made from within the Factory, considering the different TEM applicable to the attack? Which TEM applies to a Residual FP attack in a non-rooftop Factory Location?
A. Yes. Building TEM applies if the moving unit/stack is entering the Location by crossing a non-building hexside or Bypassing the hex; otherwise Factory TEM applies. [EXC: J2.23] [An95w; An96; Mw]

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP − true or false?
A. False. The Small Arms Attack is actually made versus the entire *Location*, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP, see the last sentence of A.14B. [Gen24.6; An89; An95w; An96; Mw]

A8.26 Is Residual FP lowered by one IFT column if the firer is CX or being directed by a 6+1 leader?
A. Yes. [Gen26.5; An91; An95w; An96; Mw]

A8.26 Does the +1 TH DRM for being BU reduce by one column the residual FP resulting from a hit by a vehicular Gun. Even if the net DRM was negative?
A. Yes. Yes. [Compil7]

A8.3 In line 14 add ", but a minimum of once per hex" between "(FRD" and ")". [An95w; An96; Mw]

A8.31 If a FG of >= two units rolls an Original 2 (or 12) for its FPF attack, does each of those units make a Heat of Battle DR (or suffer a Casualty MC)?
A. No – use Random Selection. [Gen26.5; An91; An95w; An96; Mw]

A8.31, A7.211, A12.151, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A8.312 Does "immediately" mean before any Residual-FP/minefield/OBA attack vs. that ATTACKER? Before any DEFENDER in another Location fires at that ATTACKER? Before any attack vs. any ATTACKER in another Location in the Impulse?
A. No. Yes. Yes. [An93b; An96; Mw]

A9.21 If a HMG firing from a building hex has established a CA, can the HMG be used that same phase against an enemy Infantry MMC that enters the HMG's Location across a hexside that is not within the HMG's CA?
A. Yes. [Gen24.6; An89]

A9.22 May an individual MG's Defensive First Fire attack leave a Fire Lane if it attacks as part of a FG and/or loses if Multiple ROF and/or Cowers?
A. Yes to all, provided the MG did not malfunction and the Fire Lane declaration was stated as part of the FG's attack declaration. [An91] {A9.22 in the '92 errata page says no Fire Lane is placed if the firing unit cowers. SR}

A9.222 Does an IFT roll have to be made if a BU, CT AFV without Vulnerable PRC moves into a Fire-Lane/Residual-FP hex?
A. No. [Compil6]

A9.223 If a MG has established a Fire Lane, would an enemy unarmored vehicle (with no PRC) entering the MG's Location cause cancellation of that Fire Lane?
A. No; A7.212. [Gen24.6; An89]

A9.223 Must a Fire Lane attack be rolled even when the attack cannot get any result vs. the moving enemy unit (e.g., a BU fully-armored AFV or an attack which receives too many positive DRM)?
A. No. [An97; Mw]

A9.4 In the last line delete"aerial or". [J1; Mw]

A9.5 & C8.4 If Spraying Fire (regardless of its source) or canister used vs. > one Open Ground Location yields a 1KIA result, does the 1KIA apply separately in each such Location?
A. No – use Random Selection once for all targets eligible to receive the 1KIA in those Locations. (Each such target that Random Selection *exempts* from the 1KIA suffers a break result). [An93b; An96; Mw] {[Letter10] points out this is contradicted by the second paragraph of A25.242 EX, p. A41[98]. SR} {ASLRbv2 still contains wording that implies it applies to both hexes. SR}

A9.71 & C13.2 If A FG containing both a MG and an ATR rolls >= both weapons B#, is Random Selection used to determine which SW that is malfunctioned, i.e. treating an ATR as MG for this rule?
A. Yes. [Compil3]

A9.72 & A9.8 Do dismantled malfunctioned weapons have the same Repair Number as if they were not dismantled?
A. Yes. [An97; Mw]

A10.31 If a berserk/unarmed squad or an already-wounded hero suffers a Casualty MC, is it eliminated?
A. Yes. [Gen25.6; An95w; An96; Mw]

A10.41 After "Units", add "within both the LOS and Normal Range of an armed and unbroken Known – and/or ADJACENT to any unbroken – enemy ground unit". [An93a; An95w; An96; Mw]

A10.41 & B25.4 Can a Hero voluntarily "break" to be able to move during the RtPh (such as to escape a Blaze hex)?
A. No, that would simply result in a Wound which is a form of Reduction. It would not leave it broken and therefore unable to rout. [Gen22.5; An95w; An96] {See B25.4 below. SR}

A10.5 If a broken unit starts its RtPh in Open Ground in the LOS, but beyond the Normal Range, of a Known enemy unit that possesses a functioning SW or Gun, is that broken unit still forced to rout if it is within the Normal Range of that SW/Gun?
A. Yes, provided the unit possessing it is neither broken nor in Melee. For the Gun's Normal Range, see also A10.532. [An93a; An95w; An96; Mw]

A10.51 In line 1 and line 6 add "armed" between "Known" and "enemy"; in line two, replace the comma before "disrupted" with "or" and delete "or unarmed". [An97; Mw]

A10.51 ROUTING: In any scenario, a broken unit forced to rout but unable to reach a woods/-building hex in that RtPh may rout to any terrain hex consistent with A10.51 but is not required to rout to the nearest woods/building hex. [F.1C p.F1[92]; An96; Mw]

A10.51 If a DM broken unit that must rout *is* within six MF of the nearest woods/building, must it attempt to reach the woods/building in a *single* RtPh?
A. Yes, unless it uses Low Crawl, but it need not take the shortest route (in hexes/MF) to do so. Even if it uses Low Crawl, however, it must still do so *toward* that woods/building (i.e., at no time may it increase the hex range between itself and that woods/building, and must end that RtPh closer to it than it was at the start of the phase). [An92; An95w; An96; Mw]

A10.51 This rule states that a broken unit can continue to rout after it has reached a woods/-building hex if it can directly enter another building/woods hex in its next entered hex. May a broken unit that has reached a building Location rout up to a higher level or down to a lower level of that same building Location, if otherwise allowed?
A. Yes. [Compil3]

A10.51 A routing unit may "ignore a building/-woods hex if that hex is no farther from a Known enemy unit than its present hex." Does this mean that the routing unit may rout <u>through</u> such a hex on its way elsewhere, overriding the requirement that it stop upon reaching a building/woods hex not ADJACENT to an enemy unit?
A. Yes. [Compil8]

A10.531 Must a routing unit not using Low Crawl ignore an entrenchment and instead use the Open Ground cost in order to get a woods/-building hex in one RtPh?
A. No, as long as it is otherwise using the shortest path in MF, it may enter the entrenchment even though during so would prevent it from reaching its rout hex this RtPh. [An97; Mw]

A10.531, A7.7 & A10.532 See prior entry.

A10.532, A7.7 & A10.531 See prior entry.

A10.6 & A10.71 In a recent game my opponent had in a location a broken MMC and a broken leader. He made an unsuccessful MMC self-rally attempt. He then successfully self rallied the leader, and then used the leader to rally the MMC. Is this legal?
A. No. [Compil2]

A10.62 In line 10 add "armed" between "Known" and "enemy", and change "becomes" to "is". [An97; Mw]

A10.62 DESPERATION MORALE: Units also become DM if they start a RtPh in Open Ground in the LOS and Normal Range of a Known enemy unit. [p.K20; An96; Mw]

A10.64 If a squad's Rally DR is an "Original 12", can that DR (given sufficient negative DRM) still rally the surviving HS?
A. No – an Original 12 DR never rallies a unit. [An92; An95w; An96; Mw]

A10.71 & A10.6 See prior entry.

A10.8 & A1.32 See prior entry.

A11.11 What happens if casualty reduction occurs to a leader in CC?
A. It wounds. [Compil9]

A11.12 & B30.6 May a unit IN a pillbox be attacked in CC if it is screened by a friendly unit in the hex outside the pillbox?
A. No. [Compil8]

A11.14 & A18.12 If a MMC both attacks and is attacked in simultaneous CC, and in its own CC attack it rolls an "Original 2" and creates a leader, what effect does that leader have on those two CC attacks?
A. Unless one or both sides Withdraw(s) due to Infiltration (A11.22), both attacks must be resolved using both of the same Original DR *and* the new leader's Inherent-FP/leadership just as if he had been present all along. Note that if the "2" DR that allowed leader creation was made for > one MMC engaging in a combined attack, Random Selection must be used to determine which MMC that leader will defend with. [An92; An95w; An96; Mw]

A11.2, A11.22 & A19.12 May a Disrupted unit attempt to Withdraw from CC/Melee?
A. No. [An92; An95w; An96; Mw]

A11.2 & A20.22 If during the CCPh one side attempts to capture an enemy squad and the DR results in a Casualty Reduction instead, then is a HS captured? If CC is simultaneous and the return attack eliminates the side that captures the enemy squad during the phase it is captured, is the surviving "captured" squad still replaced with an armed conscript/green unit?
A. Yes. No, it remains unchanged. [Compil8]

A11.22, A11.2 & A19.12 See prior entry.

A11.31 & C13.7 Can a player make his ATMM availability dr before deciding the order of his CC attacks versus a vehicle?
A. No. [Gen26.1; An90; An95w; An96; Mw]

A11.4 In the last line of the chart, add "unpinned" in front on "Good Order". [An97]

A11.4 AMBUSH: ... whenever a hidden unit is placed onboard as per A11.19, an Ambush can occur. [G.4 p.G1; An96; Mw]

A11.4 & A7.831 See prior entry.

A11.4, A12.122, A12.154 & A16.2 Can a player decline the use of a poor leadership modifier in an Ambush dr if the leader is not alone?
A. No; neither may he decline its use for Concealment (A12.122), Search Casualties (if concealed; A12.154), nor an Integrity Check (A16.2). [An97; Mw] {Original just cited A11.4, I added the cross references. SR}

A11.41 If a force qualifies for an Ambush, can part of the force decline CC (by Ambush Withdrawal), while part of the force attacks the enemy units in CC?
A. Yes. [Gen22.5; An95w; An96; Mw]

A11.41 Can't Ambush Withdrawal be made to another Location within the CC hex that is Accessible?
A. Yes. [An90; An95w; An96; Mw]

A11.41 & A11.8 May Infantry using Street Fighting CC withdraw?
A. Only if they <u>actually</u> Ambush (A11.4) the vehicle in the CCPh. (Although they qualify for all the other benefits of Ambush, unless they actually Ambush the enemy, Infantry Street Fighting in a road hex must return to the building hex from where they came and Infantry Street Fighting a vehicle in Bypass remain in the Bypassed obstacle. Likewise, no Ambush benefit accrues to Street Fighting Infantry who are Ambushed.) [An97; Mw]

A11.41, A11.8 & D7.211 says "CC Reaction Fire may use Street Fighting (A11.8 – including its automatic Ambush) vs. an ADJACENT vehicle if the units involved meet all the requirements for both." A11.8 says that infantry using Street Fighting "...qualify automatically for Ambush benefits..." and that Street Fighting can be used against vehicles using VBM. A11.41 says "A force which has qualified for Ambush has the option to decline CC altogether, prior to CC resolution, by immediate withdrawal into an Accessible hex (unless pinned)." Does this mean, if a vehicle uses vehicular bypass movement in a location occupied by unpinned enemy infantry not marked by any fire counter, that such infantry may withdraw to an Accessible location as its CC Reaction Fire and thus somewhat avoid "VBM freeze"?
A. No. See the A11.41 Q&A in the '97 Annual. [Compil9]

A11.5 In line 13 delete "If ... (D8.11)". [An95w; An96; Mw]

A11.5, A11.61, A11.62 & A11.7 I moved a 7-4-7 squad into CC with a SdKfz 6/2 unarmored AA halftrack. It has a 20mm AA gun that is IFE capable with 4FP.
 (a) What modifiers are applicable? -3 vs. unarmored vehicle?
A. Yes
 (b) -1 for vehicle without functioning MG? Does IFE void this DRM?
A. Yes. Not 20mm IFE.
 (c) Can IFE be used in CC?
A. If less than 20mm.
 (d) A11.7 says an AFV holds Infantry units in Melee. Does an armed but unarmored vehicle do the same?
A. Armed but unarmored vehicles can hold Infantry in Melee.
 (e)Can IFE/MG/MA be used by an unarmored vehicle against enemy infantry in its hex who are held in melee?
A. Yes. [Compil9]

A11.62 & D3.7 If an AFV in CC rolls an Original 12 DR for its MG attack, does that MG malfunction?
A. Yes, and use Random Selection if more than 1 MG is involved. In line 8 of D3.7 add "/CC" after "IFT". [An96; Mw]

A11.622 May a unit being attacked by a Nahverteidigungswaffe claim a TEM?
A. No. [An93b; An96; Mw]

A11.8 & A11.41 See prior entry.

A11.8, A11.41 & D7.211 See prior entry.

A11.8 & D7.211 May Street Fighting CC Reaction Fire be used by a unit marked with a First Fire counter?
A. No. In lines 12-13 delete "or Subsequent First Fire". [An97; Mw]

A12.11 May a concealed stack comprising a "?", MMG and MMC split into two concealed stacks, one containing the MMG and the other the MMC?
A. No – an unpossessed SW cannot gain/retain a Concealment counter. [An93a; An95w; An96; Mw]

A12.11 May a Dummy stack comprising three "?" be split into two stacks of two "?" each? If yes, what happens when they recombine into one stack?
A. Yes. One stack loses one of its "?". [An93a; An95w; An96; Mw]

A12.11 & A12.2 If a scenario OB gives a side a number of "?" counters, can the player choose 5/8-inch "?" counters even if the OB pictures only a 1/2-inch "?" counter?
A. Yes. [Gen25.2; An90; An95w; An96; Mw]

A12.12 When one side begins with all its forces offboard, the opponent may conceal all his onboard units. In this situation, may he place a "?" on an already-concealed units (including a Dummy stack)?
A. No. [An90; An95w; An96; Mw]

A12.12-.121, A12.2, B13.31 & B14.6 Is a vehicle that sets up in a woods-road (or orchard-road) hex considered to be in Concealment Terrain?
A. Yes, for the purposes of placing OB-designated "?" (A12.12) and of using SSR-allowed HIP – but thereafter it is considered to on the road (B13.31) and thus in Open Ground to a clear LOS traced to it along the road. [An95w; An96; Mw]

A12.121 & B13.31 Is a vehicle on a woods-road hex but not on a TB counter considered in concealment terrain if the LOS from the viewing unit does not cross any woods depiction within the hex?
A. Only at setup; see the Q&A on A12.12-.121, A12.2, B13.31 & B14.6 in the '96 Annual. [Compil9]

A12.122, A11.4, A12.154 & A16.2 See prior entry.

A12.14 If a concealed unit uses non-Assault Movement in Open Ground in the LOS of a Good Order enemy ground unit within 16 hexes, but that LOS is drawn through a LOS hindrance, is the moving unit's "?" lost?
A. Yes. In the next-to-last sentence of A12.14, change "prevents" to "does not prevent". [An93a; An95w; Mw]

A12.14 (a) If a Concealed stack containing dummy counters is attacked resulting in at least a PTC while no Good Order enemy unit has LOS to it, are the dummy counters automatically eliminated?
A. No.
(b) If No, does each such dummy counter take PTC/MC with a morale of 7, and if so, what is the result if they fail the PTC/MC?
A. The dummy owner declares how many DRs more than one he will make; Morale 7 is used; a failed MC or Pin result for <u>any</u> dummy reveals all dummies in that stack.
(c) If No to a), how does a K/KIA result affect a dummy counter?
A. The stack is eliminated. [Compil3]

A12.14 & C1.82 If a Concealed stack containing dummy counters is attacked by Bombardment on the IFT with a result of a PTC or greater, are the dummy counters eliminated?
A. A K/KIA eliminates the stack; otherwise the dummy owner declares how many DRs more than one he will make, using Morale 7; failure of a MC by <u>any</u> dummy reveals all dummies in that stack. [An97; Mw]

A12.15 "... is subject to Snap Shots ... when being returned to its previously occupied Location ...", is this true even if that Location is Offboard?
A. No. [Compil1]

A12.15, B23.922 & B28.41 If an Infantry unit is forced back from a Location containing a concealed enemy unit/a Fortified Building Location containing a Good Order enemy squad-equivalent, is it attacked by an A-P minefield in the Location which would have attacked it had it been able to enter the Location?
A. No. This is stated in A12.15. [Letter5]

A12.151, A7.211, A8.31, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A12.151 & B23.922 If a unit/stack is forced by Detection to return to the hex it was attempting to exit, but cannot end its MPh in this hex (e.g., because it had Bypasses a Fortified building therein that contains a hidden/concealed enemy squad), what happens to it?
A. It is considered to be in Bypass (on the *last* hexside it Bypassed along) in the hex it is returned to, and is there subject to Defensive-First/Residual-Fire/mines, etc. (if any) in the normal manner – after which Detection applies again, forcing it back yet another hex. [An95w; An96; Mw]

A12.152 Does Searching reveal a hidden Set DC?
A. Yes; see O11.621 Note 9. [Compil9]

A12.153 Are units attempting to Mop Up a building required to be within two hexes of any completely rubbled hexes of the building? Of any Blaze hexes of the building?
A. No. No. [Gen22.5, which mistakenly cites A12.53; An96; Mw]

A12.153 Does Mopping Up cause enemy units in Rubble Locations of the building to lose their Concealment, or to surrender if broken?
A. No; see A12.153 of the 1987 Errata. [Gen22.5, mistakenly cites A12.53; An89]

A12.153 & A26.11 When a side successfully secures a Building by Mopping Up, does it immediately gain Control of all hexes of that Building? Of all Locations in that Building? Of the Building?
A. Yes. Yes. Yes. In line 13 of A12.153 add "all its hexes/Locations Controlled, " after "secured, ". [An97; Mw] {See also A26.11 in DB errata pages. SR}

A12.154 If more than one Searched Location contains anything that can cause Search casualties, is one Search Casualty dr made for *each* such Location?
A. No; only one such dr can be made per Search dr. [An92; An95w; An96; Mw]

A12.154, A11.4, A12.122 & A16.2 See prior entry.

A12.2 If a Location containing a concealed AFV in LOS of a Good Order enemy ground unit is subjected to a non-ordnance attack that results in at least a PTC on the IFT, does the AFV lose its "?"?
A. Only if the attack is OBA, and/or if the AFV is CE. [Gen26.5; An95w; An96; Mw]

A12.2 How does an armored vehicle in concealment terrain lose "?" by being fired on by a MMC using Inherent FP?
A. It doesn't; a BU CT AFV is unaffected by Small Arms fire, including "?" loss. A PTC or better vs. vulnerable PRC or dummies causes "?"-loss if in LOS. [Compil4]

A12.2 Do 5/8" dummies lose concealment as if they were Infantry or as if they were a vehicle?
A. Except when moving, 5/8" dummies are treated the same as 1/2" dummies (i.e., Infantry) for concealment loss purposes. [An97; Mw]

A12.2 & A12.11 See prior entry.

A12.2, A12.12-.121, B13.31 & B14.6 See prior entry.

A12.33 & B9.21 Since LOS is reciprocal, B9.21 seems to imply that a hidden entrenchment directly behind a wall/hedge cannot be seen across that wall/hedge by a non-adjacent, same-level unit. Is this correct?
A. No – the required LOS to the entrenchment's Location is all that is necessary to reveal it. [An93b; An96; Mw]

A13.3 & B28.61(EX) What is the correct COT for Cavalry entering a woods trailbreak?
A. 3 MF. In A13.3, line 5, change "1-1/2 MF" to "3 MF". [An96; Mw]

A13.31 May Infantry mount a Horse counter that has already moved during that MPh?
A. No. [Gen26.1; An91; An95w; An96; Mw]

A13.511 If a horse counter carrying a squad is Reduced by an attack which does not affect the squad, owing to favorable dice rolls, must the entire squad bail out, or may it immediately deploy, with one HS remaining mounted while the other HS bails out?
A. The latter. [Letter5]

A13.61, A7.211, A8.31, A12.151, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A13.7 May broken infantry "lead" horses during the RtPh?
A. No. [An95w; An96; Mw]

A14.1 For SAN purposes, which Player makes MC/TC/Entrenchment DR for prisoners?
A. No Player is considered to control the prisoners, and no Sniper Activation will occur. [An96; Mw]

A14.2 If some/all of the possible targets of a sniper attack in a Location are concealed, how does the sniper player determine its target(s)?
A. First, if the eligible possible targets include both concealed *and* unconcealed units, treat the concealed stack as *one* possible target (regardless of how many units it actually contains) for Random Selection purposes. Then, *if* (or *whenever*) a concealed stack is chosen as the sniper's target, the sniper player's opponent must declare the number (only) of eligible possible targets the stack contains. If it contains none (i.e., is a Dummy stack), it is automatically eliminated (14.3). If it contains one, that unit is attacked. If it contains two or more, the sniper player rolls for Random Selection accordingly. [An92; An95w; An96; Mw]

A14.2 How does the initial setup for sniper counters work if one or both sides forces do not setup on the playing board?
A. If no enemy unit is on board, the Sniper may be placed anywhere. [Compil8]

A14.2 & A.9 See prior entry.

A14.21 If two building hexes/Location of the same wooden or stone construction type are equidistant possible sniper targets but, unknown to the sniper player, one of them is Fortified, can/must the opponent declare that Fortified status to increase its TEM?
A. He *may* do so. [An92; An95w; An96; Mw]

A14.22 & A15.42 Since berserk units can't be pinned or broken, are they still eligible targets for Sniper attacks?
A. Yes. They will ignore pin results, but if broken they will suffer Casualty Reduction instead. [Gen25.6; An91; An95w; An96; Mw]

A14.22-.3 Is a broken DM MMC a valid Sniper target? What effect does a sniper dr 1 have on it? A sniper dr 2?
A. Yes. Casualty Reduction. None. [Compil6]

A15.1 & A19.12 These two rules seem to disagree as to whether crews disrupt due to Heat of Battle. Which is correct?
A. A15.1 is correct, crews are not subject to Heat of Battle. In A19.12 delete "Crews and". [An96; Mw]

A15.2 In line 7 add "Minimum Move (A4.134)," before "Wounds". [J1; Mw]

A15.2 This rule says a hero *never* goes berserk. Rule A15.41 says that when a leader goes berserk he must attempt to change *any* friendly units in his Location to berserk status; and A25.223 says that if a Commissar goes berserk, *all* friendly Infantry in the same Location automatically becomes berserk. Can any type of leader who goes berserk cause a hero to become berserk?
A. No. Nor can they cause any other unit (including inherent and Temporary crew) that is immune to Heat of Battle to go berserk. [Gen25.6; An91; An95w; An96; Mw]

A15.2 If a broken leader becomes Heroic, does he automatically rally too?
A. Yes – a Hero can never be broken. [An95w; An96; Mw]

A15.2, A20.54 & B20.7 If a hero or an unarmed MMC enters a Frigid Water Obstacle without a bridge, would this cause it to suffer Casualty Reduction since such units never break?
A. Yes. [Gen25.6; An95w; An96; Mw] {Added reference to B20.7. SR}

A15.22 & A17.2 Does the A15.22 penalty (being Pinned if wounded during its MPh after having expended > 3 MF) apply to non-Heroic SMC?
A. Yes. [An96; Mw]

A15.24 Can the -1 Heroic DRM be used to modify a FT/DC attack?
A. No. [An92; An95w; An96; Mw]

A15.42 Regarding the last sentence of this rule, may a Good Order leader direct the IFT attack of a berserk unit? Even if the latter is part of a same-Location FG containing a Good order unit?
A. No to both. [An92; An95w; An96; Mw]

A15.42 May a Good Order leader apply his leadership drm to an Ambush dr in conjunction with a berserk unit? Even if another Good Order friendly unit is part of that Ambush attempt?
A. No to both. [An92; An95w; An96; Mw]

A15.42 May a Good Order leader apply his leadership DRM to a CC attack made in conjunction with a berserk unit? Even if another Good Order friendly unit participates in that attack?
A. No to both. [An92; An95w; An96; Mw]

A15.42 What happens to when a Berserk unit that is not a squad fails a morale check?
A. It undergoes Casualty Reduction. In line 2, change "squad" to "unit". [An96; Mw]

A15.42 & A14.22 See prior entry.

A15.43 If a berserk wounded leader and a friendly berserk MMC begin their MPh in the same Location, must they move together as a combined stack even though the wounded leader has only 3 MF?
A. No. [Gen22.5; An95w; An96; Mw]

A15.431 & A23.6 These two rules contradict each other regarding whether a berserk unit can Throw a DC. Is this in fact allowed?
A. Yes. In line 6 of A23.6 add "(or berserk)" after "Order". [An92; An95w; Mw]

A15.432, A7.211, A8.31, A12.151, A13.61, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A15.46 Would a same-Location ordnance attack by a berserker that eliminates all Known enemy units qualify that berserk unit to return to normal? Would such a same-Location FT attack?
A. No. Yes, if on the IFT. [Compil6]

A15.5 & A20.3 If a player's units are under the protection of the No Quarter rule and one of his units receives a Surrender result from a Heat of Battle DR while ADJACENT to a Known enemy unit, does it just become disrupted instead of surrendering?
A. No, it becomes berserk. [Gen22.5]

A15.5 If a unit is subject to No Quarter (and therefore will not surrender via the RtPh method), what happens if it rolls a Heat of Battle Surrender result?
A. It becomes berserk. [Gen26.5; An91; An95w; An96; Mw]

A16 & A5.5 See prior entry.

A16.2, A11.4, A12.122 & A12.154 See prior entry.

A17.2 Even though a wounded SMC "has no IPC", may he portage a SW?
A. Yes, subtracting that SW's PP value from his three-MF allotment. (In A17.2, change "no IPC" to "an IPC of zero"). However, a wounded SMC may not carry > 2 PP (A4.42), nor may he portage any SW while he is being "carried" by a MMC. [An93b; Mw]

A18.12 & A11.14 See prior entry.

A19.11 Add ", Commissars, Heroes, Unarmed and already-" after "-types". [An93a; An95w; An96; Mw]

A19.12 Delete "Crews and". [An96]

A19.12, A11.2 & A11.22 See prior entry.

A19.12 & A15.1 See prior entry.

A19.13 What happens when a Fanatic HS with underscored morale undergoes ELR replacement?
A. It suffers no penalty. [Compil7]

A20.21 If during its RtPh a broken Infantry unit is ADJACENT to a Known, Good Order and armed enemy Infantry/Cavalry but for any reason is unable to rout away from it, does the broken unit surrender or is it eliminated for Failure to Rout? Assume that No Quarter is *not* in effect.
A. It surrenders. [An93a; An95w; An96; Mw]

A20.21 When a stack of units must surrender during the RtPh, do they do so simultaneously or one at a time?
A. Simultaneously, and they must be accepted or rejected as a stack. [An93b; An96; Mw]

A20.21 "Any broken Infantry unit during its RtPh that is both ADJACENT to Known Good Order, armed enemy Infantry/Cavalry and unable to rout away from it without being subject to Interdiction or resorting to Low Crawl, will rout to that enemy unit as its prisoner instead." Now, the example on page A21 (the rout path example in the city) is in contradiction to A20.21 since the unit in I4 is ADJACENT to the enemy in J4, but it states that it may use Low Crawl or even rout normally through I3 with Interdiction. Question: Is the example in A10.5 correct only if No Quarter is in effect.
A. Yes; the example assumes No Quarter is in effect for this unit. [Compil3]

A20.21 If the only possible guarding unit is too small to guard all of a surrendering stack (e.g., 2 broken squads surrendering to a SMC), what happens to the "excess" surrendering units?
A. Once *all* surrendering units in the Location have been accepted, the guarding player decides which units (within his means) he will guard. The remaining unarmed units are under the control of the opposing player. See A20.5. [J1; Mw]

A20.22 & A11.2 See prior entry.

A20.3 & A15.5 See prior entry.

A20.5 If a Guard forces a prisoner to attempt Entrenchment or to clear rubble/Flame/roadblock, is the Guard automatically considered to be TI? Is the Guard automatically to be using Hazardous Movement if it is forcing the prisoner to attempt to clear rubble/roadblock? Does the Guard have to expend MF to force a prisoner to attempt rubble clearance?
A. Yes. Yes. Yes. [Gen22.5; An95w; An96; Mw]

A20.5 If a crew is captured, an unarmed HS counter is substituted for it. However, doing so makes it impossible to tell whether the unit is worth one or two VP. Should an unarmed HS counter's ID be noted on a side record if it represents a crew?
A. Yes. [An92; An95w; An96; Mw]

A20.51 Since overstacking never applies to prisoners, may they occupy the same 1S foxhole that a guarding squad occupies?
A. Yes. [Compil2]

A20.53 & E4 If prisoners are being guarded by a unit on skis (A20.53, E4), and they move, do they do so, paying different MF costs, or do the prisoners "grow skis" and move just like their guards, including the 2MF bonus for skiing downhill?
A. Foot rate. [Letter17]

A20.54 If a Guard and its prisoner both undergo a MC, what are the possible outcomes of Pin results?
A. A prisoner is not subject to pinning directly. However, if its Guard pins, then the prisoner automatically becomes pinned too. A non-prisoner, unarmed unit *is* subject to pinning in the normal manner. [Gen25.2; An90; An95w; An96; Mw]

A20.54 & A26.222 Are Exit VP awarded for Prisoners eliminated by an attack by the non-Guarding side?
A. No. [Compil9] {Original pages: A26.21. SR}

A20.54, A15.2 & B20.7 See prior entry.

A20.55 May Prisoners attack without a NTC once a Melee exists within its hex but not its Location?
A. No. In line 4 change "hex" to "Location". [An97; Mw]

A20.551 & A20.552 Suppose a 1945 German squad is captured, escapes, and then becomes rearmed. Does this unit also become rearmed with its Inherent SW (PF and ATMM)?
A. Yes. [Compil6]

A20.552 & A20.551 See prior entry.

A21. CAPTURED EQUIPMENT: (See F.9 p.F2[92] for U.S./British/Free-French applications/-exemptions.) [An96; Mw]

A22.61, C13.31 & C13.7 May a berserk unit check for and make attacks with MOL, PF and ATMM?
A. Yes. Add "(or berserk)" after "Order" in line 3 of A22.61, line 1 of C13.31, and line 4 of C13.7. [An96; Mw]

A22.611 In line 11, delete "in FPF, or" and in lines 12-13 change "both ... or" to "neither Subsequent First Fire nor FPF, nor in both Defensive First Fire and later in". [An93a; An95w; An96; Mw]

A23.1 When a DC detonates in a hex, does it attack its *hex* or its *Location*?
A. Its Location. [An92; An95w; An96; Mw]

A23.3 If a placed DC is detonated, does the TEM of a wall hexside in the target Location affect the attack?
A. No. [Gen22.5; An95w; An96; Mw]

A23.4 -.6 If I throw a DC and roll a 7 in my opponent's hex and 12 in my hex (or vice versa) does the malfunction impact both hexes?
A. Only the first DR can cause malfunction, in which case no second DR is made; if made, the second DR is resolved even if an Original 12. [Compil6]

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex? Can either/both Effects DR for a Thrown DC cause its malfunction?
A. Yes. No – only the first such DR. [An93b; An96]

A23.6 & A15.431 In line 6 of A23.6 add "(or berserk)" after "Order". [An92; An95w; Mw]

A23.7 Is the Malfunction DRM of a Set DC attack DR affected by enemy Infantry in a Location above/below that of the DC?
A. No. Change the last "hex" of A23.7 to "Location". [An92; An95w; Mw]

A23.71 Does a SET DC which results in a Final KIA Rubble the entire building hex, or does it only rubble its Location (and all Locations above it)?
A. Location (and all Locations above it). [Compil3]

A24.2 Is the LOS between ground-level and 1st-level building Location in a hex containing a +3 Smoke counter restricted by A24.2 so that only a +4 Smoke DRM applies?
A. No. Change all occurrences of "Smoke hex" in A24.2 to "Smoke Location". [An93a; An95w; An96; Mw]

A24.31 In line 7 add ", CE DRM," between "ship" and "and". [J1; Mw]

A24.31 & C3.71 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g., NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)
A. Yes. [This supersedes the prior reply in our compilation of May 6, 1996 {[Compil2]}, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 being released in Pegasus Bridge.] [Compil6]

A24.4 Does "Level 2" (as printed on the counter) Smoke placed at Level 0 rise (i.e., up to but excluding) Level 2, or through Level 2 (i.e., up to but excluding Level 3)?
A. Up to but excluding Level 2. [An93a; An95w; An96; Mw]

A24.4 Since Smoke placed at Level 0 rises up to but not through Level 2, would a LOS traced from Level 2 to < Level 2 be affected by Smoke placed at Level 0 in that Level 2 unit's hex? If yes, would that unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?
A. Yes. No. [An93b; An96; Mw]

A24.6 & E3.734 Is Smoke from a burning-wreck/terrain-blaze in effect during Mud?
A. Yes; in line 1 of E3.734, add "Mud" before "Deep Snow". [Compil9] {Erroneously refers to E7.34. SR}

A24.61 The strengths of the gray smoke counters should be +2 and +1. [Letter6] {On both original and DB pages. SR}

A25.222 Are crews and units with underscored morale immune to Replacement upon failure of a Commissar-directed rally attempt?
A. The crew would be eliminated. A squad with underlined morale would become two HS (and if one of those HS failed subsequently to rally it would be eliminated). [Letter5]

A25.231, A7.211, A8.31, A12.151, A13.61, A15.432, D7.22, E9.43 & G1.423 See prior entry. {Original pages. SR}

A25.5 FREE FRENCH: (See F.8-F.9). [An96]

A25.52 & C1.211 FREE FRENCH: Free French OBA (including Accuracy and Draw Pile) is always treated as if British (EXC: DYO purchases; F.8D). [F.8 p.F2[92]; An96]

A26.14 & B23.71 Is each hex of a Rowhouse also considered a separate building for Control Purposes?
A. No. [An96] {Corrected in DB errata pages; original pages: A26.12. SR}

A26.14 & O11.6066 The lower example on page O13 shows a German Control marker in the ground level Location of the building in hex G43, but wouldn't the Russian player gain control of the entire Building by having the sole occupying unbroken unit in the building, as per A26.12?
A. Ordinarily yes – but if a German MMC occupied and Controlled that Location during step O11.6031 but was eliminated in step O11.6041, Control would remain German. [Letter5] {Original pages: A26.12. SR}

A26.212 If a malfunctioned 5/8" ordnance counter is removed due to a "6" repair dr, is it considered eliminated for Casualty VP purposes?
A. Yes. [Compil4] {Original pages: A26.21. SR}

A26.222 & A20.54 See prior entry. {Original pages: A26.21. SR}

A26.23 Do prisoners/captured vehicles apply to Exit VPs? Also, it seems that it makes sense to avoid attempts to repair malfunctioned vehicular MA in scenarios with Exit Victory Conditions because a vehicle with malfunctioned MA is worth more Exit VPs than a Recalled vehicle with disabled MA. This appears somewhat unrealistic.
A. Yes, unless stated otherwise in the Victory Conditions. {No answer was given to the second half. SR} [Letter5] {Original pages: A26.3. SR}

Chapter B Terrain Chart In the Notes section for 'Shellholes' delete "unless BU". [Mw]

B.6 Are the terrain types listed here intended to be the only types of inherent terrain, or should the ETO, Desert and PTO Terrain Charts be considered definitive?
A. Charts. [Letter4]

B1.3 Does "any applicable positive DRM" really void FFMO?
A. No. Delete "which ... hex" in this rule. [An92; An95w; Mw]

B2.4 & B19. GULLIES & SHELLHOLES: Shellholes occur only IN a depression – not at its Crest level. The MF cost to enter a gully-shellhole location is as per B19.4. [O.3A p.O1; An96; Mw]

B3.4 If a MMC enters a shellhole hex through a road hexside, can it retain the extra MF for crossing only road hexsides if it enters the shellhole hex by expending 2MF (in order to gain the shellhole's terrain benefits)? By expending only 1MF?
A. No. Yes. Note too that the extra MF is also negated if the unit enters SMOKE/Deep-Snow/-woods as it moves on the road. [Gen25.1; An89; An95w; An96; Mw]

B3.4 & B24.121 ROAD NEGATING TERRAIN: Infantry may not claim the extra-MF road bonus during a MPh in which they expend extra MF to derive protection of shellholes/woods – nor may they claim it if they choose the non-Open Ground cover of an orchard in preference to the Open Ground of a road. A road covered by rubble/-debris is treated as non-existent [EXC: for Street Fighting (A11.8) purposes; if Cleared (B24.71)]. Therefore, Dash (A4.63), road bonus (B3.4) and the 1/2-MP road rate are not allowed in a road hex covered by rubble or debris except via TB. [O.1 p.O1; An96; Mw]

B3.42 & D2.14 Which in correct, B3.42 that says a vehicle pays double for vehicles/wrecks when crossing a road hexside, or D2.14 that says they pay double when using Road rate?
A. In the last sentence of B3.42, change "even if not claiming" to "while using". [An96; Mw]

B6.33 & B6.45 Is an underwater pontoon bridge's +2 TEM (for purposes of bridge destruction) in addition to its having a +1 TEM for being a pontoon bridge – a cumulative +3 TEM?
A. No, +2 cumulative. [Gen25.1; An89; An95w; An96; Mw]

B6.45 & B6.33 See prior entry.

B8.4 Can a dummy enter the sewer despite not being Good Order
A. Yes. In line 1 change "Good Order" to "unbroken, non-berserk". [An97; Mw] {2ed says "Good Order Infantry (or dummy stack)". SR}

B8.41 The rule states that a unit in a Sewer hex *must* move during its MPh. But what if the unit is completely surrounded and thus unable to move, is it eliminated?
A. Yes. [Gen22.5; An89; An95w; An96; Mw]

B8.41 Can units emerge from a sewer hex into a manhole Location that contains enemy units?
A. Yes (PAATC may be needed vs. Known AFV). [Compil8]

B8.42 Does the drm for enemy units in "adjacent sewer hex". Does this mean "adjacent Manhole Location"?
A. The units must be IN an adjacent sewer Location. In the last line of the chart, change "hex" to "Location". [An97; Mw]

B8.44 & B23.922 SEWERS AND FORTIFIED BUILDINGS: A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. A sewer Location may never be Overstacked. [O.2 p.O1; An96; Mw]

B8.6 If a SSR lists >= one Fortified building Location *by hex coordinate* (as opposed to merely specifying the capability of Fortifying >= one building Location), may that Location's Fortified status be traded for a tunnel?
A. No. [An93a; An95w; An96; Mw]

B8.61 & B23.922 TUNNELS & FORTIFIED BUILDINGS: Only a unit of the side that constructed the tunnel may use that tunnel to enter a Fortified Building Location and may do so even if that Location is enemy-occupied. [O.2A p.O1; An96; Mw]

B9.2 In line 6 after "hex" add "[EXC: A wall/-hedge hexside sharing a vertex where all three hexsides are wall/hedge hexsides (EX: 6G3-G4-H2) is a Half-Level Obstacle to/from the viewing/target hex formed by that hexside/-hexspine unless the viewing/target unit occupies the hex that has two hexsides in common with the vertex. (EX: A unit in 6H2 has a LOS to a non-entrenched unit in G4, but not to F5. A non-entrenched unit in 6G4 has a LOS to a unit in I1.)" [An95w; An96; Mw] {Different wording in 2ed. SR}

B9.21 In lines 6-7 delete "(and ... 9.32)"; in line 7 change "one" to "a half-". [An95w; An96; Mw]

B9.21 & A12.33 See prior entry.

B9.31 & B9.32 If a unit claims the in-hex TEM as per B9.31 in his opponents PFPh when no enemy unit is adjacent, can that same unit then claim Wall Advantage in his opponents MPh if an enemy unit moves ADJACENT?
A. No. [An97; Mw]

B9.31 & B9.32 A unit in a ground-level building location (that also has a wall hexside over which it has wall advantage) claims the building TEM vs. incoming fire. Can this unit choose to use the wall TEM vs. other shots later in that same Player Turn? Would the unit have to wait till the next Player Turn before being able to once again choose the wall TEM (assuming that no enemy Infantry has moved ADJACENT). Would this mean that choosing the wall TEM is synonymous with claiming WA?
A. No. Yes. No; a unit not choosing in-hex TEM (e.g. one in Open Ground) would still receive wall TEM vs. a non-adjacent firer despite not having WA. [An97; Mw]

B9.31 & B9.521 Can an in-hex TEM of zero (e.g., Open Ground, Brush, etc.) be claimed as "applicable TEM to use against incoming fire" instead of hexside TEM?
A. No. [An96; Mw]

B9.32 When may a unit choose in-hex TEM rather than hedge/wall/bocage TEM?
A. When an attack is declared against it as per B9.31, or when an enemy unit becomes ADJACENT as per B9.32. [Tac6]

B9.32 May a unit on a bridge claim Wall Advantage?
A. No. [An93a; An95w; An96; Mw]

B9.32 Must there be an adjacent enemy unit to allow Wall Advantage? Can a unit that is not claiming in-hex TEM (e.g., one in Open Ground) voluntarily forfeit Wall Advantage when an enemy unit becomes/is ADJACENT?
A. No. Only if it chooses a non-zero in-hex TEM (B9.31). [An97; Mw]

B9.32 If a Player Turn starts with two adjacent Good order units of opposing sides sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?
A. At setup, the side setting up first does; thereafter, the ATTACKER does. [An97; Mw]

B9.32 & B9.31 See prior entry.

B9.35 HILLSIDE WALLS & HEDGES: (See F10.-10.3 pp.F11-F12). [An96; Mw]

B9.4 If a halftrack or armored car bogs due to crossing a hedge, is it left in the hex it was exiting or the one it was entering?
A. In the hex it was exiting. [An95w; An96; Mw]

B9.521 & B9.31 See prior entry.

B9.522 Is this rule still true if an adjacent enemy unit has Wall Advantage on the bocage hexside?
A. No (oops). [Letter1]

B9.531 Are MPh and DFPh counted as one phase for the last sentence of this rule?
A. Yes. [Tac6]

B9.541 In line 4, change "in crossing" to "[EXC: Start MP] to cross". [An93b; An96; Mw]

B13.31, A12.12-.121, A12.2 & B14.6 See prior entry.

B13.31 & A12.121 See prior entry.

B13.31, C3.71, & G2.2 What is the DRM for resolution of a CH by OBA or indirect fire on an unarmored unit in a woods hex? Similarly, what is the DRM of a CH vs. an unarmored unit in a dense jungle hex?
A. In a woods hex, a -1 DRM applies. In Dense Jungle, the DRM is -2 for direct fire, -1 for Indirect Fire. In lines 2 & 3 of the C3.71 example change "-3 DRM" to "-2 DRM" and delete "-1 [reversed TEM] +". [An97; Mw]

B13.421 If a fully-tracked AFV sets up in woods, may it place a TB? If the answer is "No", then if it exits the hex without changing its VCA, must it undergo a Bog DR for "exiting the woods without using a TB?"
A. No to both questions. [Gen25.2; An91; An95w; An96; Mw]

B13.4212 & B13.43 May Infantry/Cavalry enter woods by using an existing TB in that hex?
A. Yes. The cost for Infantry to do so is 1-1/2 MF, while that for Cavalry is 3 MF. [Gen26.5; An91; An95w; An96; Mw]

B13.43 & B13.4212 See prior entry.

B13.6 Is a path depiction in an otherwise Open Ground portion of a hex considered Woods or Open Ground?
A. The path depiction within the woods contour is woods; outside the woods contour in otherwise Open Ground portions of the hex it is Open Ground [EXC: inherent terrain, e.g., Dense Jungle and Bamboo]. [J1; Mw]

B14 & P2.3 How are Orchards treated with respect to slopes? (I.e. a firing unit occupies a location defined as one and three-quarters higher [a level higher and in a location Up-Slope to the target] than the target. There are several out-of-season Orchard hexes along the LOS at the lower base level. Does each Orchard hex hinder the LOS? Does only one Orchard hex hinder the LOS and then only if that Orchard hex is adjacent to the lower-level target? Or does every Orchard hex that would have created a blind hex in the target hex [had the Orchard been a one-level obstacle] add a hindrance? Or what?)
A. Only one Orchard hex, and only if adjacent to the lower-level target. In B14.2, line 7, change "hex two or more" to "Location > one level". [Compil2] {Should change "hex two or more Levels". SR}

B14.2 In line 7 change "hex two or more Levels" to "Location > one level". [An95w; An96; Mw]

B14.6, A12.12-.121, A12.2 & B13.31 See prior entry.

B19. & B2.4 See prior entry.

B19. & B24.2 GULLIES & RUBBLE: A combination gully-rubble hex is a LOS obstacle at both its Crest and Depression levels [EXC: rubbled bridge; B6.331]. A unit IN such a hex must expend *four* MF to enter Crest status in that hex (B20.91). A Crest unit in such a hex always receives rubble TEM – not entrenchment benefits. All other Crest rules apple unchanged. [O.3 p.O1; An93a; An96; Mw] {This is O.3 after it has been corrected by the O.3 question below. SR}

B20.7, A15.2 & A20.54 See prior entry.

B21.41 Is fording only considered Hazardous Movement during Defensive First Fire, or is fording infantry always subject to the Hazardous Movement DRM? Is Fording considered a Concealment-loss activity only during the MPh, or at all times?
A. Always, in both cases. [Letter5]

B21.41 In line 4 add "for as long as the unit is in that hex" after "Movement". [An95w; An96; Mw]

B21.6 Is a frozen Water Obstacle treated as Open Ground *land*? If it is, may Fortifications be placed in it?
A. Yes. Yes, except for entrenchments, pillboxes and *hidden* mines. [An93a; An95w; An96; Mw]

B23.71 If an Infantry unit moves directly from one Rowhouse hex to another Rowhouse hex (at ground level), would it be attacked by any mines present at ground level of either hex?
A. Yes, unless moving through a Breach. See B23.711 in the 1987 Errata. [Variant in Gen22.5 mistakenly cites B23.7; An89; An95w; An96]

B23.71 & A26.14 See prior entry.

B23.74 & B23.86 If a rooftop can never be rubbled, is there any way an Interior Factory Location can be rubbled by Indirect Fire or by any attack made from a height >= that of the roof?
A. For any such (including Aerial Fire) HE attack versus *any* playable rooftop, check for rubble as if the rooftop Location were a non-rooftop building Location. If rubble occurs, the building level directly beneath that rooftop Location is considered rubbled (check for falling rubble also). Note that OBA can cause rubble only during the PFPh/DFPh (C1.51). [An92; An95w; An96; Mw]

B23.741 FACTORY TEM/HINDRANCE: Normal building TEM (usually +3) applies to Indirect Fire vs. a non-Rooftop Factory Location (unless Roofless; O5.45). The extra +1 TEM for a Fortified Factory Location does not apply vs. *Indirect* Fire. For Sniper Target Selection (A14.21) a unit in a stone Factory is considered to have a +3 TEM (+2 if wooden). Factory Hindrance is a half-level LOS Hindrance. See also O5.41. [O.4A p.O1; An96; Mw]

B23.741 Is Factory rubble considered part of the same building it was created from for purposes of applying the last sentence of this rule (so that a target in a Factory Location, fired on by a unit in a same-Factory rubble Location, is treated as if fired on from inside that Factory)?
A. Yes, a rubbled Factory hex is considered part of that building for this purpose. [Compil2]

B23.741 & A8.2 See prior entry.

B23.742 FACTORY MOVEMENT: A vehicle that changes its VCA in *any* Factory Location is subject to Bog. A vehicle that becomes Immobile in a Vehicular-Sized Entrance (O5.2; B23.742) does not negate Entrance benefits. Any unit may use the Open Ground entrance benefits of a Vehicular-Sized Entrance – but only when entering it from *outside* that Factory and not if that Entrance is Roofless (see O5.42). Such use of OG entrance benefits does not negate that hex's factory TEM. [O.4 p.O1; An96; Mw]

B23.742 & B23.8 FACTORY ROOFTOP ACCESS POINTS: Aside from Scaling (B23.424), a Factory Rooftop can be reached from ground level only via a non-rubbled, non-roofless (O5.4) Factory Rooftop Access Point; i.e., a printed stairwell or a Location of the factory that contains a *road hexside*. A Factory that contains neither of these Rooftop Access points must have at least one such Point designated by SSR if its Rooftop is to be usable. The ground and Rooftop levels of a Factory Rooftop hex are ADJACENT (see entry for "Squad K" in the EX at the top of page O4); intermediate vertical levels do not exist [EXC: for MF-expenditure, LOF, and Residual-FP purposes; see O.4C]. Infantry expend two MF (for a 1-1/2-level Factory) or three MF (for a 2-1/2-level Factory) to ascend to the Rooftop or vice-versa. [O.4B p.O1, see O.4C p.O1 for ATTACK EFFECTS; An96; Mw]

B23.8 ATTACK EFFECTS: Infantry changing levels via a Factory Rooftop Access Point may be attacked at ground level (if descending) and/or Rooftop level (if ascending) in the normal manner. However, they may also be attacked at the first-level (and/or second-level if a 2-1/2-level Factory) "quasi-Location" of that hex by a unit that has LOS to that quasi-Location. Such a quasi-Location is not considered Open Ground, but such an attack vs. it receives no TEM [EXC: non-Fortified building TEM applies if firing from outside the Factory] and neither Factory nor debris Hindrance DRM. The target is assumed to expend one MF per level changed; if pinned or broken while at that quasi-Location it reverts to the level it was attempting to *leave* (and may be attacked by any Residual FP counter on the appropriate level as it re-enters it). The Residual FP left by an attack vs. such a quasi-Location remains at that level (place the Residual FP counter on the appropriate Level counter) to attack each unit subsequently entering that level in that hex during the same MPh.
A unit at rooftop level in a Factory Rooftop Access Point being attacked by a same-hex ground-level unit receives the Height Advantage +1 TEM (B23.81), while the ground-level unit receives *Factory* TEM (and no additional TEM for a Fortified Building Location) if attacked by that Rooftop unit. Both units may use PBF (since they are ADJACENT; A7.21). [O.4C p.O1; Mw]

B23.8 & B23.742 See prior entry.

B23.82 ROOFTOPS: A Rooftop Location is Concealment Terrain only for setup purposes. Once the first RPh has been completed B23.82 comes into effect. A Rooftop Location is not considered a building Location for rout and Victory Condition purposes. A Gun may never be Emplaced (C11.2) on a Rooftop. [O.5 p.O1; An96; Mw]

B23.86 & B23.74 See prior entry.

B23.86, B24.11 & B25.13 Can a Direct Fire Infantry Target Type Original HE KIA vs. a Rooftop Location create Rubble or a Flame in any Location of the target hex?
A. No. [Letter5]

B23.922 Are adjacent, unpinned, Good Order opposing squads inside and outside a Fortified building Location considered ADJACENT?
A. Yes, despite the fact that the outside unit could not normally advance into that building Location. [An93a; An95w; An96; Mw]

B23.922, A12.15 & B28.41 See prior entry.

B23.922 & A12.151 See prior entry.

B23.922 & B8.61 See prior entry.

B23.9221 What is the MF cost to Place (A23.3) a DC against a Fortified Building? Does it differ if that building Location cannot be entered by the placing unit?
A. The normal two MF for building entry. No. [Gen25.2; An91; An95w; An96; Mw]

B24.11 If an HE FFE/Area Target Type attack against a multi-level building creates rubble, how is it determined which affected level(s) are rubbled?
A. Random Selection. [Letter5]

B24.11 See also C8.31 "Can HEAT cause rubble?" Q&A. {SR}

B24.11, B23.86 & B25.13 See prior entry.

B24.121 & B3.4 See prior entry.

B24.2 If Rubble is in a hex with a wall or hedge hexside, is the wall/hedge movement cost still applicable?
A. Yes. [Gen25.1; An89; An95w; An96; Mw]

B24.2 If a building with >= one wall/hedge hexside is rubbled, do those wall/hedges still exist?
A. Yes. [An95w; An96; Mw]

B24.2 & B19. See prior entry.

B24.4 RUBBLE & SEWERS: Entrance/exit of a sewer through a rubbled Manhole Location *is* allowed if the Manhole is in a road hex that can be crossed (not just entered) along the road via a full TB. [O.6 p.O1; Mw]

B24.7 May a lone SMC make an attempt to clear Flame, Wire, Minefield or DC?
A. No. [Compil3]

B24.7, ASOP, B24.73, B24.75, B24.76, G2.7 & G9.71 See prior entry.

B24.73, ASOP, B24.7, B24.75, B24.76, G2.7 & G9.71 See prior entry.

B24.75, ASOP, B24.7, B24.73, B24.76, G2.7 & G9.71 See prior entry.

B24.76, ASOP, B24.7, B24.73, B24.75, G2.7 & G9.71 See prior entry.

B25.13, B23.86 & B24.11 See prior entry.

B25.15 Can more than one Flame ever exist per Location?
A. Yes (see B24.72 and the B25.7 example). [An92; An95w; An96; Mw]

B25.2 If Heavy Winds are in effect, does a Burning Wreck remain a LOS Hindrance?
A. Yes – since the smoke "has no effect" (B25.6), it cannot replace the Wreck Hindrance DRM. [An93b; An96; Mw]

B25.4 Why must a berserk/heroic unit die in a Blaze if it is unable to exit the Location prior to the RtPh?
A. If caught in a Blaze during the RtPh, a unit that cannot break voluntarily (A10.41) may be moved at that time by its owner into an Accessible Location just as if it were Withdrawing from Melee (A11.2-.21). A berserk unit may be moved thusly even though it is not normally allowed to Withdraw from Melee, but any unit that is pinned or actually in Melee may not (even if berserk). Since this occurs in the RtPh, such units *are* vulnerable to Interdiction (as well as minefield/OBA attack) and ATTACKER units must still be moved first. [An90; An95w; An96; Mw]

B25.651 If there is no wind, are Gust effects limited to allowing a Wreck Blaze to spread in its own hex and to SMOKE elimination/dispersal?
A. No; Wind Direction must be determined. [Compil2]

B27. ENTRENCHMENTS: A trench (including an A-T Ditch) may not occupy the same Location as a foxhole. [O.8 p.O1; An96; Mw]

B27.11 If a squad makes a successful Entrenching Attempt during its PFPh, can a leader who applied his leadership modifier to the attempt DR be immediately placed under the squad's Foxhole counter in that PFPh?
A. Yes. [Gen26.1; An90; An95w; An96; Mw]

B27.13 & C6.43 A Scenario Defender MMC possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (on some other hex). In a PFPh, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), is that SW still Bore Sighted? Would it retain an Acquisition (had it had one)? If the attempt fails (i.e., a Labor counter is placed on it and its possessed SW), is the weapon still Bore Sighted? Would it retain an Acquisition (had it had one)?
A. Yes to all. [Letter13]

B27.51 TRENCH: Infantry beneath a Trench or Sangar counter may move/rout/advance/-withdraw-from-CC directly to any Accessible, non-Crest-status *lower elevation* Location without first having to exit above that trench/-Sangar (and vice versa). (See F8.6 p.F11 for further information). [An96; Mw]

B27.54 Does a unit using non-assault movement in a trench lose concealment?
A. No. [Compil9]

B27.54 & A8.15 See prior entry.

B27.54, B28.41, F8.6 & RB SSR RB6 If a trench hex contains mines, does movement to/from an adjacent trench without first exiting the trench ignore the mines?
A. Yes. [An93b; An96; Mw]

B28 MINEFIELDS: (see F.7-F.7C pp.F1^{92}-F2^{92} and F.7B '93b). [An96; Mw]

B28.1 Delete "and type". [J1; Mw]

B28.3 Does in hex TEM of a minefield hex apply to attack made by that minefield?
A. No. [Compil9]

B28.41, A12.15 & B23.922 See prior entry.

B28.41, B27.54, F8.6 & RB SSR RB6 See prior entry.

B28.53 When A-T mines in a paved road Location are cleared by Infantry expending an additional MF, are they cleared at the end of the unit's MPh or at the end of *the* MPh.
A. At the end of the MPh. [An97; Mw]

B28.61(EX) & A13.3 See prior entry.

B28.9 Does normally immune Infantry (e.g., broken, pinned, heroic, etc.) still take PTC when Booby Traps are in effect?
A. Yes. [Compil9]

B30.2 May a pillbox occupant use FPF against a moving enemy unit in an adjacent ground-level Location within the pillbox's CA even though those two units are not ADJACENT?
A. Yes – and the attack would be considered PBF (as would an attack from that adjacent Location versus the pillbox occupant). In addition, if that enemy unit starts the RtPh broken in the same hex, it would also be subject to DM and forced to rout (assuming the pillbox occupant is Known, armed and unbroken). [An93a; An95w; An96; Mw]

B30.3, B30.35 & C6.8 Since CA/NCA modifiers do not apply to certain AP shots vs. a pillbox, would the other terrain in the hex then apply for TH purposes on the Infantry Target Type?
A. No. [Compil2]

B30.35, B30.3 & C6.8 See prior entry.

B30.6 Is a Pillbox Location ADJACENT to the adjacent ground level Location in its CA? Can a unit advance out of a pillbox to an adjacent hex or vice versa?
A. They are considered ADJACENT for firing/-DC-placement purposes only. No [EXC: Bunkers]. [An97; Mw]

B30.6 & J2.31 May *Hand-to-hand* CC be declared (or conducted) by/versus a pillbox occupant?
A. No – not even by a berserk unit. [An90; An95w]

B30.7 Does "?"/HIP in a Pillbox halve FP or add Case K To Hit DRM if the Pillbox is Hidden?
A. No; note though that a pillbox/its-contents may ordinarily be affected by direct fire only if the pillbox is predesignated as a target Location (B30.34). [Compil3]

B30.91 A side Controls an empty pillbox and occupies the hex outside. If an enemy MMC enters the pillbox via a tunnel, does Control of the hex change?
A. No. In line 2 change "Control" to "gain Control of". [An97; Mw]

Chapter C Divider Delete the "Leadership NA" triangle from the "AFV" and "Unarmored Vehicle" Destruction Tables. [An93b; An96; Mw]

C.4 How is ordnance penalized when firing from terrain in which Area Fire applies (e.g., a LATW firing from marsh or shallow stream)?
A. TH Case K applies. Such use would be cumulative with any application of Case K for firing at a target that is not Known to the firer. [An92; An95w; An96; Mw]

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter or use a radio/field phone?
A. A Guard cannot perform these functions if his US# is < the total US# as his prisoners. [Gen25.2; An89; An95w; An96; AP1; Mw]

C1.21 & C1.211 Battery Access must be regained before Correcting a FFE if that AR is to be placed in a hex devoid of Known enemy units in the projected seven-hex Blast Area, or before resolving a FFE versus a non-moving target if the Observer has no Known enemy unit in LOS in the normal seven-hex Blast Area. In applying either of these situations, if the FFE is from a Rocket OBA or Harassing Fire would its 19-hex Blast Area be checked for Known enemy units (before requiring Battery Access to be regained) instead of just a 7-hex Blast Area?
A. No. [Gen24.2]

C1.211 & A25.52 See prior entry.

C1.211 & C1.21 See prior entry.

C1.22 & C1.6 When is the absence of Radio Contact considered "voluntary"?
A. Failing to roll when the Observer has no LOS to the SR's/FFE's Blast Height (C1.22) or when loss of Contact was due to voluntary rout (C1.6). [AP1; Mw]

C1.33 & C1.4 After maintaining Radio Contact, may an Observer leave a SR in place as his OBA action for that phase?
A. Yes, if the Observer has a LOS to its Blast Height. [AP1; Mw]

C1.4 When correcting a red SR/FFE, the Extent of Error is limited to a maximum of one hex for every multiple of three hexes *between* the SR/-FFE and the AR counter. In the EX that follows this rule, a four-hex Correction is shown to have a maximum Extent of Error of two hexes. But in a four-hex Correction, the number of hexes *between* the SR and AR counters is three, which gives a maximum Extent of Error of only one hex. Is the Maximum Extent of Error in fact limited to one hex for every three hexes [FRU] of *range from* the SR/FFE *to* the AR counter (as indicated in the EX)?
A. Yes. [Gen24.2] {Corrected in 89 errata. SR}

C1.4 In line 8 change "if" to "[EXC: unless". In line 9 change "; ... equals" to ", the Extent of Error is limited to a maximum of". In the last line add "]" after ")". In line 1 of the example, add "voluntarily" after "being". [An93a; An95w; An96; Mw]

C1.4 & C1.33 See prior entry.

C1.5 A unit must enter a FFE hex before it can be attacked; however, certain Locations in a FFE hex provide immunity to Indirect Fire – Sewer Locations, Interior Building Hex Locations that are below the highest level of that Building hex, and (for Indirect Fire from certain directions) Climbing Locations at Level 1 or higher. If a unit in a FFE hex is immune to Indirect Fire because it's in one of these types of locations, is the unit "entering a FFE" if it moves/routs/advances to a Location in its hex that does not provide immunity to Indirect Fire?
A. Yes. [Gen24.2]

C1.5 If a berserk unit is in the Blast Area of a friendly FFE, is its Morale Level lowered by one (A15.42)?
A. No. [Gen24.2; An89]

C1.51 If a unit Withdraws from Melee during a CCPh into a FFE hex, is it attacked by the FFE?
A. Yes. [Gen24.2; An89; An95w]

C1.54 Do units in a friendly Bombardment suffer a drop in morale level?
A. Yes. In line 5 add "or Bombardment" after "HE/WP FFE". [An97; Mw]

C1.55 In line 13, add "Use OBA's Original IFT DR vs. an AFV to determine the hit location (C3.9) of that OBA attack." before "TEM". [An93b; An96; Mw]

C1.7 Is the type of Fire Mission announced when a SR is predesignated for Conversion to an FFE:1 per C1.332, or only when the FFE:1 actually appears on board?
A. Besides when an FFE:1 is actually placed, the type of Fire Mission must also be announced each time a SR is predesignated for conversion to an FFE:1, even if it does not actually convert. [AP1; Mw]

C1.731 & C1.732 If one chooses to place a SR in a Pre-Registered hex instead of a FFE:1, does C1.732 still apply to the accuracy of the SR?
A. Yes. [AP1; Mw]

C1.82 & A12.14 See prior entry.

C1.822 If a building is rubbled during a Bombardment, do you check for falling rubble?
A. Yes. [Gen24.2] {Corrected in 89 errata. SR}

C1.823 If a 3 or 4 is rolled on this subsequent dr in a Location where both Shellhole and Flame could potentially exist, does the Shellhole take precedence (since a Shellhole would, in effect, eliminate the burnable terrain)?
A. Both are placed (Shellholes do not eliminate the terrain). [Compil2]

C1.9 May a rocket OBA module be assigned a Pre-Registered hex, in order to halve its Extent-of-Error dr?
A. Yes. [An93b; An96; AP1; Mw]

C2.24 & C8.4 Do Guns firing Canister still have their normal ROF?
A. Yes. [An97; Mw]

C3.33 May a non-mortar fire on the Area Target Type after it has fired on the Infantry or Vehicle Target Type and retained ROF? Or is this illegal since use of the Area target Type consumes all of that Gun's ROF?
A. No. Yes. [Compil3]

C3.7 "MG To Kill attacks have no CH possibility …" Are Fighter-Bombers, Stukas, and .50-cal. HMG (12.7mm) included as "MG" under this rule? Are 15mm weapons?
A. Yes. No. [Variant in Gen24.2; An89]

C3.71 Does "normally" entitled to in this rule mean any TEM that would normally apply to the shot obtaining the CH? Is the C3.71 example correct (applying airburst <u>and</u> woods TEM)?
A. Yes (i.e., -1 airburst in woods, not +1 woods TEM, for Indirect Fire). No; in lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1[reversed TEM] +". [This supersedes the prior reply in our compilation of May 6, 1996, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 being released in Pegasus Bridge.] [Compil6; Mw]

C3.71 In lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1 [reversed TEM] +". [An97]

C3.71, B13.3 & G2.2 See prior entry.

C3.8 May a Gun that, as per a pertinent Vehicle/-Ordnance Note, is allowed to make >= two TK DR per hit also able to achieve Multiple Hits?
A. No, regardless of whether or not its TK DR was made versus an armored target. [An93a; An95w; An96; Mw]

C3.8 Delete "all ... and" in lines 9-10, and delete the comma at the end of line 10. [An95w; An96; Mw]

C4.1 Does the Barrel Length TH# Modifier apply to SW ordnance?
A. Yes. [An97; Mw]

C4.1-.3 Do these rules also apply to MTR and INF type SW?
A. Yes – and to 20mm ATR as well. [An95w; An96; Mw]

C4.2 Does the Small Caliber TH# Modifier apply to SW ordnance?
A. Yes. [An97; Mw]

C4.4 Change "A Gun firing" to "Ordnance using the C3 To Hit Table to fire". [An95w; An96; Mw]

C5.1 & C5.6 Intensive Fire shots do not have to pay Case A unless they change CA again. [Letter14]

C5.11 & D3.51 If an AFV in a rubble/building/-woods hex fires a Gun as *Bounding First Fire* and that Gun retains its Multiple ROF, then I believe (as an EXC to C5.11) that the Gun would not have its CA fixed for further Bounding Fire in the same phase (i.e., the AFV could expend MP to change the Gun's CA in the same hex and fire it again from the new CA). Am I correct?
A. Yes. [Gen24.2; An95w; An96; Mw]

C5.2 The rule contains the remark "(unless in Bypass)". Does this mean that a vehicle in Bypass is not subject to the Case B TH DRM?
A. No, delete the phrase "unless in Bypass". [Gen24.2; An95w; Mw]

C5.35 MOTION FIRER: No Gun Counter – regardless of nationality – may use Motion Fire while being carried *en portée*. [p.H127, French Ordnance Note P; An96; Mw]

C5.6 & C5.1 See prior entry.

C6.1-6.11 Change "A Gun" to "Ordnance", and "a gun" to "ordnance". [An93a; An95w; An96; Mw]

C6.16 The "D22.2" cross reference should be "D2.1". [Misc1]

C6.17 Suppose an AFV expends three MP to enter a hex which is in the LOS of a Gun that has a Multiple ROF. Can the Gun choose to try to make three Defensive First Fire attacks versus the AFV (assuming Multiple ROF is retained), by using case J² each time (i.e., by breaking down the 3 MP expenditure into three 1-MP expenditures)?
A. Yes. [Gen24.2] {This question appeared in a 1987 General, see example in 1989 errata. SR}

C6.17 In line 5 add "(FRD, but a minimum of once per hex)" after "Location". [An95w; An96; Mw]

C6.3 In line 1 add "non-ATR" before "LATW". [J1; Mw]

C6.3 Assume an ATR is attempting a Deliberate Immobilization attempt at two hex range. Does the -1 Point Blank TH modifier apply?
A. Yes, see errata to C6.3 in issue #1 of the Journal. [Compil9]

C6.43 Does a Bore-Sighted weapon that enters or exits an entrenchment retain its Bore-Sighting if it otherwise remains in the same Location?
A. No – nor could it if it changed Crest status, became dm and/or was loaded/hooked/packed onto some form of conveyance in its Location. [An92; An95w; An96; Mw]

C6.43 & B27.13 See prior entry.

C6.52 Can a 5/8" acquisition be converted to a 1/2" acquisition and used on the Infantry Target Type in that hex?
A. Yes, provided a non-Mortar is firing at a Known unit. [Compil9]

C6.8, B30.3 & B30.35 See prior entry.

C7.31 The 57* AP Basic TK# is "8". The 120* AP Basic TK# is "13". The 150* AP Basic TK# is "17". The 120L AP Basic TK# is "27". The 140L AP Basic TK# is "32". The Italian ATR listed on the AP TK Table (with TK#6) is for the <u>20L</u> ATR; the other Italian ATR (ex-Polish, 1PP) has a TK# of 5. [p.H83; p.H92; p.H96; p.H97; An96; Mw]

C7.32 On the APCR/APDS To Kill Table, what is the Basic TK number for a *Russian 76LL?*
A. 18. [Gen24.2; An91; An95w; An96; Mw]

C7.33 57mm HEAT has a Basic TK# of "11". 65mm HEAT has a Basic TK# of "11". 70mm HEAT has a Basic TK# of "12". 100mm HEAT has a Basic TK# of "14". [p.H43; p.H86; p.H96; An96; Mw]

C7.346 In lines 3 and 6 of the DC Position DRM, add "hull" after "through". [An93b; An96; Mw]

C8.2 How is C8.2 "elite" status determined for the purpose of higher ordnance Depletion Numbers?
A. An armed-vehicle/weapon in a printed scenario is considered "elite" for this purpose only if the historical formation to which it belongs is either SS or Russian Guards; otherwise it must be specified as "elite" by SSR. For a DYO scenario it is considered "elite" only if the Majority Squad Type of its side's total OB is Elite. Note that such an armed-vehicle/weapon would have *all* of its Depletion Numbers – not just those for APCR/APDS – raised by one. Note too that such "elite" status would apply to any applicable armed-vehicle/weapon with >= one Depletable ammo type (i.e., not just to AFVs). [An92; An95w; An96; Mw]

C8.31 Suppose the LOS from a weapon to a target hex crosses a wall hexside of the target hex (as it enters the hex) but the Infantry units in the target hex derive no wall TEM for an attack because of elevation effects (B9.33) or because the units lack Wall Advantage (B9.32). In such cases, are the Infantry units considered "behind a wall", permitting the weapon to attack them with HEAT?
A. No. In C8.31, change the wording to "receiving a wall/building/rubble/pillbox TEM". [Gen24.2; An95w; An96; Mw]

C8.31 Can HEAT potentially cause rubble regardless of its Caliber Size?
A. Yes, even if fired by a SCW (i.e., the 70+ mm restriction of B24.11 does not apply to HEAT). [An92; An95w; An96; Mw] {See also B24.11. SR}

C8.31 & C13.24 May an ATR use the Infantry Target Type to attack Infantry using AP HE equivalent? Could it thus achieve a CH?
A. Only if it is a 20L (i.e., 20 mm) ATR. [An93a; An95w; An96; Mw]

C8.4 Canister fire is modified (DRM) for TEM, LOS Hindrances, and CA changes. Are these the only DRM that apply to Canister fire? Other than the three cases of AREA Fire specifically mentioned for Canister (Vehicle moving then firing, Infantry moving to then manning gun, and fire at the occupants of a cave), are there any other cases of applying AREA Fire to Canister?
A. If firing at an unknown (i.e. concealed or hidden) target. [Letter3]

C8.4 Does a Canister attack require a LOS to the vertex aiming point? Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?
A. No. Yes. Each Location. [An97; Mw]

C8.4 & C2.24 See prior entry.

C8.4 & E1.101 If the NVR is < 3, does Canister fire attack/leave Residual FP in Locations which are out of the firer's LOS solely because they are beyond NVR?
A. Yes. [Letter5]

C8.6 In line 2, change "ordnance/OBA ... (prior" to "ordnance during (but prior". In line 3, delete "of". In the last line, add "1.71 and" after "See". [An93b; An96; Mw]

C8.9 & D3.71 If a Gun with a circled B# attempting to fire Special Ammunition makes a TH DR that is > that ammo type's Depletion # and >= that B#, is the shot (as per C8.9) assumed to not have occurred, or (as per D3.71) is a Low Ammo counter placed on the Gun?
A. The shot is assumed to have occurred, *and* a Low Ammo counter is placed; i.e., such a shot counts for both Malfunction and Low Ammo purposes. [An93a; An95w; An96; Mw]

C9.5 EX Clarification: a 76MTR firing at 18 hex range has a Basic TH# of 8 which becomes a Modified TH# of 7 because of the "*" Gun. [Letter3, modified by Letter8]

C10.41 A trailer, regardless of type/towing-vehicle, never leaves a wreck when it is destroyed. [p.H59, British Vehicle Note 38; An96; Mw]

C11.6 In the Gun Destruction Table, where the "MG/IFE ..." column and the "= Final K" line intersect, change "Random SW Dest" to "NA". [An95w; An96; Mw]

C13.24 & C8.31 See prior entry.

C13.3 This rule states that PF use the C3 To Hit Table. As per recent unofficial Q&A/errata, Case L applies to any LATW that does not use its own separate TH table. Therefore, does this mean that Case L applies to PF To Hit attempts?
A. No, the "separate TH table" errata was not adopted; the errata in issue #1 of The Journal reads: C6.3 In line 1 add "non-ATR" before "LATW". [Compil9]

C13.31 This says that .... "As a one-shot weapon, a PF may not directly affect more than one MMC when fired at an infantry/cavalry target (8.31) unless the Random Selection DR indicates several units are affected.". Comment: SMC has been omitted here. If one MMC (with an MMG) and one SMC in a building is fired on with a PF:
a) Are all units (the MMC and the SMC) affected without Random Selection?
A. No, RS applies.
b) Are all (both) units subject to Random Selection?
A. Yes.
c) If more than one MMC is present together with one SMC shall the SMC be stacked with one MMC (as per CC) prior to Random selection?
A. No. [Letter12]

C13.31, A22.61 & C13.7 See prior entry. Add "(or berserk)" after "Order" in line 1. [An96]

C13.6 & C13.8 Given the last sentence of C13.6, does C13.8 apply to a PIAT?
A. No. [An93b; An96; Mw]

C13.7 & A11.31 See prior entry.

C13.7, A22.61 & C13.31 See prior entry. Add "(or berserk)" after "Order" in line 4. [An96]

C13.8 May a pinned unit use the Case C^3 TH DRM in order to avoid the backblast attack?
A. No. [An93b; An96; Mw]

OBA Firepower Chart
The entries on the 60mm+ Gun Caliber Size row apply only to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. Both Italians and the Vichy French have conventional 60mm+ OBA that has 8 FP in HE Concentration, 16 FP for a Critical Hit, 2 FP for Harassing Fire, and 6 FP for a Barrage. [An97; Mw]

OBA Flowchart in Action Pack #1
1) The Radio Contact box should have a "Leadership NA" triangle in the upper right-hand corner. [An97; Mw]
2) In the Contact and Access portion, the black circle pointer to the FFE:2 section should read "Go to FFE:C" instead of "Go to FFE:2". [An97; Mw]
3) A square in the IR section that says "Place IR either in target hex or along Observer's LOS" should be a polygon instead and should also allow for the option 3 six-hex method of placement. [An97]
4) The last oval in the Rockets section should be orange instead of green. [An97]
5) In the Contact and Access section, footnote b applies to the red "No Access" oval. [An97; Mw]
6) The Accuracy dr box (under the FFE:2 section) should indicate that Hindrance drm are NA when the AR is in a Pre-Reg hex. [An97; Mw]

D1.63 & D1.64 Both rules contain the statement "A Superior Turret AF is calculated by increasing the *hull* AF to the next higher AF value ..." and "An inferior turret's AF is calculated by decreasing the *hull* AF to the next lower value ..." In both of these sentences, isn't the word "hull" a misprint for "turret"?
A. No, the turret AF is increased or decreased in relation to the hull AF. [Gen24.1]

D2.1 Since a vehicle is not prohibited from expending more MP to enter a hex than the minimum required, it may, as it enters a new hex, declare a higher-than-necessary MP expenditure in order not to create Vehicle Dust. [F11.74 p.F14; An96; Mw]

D2.12 When expending a Start MP, is it necessary to declare if it for Reverse movement?
A. Yes (i.e., forward movement is assumed unless Reverse is declared at that time). [An93b; An96; Mw]

D2.14 & B3.42 See prior entry.

D2.321 Do the Case A penalties and the extra +1 DRM for firing out of the side CA while in Bypass apply only to TH attempts and/or only to MA?
A. No, they apply to all non-CC attacks by all turreted weapons at a non-Acquired target [EXC: CMG attacks vs. same target in same target facing as last fired on]. [J1; Mw]

D2.321 If a vehicular weapon fires IFE or Canister vs. the same Target in the same Target facing as last fired on, does it still have to pay Case A for these shots from the Bypass side-CA?
A. No. In line 11 add "/IFE/Canister" after "CMG" in line 11. [An97; Mw]

D2.33 If a vehicle using VBM expends one MP to change its VCA in order to Bypass along a connecting hexside of its CAFP, would a Defensive First Fire attack initiated by that MP expenditure be resolved at that CAFP, and versus the same Target Facing that the AFV presented before the VCA change was made?
A. Yes. Add "A VBM vehicle making a VCA change cannot voluntarily end its MPh in that position: it must move to the next CAFP or reverse into the new hex to its rear. If Defensive First Fired upon or Immobilized before it can complete its move, it is considered to be at the same CAFP and Target Facing last occupied before the VCA change." [Gen24.1; An95w; Mw]

D2.401 May a Motion Attempt dr be made at the end of the opponent's MPh using the MF/MP expenditure of any qualifying enemy unit?
A. Yes. [An95w; An96; Mw] {This is N/A with the ASLRBv2 wording of D2.401. SR}

D2.401 What happens to the TCA when the VCA is changed after a successful Motion attempt?
A. The TCA may be adjusted to any desired hexspine. In lines 13 and 16 add "/TCA" after "VCA". [An97; Mw]

D2.42 Do the firing consequences of being in Motion also apply to a vehicle that is Non-Stopped?
A. Yes. In the first line of D2.42 change "Motion vehicle" to "Motion/Non-Stopped vehicle". [An96; Mw]

D2.51 If a vehicle with red MPs wishes to make a Motion attempt (D2.401), must it also make a Mechanical Reliability DR?
A. Yes. For Mechanical-Reliability/Stall purposes, treat the vehicle as if it were expending a Start MP [EXC: if it Stalls, it simply fails to go into Motion – no ensuing Delay-MP DR is made]. [An93b; An96; Mw]

D2.6 In the last line, after "5" add "(using a non-Depletable ammo type available to the vehicle). A vehicle thus barred from remaining in an AFV's hex may not attempt ESB in that hex". [An93b; An96; Mw]

D3.5 May a vehicle use vehicular MG fire to check LOS if its MA is incapable of firing for any reason at that time? May a vehicular MG fire at a target which that vehicular MG cannot in any way effect, damage, or destroy, (other than for the purposes of checking LOS)? If the LOS is open after such a vehicular MG LOS check, must the MA of the vehicle that made that LOS check immediately fire at that same target?
A. Yes. Yes. No. [Compil4]

D3.51 May a vehicle which Bounding First Fires at other than a Known enemy unit change its VCA/TCA to fire again by expending the appropriate MP?
A. Yes, if otherwise capable of firing. [Compil9]

D3.51 & C5.11 See prior entry.

D3.54 May a non-MA MG fire at a fully-armored AFV without Vulnerable PRC without making a TH/TK attempt (EX: firing a BMG to change VCA, or to test LOS)?
A. Yes. [Compil6]

D3.7 & A11.62 If an AFV in CC rolls an Original 12 DR for its MG attack, does that MG malfunction?
A. Yes, and use Random Selection if more than 1 MG is involved. In line 8 of D3.7 add "/CC" after "IFT". [An96; Mw]

D3.71 If a Gun with a circled B# fires using IFE with an attack DR of > that B#, is a Low Ammo counter placed on that Gun?
A. Yes. [An93b; An96; Mw]

D3.71 & C8.9 See prior entry.

D4.2 & A7.308 See prior entry.

D4.223 Is this rule really correct?
A. No. It should read "BMG and bow-mounted Secondary Armament cannot be used ...". [Gen24.1] {Corrected and re-worded in 89 errata. SR}

D4.3-D4.31 If a tank is crossing a bocage hexside, and the DEFENDER wishes to attempt an Underbelly Hit, does he have to wait until the tank passes its Bog DR before he can fire?
A. Yes. [Gen24.1]

D5.31 & A.14 See prior entry.

D5.341 Can a Recalled vehicle attempt ESB?
A. No. [Gen25.2 mistakenly cites D.5341; An90; An95w]

D5.341 & D6.1 What happens to the unaffected Passengers of a Recalled ht? Can they Bail Out, or must they go with the ht off board? What about broken/pinned Riders of a recalled AFV?
A. The vehicle may halt (or remain stationary) long enough to unload them automatically – but must do so as soon as possible after the Recall occurs. [Gen24.1]

D6.1 Add "[EXC: Desperation attacks by SCW/-RCL as per C13.8-.81]" to the end of the last sentence. [An93b; An96; Mw]

D6.1 & D5.341 See prior entry.

D6.2 What happens to a SW that was possessed by a Rider that is eliminated (KIA, K/, CR)?
A. The SW is eliminated. [Letter17]

D6.21 Must a Rider Bail Out if its AFV moves through bocage via a Breach?
A. No. [An93b; An96; Mw]

D6.5 May you only unload infantry in Bypass if they have sufficient remaining MF to enter the obstacle?
A. No. [Gen24.1; An90; An95w; An96; Mw]

D6.61 & A7.211 See prior entry.

D6.64 May a halftrack- or carrier-mounted FT/-IFE FP be part of a FG?
A. No. After "vehicular mounted non-ordnance weapon(s)" add "[EXC: FT; IFE]". [An92; An95w]; Mw

D6.65 May an Infantry leader direct (that is, apply its leadership DRM) to a FG composed of Infantry and a halftrack in the same Location? Assume the units and weapons used could FG normally.
A. Yes. [Letter17]

D7.21 Is the DEFENDER marked with a CC counter even if the vehicle is eliminated by the CC Reaction Fire?
A. No. [Compil3]

D7.211, A11.41 & A11.8 See prior entry.

D7.211 & A11.8 See prior entry.

D7.22, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43 & G1.423 See prior entry. {Original pages: A25.231. SR}

D7.221 Delete "MOL TK, " in line 7. [An93b; An96; Mw]

D9.3 In line 6 after "J" add "(a Stopped AFV (or Wreck) which has moved/was in Motion during the current Player Turn's MPh provides a +1 TEM during all phases following the AFPh)". [An95w; An96; Mw]

D9.3 Since a Stopped AFV which had been a Moving Target earlier that Turn provides a +1 TEM following the AFPh, would it also present a +1 Hindrance as if it hadn't moved?
A. Yes. [An96; Mw]

D9.51 Delete "/IFT" in line 4. [An93a; An95w; An96; Mw]

D10.1 May a non-burning wreck be attacked – e.g., in an attempt to set it Ablaze?
A. Yes [EXC: if it is a Burnt-Out Wreck], and by either side. For attack and resolution purposes, treat the wreck as if it were still the original vehicle [EXC: for CC purposes it does not necessitate PAATC, cannot be Ambushed, and is considered CE, Immobile, Abandoned, and with no usable MG]. When first placing a Wreck counter, be sure to retain the VCA of the original vehicle (but, for simplicity, assume its TCA to be the same as its VCA). [An93b; An96; Mw]

D10.5 In line 15, delete "from a wreck". [An93a; An95w; An96; Mw]

D10.5 When a wreck/abandoned vehicle that has more than one type of scroungeable weapons is successfully scrounged, are the scrounged weapon(s) selected randomly, or can the scrounger chose which weapon(s) that are scrounged?
A. The weapon(s) are selected randomly. [An97; Mw]

D13.32 May a sM be fired from inside a building or from within dense jungle?
A. No. [An95w; An96; Mw]

D14.21 What is the procedure when more than one AFV in a platoon is subject to Bog, but with different Bog DRM?
A. Make one DR, then determine, based on the applicable DRM, which AFV would Bog, and then use Random Selection among the affected AFV. [Compil3; An97; Mw]

D14.23 Can a radioless AFV that fails the D14.23 NTC still spend MP for "non-movement" purposes, e.g., Bounding First Fire, sD usage, etc? Can Passengers/Riders unload from it if it has >= 1/4 of its MP allotment left?
A. No. Yes. [Compil3]

D14.23 Must radioless AFV enter in Platoon?
A. Yes; only *on-board* radioless AFV may use non-platoon movement. [J1; Mw]

D16.11 & G13.42 May a DD Tank lower its skirts while in a Shallow Ocean hex?
A. Yes, during any friendly MPh in which it is not in a Water Obstacle; it is Wading while in Shallow Ocean regardless of the status of its screens. [Compil6]

E.5 An Aerial Range of "zero" is unchanged by doubling it. Read "PBF/TPBF is NA" as "PBF/-TPBF (including TH Cases E and L) is NA". [p.E26^{90}; Mw]

E.5 Is the range to/from an Aerial target doubled for purposes other than an attack (i.e., NVR, etc.)?
A. Yes. [Compil6]

E1.101 & C8.4 See prior entry.

E1.13 Where an ATTACKER'S NVR is 0, can his Good Order Infantry, in their MPh, enter a non-Illuminated/non-Gunflash location containing a non-concealed enemy MMC (since the enemy unit is not Known and there is no violation of A4.14)?
A. No, as the enemy would be known upon entry; but the attacker could <u>attempt</u> to enter per A12.15. [Compil2]

E1.2 SMC/SW whose setup Locations are recorded are otherwise treated as having used HIP, even though they are not restricted to being set up in Concealment Terrain. [p.E26^{90}; An96; Mw]

E1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. A No Move counter cannot be removed due to being fired on by a friendly unit/FFE; however, a unit marked with a No Move counter may make a free LOS check to determine if it can see a Known enemy unit. [p.E26^{90}; An96; Mw]

E1.21 Change "its MPh" in line 13 to "the MPh". [An95w; An96; Mw]

E1.51 Bocage is *not* considered Concealment Terrain for purposes of this rule. [p.E26[90]; An96; Mw]

E1.53 If an offboard unit enters the mapboard, and none of the E1.531 exceptions apply, does it immediately roll for Straying or may it continue to move in the MPh without any chance of Straying?
A. It rolls for Straying now that it is on board. [Letter17]

E1.53 A Straying unit/stack also becomes TI if the next Location it must enter is part of a HE/-WP FFE Blast Area and/or it contains an ADJACENT Known minefield (F.7C), or if it would be subject to a Known minefield attack for exiting its present Location. [p.E26[90]; An96; Mw]

E1.531 A unit/stack that wishes to move within/-ADJACENT-to connecting trenches/bunkers or *along* a TB is exempt from making a Movement DR in the same manner as if on/ADJACENT-to a road, path, etc. A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules (E1.53-.533). If the first AFV to move in a radioless AFV platoon Strays, the remainder of the platoon simply follows it using normal Platoon Movement. [p.E26[90]; An96; Mw]

E1.54 A DM broken unit/stack wishing to rout at night may do so *only* by using Low Crawl [EXC: an Inherent crew abandoning its vehicle; see E1.54]. If marked with a No Move counter it may still Low Crawl (if otherwise able to), but must take its No Move counter with it. A unit/stack routing (i.e., using Low Crawl) at night *may* do so ADJACENT to a Known enemy unit (provided it is not moving closer to that unit). [p.E26[90]; An96; Mw]

E1.54 Is routing allowed at night during the RtPh other than exiting vehicles and Low Crawl?
A. No. [Letter5]

E1.63 Are Good Order Inexperienced MMC Lax at night if stacked with a Good Order leader?
A. No, unless designated Lax by SSR. [Compil9]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. If the target is behind a bocage hexside whose TEM it can claim, then the Night LV DRM does not apply. [p.E26[90]; An96; Mw]

E1.71 Does a MG laying a Bore-Sighted Fire Lane at the start of the enemy MPh need to make a DR to check for malfunction/cowering/sniper activation?
A. No. [J1; Mw]

E1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). A Prep/First/Final Fire counter placed solely due to Spotting (C9.3), or due to the use of a radio/phone (C1.6) or an Ammo Vehicle's B# benefit (E10.21), is *not* considered a Gunflash. [p.E26[90]; An96; Mw]

E1.8 Does assembling or dismantling a weapon create a gunflash?
A. No. [J1; Mw]

E1.91 The resolution of an *enemy* FFE also permits the firing of starshells/IR. The "friendly unit" mentioned in the first two conditions *must* fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does *not* allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p.E26[90]; An96; Mw]

E1.931 An onboard mortar that fails its usage dr for firing an IR is treated as not yet having fired. Since OBA fires an IR in the same fashion as a SR, its FFE:1/2/C status is kept track of only for Battery Access purposes. [p.E26[90]; An96; Mw]

E1.932 When a 5/8" mortar fires an Illuminating Round, must the IR's initial placement hex be in the mortar's CA? May the mortar's CA be adjusted freely to allow placement in a hex outside its CA?
A. No, it need not. No, it may not. [An97; Mw]

E2.1 Are Personnel subject to Interrogation when they *surrender* (as opposed to captured)?
A. Yes. [An92; An95w; An96; Mw]

E3.1 Should "Fog" be deleted from the list of LV Hindrances (since it acts like Smoke)?
A. No. [Compil9]

E3.1 & E3.311 Does Fog negate FFMO (like a LOS Hindrance such as Smoke – E3.311) or does it not negate FFMO (like a LV hindrance – E3.1)?
A. Fog negates FFMO like Smoke. [J1; Mw]

E3.311 & E3.1 See prior entry.

E3.6 Unless not in play (e.g., as per G.1), unpaved roads still exist for Movement/Straying DR purposes (E1.53-.531). [p.E26[90]; An96]

E3.6 During mud, do unpaved roads still exist for Dash purposes?
A. Yes – and for immunity-to-Straying, Street Fighting, and LOS purposes (E1.531) as well. [An95w; An96; Mw]

E3.62 & E3.731 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/-Hindrance DRM. [p.E26[90]; An96; Mw]

E3.65 The presence of Height-Advantage/-entrenchments does not alter the effects of Mud in Open Ground. [p.E26[90]; An96; Mw]

E3.731 & E3.62 See prior entry.

E3.732 Note that a minefield's attack strength is also modified as per B28.3 or B28.51. [p.E26[90]; An96; Mw]

E3.734 In line 1 of E3.734, add "Mud" before "Deep Snow". [Compil9] {Erroneously refers to E7.34. SR}

E3.734 & A24.6 See prior entry.

E3.8 Weather is also always "Clear" for units in a building viewing/firing-at a non-Bypassing target in their own Location. [p.E26[90]; An96; Mw]

E4 & A20.53 See prior entry.

E5.121 If there are two MMC on a three boat small raft when it is reduced, a HS (or crew) is eliminated from the Passengers, how is the eliminated Passenger chosen?
A. Randomly. [J1; Mw]

E7.2 This dr is made in the RPh Step 1.11A, and *must* be made until the Air Support arrives. [p.E26[90]; An96; Mw]

E7.31 Recall will occur at the end of the DFPh if the Original 12 Sighting TC DR was made during that phase. [p.E26[90]; An96; Mw]

E7.32 Since a Final Sighting TC DR >= 12 cannot be a successful TC, should this instead read Original Sighting TC DR of 12?
A. No. [Compil5]

E7.4 Aircraft cannot Interdict routing units. [p.E26[90]; An96; Mw]

E7.41 When aircraft MG attack a CE AFV, is the TH DR used to attack the Vulnerable PRC on the IFT?
A. Yes, and the PRC do not suffer a Collateral Attack. [Compil9]

E7.421 A bomb attack vs. an AFV results in a Near Miss (thus halving the Basic TK#) is also halved on the IFT for the Specific Collateral Attack vs. the AFV's Vulnerable PRC. [p.E26[90]; An96; different wording in An90 & An95w; Mw]

E7.43 The principles of D5.33 still apply to changes of BU/CE status made as per this rule. [p.E26[90]; An96; Mw]

E7.5 AA fire is not subject to leader direction ("Leadership NA" triangle). [p.E26[90]; An96; Mw]

E7.51 Is Light AA fire subject to Cowering? May it be directed by a leader?
A. Yes; i.e., A7.9 applies unchanged. Yes, but no leader DRM can apply ("Leadership NA" triangle). [An91; An95w; An96; Mw]

E7.61 Is a Sighting TC allowed vs. a Location which might contain a HIP enemy unit, or only a Location which is known to contain HIP enemy units?
A. Yes, you can make Sighting TC vs. a Location which might contain a HIP enemy unit, note C1.6. [Letter5]

E7.61 If no Known enemy unit is in/adjacent to the hex that contains the AR of an Observation Plane, what DRM apply to its Sighting TC? In this situation, must an extra black chit be drawn for battery access?
A. DRM apply as if attempting to sight a hidden unit (regarding concealed units, note also the second sentence of C1.6). Yes. [An91; An95w; An96; Mw]

E8.11 German gliders become available for DYO use in 5/40; U.S. and British gliders in 7/43. [p.E26[90]; An96; Mw]

E8.3 How is CC versus a glider and its Passengers conducted?
A. As if it were an unarmored vehicle. [An97; Mw]

E8.41 & E9.33 Can glider/parachute Personnel suffer ELR Replacement?
A. Yes (if multiple parachute Personnel fail a MC by > their ELR, use Random Selection to find the one(s) that must be Replaced). [An95w; An96; Mw] {Reference to E9.33 added. SR}

E9.2 Drift occurs after all ground units have completed their MPh. [p.E26[90]; An96; Mw]

E9.33 & E8.41 See prior entry.

E9.7 A 5-4-8 squad in its pre-armed 2-2-8 state has no Assault/Spraying Fire or smoke grenade capabilities. [p.E26[90]; An96; Mw]

E9.43, A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, D7.22 & G1.423 See prior entry.

E10.1-.11 In some cases the pertinent Chapter H Vehicle Note will specify the exact Ammo Vehicle to be used [p.E26[90]; An96; Mw]

E11.21 Bog too can cause a Gap. [p.E26[90]; An96; Mw]

E11.251 Read "it" at the beginning of condition #1 as "it/its-PRC". [Chapter E Clarifications; Mw]

E11.52 A Column may use neither Human Wave nor Dash movement. [p.E26[90]; An96; Mw]

E11.53 A sniper attack vs. a Column unit causes that Column to Disband. [p.E26[90]; An96; Mw]

F8.6, B27.54, B28.41 & RB SSR RB6 See prior entry.

National Capabilities Chart The Reduced strength Japanese conscript squad is mistakenly shown as 1-2-6, while the counters and G1 illustration show them as 2-2-6. [Misc2]

G1.423, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22 & E9.43 See prior entry. {Original pages: A25.231. SR}

G2.2, B13.31 & C3.71 See prior entry.

G2.7, ASOP, B24.7, B24.73, B24.75, B24.76 & G9.71 See prior entry.

G9.71, ASOP, B24.7, B24.73, B24.75, B24.76 & G2.7 See prior entry.

G13.42 & D16.11 See prior entry.

H1.5 What are the designations for Smoke capability for the German, Russian and Finnish OBA Availability Charts on page H5 (these seem to have been added for other nationalities available since the release of Yanks)?
A. Pending. [Compil2]

Belgian Ordnance Note 7 M76A The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Belgian Ordnance Note 10 C75 TR Counters A-C (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counter D). [J1; Mw] {Corrected with ABTF countersheet. SR}

Belgian Ordnance Note 11 C75 GP The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Belgian Ordnance Note 13 C120 M31 Counter A (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counters B & C). [J1; Mw] {Corrected with ABTF countersheet. SR}

Belgian Vehicle Note 15 T-13 Type II(b) Counters (and the illustration in the Note) should indicate that vehicle is radioless (as shown in Listing). [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 30 75M 19S The counters, the illustration in the Note, and the Listing should not show the gun caliber as overscored, since its AP5 (Limited Stowage – C8.5) is not date dependant. [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 32 120mm wz.09/31 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Common Allied Nations Ordnance Note 33 155mm Model 17S Counter A (and the Note illustration) should show the gun caliber as being overscored (as shown on Counters B & C and the Listing). [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 36 40mm Bofors AA The text should refer to British Ordnance Note 21, not 41. [J1; Mw]

Common Allied Nations Vehicle Note 36 VCL Utility (b) Counter and listing should show that vehicle is fully-tracked, not wheeled. [J1; Mw] {Corrected with ABTF countersheet. SR}

Dutch Vehicle Note 30 Jeep(a) The cross reference to Low Ground Pressure should be D1.41, not D1.51. [J1; Mw]

German Vehicle Note 45 Marder I The German *Marder I* TD should have "(f)" in its name on the counter, for ESB purposes (D2.5). Corrected in PB. [An89; An95w; An96; Mw]

German Vehicle Note 59 SPW 250/7 & SPW 251/2 The *SPW 250/7*, and *SPW 251/2* ht start each scenario manned by an Inherent Infantry (i.e. 2-2-8) crew and should have "InfCrew" on the counter. When such a crew exits it vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. Corrected with *The General* 28.6 and KGP I countersheets. [An89; p.H66 (British Vehicle Note H); An96; Mw]

German Vehicle Note 65 SPW 251/10 The German *SPW 251/10* ht should have "ATR;PSK[S3+]" on the back of the counter; see German Vehicle Note 65. [An89; An95w; An96; Mw]

German Vehicle Note 67.1 SPW S307(f) 1) May the MG armament on the S307(f) be used offensively in CC?
A. No.
2) Does the CMG have only the CA of the MA (i.e., the VCA)
A. Correct.
3) Does this counter require errata: "(add "CMG: VCA only")" on the back?
A. Require? No.
4) If it had this remark on the back, this question would not come up, which would be an improvement.
A. But without the remark, it still is restricted to the VCA and still can't attack in CC. [Letter16]

German Vehicle Note 69 PSW 221 The *PSW 221* SC should have "BU FP NA" on the counter; All 1MT restrictions apply in the normal manner [EXC: the crew must be CE to fire the CMG]. Corrected with *The General* 28.6 countersheet. [An89; p.H66 (British vehicle note O); An96; Mw] [Letter15]

German Vehicle Note 92 2cm FlaK LKW The MA of the German 2cm FlaK LKW truck should be "20L" – not "20". Corrected in KGPI. [An89; An95w; An96]

German Vehicle Note 93 Goliath At the end of the next-to-last paragraph, add "A Goliath detonated by Defensive First Fire does *not* leave Residual FP." [An93a; An95w; An96; Mw]

German Vehicle Note 93 Goliath In the second paragraph, line 22, delete "(including the Nationality DRM)". [An97; Mw]

German Vehicle Note L Add "the colored dr of" between "from" and "its" in the last line. [p.H66 (British Vehicle Note 84); An96; Mw]

German Vehicle Note O After "it", add "can fire only while the AFV is BU, ". At the end of the Note add "(or one whose elevation advantage is > the AAMG's range to it). Otherwise it is treated as a normal AAMG." [An93a; An95w; An96; Mw]

German Vehicle Note c Multi-Applicable Note c does not apply to the 38H 735 (Note 101) or the 35-S 739 (Note 102). [An97; Mw] {They are Note 9.2 and Note 9.3 in v2. SR}

German Vehicle Note f Multi-Applicable Note f (shown as a superscript) does apply to the 35-S 739. [An97; Mw]

Polish Ordnance Note 4 75mm wz.02/26 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Polish Vehicle Note 2 Vickers Edw(b) & Ejw(b) The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW). [J1; Mw]

Polish Vehicle Note 13 Horse-Drawn "Taczanka" The CS# is not printed on the counter, but according to the vehicle listing it is '3'. [Letter18]

Russian Vehicle Note 19 M4/76(a) At the end of the first paragraph, add " and U.S. AP/APCR TK#s." [An93a; An95w; An96; Mw]

Russian Vehicle Note 20 T-44 The counter illustration should show the T-44 as being a small (+1) target. The actual counters are correct. [An93a; An95w; An96; Mw]

Russian Vehicle Note 40 BA-64B The Russian *BA-64B* AC should have "BU FP NA" on the counter; see Russian Vehicle Note 40 and British Vehicle Note O. [An89; An95w; An96; Mw]

Russian Vehicle Note L Add "the colored dr of" between "from" and "its" in the last line. [p.H66 (British Vehicle Note 84); An96; Mw]

Yugoslavian Ordnance Note 21 80mm M28 and M33 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Yugoslavian Ordnance Note 22 100mm M14/19 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Yugoslavian Vehicle Note 20 M3A1(a) & M3A3(a) The counters (and Note illustration) for the brown Yugoslavian M3A3 tank should have superior turret armor for the side/rear armor (as indicated in the Listing), not for the front armor. [J1; Mw] {Corrected with ABTF countersheet. SR}

J2.31 & B30.6 See prior entry.

RB SSR RB6, B27.54, B28.41 & F8.6 See prior entry.

First Edition ASL Modules Scenarios

Scenario 86 ("Fighting Back") The contact number shown on the scenario card for the Polish radio should be 7, as is shown on the actual radio counter. [J1; Mw]

Scenario 89 ("Rescue Attempt") In SSR 2, replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex ElRR overlays). (Consider overlapping a hex of the two GLRR overlays (RR1 & RR2) which will keep all of overlay RR1 on board.) [J1; Mw]

First Edition ASL Counter Errata

Belgian Ordnance Note 10 C75 TR See entry under Chapter H.

Belgian Ordnance Note 13 C120 See entry under Chapter H.

Belgian Vehicle Note 15 T-13 Type II(b) See entry under Chapter H.

Common Allied Nations Ordnance Note 30 75M 19S See entry under Chapter H.

Common Allied Nations Ordnance Note 31 C105 L 13S Counter F should have "M5" instead of "M6". [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 33 155mm Model 17S See entry under Chapter H.

Common Allied Nations Vehicle Note 36 VCL Utility (b) See entry under Chapter H.

Dutch Vehicle Note 27 Pantserwagen M.38 Counter B should show the MA as "37L", not "37". [J1; Mw] {Corrected with ABTF countersheet. SR} The corrected counter in ABTF should have "2^{R2}/2" for MGs. [Mw]

German Ordnance Notes 17 & 18 RCL Guns All German RCL Gun counters s should have a thin white circle on the front of the counter to indicate that they have a 360-degree mount (C2.3). Corrected with *The General* 28.6 countersheet. [An89; German Ordnance Notes 17 and 18; An96; Mw]

German Vehicle Note 6 PzKpfw 35t The German *PzKpfw 35t* tanks should have "t" – not "(t)" – in its name on the counter and the Chapter H illustration, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [An89; German Vehicle Note 6; An95w; An96; Mw] {An96 mistakenly references note 7. SR} [Letter15]

German Vehicle Note 45 Marder I See entry under Chapter H. Corrected in PB.

German Vehicle Note 59 SPW 250/7 See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

German Vehicle Note 59 SPW 251/2 See entry under Chapter H. Corrected with KGP I countersheet.

German Vehicle Note 65 SPW 251/10 See entry under Chapter H.

German Vehicle Note 69 PSW 221 See entry under Chapter H. Corrected with *The General* 28.6 countersheet. [Letter15]

German Vehicle Note 92 2cm FlaK LKW See entry under Chapter H.

German Vehicle Note 93 Goliath The counter should have three white starts on the Limbered side. [German Vehicle Note 93]

Russian Vehicle Note 28 IS-2m The Russian *IS-2m* tank with ID "F" should have a white dot behind its BMG factor. [An89; Russian Vehicle Note 28; An96; Mw]

Russian Vehicle Note 40 BA-64B See entry under Chapter H.

Russian Vehicle Note 45 IAG-10-AA Counter C should have one red star, like counters A and B and the Chapter H illustration. [Letter11]

SMOKE All 1/2" SMOKE counters should have *green* printing on a white background, since they are removed at the end of each MPh. This was corrected with the *Croix de Guerre* countermix. [An89; Mw]

U.S. M4 18-Ton High-Speed Tractor (footnote P27) The U.S. M4 18-Ton High Speed Tractor in KGP II should have a towing value of "T-4" not "T4". [An96]
The US M4 18-Ton High Speed Tractor provided in KGPII should have a 4FP AAMG using the 12.7mm To Kill number with a "2" ROF per U.S. Multi-Applicable Vehicle Note O. Revised counters for this and other counters from KGPII are included in Doomed Battalions. [J1; Mw]
The six replacement counters provided in DB should show "*AAMG" for its MA, with "2" ROF box. [J1]
It is unarmored, so the KGP counter also erred in portraying it as OT. [Letter7] {Corrected with ABTF countersheet. SR}

Yugoslavian Vehicle note 20 M3A3(a) See entry under Chapter H.

Miscellaneous First Edition Map Errata

Mapboard 45

Mapboard 45 Hex N8 should have a regular center dot in it, not a large dot. [J1; Mw]

Miscellaneous First Edition Errata

AP To Kill Table {SR}
Italian 5pp ATR 20L: The Basic TK# is 6
Italian 1pp ATR (ex-Polish): The Basic TK# is 5
Japanese 57*: The Basic TK# is 8
Japanese 120*: The Basic TK# is 13
Japanese 120L: The Basic TK# is 27
Japanese 140L: The Basic TK# is 32
Japanese 150*: The Basic TK# is 17
[Italian Ordnance Note 3, ditto, Japanese Vehicle Note 7, Japanese Ordnance Note 16, Japanese Ordnance Note 24, Japanese Ordnance Note 17, and Japanese Ordnance Note 18, respectively]

APCR/APDS To Kill Table
Russian 76LL: The Basic TK# is 18. [Gen24.2; An91; An95w]

HEAT To Kill Table {SR}
American M18 Recoilless Rifle: 57mm HEAT has a Basic TK# of 11.
Italian: 65mm HEAT has a Basic TK# of 11
Italian: 100mm HEAT has a Basic TK# of 14.
[U.S. Ordnance Note 10, Italian Ordnance Note H, and ditto, respectively]

<u>Sources</u>

<u>Official Sources</u>

<u>Action Pack 1</u>, ("AP1" abbreviation)

<u>ASL Annual</u>, ("An" abbreviation)
   1989, 1990, 1991, 1992, 1993a, 1993b, 1995w (Winter), 1996, 1997

<u>ASL Journal</u> #1 ("J1" abbreviation)
   #1

<u>ASL Rules</u>, Chapter E Clarifications, 1990 errata.
     Chapter O Clarifications.
     Chapter H errata embedded in the Notes.

<u>Miscellaneous Official Sources</u>, ("Misc" abbreviation)
   1) Rules inspection prompted by letters from Bill Kohler and Steve McBee to the ASLML, 15 October 1999
   2) Rules and counter inspection prompted by email from Jon Cole, 19 July 2000

<u>The General</u>, ("Gen" abbreviation)
   Volume 22, Numbers 5 and 6
   Volume 23, Number 2
   Volume 24, Numbers 1, 2 and 6
   Volume 25, Numbers 1, 2 and 6
   Volume 26, Numbers 1 and 5
   Volume 27, Number 1

<u>Unofficial Sources</u>

<u>Letters</u>,
   1) Bruce Probst to AH & reply, 20 June 1989
   2) Scott Romanowski to AH & reply, 1 December 1994
   3) Phil Driscoll to Bob McNamara & reply
   4) Bruce Probst to AH & Bob McNamara, & replies, 12 September 1995
   5) Kiri Naiman to Avalon Hill, 1990-1993
   6) William Kohler to ASLML, 17 November 1998
   7) Perry Cocke to ASLML, 16 April 1999
   8) Perry Cocke to Scott Romanowski, 26 April 1999, pointing out various typos
   9) Daniel Zucker to ASLML, 1 May 1999, and counter and chart inspection promted by that mail
   10) Bill Kohler to Scott Romanowski and rules inspection that prompted, 14 June 1999
   11) Wayne Hadady to ASLML, 17 June 1999
   12) Jakob Nørgaard to Perry Cocke and response, 10 January 2000
   13) Wayne Hadady to Perry Cocke and responses, posted to ASLML, April 2000
   14) Perry Cocke to ASLML, 14 June 2000
   15) BV 2nd Edition counter inspection by Steve McBee and Chuck Tewksbury, results sent in private email to Scott Romanowski, 11-12 December 2001
   16) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 January 2002
   17) Scott Romanowski to Perry Cocke and reply 6 January 2002
   18) Scott Jackson to ASLML and the counter and rules inspection if prompted, 31 January 2003

<u>Compilations</u> of ASL questions received at asl_qa@anodyne.com and also re-printed in <u>View From the Trenches</u> ("Compil" abbreviation), dated
   1) 22 March 1996 (VFTT8)
   2) 10 April 1996 (VFTT8)
   3) 27 June 1996 (VFTT9)
   4) 16 August 1996 (VFTT10)
   5) 26 November 1996 (VFTT11)
   6) 11 March 1997 (VFTT13)
   7) 2 February 1998
   8) 18 September 1998
   9) 27 February 1999

Compilation of Q&A that appeared in Tactiques #6 ("Tac6" abbreviation)

Scott Romanowski's PGP public keys:

For PGP version 5.0 and later, ID 0x44B48450, fingerprint 676F 8733 ADB9 0255 0A28 941A 389F 2E7E 44B4 8450, 2048-bit DH key, 1024-bit DSS key, created 6/18/1997.