Advanced Squad Leader
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.)

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ASOP

ASOP & A3.1 If, during the RPh, enemy units in the same Location not in Melee (e.g., if both are concealed) wish to recover the same weapon, who goes first?
A. The ATTACKER. [Compil5]

ASOP & A10 The ASOP for 6.Rout Phase says "Attacker first, then Defender (A3.6). Each step in the ASOP is indicated as "Both" Should the RtPh be conducted as
a) Attacker does Steps 6.11, 6.12, 6.21, 6.31 then Defender does Steps 6.11, 6.12, 6.21, 6.31
or
b) Attacker does Step 6.11, Defender does Step 6.11, Attacker does Step 6.12, Defender does Step 6.12, Attacker does Step 6.21, Defender does Step 6.21, Attacker does Step 6.31, Defender does Step 6.31
or
c) Attacker does Steps 6.11, 6.12, Defender does Steps 6.11, 6.12, Attacker does Step 6.21, Defender does Step 6.21, Attacker does Step 6.31, Defender does Step 6.31
or
d) Some other sequence?
A. (a) [Letter233]

ASOP & A10.5 A broken unit ends its rout ADJACENT to a concealed enemy unit with MF still available. If the concealed enemy unit voluntarily drops its concealment before the routing player can move another unit, what happens to the broken enemy unit? Does it have to continue to rout? Or is it eliminated for failure to rout? If it doesn't have any MF left?
A. It must rout further or Surrender or be eliminated for Failure to Rout. It must rout further if it can. It will Surrender or be eliminated for Failure to Rout. [Letter211]

ASOP & E1.71 Where in the ASOP (rev.) should the Bore-Sighted night Fire Lane placement occur?
A. *After* 3.13A (as if it were 3.14D). [J1; Mw]

Pre-Game Sequence, 11th primary bullet after "Record the Drop Point of each paratrooper Wing (E9.12)" add "and the single hexgrain direction that will apply to all Wings." [J6]

Incremental IFT (IIFT)

Should the FP values of any OBA modules be adjusted when using the Incremental IFT (EX: 70+mm -> 75 mm) in existing scenarios or DYO scenarios?
A. No, "70+mm" equals 70mm, etc. [Letter8]

A7.37 IIFT TABLE The "MOL" entry should be over the pink "4" column instead of over the white "4 1/2" column. [J4]

Index

Index Is a hex Accessible even when the actual unit cannot advance into the hex (i.e., the ground Location is Fortified with Good Order enemy units, the hex is Bamboo and the unit is already CX, etc.)?
A. Yes. [Compil3]

Index & A.8 Is a unit on ground level ADJACENT to a unit on level 2 in an adjacent building hex?
A. No. [An97; Mw]

Index & A.8 Is a Location ADJACENT to itself? I.e., if a rule permits some activity in an ADJACENT Location, and does not **specifically exclude** the unit's current Location from that activity, is the current Location included by default?
A. Yes. Yes. [Letter207]

Index & A9.22 Is a SW MG `fully manned' by
a) a non-Heroic SMC,
A. No.
b) a Heroic SMC, or
A. No.
c) two SMCs
A. Yes.
d) and thus in Good Order (if otherwise in Good Order)? Assuming such a MG is capable of at least 2FP in its Normal Range, can it be used to declare a Fire Lane (if otherwise able to do so)?
A. Only the last. [Letter48]

Index & C2.1 (a) Is a weapon considered a "Gun" when in the act of firing if and only if it is depicted on a 5/8" counter and currently firing as ordnance?
A. Essentially.
(b) Is a weapon considered a "Gun" when not firing if and only if it is a non-vehicular weapon depicted on a 5/8" counter?
A. Essentially. [Compil3]

Index & D6.64 1) Are Passengers/Riders "units"?
A. Yes.
2) If they are, does the D6.64 prohibition on multi-unit FGs include a single vehicle and its PRC?
A. No.
3) I.e., does the second sentence of D6.64 apply to ALL vehicle types,
A. Yes; consider this second sentence to be an EXC to the first sentence's total prohibition against multi-unit FG by vehicles other than Carriers/armored-HT, thus allowing all vehicles to FG their non-ordnance (and non-FT/IFE) weapons with their Passengers.
4) or only those that use the "carrier/armored halftrack" rules?
A. No. [Letter213]

Index "Armed" In line 2 after "(A20.54)", add "not possessing a functioning Gun/SW". [J6]

Index "CA" Replace "[Bocage: B9.531]" with "[Bocage: B9.53]". [Letter163]

Index "Field Phone" Replace "O6" with "OCG6". [Mw]

Index "GT" "ST=...(D1.322)" should be "ST=...(D1.32)". [Letter107]

Index "Recon" "P8.022" and "O11.022" should be "P8.622" and "O11.622. [Letter113]

Index "Scenario Defender" Does an SSR declaring a side to be the Scenario Defender apply even if the ASLRB definition of Scenario Defender is violated in the particular scenario?
A. Yes. [Letter268]

Index "Unarmed" & A22.6 MOL are directly usable on the IFT. Does this just reinforce the interpretation that even if a (1)-0-6 has a SW (inherent or not), it's still an Unarmed unit until such time as it Scrounges enough Small Arms to trade in its counter for a Conscript counter of the correct size?
A. Until it can scrounge up some, it has no inherent weapons. [Letter90] {Minor editing. SR}

Index "Unarmed" If you give a LMG to a (1)-0-6 unit, that unit is still represented by an Unarmed counter, and I have to think the Index says that unit is not Armed.
A. The Unarmed unit is Armed. But it is still an Unarmed unit. [Letter90] {Minor editing. SR}

Index "Unarmed" In line 2 after "Gun/SW", add "or inherent crew". [J6]

QRDC

QRDC Close Combat Table The DRM for Gurkha/Japanese vs Infantry should be "-1" not "-2". (This table on the pink divider correctly shows the DRM as "-1".) [Mw]

QRDC & Chapter A Divider Close Combat Tables "AFV" under Sequential CC should "Vehicle". [Letter133]

QRDC & Chapter C Divider In the C5 Firer-Based DRM Table, in Case I replace "MA only" with "MA/SA only". [Mw]
In the C5 Firer-Based DRM Table add "(+3 if firer is in woods/building/rubbled)". [Letter156]

QRDC & Chapter D Divider Table D8.21, & D8.21 Footnotes 2 and 3 say "in building hex" on the QRDC and chapter divider, while those in D8.21 say "in building". Which is correct?
A. "In building". Which does not mean that it applies when entering a building across an open ground hexside. [Letter192] {Re-worded. SR}

Chapter A Divider On the A12.121 Concealment Loss/Gain Table, in note A, "(A15.42)" should be "(A12.42)". [Letter133]

A12.l2l CONCEALMENT LOSS/GAIN TABLE (pink chart) In Note A, line 2 after "during the MPh/RtPh," add "is forced back to its last Location via Detection (A12.15),". [J4]

Chapter A Divider & QRDC Close Combat Tables See prior entry.

A.5 & A7.52 What is the total DRM for a two-Location FG: the first Location contains an 8-1 leader and a squad and has a +2 total Hindrance to the target; the second Location has a CX squad and no Hindrance to the target?
A. +3. [Letter121]

A.8 & Index See prior entry.

A.9 & A7.301 How are differing KIA results resolved vs. multiple units in a Location? For example, if a Location which contains six Good Order HS: A, B, C, D, E and F, is affected by an IFT attack which results, owing to differences in TEM/concealment, in a 1KIA vs. HS A and B, a 2KIA vs. HS C and D, and a 3KIA vs. HS E and F, how do I determine which HS are eliminated and which are broken?
A. Each result applies to each group.
A and B roll for Random Selection for a 1KIA per A7.301.
C and D suffer a 2KIA and are eliminated.
E and F suffer a 3KIA and are eliminated.
[Letter8]

A.15 Since the MPh and DFPh are considered one phase for Defensive Fire purposes, can an AFV fire (e.g.) its CMG as Defensive First Fire and later fire its MA in the DFPh?
A. Yes (and if it changed CA to fire the MG, the appropriate Case A DRM would still apply to its MA shot; D3.51). [An95w; An96; Mw]

A1 Do Partisan 5-2-7s have spraying fire abilities? Do they have advancing fire abilities? What is the BPV of a 5-2-7 partisan squad?
A. Partisan 5-2-7s exist only by SSR. Except as specified by SSR, values and properties of such 5-2-7s would remain unchanged. [Compil3]

A1.11 Is a leader without a functioning SW considered "armed" for all purposes?
A. Yes, unless he is *currently* being held as a prisoner. [An92; An95w; An96; Mw]

A1.123 Are vehicular crews in counter form (e.g., 1-2-7) considered to be elite units?
A. No, but Churchill AVRE crews (Assault Engineers per British Vehicle Note 37) may use DC as if elite. [J1; Mw]

A1.23, A19.132 & Scenario 23 ("Under The Noel Trees") Do the SS units in scenario 23 have an ELR of 4? Are they Replaced by 2nd Line units? (I.e., does OB-given ELR take precedence over this rule even without an SSR?)
A. Yes (A19.132). No, with two broken half-squads. (Yes, unless other squad types are present in the OB along with Combat-Engineers (A25.12)/Partisans (A25.24)/Paratroopers (A25.31 & 25.42), in which case the OB-given ELR applies only to the other squad types.) [Compil3]

A1.4 The green MMC illustration does not represent an actual unit. [Mw]

A2.3 If a piece is set up in a half-hex between two allowed boards, does it count against scenario-specified setup limitations on *both* of those boards?
A. Yes. [An92; An95w; An96; Mw]

A2.5 Can an Infantry unit Advance onto the board into an enemy-occupied Location? Can an AFV enter the board with an Overrun?
A. Yes. Yes. [Letter8]

A2.5 A British 6-4-8 is in a fortified building location on the board edge (the fortified status is still HIP). A '?' German 6-5-8 is located Off-Board next to the above 6-4-8. The German 6-5-8 has numerous board entry options which would assure the units ability to get on board during the German player turn. However, the German player decides to attempt to advance into the (unbeknownst to him) fortified British location and is thus "bounced" back off board which means the unit will end the player turn still off board contrary to the "must" requirements of A2.5. What happens to the German 6-5-8 which did not get on-board this player turn?
A. It is eliminated. [Letter52] {See A2.5 Q&A for letter 91 below. SR}

A2.5 1) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is the only entry hex allowed for the off board forces? If no, then why would A2.5 allow you to enter in the APh?
A. The attacker may attempt entry via that hex and if bounced out may then Advance in. But if the defender is in a Fortified Building and the attacker tries to Advance in he will be hosed. Or if the defender is an AFV, the attacker could be in trouble. Or the attacker may state that entry is blocked in the MPh and come in next turn.
2) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is one of many hexes that is specifically listed for entry by the off board forces, e.g. P1, Q1, R1?
A. The attacker may do so.
3) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is a hex on a board edge that has been identified for entry by the off board forces?
A. Yes. [Letter91] {Minor editing. SR}

A2.5 & A26.221 Are units that fail to enter "eliminated" for purposes of CVP, or VC in general?
A. Both. [Letter86]

A2.5 & O11.4 CG9 If units are setup off map during a Red Barricades CG scenario date but do not enter on that turn, are they unable to enter for the remainder of that CG day?
A. Correct. [Letter125]

A2.8 The rule says that a leader on one level cannot affect the performance of units on another level, but I am not sure what is meant by "performance" since A2.8 is not given as an exception to rules A10.2, A10.21, A10.6, A10.63, A10.71 or A15.41. Thus, if a leader is on one level of a depression hex and there is a MMC on another level of that hex, can the leader: assist the MMC with a MC/TC; cause the MMC to take a LLMC/LLTC; cause the MMC to become berserk; rally the MMC if it breaks IN the Depression and the leader is at Crest level?
A. No to all. [Gen23.2; An95w; An96; Mw]

A2.9 & A6.11 If his side sets up first, may a player check the LOS from his units to "empty" hexes, including for Bore-Sighted/Pre-Registered Hex purposes? What if he sets up second, or setup is simultaneous?
A. LOS may be thusly checked only by a Scenario Defender who sets up first [EXC: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes]. [Gen26.5; An91; An95w; An96; Mw]

A2.9 A side is given a number of "?" counters to use a dummies, etc. Do they all have to be used?
A. Neither Dummies, nor any other unit/SW/Gun, in an OOB need be used-however any such not used are considered Eliminated for CVP (and all other) purposes. [Letter84]

A2.9, A5.5 & A12.3 1) Do HIP-related initial Deployments count against overall initial deployment limits? Assume an OB of 12 squads, a Nationality that may Deploy, and a HIP allowance of two squads. The player uses A5.5 to Deploy and HIP two squads. Of the remaining 10 squads, may he Deploy none (because his A2.9 Deployment is all used up by the HIP units), one (10%, FRU, of his ten remaining squads setup non-HIP) or two squads (10 pct, FRU, of his base OB of 12 squads)?
A. Zero more (Max 2).
2) Suppose the above OB were "all HIP" per SSR. Would A5.5 allow free Deployment?
A. No.
3) or would A2.9 limits apply?
A. Yes. [Letter66]

A2.9 & B23.93 Can an AFV setup in a Fortified Building/Factory Location? If so, can it ever leave that Location?
A. Yes. [Letter8]

A2.9 & D8.2 Does a vehicle which sets up in a building/woods hex take a Bog Check when it leaves its setup hex to enter Open Ground?
A. No. [Letter8]

A3.1 & ASOP See prior entry.

A3.1 & A4.44 May a Good Order SMC attempt to recover a SW/Gun from a unit eliminated during the RPh, in addition to other RPh activity conducted by the SMC? (EX: Commissar attempts to rally broken conscript HS with ATR and succeeds in eliminating conscript HS; may the Commissar immediately attempt to recover the ATR?)
A. No. [Letter8]

A4.12 & A13.3 May a Cavalry leader provide a MF bonus to Infantry in his Location? May a leader who is a Passenger/Rider?
A. Yes, so long as the provisions of A4.12 are not violated. However, since the leader and Infantry must move as a stack, the leader in the second case would have to be on an AFV using Armored Assault with that Infantry. [An90; An95w; An96; Mw]

A4.12 & A4.7 Does a leader's bonus MF apply in the APh too?
A. Yes. [An93b; An96; Mw]

A4.12 Does leadership bonus apply if a leader and MMC begin the MPh one in crest and one in non-crest status? One in and one out of an entrenchment? One above and one below wire/-panji counter? One IN rice paddy and one on a Bank?
A. No to all. [J1; Mw]

A4.12 If units of different MF capabilities are moving as a stack, and if the slowest unit is eliminated, breaks, or pins, are the other units limited to the MF available to the stack at the start of its MPh?
A. No. [Compil8]

A4.12 If a leader is moving with an MMC whose MF are limited due to excess PP and the MMC is eliminated, breaks or pins, is the leader limited by the excess PP?
A. No. [Compil8]

A4.12 replace entire section with "Any Good Order MMC which begins the MPh/APh and ends its MPh/APh stacked with a leader of the same nationality in the same Location, at the same level (2.8), and with the same Wire/entrenchment/-panji/paddy status is eligible for a two MF bonus during that MPh/APh, provided it expends all its MF while moving in a combined stack with that leader, and does not expend any of its MF to mount, ride, or dismount any form of conveyance." [J6]

A4.132 If a firer's LOS to a unit paying Road movement costs is blocked at the center dot, can the firer then check LOS to the point where the hexside intersects the road (and vice versa)? If the LOS is hindered? Is this point where the road bisects the hexside?
A. Yes. Yes. No, any point on the hexside where the road crosses is. [An97; Mw]

A4.132 & B3.4 Can moving units on a road get the road bonus if not changing Locations (e.g., place SMOKE, recover weapons, etc.)?
A. Yes. [J1; Mw]

A4.134 & A4.15 Can a Minimum Move be used by a MMC to conduct an INF OVR against an adjacent SMC?
A. Yes. [Gen22.5; An95w; An96; Mw]

A4.134 & A23.3 Can a unit Place a DC if the Location where the DC is placed would require a Minimum Move to enter?
A. No; a Minimum Move would pin the placing unit. [Compil3]

A4.134 & D2.15 Can a unit use Minimum Move if it otherwise could have entered that same Location without using Minimum Move (EX: not using Road Rate; entering a higher level woods hex using full MP allotment instead of 1/2 MP allotment)?
A. Yes. [Compil3]

A4.14, A11.6 & D2.34 (a) Can Infantry enter a Location of which an enemy AFV is in Bypass during the MPh?
A. No, unless they're Berserk or in a Human Wave.
(b) Is a PAATC required to enter such a Location during the APh, even if CC is not to follow?
A. Yes.
(c) Is a PAATC required of units already in such a Location, but not held in Melee, before they can attack the AFV in the CCPh?
A. No.
(d) Could Infantry cross a hexside containing an enemy AFV in bypass during the MPh?
A. Not in the AFV's hex. [Letter8]

A4.15 & A4.134 See prior entry.

A4.15 & B30.44 Can a MMC use Infantry Overrun to enter a pillbox occupied solely by an enemy SMC?
A. No. [Gen26.1; An90; An95w]

A4.15 If the enemy SMC is Unarmed, is an NTC still required for the OVR? Would the double MF cost still be applicable?
A. No. No. See A20.54. [Letter4]

A4.15 Does the doubled cost of infantry overrun double the cost of hexside terrain (e.g., wall)? Double the cost of SMOKE?
A. Yes to both; this doubling occurs after all modification. [J1; Mw]

A4.151 If a SMC is being attacked by an INF OVR, can it choose the option of being moved to an Accessible Location if it already has a First Fire counter on it?
A. No, "otherwise incapable of movement." [Gen22.5; An95w; An96; Mw]

A4.151 If a MMC is attacking a SMC by INF OVR and the option to move the SMC to an Accessible Location is chosen, can the SMC be moved into the hex from which the MMC is entering the SMC's location?
A. Yes. [Gen22.5; An95w; An96; Mw]

A4.151 If a MMC enters a Location expending twice the normal MF in order to conduct an Infantry OVR, is Defensive First Fire versus it emanating from some other Location conducted before or after the SMC enters an Accessible Location? Before or after the Infantry CC attack (if any) is resolved?
A. After. Before. [Gen27.1; An91; An95w; An96; Mw]

A4.151 Can a SMC being infantry overrun move if it is on a horse/skis/bicycle? On an unarmed vehicle/motorcycle/wagon?
A. Yes. No. [J1; Mw]

A4.152 If an SMC being overrun is marked with a First Fire counter, what effect is there on its CC attack vs. the MMC?
A. None. [Compil8]

A4.2 If a stack of units are moving together, and a unit in the stack expends MF to place a SMOKE grenade/DC or to Recover a SW, then must the other units in the stack also expend the same MF if they are to continue to move together as a stack?
A. Yes. [Gen22.6; An89; An95w; An96; Mw]

A4.2 When a stack of units is moving together, can the different units in the stack perform different actions in their hex when simultaneously expending one MF (i.e., one unit attempts SMOKE placement, one unit recovers a SW, one unit places a DC on an ADJACENT target)?
A. Yes, but for each MF expenditure, he must designate all actions at the same time. [An97; Mw]

A4.2 May Infantry units not specifically listed in A4.2 move as a stack? May two Cavalry units move as a stack? Two cyclists? Two vehicles?
A. Yes. Yes. Bicyclists may; motorcycle cannot. Only via Platoon Movement (for AFV) or Convoy (including motorcycles and unarmored vehicles). [J1; Mw]

A4.2 & A4.44 A stack of units is moving together. If the units wish to recover SW/Guns simultaneously as the same MF expenditure, may the player first roll for one unit before designating the recovery attempts of other units in the stack?
A. No; for each MF expenditure, he must designate all actions at the same time. [Compil3]

A4.2 & A23.3 May two or more units of a moving stack place DC on different ADJACENT targets as the same MF expenditure?
A. Yes. [Compil3]

A4.2 & A24.1 A stack of units is moving together. If the units wish to place SMOKE simultaneously as the same MF expenditure, may the player first roll for one unit before designating the placement attempts of other units in the stack? May the units attempt to place SMOKE in different Locations as the same MF expenditure?
A. No. Yes. [Compil3]

A4.2, D9.31 & D14.2 May more than one stack of infantry move simultaneously using Armored Assault if several vehicles are using Platoon Movement?
A. Not ordinarily (e.g., only if using Human Wave, Banzai, or Column). [Compil3, Letter158]

A4.3 Can a unit bypass just a hex vertex, e.g., assuming walls are bocage, could a infantry unit in 3U4 bypass in hex T4 along the T4-T3-U4 vertex, and enter T3 at a cost of 3 MF, instead of crossing the T3-U4 hexside for a total cost of 4 MF?
A. No, a unit must bypass along an entire hexside; but in this situation, the unit could bypass along the T3-T4 hexside to the T3-T4-S4 vertex and then enter T3 at a cost of 3 MF. See the A4.31 Example. [Compil8]

A4.3 May an Infantry unit bypass a hexside and then return to its prior hex along that hexside?
A. No; see the A4.31 Example. [Compil8]

A4.3 If several defender units fire at a bypassing unit at different vertices, must each vertex be fired on in order or is the order unimportant?
A. The order is unimportant. [Compil8]

A4.31 Can an Infantry unit that is using Bypass expend MF to place a SMOKE grenade (A24.1) or DC (A23.3) while still in Bypass (as long as it has sufficient MF to leave the hex)?
A. Yes. [Gen22.6 cites A4.33; An89; An95w; An96; Mw]

A4.31 Looking at the example for A4.132, consider a unit in 5G4. That unit moves into H4 using bypass along the H4/H3 hexside. For his next move can the unit:
a) Move into I4 spending 1MF (road movement cost)?
A. No.
b) Move into I4 spending 2MF?
A. Yes.
c) Move into the woods in H4 spending 2MF?
A. Yes.
d) Move into H3 spending 1 MF?
A. No.
Considering the A4.31 example. The unit in D3 enters D4 in bypass along the D4/E4 hexspine.
e) Is the cost to then enter E5 1MF (no cost for E4/E5 wall)?
A. Yes.
f) If the unit in D3 enters D4 and bypasses both the D4/E4 and D4/E5 hexsides, is the cost of movement 1MF (no cost for E4/E5 wall)?
A. Yes.
g) Could the unit then enter E5 (from the D4/E5 hexspine) at a cost of 1MF?
A. Yes. [Letter49] {Removed questions that Perry did not answer definitively because he didn't have the board handy. SR}

A4.32 & D6.5 When Infantry that was stuck in Bypass during its MPh (e.g., pinned, broken, unloaded without sufficient MF, etc.) automatically enters the obstacle after the end of its MPh, may the Defender First Fire at it?
A. No, he must wait until DFPh. [Compil9]

A4.4 & A4.44 If a unit Recovers the SW at the *end* of its MPh (i.e., it expends no MF after gaining possession of the SW), is the portage cost assessed?
A. No. [Gen22.6; An95w; An96; Mw]

A4.4 Is the PP cost for a SW deducted from a unit's IPC begins its MPh with the SW and drops it *after* expending a MF in its hex (such as to place a SMOKE grenade or to Recover a different SW) but *before* moving one hex with it?
A. Yes. [Gen23.2; An89; An95w; An96; Mw]

A4.4, A4.43 & A4.44 A HS carries a DC into a new Location and is eliminated. A squad then expends 1 MF to enter that Location. Can that squad then try to Recover that DC? If so, can it Throw the DC from that Location?
A. Not during that MPh.
Can it Place the DC from that Location?
A. Not during that MPh. [Letter80]

A4.41 May a HMG or MMG fire in AFPh if it has not changed Locations but did enter/exit a fortification, (un)load, (dis)mount, move under wire/panji, or changed Crest status or position in a Rice Paddy?
A. No, it has not remained stationary. [J1; Mw]

A4.41 A unit with a MMG attempts to place smoke in an adjacent hex and rolled a 6. Can it then fire its MMG in the AFPh?
A. No, the MMG has "moved". [Letter228]

A4.42 May two SMC together portage a 3PP weapon?
A. No. One SMC must possess the weapon and, even though the other SMC raises the first's IPC by one, the possessing SMC "may never portage more than two PP." [An96; Mw]

A4.42 & A4.51 Can a SMC and a MMC split the PP cost of one item? If both are CX and the MMC possess a 4PP SW, does the SMC have 0 to give to the MMC? Or could the SMC instead carry 1 PP and the MMC 3 PP, thus both are only 1 PP over their IPC?
A. No. Yes. No. [Compil5]

A4.42, B8.4 & B11.41 May a MMC and a SMC combine their IPC to portage SW into a sewer/-tunnel or while climbing?
A. Yes, but remember climbing units are CX so total IPC is 2 if you combine. [Letter8]

A4.43 If an unbroken unit wishes to do nothing during its MPh except drop a SW, can it do so at the cost of one MF?
A. It could do so at *no* MF cost – but it could then become the (non-moving) target of Defensive First Fire. [Variant in Gen22.6; An89; An96; Mw]

A4.43, A4.4 & A4.44 See prior entry.

A4.431 Can units who transfer SW perform other actions (e.g., Recombining, Scrounging, etc.) in the same RPh?
A. No. [Gen22.5; An95w; An96; Mw]

A4.431 The rule permits SW to be transferred among Riders on the same vehicle while it is in Motion. Can SW really be transferred between Riders of the same motorcycle while it is in Motion?
A. Yes. [Gen22.6; An89; An95w; An96; Mw]

A4.44 Can more than one Infantry unit attempt to Recover the same SW/Gun during a single MPh/-RPh?
A. Yes. [Letter8]

A4.44 How many SW/Guns may be Recovered per phase by a Good Order, unpinned SMC from >= one unit eliminated/surrendering/routing in his Location?
A. One. [An95w; An96; Mw] { An96 has ">", it should be ">=". SR}

A4.44 & A3.1 See prior entry.

A4.44 & A4.2 See prior entry.

A4.44 & A4.4 See prior entry.

A4.44, A4.4 & A4.43 See prior entry.

A4.44 & A4.61 Can Infantry which does not expend all of its MF and moves only one Location attempt to recover a SW while using Assault Movement?
A. Yes. [Letter8]

A4.44 & A10.6 If a SMC attempts to recover a SW from a broken MMC in the RPh, may another leader still attempt to rally that MMC?
A. Yes. [An95w; An96; Mw]

A4.44 & A23.7-.72 May a set DC be recovered?
A. No (although it can be eliminated by Random SW Destruction [A9.7] or by a successful Clearance DR [B24.75]). [Compil4]

A4.44 & A13.33 Can a cavalry SMC recover a SW from a cavalry MMC?
A. No. [J1]

A4.5 May Bicycle Riders (D15.81) and Skiers (E4.3) Double Time?
A. Yes. They are not riding a form of conveyance. [An96; Mw]

A4.5 & A12.141 Is the act of declaring Double Time (as opposed to actually expending MF) in LOS of a Good Order enemy unit a concealment-loss activity?
A. No. [Compil9]

A4.5 & A24.1 If a CX unit rolls a 5 on its SMOKE placement dr, is its MPh over? (In other words, is it an "Original" or a "Final" dr of 6 that ends a unit's MPh?)
A. No. Original. [Letter108]

A4.51 & A11.11 If two stacks are in close combat, and one stack has one CX squad and two non-CX squads, does the other side get the -1 CX CC DRM against the whole stack or only the CX squad?
A. Only the CX squad. [Letter185]

A4.51 & A4.42 See prior entry.

A4.6 The rule states that units in Trenches are not subject to FFNAM. Would units that are attacked as they move from outside the Trench to inside the Trench be considered "units in a Trench"?
A. No. [Gen23.2; An95w; An96; Mw]

A4.6 Is a unit always considered moving for FFNAM/FFMO purposes when expending MF, even without changing Location? Is a unit considered moving for FFNAM/FFMO purposes when it does not expend MF, during the MPh (EX: Dropping a SW)?
A. Yes. No. [Compil3]

A4.6 Do any DRM other than Hindrance/TEM negate FFMO?
A. No. [An97; Mw]

A4.6 Can a concealed squad enter a hex using assault movement, survive DF, then declare double time-dropping ?-to search, place smoke etc., now becoming vulnerable to FFNAM/-FFMO?
A. You cannot assault move and then declare CX. You cannot assault move and search. You may assault move into a hex and then place smoke, losing concealment if in LOS, etc. [Letter57]

A4.6 A unit in +3 SMOKE is firing on an enemy unit moving in OG without AM. Is the total DRM +3 (SMOKE & FFNAM) or +2 (SMOKE, FFNAM & FFMO)?
A. +3 (+4 SMOKE and –1 FFNAM). [Letter262] {Re-worded. SR}

A4.6 Firing out of SMOKE negates FFMO. [Letter261]

A4.61 & A15.43 If a squad Assault Moves, is fired on and becomes Berserk, do they immediately gain (8 minus the normal MF spent to enter the hex they entered using Assault Movement) MF to use in a Charge?
A. Yes. [Compil1]

A4.61 May a unit, which does not change Location at all, use Assault Movement (i.e., to place Smoke, move below/above entrenchment etc.)?
A. Yes. [Compil3]

A4.61 & A4.44 See prior entry.

A4.61 & A23.3 Can Assault Movement be used to Place a DC in an ADJACENT Location, if the Placing Infantry does not use all of its MF and only moves one Location, or if the Placing Infantry doesn't use all of its MF and doesn't change Location?
A. Yes. [Letter8]

A4.61 Does assault-moving have any effect on how MF are expended (within the limits of moving no more than one Location)?
A. No, other than prohibiting the use of all MF. [Compil7]

A4.62 A4.62: How long does the Hazardous Movement penalty apply:
1) Do all Clearance attempts receive the Hazardous Movement penalty until the Clearance DR is made?
A. The appropriate Clearance attempts do.
2) Does Pushing a Gun (C10.3), Setting a DC, or Crew exiting a Cellar (B23.41) receive the Hazardous Movement penalty only during the applicable MPh?
A. Yes.
3) Does the Hazardous Movement penalty apply to Sewer Movement and Fording as long as the unit is in that terrain?
A. Yes. [Letter212[

A4.63 & A15.43 Can a berserk unit use a Dash move to enter an enemy occupied hex?
A. Yes – provided it meets all the requirements for both Dash and Berserk movement. [Gen22.6; An89; An95w; An96; Mw]

A4.63 If a unit Dashing across a road becomes berserk, does it charge in that same MPh?
A. Yes, using eight MF (three MF if wounded) minus whatever MF it has already expended. [An91; An96; Mw]

A4.63 & B7.4 May a unit declare a Dash in order to cross a runway (or "boulevard") hex?
A. No. [An93b; An96; Mw]

A4.63 & D9.31 May Infantry use Dash and Armored Assault simultaneously?
A. No. [An95w; An96; Mw]

A4.63 & A8.15 A Dashing unit is attacked as it leaves its starting hex with a Snapshot. Would the FP of this attack be halved or quartered? Would FFMO/FFNAM apply?
A. Quartered. No. [An97; Mw]

A4.63 Can units dash through a hex in which the road ends? Can units dash across a road intersection? (For example, consider hex 20Y2. If Z1 and Y3 were considered non-Open ground Locations for some reason, could a unit dash from X2 to Z1, crossing the Y1-Y2-Y3 road? From Y1 to Y3, crossing the Z1-Y2-X2 road? From X2 to Y1? From Y3 to Z1?)
A. Yes to both, as long as the unit is crossing from one side of the road to the other. (Yes to all.) [Compil8]

A4.63 May a unit attempt to Dash through wire?
A. No. [J1; Mw]

A4.63 If a leader and MMC are dashing and the leader breaks in the road, leaving the MMC without enough MF to complete the dash, is the MMC left in the road? Does it expend its remaining MF in the road? Does it qualify for Dash benefits?
A. Yes. No. No. [Compil8]

A4.63 May dash and bypass be combined in a woods-road hex or building-road hex?
A. Yes, if the dashing unit can bypass the obstacle while crossing the road. [J1; Mw]

A4.63 What are the game mechanics of declaring/executing a dash move, including any D1F declarations versus such a move? In particular:
a) What declarations are required, when, of the moving player?
A. The destination is declared at the start of the move.
b) What destination-choice options are available to the moving player, after entering the road hex, and taking any D1F there, but before attempting destination hex entry?
A. None.
c) After road entry, but before attempted destination hex entry, if an armed enemy unit drops concealment in the intended/declared destination hex (to D1F, say), must the moving unit still attempt entry, if otherwise able?
A. Yes.
d) What are the D1F consequences (Dash benefit?) of D1F from the declared/intended destination Location, when such D1F is made before the moving unit attempts destination entry?
A. Assuming the destination is not Open Ground, the shots as the Dasher enters the road are halved. MF expended attempting (and failing) to enter the destination hex are not halved. [Letter75]

A4.63 In line 2 after "Dash move" add "to a particular Location". In the last line of the second example delete "either" and "or BB6". [J4]

A4.7 Advance cannot occur if you are so encumbered by PP that you have no MF remaining. [p.K16, pointed out in Letter76]

A4.7 Is a unit which conducted a Human Wave (or Banzai Charge) but did not enter an enemy-occupied Location in the MPh required to Advance into an available enemy-occupied Location?
A. No. [Compil9]

A4.7, B27.4 & C1.51 If an Infantry unit enters a Foxhole in an Open Ground hex during the APh, but that Foxhole hex contains an FFE:2 counter, does the Infantry unit get the +4 Foxhole TEM when resolving that FFE attack?
A. No. [Letter80]

A4.7 & A4.12 See prior entry.

A4.7 & B27.1 If an enemy advances into a location containing a 1S foxhole occupied by a friendly squad and the friendly squad is eliminated in the ensuing melee, does the enemy squad automatically get to use the foxhole? (Must it enter the foxhole during a MPh/APh?) May an enemy unit advance directly into an occupied foxhole/trench?
A. Not unless it had entered the foxhole upon entering the hex (the capacity of a foxhole counter is per side [B27.44]). (Yes.) Yes. [Compil4]

A4.72 May a non-CX unit use Advanced vs. Difficult Terrain if the COT exceeds its available non-Double Time MF allotment? What if Advance vs. Difficult Terrain is already required, but there is additional COT (EX: changing elevation or going over a wall into bamboo, or bamboo and SMOKE)?
A. Yes, if it has at least 1 MF remaining after deducting portage costs. Yes, it may advance; read A4.72: "...is >= ... all of a unit's available...". [Letter8]

A4.8 & A10.711 Can a TI Leader Voluntary Rout? (Reference: A.3; A4.8; A10.711
A. Yes. [Letter267]

A4.8 & A12. Is TI status itself considered a "?" loss activity even if LOS is established after the phase in which the TI gaining activity occurs?
A. No. [Compil6]

A5.1 & A14.4 Does Infantry/Cavalry overstacking affect a Sniper Check?
A. No. [Letter8]

A5.1, A12.122 & A12.14 Can overstacked Good Order Infantry gain concealment if in LOS of an unbroken enemy unit greater than 16 hexes away?
A. If in Concealment Terrain, they could roll for concealment if the unbroken enemy unit was not Good Order. [J1; Mw]

A5.11 & A10.51 When determining the closest (in MF) building/woods hex that a broken unit can rout to, is the MF cost for entering an overstacked hex included in the MF calculation?
A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A5.132 Suppose German vehicles have exceeded the vehicular stacking limits in a hex which also contains a Russian T-44. If a Russian weapon other than the T-44 fires on a German target in the hex but misses, does this mean that the Russian T-44 can be hit as a secondary target even though it is not overstacked?
A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A5.132 1) Can non-moving vehicle(s) be hit by an "overstack hit" during DFF – i.e., do the overstack rules negate the Defensive First Fire rules on eligible targets?
A. Yes.
2) Can the intended target be hit by an "overstack hit" (in any fire phase)?
A. No.
3) If yes, how do you determine the target if there are only two vehicles in the hex (this rule says to use Random Selection only if there are three or more vehicles)?
A. The non-target vehicle is hit if only 2 vehicles are in Location. {Answer to second part in Letter 252.}[Letters4 & 252]

A5.132 & C3.8 Does a Gun of the appropriate caliber which rolls an Original Doubles TH DR which misses the intended target vehicle but hits another vehicle in the same Location as a result of vehicular overstacking score Multiple Hits?
A. Yes. [Letter8]

A5.5 & B23.922 Is a Good Order Infantry crew manning a Gun considered equal to a squad for preventing enemy Infantry from entering a Fortified Building Location?
A. No. [Letter126] {Re-worded. SR}

A5.72 & A.5 See prior entry.

A6.1 1) In order to be considered to have LOS to a unit, must you have LOS to the Location containing that unit?
A. Essentially, or to a moving unit at a vertex or at a CAFP
2) If a hex contains only one Location, must you have LOS to that Location in order to be considered to have LOS to that >hex?
A. Other than a moving unit at a vertex or CAFP, to what else would you checking LOS? [Letter235]

A6.1 & C3.33 In order for a MTR to fire at a hex, must it (or its Spotter) have LOS to at least one Location within that hex?
A. Essentially, or to a unit moving at a vertex or a CAFP. If there is a specific LOS in doubt, ask about it, but generally speaking even mortars must have LOS to a unit or Location to fire at a hex. [Letter235]

A6.11 & A2.9 See prior entry.

A6.21 & A6.4 Does a unit at Level 2 have a LOS over a Level 1-1/2 obstacle six hexes away to an enemy unit at Level 1 in the hex directly behind the obstacle?
A. Yes. [An95w; An96; Mw]

A6.21 & A6.4 1) Does a unit at Level 2 have a LOS over a Level 1-1/2 obstacle to an enemy unit in a Level 1 Location in the hex directly behind the obstacle?
A. Yes; A6.21.
2) Example: A unit in 3M2 (Level 2) has a LOS over the Two story house L4-M5 to hex L5 because L5 is a Level 1 hill hex (A6.4) If L5 were in fact a Single hex Two story house (B31.3), would LOS exist between 3M2 (Level 2) and 3L5 (level 1)?
A. Yes.
3) Is the preceding published Q&A still correct for 2nd edition rules?
A. Yes.
4) Chapter K, page K8, 2nd paragraph: The last sentence says "A one level obstacle, or a 1.5 level obstacle in this case, never blocks LOS between a second level hex and a first level hex." Can "first level hex" be read as "first level Location"?
A. Yes.
5) A6.4 says "Blind hexes cannot be seen by the firer unless the blind hex is at an elevation >= the full-level height of the obstacle (in which case it is not a 'Blind' hex after all)." If the base level of a "Blind" hex is at a level < the full level height of an obstacle but a Location(s) of that Blind hex are at an elevation >= the full-level height of the obstacle (eg upper level building locations), does a higher level firer have LOS to these upper level Locations?
A. Yes. [Should we consider erraticizing this by adding "unless they are the same building"?]
6) A6.4 says "Blind hexes cannot be seen by the firer unless the blind hex is at an elevation >= the full-level height of the obstacle (in which case it is not a 'Blind' hex after all)." Can this be interpreted (my emphasis added) as: -Locations- in Blind hexes can not be seen by the firer unless such -Locations- are at an elevation >= the full-level height of the obstacle (in which case they are not 'Blind -Locations- after all)."
A. Yes. [Letter195]

A6.4 & A6.21 See prior entry.

A6.7 & E3.1 Are LV hindrances (e.g., night, Mist) cumulative with other hindrances regardless of range? (For example: at range of 2 hexes, one orchard hex between target and firer, EXTRA HEAVY mist and night LV applies, what is the DRM derived from LOS/LV hindrances?) Does the "range" statement in A6.7 refer to the range between target and firer? (Or just to the portion of the LOF that is crossing the "terrain" hindrance?)
A. Yes. (4.) No. (Yes.) [An97; Mw]

A7.1 & A8.1 May a unit use Small Arms (or non-ordnance MG) to DFF on the IFT at a moving BU, CT AFV for the sole purpose of leaving Residual FP (or laying down a Fire Lane)?
A. Yes. [An97; Mw]

A7.212 In line 4 replace "unarmed/unarmored" with "unarmed, unarmored". [J4]

A7.2, A8.3, A8.31 & C5.6 If a Gun uses Intensive Fire, is the manning infantry allowed to Subsequent First Fire thereafter?
A. No, although it could FPF. [J1; Mw] {Added A8.3, A8.31 & C5.6. SR}

A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, 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, A25.234, E9.43, and G1.423). Yes. [J1; Mw]

A7.212 If a unit's Location is occupied by an enemy unarmored vehicle, it is still free to attack other targets. Is this true even if the vehicle has vulnerable PRC?
A. No. [Gen22.5; An95w; Mw]

A7.212 If a Bypassing friendly AFV occupies a hex that contains an enemy unit at a higher level, do the firing restrictions of this rule apply to that enemy unit? Do they apply if a BU friendly AFV, regardless of whether or not it is in Bypass or is OT, occupies a Location that contains an enemy unit?
A. Only if the AFV is CE/OT. Yes. [An92; An95w; An96; Mw]

A7.3 In the second sentence lines 5-6, replace "due to the effect of terrain, Hindrances, target characteristics, and/or leadership" with "as listed on the IFT DRM chart or in the appropriate rules section". After the second sentence add "Each applicable entry on the IFT DRM chart is cumulative (A.17) and is applied only once per attack, unless indicated otherwise." [J6]

A7.301 & C3.74 If Random Selection due to a CH on multiple units chooses > one of those units, but fewer units that the KIA# for that CH's FP and Final IFT DR, must Random Selection be used again among the non-CH units in order to bring the number of CH units up to the KIA's #?
A. No – the number of units chosen by the original Random Selection is the number the CH is resolved against. [An93a; An95w; An96; Mw]

A7.301 & A22.4 How is a K/# result resolved vs. a stack of three Personnel units, two of which possess a FT? What if all three possessed a FT?
A. Each of the FT-bearing units suffers a 1KIA, and the third unit suffers the K/#. Each of them would suffer a 1KIA. (The -1 FT DRM is unique in that for attack resolution purposes it applies in this separate, individual manner to each possessing unit). [An93b; An96; Mw]

A7.301 & A.9 See prior entry.

A7.302 If a SMC is wounded by a K/# result, must he also take the resulting MC?
A. No (e.g., see the A.9 example). [An93b; An96; Mw]

A7.302 & A15.2 Is a wounded hero that suffers Casualty Reduction wounded again or eliminated? One that suffers a Casualty MC?
A. The hero would be eliminated in either case (a wounded hero that wounds again is eliminated). [Compil8]

A7.303, A10.3, A15.42 & A17.1 Is a berserk leader that fails a MC wounded or eliminated? One that suffers casualty reduction? Suffers a Casualty MC?
A. It suffers Casualty Reduction and wounds (and may, therefore, be eliminated). It wounds. It wounds and must add +1 to its Wound Severity dr as if already wounded. [Compil8]

A7.34 & A9.5 If directed by a Leader, does the Leader's DRM affect every location affected by a spraying-fire attack?
A. Yes. [Letter4]

A7.34 & A9.52 May Spraying Fire be used versus two adjacent "empty" hexes/Locations during the enemy MPh (e.g., in order to place Residual FP therein)?
A. No – at least one of those hexes/Locations must contain a moving enemy unit. [Gen26.5; An91; An95w; An96; Mw]

A7.35 & C13.8 Assume a German Squad has not fired its inherent Firepower and it fires a PF and takes the Backblast attack. Assume the squad is casualty reduced and the HS passes it MC (so it remains in good order). Can the HS fire attempt to fire a second SW? (e.g. a second PF).
A. No, the HS is considered to have fired, and is so marked. [Letter79]

A7.351 This rule says a squad "may fire two different types" of SW in the same fire phase. If two SW are fired, do they both have to be marked with an 'A' in the Support Weapons Chart? In other words, may a squad fire a LMG and a FT in the same fire phase?
A. A squad may fire a LMG and FT in the same fire phase. [Letter26] {Minor editing. SR}

A7.351 For the purpose of A7.351, does an MMC's use of its Inherent (Squad or Half-Squad) FP effectively equate to "use of a SW"?
A. Effectively. [Letter239]

A7.351 & C13.31 Does C13.31 supercede A7.351? More clearly, with C13.31 & A7.351 in mind, can a Squad First Fire its Inherent FP and First Fire some other type of SW (including Inherent SW) during the MPh, then try for another PF in the DFPh?
A. No. [Letter239]

A7.351 & C13.31 If a squad has fired its inherent FP and **any** SW (including a PF Check) during Defensive First Fire, may it fire any SW (including a PF Check) during Final Fire?
A. It could fire the same SW if that weapon can use Intensive Fire or Sustained Fire, but no other. [Letter241]

A7.353 & A22.611 If a HS fails a MOL check dr during the Defensive First Fire, can it still use its inherent FP for Subsequent First Fire in that same phase?
A. Yes, halved. [Gen22.5; An95w; An96; Mw]

A7.353 & A8.31 If a HS uses a LMG during Defensive First Fire, can it use *both* the LMG and its inherent FP during Subsequent First Fire/Final Protective Fire in the same phase?
A. No. It can use its LMG *or* its inherent FP in Subsequent First Fire; for FPF, it must use its LMG and cannot use its inherent FP. [Variant in Gen23.2; An89; An95w; An96; Mw]

A7.353 May a HS that fired a SW in First Fire use its inherent FP in Subsequent First Fire vs. a non-adjacent target?
A. Yes, under the usual conditions (range, etc.). [J1; Mw]

A7.353 & A8.31 A HS malfunctions its MG in Subsequent First Fire. Is the HS then free to fire Inherent FP as FPF, since the MG is no longer "usable"?
A. Yes. [Compil7]

A7.4 If there are both friendly and enemy Infantry/unarmored vehicle/Vulnerable PRC in a Location which are not yet in melee, may friendly units fire into that Location, and does such fire affect units of both sides or only enemy units?
A. Yes, the fire affects only enemy units. [Letter8]

A7.4 Which side resolves an attack into a Melee first?
A. The side that did *not* conduct that attack. [An93b; An96; Mw]

A7.4 & D.8 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].

A7.52 In the second sentence line 3, delete "(Cowering/CX penalty)". After the second sentence add "Should any member of the FG incur a detrimental DRM, it applies to the entire FG (cumulative as per A7.3)." [J6]

A7.52 & A9.5 If multiple units/weapons in the same Location wish to use Spraying Fire *as a FG*, must each of them attack the *same* two Locations or is it sufficient for the target Locations to merely overlap such that each firer shares one target Location with >= one other firer?
A. All units and weapons firing must attack the *same* two Locations. [An95w; An96; Mw]

A7.53 If a leader uses his leadership modifier to direct a FG in Defensive First Fire, then later on in that same phase can he direct a FG in which some units are using Subsequent First Fire and some are using Defensive First Fire?
A. Only if all the units/SW involved are the same ones he had directed in that previous First Fire attack. [Variant in Gen22.5, variant in Gen23.2; An89; An95w; An96; Mw]

A7.53-.531 & A10.72 These seem to imply that leader direction and the application of a leader's DRM can be declared independently of each other. Is this true?
A. No; the two are synonymous *in all cases*. However, if leader direction is used for an attack/action to whose DR/dr "Leadership NA" triangle applies, that leader's DRM/drm cannot apply to that DR/dr. [An91; An92; An95w; An96; Mw]

A7.53 A leader directs Defensive First Fire of a squad and a MG and then directs First Fire attacks with the MG's ROF. During Subsequent First Fire, may he again direct the fire of the squad and MG?
A. Yes. [An97; Mw]

A7.53 Is removing weapons from a FG considered the constitution of a new FG? (I.e., if a leader directs a FG consisting of squad A + MG during DFF, can the leader direct squad A without the MG during SFF?)
A. No. (Yes.) [Compil3]

A7.53, A7.531 & A7.9 An 8-1 leader and squad w/ LMG are in a Location; another friendly squad is in an Adjacent Location. Absent Leader Direction, each squad is subject to Cowering. All of these units have LOS to a target. They declare an attack on that target as a firegroup. To prevent Cowering in his Location, may the leader be declared as directing the fire of the squad and LMG in his location (even though he may not apply his DRM to the attack – A7.531)?
A. No.
If not, suppose there were another 8-1 and it were stacked with the other squad, such that both Locations of the FG featured a –1 leader directing the FG attack. A7.531 allows a -1 leadership attack DRM in this case. Because this would be an attack directed by two leaders (as opposed to *a* leader – A7.9, 1st sentence), would the attack be subject to Cowering?
A. No. [Letter69]

A7.531 & A15.24 If a squad is ADJACENT to a friendly hero and those two units fire as a FG, may a Good Order leader stacked with the squad direct the attack?
A. No – because the hero is not in the same Location as the leader. [An93b; An96; Mw]

A7.531, A7.53 & A7.9 See prior entry.

A7.352 & A8.4 1) A HS fires its PSK in the MPh and is marked with a First Fire counter. In the DFPh, may that HS attempt a PF shot vs. an ADJACENT vehicle?
A. No, per the SW Chart, a HS can only fire one SW.
2) Is the answer any different if the HS had fired its Inherent FP in the MPh, instead of the PSK?
A. No. [Letter150]

A7.6, A14.21 & D5.31 Is the CE DRM considered an "in-hex TEM" for sniper alternate target selection purposes?
A. No. [J1; Mw]

A7.7 Can an ordnance hit on the Area Target Type be considered a hit for Encirclement purposes (as opposed to one on the Infantry Target Type)?
A. Yes. [Gen23.2; An89; An95w; An96; Mw]

A7.7 Does the one level drop in morale suffered by encircled Personnel against any attacks also apply for other purposes, e.g. PAATC, Rally, etc.?
A. No. [An96]

A7.7 If a firegroup consists of units within normal range of a target and also units firing at long range, does the attack qualify for encircling fire it the units within normal range do not have the strength by themselves to possibly cause a morale check, but the attack as a whole does?
A. No. [Compil8]

A7.7 Is the cost to encircled units to cross hexside terrain doubled? The cost to enter smoke? If moving uphill, would the cost be quadrupled? If entering abrupt terrain, is the cost of intermediate levels doubled?
A. Yes to all; this doubling occurs after all modification. [Compil8]

A7.7 In line 17 add after "enemy" add "/Melee" then in the next to last line on page A15 after "enemy" add "/Melee".

A7.7 & A20 Do Prisoners share the Encircled status of their Guard, or can one be Encircled by enemy fire without the other being encircled?
A. No; yes. [Letter90] {Minor editing. SR}

A7.7, B8, & B11.4 May a unit climb out of encirclement, or use a sewer or tunnel to exit encirclement?
A. Yes to all (despite such movement requiring all of a unit's MF) and may even use the APh normally to enter a new Location, whereupon it would become Pinned and CX (as if having completed a Minimum Move--A4.134). [J1; Mw] {Added B8 & B11.4. SR}

A7.72 If all the stairwells of a multi-story building have been rubbled, are units on the upper level(s) of that building Encircled?
A. Yes – except for units immune to "upper-level" Encirclement. [An93b; An96; Mw]

A7.72 & B23.424 Is a unit with Scaling ability immune to "upper-level" Encirclement?
A. Yes, provided the unit is in Good Order and would not have to Scale to/past a Location containing a Blaze or unbroken, armed, unconcealed enemy unit. [An93b; An96; Mw]

A7.8 Can a broken unit ever become pinned by any cause other than Interdiction or a Collapsed Hut PTC [G5.5] (e.g., via minefield or FFE attacks)?
A. No, and even during Interdiction the condition only lasts until the end of the RtPh. (This supersedes the prior Q&A in the '96 Annual.) [An97; Mw]

A7.8 & A7.82 If the Inherent crew of a vehicle is pinned in the act of movement, must the vehicle immediately stop moving? Or may it continue movement, although perhaps BU?
A. No. Yes. [Compil6]

A7.81 This says Pinned Infantry may not "change a weapon's CA (9.21; C5.1-.12)". The cited rules references, though, could be read to suggest that only fixed CAs (CAs in woods/bldg/rubble) may not be changed by Pinned Infantry. Is this true? Or may a Pinned Gun crew in Open Ground change the Gun's CA as part of its shot? May it change the CA normally at the end of a Fire Phase (C3.22)?
A. Once the Infantry manning a Gun (or a Fixed CA weapon per A9.21) is Pinned, then they may not change the CA of that Gun/weapon until they are no longer pinned. [Letter80]

A7.81 If a pinned squad in Open Ground fires a MG, does it need to mark the MG's CA to prevent it from SFF/FPF/Final Firing that MG in a different CA?
A. No, only in woods/building/rubble. [Letter80]

A7.82 & A7.8 See prior entry.

A7.831 & A11.4 Can a Leader that is pinned apply his leadership for other purposes than fire direction, e.g., :
1) ... clearance?
A. No, pinned units cannot clear.
2) ... ?-growth?
A. Yes; pin is removed prior to ?-growth. [Compil3]

A7.9 If a squad firing a MG only (not its inherent FP) cowers, are both the squad and the MG marked with the Prep Fire or Final Fire counter?
A. Yes. [Compil7]

A7.9, A7.53, A7.531 See prior entry.

A8.1, A24.31, C3.33 & C3.4 If ordnance Defensive First Fires WP at a Location that contains moving and non-moving units both friendly and enemy, which of them can be affected by a hit?
A. Only those that are both moving and hit, but regardless of whether they are friendly or enemy. [An91; An95w; An96; Mw]

A8.1 & A7.1 See prior entry.

A8.1, A10.7 & A25.221 Can a non-moving leader use its leadership DRM to assist moving unit(s) with a MC/PTC caused by Defensive First Fire? Does a non-moving Comissar increase the ML of moving unit(s)?
A. No. Yes. [Letter114] {Rephrased & condensed. SR}

A8.14 If a unit expends two MF to enter a Location during its MPh and is First Fired on by a squad, must/can the latter use Subsequent First Fire vs. the target before any other DEFENDER unit may use First Fire vs. it?
A. The order of such attacks is up to the DEFENDER. [An93b; An96; Mw]

A8.15 & A23.3 Would a unit placing a DC across an Open Ground hexside be subject to a Snap Shot?
A. No. [Gen23.2; An89; An95w; An96; Mw]

A8.15 If hexes G7, H7, and I7 in the illustration comprised a Level 1 hill, would both Snap Shots described in the example be subject to Height Advantage TEM?
A. Yes. [An92; An95w; An96; Mw]

A8.15 & A4.63 See prior entry.

A8.15 & A12.15 May a Snap Shot be made vs. a unit that has been forced back to its off-board hex by the mechanism of A12.15?
A. No. [An97; Mw]

A8.2 Would firing at an empty hex in order to acquire it leave Residual FP?
A. No; you cannot fire at an empty hex to gain acquisition during the MPh. [Compil5]

A8.2 Is the Residual FP left by a Critical Hit based on the normal, not the doubled, FP? Does an Area Target Type attack leave residual FP based on half of the halved FP attack?
A. No, it is based on doubled FP. Yes, it is based on halved FP. [J1; Mw]

A8.2 If a unit is attacked by residual FP as it enters a Location, could it be attacked again by the same residual FP if it spends additional MF (e.g., placing a DC, attempting to place smoke) in the Location?
A. Only if it becomes more vulnerable; see A8.22. [Compil7]

A8.2 Does a DC that attacks in Defensive First Fire (i.e., Thrown) leave Residual FP? One exploded by a moving DC Hero?
A. Yes. No. [Compil9]

A8.2 Is the amount of Residual FP placed due to an attack halved again if the attack is halved for Area Fire (e.g., the target is concealed/dashing/-etc.)?
A. Yes. [Compil9]

A8.2, B23.31 & D2.38 Does a unit/its-vulnerable-PRC bypassing a building Location containing a residual fire counter receive building TEM?
A. Yes [EXC: Deluxe (J2.23)]. [J1; 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 D.8B. [Gen24.6; An89; An95w; An96; Mw]

A8.22 Does the statement "A unit can be attacked by Residual FP only once per location" mean that a unit which, for example, places a smoke grenade, recovers a DC, and places it in an adjacent hex, all in a Location containing existing Residual FP, is only attacked once by the Residual FP? Also the second bullet, "Residual FP does not attack ... is completed...," seems to contradict A23.3's requirement of survival of Defensive First Fire for placement of DC since existing Residual FP is always the first Defensive First Fire Attack allowed against a moving unit in its current Location.
A. Yes. I don't think so. Obviously, if the placer enters the Residual FP Location and is broken or pinned by it, he can't place the DC. If he is not thusly affected, the Residual FP does not attack again due to his subsequent MF expenditure to place the DC (unless he is subject to more-negative/less-positive DRM when he expends it). [Letter8]

A8.22 In the 3rd bullet replace "Small Arms" with "Spraying Fire". [J4]

A8.26 Residual FP with an Air Burst is increased by one column; but when it is resolved versus Infantry, does the +1 TEM for woods apply too?
A. Yes, the -1 TEM for Air Burst is already accounted for by the increase of Residual FP by one column. [Gen24.6; An90; An95w; An96; Mw]

A8.26 & E3.1 Are LV Hindrances considered non-existent when determining the strength of Residual FP and the DRM of a Residual FP attack?
A. Yes. [Compil3]

A8.3 If an Infantry unit fires either its inherent FP or a SW as Subsequent First Fire, can it later in that MPh fire any other SW/inherent FP without using FPF? (i.e., can a unit which has itself or a SW marked with Final Fire, use Defensive First Fire/Subsequent First Fire with a weapon which has not fired?)
A. No. (No.) [Compil3]

A8.3 Can an ATR SFF? (On the IFT as Small Arms Fire)
A. No, ATR should probably be listed in the EXC with MOL. [Letter168]

A8.3 Can a unit drop its concealment to void a possible Subsequent First Fire attack after the declaration to SFF has been announced by the Defending player?
A. No; ASL is not a race to see how fast one can roll the dice. [Letter221]

A8.3 Can a squad SFF a MG outside the IFP range of the Squad, but within the Normal Range of the MG?
A. Yes. [Letter248]

A8.3 Add at the end "If a unit, or any SW/Gun it possesses, uses Subsequent First Fire (or Intensive Fire) then that unit and all its SW/Guns are marked with a Final Fire counter." [J6]

A8.3, A7.2, A8.31 & C5.6 See prior entry.

A8.3 & A8.4 If a SW is not capable of Subsequent First Fire (EX: ordnance SW), can it fire vs. an adjacent/same-hex unit as Final Fire during the DFPh if marked with First Fire?
A. No. [Compil5]

A8.3 & A9.21 If a MG's restricted CA prevents it from participating in its squad's SFF attack, must its use be forfeited as per A8.3?
A. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.) [An97; Mw]

A8.3 & D9.31 While Armored Assaulting, an AFV spends three MP to enter a hex but the Infantry spends only one. Having First Fired once, may an enemy unit fire again at the same moving stack?
A. Yes, but the second shot could only affect the AFV. [J1; Mw]

A8.31 If a unit fires as Subsequent First Fire its inherent FP and/or a SW, can it Defensive Fire any weapon/inherent FP later that turn, barring FPF?
A. No. [Compil5]

A8.31, A7.2, A8.3 & C5.6 See prior entry.

A8.31 & A7.353 See prior entry.

A8.31 & A15.1 Does an Original FPF DR of 2 cause the firing units to make a Heat of Battle DR? If so, do the firing units each make a Heat of Battle DR, or is one Heat of Battle DR made for all units engaging in FPF, or is Heat of Battle done by Random Selection? Can a FG consisting of six HS and a leader which rolls an Original FPF DR of 2 produce six heroes and a heroic leader?
A. By Random Selection; note that Random Selection would also apply if the Original FPF DR were a 12. Yes, plus six Battle Hardened HS – if they're _really_ lucky! [Letter8]

A8.31 & E1.76 Must a captured MG be fired when the possessing infantry uses FPF at night, triggering an automatic sniper attack?
A. Yes. [Letter8]

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

A8.31 & A7.353 See prior entry.

A8.312 Does "immediately" mean before DEFENDER in another Location fires at that ATTACKER? Before any attack vs. any ATTACKER in another Location in the Impulse?
A. Yes. Yes. [An93b; An96; Mw]

A8.312 If a Human Wave ATTACKING unit ends its MPh in the same Location as a Good Order DEFENDER, must the ATTACKER use TPBF against that DEFENDING unit? What if the DEFENDER is Broken?
A. No; but he cannot fire outside of that Location. (The same holds true if the DEFENDER is broken.) [Compil4]

A8.4 & A7.352 See prior entry.

A8.4 & A8.3 See prior entry.

A8.41 EX second paragraph, lines 23-25 replace "...the 4-6-7 would then be marked with a First Fire counter while the LMG's First Fire counter would be flipped to its Final Fire side." with "the 4-6-7 and LMG would then both be marked with a Final Fire counter. " [J6]

A8.41 & C13.2 May an ATR, without a printed ROF, already marked with a First Fire counter use Final Fire during the DFPh to fire at an adjacent or same hex AFV? On the IFT? If so, is there any penalty besides Area Fire or Case K? Or, does the second sentence of A8.41 apply even though it's listed under the heading "Multiple ROF"?
A. No, since it cannot use Sustained Fire or Intensive Fire. A8.41 applies. [Letter166]

A9.21 & A8.3 See prior entry.

A9.22 & A9.222 How exactly do SMOKE/grain/-brush/marsh Hindrances affect Fire Lanes?
A. Their DRM affect the MG's _original_ attack (i.e., the attack that creates the Fire Lane), but thereafter have no effect on that Fire Lane's attacks (other than to cancel FFMO; A9.22) and thus cannot be claimed as "non-target-hex DRM" (A9.222). [Gen26.5; An91]

A9.22 May a Fire Lane be placed along (an Alternate) Hex Grain that at the time of placement contains no moving enemy units?
A. Only as per E1.71 (Bore-Sighted Fire Lane at night). [Gen26.5; An91; An96; Mw]

A9.22 If a MG declares, as part of its attack declaration, that it will create a Fire Lane, does the attack use the MG's Fire-Lane Residual FP?
A. No; the attack that _creates_ a Fire Lane uses the FP it would normally apply to a regular Defensive First Fire attack vs. that target, and only after that attack is resolved can the Fire Lane come into effect. [An91]

A9.22 Is the intention to place a Fire Lane declared before or after placing the MG's First Fire attack?
A. It must be stated as part of the MG's attack declaration. The player cannot await the outcome of the attack before deciding whether or not to declare a Fire Lane. [An91]

A9.22 May a MG counter suffering from Ammunition Shortage create a Fire Lane?
A. No, since A9.22 states that it must be in Good Order to do so (see the definition of "Good Order" in the index). [An90; An95w; An96; Mw]

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?
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 May a MG firing as ordnance (e.g., TH vs. an AFV) also declare a fire lane?
A. Yes. [An97; Mw]

A9.22 & Index See prior entry.

A9.221 Can a MG set up an Alternate-Hex-Grain Fire Lane along a _Continuous Slope_?
A. Yes. [Gen24.6; An89; An95w]

A9.222 & A9.22 See prior entry.

A9.222 May a leader stacked with a MG use his leadership DRM to affect that MG's Fire Lane attacks? If the unit possessing the MG is CX, does the CX DRM apply to its Fire Lane attacks?
A. These DRM apply only to the MG's _original_ attack (i.e., the attack that _creates_ the Fire Lane). [Gen26.5; An91]

A9.222 & D9.5 May an Armored Cupola armed with a MG lay a Firelane?
A. Yes. But Dug-In Tanks may not lay a Fire Lane. [Letter62]

A9.223 If a unit fires a MG to create a firelane and then uses its Inherent FP as SFF later, does this cancel the firelane?
A. A squad can fire its inherent FP as First Fire after previously firing only a MG to lay down a firelane. A HS that has laid down a firelane (or a squad that has both laid down a firelane and used its inherent FP as First Fire) cannot use SFF unless in a TPBF situation (which cancels the firelane). [An97; Mw]

A9.223 Must a MG cancel its Fire Lane when an "unbroken" vehicle (A12.1) enters its Location (even if in bypass)?
A. Yes, unless it is a BU CT AFV, in which case the MG/its-manning-infantry _may_ cancel the Fire Lane to attack the AFV. [J1; Mw]

A9.5 & A7.34 See prior entry.

A9.5 & A7.52 See prior entry.

A9.52 Replace the second sentence with "Spraying Fire can be used against a moving unit and against a Location without a moving unit (halved again for Area Fire), although its only effect in the second Location would be to leave Residual FP." [J6]

A9.52 & A7.34 See prior entry.

A9.61 May vehicular MG fire as ordnance vs. AFV?
A. Only if it is MA. [Compil4]

A9.61 & D5.34 Are Guns (including vehicular MA) of 12.7 Caliber size treated as MG for TK purposes (D5.34)? Are .50 caliber SW MG?
A. No. Yes. [J1; Mw]

A9.72 & D10.5 Can a MMC attempt to Repair a SW and Scrounge a vehicle in the same RPh?
A. No; see A3.1. [Gen25.6; An95w; An96; Mw]

A9.73 Can a unit marked with a First Fire counter destroy a MG during DFPh if there is an adjacent enemy unit? If there is no adjacent enemy unit?
A. Yes. No. [J1; Mw]

A9.73 May an inherent crew voluntarily disable the vehicle's MA/MG?
A. Yes. [Compil9]

A9.74 Does Random SW/Gun destruction apply to weapons possessed by broken HS/Crews which are eliminated by Casualty Reduction but are not randomly selected for elimination by a KIA result?
A. No. [Letter8]

A9.74 This appears to have changed from v1 to v2. It now reads: "An overrunning, fully-tracked, AFV which ends its MPh in a target Location may check for Random SW Destruction of unlimbered, NM, and RFNM Guns and abandoned weapons even if the OVR did not result in a KIA..." It seems, from reading the relevant passages on limbered/unlimbered Guns (C10.2-.26), that QSU Guns may neither be limbered nor unlimbered. Are QSU Guns exempt from the automatic Random SW Destruction check as outlined above?
A. Yes, unless they are abandoned. [Letter188]

A9.8 May even one SMC dismantle or assemble a weapon?
A. Yes. [An95w; An96; Mw]

A9.8 May a weapon that has fired and retained ROF be dismantled or assembled?
A. No [EXC: the Russian 82mm mortar after 1941]. [An97]

A9.8 Can a unit which dismantles a SW in PFPh move in the subsequent MPh? Fire in AFPh?
A. No. No. [Compil7]

A9.8 May the Russian .50 cal HMG that came in Red Barricades be dismantled?
A. Yes. [Compil9]

A10.2 If an attack results in a 1MC and this causes the elimination of a leader, do the other units in the target Location take the 1MC before taking the required LLMC?
A. Of course. [Gen22.5; An95w; An96; Mw]

A10.2 Suppose an attack the causes a leader to break also causes his morale/leadership modifier to be lowered by one due to ELR replacement (A19.13). For purposes of determining which other Personnel units must take the LLTC and what DRM (based on the negative leadership modifier being reversed) to the LLTC will be, is the leader's "current" morale level and leadership modifier considered to be those he had *before* being Replaced/wounded?
A. No. [Gen25.6; An95w; An96; Mw]

A10.2 If a formerly unwounded leader is eliminated by a fatal wound, is the resulting LLMC based on his unwounded or wounded values?
A. Unwounded. [Letter8]

A10.2 & A10.5 No quarter is in effect. A broken leader and an unbroken squad (with ML less than the leader) are stacked together in a location. Adjacent armed unbroken enemy units are present so the leader is forced to rout, but it has no legal rout path, and therefore is eliminated. A10.2 is clear that this forces an **immediate** LLMC on the squad. If the squad breaks as a result of this LLMC, is it **immediately** forced to rout (and therefore, be eliminated) in that same RtPh?
A. Yes. [Letter198]

A10.2 & A10.711 1) A leader voluntarily routs with a broken squad and is eliminated when the broken squad fails an Interdiction MC. If other (non-routing) units occupy the Interdiction hex, are they subject to LLMC?
A. No.
2) Must the just-reduced HS take an LLMC (assuming its morale is low enough)?
A. Yes.
3) Is the situation any different if the leader is broken and routing and dies due to Interdiction in a hex occupied by a non-routing unit?
A. No. [Letter212]

A10.2 Previous Q&A suggest that LLMCs are based on the Morale and Leadership of an eliminated leader as it existed immediately prior to the attack that eliminated the leader. LLTCs are based on the status of the leader immediately after the attack on that leader is resolved. Is this a fair characterization?
A. No. Both are based on the leader's pre-attack ML and Leadership DRM – however, the UNIT's post-attack ML is used.
1) EX: If a broken 9-2 leader ELRs and takes a mortal wound, the morale is still 9 and the leadership is still -2 for the LLMC. If a 9-2 leader breaks and ELRs, the morale is 8 and the leadership is -1 for the LLTC.
A. Incorrect. In both cases the leader's ML is 9 and his DRM is -1. [Letter212]

A10.21 In the example of the 8-0 leader, does the 4-6-7 still take a LLMC if it is Battle Hardened or rendered Berserk as a result of the 1MC?
A. No, all MC, etc., caused by the attack are resolved before any LLMC/LLTC. [Letter8]

A10.21 Re the last sentence of this rule: would a unit subjected to a LLMC/LLTC still have its Morale Level raised (A25.221) by an unbroken Commissar (or Japanese leader) currently in its Location?
A. Yes. [An93a; An95w; An96; Mw]

A10.3, A7.303, A15.42 & A17.1 See prior entry.

A10.31 & A19.13 If an unbroken 4-6-7 squad suffers a Casualty MC that also exceeds its ELR, does it undergo Replacement before or after Casualty Reduction?
A. It is first Replaced, then it suffers Casualty Reduction, then it becomes Broken. [Gen25.6; An95w; An96; Mw] {Added A19.13 cross-reference. SR}

A10.31 & A19.13 If an unbroken 6-5-8 SS squad (with its normal 5 ELR) suffers a Casualty MC that also exceeds its ELR, is it Replaced by a broken 3-4-8 SS HS?
A. Yes. [Gen25.6; An95w; An96; Mw]

A10.41 Is being ADJACENT to a Concealed ENEMY unit sufficient to permit Voluntary Break?
A. Yes. [Letter26]

A10.41 The last sentence of A10.41 states that "(but only if breaking will not cause their immediate reduction or elimination). Does this apply only to berserkers and other units unable to become broken, or also to units that would be eliminated due to "failure to rout"? If yes to the last statement, what is then the meaning of "immediate". May a unit, that can rout to another Location before being eliminated for "failure to rout", voluntarily break?
A. It also applies to units that would currently (i.e., based on current KEU) be subject (at **any** point in that RtPh) to Failure to Rout. [Letter94] {Minor editing. SR}

A10.41 What is the Normal Range for Guns for purposes of allowing Voluntary Break?
A. Use the A10.532 definition: Normal Range or 16 hexes, whichever is less. [Letter183]

A10.41 In line 2 after "Range" add "per A10.532". [J5]

A10.41 & A10.8 Comprehensive Rout Example
A10.41 says units may voluntary break "at the start of the RtPh". The Comprehensive Rout Example indicates that units may voluntary break at the start of their RtPh (i.e. attacker completes all routs, then defender commences their RtPh with voluntary break of their units. When does the defender conduct voluntary breaks a) at the start of the RtPh or b) at the start of their RtPh after the attacker has completed all their RtPh activities?
A. (b) [Letter233]

A10.5 Assume two broken enemy units are ADJACENT at the beginning of the RtPh. If the ATTACKER routs, must the DEFENDER rout even though it's no longer ADJACENT to an enemy unit?
A. No. [Gen25.6; An95w; An96]

A10.5 May/must a broken unit rout out of a Location containing a Berserk/Human Wave enemy unit which entered the Location during the preceding MPh?
A. It must try to rout. [Letter8]

A10.5 May a Minimum Move be made during the RtPh?
A. No – Low Crawl must be used. [An95w; An96; Mw]

A10.5 Is a leader always an armed unit? An AFV without functioning weapons? A stunned/-shocked/UK AFV? An abandoned AFV?
A. Yes (unless recently escaped and still unarmed), although without Normal Range. Yes (although without functioning MG armament – A11.51). No. [An97; Mw]

A10.5 In lines 15-16 delete "to increase the distance between itself and >= 1 nearest Known enemy unit(s)". [J5]

A10.5 & A10.2 See prior entry

A10.5 & A11.16 A broken unit is locked in Melee while an unbroken and armed Known enemy unit is ADJACENT to it or in its Location. Is it eliminated for Failure to Rout during the RtPh? Does it survive until the CCPh where it must attempt withdrawal?
A. No. Yes. [Compil3]

A10.5 & A19.12 A broken ATTACKER MMC is Disrupted and ADJACENT to a broken enemy MMC. Both MMC are DM. In the ATTACKER RtPh, is the disrupted MMC forced to rout? If not, is it eliminated for Failure to Rout?
A. No. No; broken units do not cause other units to be eliminated for Failure to Rout. [Compil4]

A10.5 During the RtPh, may a broken unit remain in the same Open Ground <u>minefield</u> hex while in Normal Range and LOS of a Known enemy unit?
A. No. [Compil6]

A10.5 & C7.42 Is a shocked AFV an "unbroken and armed" unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?
A. Yes to both, if manned. [Compil7; J1; Mw]

A10.5 & ASOP See prior entry.

A10.5 An infantry unit starts the RtPh broken and DM, IN a Foxhole in an Open Ground hex, in Normal Range and LOS of a Known, unbroken, armed, non-ADJACENT enemy unit. Is the broken unit required to rout?
A. No. [Compil7]

A10.5 & C11.2 Does a crew broken while manning an emplaced gun in an open ground hex have to rout while in LOS of an enemy unit? Or does the emplacement provide TEM to negate that necessity?
A. No. Yes. [Compil8]

A10.5 & B27.41 A broken Infantry unit begins its RtPh, able to Low Crawl, in the Base Level of a hex with a capacity-available Foxhole, but outside of that Foxhole. There are no Adjacent KEU. There may or may not be KEU with enough HA to reduce the Foxhole TEM to zero. The hex may or may not be Open Ground. The hex may or may not be under an FFE. The scenario may or may not be Night. The broken unit <u>is</u> within 6 MF of its nearest valid woods/-building rout target. May the unit use its RtPh to move INTO that Foxhole (and thus end its RtPh in that same hex, Entrenched)?
A. No. [Letter109]

A10.51 Is Overstacking or SMOKE considered in calculating the range (in MF) to the nearest building/woods hex?
A. Sure. [Letter8]

A10.51 A broken unit starts to rout toward the nearest building/woods hex, but <u>during</u> its rout the building/woods hex is not farther from a Known enemy unit than its present hex. Can the broken unit now choose to ignore the building/-woods? Or must it continue to rout toward that target?
A. It must continue (assuming it is otherwise able to). [An97; Mw]

A10.51 Do friendly DM units prevent rout if they are adjacent to an enemy unit attempting to rout if the only rout path is via hexes adjacent to friendly DM units?
A. Yes. [Compil9]

A10.51 & A5.11 See prior entry.

A10.51 & A10.61 Are the rubble Locations of a *partially* rubbled building still considered building Locations for rout/rally purposes?
A. No. [An92; An95w; An96; Mw]

A10.51, A12.11 & A20.21 Can a concealed friendly unit be revealed at any point during the RtPh to influence the rout/surrender options of an enemy unit?
A. Sure. [Letter8]

A10.51 Does a broken unit in TEM within a FFE have to rout? One not in TEM?
A. No, unless it is Adjacent to a Known, armed, unbroken enemy unit. Unless the FFE is Harassing Fire, the unit will not be in Open Ground. [Compil8]

A10.51 If a broken unit must rout, must it rout towards the nearest woods/building hex even if the cover is in a FFE/Known-minefield?
A. No, it may ignore such a hex. [Compil8]

A10.51 & B26 For purposes (only) of determining the shortest route in MF, assume wire will cost 1MF. [Letter53]

A10.51 A German and a Soviet unit are both broken and in LOS of each other, then the German unit starts rout and routs out of LOS. Can the Soviet unit now rout towards that last position where the German unit was in LOS, or does one treat this as "move towards such an enemy unit after leaving its LOS during that RtPh" (A10.51)?
A. Yes it may rout. (No that is not the same.) [Letter227]

A10.53 & A20.21 Assume that No Quarter is not in effect. A broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/-Cavalry. The only possible rout path is to an adjacent Open Ground hex which is in the (unhindered) LOS of a possible Interdictor. If this Interdictor is out of LOS of the broken unit's Location (before it starts the rout) and thus not Known, will the broken unit still surrender as per A20.21?
A. Yes. [Compil3]

A10.53 & A20.21 A broken squad is ADJACENT to a known enemy, good order squad. NO QUARTER is not in effect. Their only valid rout target is three hexes away. The only unit capable of interdicting them, is currently concealed and can only interdict the broken unit in the second location they would rout through. Is this correct:
1) The concealed unit can opt to keep '?' altogether. The broken squad will rout normally in this case.
A. Correct. Add "unconcealed" after "possible" in line 5 of A20.21.
2) The concealed unit can drop '?' as soon as the broken squad announces its rout target. This leaves them with no rout path without interdiction and forces them to surrender.
A. No, the concealed unit would have to drop "?" <u>before</u> the rout target was announced, at the start of the unit's RtPh in order for this outcome to be correct (assuming the broken unit is capable of surrendering).
3) The concealed unit can drop '?' after the broken squad has routed one or two hexes. They are no longer adjacent to a KEU at this time, having routed away from them, and are now forced to take the interdiction.
A. Correct. [Letter259]

A10.53 & A20.21 A broken unit becomes Pinned during the RtPh as a result of Interdiction, and finds itself ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry unit. Assuming that No Quarter is NOT in effect, will that Pinned broken unit attempt to Surrender as per A20.21?
A. No. Pinned broken units cannot Surrender. At the end of the first sentence of A20.21 add "[EXC: if pinned; 10.53 & G5.5]." [Letter260]

A10.531 Does an Infantry unit lose its "?" if is Assault-moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit, even if beyond the normal range of all such enemy units? Even if all those enemy units are CX? Even if out of the CA of all Guns/AFV manned by those units?
A. Yes to all. The viewing unit's Normal Range, CX status and gun CA are irrelevant to "?" loss/-gain. [Gen27.3; An95w; An96; Mw]

A10.531 May an Infantry unit in Open Ground (in a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) three hexes away from a 6-2-8 declare a Dash across an ADJACENT road to another such Open Ground hex since, per A10.531, those two hexes would be considered non-Open Ground due to their being beyond the 6-2-8's Normal Range?
A. No. The 6-2-8's Normal Range is irrelevant to the determination of whether or not those hexes are Open Ground. [Gen27.3; An95w; An96; Mw]

A10.531 Since LV hindrances do not negate Interdiction (E3.1), what would be an example of a "weather effect" that would negate Interdiction?
A. Fog (E3.31), Heavy Dust (F11.73), or Very Heavy Mist (SSR KGP 3). [Compil7]

A10.531 & A10.532 In the V1 edition of the rules, A10.531 said that interdiction of a routing unit could occur in any Open Ground hex where a potential unit could exert a -1 FFMO DRM without any positive DRM. In V2 the phrase "without any positive DRM" has been removed. Does this mean that positive DRM's no longer apply to canceling the -1 DRM as described in A10.532?
A. No. Positive DRM will prevent Interdiction, per A10.532 – and A10.531 doesn't change that; A10.531 is now more about just what is OG for both rout and non-rout purposes. [Letter242]

A10.531 & B14.6 If an enemy unit that could otherwise Interdict is looking down the orchard/-road and a unit routs across or down that road, can they avoid interdiction by claiming they are using Orchard COT not Road COT?
A. Yes. (Think of a woods-road where the woods COT is 1.) [Letter264] {Re-worded. SR}

A10.531 & C11.2 Does the Emplacement TEM of C11.2 negate the Open Ground requirements of A10.531 for its manning Crew? Would a broken Crew manning an Emplaced Gun be forced to rout if the hex is considered Open Ground per A10.531?
A. Yes. No. [Letter249]

A10.531 & E3.1 Does an Infantry unit lose its "?" if it Assault-Moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit if the only intervening Hindrance is a LV Hindrance?
A. Yes, unless the Hindrance is Fog (E3.311) or Winter Camouflage applies (E3.712). [J1; Mw]

A10.532 If a unit's/weapon's FP was halved in the preceding AFPh, does this prohibit it from Interdicting?
A. No, such halving does not carry over into the RtPh. [An92; An95w; An96; Mw]

A10.532 May a MTR Interdict using Spotted Fire?
A. No. [An92; An95w; An96; Mw]

A10.532 May a unit which has per A7.352, 7.353 or 9.11 "lost" its Inherent FP until the CCPh (or the end of the Player Turn) still interdict in the RtPh?
A. Yes. [An96; Mw]

A10.532 May an Encircled unit Interdict?
A. No. [An97; Mw]

A10.532 May an AFV suffering from the +1 stun modifier interdict?
A. No. [Compil7]

A10.532 & A10.531 See prior entry.

A10.6 & A4.44 See prior entry.

A10.61 & A10.51 See prior entry.

A10.62 If an enemy unit uses bypass movement around an obstacle so that it's movement is out of LOS of an ADJACENT broken unit, is the broken unit still placed under a DM counter?
A. ADJACENT requires LOS. See Index for definition. [Letter4]

A10.62 In line 4 add "CC/" before "WP". [J5]

A10.7, A8.1 & A25.221 See prior entry.

A10.71 May a leader who is rallied by another leader then attempt to rally others in that same RPh?
A. Yes. [An95w; An96; Mw]

A10.711 & A4.8 See prior entry.

A10.711 & A10.2 See prior entry.

A10.72 & A7.53-.531 See prior entry.

A10.72 & A11.141 Can a player decline the use of a (poor) leadership modifier when a leader attacks in combination with a MMC in CC?
A. Yes. [Compil3]

A10.8 Comprehensive Rout Example & A10.41 See prior entry.

A10.8 & D5.1 Does Fanaticism affect Inherent crews?
A. No. [Letter8]

A11 & G1.423 Is a CC counter or a Melee counter removed immediately when only one side remains in the Location? When no units remain in the Location?
A. Yes. Yes. [Compil3]

A11.11 & A4.51 See prior entry.

A11.14 If two SMC combine their inherent FP (without a MMC) in CC, do they automatically defend together as a single stack? Or can their opponents single out one of them for an individual CC attack?
A. They defend together as a single stack. [Gen22.5; An95w; An96; Mw]

A11.14 If >= two SMC attack/Withdraw together, must they defend together?
A. Yes. [An95w; An96; Mw]

A11.14 What is the FP of a Pinned SMC attacking in CC? (In other words, may a unit with only 1/2 FP attack?)
A. 1/2. (Yes.) [Compil4]

A11.141 May a leader direct the CC attack of >= one other SMC only?
A. Yes. [An95w; An96; Mw]

A11.141 Are units locked in MELEE/under a CC Counter considered 'in CC' and subject to LLMC/LLTC immunity (A11.141) for fire coming from outside their location during any fire phase?
A. No, they are not immune. [Letter151]

A11.141 & A10.72 See prior entry.

A11.15 & B8.41 If you have a concealed unit in the same building Location with an enemy unit (not in CC), can the concealed unit enter the sewer in that hex without suffering Defensive Fire (since it expends no MF)?
A. Yes. [Gen25.6; An90; An95w; An96; Mw]

A11.15 If a concealed unit in a Melee Location loses its "?", is it immediately in Melee?
A. Yes, after resolving all effects of the action that caused it to lose its "?". [An92; An95w; An96; Mw]

A11.15 If two units are in melee and during a prep fire phase one of the units is eliminated by prep fire is the melee counter immediately removed? If the remaining unit is of the same side whose prep fire phase it is may that unit then prep fire normally?
A. Yes. Yes. [Compil6]

A11.15 & A20.55 A location contains a 6-6-6 squad guarding a 1-0-6 prisoner squad, as well as a 2-3-7 enemy halfsquad, all locked in Melee. The Melee (which has been going on for several player turns) allows the prisoner to attack its guard without passing an NTC. During the CCPh, the 1-0-6 and 2-3-7 attack the 6-6-6 with no effect. In return, the 6-6-6 attacks the 2-3-7 and eliminates it. Does the Melee immediately end? Or is the prisoner squad enough to hold their guards in Melee?
A. The Melee continues. [Letter257]

A11.16 Must an un-Disrupted non-guarding broken Infantry unit attempt to Withdraw from Melee or face elimination in the first CCPh in which there is an enemy unit in its Location, or is it only after it is in Melee that it must attempt to Withdraw?
A. Only after it is in Melee. [Letter8]

A11.16 Does a Disrupted unit in Melee remain in Melee or is it eliminated for Failure to Rout?
A. It is eliminated for Failure to Rout if still Disrupted and in Melee at the end of that CCPh. [An92; An95w; An96; Mw]

A11.16 & A10.5 See prior entry.

A11.17 If a stealthy unit (regardless of type or nationality) loses Good Order status, is it still stealthy?
A. No (i.e., not until it is in Good Order again). [An93a; An95w; An96; Mw]

A11.18, A15.4 & E1.53 BERSERK: A berserk unit is always Lax (even in daytime) but is not subject to Straying. [E1.533 p.E3; An96; Mw]

A11.21 Withdrawing uphill into a building is NA if CX and makes you CX if you are not broken. [Letter261] {By extension, Advance vs. Difficult Terrain applies. SR}

A11.22 If the ATTACKER rolls an Original 2 DR in non-Ambush CC and completely eliminates all defenders, does he gain Control of the Location even if he Withdraws? Can the DEFENDER attack back?
A. Yes, unless eliminated by the DEFENDER. Only if the ATTACKER does not Withdraw. [Compil9]

A11.4 & A7.831 See prior entry.

A11.4 & A15.432 If a Russian Berserk MMC enters into CC in an enemy-occupied building Location during its MPh, can Russian units who advance into the CC Location that same Player Turn cause an Ambush to possibly occur (since they are *not* reinforcing a Melee)?
A. Yes. [Gen22.5; An95w; An96; Mw]

A11.4 & A21.2 When Infantry Advanced into a Woods/Building Location containing only an Abandoned enemy AFV, is Ambush possible, and if so, does the enemy AFV suffer any Ambush penalty beyond the +2 drm for a Vehicle?
A. Ambush is not possible. [Letter8]

A11.4 & B30.6 Since a unit IN a pillbox that it is screened by a friendly unit in the hex outside the pillbox cannot be attacked in CC (B30.6), would it figure into any Ambush calculations?
A. No. [J1; Mw]

A11.41 & B8.4 May a concealed unit that qualifies for Ambush Withdraw into a sewer Location?
A. No, because withdrawal occurs during the CCPh, while sewer movement occurs only during the MPh (which means that the sewer Location is not Accessible as defined in the Index). [Gen25.6, An90 (both mistakenly cite A11.81); An95w; An96; Mw]

A11.41 Can a unit which has qualified for ambush and has eliminated its opponent in CC withdraw into an adjacent, accessible hex and participate in another CC/melee which has not yet been resolved?
A. No, it would be eliminated by withdrawing into an enemy occupied Location; see A11.21. [Compil7]

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) Can IFE/MG/MA be used by an unarmored vehicle against enemy infantry in its hex who are held in melee?
A. Yes. [Compil9]

A11.5 If a CCV 5 squad and SMC combine for a Close Combat Reaction Fire and *both* are marked with a First Fire Counter, is the CCV 4 (reduced by one for each First Fire Counter) or 5 (reduced just by one for all First Fire Counters)?
A. 5 since you are not adding the CCVs together but rather increasing the CCV by one if a SMC is participating. [Letter55]

A11.51 Is a Shocked or Stunned AFV considered a vehicle without manned functioning MG armament for receiving the -1 CC DRM?
A. Yes to both. [Compil3]

A11.51 Does a partially armored vehicle suffer the -3 CC DRM for being unarmored?
A. No, just the -2 CC DRM for being OT or partially armored (A11.61). [Compil9]

A11.51 In line 5, replace "unbroken/unpinned, armed" with "unbroken, unpinned, and armed". Lines 7-8 delete "in a halftrack". [J6]

A11.52 How does Infantry capture an *armed* and manned, unarmored vehicle?
A. Assuming the vehicle is Stopped, the attacking unit applies a +1 Capture Attempt DRM to its CC DR (in addition to other applicable DRM). If it captures the vehicle, it may man it as per A21.22; the captured crew becomes unarmed, and a prisoner if the captor side can Guard it. (If that vehicle is not manned, it may be captured as per the second sentence of A11.52). [Gen25.2; An90; An95w; An96; Mw]

A11.52 EX In line 5 of the 4th paragraph of the Close Combat Comprehensive Example, change "woods" to "building". [Letter133]

A11.6, A4.14 & D2.34 See prior entry.

A11.61, A11.5, A11.62 & A11.7 See prior entry.

A11.62 May a vehicle with turreted 12.7 MA (e.g., U.S. M16 MGMC Halftrack) or one with a turreted 15mm MA (e.g., British Mk VIC) use it in CC? One with turreted 20L MA with IFE?
A. Yes, use its IFE FP as if it were CMG FP. No. [J1; Mw]

A11.62, A11.5, A11.61 & A11.7 See prior entry.

A11.622 Do Armor Leader or Stun DRM apply to a sN attack? Do any other DRM apply to a sN attack?
A. No to all. [Letter8]

A11.7 Is a Melee considered to exist following an inconclusive CC between Infantry and an AFV in Motion, for purposes of subsequent Ambush, Withdrawal, fire into the Location, etc. If an AFV in motion is Immobilized in a subsequent Player Turn after inconclusive CC with Infantry, while still in the same Location as the Infantry, does it immediately hold the Infantry in Melee?
A. No. No. [Letter8]

A11.7 & D3.5 May an AFV fire all manned functioning MG FP at enemy Infantry in the same Location during the PFPh/DFPh, regardless of CA, without Case A penalties? Would Case A penalties apply to an AFV's MG Defensive Fire vs. Berserk/Human Wave infantry entering its Location during the MPh as per C5.51?
A. Yes. Yes. [Letter8]

A11.7 Does a shocked/UK AFV hold opposing Infantry in Melee? A Stunned one?
A. Yes, if manned. Yes. [J1; Mw]

A11.7 Does an armed but unarmored vehicle hold opposing Infantry in Melee? Is it held in Melee? Is an Immobile vehicle held in Melee? Are its Passengers/Riders?
A. Yes. No. No. No. [J1; Mw]

A11.7, A11.5, A11.61 & A11.62 See prior entry.

A12. & A4.8 See prior entry.

A12. Why do concealment counters have "7 morale" printed on them.
A. For PAATC (A12.41) and Bombardments (C1.82). [Compil8]

A12.11 If a concealed stack is already in an Open Ground hex, and an enemy unit moves within 16 hexes of it and gets LOS, is that stack automatically revealed if it is a Dummy stack?
A. No. A "?" can exist in Open Ground in LOS of enemy units provided they perform no concealment-loss activity. [An90; An95w; An96; Mw]

A12.11 Can a 5/8" Dummy stack claim Emplaced Gun TEM or AFV immunity to Infantry fire? Can HD or turret markers be placed in a 5/8" Dummy stack?
A. Yes for Emplaced Gun TEM, no to immunity. No. [Letter8]

A12.11 Does the SW possessed by a unit always share the HIP/Concealed status of the possessor [EXC: E1.2]?
A. Yes. [Compil3]

A12.11 , A10.51& A20.21 See prior entry.

A12.11 & B28.41 May dummies enter/exit friendly hidden minefields without revealing either themselves or the minefield?
A. No. [An97; Mw]

A12.12 If a player's OB contains a number of "?", may he place >= one of them *beneath* a Personnel/vehicle unit during his setup?
A. No. [An93b; An96; Mw]

A12.12 In the Annual '93b, the Q&A on this rule states that an OB-given "?" may not be setup beneath a vehicle. This effectively prohibits the simulation of concealed Infantry in the same hex as a vehicle. Was this the intent of the answer?
A. Probably not. [Compil2]

A12.12 Must units in non-concealment terrain roll for "?" gain when setting up, or is such "?" gained automatically?
A. Automatic if out of all enemy LOS. [Letter4]

A12.12 Must Dummy stacks consist entirely of OB-given "?" counters? May a non-OB-given "?" counter be placed on top of a Dummy stack by virtue of setting up out of LOS?
A. Yes. No. [Compil5]

A12.12 & A12.122 If an Infantry unit possessing a Gun/Horse counter makes a Concealment dr, which US# – the Infantry's or the Gun/Horse's – applies as a drm?
A. The Gun/Horse's. However, if the Infantry is Stealthy or Lax, that drm would apply as well. [An90; An95w; An96; Mw]

A12.121 According to the Concealment Loss/-Gain Table, an Emplaced Gun loses its Concealment automatically if it fires at zero range in LOS of a Good Order enemy unit; according to rules A12.41 and A12.34 however, the Emplaced Gun would lose its Concealment (even if firing at zero range versus an OVR) only if the colored dr of the Original TH DR is >= 5. Which is correct?
A. The Concealment Loss/Gain Table. [Gen25.6; An95w]

A12.121 Is a unit with height advantage vs. all enemy units in LOS considered to be in OG for "?" loss purposes?
A. No. [Letter4]

A12.122, A5.1 & A12.14 See prior entry.

A12.122 & A12.12 See prior entry.

A12.14 Can a Sniper attack cause loss of concealment to *all* units in its target Location or just to the unit(s) actually attacked therein?
A. To the unit(s) actually attacked, and to any that *break* due to a LLMC caused by that sniper attack. [Gen25.6; An95w; An96; Mw]

A12.14 This rule says that a player may remove any concealment from a friendly unit(s) *at any time*. In this context, would it be legal for him to reveal a hidden unit in order to "draw off" a sniper attack that otherwise would have occurred vs. some other unit?
A. No. A unit may not be voluntarily revealed in the time between when a Target Hex DR (A14.2) is made and the Sniper counter is relocated. [An91; An95w; An96; Mw]

A12.14 If a unit forfeits its "?" momentarily to force Concealment loss on a moving enemy unit, does it also need to show what SW, if any, that it possesses?
A. No; see A12.16. [Letter179]

A12.14 & B23.71 For the purposes of "?" loss, is a concealed unit moving/advancing from one rowhouse hex to another via "rowhouse bypass" (B23.71) considered to be in Open Ground at the vertex?
A. Yes, via a clear LOS to that vertex. [An95w; An96; Mw]

A12.14 Do all types of MC cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit? If not, which types of MC do?
A. Yes. [Compil5]

A12.14 Do Task Checks cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit?
A. Yes, except for PAATC and the NTC to detonate a Set DC. [An97; Mw]

A12.14 Would a unit lose concealment by Advancing into an Open Ground foxhole within 16 hexes of a Good Order enemy ground unit? What if it had Height Advantage over all enemy units?
A. Yes. No; the foxhole would no longer be in "Open Ground." [Compil5]

A12.14, A12.141 & D9.31 Does a concealed unit using Assault Movement to Recover a SW or Place a DC loses concealment for these activities? Does a concealed unit combining Assault Movement with Armored Assault to enter an Open Ground hex lose concealment?
A. Yes, per Concealment Table Case C, assuming the enemy satisfies the conditions for case C. No. [Letter8]

A12.14, B23.711 & O5.33 Does LOS exist across a black bar hexside for the purpose of determining Concealment loss from the DC attack which Breaches the hexside?
A. Yes. [Letter8]

A12.14 Does wall TEM prevent loss of Concealment for an Infantry unit assault-moving or Advancing in otherwise open ground?
A. Yes, as long as the LOS crosses the wall; see A10.531. [Compil7]

A12.14, A5.1 & A12.122 See prior entry.

A12.14 To what extent must that enemy unit must forfeit its "?" momentarily (to prove that it is not a Dummy)"? Enough to fully identify the unit, or only enough to prove that it is not a Dummy?
A. Totally, as in not partially. [Letter54]

A12.14 This rule reads in part "The owning player can voluntarily remove any concealment at any time during his or his opponent's Player Turn [EXC: …]". Can a player voluntarily remove concealment in the time between a claim for a free LOS check and the making of that check, so as to prevent the stringing of that LOS?
A. Yes. [Letter99]

A12.141 Is dropping a SW or taking a NTC to detonate a Set DC a concealment-loss activity? Is Placing a DC (or attempting to place SMOKE grenades) a "?"-loss activity even if the unit is using Assault Movement?
A. No. Yes. [An95w; An96; Mw]

A12.141 Is a Clearance attempt a continuous concealment loss activity until it is rolled for?
A. Yes. [An97; Mw]

A12.141 This rule states that applying a leadership modifier to anything other than a PAATC causes loss of concealment. A concealed -0 DRM leader and an unconcealed MMC occupy a location which is fired upon resulting in a MC for the MMC and having no effect on the leader. Does the leader lose concealment for having applied a leadership modifier?
A. No. [Compil2]

A12.141 Are LLTC/LLMC considered actions for case C concealment loss purposes? Is triggering Mopping-Up casualties?
A. Yes. No. [An97; Mw]

A12.141 & B24.8 Is Labor status itself considered a "?" loss activity? Must the unit actually attempt the activity for which it gained Labor status in order to lose "?"?
A. No. Yes. [Compil6]

A12.141, A12.14 & D9.31 See prior entry.

A12.141 & D2.401 Is making a Motion attempt dr a concealment loss action if the vehicle fails? If it passes but fails its subsequent stall/-Mechanical Reliability DR?
A. No. No. [Compil7]

A12.141 & A4.5 See prior entry.

A12.141 & E1.31 It is night and there are no Illuminated Locations. A concealed unit Assault Moves in Open Ground within the NVR of a Good Order enemy unit. It then places smoke grenades in its own hex. The act of Assault Moving itself does not cause concealment loss; however, would A12.141 apply to night actions (Case C on the table)? Would it also apply to Cloaked units?
A. Yes to both. [Letter24]

A12.15 & A15.431 Suppose an Infantry unit attempts to enter a Location containing a hidden enemy unit and is therefore returned to the previously occupied hex, but then goes berserk during the Defensive First Fire. Can it then charge back into the previously hidden unit's hex during that MPh?
A. Yes. As long as the unit is subjected to Defensive First Fire has not ended its MPh, so it can become berserk in the hex it was returned to and consequently continue movement with any remaining MF. [Gen25.6; An91; An95w; An96; Mw]

A12.15 In a night scenario, would zero NVR affect detection?
A. Only in that whenever the moving ATTACKER's NVR is zero (regardless of the concealed DEFENDER's NVR), that ATTACKER unit/stack would *not* be returned to its just-exited Location – thus making it vulnerable to TPBF from that DEFENDER unit/-stack. If attacked by the DEFENDER in the latter's Location, that ATTACKER unit/stack cannot leave that Location in the current MPh (mark the units with a CC counter). [An93b; An96; Mw]

A12.15 This rule reads in part "Random Selection is used to determine which of multiple concealed units must lose their concealment…". 1) Can a player voluntarily remove concealment in the time between the occurrence of a Detection event and the making of this RS DR, so as to prevent the making of that RS DR?
A. No.
2) Would any remaining Concealed unit(s) still be subject to Detection/RS?
A. Yes. [Letter99]

A12.15 1) This states that the non-Dummy ATTACKER unit is revealed only "momentarily". Is this momentary revealing done *solely* for verification purposes, as in A12.14? Does the ATTACKER reveal a single unit of his choice, or units determined by Random Selection (as in the sentence near the end of A12.15 regarding Random Selection)?
A. Attacker's choice.
2) If the ATTACKER momentarily reveals one or more real units, and the DEFENDER then reveals one or more real units resulting in a bounce, does the ATTACKER's concealment loss become permanent even if he was Assault Moving into, and returned to, concealment terrain?
A. Not unless some other "?" loss action occurs. [Letter141]

A12.15 1) A squad moves from a trench to a connected location. A concealed enemy unit in that location forces them back and defensive first fires at them. Is that shot at +0 TEM or at +2 TEM?
A. +2
2) Does the kind of connected location (e.g. other trench, RB cellar, pillbox) matter?
A. The moving unit gets the TEM of the Location it does not leave. [Letter170]

A12.l5 In line 9 after "it will" add "lose Concealment and". [J4]

A12.15 & A8.15 See prior entry.

A12.15-.151, B23.922 & D6.5 The question has been asked: What happens if PRC of a vehicle in Bypass of a Fortified Building Location (occupied by a Good Order unpinned armed enemy squad) unload/bailout/survive destruction of their vehicle? The answer is that the ex-PRC are "in the terrain of the vehicle's CAFP for purposes of any Defensive First Fire vs them. Immediately after all such First Fire is resolved" (D6.5), they are forced back per A12.15-.151 to the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh; if no such Location exists, it is eliminated. The appropriate section of D6.5 specifically references A12.151, directly leading to this interpretation. This is perhaps not crystal clear in the rules. D6.5 discusses Survival only in the context of the MPh; one must extrapolate that the same result obtains in other phases, the more so because D5.6 does not have any mechanism for handling Survival of a vehicle in bypass. Elimination in the absence of any possible place to enter during the MPh also has to be extrapolated from the rules, but is the straightest possible extrapolation. It is understandable how a reasonable person might think otherwise. The mechanics of unloading while in bypass were certainly not designed with Fortified Building Locations in mind. Nonetheless, the rules do seem to cover (mostly) these situations, and this interpretation does not seem to lead to any more weirdness than is already countenanced by the general rule for bouncing out Infantry that enters a Fortified Building Location in bypass only to discover that it contains a GO, unpinned armed enemy squad. (Which, BTW, would apply to units broken in bypass as well.) [Letter243] {Re-worded. SR}

A12.15-.151, B23.922 & D6.5 1) In the above explanation, is it possible for "the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh" to be more than one hex away from the Bypass Hex/-Location?
A. Yes.
2) Can "the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh" have been occupied by said vehicle in a previous player turn?
A. Yes. [Letter244] {Multiple emails combined and re-worded. SR}

A12.15 & A12.2 Must a 5/8" dummy stack take a PAATC when an "unbroken" enemy vehicle enters its Location? Must a Concealed vehicle?
A. Yes. No, the vehicle would retain its Concealment. [Compil9]

A12.15, A12.2 & D2.6 May an AFV end its MPh in the Location of a concealed enemy AFV which it cannot harm, merely because the enemy AFV is not Known?
A. No; if the friendly AFV does not have enough MP to exit the Location, the enemy player should announce that the AFV cannot enter. [Compil9]

A12.15 & E1.16 For the purposes of E1.16, is the unit considered to have entered the fortification's Location if it was forced back by the mechanics of A12.15?
A. Only if one of its occupants is revealed. [Compil1]

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

A12.152 May a unit *in* an A-P minefield Location conduct a Search?
A. Yes, but the presence of the minefield allows the DEFENDER to make a Casualty dr (A12.154). [Gen25.2; An95w; An96; Mw]

A12.152 Can a unit Search is own hex?
A. A Search automatically includes its own hex. Moreover, the Searcher's hex cannot be counted as a hex that may *not* be Searched. [Gen26.1; An95w; An96; Mw]

A12.152 Can Searching reveal tunnel entrances?
A. No. [Gen26.5; An95w; An96; Mw]

A12.152 & O6.1 If a building hex with a *RB* cellar is Searched from ground level, is that *RB* cellar Location considered Searched too?
A. Yes. [An93a; An95w; An96; Mw]

A12.152 May a hex be searched if it contains Known enemy units?
A. Yes. [Compil1]

A12.152 Does Searching reveal anything other than units, Minefields or Fortified Building Locations?
A. It reveals all Fortifications. [Compil3] {Part covered by Q&A in J1. SR}

A12.152 & A23.7 Is a hidden Set DC revealed by Searching or by any other means (except detonation)?
A. "Searching will reveal, and Random Support Weapon Destruction will eliminate, a hidden Set DC." (O11.621, footnote 9) [Compil3]

A12.152 & G1.63 Must the opponent of the Japanese declare if he will attempt to search Concealment Terrain that is not building, rubble, woods-building, or woods-rubble or caves BEFORE the search dr is made, thus committing the opponent of the Japanese player to the +2 search drm BEFORE the search dr is rolled?
A. No. [Compil4]

A12.152 Can Searching reveal the contents of Locations that are not Accessible?
A. Yes, as long as one Location in the hex is Accessible. [J1; Mw]

A12.153 Would a Fortified Building Location containing an unpinned, Good Order enemy squad be considered Accessible despite the fact that the searching unit could not enter it in the APh?
A. Yes. [An97; Mw]

A12.153, A12.33, & B23.911 Are Fortified Locations revealed when a player Mops Up a building? Are mines?
A. Only if he gains control of the building, and only those Location he did not previously Control. No. [Compil7]

A12.154 If a leader applies his leadership factor to a Search, is he vulnerable to the effects of a Search Casualty should the Search reveal a Concealed unit?
A. Yes. [Gen25.6; An95w; An96; Mw]

A12.154 SEARCH CASUALTIES drm TABLE: are these drm also applicable to DEFENDING units that were Known prior to the Search?
A. Yes. [Compil1]

A12.16 This rule reads in part "If a stack is not concealed after play begins (2.9), the opposing player may inspect its contents – unless the stack is out of the LOS of all of his Good Order ground units…" If in dispute as to whether there exists an LOS allowing Right of Inspection, do the players resolve the issue via a free LOS check? If so, may a player voluntarily allow an Inspection, so as to prevent the stringing of a LOS?
A. Yes. [Letter99] {I assume 'yes' to both questions. SR}

A12.2 If a concealed vehicle becomes abandoned, may it retain (or later regain) concealment?
A. It may retain its "?" (if otherwise allowed to), but once unconcealed cannot regain a "?" while abandoned. [An95w; An96; Mw]

A12.2 & A12.15 See prior entry.

A12.2 & A12.33 What do you do when a concealed stack that may be a dummy stack moves into LOS of your HIP 5/8" counter/-Fortification?
A. One way to handle this is for the defender, before the stack gets into LOS of anything, to ask if the stack is Good Order yet. Another is for the defender to wait until the stack is in LOS of something before asking this question. [Compil3]

A12.2, D2.6 & A12. 15 See prior entry.

A12.3 If a SSR gives you HIP capability for X amount of squads/squad-equivalents, and stuff stacked/setup/possessed by them, regardless of the early scenarios wording that ability has not changed. You can only HIP SMC/SW that are with/possessed by the HIP'ing squad/half-squad in their Location. [Letter64]

A12.3 & O11.6194c What type of result of an OBA/Area Target Type/IFT attack vs. a Location containing a HIP/concealed Dug-In AFV is necessary to cause loss of HIP/concealment to the AFV?
A. A result that could affect it, i.e. Immobilization/Shock/KIA, or a PTC or better result if it is CE. [Letter8]

A12.33 Does a Hidden Fortifications containing hidden units lose HIP if the Location containing the Hidden Fortification is subjected to an attack which would cause loss of concealment to the units if they were not protected by the Hidden Fortification's TEM, but has no effect because of the Hidden Fortification's TEM? What about a Pillbox which is subjected to such Canister fire from its NCA (B30.113)?
A. Per A12.33, once you claim TEM, the HIP status is lost from any type of Fortification. Yes, you would be claiming its protection and it would lose HIP. [Letter8]

A12.33 Is a Hidden foxhole in Concealment terrain containing HIP infantry revealed when a Good Order enemy unit within 16 hexes gains a LOS to its location, or may it remain hidden until the infantry is revealed?
A. It is revealed. [Letter8]

A12.33 & A12.34 May a Scenario Defender make pre-game LOS checks following all setup to determine which Locations the Scenario Attacker must enter with Good Order units to force loss of HIP to Fortifications/Guns, rather than waiting until an ensuing MPh to make those secret LOS checks?
A. No. [Letter8]

A12.33 An OB-provided Foxhole is placed HIP in a woods hex out of LOS the opponent's units. During the MPh, one of those Good Order units moves into the LOS within 16 hexes of the hex containing that Foxhole. Is the Foxhole revealed as soon as the LOS is established?
A. Yes [EXC: Night; E1.16]. [Compil6]

A12.33 & A12.2 See prior entry.

A12.33, A12.153 & B23.911 See prior entry.

A12.34 During setup, if a player places a unit with LOS to an Emplaced, HIP enemy Gun not in Concealment Terrain, when is the Gun placed onboard under a concealment counter? Can HIP be lost during set-up, or not until all forces have finished their setup?
A. At the start of the first RPh. After setup. [An97; Mw]

A12.34 & A12.33 See prior entry.

A12.34 If an Emplaced Gun sets up HIP, may the manning crew/HS also sets up HIP? May the manning crew/HS of a HIP Emplaced Gun possess non-inherent support weapons?
A. Yes. No. [J1; Mw]

A12.41 If all concealed units in a Location entered by an enemy vehicle are exempt from PAATC must such a PAATC be taken? Do exempt units stacked with units which fail such a PAATC also lose concealment?
A. Yes. Yes. [Letter8] {I'm not sure the first "Yes" makes sense. SR}

A13. & D6.64 May Cavalry riders form Fire Groups?
A. Yes. [J1; Mw]

A13.3 & A4.12 See prior entry.

A13.33 & A4.44 See prior entry.

A13.36 1) May Cavalry declare Gallop in Bypass or Woods?
A. Yes.
2) If Yes to (1), may Cavalry use the extra MFs thereby generated to Dismount in that hex?
A. Not while in Bypass. You cannot spend MF while Galloping in Bypass; you can Gallop out of Bypass but that's it. You can Gallop while already IN woods to dismount there. [Letter93] {Edited for clarity. SR}

A13.551 A stack of >= 2 cavalry units is attacked by a DR that = the unarmored vehicle elimination number, and is modified (by the cavalry DRM) to a K/2 on the Riders. What is the order of random selection and elimination: the unarmored kill reducing the full-squad horse counter(s) selected to a half-squad horse (causing at least one half-squad to Bail Out) and THEN using Random Selection amongst the units to see who suffers the K result (which will eliminate another HS horse counter also, unless the HS that has already bailed out is selected)? Or do you RS to see which unit(s) suffer the K, and then use RS to see which remaining horse counters get flipped by the "unarmored" kill result? Or can one Horse counter suffer both results simultaneously (and thus only get reduced once)?
A. Resolve the K/2 first, and then use RS on **ALL** the original horse counters...yes, one horse counter can suffer both results – reducing only once. [Letter270]

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

A14.1 If the resolution of an attack results in Sniper attacks for both sides and the first side's Sniper attack kills or pins the second side's Sniper, is the second side's Sniper attack forfeit?
A. No, as per A14.1, the Sniper attack still occurs. The SAN was indeed rolled. [Letter8]

A14.1 If a SAN is rolled on a TH DR and the subsequent IFT DR, is the sniper activated twice?
A. Yes. [Compil7]

A14.1 Is it the responsibility of both players to watch for and announce SAN DRs made by either player?
A. Yes, despite the impossibility of enforcement. [Compil9]

A14.2 The last line should end "with three exceptions:". [Letter 152] {A14.23 was obviously added as a clarification. SR}

A14.21, A7.6 & D5.31 See prior entry.

A14.21 If an attacking Sniper counter chooses between >=2 Alternate Target hexes based on the Location with the lowest TEM, must it choose that Location with the lowest TEM? If there is only one alternate target hex to choose from, must the Location in that hex with the lowest TEM be chosen?
A. Yes. No. [Compil7]

A14.3 If an unbroken Leader is wounded by a Sniper attack, does he suffer any other consequences from that wound (aside from the normal Wound effects), e.g., does the Sniper attack pin or break him (assuming that he is susceptible to such effects)?
A. No. [Letter4]

A14.3 What is the effect of a Sniper attack dr of 2 vs. an already broken MMC?
A. It becomes DM. [Tac6]

A14.4 If Random Selection for a Sniper attack (A14.2) chooses multiple units in a Location, is a Sniper Check possible *before* Sniper dr have been made versus *all* of those units?
A. No; all Sniper dr versus that Location must be made (and fully resolved, including LLMC/-LLTC, Heat of Battle, etc.) before a Sniper Check is allowed. [An92; An95w]

A14.4 & A5.1 See prior entry.

A15.1 & A8.31 See prior entry.

A15.1 & A19.3 Does the +1 HOB DRM for Inexperienced apply to a Green squad if it is in the same Location as an unbroken leader?
A. No. [Letter145]

A15.2 & A17.11 If an already wounded Hero *fails a MC*, is he eliminated or only wounded again?
A. He is eliminated. [Gen25.2; An91; An95w; An96; Mw]

A15.2 May a Hero rout with broken troops?
A. Only if it is also a leader. [Gen25.6; An91; An95w; An96; Mw]

A15.2 If a pinned unit creates (or becomes) a Hero, is that Hero pinned?
A. No. [An92; An95w; An96; Mw]

A15.2 & A7.302 See prior entry.

A15.21 & A18.2 If a hero/leader is created from a Fanatic unit, is that SMC Fanatic too?
A. Yes. Note, however, that a Heat of Battle DR that results in both Battle Hardening of, *and* the creation of a hero from, a non-Fanatic MMC does *not* create a Fanatic hero (because the hero was not created from a Fanatic unit; rather the Fanaticism and Hero Creation occurred simultaneously). [An95w; An96; Mw]

A15.22 This rule was incorporated in A17.2. {SR}

A15.23 Does a hero using a SW that normally requires two men to operate fire it at full FP (aside from PBF, Long Range, etc.)? If yes, could he instead opt to fire it using Area Fire and the -1 Heroic DRM but *not* the extra +1 DRM?
A. Yes. No. [An95w; An96; Mw]

A15.24 & A7.531 See prior entry.

A15.3 Is there any way a German 5-4-8 squad can be created through Battle Hardening?
A. No. [Letter8]

A15.3 According to this rule, a Finnish First-Line 6-4-8 that Battle Hardens becomes neither an 8-3-8 nor Fanatic – so what (if anything) happens to it?
A. It does become Fanatic. [An93a; An95w; An96]

A15.3 Does a Russian 4-2-6 Battle Harden to a 4-4-7 or a 5-2-7? Does a Russian 2-2-7 HS Battle Harden to a 2-4-8 or to a 3-2-8?
A. To a 5-2-7 (since the 2-2-6 HS of a 4-2-6 Battle Hardens to the 2-2-7 HS of the 5-2-7). To a 3-2-8. [An93b; An96]

A15.3 Is a Finnish/Japanese 9-0 leader that Battle Hardens exchanged for a 10-0 or a 9-1? Is a Finnish/Japanese 9-1 leader that Battle Hardens exchanged for a 10-0 or 10-1?
A. 9-1. 10-0. [An97; Mw]

A15.3 Does a unit which becomes Fanatic through Battle Hardening also rally as well?
A. Yes. [Compil5]

A15.4, A11.18 & E1.53 See prior entry.

A15.4, G16.4, G18.62 & J2.31 Does non-Ambushed Berserk Infantry always use Hand-to-Hand CC vs. Infantry/Cavalry, or only if Japanese, Dare Death, or in Red Barricades, or Playing Deluxe ASL?
A. Only if Japanese, Dare Death, or in Red Barricades, or if playing Deluxe ASL. [Letter8]

A15.41 A 9-2, 8-1 and 4-6-7 are in the same Location, and the 8-1 becomes berserk. What happens to the other units?
A. The 9-2 *must* take his NTC next, using the berserk leader's -1 DRM (but not his own -2 DRM; A10.7). If the 9-2 becomes berserk, the squad then takes its NTC using his -2 DRM. If he does not become berserk, the squad still takes its NTC but is subject to the DRM of the 8-1 only. [Gen25.2; An95w; An96; Mw]

A15.41 Can an already-Berserk leader attempt to rally broken units with no leadership DRM, or are all leadership capabilities forfeited?
A. He can try to rally them. [Letter8]

A15.41 Would a leader who becomes berserk attempt to change other friendly units in its Location to berserk status only if it had gone berserk as a result of a fire attack?
A. No, a leader who involuntarily becomes berserk always attempts this. [Compil9]

A15.42 & A17.3 Rule A15.42 states that a berserk unit's Morale Level is *never* lowered for any cause; A17.3 says that a wounded SMC has his Morale Level lowered by one. Does a berserk, wounded leader have a Morale of 10 or 9?
A. 10. [Gen25.6; An95w; An96; Mw]

A15.42 Does a berserk unit suffer anything more than a casualty reduction if a full berserk squad rolls a 6, 6 on a morale check?
A. Yes, a berserk squad undergoes CR twice. [Compil2]

A15.42, A7.303, A10.3 & A17.1 See prior entry.

A15.43 Must/may a Berserk unit enter an enemy-occupied entrenchment, if it has sufficient MF and the stacking limit is not exceeded, or may/-must it stop when it enters the enemy unit's hex, if that will allow it to engage in CC should both units be present during the CCPh?
A. It's the berserk unit's option. [Letter8]

A15.43 & A4.63 See prior entry.

A15.43 & A4.61 See prior entry.

A15.43 & A24.1 May a Berserk unit attempt to place Smoke Grenades?
A. The shortest route in MF precludes attempting smoke grenades along the way. Once there, I don't see a good case for prohibiting them, but I am open to such an argument. [Letter165] {Re-worded. SR}

A15.431 If a berserk unit is already in Melee at the start of a friendly MPh, must it at that time drop all excess SW it possesses?
A. No. [An92; An95w; An96; Mw]

A15.431 May a berserk unit expend MF to place SMOKE?
A. No. [Compil7]

A15.431 A Berserk unit starts its MPh with no Known enemy unit in LOS and charges the last known position of an enemy unit. During the charge, it comes into LOS of a known enemy unit. Does it now alter its course to charge the new known enemy unit even if farther away than the position it was originally charging?
A. Yes. [Compil9]

A15.431 & A12.15 See prior entry.

A15.431 & A23.3 If a unit goes Berserk as a result of First Fire for the MF it uses to Place a DC, is the DC Placed successfully?
A. Yes. [J1; Mw]

A15.431 & D9.31 A DC838, FT838, 9-1 stacked with a PzVG begin their move by Armor Assaulting along a road. After spending 4MFs and 6MPs, they are DFFed upon and the result is the following: a 149 is generated and the rest of the Infantry goes berserk. The target is chosen and the rest of the move is done. A few questions arise: 1) Since they are moving in a stack, can they continue the Armor Assault?
A. No, the Berserkers must charge immediately.
2) If not, are the Berserkers obligated to do a charge before the hero and PzVG complete the Armor Assault?
A. Yes. [Letter175]

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

A15.432 & A11.4 See prior entry.

A15.432 May a berserk MMC conduct an Infantry OVR (A4.15)?
A. Yes, and A4.152 applies automatically. That is, the MMC is subject to neither the NTC nor the increased MF expenditure normally required for an Infantry OVR, and the SMC does not have the option to enter another Location. If it eliminates the SMC, the MMC returns to normal (A15.46) and may continue its MPh if otherwise able and allowed to do so. [An90; An95w; An96; Mw]

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?
A. No. [Compil6]

A15.46 A berserker has two enemy units in CC. In one turn the berserker kills one enemy unit, the other enemy unit survives and the melee continues. The following CC phase the berserker rolls a 12 and the remaining enemy unit withdraws. Does the berserker return to normal?
A. No. [Letter189]

A15.5 & A25.222 If a MMC being rallied by a Commissar rolls an Original 2 followed by a Heat of Battle Surrender result, is it Replaced as though it had failed the rally attempt?
A. No, just "re"-broken. Actually, it never rallied to "rebreak" – and failing a MC when already broken cannot cause Replacement. [Letter8]

A16.11 If using Battlefield Integrity (A16), does a dismounted crew counter from a vehicle which has been abandoned or eliminated count as reinforcements? Does it count against the owner's casualty tally if it is eliminated?
A. No. Yes. [Compil8]

A16.2 Does the DRM for "Unopposed Armor or Air Support" apply if the AFV/aircraft in question is under Recall?
A. No. [An95w; An96; Mw]

A17.1, A7.303, A10.3 & A15.42 See prior entry.

A17.11 & A15.2 See prior entry.

A17.2 & A15.22 See prior entry.

A17.3 & A15.42 See prior entry.

A18.11 If a broken leader is in the same hex as a broken MMC without self-rally capability, with no Good Order leader in the hex, may the owning player attempt to self-rally the leader and then attempt to self-rally the MMC if the leader fails to self-rally, or must the first MMC self-rally Field Promotion attempt precede all SMC self-rally attempts?
A. The player may attempt to self-rally the leader first. [Letter8]

A18.12 If several MMC in CC roll a natural 2, I understand field promotion goes by random selection of the units for the drm and the MMC is the new leader attached, but, ¨what if a tie? ¨Are several SMC created? ¨Must you roll again? ¨do you chose?
A. Only one leader is created, based on the MMC with the highest BPV (A18.2). [Compil9]

A18.2 & A15.21 See prior entry.

A18.2 If a broken MMC Self-Rallies by rolling an Original 2, is its broken or unbroken morale used to determine the Leader Creation drm?
A. Broken. [Compil3]

A19.12-.13 If a Finnish 8-0 leader suffers Replacement, is it replaced by a German 7-0?
A. No; it becomes disrupted. [Gen25.2; An89; An95w; An96; Mw]

A19.12 If a Disrupted Infantry unit is in/-ADJACENT-to both enemy Infantry/Cavalry *and* an enemy vehicle, does it still surrender? Can a Disrupted unit surrender while in Melee?
A. Yes, unless in Melee. No. [An92; An95w; An96; Mw]

A19.12 & A10.5 See prior entry.

A19.12 & A20.21 Must a Disrupted unit surrender to an ADJACENT but non-Known enemy? To an ADJACENT Good Order enemy unit in a Known Minefield or FFE? Is a surrendering unit attacked by FFE/mines in either its Location or its captor's?
A. No. Yes. No. [An97; Mw]

A19.12 & A20.3 Does No Quarter affect the surrender of a Disrupted unit to a Good Order enemy Personnel unit in its Location, or the ability of enemy Personnel units to enter its Location freely during the MPh? Also, is elimination of a Disrupted unit surrendering during a phase other than in the RtPh allowed, and does this invoke No Quarter?
A. Yes. No. Yes. Yes. [Letter8]

A19.12 & B30.44 In a MPh, may friendly Infantry enter an enemy Pillbox soley occupied by Disrupted enemy Infantry? Assume no non-Disrupted enemy in the Pillbox hex.
A. No. [Letter114]

A19.13 Is a Finnish 10-0 Replaced by a 9-1 or 9-0? Is a Finnish 10-1 Replaced by a 10-0 or 9-1?
A. 9-1. 10-0. [An97; Mw] {Mw also asked about Japanese leaders but Japanese leaders aren't Replaced, G1.41. SR}

A19.13 & A25.61 Is an Italian 2-4-7 HS Replaced by a 1-3-7 or a 1-3-6?
A. By a 1-3-6. [An93b; An96]

A19.13 & A10.31 See prior entry.

A19.131 What happens to a squad with underlined morale and a 5 ELR if it rolls an "Original 12" IFT DR while afflicted by Ammunition Shortage?
A. It is Replaced by its two unbroken HS. [An92; An95w; An96; Mw]

A19.131 If a lone MMC on a side suffering from Ammunition Shortage attacks with only a non-captured SW and rolls an Original 12 IFT DR, does the MMC itself suffer Replacement?
A. No – only the SW is affected (i.e., eliminated). [An93b; An96; Mw]

A19.131 Does "inherent B#" in line 13 of A19.131 mean "printed B#"?
A. Unless printed on the counter, the "inherent B#" is 12 (C2.28). [Compil3]

A19.131 Is a HS with underlined morale that rolls an Original 12 on an inherent FP IFT DR during ammunition shortage broken and disrupted?
A. Merely broken. [Compil6]

A19.131 Does Low Ammo apply to AFV MG?
A. No (unless MA), but Ammunition Shortage would (e.g., B# would be decreased by one, with original B# becoming X#). [Compil8]

A19.131 In line 10 replace "all B#" with "all SW Original B#/X# [EXC DC]". [J5]

A19.132 In the fourth line change "4-3-6" to "4-4-7". [Mw] {Minor editing. SR}

A19.132 This rule says it requires a SSR to assign an ELR < 5 to units with an underscored ML. In this case, I think the ELR 4 would only apply to leaders.
A. An OB can assign an ELR less than 5 to units with underscored morale, but a squad will still break into half-squads when it ELRs unless an SSR says otherwise. I would assume the OB SSR applies to everyone. [Letter169]

A19.132, A1.23 & Scenario 23 ("Under The Noel Trees") See prior entry.

A19.3 & A15.1 See prior entry.

A20 & A7.7 See prior entry.

A20 & C1.54 If a unit guarding Prisoners enters a FFE that is a *friendly* FFE for the prisoners (e.g. an American unit guarding German prisoners enters a German FFE) is the Prisoners' Morale Level lowered per C1.54?
A. Yes. [Letter90] {Re-worded. SR}

A20.21 If a broken unit is ADJACENT to a Known, Good Order, armed infantry unit and has a legal rout path which would not be subject to interdiction, may it instead ignore that rout path and take interdiction (or use Low Crawl) if otherwise allowed by the rout rules?
A. Yes. [An97; Mw]

A20.21 1) Are Broken units in Melee now subject to possible Surrender?
A. No.
2) Wouldn't it be clearer to insert "[EXC: those in Melee]" after "broken Infantry unit"?
A. Perhaps. [Letter162]

A20.21 Assume that No Quarter is not in effect and that a broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/-Cavalry, with a Building hex 3 hexes away which is its only possible rout target. If the broken unit would have to suffer Interdiction in the second hex it enters, can it still rout? Or is it captured even though it would no longer be ADJACENT to the enemy unit where it would suffer Interdiction?
A. No. Yes. [Compil3; Letter222]

A20.21 Are units in the same Location considered ADJACENT? Are they considered ADJACENT for purposes of paragraph A20.21? (If not, would a broken unit that is unable to rout away in the circumstances described in A20.21, namely, without risking Interdiction etc., surrender to an enemy Infantry/Cavalry unit that is in the same Location?)
A. Yes. Yes. (Yes.) [Letter206]

A20.21 In line 5 add "unconcealed" after "possible". At the end of the first sentence add "[EXC: if pinned; 10.53 & G5.5]." [J5]

A20.21, A10.51 & A12.11 See prior entry.

A20.21 & A10.53 See prior entry.

A20.21 & A19.12 See prior entry.

A20.21, A25.11 & A25.24 Will SS units surrender to Partisans (Russian or otherwise)? Do Partisans have a choice to *accept* surrender from enemy units?
A. Yes, unless No Quarter is in effect for that side. Yes, unless No Quarter is in effect. [Letter88]

A20.22 & J2.31 Can a capture attempt be made during Hand-to-Hand CC?
A. Yes. [Compil7]

A20.22 Can capture attempts in CC be made if No Quarter is in effect?
A. Yes. [Compil7]

A20.3 If No Quarter is in effect and a broken unit *must* rout but cannot, may the opponent opt to accept it in surrender?
A. No – it is eliminated for Failure to Rout. [An95w; An96; Mw]

A20.3 When No Quarter is invoked by one side by refusing Surrender in the RtPh, does No Quarter automatically apply to both sides? May the other side still accept a RtPh surrender?
A. No. Yes. [Compil9]

A20.3 & A19.12 See prior entry.

A20.5 Are captured SMC truly "Unarmed" for all game purposes If a broken SMC is Captured, is it Rallied in the process? (Unarmed units don't break.)
A. Yes. Yes. [Letter4] {Edited to removed Q&A the contradicted A20.551. SR}

A20.5 When the rule says that the Guard may "Deploy into HS automatically at any time" does "at any time" include immediately, i.e., in the phase of capture, or any subsequent phase of any turn? If yes, can such deployment be declared before the effects of any combat results against the Guard are determined? Does "automatically" mean no TC is required?
A. Yes, Yes. No. Yes. [Letter4]

A20.5 Are unarmed MMC Inexperienced (e.g., SW usage, MF, etc.)?
A. No. [Compil9]

A20.5 Say a HS and a 9-1 leader are taken prisoner by a squad. If the stack takes fire and the prisoners have to take a MC, does the SMC take a seperate MC? Does he modify the prisoner's MC? Is he represented by a seperate die in Random Selection if the result is a K or KIA? Does he modify the CC DR against broken guards? Does he add an extra 1 point to the CC FP?
A. Yes to all. [Letter110]

A20.5, A20.551, A26.21 & A26.222 When a Crew is captured, it is exchanged for an Unarmed HS and noted on side record as being worth 2 CVP. If that Unarmed HS subsequently eliminates its captor and is Rearmed as a Conscript HS, is the captor awarded 1 CVP for having removed a crew from play? If the (now) Rearmed HS (formerly a crew) is subsequently eliminated/captured, is it worth 2 CVP for having once been a crew? Or 1 CVP for currently being a HS?
A. Yes. No. Yes. [Letter256]

A20.5, A20.551, A26.21 & A26.222 If a crew is captured, it is replaced with an unarmed HS (A20.51). If is subsequently escapes and re-arms, does it rearm as as a Green or Conscript HS (A20.551)? Or does it re-arm as a crew? If it re-arms as a HS, does the original capturing player gain 1CVP since the crew has been changed from a crew to a HS?
A. Yes. No. Yes. [Letter255]

A20.5 & A20.53 May Prisoners be abandoned during the MPh? May a broken Guard abandon its Prisoners during the RtPh?
A. No. No. (Guards may transfer/abandon Prisoners only during RPh/APh.) [Compil3]

A20.53 Do even wounded SMC prisoners move "at the foot rate ... of their accompanying Guard"? Can wounded SMC prisoners be Portaged as per A17.2? Can Captured leaders increase their Guard's available MF?
A. Yes. Yes. No. [Letter4]

A20.53 Does a wounded leader prisoner move at the foot rate of his guards, or just 3 MF?
A. The former. [Letter87]

A20.53 & A20.5 See prior entry.

A20.54 Can/must a Captured leader use his leadership DRM to affect another captured unit's TC/MC if attacked?
A. Yes. [Letter4]

A20.54 May an unarmed vehicle (e.g., a Jeep with only the inherent driver) enter a Known enemy occupied hex?
A. Yes, (and may even conduct an Overrun attack). [An97; Mw]

A20.54 & A26.222 Are Exit VP awarded for Prisoners eliminated by an attack by the non-Guarding side?
A. No. [Compil9]

A20.55 Can/must a Captured leader use his leadership DRM to affect another captured unit's Escape NTC?
A. Yes. [Letter4]

A20.55 & A11.15 See prior entry.

A20.551 If an unarmed units attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC (by another attacker), is the unarmed unit immediately rearmed?
A. Yes, provided no other enemy unit is in that Location. [Variant in Gen22.5; An89; An95w; An96; Mw]

A20.551 A German 4-6-8 guarding a 1-0-6 prisoner advances into CC with a Russian 4-2-6. The 4-6-8 is eliminated and no other enemy units exist in the same location. The 1-0-6 was not an attacker in the CC (as per the first sentence of A20.551) nor did the 4-6-8 surrender (as per the second sentence). Can the 1-0-6 rearm as per the parenthetical in A20.551, "(or by any other means if no other enemy unit is currently in the same location)"?
A. Yes. [Letter135]

A20.551 The rule suggests an Unarmed unit must have made a CC attack to be rearmed. An Unarmed friendly unit makes no CC attack during the CCPh. However, an enemy unit of equal or greater size is eliminated or captured by CC, in that Location. Assuming no enemy remain in that Location after all CC/Withdrawals, may that non-attacking Unarmed unit rearm as a consequence of the elimination/capture which occurred in its Location?
A. If there is currently no other enemy unit in the same Location, the Unarmed friendly unit is rearmed. [Letter75]

A20.551 If an Unarmed squad kills its HS guard in CC and is otherwise eligible to rearm, may it automatically deploy into an Unarmed HS and an armed green/conscript HS?
A. Yes. [Letter75]

A20.551 A captured crew rearms as a HS. [Letter229]

A20.551 If an Unarmed squad Casualty Reduces its squad guard in CC and is otherwise eligible to rearm, may it automatically deploy into an Unarmed HS and an armed green/conscript HS?
A. Yes. [Letter250]

A20.551, A26.21, A20.5 & A26.222 See prior entry.

A20.551 & A20.552 Should line 4 have "MMC" inserted between "unarmed" and "unit", and similarly for line 7 of A20.552? Otherwise unarmed SMC could turn into MMC!
A. The context makes this clear; you seem to know what is meant. [Compil9]

A20.55 & J2.31 If Hand to Hand combat (J2.31) is available by SSR, can a prisoner declare HtH combat immediately after passing a NTC and attacking its guards in CC? Can it declare HtH in any other subsequent CC after it has escaped?
A. Yes, if a non-ambushed ATTACKER. [Letter135]

A21.2 & A11.4 See prior entry.

A21.2 & D5.42 1). Friendly Infantry in the same Location as an Abanoned enemy vehicle are not in a CC Location if no other enemy units are present (because an Abandoned vehicle is not a Unit because it is incapable of movement (Index)). So said Friendly Infantry may not Capture the AFV using A21.2 mechanics because said Infantry is not in a CC Location. Yes?
A. No. Read the sentence right before that. An Abandoned enemy AFV may be automatically captured at the end of the CCPh, regardless of being in a "CC Location" or not.
2). May a Friendly AFV be Crewed this way?
A. No, unless actually in CC.
3). If so, is the Crew a Temporary Crew subject to A21.22 penalties (whether or not this was automatic or after CC)? Or, for that matter, A21.11 and A21.12 penalties?
A. No penalties for recapturing your own vehicle, except the A21.13 penalties if apprpriate.
4). D5.42 makes no statement with regard to the prior ownership of an Abandoned vehicle that becomes re-Crewed. May Friendly Infantry use the D5.42 mechanics to Crew Abandoned enemy vehicles (when no other KEU are in that Location)?
A. Yes, though they could have also used A21.2 in the preceeding CCPh, assuming no enemy Personnel were in that Location.
5). If yes, and if they do, are they exempt from the A21.22 Temporary Crew penalties with regard to their subsequent use of that vehicle?
A. No.
6). The penalties of A21.11-.13 would still apply, yes?
A. Yes. [Letter114]

A21.21 & P8.6141a Is it possible to re-man an unarmed vehicle with a Temporary Driver in the RePh?
A. No. [Compil5]

A21.22 1) The "captured" penalties of A21.2 apply to vehicles crewed by friendly non-vehicle crew units.
2) Regarding Carriers – they're normally "crewed" by a HS. If a German HS mans one, is the vehicle then treated per the normal provisions of A21.22? IOW, is the Carrier treated as any other captured vehicle despite normally having a HS as a crew?
A. Yes.
3) If an American HS mans a British (non-American-made) vehicle, is the British vehicle treated as "captured"?
A. Yes. [Letter263]

A22 Is a MOL TK attempt affected by cowering?
A. No. [Letter191]

A22.34 1) A FT is fired vs a location containing enemy infantry. This location also happens to include a HIP closed top AFV. Is it revealed?
A. Not unless CE and the Collateral Attack against the PRC gives a PTC or better.
2) With or without concealment?
A. Without, if the CE PRC are affected.
3) Would the answer be different if it was CE or open topped?
A. See above.
4) Can a FT firing at a location state that it's targeting a possible HIP vehicle, so to be able to affect and kill it?
A. Yes. [Letter173]

A22.34 & A22.612 For a FT/MOL attack vs. an armored target, does "?"/CX/SMOKE/-Hindrance/TEM/AFPh-use affect the TK DR?
A. No. [An95w; An96; Mw]

A22.4 & A7.301 See prior entry.

A22.6 & Index "Unarmed" See prior entry.

A22.611 Does 39AA4-BB4 constitute "a hexside shared by two connected woods hexes"? Does 39D4-E5? Does 39Z2-Z3? Does 39R3-S3?
A. Only the first pair is connected. [Letter77]

A22.611 & A7.353 See prior entry.

A22.611 & B25.11 If a HS attempts to use a MOL while kindling and fails the MOL check dr, can it continue the kindling attempt without the MOL?
A. Yes. [Compil9]

A22.612 Is a MOL TK attempt negated if the Original colored dr of the TK DR is a "6"?
A. Yes – and the A22.611 effects if the "6" dr apply too. [An93a; An95w; An96; Mw]

A22.612 & A22.34 See prior entry.

A22.612 Does the -2 reduction to the basic TK# for MOL vs. Moving/Motion vehicle apply to a Stopped vehicle that qualifies as a Moving Target per C.8? To a Non-Stopped vehicle that is *not* a Moving Target?
A. Yes. No. [An96; Mw]

A23.1 If a Concealed target of a placed DC attempt drops Concealment to defensive first fire on the placing unit, and if the DC is then 'operably placed,' will the (AFPh) DC attack resolve as Area Fire, or at full strength?
A. Full FP. It is 'operably placed' after all DFF vs. placer. [Letter32]

A23.1 & A23.6 Does a Placed/Thrown DC attack *all* non-AFV units (even friendly units) in the target Location(s) at the time of detonation? Even if Thrown as Defensive First Fire?
A. Neither non-Melee friendly units, nor non-moving units in DFF, are attacked [EXC: in Thrower's location]. [Letter83]

A23.2 When placing a DC in the movement phase, is a unit regarded as moving or using a SW? Could a HS place a DC in its movement phase and then use its inherent firepower in the AFPh? Could a squad?
A. Both (with the SW considered used in AFPh). No. Yes. [Compil8]

A23.3 Would a unit receive Building TEM while Placing a DC from one building Location to another across a non-Building hexside?
A. Yes. [Compil9]

A23.3 & B28.41 Is an Infantry unit attempting to Place a DC in an ADJACENT Location containing an A-P Minefield attacked by the minefield before placing the DC as though it was entering the Location, even though the MF are considered expended in the Placement Location?
A. Yes. [Letter8]
Does this imply then that the placing unit is entering the target Location?
A. No. [Letter104]

A23.3 & A4.134 See prior entry.

A23.3 & A4.2 See prior entry.

A23.3 & A4.61 See prior entry.

A23.3 & A8.15 See prior entry.

A23.3 & B23.9221 May a DC be Placed "normally" against an ADJACENT Fortified Building Location that contains a Good Order enemy squad? (Or <u>must</u> the DC be placed vs. a hexside to create a Breach?)
A. Yes. (No.) [Compil3]

A23.3 A hero moves into a woods hex (2 MF) and places a DC in an adjacent woods hex (total 4 MF), but is then wounded by Defensive First Fire. Is the DC placed?
A. No, the hero is pinned (A15.22). [J1; Mw]

A23.3 & A15.431 See prior entry.

A23.3 & A23.6 May a DC be Placed in, or Thrown into, an empty Location solely to possibly cause flame/rubble creation?
A. The Location may be empty. Flame/rubble creation would still be possible. [Letter83]

A23.4 If a unit operably Places a DC, and *then* declares Double Time to gain one MF, does the +1 CX DRM still apply to the DC's attack? If a DC is operably placed on a concealed target, but that target losses its "?" prior to the DC's detonation, is the DC attack still resolved as Area Fire?
A. No. Yes. [Gen26.5; An91; An95w; An96; Mw]

A23.4 & C7.346 If a CX unit Places/Throws a DC versus an AFV, does the +1 CX DRM apply to the DC's Position or TK DR?
A. To the Position DR only. [An93a; An95w; An96; Mw]

A23.6 If a DC is thrown across a wall hexside, can the wall's TEM affect the DR of the attack on the target Location? ... of the Thrower's Location?
A. Yes, to both. [Gen22.5; An95w; An96; Mw]

A23.6 & A15.431 See prior entry.

A23.6 Is there any restriction on the number of levels up which a DC may be thrown to an adjacent Location? Also, can Height Advantage apply to thrown DC, for either party?
A. One level. Yes, if the DC is thrown across a Crest Line to a lower level and the thrower is claiming no other TEM. [Letter8]

A23.6 If a DC is thrown from the second level of a non-Interior Building hex to the ground level of the hex and it fails to rubble the lower level, will it have any effect on units of either side on the first level of the building hex or in a RB-Cellar Location of the hex?
A. First level: yes; Cellar: no. (The Cellar is a different Location from that of the DC). [Letter8]

A23.6, B23.743 & B23.741 1) If a unit in a Factory Throws a DC into an adjacent Rubble hex (not part of the Factory), is the attack on the throwing unit treated as coming from "inside" or "outside" the Factory for TEM purposes?
A. From outside.
2) What if the Rubble target hex **is** part of the Factory (B23.743)?
A. From inside. [Letter270]

A23.6 & D7.2 Can a unit possessing a DC which is eligible for Street Fighting Reaction Fire both throw the DC at the vehicle and make a CC Attack against it on the same MP/MF expenditure?
A. No, because non-CC Reaction Fire (i.e., the DC attack) can be made only vs. an OVR (D7.2). [Letter8]

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex?
A. Yes. [An93b; An96]

A23.6 May a unit Throw a DC into an upper-level Location of an adjacent building hex? Across a cliff hexside to a higher location?
A. Only if ADJACENT. No. [An96; Mw]

A23.6 If Thrown from an upper-building/cliff Location into the ground level of the same or an adjacent hex, are *all* Locations (if any) at first level of the target hex (and/or throwing unit's hex) attacked? Does this mean a separate DR should be made against even empty affected building Locations to check for possible flame/-rubble creation? May a DC be so Thrown into an empty ground level Location solely to attack units in first level Locations of that hex?
A. If Thrown from level two to ground level, no level one Location is attacked; if Thrown from level one, the Thrower's Location and all unarmored units therein are attacked. [Letter83]

A23.6 & A23.1 See prior entry.

A23.6 & A23.3 See prior entry.

A23.7 Can the ability to detonate a given set DC be transferred/recovered in the same fashion as a SW?
A. No. [Letter8]

A23.7 Assume a squad, assisted by a leader, Sets a DC. Is that leader qualified to detonate it? If that squad later Deploys, will both of its HS be qualified to detonate it?
A. No. No – when the squad Deploys, record on side record the ID of one of the HS that retains the ability. [An92; An95w; An96; Mw]

A23.7 Is the FP of a Set DC halved versus a concealed unit?
A. Yes. [An92; An95w; An96; Mw]

A23.7 May a Set DC be detonated during the opponent's MPh? If yes, does it leave Residual FP?
A. Yes, versus a moving target (A8.1). Yes – 12FP. [An95w; An96; Mw]

A23.7 & A12.152 See prior entry.

A23.7-.72 & A4.44 See prior entry.

A23.71 How does a Set DC (not in a bridge Location) affect an AFV?
A. It doesn't affect the AFV itself, but does attack any Vulnerable PRC in/on it. Otherwise, it can affect the AFV only via Rubble-creation. [Gen25.2; An90; An95w; An96; Mw]

A23.71 Does a Final KIA on a Set DC automatically rubble the building Location?
A. Yes. [Compil9]

A24.1 If a MMC is Broken/Pinned in the act of placing SMOKE is the SMOKE placed?
A. Yes. [Compil9]

A24.1 & A4.2 See prior entry.

A24.1 & A4.5 See prior entry.

A24.1 & A15.43 See prior entry.

A24.1 & B20.93-.94 Since SMOKE grenades may be place into (and a FG may be formed with a unit in) an ADJACENT Location, may a squad on a Wire counter or in Crest status place SMOKE grenades into – or form a FG with a unit in – and adjacent hex?
A. Yes, if a unit under that wire or IN that Depression could advance into that adjacent (actually thus ADJACENT) hex. [An93b; An96; Mw]

A24.1 & C1.71 May ordnance place Smoke in a Water Obstacle?
A. No. [An97; Mw]

A24.3 Does this rule's prohibition on pre-'44 use of WP by the British apply only to grenades or to all WP ammo?
A. Only to grenades. [An93a; An95w; An96; Mw]

A24.31 If a MMC takes a NMC due to WP SMOKE placed in its Location and the NMC causes a Heat of Battle DR that creates a hero, does the hero have to take a NMC for the WP too?
A. No. [Gen25.6; An90; An95w; An96; Mw]

A24.31 1) This says that all units in a Location with a WP counter must take a NMC – with the very important exception of "non-moving units in MPh". Does this mean now if a 7-4-7 chucks a WP grenade into an ADJACENT stone building occupied by a Concealed 6-5-8, the "non-moving" 658 will get a +2 Hindrance for the SMOKE effect, but otherwise it doesn't take a NMC, and so (4th sentence of A24.31) can even keep its Concealment?
A. No; no such change was intended.
2) Was what was meant "non-moving units in DFF"?
A. Correct. [Letter162]

A24.31 In line 4 in EXC replace "non-moving units in MPh" with "non-moving units in First Fire". [J5]

A24.31, A8.1, C3.33 & C3.4 See prior entry.

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. [Compil6]

A24.31 & C3.33 Does a unit in an upper level building Location that is hit by WP take the A24.31 MC even though the WP counter is placed in the ground level Location of that hex? Would a unit out of the firer's LOS?
A. Yes. Only if hit by a mortar. [An97; Mw]

A24.4 Is conventional smoke in a -1 level a level 2 LOS Hindrance?
A. No, level 1 (i.e. two levels above level -1). [Gen22.5; An95w; An96; Mw]

A24.4 If Smoke placed at ground level (level 0) affects levels 0 and 1, would smoke drifting from a level 4 location affect levels 4 and 5?
A. Yes. [Compil5]

A24.8 & C8.52 C8.52 states that when using the Area Target Type, SMOKE ammunition is placed at ground level of the target hex hit. If placing SMOKE in a Gully hex with Area Target Type (Crest status is Level 0, IN the Depression is Level -1), is the SMOKE counter placed IN the Depression, to be at Level -1, with a two level Hindrance measured from -1? Or is the SMOKE counter placed at Crest status, to be at Level 0, with Hindrance measured from 0?
A. IN; from -1. [Letter246]

A24.4 & O6.3 Does ground level smoke extend into cellars? Would a LOS traced from a Cellar Location to >= Level 0 be affected by Smoke at Level 0 in that Cellar unit's hex? If yes, would that Cellar unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?
A. No. Yes. No. [J1; Mw]

A24.6 If SMOKE has "no effect" during Mud or Deep Snow, are you prohibited from attempting to fire it/use Vehicular Smoke Dispensers/etc.?
A. No. [Compil9]

A24.6 & E3.734 Is Smoke from a burning-wreck/terrain-blaze in effect during Mud?
A. Yes. [Compil9] {Erroneously refers to E7.34. SR}

A24.61 If an Original SMOKE source is on a level 4 hill hex and it drifts, due to a mild breeze, to a level 1 hex, is the drifting gray SMOKE a levels 2 and 3 LOS Hindrance? A level 4 LOS Hindrance? A levels 5 and 6 LOS Hindrance?
A. No. Yes. Yes. [Gen22.5; An95w; An96; Mw] {See A24.4 Q&A from Compil5; this should only be a levels 4 and 5 LOS Hindrance. SR}

A25.61 When applying the phrase in A24.61 that drifting smoke is "...never a Hindrance at levels below the Location of the original SMOKE source." is it necessary that both the firer and target are below the location of the original SMOKE source? For example, assuming original SMOKE in 2L7 has dispersed and drifted to level 2 of 2M8 and 2N8, would fire from 2O8 to 2M10 be hindered by the smoke?
A. No. No. See the A24.61 Example and turn it upside down. [Letter251]

A24.8 & C8.52 What DRM would apply to a shot at a unit in a stone building Location (+3) in Dispersed WP (+1) across a building hexside from a unit in an adjacent Location of that building also in Dispersed WP (+1 plus +1)?
A. +6 (+3+1+1+1) [Compil7]

A25.11 This mentions nothing about SS troops having underlined morale. The reference to early-war SS describes how these troops are used in play, but does not refer to them having underlined morale. The early-war SS squad counters provided in DB give them underlined morale, however. Should A25.11 indicate that SS non-crew MMCs always have underlined morale? Or are the counters in error?
A. The counters are correct. [Letter226]

A25.11, A20.21 & A25.24 See prior entry.

A25.22 Can a Russian Player substitute Commissars for other leaders in a pre-11/42 OB in which there are already Commissars, as long as there are not then more Commissars than non-Commissar leaders?
A. No. [Letter8]

A25.221 & E1.21 If a side's two best leaders are, for instance, a 9-0 and an 8-1, which would be considered "best" for purposes of this rule?
A. For all such determinations, the "best" or "highest quality" leader is the one having the *currently* highest morale (ignoring all berserk leaders). If more than one leader has the same morale, the one among *these* which has the best leadership modifier counts as the "best" one. The one exception to all this is that Commissars are always considered superior to non-Commissar leaders (A25.221). [An90; An95w; An96; Mw]

A25.221, A8.1 & A10.7 See prior entry.

A25.222 Is a Commissar immune to DM when attempting Self-Rally?
A. No, a leader cannot affect his own performance (A10.7) [Gen24.6, Gen25.2; An89; An95w; An96; Mw]

A25.222 Are units with underscored morale immune to Replacement upon failure of a Commissar-directed rally attempt?
A. A squad with underlined morale would become two HS (and if one of those HS failed subsequently to rally it would be eliminated). [Letter8]

A25.222 & A15.5 See prior entry.

A25.23 Can a Human Wave be declared on the basis of having a LOS only to an enemy concealed stack?
A. Yes – a concealed/Dummy stack is still an enemy "unit". [Gen25.2; An91; An95w; An96]

A25.23 Must the multiple MMC and the leader mentioned in the second sentence be Infantry?
A. Yes. [An95w; An96] {Original pages: first sentence. SR}

A25.23 Are any units participating in a Human Wave or Banzai Charge required to enter an enemy occupied hex?
A. No. [Compil3] {See also A25.234. SR}

A25.232 May a Human Wave participant declare a Dash (A4.63) or attempt to place SMOKE (A24.1)?
A. No to both. [An90; An95w; An96]

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

A25.235 EX In lines 21-22 [approximately] of the second paragraph, replace "but both pass the LLMC -the broken squad with a 7, the other with an 8." with "which then passes its LLMC with a 7." [This error also applies to the 1999 errata page of the 1st Edition; because the broken leader does not have is ML raised, the unbroken squad has equal morale and need not take LLMC.] [Mw]

A25.24, A20.21 & A25.11 See prior entry.

A25.3 The broken side of the American 6-6-6 squad should not have its Morale Level encased in a square and its BPV should be "11" not "17". [Mw]

A25.45 replace "F.8" with "25.53". [Mw]

A25.61 & A19.13 See prior entry.

A26.14 & B24.1 1) If a single hex of a multi-hex building is rubbled, is that rubble hex still part of the building for purposes of building control in VC for example?
A. No.
2) For example, if 22F4 is rubbled, and VC require "control" of building 22F4, then is control of the rubble HEX required to control the "building"?
A. No. [Letter71]

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. [Letter8]

A26.21, A20.5, A20.551 & A26.222 See prior entry.

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]

A26.221 & A2.5 See prior entry.

A26.222 & A20.54 See prior entry.

A26.222, A20.5, A20.551 & A26.21 See prior entry.

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} [Letter8]

Chapter B Terrain Chart & B8.3 Does the -2 TEM of a sewer Location (per Chapter B Terrain Chart) incorporate Hazardous Movement?
A. Yes. [An97; Mw]

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

Chapter B Terrain Chart I n row "3. Road" in the "Truck" column after "1/2" add "[BU:l]". [J5]

Chapter B Divider, B1.15 & B6.3 Is the -1 TEM for a bridge shown on the Chapter B divider *in addition* to FFMO?
A. No, it represents the possibility of FFMO; there is no additional minus DRM for being on a bridge. [J1; Mw]

Chapter B Divider In the Wind Change chart in line 4 of NOTE replace "Mild Breeze" with "No Wind". [Mw]

B.6, B9.2 & B24.2 Does a unit firing along a wall that is in the same hex as rubble have a clear LOS?
A. No; the wall does not negate the LOS obstruction of rubble. (Contrast that to the effect of a wall on the LOS Hindrance of a graveyard – B18.1). [Letter204]

B.10 If a unit has a LOS "INTO" a hex with a +6 LOS Hinderance (XHEAVY MIST), +4 of that being "BETWEEN" firer and target, is there a LOS blockage between firer and target?
A. Correct, no LOS exists. [Compil9]

B1.15, Chapter B Divider & B6.3 See prior entry.

B1.3 & C3.331 Is FFMO a TEM for Sniper Alternate Target hex selection? Is it applicable on the TH DR or on the IFT DR when using Area Target Type?
A. No. On the TH DR (or on both if a CH). [Compil7]

B3.4 & A4.132 See prior entry.

B3.5 In line 1 in the EXC delete "rubble/". [J5]

B4, B5 & G.1 How do you treat sunken roads when PTO terrain is in effect? Elevated roads?
A. As if the road did not exist. [Compil3]

B4.2 Board 41 features Sunken Roads in hill hexes. What procedure is used to trace LOS through (not INTO) such a hex [EX: V6 through AA5 to DD4]?
A. A Sunken Road in a level 1 hill hex is a level 0 Depression hex. LOS from units at level 0 (e.g., 41V6 and 41DD4) through a level 0 Depression hex (e.g., 41AA5) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41AA5. [Compil7]

B5, B4 & G.1 See prior entry.

B6, B20.4, B20.7 If a stream/water obstacle is flooded and frozen, is the Bridge still a separate Location? May units enter the Bridge Location from directions other than the road hexside? May units be under the Bridge?
A. Yes. No. Yes. [Compil7]

B6.2 How is a non-pontoon Bridge *counter* treated for LOS purposes?
A. As per B6.2, but each such counter is also Inherent Terrain (B.6) [EXC: a LOS into/through its hex does not incur the bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex]. In addition, all non-pontoon Bridge counters *and* printed bridges are one-and-a-half level LOS Hindrances rising from one level < that of the bridge Location [EXC: no bridge Hinders LOS drawn either along the bridge's road depiction or *from and to* Location that are lower than the bridge's Location; no LOS exists from a bridge Location to any other Location beneath that bridge, even if that bridge is multi-hex in length]. [An92; An95w; An96; Mw]

B6.3, Chapter B Divider & B1.15 See prior entry.

B6.42 In line 6 after "bridge" add "Location". [J5]

B6.431 & SSR KGP7 May StKK20 be entered without risking Bog, as it is impossible to enter it by a road hexside and still let the VCA contain an adjacent road hex (This question also applies to StKK26 when entered from StKK27)?
A. No, not even by using Reverse movement (since the Rear VCA is then treated as the VCA). [Compil3]

B6.44 Can a bicycle be ridden onto/across a foot bridge?
A. No. [Gen25.1; An89; An95w; An96; Mw]

B7.4 & A4.63 See prior entry.

B8., A7.7 & B11.4 See prior entry.

B8.3 & Chapter B Terrain Chart See prior entry.

B8.4, A4.42 & B11.41 See prior entry.

B8.4 & A11.41 See prior entry.

B8.41 & A11.15 See prior entry.

B8.44 If a unit in a sewer Location attacks an enemy unit in an ADJACENT sewer Location, is the PBF also halved for Area Fire?
A. Only during the AFPh – not Final Fire. [Gen25.1 mistakenly cites B.88; An89; An95w; An96; 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. [O.2 p.O1; An96; Mw]

B8.61 After "Fortified" in line 7 add "but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox" [Mw]

B9.1 This states "The thick terrain depiction, as well as the hexside itself (inclusive of vertices), represents the wall/hedge and will affect any LOS through it ...". Is it correct to conclude that **any** fire at a hedge/wall vertex coming from **outside that hex** (i.e., crossing no other hexside of that hex) must "cross the wall", no matter what angle it's coming from, even if the hedge/wall only exists along one hexside of the three meeting at that vertex? (This is significant when attacking a bypassing unit where there is a hedge/wall at that vertex, assuming that the bypassing unit would otherwise qualify for Wall Advantage.)
A. I think I am answering your question when I say: For units bypassing a wall/hedge hexside, that wall/hedge TEM would only apply if the LOS traced to the target vertex passes through a hex that shares that wall/hedge hexside with the target hex. [Letter276]

B9.2, B.6 & B24.2 See prior entry.

B9.21 Does a unit under entrenchment have a LOS across a wall/hedge to an adjacent enemy unit at same level if that enemy unit does not have WA?
A. Yes. [Tac6]

B9.21 & B9.32 Do the restrictions of LOS and WA across a wall/hedge/bocage hexside that apply to "entrenched" units also apply to: units in Pillbox; in Shellholes; in Crest status; Emplaced Guns?
A. No to all (note that B9.21 says "beneath an entrenchment counter" in line 1). [Tac6]
{Changed to B9.21 instead of 9.31. SR}

B9.3 Imagine a Location containing a wall/hedge/bocage hexside and an obstacle with non-zero TEM (e.g., building, woods). If a unit in that Location chooses the wall/hedge/bocage TEM rather than the obstacle's TEM, is that unit considered in Open Ground for Direct Fire across a non-hedge/wall/bocage hexside?
A. Yes. [Tac6]

B9.32 In Deluxe ASL, is there any limit to the number of hexsides a single unit may claim for Wall Advantage?
A. 6 (heh heh). [Letter1] {Assumed that means 'no'. SR}

B9.32 Is having Wall Advantage and using Wall/Hedge TEM considered the same for all purposes?
A. Having Wall Advantage vs. an ADJACENT unit is essentially the same as claiming Wall/Hedge TEM vs. that ADJACENT unit. [Compil5]

B9.32 Is a unit in an entrenchment/pillbox considered to have wall advantage if another friendly unit within that hex does?
A. No. [Compil6]

B9.32 Is a Good Order unit without adjacent enemy units considered to have Wall Advantage unless it has chosen in-hex TEM (B9.31) that Player turn?
A. Yes, even over Bocage (B9.521). [An97; Mw]

B9.32 Can a unit voluntarily forfeit Wall Advantage by claiming the in-hex TEM of zero (open ground)? Can a unit manning a Gun voluntarily forfeit Wall advantage by claiming in-hex TEM, and then claim Wall Advantage in the next player turn (provided it is otherwise eligible to do so)? Can an AFV do this?
A. No. Yes. Yes (if Mobile and not in Bypass). [Compil8]

B9.32-.321 May a unit in a "restricted" Location gain/retain WA on hexsides of that Location (assuming all other requirements are met)? Examples of "restricted" Locations include: units on a minefield/woods TB; vehicle on a Graveyeard road; vehicle on a woods road?
A. Yes to all. [Tac6]

B9.32 & B9.21 See prior entry.

B9.32, B9.6 & F10 Assume that hexside 24N2/N3 is a hillside wall, and a wall exists at hexside 24F5/F6). 1) A 658 is at level 1 of hex 24N3. A 666 is in hex 24N1. Can the 658 claim the wall TEM vs a shot from the 666?
2) A 658 is on the bridge in 24F6. A 666 is in hex 24F4. Can the 658 claim the wall TEM vs the 666?
A. Yes to both, though neither 658 would be able to claim WA. [Letter277] {Minor editing. SR}

B9.32 & B23.93 WALL ADVANTAGE & FORTIFIED BUILDINGS: A Gun in a Fortified Building (or Pillbox) Location may never claim Wall Advantage. Its manning Infantry could claim it by first dropping possession of the Gun. Such a Gun can, however, have a LOS to non-adjacent same-level Locations over the wall hexside(s). [Chapter O Clarifications; An96; Mw]

B9.32 & C8.31 May a unit with wall advantage use HEAT against an ADJACENT unit behind that wall?
A. No. [An97; Mw]

B9.32 & C13.8 If a unit claiming Wall Advantage in a building hex fires a BAZ/PF/PSK, is it subject to the backblast penalty?
A. Yes, unless it uses the Case C³ TH DRM or Opportunity Fire. [An93b; An96; Mw]

B9.321 1) In standard ASL, WA forfeiture/denial on any one hexside prevents a unit claiming any WA in that hex. Re DASL, there is this EXC: "WA is claimed/retained/lost per hexside – not hex." This might be read as `one unit may claim WA over any number of (possibly unconnected) eligible hexsides in its hex.' This might also be read as `one unit may claim WA on one (max) eligible hexside of its hex.' Which reading is correct?
A. The former.
2) DASL hex eF2 is a single story stone house (SSSH) with a wall on its 1, 4, 5, and 6 hexsides. May a single Infantry unit (SMC or MMC) in eF2 claim WA over hexsides:
* 1 & 4 (and not 5 & 6)?
* 4 & 5 (and not 6 & 1)?
* 1 & 5 (and not 6 & 4)?
* all of the wall hexsides (1, 4, 5 & 6)?
A. Yes to all.
3) For the following, assume no SMOKE or weather/visibility-related TEM. Suppose a unit is claiming WA in eF2 over hexside 4 (only) and receives an IFT fire attack (non-adjacent firer)

across hexside 1, 6 or 5. Would the TEM vs. that attack be zero?
A. No; vs. firers who do not have WA, will still receive Wall TEM.
4) Suppose a unit is claiming WA in eF2 over hexsides 1 & 5 (but not 6) (if this is allowed) and it receives an IFT fire attack (non-adjacent firer) across hexside 6. Would the TEM vs. that attack be zero?
A. It is allowed, but no; vs. firers who do not have WA, it will still receive Wall TEM.
5) Suppose an ADJACENT enemy unit, with WA over any hexside of eF2, fires on a unit in eF2 while that unit is claiming WA over any other hexside (or hexsides, if allowed). Would the TEM vs. that ADJACENT unit be zero in all cases?
A. Yes. [Letter78] {Minor editing. SR}

B9.321 first EX The 4-6-7 should be marked with a WA counter. [Mw]

B9.34 Versus Indirect Fire, is *moving* Infantry claiming a +0 hedge TEM in a hex that is otherwise Open Ground subject to FFMO?
A. Yes [EXC: a mortar whose LOS enters the target hex via a hedge hexside]. [An93b; An96; Mw]

B9.34 Versus a mortar attack, is moving Infantry claiming a +1 wall TEM in a hex that is otherwise Open Ground subject to FFMO?
A. No (nor would it be subject to RtPh Interdiction in that hex by that *mortar*), even if the mortar's LOF does *not* cross the wall hexside; however, FFMO would still apply for "?"-loss purposes vis-à-vis the mortar *firer's* LOS (as well as for an Interdiction attempt by that *unit* possessing the mortar, but not by the mortar itself). [An93b; An96; Mw]

B9.34 For a vehicle to claim the +1 reduced Wall TEM vs. Indirect Fire, must the source of that fire originate from a location such that the vehicle would be HD if that fire were direct fire?
A. No. [Compil9]

B9.5 In general, bocage is treated as hedge hexsides. Does this mean that bocage TEM does not apply to non-Motorcyclist PRC?
A. Right. [Tac6]

B9.5 line 3 after "walls" add "[EXC: HEAT NA (C8.31)]". [J5]

B9.521 Must a ground-level unit behind Bocage have Wall Advantage to see past that Bocage hexside (and be seen from) a non-adjacent hex?
A. Yes. [An97; Mw]

B9.521 & B9.32 See prior entry.

B9.53 Are MPh and DFPh counted as one phase for the last sentence of this rule?
A. Yes. [Tac6] {Correct rule number for 2ⁿᵈ Ed.. SR}

B9.541 Are there any other means to breach a bocage hexside (e.g., by Placed/Set DC)? Is it possible to breach a wall/hedge hexside in the same manner as bocage?
A. No to both. [Tac6]

B9.55 Since Bocage is not listed as Concealment Terrain on the Chapter B divider, how does a unit in an Open Ground hex behind Bocage gain concealment?
A. If all enemy LOS crosses (without benefit of Wall Advantage) Bocage hexsides of a unit's hex, that unit is considered out of LOS and in Concealment Terrain, thus automatically gaining concealment at the end of the CCPh (if in Good Order). [An96; Mw]

B9.6, B9.32 & F10 See prior entry.

B10.1 If original SMOKE is placed on a level 2 hill hex with a crest line to level 1, does the SMOKE rise from both levels, e.g. assuming SMOKE in 2F7, will a shot from 2E7 to 2F8 be hindered by the SMOKE?
A. Yes (B.6 & B10.1), yes. [Letter247]

B10.31 In the example in this rule, a unit moving from AA2 to BB1 is subject to FFMO from Z1. Would the same unit be subject to Interdiction from Z1? Would it lose concealment to the unit in Z1 if advancing?
A. Yes. Yes. [Compil6]

B10.5 If two adjacent open ground level 1 hexes have a level 0 crest between them (e.g., 15AA10 and 9AA1), does it cost 2 or 3 MF to move between them?
A. 3 [Compil7]

B11.2 Is the "serrated edge of a (non-Depression) cliff" an obstacle to LOS if **not** traced along a hexside?
A. IN the higher-level hex, the "serrated edge" is at the higher level; in the lower-level hex, the "serrated edge" is at the lower level. [Letter252]

B11.21 Given a unit at Level 2 and a Level 1 cliff 5-9 hexes away, does the cliff hexside create one or two Blind Hexes along that unit's LOS to a Level 0 Location?
A. Two. [An93b; An96; Mw]

B11.4, A7.7 & B8 See prior entry.

B11.41, A4.42 & B8.4 See prior entry.

B13.31 & C5.11 Are Case A TH DRM doubled for a vehicle in a woods-road hex but not on a TB? Do the CA restrictions for firing from woods/buildings apply?
A. No to both [Compil9]

B13.32 Does an AFV have to pay the MP costs to enter the woods portion of a woods-road hex to overrun Infantry therein?
A. No. [Letter4]

B13.41 When a fully-tracked AFV on a woods-road moves into the woods portion of the hex, where is the partial-TB placed?
A. From the center dot to either hexside in its current VCA (or "rear" VCA if using Reverse movement). [Gen25.2; An91; An95w; An96; Mw]

B13.41 May a fully tracked vehicle expend "all" of its MP to enter woods, thereby obviating the use of the extra +3 Bog DRM, even if it ascends across a Crest Line to enter that hex?
A. Only if it declares a Minimum Move. [An95w; An96; Mw]

B13.41 May a vehicle in a woods-road hex leave the road to enter the woods obstacle using all of its MP and then enter an adjacent hex in the same MPh?
A. No. [Compil6]

B13.41 An AFV attempts to leave a Road/Woods hex via a non-Road hexside and bogs. Is the AFV still considered to be blocking the road (i.e. must subsequent vehicles pay the extra cost to go around it)?
A. Yes. [Letter149]

B13.41 & D2.14 If a vehicle blaze exists in a woods-road, can other units still use the road?
A. Yes. [Compil7]

B13.421 Does the phrase "any fully-tracked vehicle may use the TB to traverse those hexsides at half its MP allotment" mean that half its MP allotment is the cost to enter and leave the woods hex, or to enter or to leave the woods hex, or what? If it takes half a vehicle's MP allotment to enter and leave a woods hex via a TB, what is the cost to enter or leave the woods hex?
A. The cost is to enter only. [Letter8]

B13.421 In line 14 between "woods" and "hex" delete "road". [J4]

B13.4211 If a vehicle in a woods-road hex bogs while attempting to move from the road to the woods portion of that hex, is a partial TB counter placed? Is the bogged vehicle considered to be in the woods or still on the road?
A. No. On the road. [An95w; An96; Mw]

B14.2 Assuming that orchards are in season (or are palm trees), would an LOS from 36CC1 to CC3 or vice-verse be hindered by the CC2 orchard, as per the first sentence of B14.2 – or, as per the second sentence of B14.2, would it be blocked by the orchard obstacle in CC2?
A. The orchard would be a LOS hindrance along the Continuous Slope. [An93a; An95w; An96; Mw]

B14.2 line 6 before "higher" delete "one level". [J5]

B14.2 & B14.6 :Do in-season orchard hexes block LOS from differing elevations when sighting down an orchard-road. EX: 23S7 to 23AA3 Level 1.
A. No. That LOS is clear. [Letter190]

B14.6 Are paved Orchard Roads still considered "paved road hexes" for purposes of entrenchments, gun emplacement, etc., or are they treated as "orchard hexes"?
A. Paved Road. [Letter4]

B14.6 Regarding orchards and streets, is the "open ground" FFMO DRM of a shot down an orchard lined street open ground (thus no hindrances) only applicable during the movement phase when crossing the road hexside? e.g., if prep firing, then I must pay any LOS penalties?
A. Orchard hindrances never apply to shots along an orchard road, but FFMO only applies to units using the road during the MPh. [Compil3]

B14.6 & A10.531 See prior entry.

B14.6 & B14.2 See prior entry.

B16.2 Are marsh hexsides (e.g., gH3/gI3) classed as Hindrances if the adjoining hex(es) are not themselves Marsh? Is Marsh classed as "Inherent Terrain"? (The rule does not indicate that the marsh depiction must be crossed, but it is not listed on the Terrain Chart as being "inherent".) Is Marsh artwork ignored if the hex is not defined as a Marsh hex as per this rule?
A. Marsh is not inherent so LOS must cross terrain depiction. [Letter4] {Answer to last question assumed to be 'no'. SR}

B16.71 at the end of the first sentence add "; 16.4 does not apply". [J5]

B16.72 at the end add "and pay double Open Ground COT". [J5]

B18.43 The rule says that ordnance in the form of a 5/8" counter can *enter* a graveyard only via a graveyard road hexside. If such ordnance wishes to *leave* a graveyard hex, must it do so through a graveyard road hexside?
A. No – unless of course it is also entering another graveyard hex. [Gen25.1; An95w; An96; Mw]

B19.1 (p. K10) If the firer and target are at different elevations an intervening gully-brush hex presents no Hindrance. [Pointed out in Letter76]

B19.1 GULLIES: Whenever brush or woods are depicted on both sides of a gully depiction in a gully hex, they are considered part of that gully depiction (thus for example, hindering or blocking LOS along the level -1 gully depiction). (p. K10) (This does *not* apply in streams; P4.1) [An96; Mw]

B20.4, B6 & B20.7 See prior entry.

B20.43 If cavalry enters a deep stream, does its horse become CX too?
A. No. [An93a; An95w; An96; Mw]

B20.7, B6 & B20.4 See prior entry.

B20.8 & D4.3 Is an AFV vulnerable to Underbelly Hits as it exits a ford via a non-Depression hexside?
A. Yes. [An93b; An96; Mw]

B20.92 Does a unit in Crest status receive entrenchment benefits from fire that enters its hex through the vertex of a protected Crest hexside and a non-Crest hexside?
A. Yes. [Gen25.1; An89; An95w; An96; Mw]

B20.93-.94 & A24.1 See prior entry.

B20.95, C1.2 & C1.23 1) May a Radio/Phone be used while in Crest status?
A. Yes.
2) Is a Phone (C1.23) eliminated if unpossessed while in Crest status, or if the possessing unit loses Crest status and moves INTO the Depression (or vice-versa)?
A. Yes (not sure what you mean by "vice-versa"; it could be left behind IN the depression if that was where it started). [Letter271] {Bruce commented "The "vice-versa" was to cover the situation when someone starts a phone IN some Depression that happens to have LOS to some juicy hilltop or tall building target, and then the owner later wants to "move" it to Crest to use it on other targets. Perry's answer indicates that this is not permitted, which is fine by me." SR}

B21.41 Is Fording considered a Concealment-loss activity only during the MPh, or at all times?
A. Always. [Letter8]

B23.211 line 5 after "(A10.61)," add "Victory Conditions (A26),". [J5]

B23.25 At the end add "LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction." [J5]

B23.31, A8.2 & D2.38 See prior entry.

B23.32 & C3.71 How does the "+1 DRM for each level above" apply to a unit in a building when hit by a FFE CH?
A. These extra DRM do not apply to FFE CH resolution. [Gen25.2; An91; An95w]

B23.424 & A7.72 See prior entry.

B23.71 1) A unit in rowhouse location 20N3 (at ground level) moves to the adjacent rowhouse O3 by the N3/N2/O3 vertex. An enemy unit is in I3 at level 2. Does the enemy unit have a LOS to the vertex that the unit is rowhouse "bypassing"? The enemy unit has a clear LOS to N2 but N3 is a blind hex due to the building in M3. The LOS to the N3/N2/O3 vertex crosses the M3 building so I would have thought that the vertex (and the N2/-N3 hexside) is also considered to be in a blind hex.
A. There is no LOS. A unit using Rowhouse Bypass does so in the Location it is leaving.
2) A unit in rowhouse M3 wants to move directly to rowhouse N3 using rowhouse "bypass" at theM3/N2/N3 vertex. Does an enemy unit in M2 that defensive first fires at this vertex have its FP doubled as PBF
A. Yes, for the same reason as in (1). [Letter59] {Edited for conciceness. SR}

B23.71 & A12.14 See prior entry.

B23.71 & C1.51 Assume a rowhouse Location within an FFE Blast Area. If Infantry in that Location exit the hex using "rowhouse bypass" (B23.71), are they attacked by the FFE as they leave the hex? If Infantry enter the rowhouse Location using "rowhouse bypass", are they attacked by the FFE with Open Ground TEM or building TEM?
A. No. Open Ground TEM. [An95w; AP1; Mw]

B23.711 When a wall is Breached by a DC, any units in the corresponding adjacent Location are attacked as Area Fire. Is the DC attacked halved again since the enemy units are not Known to the attacker?
A. Only if the enemy units were actually Concealed. [An97; Mw]

B23.711, A12.14 & O5.33 See prior entry.

B23.72 Does this apply to a two story house, like the one near the triangular woods on overlay 6?
A. No, the building has a ground and first level in each hex (similar to the B23.721 case). [Letter41]

B23.74 & B23.8 B23.8 ROOFTOPS says that "Rooftops come into play only by SSR". B23.74 FACTORY says that "it has no upper level floors – all occupants are at ground level [EXC: rooftops]." Does this mean rooftops in effect on factories even if no SSR states that rooftops are in effect?
A. No. [Letter42]

B23.74 & B23.9 Do the TEM effects and entry restrictions of fortification apply to all hex-sides of a Fortified Factory Building Location, or only to fire/movement from outside the building depiction?
A. To all hex-sides (EXC: Indirect fire (O.4A)). [Letter8]

B23.741 & A8.2 See prior entry.

B23.741, A23.6 & B23.743 See prior entry.

B23.741 & B23.9 a) Is a fortified factory +4 to all fire coming in to it, including fire from other interior factory hexes OR, is it +4 to only fire coming in from outside the factory and a +2 to fire originating inside the factory?
A. The latter (assuming its a stone factory).
b) AND, if it is +4 to fire coming in from other interior factory hexes, do units inside the fortified factory hex have a +1 or a +3 TEM added to their fire against other interior(adjacent) factory hexes?
A. Add +1 between fortified factory Locations. [Letter38]

B23.741 & C8.31 Is Factory TEM (B23.741) sufficient building TEM to qualify for a HEAT attack per C8.31?
A. No. [Letter230]

B23.742 The rule states that a fully-tracked AFV within a non-stairwell Factory Location may exit the building at normal building *entrance* costs. Are the MPs considered to be expended in the Factory Location it is attempting to exit? Must it also expend MPs to pay for the cost of the hex being entered? Must it also pass a Bog check to exit the hex?
A. Yes. Yes, as per B23.41. Yes. [Gen25.1; An95w; An96; Mw]

B23.742 May a vehicle attempt to enter an enemy-Controlled Fortified Factory Location?
A. Yes. [Letter8]

B23.743, A23.6 & B23.741 See prior entry.

B23.8 & B23.74 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. [O.5 p.O1; An96; Mw]

B23.9 Is the TEM for a fortified factory hex +1/-+2/+4 for fire originating within the factory? What is the TEM if the fortified factory also contains debris (O5.41)?
A. The TEM is one higher than it would otherwise be. [Compil9]

B23.9 & B23.74 See prior entry.

B23.9 & B23.741 See prior entry.

B23.911, A12.153 & A12.33 See prior entry.

B23.922 If a Good Order squad in a Fortified Building declares Wall Advantage, may an enemy unit then advance into that Building Location?
A. Yes, if the squad is still marked with a Wall Advantage counter. [An95w; An96; Mw]

B23.922 & A5.5 See prior entry.

B23.922, A12.15-.151 & D6.5 See prior entry.

B23.922 & B8.44 See prior entry.

B23.9221 & O5.33 Does the extra +1 TEM of a Fortified Building Location apply vs. a DC Breach attempt?
A. Yes – even if that hexside is a Factory Interior Wall. [An95w; An96; Mw]

B23.9221 & A23.3 See prior entry.

B23.93 & A2.9 See prior entry.

B23.93 & B9.32 See prior entry.

B24.1 & A26.14 See prior entry.

B24.11 & B25.13 If an Area-Target Type/OBA attack versus a multi-level building rolls an Original KIA, is each building level checked separately for Rubble/Flame purposes?
A. No – use Random Selection. However, only those levels in the LOS of the firer can be eligible for Random Selection *if* that attack was made by non-mortar ordnance. [An92; An95w; An96; Mw]

B24.11 & B25.13 For Rubble/Flame determination, does a Gun using the Area Target Type (or OBA using Barrage or Harassing Fire) use the IFT column corresponding to the normal (i.e., reduced) FP for that type of attack?
A. Yes – even if a CH occurs. [An95w; An96; Mw]

B24.2, B.6 & B9.2 See prior entry.

B24.7 What can a lone Bulldozer attempt to clear? If a Bulldozer accompanied by a HS attempts to clear one of these, do they get a -1 DRM for one additional HS since none is required?
A. See G15.2-.261 for an explanation of a Bulldozer's capabilities. Yes. [Compil3]

B24.7 & B25.5 Does EC apply to clearance attempts in a Building?
A. Yes. [Letter114] {Changed to 25.5 from 25.2. SR}

B24.72 & ASOP See prior entry.

B24.74 If a unit begins its MPh in a known minefield Location, must it expend MFs (making it vulnerable to Residual FP/Defensive First Fire) in order to declare a minefield Clearance attempt in that Location?
A. No. [Gen25.1; An95w; An96; Mw]

B24.74 If an Infantry unit creates a partial TB to attempt minefield Clearance, may other units freely use that TB?
A. No! The second half of the rule clearly states that only the unit(s) that *placed* the TB can receive its special benefits. Consider the TB non-existent for all other units. [An92; An95w; An96; Mw]

B24.74 How many times may a unit Defensive First Fire vs. a squad and leader moving as a stack into a known minefield to attempt clearance by expending all MF and going TI?
A. Six [Compil9]

B24.74 & 28.44 Can Infantry which has declared a Clearance attempt and entered a Minefield via a partial TB, but which fail to clear the Minefield, later leave the Minefield hex via a non-TB building hexside without being attacked by the Minefield?
A. No. [An96; Mw]

B24.8 Suppose a squad fails an attempt to accomplish a Task and as a result is placed beneath a Labor (-1 DRM) counter. If the next time it attempts the Task it is joined by a new squad that tries to help it, does the combined attempt still get a -1 DRM? If they fail the combined attempt, are *both* squads now placed under a Labor (-2 DRM) counter?
A. Yes to both. [Gen26.1; An91; An95w; An96; Mw]

B24.8 & A12.141 See prior entry.

B25.11 & A22.611 See prior entry.

B25.12 Does the EC DRM modify the DR used to determine if a FT attack has caused a Flame in a building hex? In a Rubble hex?
A. No. Yes. [Gen25.1; An89; An95w; An96; Mw]

B25.12 If a FT's FP is reduced (e.g., by Long Range Fire and/or concealment), is that reduced FP also used for Flame determination purposes?
A. Yes. [An95w; An96; Mw]

B25.13 & B24.11 See prior entry.

B25.13 & B24.11 See prior entry.

B25.14 When a vehicle in bypass becomes a burning wreck, does the smoke fill the hex being bypassed? I think it obviously does, but my opponent tried to say the wreck was just along the bypass side and so the smoke did not fill the hex. Does the smoke fill the hex?
A. Yes. [Compil2]

B25.14 & D9.3 A moving/Motion vehicle is wrecked and set ablaze by some means. Are the consequent Burning Wreck Smoke effects [hindrance DRM (and, if in a MPh, MF/MP cost effects)] always immediate?
A. Yes. [Letter50]

B25.5 & B24.7 See prior entry.

B25.6 & O.4B Can a blaze on the ground floor of a factory hex spread to the roof Location? What spreading fire DRM would be used?
A. Yes. +1 to higher elevation. [Compil7]

B25.62 Is rubble, as inherent terrain, "directly attached" to an adjacent building hex of the same building the rubble was created from? Is it "directly attached" to an adjacent building hex of a different building, where the building depiction touches the building/rubble hexside?
A. Yes. No. [Compil2]

B25.651 When gusts blow away the dispersed smoke when does the dispersed smoke return in the next player turn. We assumed during the AFPh. Were we correct?
A. Yes. [Compil2]

B26 & A10.51 See prior entry.

B26.4 How does wire affect Human Wave movement?
A. Each individual unit/stack that is both in the Human Wave and above a Wire counter makes its own Wire Exit dr and may move beneath the wire if so allowed by that dr, but at the end of that Impulse all units in the Human Wave are considered to have expended the highest MF incurred by any unit therein. Note that, if otherwise allowed, a unit/stack may move onto and beneath a Wire counter, *or* beneath a Wire Counter and into the next hex along its path of movement, as part of the same Impulse – but in no case may it enter *two* new hexes during the same Impulse. [Gen26.5; An91; An95w; An96]

B26.4 & D9.31 1) A squad and leader use Armored Assault and move into Wire for 1 MF while the AFV uses 3 MP. Assuming the AFV passes its Bog DR, is its further movement in any way affected by the infantry's Wire dr?
A. No.
2) I.e., if the infantry rolls '6', can the AFV still move as if accompanied by infantry with 5 remaining MF?
A. Yes. [Letter214]

B27.1 & A4.7 See prior entry.

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. [Letter50] {Changing Entrenchment position now causes loss of Bore Sighting, C6.43 in ASLRBv2, so the answer should be "no, yes, yes, yes". SR}

B27.4, A4.7 & C1.51 See prior entry.

B27.41 & A10.5 See prior entry.

B27.42 Does a squad placing a DC from a foxhole receive foxhole TEM?
A. Yes. [Compil7]

B27.5 May Infantry cross a Trench/A-T Ditch without actually entering the Trench/A-T Ditch?
A. Yes. [An96; Mw]

B27.51 & B27.52 Does placing a vehicle beneath a trench counter affect the Infantry stacking capacity of the trench?
A. No. [Letter8]

B27.51 Can Guns (e.g., mortars, AT guns, AA guns, etc.) be placed under a trench counter? Can a gun inside a trench change its CA while in the trench? Can a Gun inside a trench be moved outside the trench, i.e. on top of the trench counter instead of below it?
A. Yes. Yes. No, unless a dm mortar. [Compil8]

B27.52 & B27.51 See prior entry.

B27.56 Does an A-T Ditch extend to ADJACENT obstacles in the same manner as a Roadblock? Does it have the bypass restrictions/penalties like a Wire hex?
A. No. No, although that would be a good SSR, in fact we are using it for an upcoming scenario. [Letter155]

B27.56 The wording of this rule is that you must **always** pay the COT when entering or exiting an A-T Ditch, even when not changing Location. E.g., an A-T Ditch in a brush hex. Enter the hex from another hex, 2 MF (COT of brush). Enter the A-T Ditch in that hex: 3 MF (2 + COT). Total: 5 MF Is this correct?
A. No. The 2MF are in addition to whatever COT may be appropriate for entering a new hex. [Letter270]

B28.1 How are hidden mines treated for solitaire play?
A. Use double the factors originally provided, but set up all mines onboard reveled. [An93a; An95w; An96; Mw]

B28.1 In lines 6-7 delete "Known Minefields (28.45-.47)" from the EXC. [J5]

B28.1 Does entering a Location with mines via a Trench or across a same-building hexside (i.e., no actual mine attack is made/checked for) reveal any minefield in that Location?
A. Mines can only be revealed by "susceptible" units. This means the unit actually checks for a mine attack (or possibility of such for AT mines). Units in Trenches, or crossing same-building hexsides thus are not "susceptible" and cannot reveal such mines. [Letter232]

B28.41 & B28.52 When resolving a minefield attack, is a partially armored vehicle treated the same as an AFV whose lowest hull AF is zero?
A. Only if the vehicle has a "0" hull AF, or if both its sides *and* rear *are* unarmored. [Gen25.1; An89; An95w; An96; Mw]

B28.41 Would Infantry changing Location within an A-P minefield hex undergo a minefield attack in that hex?
A. No. [Gen26.1; An90; An95w; An96; Mw]

B28.41 Is a unit in a Building Location in a minefield attacked if it claims Wall Advantage?
A. No. [Compil9]

B28.41 If Infantry moving as a stack enter a minefield hex, is the attack resolved as one IFT DR per <u>unit</u>, or as one IFT DR for the <u>stack</u>?
A. One per stack. [Letter112]

B28.41 & A12.11 See prior entry.

B28.41 & A23.3 See prior entry.

B28.44 & B24.74 See prior entry.

B28.5 May AT mines be traded for AP mines?
A. No. [An96; Mw]

B28.52 & B28.41 See prior entry.

B28.53 May the presence of A-T mines in a paved road Location be marked with a counter that does not display the number of mine factors?
A. Yes. [An97; Mw]

B29.2 & P5.141 Is LOS to a roadblock hexside hindered by Hindrances in the adjacent road hex for HIP-loss purposes? Must LOS to a roadblock extension be considered in determining HIP-loss, and, if so, where along the extension may LOS be drawn? In determining whether a Narrow Street roadblock (P5.141) loses HIP, must LOS be considered to every point on the line between the center dots of the two hexes?
A. Yes. No. No – the LOS must be drawn to both vertices of the hexspine straddled. [Letter8]

B29.2 For purposes of revealing a HIP roadblock, is LOS to a roadblock traced to the hex center dot of the hex containing the roadblock counter, or is it traced to the roadblock hexside (including any extension to the center dots of adjacent building/-woods hexes)?
A. LOS to, and thus HIP loss of, a roadblock is dependent upon LOS to the hex the roadblock is in. However, if the roadblock (only) blocks LOS of a Good Order enemy unit to any Location, then the existence of the roadblock hexside must be disclosed (although not necessarily the hex it is in). In practice, it is easier to place the roadblock on board once a qualifying LOS has been blocked. [Compil7]

B29.3 & C8.31 Is a roadblock considered a wall, allowing shaped-charge weapons to attack Infantry behind it? If so, is a unit in an extension location considered "behind a wall"?
A. Yes. Yes, <u>if</u> the LOF crosses the extension; see the B29.4 EX. [Compil6]

B30.111 For the purposes of pillbox stacking capacity, how many squad-equivalents (A5.5) do <= 4 SMC represent?
A. None, see A5.1 and A5.6. [J1; Mw]

B30.2 May a unit in a Pillbox trace LOS through its CA past a wall hexside that forms its hex to a same-level non-adjacent target?
A. Yes. [Compil6]

B30.31 How is a DC Placed/Thrown <u>inside</u> a pillbox per the last sentence of B30.31?
A. If it is Placed/Thrown from <u>within</u> the pillbox (e.g., by a Japanese unit). [Compil6]

B30.34 In line 2 delete "Residual FP". [J4]

B30.35 For the resolution of an AP/APCR/APDS CH vs. a Pillbox, what TEM is used: reverse pillbox TEM or 0 (as the TEM used for TH resolution is 0)?
A. 0. [Tac6]

B30.44 & A4.15 See prior entry.

B30.6 Can a unit advance out of a pillbox to an adjacent hex or vice versa?
A. No [EXC: Bunkers]. [An97; Mw]

B30.6 & A11.12 See prior entry.

B30.6 & A11.4 See prior entry.

B31.2, P5.2 & Q4.2 If a multi-hex building with no stairwell icon has a steeple icon, must a unit on Level 1 of the steeple hex first move to ground level before moving into the steeple?
A. No, it moves directly to the steeple, and a unit on ground level moves first to the Level 1 Location and then to the steeple. [Letter85] {Minor editing. SR}

Chapter C Divider and QRDC See prior entry.

C.7 The Original DR for rubble creation (B24.) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73]. [J4]

C.8, C6.3 & D2.13 Must a target vehicle qualify as a "moving target" (C.8, C6.1) to be considered non-stopped for the purposes of point blank range modifier (case L), non-stopped firer (case C4) TH DRM's, and/or the CC DRM vs. a motion/non-stopped vehicle?. If an AFV (which began the MPh stopped in its current Location) spends a start MP at the beginning of its MPh (prior to spending any other MP) and an adjacent enemy ordnance unit declares a Defensive First Fire attack as a result of this MP expenditure, does case L (point blank range) TH modifier apply to TH attempts vs. that MP expenditure?
A. No. No. [Compil2]

C.8 & D2.3 To be considered to have "used VBM" as per C.8, does a vehicle have to move to a new hexside?
A. Yes. [Compil3]

C.8 & D8.3 If a Bog Removal DR exceeds the MPs of the vehicle, but the Final colored dr is <5, does the vehicle end the MPh in Motion? If so, is it then considered a moving target at the end of its MPh?
A.Yes to both. [Letter77]

C.8 & D8.4 Does a vehicle which moves into a new hex and bogs there remain a moving target for the rest of that Player Turn?
A.Yes. [Letter77]

C.9 & C3.31 Can Vehicle Target Type be employed against a hidden or concealed vehicle? Does the specified order (C.9) of target type (Vehicle, Infantry, Area) apply even if firing at a Location with no Known targets? Must the defender reveal any information beyond what, if anything is hit?
A. Yes, the existence of an actual vehicle is not required to permit a Vehicle Target Type attack. Yes. No. [J1; Mw]

C1.2, B20.95 & C1.23 See prior entry.

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

C1.21 & C1.211 Suppose a player wishes to Correct a FFE to a hex that is devoid of Known enemy units in its projected Blast Area. Before placing an AR counter, he must first gain Battery Access. Assume that he successfully does so, and after resolving the Accuracy dr/Extent of Error procedure he still has no LOS to a known enemy unit in the Blast Area of the Corrected FFE. Before resolving that FFE (in the same player turn) versus a target that did not enter the FFE, must the player again draw for Battery Access?
A. Yes. [Gen24.2]

C1.21 & C1.332 Are two subsequent draws required to Correct a SR and Convert it to a FFE:1 (as per C1.332) in a Location with unKnown non-HIP enemy units, one to place the AR and one to Convert the SR to a FFE:1?
A. Yes. [Letter147]{This overturned the answer in Letter8 and matches the OBA Flowchart.}

C1.21 In which of the following cases will the player have to attempt to regain Battery Access the next turn (assuming he establishes Radio Contact):
a) He chooses not to place any AR/SR onboard after gaining Battery Access (C1.3).
b) He chooses not to place any AR/SR or convert a FFE:C, thus removing the FFE:C counter.
c) An extra chit has to be drawn, and this extra chit is red so that the AR/SR is removed (C1.21).
d) An AR to correct an FFE:2 (or to immediately place a FFE:1 after dispensing with the SR) is placed out of the Observer's LOS and the opponent decides that the current Fire Mission is Cancelled (C1.3).
e) Radio Contact is "voluntarily" lost.
f) The player cancels the SR without placing an AR/SR.
A. All. [AP1; Mw]

C1.21 & C1.731 If an extra chit draw (as per C1.21) would ordinarily be needed in order to place an AR, would it still be necessary even when placing an AR in order to place a FFE:1 in a Pre-Registered hex as per C1.731?
A. Yes. [AP1]

C1.21 1) How many extra chit draws are required to correct a SR and convert it to a FFE:1 when there are unKnown non-HIP enemy units in/-adjacent to the AR's/FFE:1's hex?
A. Possibly two when all non-HIP enemy units in/adjacent to the AR's and FFE:1's hex are unKnown.
2) Is the OBA flowchart correct and correcting a SR and converting it to a FFE could require two extra chit draws?
A. Yes. [Letter194]

C1.21, C1.3, C1.31 & OBA Flowchart 1) A SR is corrected and pre-designated to convert to a FFE:1. The AR is inaccurate and the SR scatters to a position where non-HIP enemy units are in/adjacent to it, and none are Known to the Observer. Do I have to make an extra chit draw?
A. It depends. If **only** unknown enemy units are in/adj to the new SR hex then:
* if your spotter has NO LOS to the BASE LEVEL of the SR's new hex, then the SR **cannot** be converted to an FFE:1 (but the SR remains in play).
* if your spotter **does** have LOS to the BASE LEVEL of the SR's new hex, then an EXTRA CHIT DRAW would be required; success = place and execute FFE:1; failure = remove SR, access is lost.
2) Reading the rules sections C 1.21 and C 1.3 I can find no reference to extra chit draws AFTER an Accuracy dr (and the C 1.31 DIRECTION/EXTENT OF ERROR DR). Again there is a small confusion about what "counter" (AR/AS/FFE) is first placed in the hex that is "scattered to". Hence I still don't know how to read the flowchart and if I have to make a (possibly 2'nd) extra chit draw.
A. C1.21: "...whenever placing an AR counter...**and** whenever Converting any SR/FFE:C to a FFE:1..." {The answer must be "yes, you make an extra chit draw". SR}
3) If an AR is placed in a hex and all enemy units in/adjacent to that hex is unknown to the observer an extra battery access chit draw has to be made, then, after the placement of the AR (and possible extra chit draw) the AR is not Accurate and the Direction/Extent of Error DR (C 1.31) makes the SR/FFE land on/adjacent to enemy units that are all unknown to the observer - does an extra Battery Access Chit Draw have to be made? (thus possibly resulting in 2 extra chit draws where the second is made because of the result of the C 1.31 DR?)
A. Yes. [Letter199] {Edited for conciseness. SR}

C1.211 & C1.21 See prior entry.

C1.22 If Radio Contact is involuntarily lost while the battery's SR is onboard, and Contact is *not* regained in the next PFPh/DFPh, what happens to the SR?
A. As long as the absence of Radio Contact is not voluntary, the SR remains onboard in its present hex until otherwise corrected or canceled. [Variants in An93a, An95w, An96; AP1; Mw]

C1.22 & ASL Scenario 9 ("To The Square") SSR5 1) If a scenario SSR provides an OB with mortar OBA, does that always imply that it is battalion mortar OBA?
A. No.
2) Is the mortar OBA in scenario ASL#9 SSR#5 battalion mortar OBA?
A. No. [Letter124]

C1.23, B20.95 & C1.2 See prior entry.

C1.3, C1.21, C1.31 & OBA Flowchart See prior entry.

C1.3 & O5.4 May an AR counter be placed in a Roofless Factory Hex whose Ground Level Location is not in the Observer's LOS, but whose Rooftop Location would be in the Observer's LOS if it were present?
A. No. [Letter8]

C1.31, C1.21, C1.3 & OBA Flowchart See prior entry.

C1.32 Can an Observer have LOS to a SR/non-WP FFE which lands in an interior Jungle hex if his elevation is > 2 levels above the base level of the Jungle hex and there are no obstacles to LOS > 2 levels above the base level of the Jungle hex (i.e., can the Observer see down into a Jungle hex enough to spot a SR/FFE)?
A. Yes (see the first C1.62 EX, where it mentions the observer seeing the SR in W3). The Jungle is an obstacle up to two levels, and does not block LOS between any units or SRs that are at least on level 2. See section A6. [Letter8]

C1.332 Must a SR be converted if all C1.333 conditions are met, or can the player decline its conversion after seeing where it would take place?
A. Not optional after predesignation. [Compil2]

C1.332 & C1.21 See prior entry.

C1.335 *Must* an Observer Correct or Cancel a SR if he has a LOS to its Blast Height but, disregarding SMOKE, not to a Known (to him) enemy unit in a non-Aerial Location in/adjacent-to that SR's hex?
A. No, if he has a LOS to the base level of the SR's hex, he may Convert the SR to an FFE and leave it in that hex (possibly needing to draw an extra chit); regardless, he may also attempt to Correct and Covert per C1.332. [AP1; Mw; supercedes variants in An93a, An95w, An96]

C1.335 Can the Observer Correct the SR when, disregarding SMOKE, he cannot see it, but can see a Known unit in a non-Aerial Location in/-adjacent-to the SR's hex?
A. No; he can Cancel the SR and place an AR (1.336). [AP1; Mw]

C1.336 & C1.343 Do you have to attempt to place an AR after you have cancelled the SR (C1.336) or removed the FFE:C (C1.343)? Assuming Radio Contact was maintained, what would happen in the next PFPh/DFPh when there is no SR/FFE onboard?
A. No. You must attempt to gain Battery Access. [AP1; Mw]

C1.34 What OBA options does the Observer have if he did not have a LOS to the FFE:C's Blast height during the current phase prior to achieving Access?
A. C1.343. [AP1; Mw]

C1.341 & OBA Flowchart Following the OBA Flowchart (C1), one can transform a FFE:C into a SR, predesignate to correct and transform to FFE:1. Following the ASLRB (C1.341), the SR created from FFE:C can only be corrected not transformed to FFE:1. Which one is correct?
A. The path indicates that "Conversion NA if FFE:C on board" unless you choose the path to leave the SR in place, which is functionally equivalent to converting the FFE:C to a FFE:1 without moving it. [Compil9]

C1.343 & C1.336 See prior entry.

C1.5-.151 A BU CT AFV is Stopped in Open Ground and inside a FFE Blast radius. Can the FFE attack the AFV for starting? For changing VCA/TCA? For becoming CE? Is this any different if it were an OT AFV?
A. No. No. Yes. No, unless receiving airbursts. [Compil6]

C1.51 & B23.71 See prior entry.

C1.51, A4.7 & B27.4 See prior entry.

C1.54 & A20 See prior entry.

C1.57 If a unit's LOS crosses a Blast Area of two different HE Concentrations, is the FFE Hindrance DRM to that LOS +1 or +2? What if the LOS crosses one common hex that is in the Blast Area of two different HE Concentrations?
A. In both cases the FFE Hindrance would be +2. *Each* HE Concentration/Barrage is a separate Hindrance. [Gen26.5; An91; An95w; An96; AP1; Mw]

C1.57 Does a LOS traced exactly along a hexside of a FFE qualify for the FFE Hindrance?
A. Yes. [Letter153] {Minor editing. SR}

C1.6 May an Observer use a radio during the PFPh and then during the MPh *be* moved by the vehicle he occupies? May this be done if he is Inherent in an OP tank?
A. No to both. [Gen27.1; An91; An95w; An96; AP1; Mw]

C1.6 & C1.22 See prior entry.

C1.63 & C1.732 What is the Accuracy dr required for a pre-registered Offboard Observer?
A. 4 or less. [J1; Mw]

C1.7 a) In a scenario, can an OBA module ever use Smoke/SMOKE if not expressly allowed, by SSR, to do so?
A. Yes.
b) If so, how does one determine whether or not Smoke/SMOKE is available to an OBA module?
A. If the module is not restricted in the SSR and Smoke/SMOKE was available at that time for that artillery, then assume it is available for the module.
c) How does one determine if "Smoke/SMOKE was available at that time for that artillery"? For example, does German artillery never have Smoke (because there is no such indication on the German OBA Availability Chart), or does it always get it (because there exist German MTR and ART game pieces of 80+ to 150+ mm size having depletable Smoke)?
A. German and Russian modules all have Smoke, unless the SSR specifically mentions what is available.
d) For any nationality: need a player only find one game piece (or OBA Availability Chart entry) of proper caliber, date, and depletable ammo type, to claim a Smoke/SMOKE capability for an OBA module?
A. Unless the SSR specifically mentions what is available.
e) Looks to me like one may need to study all the following:
* Nationality OBA Availability Chart (if any)
* Nationality Ordnance Listing
* Nationality Ordnance Rarity Factor Chart (if any)

to determine capabilities of an OBA module. Is that correct?
A. Yes. Which is why SSRs of late have specified what is available. [Letter50]

C1.7 At the end add "[EXC: IR Missions must be declared prior to the Mission's first Battery Access draw]." [J5]

C1.71 May a FFE:1 resolved as Smoke be resolved as WP when it is a FFE:2 (or vice-versa), if the OBA can fire SMOKE?
A. No. [An93b; An96; AP1; Mw]

C1.71 & A24.1 See prior entry.

C1.73 When recording the location of a Pre-Registered hex, is a LOS from the Observer to that hex required?
A. No. [An95w; An96; AP1; Mw]

C1.731 & C1.21 See prior entry.

C1.732 & C1.63 See prior entry.

C1.81 Since "Bombardment potentially affects all the hexes of an entire mapboard, " must all non-spared hexes take a Bombardment MC to resolve effects on terrain? Or does the MC requirement only apply in those hexes occupied by units?
A. No. No, it also applies to hexes with building/-bridge/Fortification. [Compil2]

C1.81 In lines 1-2 delete "(inclusive of units set up offboard)". [J5]

C1.81 & ASOP See prior entry.

C1.82 During a Bombardment, if a unit fails its MC by more than its ELR and it also rolls an Original Doubles for that MC, is the Casualty Reduction resolved *after* the ELR Replacement (A19.13)?
A. Yes – see A10.31. [Gen24.2]

C1.82 If a unit breaks due to Bombardment, does it become DM?
A. Yes. [An95w; An96; AP1; Mw]

C1.82 Do concealed units taking a Bombardment MC in LOS of Good Order enemy ground units lose concealment even if they do not pin or break?
A. No; since this takes place prior to play, no such LOS exists. [Compil5]

C1.82 Are MC DR for HIP units/Fortifications in a Bombardment done secretly?
A. The DR are not secret. One way to do this would be to record secretly each HIP unit/-Fortification separately, and openly roll the Bombardment MC DR for the recorded units/-Fortifications. [Compil5]

C1.82 The order of Bombardment MC is not strictly defined. Do you roll for all terrain, then all units, then all equipment, etc...? Or do you roll for everything in each hex, continuing one hex at a time?
A. Where the order is not specified in C1.821 or C1.822, any mutually agreeable order is acceptable. [Compil5]

C2.1 & Index See prior entry.

C2.1 Can a full strength squad fire a Gun and also use its inherent firepower in the same fire phase?
A. Yes. [Compil6]

C2.24 & C2.2401 If a Gun with a Multiple ROF fires versus an AFV first in a Gun Duel, and it retains its Multiple ROF, can it make a second attack before the AFV makes its first attack?
A. No. [Gen24.2]

C2.2401 & C2.24 See prior entry.

C2.2401 The rule states "Neither the +1 DRM for a Gyrostabiliser nor the doubling of the lower dr of the TH DR for other Guns in Case C4 is included in this calculation." Does this mean the Case C modifier of +1 for G (only) is ignored? The Case C4 modifier (only)? Or both?
A. Both. [Letter1]

C2.2401 & D3.44 Does an Armor Leader's modifier count as a "Firer-Based Hit Determination DRM" for the purposes of Gun Duels?
A. Yes. [Letter1]

C2.2401 If an AFV successfully passes a Motion Attempt dr in the enemy MPh and changes its CA (D2.401) but then becomes involved in a Gun Duel, must it use TH Case A?
A. Yes. [Gen25.2; An95w; An96; Mw]

C2.2401 If an infantry unit declares a TPBF Defensive First Fire attack at a vehicle's PRC as it enters the defender s Location, can this become a Gun Duel situation? Is this different if the vehicle announces an attack as it enters? Do the Bounding (First) Fire drm apply to the MG's Gun Duel calculation?
A. Yes, the vehicle may declare a Gun Duel (even if using only its MG) if not Overrunning. No, the defender always has an opportunity to intervene with fire first (although an Overrun can never be a Gun Duel). Yes. [Compil8]

C2.2401, D13.3 & C5.35 Is the fact that a Smoke Dispenser attempt is described as "firing" sufficient to permit the opponent's declaration of a Gun Duel (C2.2401, C5.33) vs. that usage attempt, assuming that the other conditions for a Gun Duel are met?
A. No. [Letter265]

C2.29 May an IFE-capable Gun that has exhausted its Multiple ROF use IFE again as Intensive Fire?
A. No; it could only use Sustained Fire, and *only* if also using Subsequent-First/Final-Protective Fire or Final Fire (since the use of Sustained Fire is permitted only to a DEFENDER MG/IFE-Gun and only during the MPh/DFPh). [An92; An95w; An96; Mw]

C2.29 Does an IFE weapon Malfunction as if it was a SW MG?
A. Yes. [Compil3]

C3.2 & D1.81-.2, D8.5 Can a Gun fire in its own hex (i.e., is its own hex considered in its CA)? Do the same principles apply to BMG/CMG?
A. Yes; except during the MPh if the hex is entered from outside the CA, when, even if the moving target now expends MP for some other purpose (e.g., firing sD or stopping and unloading Passengers), the Gun would still have to turn its CA to include the direction from which the hex was entered, or if the bow-mounted weapon of an Immobile vehicle (D8.5). Yes. [J1; Mw]

C3.22 If a gun is incapable of firing because it is malfunctioned or disabled, can it make a CA change at the end of its friendly fire phase?
A. Yes, provided its manning Infantry could fire the Gun (per C3.22) if it were functioning. [Compil4]

C3.22 When a Gun is Recovered, may its CA be changed at that time?
A. No. [J1; Mw]

C3.31 & C.9 See prior entry.

C3.32 & D5.32 According to C3.32, AFV are immune to the Infantry Target Type, but not their Vulnerable PRC. According to D5.32 & D.6, a CE crew cannot be targeted separately from its vehicle, but only affected Collaterally. Are these rules in conflict?
A. No, an AFV may be hit via the Infantry Target Type; it (but not its Vulnerable PRC) is "immune to damage from such a hit." [J1; Mw]

C3.33 Regarding the second [EXC:], can an unoccupied upper building location be considered a "non-hidden enemy target" for purposes of this rule?
A. No. [Compil2]

C3.33 Can units out of LOS be hit via Area Target Type?
A. Only if firing a mortar and it first hits that in-LOS unit that is hardest-to-hit. [Compil5]

C3.33 Can a mortar use Area Fire to fire at a gully hex containing a unit IN the gully, if the mortar (or Spotter) does not have LOS INTO the gully, but otherwise has LOS to the gully hex (i.e. at any potential Crest unit in the gully)? Can the unit IN the gully be hit by such fire? What would the TH modifier be for hitting such an out-of-LOS unit IN the gully?
A. An out-of-LOS unit in a gully can be hit by a MORTAR only if an actual (and the hardest To Hit) in-LOS unit in that hex is hit. If firing SMOKE, the non-Known unit would require the use of Case K. [Letter254]

C3.33 & A6.1 See prior entry.

C3.33, A8.1, A24.31 & C3.4 See prior entry.

C3.33 & A24.31 See prior entry.

C3.331 & B1.3 See prior entry.

C3.4, A8.1, A24.31 & C3.33 See prior entry.

C3.7 & C13.2 Can a LATW score a CH?
A. Yes, using the method described for use of the Vehicular Target Type. [Gen24.2]

C3.7 & C7.11 As I understand it, all CH against a non-HD AFV always hit its hull, since they occur only on an Original TH DR of "2". Thus, the Final TK# is always derived by using the hull AF, even if superior to the corresponding turret/upper superstructure AF. Is my understanding correct?
A. Yes. [Gen24.2]

C3.71 & A24.31 See prior entry.

C3.71 & B23.32 See prior entry.

C3.73 If HE achieves a CH versus terrain that can be set-Ablaze/Rubbled, is the attack's doubled-FP IFT column used to determine if the Original IFT DR is a KIA for Rubble/Flame purposes?
A. No – the non-CH FP column is used. [An93a; An95w; An96; Mw]

C3.74 & G11.85 Does a WP CH affect all units in a Cave, or only units determined by Random Selection?
A. Normal CH rules apply (i.e., use Random Selection). [Letter8]

C3.74 In the DFPh, a mortar attacks a hex that contains only a CE AFV and obtains a HE CH. How is the crew(/passengers/riders) affected?
A. Normally (i.e., as if a non-CH). [Compil6]

C3.74 & A7.301 See prior entry.

C3.8 & A5.132 See prior entry.

C4.2 In the penultimate line replace "Gun" with "weapon". (All weapons <= 40mm suffer this modification to their Basic To Hit #.) [Mw]

C4.4 Does this apply to WP? Does this apply to Bazookas firing WP?
A. Sure – see the definition of "SMOKE" in Index. No, because bazookas don't use the C3 TH Table. [Letter3]

C5 Do Cases B, D, G & H apply to a non-LATW SW firing as ordnance? Does Case H?
A. Yes; except that MG use is NA. Yes. [An97; Mw]

C5 Do leadership modifiers (either Infantry or Armor Leaders-- including inexperienced crews) apply as "Firer-Based" TH DRM (e.g., when calculating Gun Duel DRM per C2.2401)?
A. Yes. [Compil9]

C5.11 & B13.31 See prior entry.

C5.11 Does a Gun Defensive First Firing during the MPh from a woods/building/rubble Location have its CA fixed for the remainder of MPh or through the DFPh?
A. The MPh, or, if pinned, the DFPh. [J1; Mw]

C5.35 Does Case B apply when Case C applies, even when the fire is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other than the AFPh?
A. Yes. [Compil7]

C5.35 In line 2 delete "in its MPh". [J5]

C5.35, C2.2401 & D13.3 See prior entry.

C5.35, C13.8 & D6.1 May Passengers fire PF/-PFK, BAZ or RCL using the Desperation penalty as per C13.8? If yes, if such a SW is fired from a Motion/Non-Stopped vehicle, does the SW pay To Hit Case C^4?
A. Yes. Yes; rather than using the customary Case C^3, these and the other SW ordnance [EXC: MG NA] would apply all the other Case C DRM as if a non-Stabilized NT Gun; and a +2 Mounted Fire DRM would also apply if not in an armored HT. [Compil3]

C5.6 May a vehicular-mounted MG/ATR/light-MTR use Intensive Fire?
A. Yes, if it is MA. Such a weapon is considered a Gun (C2.1). [An93a; An95w; An96; Mw]

C5.6 May an ATTACKER/DEFENDER (vehicular) Gun use Intensive Fire during the MPh?
A. Yes, unless otherwise prohibited. [An93b; An96; Mw]

C5.6, A7.2, A8.3 & A8.31 See prior entry.

C5.9 "[EXC: Night E1.114]" should be "[EXC: Night E1.14]" [Letter107]

C6.2 If using Area Target Type at an empty hex, would Case K (concealed target) apply?
A. Yes, unless firing SMOKE. [Compil5]

C6.2 If a gun fires at a "vacant" location searching for HIP units, does it pay the +2 To Hit DRM for a concealed unit?
A. Yes. [Compil9]

C6.3, C.8 & D2.13 See prior entry.

C6.4 A Scenario Defender records, as his Boresighted Location for a MMG/HMG, a hex to which he has no LOS to the center dot, but to which he has LOS, from the MMG/HMG, to one or more Bypass Vertex. Is this allowed?
A. No. [Letter114]

C6.42 Can the Crest level of a Depression hex be Bore Sighted by a Gun which does not have LOS INTO the Depression? And if a Gun has LOS INTO a Depression and it Bore Sights the hex, does its Bore Sighting DRM apply simultaneously to both the Crest and non-Crest levels of that hex?
A. Yes. Yes. [Gen24.2; An95w; An96; Mw]

C6.43, C6.5, C10.3 & C11.3 A Crew of an Emplaced, Bore Sighted Gun with an Acquisition (on some other Location) attempts (but fails) to Push the Gun during a MPh (so a Labor counter is placed during the Crew, its possessed Gun, and any helpers the Crew may have had in the Push attempt). Does the Gun
a) lose Emplacement?
b) lose Acquisition?
c) lose Bore Sight?
A. No to all. [Letter50]

C6.5 If an AFV that currently has an Acquired Target is attacked in CC by some other unit, can the acquisition be retained? Can an AFV decline to attack back in CC with its CMG just to preserve Acquisition?
A. No. No. [Gen24.2; An95w; An96; Mw]

C6.5 If infantry in the APh moves out of the CA of a Gun that has acquired it, but is still in the Gun's LOS, is the acquisition lost or can the CA be changed to retain it?
A. Nothing requires the CA to change – the target remains acquired as long as it is in LOS, and the Acquisition DRM will negate part of the Case A DRM when the CA does change. [Gen24.2; An95w; An96; Mw]

C6.5 If a vehicle has two (or more) Guns, do each of these Guns have an independent Acquired-counter as if they were totally different Guns?
A. Yes. [Compil3]

C6.5 When a vehicle has Acquired a target with a Bow-mounted Gun, does it still lose its Acquisition if it fires its CMG at a different target? Does it lose its Acquisition if it fires its BMG at a different target?
A. Yes, unless the CMG is in a separate turret. No. [Compil3]

C6.5 Can a Gun maintain acquisition to a target in its own hex?
A. Yes, unless it is attacked in CC. [Compil5]

C6.5 May an OT AFV maintain Acquisition while BU?
A. Yes. [Compil7]

C6.5 1) Does a Light INF (1/2" counter) gain/use acquisition? Does a Light RCL (1/2" counter) gain/use acquisition?
A. No to both.
2) Does 1/2" Ordnance (e.g., a Light Mortar) lose acquisition if its manning infantry fires its IFP?
A. Yes. [Letter56]

C6.5, C6.43, C10.3 & C11.3 See prior entry.

C6.51 May a 1/2" Acquired counter be left in a hex when all target units leave the hex, even if some of the target units remain in LOS, or must it follow one of the target units?
A. It cannot remain and must follow one of the target units. [Letter8]

C6.51 Must a single acquired target that moves into a new location (still in LOS of the firer) be tracked, or may the firer choose to leave the acquisition in the current (now empty) location?
A. It must be tracked. [Letter198]

C6.8 After the "WP" in line 3 in the EXC, insert "; HD (D4.2)" [Mw]

C7.11 & C3.7 See prior entry.

C7.11-7.24 Do TK Cases A-D apply to MG attacks?
A. A, B, and D do, but not C. [J1; Mw]

C7.31 Do all 20L ATRs use the 20L TK # of 6?
A. Yes. [Compil9]

C7.34 HE & FLAME TK TABLE: Does an AFV FT suffer any modifiers to its basic TK# for being Motion/Non-Stopped?
A. No. [An96; Mw]

C7.346 When attacking a partially armored AFV with a DC, is it necessary to make a DC Position DR?
A. Yes. [Gen24.2; An91; An95w; An96; Mw]

C7.346 & A23.4 See prior entry.

C7.4 Do Shock/UK results apply to an Abandoned AFV? What happens if a crew enters the Shocked/UK AFV?
A. Yes. The crew suffers the fate of the AFV. [Compil5]

C7.4 Recent Q&A has stated that Shock/UK results apply even to Abandoned AFVs. If a "possible Shock" is the combat result, what Morale does the Abandoned AFV use for the NTC?
A. The standard Morale for an AFV. [Compil9]

C7.42 A squad in a HT that suffers a Shock result must BU. Assuming the Shock becomes UK, may the squad leave the HT during its next MPh?
A. No, not until the vehicle recovers. [Compil9]

C7.42 & A10.5 See prior entry.

C7.42 & D6.2 If a vehicle becomes a wreck as per C7.42, are its Riders affected? Can the Riders unload as per D6.5 before the vehicle becomes a wreck?
A. They roll for survival (D6.9). Yes. [An97; Mw]

C8.31 & B9.5 See prior entry.

C8.31 & B9.32 See prior entry.

C8.31 & B23.741 See prior entry.

C8.31 & B29.3 See prior entry.

C8.4 Can Intensive Fire be used to fire Canister with the normal +2 TH DRM applying as an IFT DRM instead?
A. No; Intensive Fire may be used, but halves the FP instead. [An97; Mw]

C8.4 Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?
A. Yes. Each Location. [An97; Mw]

C8.52 & A24.4 See prior entry.

C8.52 & A24.8 See prior entry.

C8.6 Within the restrictions of C8.6, can WP be fired at a moving enemy unit during the enemy MPh? If yes, would only the moving unit(s) in the target Location be to the NMC?
A. Yes to both. However, the WP would still have to be fired before any non-SMOKE ammo in that phase. [An92; An95w; An96; Mw]

C8.6 This states, "... WP may be fired by ordnance during (but prior to any friendly unit firing anything other than SMOKE) any friendly fire phase – not just the PFPh/DFPh ...". Does this allow WP to be used as Bounding First or Motion Fire by an AFV even though C3.3 last sentence states the Area Target Type cannot use Bounding First or Motion Fire?
A. No. [Compil1]

C8.9 An AFV announces a Special Ammunition attack and changes its TCA. If the DR exceeds the Depletion # without malfunctioning, does the turret return to its original CA with no Prep Fire counter placed? May the vehicle forego further Prep Fire attempts and move instead?
A. Yes. Yes. [Compil8]

C9.3 If a MTR has a Spotter, can it fire at units that are in its manning unit's LOS but not in its Spotter's LOS?
A. Yes. [Gen24.2; An95w; An96; Mw]

C9.3 May a leader in the same Location as a SW mortar using Spotted Fire modify that mortar's TH DR? May a leader that is Spotting or that is stacked with a Spotter?
A. Yes. No. [An96; Mw]

C9.3 May you designate a new Spotter as long as the original Spotter remains Good Order? If the original Spotter escorts prisoners off the Friendly Board Edge?
A. No. No. [Compil5]

C9.3 May a leader or MMC spot for 3 or more mortars in one fire phase, or may a squad fire its inherent FP and spot for two or more mortars? Does it matter in which order the shots are taken and/or alternated? May a squad spot for mortars in different hexes or mortars firing at different targets?
A. Yes to both, but only if the mortars are all in the same hex and firing at the same target. No, although any acquisition gained with the mortars will be lost when inherent FP is used. No, each such mortar must have its own spotter. [Compil6]

C9.3 & C1.2 See prior entry.

C10.1 May a unit attempt to repair a hooked-up Gun?
A. No. [An92; An95w; An96; Mw]

C10.11 & C10.12 May a unit change a Gun's CA as it unhooks the Gun?
A. Yes, and its CA may also be changed as part of the hooking-up procedure. [Gen25.2; An91; An95w; An96; Mw]

C10.111 If Infantry (i.e., not unloading Personnel) wish to unhook a Gun from a vehicle, must they first Recover the Gun?
A. Yes; however, a Gun (or dm SW counter) carried *in* the vehicle (e.g., a 76-107 mm MTR; C10.1) can be unloaded only by a Passenger as per the last sentence of D6.5. [An93a; An95w; An96; Mw]

C10.12 & C10.11 See prior entry.

C10.3 In determining the Manhandling DRM based on TEM, if a Gun is pushed across a wall hexside via a road that goes through a break in the wall, is there still a +2 wall TEM Manhandling DRM? If a Gun is pushed into a non-pontoon bridge hex via a road hexside, is there still a +1 Manhandling DRM based on the bridge's TEM?
A. No. No. [Gen24.2; An95w; An96; Mw]

C10.3 If a unit successfully pushes a Gun into a new hex, may it also change the Gun's CA in the new hex? May it change the CA if it fails to push the Gun?
A. Yes. No. [Gen25.2; An95w; An96; Mw]

C10.3 Does a Gun pushed along a road trigger an AT mine attack?
A. No. [Compil9]

C10.3, C6.43, C6.5 & C11.3 See prior entry.

C10.3 & E5.2 What is the C10.3 "+Y" DRM for Manhandling a boat into marsh (B16.4) or a fordable Water Obstacle (B21.41)?
A. Just like a Gun, a boat may not be Manhandled into such terrain, although one could of course be Beached in such terrain (if the marsh were flooded) in the normal manner. (This supersedes the prior answer to this question in the *An95w*). [An96; Mw]

C11.2 May a Gun that is set up manned by a squad/HS/SMC be Emplaced? May a squad/HS/-SMC manning an already-Emplaced Gun claim Emplacement TEM?
A. No. No for the squad, but yes otherwise. [An93a; An95w; An96; Mw]

C11.2 & A10.5 See prior entry.

C11.2 & A10.531 See prior entry.

C11.2 & C11.3 If an Emplaced Gun is Disabled, can a Gun Disabled marker be placed on it in lieu of removing it from play to allow its crew to retain the +2 Emplaced Gun TEM?
A. No. [Letter8]

C11.3 In line 1 delete "is". [J5]

C11.3 & C11.2 See prior entry.

C11.3, C6.43, C6.5 & C10.3 See prior entry.

C11.4 If Infantry manning a Gun, and >= one other Infantry unit in the Gun's Location, are hit by an ordnance/OBA attack that causes a K or KIA result, does the Gun automatically receive a Direct Hit?
A. No – use Random Selection to determine the recipient(s) of the K/KIA. [An95w; An96; Mw]

C11.51 If the FP of a FG attacking a Gun includes both MOL and Small Arms Fire, could a gunshield DRM modify the attack?
A. Yes, but the FG could opt to decline its Small Arms Fire and attack only with the MOL to avoid the gunshield DRM. [Gen24.2; An95w; An96; Mw]

C12.21 The rule says that leadership DRM never apply when firing a RCL; can't a leader apply his leadership DRM to a RCL attack being made by a MMC in his hex?
A. No. [Gen24.2; An95w; An96; Mw]

C12.24 May a RCL use acquisition in the DFPh against a Stopped vehicle that qualifies as a Moving Target per C.8?
A. No, not even if firing at that target again after retaining ROF. [An96; Mw]

C13.1 Is a MG attempting To Hit an AFV treated as a LATW?
A. No. [Compil7]

C13.1 In line 7 replace "red" with "green". (The "L" footnote on the To Hit table is in green.) [Mw]

C13.2 & A8.41 See prior entry.

C13.2 & C3.7 See prior entry.

C13.31 In lines 31-33 replace "squads" with "squad-equivalents". [J4]

C13.31 1) During the MPh, a Good Order German Infantry squad fires its inherent FP and checks for a PF to Defensive First Fire against an infantry unit moving behind a wall. It does not cower and is marked as having Defensive First Fired. As the MPh continues, an AFV and an enemy Infantry unit move adjacent to the German squad. The squad does not SFF or perform any other action during the MPh. During the DFPh, the squad is able to Final Fire. It "can still fire during their current fire phase" and so may "possibly fire a PF" per C13.31.
A. Well, no.
2) Can the squad check for a 2nd PF (the 2nd SW usage) to fire at the now adjacent AFV and forfeit its inherent FP until the CCPh per A7.351?
A. No.
3) Does the language in C13.31 "Provided a squad has not yet fired its inherent FP, it can attempt to fire a second PF in the same phase." mean that the squad can not have fired its inherent FP in either of the MPh (as Defensive First Fire) or the DFPh? Or does it mean it has not yet fired in the DFPh exclusively?
A. The former. [Letter240]

C13.31 & A7.351 See prior entry.

C13.31 & C13.311 1) Prior to 1944, if there are not a whole number of Squad-Equivalents in the OB, are the number of PFs available FRD or FRU?
A. Essentially FRD as 1/2 PF will not do you much good.
2) If the number of SEs available in the OB increase during play (e.g., a crew survival from an AFV, or a Field Promotion when 4 Leaders are already in the OB), is the number of available PFs increased accordingly?
A. Not in those instances. Reinforcements will have their own PF allocation. [Letter224]

C13.3111 In lines 3-4 replace "squads" with "squad-equivalents". [J4]

C13.42 If using a BAZ45 to fire WP, does the target's TEM apply both to the TH DR and to any resulting WP MC?
A. No – in this case it applies only to the WP MC. [An93b; An96; Mw]

C13.8 & B9.32 See prior entry.

C13.8 & C13.6 See prior entry.

C13.8, C5.35 & D6.1 See prior entry.

C13.8 Can a PF/PFK, BAZ or RCL fire from rubble using the Desperation penalty? Does it matter if the rubble is ground-level?
A. Yes. No. [Compil3]

C13.8 & A7.35 See prior entry.

C13.8-.81, D2.6 & D6.1 1) Several models of HT come equipped with removable BAZ or PSK. May Passengers, or the vehicle Crew, make attacks with these weapons (while Passengers/-Crew), before these weapons have been removed via Unloading/Abandonment?
A. Only the inherent crews of those vehicles to which U.S. Multi-Applicable Vehicle Note Z applies (e.g., German 251/10, U.S. M3A1 ht and M20 sc, British Carrier C, and French M5A1 ht) can do this.
2) Suppose a HT carries a CE Passenger in possession of a BAZ or a PSK. May the player cite the availability of that weapon to satisfy the D2.6 "5 TK" requirement for Stopping/ending ITS MPh in the hex of an enemy AFV?
A. Only the above-mentioned inherent crews would qualify. [Letter167]

OBA Firepower Chart
The "[U.S.]" entries on the 60mm+ Gun Caliber Size row apply to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. [An97; Mw]

OBA Firepower Chart
The 100mm+ entry in the Barrage column should be "16", not "12". [J4]

OBA Flowchart
The "Place IR either…" polygon in the IR section should also allow for the option 3 six-hex method of placement. [An97]

OBA Flowchart 1) In the first column of chart, in the yellow oval, at end after "next" add "RPh" and change color to orange.
2) In the heading of the 2nd column replace "SSR" with "SR".
3) In the Rocket OBA section, in the green oval at the bottom left replace "Access Lost, Remove AR" with "Resolve FFE:1, Replace with FFE:2"
4) In the Rocket OBA section, the white rectangle at the top right should say "Do you desire to Cancel FFE:2?"
5) In Note e, line 2, replace "of" with "or". [Mw]

OBA Flowchart In the "FFE:2 Correction and Fire" column in the Player aid V2, at the bottom of the column there should be an arrow leading from the "Make Direction/Extent of Error DR" 'octagon' to the "resolve FFE:2" oval. [J4]

OBA Flowchart, C1.21, C1.3, & C1.31 See prior entry.

OBA Flowchart & C1.341 See prior entry.

OBA Flowchart Add footnote "z" to the first chit draw square under "Contact and Access". After "Battery Access" in the second line of the "Firing Illuminating Rounds (IR) with OBA" box add "z. An IR Mission must be declared prior to drawing for Battery Access." [J5]

Chapter D Divider & D2.5 The ESB DRM Table is missing the additional +1 for all Chinese vehicles (Chinese Multi-Applicable Vehicle Note A). [Letter95]

Chapter D Divider In the Hull Down Maneuver chart add "-1 attempt at setup". [Mw]

Chapter D Divider In the Shock/UK chart the rules reference C7.4 should be shown. In the 3rd bullet under "Results" in line 1 replace "CCPh" with "RPh". [Mw]

Chapter D Divider & QRDC Table D8.21, & D8.21 See prior entry.

D.8 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]

D.8 & A7.4 See prior entry.

D.8 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (D.8B)? A Specific Collateral Attack (D.8A)?
A. Yes. No. [J1; Mw]

D.8 & D5.5 My opponent fires a mortar at my open top vehicle. The area fire attack results in immobilization of the vehicle. One of two things can happen next. Either:
A. An immobilization TC occurs. D5.5 says, "An immediate TC is required of the non-Shocked, non-Stunned Inherent crew of a vehicle that becomes immobilized by any non-CC attack."; or
B. A general collateral attack occurs resolved with the same DR that resulted in the immobilization.
Which happens first?
A. Collateral attack first. [Letter140] {Minor editing. SR}

D1.64 & D1.63 See prior entry.

D1.81 & D2.32 Can a Vehicle in Bypass fire its BMG, or any other bow-mounted armament, against enemy Units occupying the obstacle being Bypassed?
A. No. [Compil9]

D1.81 & D3.7 In all AFV with a "#x2" multiple-BMG arrangement, both BMG malfunction, and are repaired or disabled, individually. If the player has no appropriate AFV card, all such occurrences must be noted on a side record. [p.H52, British Vehicle Note 6; An96; Mw]

D1.81-.2, C3.2 & D8.5 See prior entry.

D1.83, D3.12 & D3.51 (a) If an AFV changes its TCA/VCA to fire some weapon, and then wants to fire its AAMG, does the AAMG then have to pay the Case A DRM?
A. No.
(b) May an AFV voluntarily change its VCA/-TCA when firing its AAMG (by paying Case A DRM)?
A. No, unless firing an AAMG with a restricted CA (e.g., U.S. vehicle Note 30) that has to change its TCA/VCA to fire.
(c) If an AFV has an AAMG with a restricted CA, does it have to pay Case A DRM for the AAMG fire? Does it matter if the AAMG is the MA?
A. No. No.
(d) May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG?
A. No. [Compil3]

D1.83, D3.12 & D2.51 In your 27 June 96 compilation, the question on these rules, part d ("May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG? A. No."). If the AFV can fire its MA and its AAMG, may it change its VCA or TCA?
A. Yes. [Compil5]

D1.84 Does the "number provided in the game" refer to the # listed in the relevant Vehicle Listing or to the current counter mix including all available Historical modules (i.e., in G42 "The Youth's First Blood" should the Germans get ten PzKfw IVH without AAMG or eight without AAMG, and 2 with AAMG)?
A. The # in the Vehicle Listing (i.e., use 2 PzKfw IVH with AAMG in G42). [Compil8]

D2.11 Can a non-motion Vehicle change its VCA to fire its MA? Must it make a motion attempt to do so?
A. Yes. No. [Compil7]

D2.13, C.8 & C6.3 See prior entry.

D2.14 & B13.41 See prior entry.

D2.15 & A4.134 See prior entry.

D2.18 This reads (emphasis added) "A vehicle is not prohibited from expending more MP to enter a hex than the minimum required, and may, as it enters a new hex, declare a higher-than-necessary MP expenditure." Should "hex" read instead, "hex/hexside" (in two places)?
A. No, "hex" is correct. [Letter143]

D2.21 If it costs a fully-tracked AFV 5 MP to go up a hill into open ground (1+4), what does it cost to back down the hill in reverse into open ground?
A. 4 MP (4*1). [Compil7]

D2.21, E1.52 & SSR KGP5 The following all occur on Level 0 to Level 0; from Open Ground to Open Ground.
1) What is the Reverse Cost for a Fully Tracked AFV across a Wall Hexside?
A. 8
2) What is the Reverse Cost for a Fully Tracked AFV at Night?
A. 5
3) What is the Reverse Cost for a Fully Tracked AFV involving Soft Ground? (SSR KGP5)
A. 5. [Letter244]

D2.3 In line 16 add "/hexside" after "hex". (If a vehicle is trying to VBM a second hexside of the same hex, and is prevented, then the MP are spent in that hex, not in the previous hex.) [Mw]

D2.3 & C.8 See prior entry.

D2.32 Is LOS drawn from the front CAFP in ALL cases for both fire from and to the vehicle in bypass? Even if the vehicle is in reverse motion?
A. Yes. Yes. [J1; Mw]

D2.32 & D1.81 See prior entry.

D2.32 & D3.2 If a vehicle in Bypass is hit in the hull by an ordnance weapon from within the same hex, is the Target Facing that is hit the side, or is it determined randomly?
A. Side; the Target Facing of a turret hit would depend on which way the TCA was pointing. [An97; Mw]

D2.321 Is the hex that a vehicle is Bypassing in its VCA?
A. No. [Compil8]

D2.321 A vehicle is stopped in bypass of a woods hex. An enemy unit moves into CC with it but fails to eliminate it, so a melee counter is placed. Originally, the vehicle's CA was straight ahead. During the next fire phase, the vehicle wants to fire its IFE as TPBF. What firer-based modifiers apply? Does it need to change its CA to the side facing to fire at a unit in its own hex and add case A? Does case E (+2 DRM for fire within same hex) apply only to hit DRs or will it add as a DRM to the IFT result?
A. Case A applies but Case E does not. [Compil9]

D2.34, A11.6 & A4.14 See prior entry.

D2.38, A8.2 & B23.31 See prior entry.

D2.401 & A12.141 See prior entry.

D2.41 In line 3, "A22.611" should be "A22.612". [Letter132]

D2.5 Can a tracked amphibious vehicle attempt an ESB DR *while using amphibious movement?*
A. No – but it could be used to gain land MP in the same turn that it uses amphibious MP. [Gen24.1; An95w; An96; Mw]

D2.5 If a tracked AFV enters terrain that requires "ALL" of its MP allotment, may it then attempt ESB to gain extra MP?
A. No. [An92; An95w; An96; Mw]

D2.5 & Chapter D Divider See prior entry.

D2.51 May a player make a Mechanical Reliability DR with a Concealed vehicle which is immune to Mechanical Reliability Immobilization/Stalling or a 5/8" Dummy stack, in order to provide misleading information about his OB to his opponent?
A. No. [Letter8]

D2.6, C13.8-.81 & D6.1 See prior entry.

D2.6, A12.15 & A12.2 See prior entry.

D3.12, D1.83 & D3.51 See prior entry.

D3.12 May an AFV change the VCA at the end of a friendly fire phase in which the AFV is eligible to fire only a turret-mounted weapon?
A. Yes, if it is a Gun (C3.22 & D3.12). [Compil3]

D3.12 Can the TCA be changed a free number of hexspines after one MP expenditure? (Or only one hexside?) If it can be changed a free number, must an AFV in woods/building expend two MP before the TCA can change freely?
A. Yes. (No.) Yes. [Compil3]

D3.2 & D2.32 See prior entry.

D3.3 -.32 & D3.5 A vehicle fires its MA (only) during the MPh and keeps ROF. During its AFPh it fires one additional shot with its MA (only). Is this the only possible way a vehicle (including its PRC) can fire during both the MPh and the AFPh?
A. Yes. [Compil3]

D3.3, D3.32 & D7.1 May a vehicle that voluntarily uses its MA only during an OVR and rolls <= its ROF on the OVR attack, use its MA in a non-OVR attack during the MPh or AFPh?
A. No. [Compil7]

D3.3 May a vehicle fire its weapons upon the expenditure of a Stop MP, thus firing as Stopped without needing to expend any additional MP? Upon expenditure of MP to enter a Location?
A. Yes. Yes. [Compil8]

D3.32 In line 6 append the following at the end: "if not in Motion; or Case C4/quartered FP, if in Motion." [Mw]

D3.32 Delete the sentence: "(See Example at the top of the next page)". [Mw]

D3.32, D3.3 & D7.1 See prior entry.

D3.41 & D11.1-.2 Are Armor Leaders assigned prior to making a DR on the Gyrostabilizer Availability Table (or Schuerzen Availability Table)?
A. No, they are assigned after; see ASOP (rev.). [Compil9]

D3.43 & D5.4 Can an armor leader abandon an immobilized or bogged vehicle other than as part of its crew?
A. No. [Compil7]

D3.44 & C2.2401 See prior entry.

D3.5 & D3.3 -.32 See prior entry.

D3.5 & A11.7 See prior entry.

D3.51, D1.83 & D3.12 See prior entry.

D3.51 & E7.5 May an AFV use Bounding First Fire in one hex and then Light AA fire in a different hex (or vice versa)?
A. Only if it BFFs with MA, retains ROF, and then undertakes Light AA fire using MA only (but not vice versa). [Compil9]

D3.7 May a vehicle attempt weapon repair while holding enemy units in Melee?
A. Yes. [Compil7]

D3.7 & D1.81 See prior entry.

D3.7 & D5.341 Must the crew of an Immobilized AFV holding enemy infantry in melee whose MA is disabled Abandon the AFV?
A. Yes (bizarre as it may seem). [Letter8]

D3.7 & D5.341 May an AFV Recalled due to Disabled MA ever use Reverse Movement? If it is a BU CT AFV, must it become CE and use the Road movement rate?
A. Yes, if that is the quickest way off the board. Yes, if that is the quickest way off the board. [Compil3]

D3.71 An AFV with a printed B(11) suffers Ammo Shortage and is therefore marked with a Low Ammo counter. Is the 'original B(#)' in D3.71 its printed B(#)? (Making the AFV a B10 X11?)
A. Yes – as opposed to its original B#. (Yes.) [Compil3]

D3.71 Does a vehicle with a circled B# suffer Low Ammo from rolling an Original 12 TH DR?
A. No. [Compil9]

D4.2 In line 7 replace "claim a" with "claim an in-hex" before "Case Q TH DRM". [J6]

D4.3 The rule says that when attempting an Underbelly Hit, the ATTACKER may choose which vertex to trace his LOS to; however, if the AFV being attacked is using VBM as it crosses the wall/bocage hexside (or exits a gully), doesn't the ATTACKER *have* to claim the CAFP?
A. Yes. [Gen24.1]

D4.3 & B20.8 See prior entry.

D4.3 Can the firer take a normal shot before an Underbelly shot with the same weapon? Can he take an Underbelly shot after a normal shot?
A. Yes. Yes. [Compil7]

D4.3 How many Underbelly shots may a weapon maintaining ROF take at an AFV as it exits a gully?
A. As many as MP expended for entering the new Location (less any MP used to negate Case J DRM); see A8.14 and A9.2. [Compil7]

D5.1 FREE FRENCH: Free French Inherent crews are considered British when determining their morale as per D5.1. [F.8B p.F2[92]; An96; Mw]

D5.1 & A10.8 See prior entry.

D5.1 & D6.631 May a vehicle whose crew Abandons it and Removes all armament retain an inherent driver, or is this only allowed when explicitly permitted by vehicle notes (EX: German Vehicle Note 59)?
A. The latter. [Letter8]

D5.31 If an AFV uses different CE DRM against attacks from different directions (e.g., see German Vehicle Note G), which one applies vs. a Residual FP attack?
A. The one that applies to the greatest number of individual turret/upper-superstructure Target Facings for that AFV (e.g., +2 for the sIG 1B, which has a +3 CE DRM for its upper-superstructure front Target Facing, a +2 CE DRM for its *two* upper-superstructure side Target Facings, and no CE DRM ["*"] for its upper-superstructure rear Target Facing) [EXC: vs. a Fire Lane, use the CE DRM that applies to the turret/upper-superstructure Target Facing "hit" by that attack]. [An93b; An96; Mw]

D5.31 & D.8 See prior entry.

D5.31, A7.6 & A14.21 See prior entry.

D5.311 If the turret/upper superstructure of an AFV's rear Target Facing is unarmored but the hull of the rear Target Facing is armored, then in applying this rule is an attack versus the AFV's rear Target Facing treated as against an unarmored Target facing so that the crew is Vulnerable?
A. Yes. [Gen24.1]

D5.311 Is the Inherent Crew of a BU OT AFV which is hit by (non-Air Burst) Indirect Fire Vulnerable?
A. No. [Letter212]

D5.32 & C3.32 See prior entry.

D5.33 Can a vehicle use Bounding First Fire in the same MPh in which a CE counter is placed on it, providing the CE counter is placed *before* the vehicle uses Bounding First Fire?
A. Yes. [Gen24.1]

D5.33 May a player announce a BU/CE change simultaneously with an MP expenditure or Bounding (First) Fire shot? If so, is the MP expenditure/Bounding (First) Fire shot handled as if conducted under the new BU/CE status?
A. Yes to both. [Letter77]

D5.33 Assume defender has indicated 'no shot' on the just-spent MP of an AFV. Would placement now of a CE counter allow defender to change his mind and declare D1F on a just-spent MP:
1) before that AFV expends a new MP?
A. Yes, since no new MP expended, this shot would be based on prior MP and vs. CE.
2) before that AFV makes a B1F shot?
A. The moving player could announce that he is taking a B1F shot while going CE which would prevent D1F until after B1F. [Letter97]

D5.34 & A9.61 See prior entry.

D5.341 & D3.7 See prior entry.

D5.342 Does this apply to a BU AFV that receives a second "Stun" result during the same phase (EX: BU Sherman M4 already marked with a "Stun" is hit again by MG fire from an aircraft during the same MPh which results in another "Stun")? Does it apply even though the AFV is not CE and the first "Stun" has not been flipped to "+1"?
A. Yes to both. The second Stun effect results in Recall. [Letter47]

D5.4 Can a vehicle start a scenario with its crew outside the AFV or with any of its weapons Scrounged/removed? Does it matter if that side is the Scenario Defender?
A. Only in certain CG. No. [Compil3]

D5.4 & D3.43 See prior entry.

D5.41 Can a crew that voluntarily abandons its AFV scrounge that AFV immediately without penalty or must it obey the normal Scrounging rules (i.e., it must wait until the next RPh and become TI in the process)? Is a scrounging dr still required?
A. Immediately. Yes. [Letter4]

D5.411 Is there any way to self-destruct a vehicle that cannot have an Inherent Crew?
A. No. [An95w; An96; Mw]

D5.42 & D6.4 If an Infantry unit enters an Abandoned vehicle to become its inherent crew (D5.42), is the vehicle considered to be "expending" all its MP so that it can be Defensive First Fired upon just as any vehicle that is loading Personnel units?
A. Yes, but not as a moving target of course. [Gen24.1; An95w; An96; Mw] {Expanded to also reference D5.42. SR}

D5.42 & D10.5 What is the status of the BMG/-AAMG/Mortar armament of an Abandoned, Scrounged AFV which is later entered by an Infantry unit?
A. All such armament is considered Disabled. [Letter8]

D5.42 & A21.2 See prior entry.

D5.5, D5.6 & D6.1 If, due to failure of an Immobilization TC or Crew Survival, a unit is placed beneath its AFV/wreck during the MPh, how many MF is it considered to have expended? Is the unit considered to be using Hazardous Movement only during its MPh, or during the DFPh as well?
A. All remaining. Its MPh only. [Compil3]

D5.5, D5.6 & D9.3 Does the AFV TEM DRM apply to units abandoning the AFV due to Crew Survival (D5.5) or Immobilization TC (D5.6) even if the AFV is considered moving?
A. Yes. [J1; Mw]

D5.6 & D6.9 What happens to any SW possessed by Passengers/Riders that fail their CS roll? Unpossessed SW?
A. Both possessed and unpossessed SW are eliminated. [An97; Mw]

D5.6, D5.5 & D6.1 See prior entry.

D5.6, D5.5 & D9.3 See prior entry.

D6.1 May a broken Passenger remain aboard a vehicle that has no Inherent Crew until otherwise forced to rout? What is the procedure for a broken Passenger that wishes to rout out of a vehicle whose Inherent Crew is unbroken (or that has only an Inherent Driver)?
A. Yes. Once the vehicle is Stopped, each Passenger routs beneath it as per D5.311. [An95w; An96; Mw]

D6.1, C5.35 & C13.8 See prior entry.

D6.1, C13.8-.81 & D2.6 See prior entry.

D6.1, D5.5 & D5.6 See prior entry.

D6.2 & C7.42 See prior entry.

D6.2 Can the LVT2 (U.S. Vehicle Note 49) carry Riders?
A. No [EXC: SMC]. [Compil6]

D6.23 & G1.12-.13 Are IJA Rider Squads forced to Bail Out if they are fired on and fail a MC?
A. No, unless they actually break (e.g., Casualty MC). [Compil9]

D6.24 The rule says that if a Bailing Out unit does not break, any SW it is carrying must still be removed from the vehicle; does the unbroken Bailing Out unit retain possession of the removed SW?
A. Yes. [Gen24.1; An95w; An96; Mw]

D6.24 Are Riders that are Bailing Out susceptible to Residual FP in that location? If so, what DRM are applicable?
A. Yes. See D9.3 +1 vehicle TEM. [Letter4]

D6.24 Can riders (i.e., an MMC on a tank) voluntarily bail-out? The rules say when they "have" to but don't mention if they have an option to.
A. No. [Compil3]

D6.24 Are units that are Bailing Out subject to the Hazardous Movement (A4.62) DRM?
A. No. [Compil7]

D6.24 If a Cavalry unit breaks as a result of an attack upon it that also eliminates its horse counter, does it take two Bail Out MC?
A. No. [Compil9]

D6.4 & D5.42 See prior entry.

D6.4 If a vehicle is attacked as a result of a MP expenditure for loading a Personnel unit, is the Personnel unit considered Vulnerable PRC with respect to that attack so it would suffer a *Specific Collateral Attack* from it?
A. Yes – if the vehicle is unarmored or if the Personnel become Riders or CE in an AFV; no – if they load as BU AFV Passengers. [Gen24.1; An95w; An96; Mw]

D6.4 & D6.5 A gun's crew pays no extra MF to (un)load from/onto a vehicle while (un)hooking its GUN. Can a crew that is (un)loading from/-onto a vehicle while (un)hooking its Gun be attacked by Defensive First Fire?
A. Yes, based on the crew's (un)hooking MF expenditure. See the D5.43 example. [Variants in Gen24.1 and An91; An92; An95w]

D6.5 Is the 1/4 MP cost to a vehicle unloading Passengers/Riders calculated per unloading unit, if multiple units do not unload as a stack (but all unload before the vehicle resumes movement)?
A. Yes. [Compil2]

D6.5 According to this rule, a Passenger/Rider may unload from an immobilized vehicle unless that vehicle has already expended more than three-fourths of its MP allotment. Does this apply to all Immobile (D.7) vehicles?
A. Yes. [Compil3]

D6.5 May Passengers or Riders be Unloaded with the use of Movement Points gained by ESB (D2.5)?
A. No; once a vehicle has spent > 3/4 of its printed MP allotment, the Personnel will have spent > 3/4 of their MF allotment, leaving no MF left to unload. [An97; Mw]

D6.5 In the article "Keep On Truckin'", Journal #3, p. 63, bottom of first column, it says "To unload [an unpossessed SW on a truck] one must first be a Passenger (D6.5) in possession of it." Assuming the truck is not in Motion, why can't you just use A4.431 and have an Infantry unit in the same Location just Recover the SW? The Infantry, the truck and the SW are in the same Location, A4.431 allows Recovery of unpossessed SW in the same Location, and the only restriction is on SW on Motion vehicles. You are not *unloading* the SW, you are *Recovering* the SW.
A. Recovery by Infantry of a Passenger SW is NA. Add "/Recovered" in the last sentence of D6.5 after "unloaded". [Letter154]

D6.5 In the last line add "/Recovered" after "unloaded". [J4]

D6.5 & A4.32 See prior entry.

D6.5, A12.15-.151 & B23.922 See prior entry.

D6.5 & D6.4 See prior entry.

D6.63 If a Passenger fires during its AFPh from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing in the AFPh?
A. No. [Gen24.1; An90; An95w; An96; Mw]

D6.631, U.S. Vehicle Note D & U.S. Vehicle Note O Is a 12.7mm AAMG Removed from a vehicle as a dm .50-cal HMG, or as a dm MG with <= FP to that of the inherent weapon?
A. It depends on the vehicle (e.g., does Note O apply too?). [Letter8]

D6.631 Can a 3FP AAMG be Removed from a German halftrack as a 3-8 dm HMG, or only as a 3-8 LMG?
A. Only as a 3-8 LMG, except for the sMG halftracks (German Vehicle Note 58). [Letter8]

D6.631 May a crew Abandoning an armored halftrack Remove MG/Mortar armament such that the portage cost of the Removed weapons reduces the movement allowance of the crew to 0? (EX: a US LVT(A)2 has 7 pp of Removable MGs: two dm MMGs and a dm 12.7mm HMG.)
A. Yes. [Letter8]

D6.631 If a vehicle has armament that is Removable by a *Passenger* (e.g., the German SPW 251/sMG), is that armament Removed as part of the normal D6.5 unloading cost?
A. Yes. [An93b; An96; Mw]

D6.631 states that a crew abandoning an armored halftrack may simultaneously remove its MG/-mortar armament as it does so. Does this apply to crews voluntarily abandoning other types of vehicles with SW that could normally be "scrounged"? (EX. A crew voluntarily abandons a PzKw IV H and removes both its BMG and AAMG. Is this legal?)
A. No. (No.) [Compil3]

D6.631 & D10.5 SW REMOVAL & SCROUNGING: (See F.9 p.F2[92] for British/U.S. vehicles). [An96; Mw]

D6.631 & D5.1 See prior entry.

D6.64 & Index See prior entry.

D6.64 & A13. See prior entry.

D6.82, H1.2 & U.S. Vehicle Note 30, etc. In DYO scenarios, can other otherwise purchasable infantry be substituted for the inherent infantry specified for a vehicle by paying/receiving the difference in BPV for each unit substituted? If so, is this substitution done before or after RF BPV modifications?
A. No. [Letter8]

D6.9 & D5.6 See prior entry.

D7.1 When a vehicle declares an OVR, may the DEFENDER target attack before the OVR is resolved? If yes, would that DEFENDER have to use Reaction Fire?
A. Yes. No – it would be Reaction Fire only if conducted *after* the OVR resolution (see the last sentence of D7.2). [An93a; An95w; An96; Mw]

D7.1, D3.3 & D3.32 See prior entry.

D7.11 If Passengers/Riders participating in a declared OVR attack become Pinned, broken or eliminated before the OVR is resolved, is there any effect to their OVR FP?
A. No. [An97; Mw]

D7.11 If a vehicle's crew is eliminated or breaks after it has declared an overrun attack, is there any effect on the FP of the overrun? If it is pinned, or forced to BU?
A. Yes, since the vehicle is now Immobile, the overrun FP is halved. No. [J1; Mw]

D7.13 If an armed vehicle conducts an OVR, may its still fire its MA later in the same MPh?
A. Only as part of another OVR (i.e., as per D7.14). [An91; An95w; An96; Mw]

D7.2 Can an Infantry unit attack an enemy AFV in its location (after passing a PAATC) during the Infantry unit's PFPh?
A. No – not with Reaction Fire anyway. [Gen24.1; An90; An95w; An96; Mw]

D7.2 & A23.6 See prior entry.

D7.21 If an AFV moves into a road hex that is ADJACENT to building hexes on both sides of the road, can Infantry units on the ground level of those buildings who have Final Fire counters on them attack the AFV using Reaction Fire as their FPF?
A. No. [Gen24.1; An90; An95w; An96; Mw]

D7.21 Is a CC marker placed immediately after a CC Reaction Fire attack is made?
A. Yes, unless the vehicle and PRC are eliminated by the attack. [J1; Mw]

D7.21 Is a DEFENDING Infantry/Cavalry unit which fails its PAATC in an attempt to use CC Reaction Fire marked with a First Fire counter as well as a Pin counter?
A. No. [Compil9]

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

D8.2 Does a vehicle exiting a stream hex into a woods hex take one or two Bog Checks? What DRM would ordinarily apply to a fully-tracked AFV with Low Ground Pressure not using all its MP?
A. Two; first in the hex being exited, then in the hex being entered. Zero DRM for exiting the stream, +4 DRM for entering woods and gaining elevation. [Compil5]

D8.2 & A2.9 See prior entry.

D8.21 Are the Bog DRM for "snow-covered" and Deep Snow cumulative?
A. Yes. [Compil8]

D8.21 1) If a Vehicle's MPh ends "immediately" when it Bogs, can it still BFF and/or Unload?
A. No.
2) If a Vehicle's MPh ends "immediately" when it Bogs, can it still be subject to Defensive First Fire?
A. Yes. [Letter176]

D8.21, QRDC & Chapter D Divider Table D8.21, & D8.21 See prior entry.

D8.23 Does a vehicle's Ground Pressure affect a Deep Snow bog check DRM?
A. Yes. [Letter8]

D8.23 Since Deep Snow is a weather condition (like Ground Snow), not an Environmental Condition (like Snow), when do the D8.23 conditions for a secret Bog DR apply?
A. When the weather is Deep Snow (or the EC are Mud). [Compil8]

D8.3 Does an AFV with a red MP allotment attempting to assist an unbogging attempt have to roll for Mechanical Reliability as though it were expending a start MP? How about the vehicle being assisted?
A. No. "Both vehicles remain Stopped" says it all. [Letter8]

D8.3 When multiplying the wdr by the cdr to determine the number of Start MP used to start a bogged vehicle, is the Original cdr used or is the Final cdr used?
A. The Original cdr. [J1; Mw]

D8.3 & C.8 See prior entry.

D8.4 & C.8 See prior entry.

D8.5, C3.2 & D1.81-.2 See prior entry.

D9.3 & B25.14 See prior entry.

D9.3, D5.5 & D5.6 See prior entry.

D9.3, D9.4 & D9.5 Armored Cupolas are considered to be equivalent to an Immobile tank. Does this mean that Armored Cupolas that are not "Dug-In AFVs" provide TEM and Hindrance benefits?
A. Yes. [Letter77]

D9.3, E3.62 & E3.731 If an HE attack is being resolved in a hex where the +1 mud/deep snow TEM would apply, would a +1 wreck/AFV TEM also apply cumulative with that mud/deep snow TEM for that HE attack? Would entrenchment TEM? Wall TEM?
A. Yes to all; Mud/Deep-Snow TEM is always cumulative with other applicable TEM. [Compil7]

D9.31 If Infantry using Armored Assault breaks, does it still receive the +1 TEM for the vehicle if the latter remains in the Infantry's Location? If the AFV ends its MPh in Motion?
A. Yes. No (but note that Motion status does not apply until the end of the Vehicle's MPh). [Gen27.1; An91; An95w; An96; Mw]

D9.31 During the DFPh, does Infantry which Armored Assaulted with an AFV that MPh receive a +1 TEM if still stacked with that AFV? Does other Infantry stacked with that AFV?
A. Only if the AFV is Stopped. No. [An96; Mw]

D9.31, A4.2 & D14.2 See prior entry.

D9.31 & A4.63 See prior entry.

D9.31 & A8.3 See prior entry.

D9.31, A12.141 & A12.14 See prior entry.

D9.31 & A15.431 See prior entry.

D9.31 & B26.4 See prior entry.

D9.4 Is a concealed vehicle a LOS hindrance? Must it show that it is not a dummy stack?
A. Yes. Only if it would turn a hit into a miss (or no effect into an effect), or vice-versa. [An93b; An96; Mw]

D9.4, D9.3 & D9.5 See prior entry.

D9.5 ARMORED CUPOLA: Since it is treated as an Immobile tank, CC vs. an armored cupola requires the use of PAATC and CCV in the normal manner. An armored cupola set up directly behind a wall/hedge is always assumed to have Wall Advantage over those hexsides (even if set up after an enemy unit that is ADJACENT to it across such a hexside(s)) unless it is Abandoned or its Inherent crew is shocked/-stunned. If an armored cupola is set up using HIP, it is revealed when an enemy unit enters its Location (or attempts to claim Wall Advantage while ADJACENT to it). If this occurs in the APh, the entering unit must immediately take a PAATC (if normally required to do so), failure of which Pins it in the armored cupola's Location. An Armored Cupola may also be placed in shellhole or debris terrain. An armored cupola, if considered a Dug-In tank, can become a burning wreck. [O.7 p.O1; An96; Mw]

D9.5 & A9.222 See prior entry.

D9.5, D9.3 & D9.4 See prior entry.

D10.5 & A9.72 See prior entry.

D10.5 & D5.42 See prior entry.

D10.5 & D6.631 See prior entry.

D10.51 assumes the scrounged is a wreck and with an appropriate dr <= 3 the scrounging attempt is successful. If a unit attempts to scrounge an abandoned, but not wrecked, vehicle, does it still make a dr or is the scrounging attempt automatically successful?
A. A dr is needed. [Compil3]

D10.51 Any functioning CMG that may be repositioned as an AAMG may be scrounged, regardless of the vehicle's/wreck's nationality. [p.H121, French Vehicle Note A; An96; Mw]

D10.51 Scrounging a Fixed-Mount (D1.81) BMG is NA, regardless of the vehicle's/wreck's nationality. [p.H122, French Vehicle Note B; Mw]

D10.52 Is a 12.7mm AAMG scrounged as a dm .50-cal HMG, or as a LMG?
A. A MG is always scrounged as a LMG. [Letter8]

D11.1-.2 & D3.41 See prior entry.

D13.1 Would the depletion numbers for the various smoke devices be increased if the vehicle is part of an elite force?
A. No; they are usage numbers, not depletion numbers. [Compil2]

D13.2 May an AFV with 2 different types of smoke dispensers (Ex: British Comet with a sD7 & sM8) use BOTH of them in a single movement phase?
A. No. [Compil4]

D13.2 When making a smoke dispenser usage attempt in the opponent's MPh as if intervening with Defensive First Fire, must one place a First Fire counter?
A. No. [Compil6]

D13.3, C2.2401 & C5.35 See prior entry.

D13.32 Does the +2 DRM for firing the sM of a "moving/Motion AFV" apply to a Stopped vehicle that qualifies for being a Moving Target per C.8? To a Non-Stopped vehicle that is *not* a Moving Target?
A. Yes. No. [An96; Mw]

D13.32 In line 10 does a "moving" AFV in this sentence refer to a Motion AFV? an AFV that is a moving target? or an AFV that is presently executing its MPh?
A.Yes. Yes. Not necessarily. [Letter77]

D14.2, A4.2 & D9.31 See prior entry.

D14.2 May Platoon Movement AFVs Bounding First Fire before conducting their first Impulse? Do Bounding First Fire shots essentially occur "between" the Impulses?
A.No. No, BFF happens at the end of the Impulse. [Letter77]

D14.21 Is more than one Bog DR made when several AFV of a platoon is subject to Bog in different types of terrain?
A. No. [Compil3]

D14.22 & D14.23 Must a radioless AFV that is using Platoon Movement take a NTC when its sole platoon-mate becomes Immobile or is eliminated?
A. No, it may continue to move normally in that MPh. [An96; Mw]

D14.23 If a radioless AFV fails its non-platoon movement NTC, may its Crew then Abandon that AFV in that MPh? May it Bounding First Fire?
A. No. No. [An96; Mw]

D14.23 Must a single radioless AFV use non-platoon movement penalties if it is the only AFV in the side's OB?
A. Yes, once it is onboard. [Letter60]

D14.23 & D14.22 See prior entry.

E1.1 For the effects of NVR on LOS within a Factory, see O5.311. [p.E26[90]; An96; Mw]

E1.11 In a given scenario that is defined as being at Night (E1), and Cloud Cover and Moon are not otherwise defined, but the NVR is. Are Cloud Cover and Moon defined as None and No Moon?
A. Essentially.
If not, are the provisions of E1.11 used to define the?
A. No. [Letter111]

E1.101, E1.31 & E1.8 If a unit fires from a Location that is already marked with a Gunflash, does it lose Concealment if it is outside the NVR of all enemy units?
A. No. [Compil3] {Compil3 mistakenly cites E1.01. SR}

E1.11 A dr result of "Overcast" on the NVR Table does not itself invoke Overcast weather (E3.5). [p.E26[90]; An96; Mw]

E1.16 A pillbox is also revealed if a non-Dummy enemy ground unit enters its *hex*. A roadblock is also revealed if it affects (as per B29.4) the Bypass movement of a non-Dummy enemy ground unit. [p.E26[90]; An96; Mw]

E1.16 & A12.15 See prior entry.

E1.16 What happens if a vehicle declares entrance of a Location containing a HIP Fortification and:
a) The vehicle is not allowed to enter the Location due to the Fortification (e.g., A-T Ditch)?
A. The Fortification is revealed, and the vehicle expends the declared MP in its current Location and must expend one extra MP (if available) to Stop.
b) Additional MP are required to enter (e.g., Wire)?
A. The Fortification is revealed and the vehicle expends, if available, the additional MP to enter. If sufficient MP are not available, the vehicle must spend its remaining MP to Stop.
c) A Bog check is required?
A. The Fortification is revealed and the Bog Check is taken. [J1; Mw]

E1.2. If a Scenario Defender's HIP/concealed MMC has SMC/SW recorded on a side record with it, and the unit moves with the recorded SMC/SW, are the SMC/SW still noted on a side record? If a Scenario Defender's HIP/concealed MMC loses concealment, are those recorded SMC/SW placed on board unconcealed?
A. Yes. Yes. [J1; Mw]

E1.2 & E1.31 Units [EXC: non-entrenched vehicles (B27.52)], SW and Guns [EXC: non-Emplaced Guns] setting up hidden at night may do so in non-concealment terrain, and are then considered to be in Concealment Terrain for HIP-loss purposes. [p.E26[90]; An96; Mw]

E1.2 & E1.411 The HIP and Dummy allotments given in this rule are in *addition* to any purchases as per H1.6, and are based on the number of squad-equivalents (using squads and HS only [EXC: Japanese include crew MMC too]) in the Scenario Defender's onboard-setup OB. The number of Cloaking counters allotted by E1.411 is determined by the squad-equivalency of all MMC in the Scenario Attacker's at-start OB. In both cases, if the Scenario Attacker/Defender receives reinforcements he may determine their squad-equivalency and allot Dummy/Dummy-Cloaking counters to them in the same (i.e., his respectively applicable) manner. [p.E26[90]; An96; Mw] {This supersedes the answer in the *'An90* and *'An95w*. SR}

E1.2 & E1.411 The Chapter E Clarification for these rules makes reference to squad equivalents in at-start OB for HIP/dummy concealment/-Cloaking. Is this FRU or FRD?
A. FRU for HIP; no rounding (effectively FRD) for dummies & Cloaking. [Compil2]

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. [p.E26[90]; An96; Mw]

E1.21 Do armed but unarmored vehicles gain Freedom of Movement as if they were AFV?
A. No. [An92; An95w; An96; Mw]

E1.21 May a unit on a No Move counter set a DC during its MPh?
A. No. [Compil2]

E1.21 & A25.221 See prior entry. {Added cross-reference to A25.221. SR}

E1.21 & Q9.4 CG4 Does this rule remove the ability of German leaders to gain Freedom of Movement using the provisions of E1.21?
A. Correct. [Compil9]

E1.31 & E1.2 See prior entry.

E1.31 & E1.42 Does assembling a SW cause loss of Cloaking?
A. Yes. [Compil2]

E1.31, E1.91 & G2.3 1) An ATTACKER NAMs a Concealed unit within NVR of a DEFENDER (call the Location [or position] entered "A"). DEFENDER successfully places a Starshell to Illuminate the ATTACKing unit at "A". Suppose the ATTACKing unit can, on its next MF/MP, directly enter another, non-illuminated, Location or position ("B"), possibly out of LOS/NVR of all DEFENDERs. If it does **not** End its MPh at "A", but moves to "B", does it lose Concealment at "A" (for failure to End its MPh there, as per E1.31)?
A. No.
2) A concealed unit enters a dark OG hex. A starshell goes up, illuminating the unit. It then moves, on the next MF/MP expenditure, to an adjacent, non-illuminated hex. Does that unit lose concealment before entering the dark?
A. No.
3) A concealed Infantry bypasses light jungle in the dark, along an OG hexside. A starshell goes up, illuminating the unit. It then spends MFs to move INTO the jungle, in that illuminated hex (where it is not illuminated: G2.3). Does that unit lose concealment before entering the dark?
A. No. [Letter92]

E1.31, E1.01 & E1.8 See prior entry.

E1.31 & A12.141 See prior entry.

E1.32 A non-concealed friendly unit in a non-Illuminated Location in Concealment Terrain Prep Fires at a unit in an Illuminated Location. All enemy units are also in Illuminated Locations. During the CCPh, may the unit which fired gain Concealment?
A. Yes. [Compil2]

E1.4 It states that cloaking counters "...has all the characteristics of a '?' plus...". Now how does this mean that the dummy '?' listed as available for purchase on the Fortification Purchase Chart can be used as dummy cloaking counters?
A. No. [Compil4]

E1.41 If a side is designated by SSR as the Scenario Attacker, can Cloaking still be used even if all his forces set up on board?
A. Yes. [An97; Mw]

E1.411 & E1.2 See prior entry.

E1.411 & E1.2 See prior entry.

E1.42 & E1.31 See prior entry.

E1.42 May a Cloaked SMC portage a 1-PP SW? May a cloaked MMC portage two 2PP dm 50mm mortars totaling 4PP?
A. Yes. No; except as specified for 4-PP and 5-PP SW that cannot be dm, a unit cannot portage greater than its IPC while Cloaked. [J1; Mw]

E1.52, D2.21 & SSR KGP5 See prior entry.

E1.53 1) When a stack strays, does it stray as a stack or as individual units?
A. As a stack.
2) Does the stack stop moving as soon as one unit runs out of MF/MP, or must units with MF/MP remaining continue moving?
A. The entire stack stops.
3) May the player opt to break up the stack?
A. No. [Letter120] {Edited to combine the two postings. SR}

E1.53, A11.18 & A15.4 See prior entry.

E1.53 Can a Landing Craft Stray?
A. No, G13.83 (mostly). [Letter220]

E1.531 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). [p.E26⁹⁰; An96; Mw]

E1.54 At night, is a unit that begins the Rout Phase in a building, under DM and adjacent to a Known enemy unit forced to rout? Is the answer the same for any type of concealment terrain? How about open ground?
A. No unit is ever forced to rout at night (E1.54). [Letter193]

E1.55 Any FFE resolution permits the occurrence of Jitter Fire thereafter. [p.E26⁹⁰; An96; Mw]

E1.552 Jitter Fire does not bestow Freedom of Movement. [p.E26⁹⁰; An96; Mw]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. [p.E26⁹⁰; An96; Mw]

E1.7 According to this rule, if a unit on the 2nd level of a 2 level building hex fires at a same-hex target occupying the level beneath it, the Night LV DRM would apply. However, if the firer were on the 1st level and the target at ground level in this same hex, the DRM would not apply because now the target hex contains any terrain whose topmost height is at least a full level higher than the firer. Are both of these situations correct?
A. No, Night LV DRM always apply vs. same-hex targets. [Compil2]

E1.71 May a MG Bore Sight a hex outside the NVR at setup?
A. Yes. [Compil2]

E1.71 Does the special Night Fire Lane have to be Bore Sighted on the hex where the FL ends? (i.e., may a MG bore sight a hex two hexes away when the FL only hits woods/buildings etc. six hexes away?) Is this the same in a daytime scenario?
A. Yes. (No.) No. [Compil2]

E1.71 & ASOP (rev.) See prior entry.

E1.76 & A8.31 See prior entry.

E1.76 What happens at night if your SAN has already been reduced to the printed SAN, and the enemy sniper attacks your sniper with a '1' dr?
A. Nothing. [Compil7]

E1.77 Is Hand-to-Hand CC allowed at night?
A. Yes, under the usual conditions (e.g., Deluxe, Red Barricades, Japanese, SSR). [Compil7]

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). [p.E26⁹⁰; An96; Mw]

E1.8, E1.101 & E1.31 See prior entry.

E1.91 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.E26⁹⁰; An96; Mw]

E1.91, E1.31 & G2.3 See prior entry.

E1.92 It is a Night scenario, and no Starshell/IR has been successfully fired in a previous Player Turn. May a unit that attempts (and fails) to fire a Starshell during the enemy MPh try again during the DFPh? Or is the MPh/DFPh considered one Phase for the purposes of attempting Starshell placement?
A. No. Yes [Letter274]

E1.921 Neither an Aerial unit nor one in a pillbox may fire a starshell. [p.E26⁹⁰; An96; Mw]

E1.922 & E1.932 The three methods listed in E1.922 are not mutually exclusive; e.g., a unit wishing to fire a starshell/IR and able to use method 2 *may* use method 3 instead. [p.E26⁹⁰; An96; Mw]

E1.931 1) Can a mortar fire IR during the opponent's MPh, similar to a starshell placement?
A. No.
2) Can it fire IR as Defensive First Fire during the opponent's MPh?
A. No.
3) Is the ASOP correct in that it allows firing IR only at the beginning of the PFPh or DFPh, similar to ordnance firing SMOKE?
A. Yes. [Letter196]

E1.931 At the end add "IR Missions must be declared prior to the Mission's first Battery Access draw." [J5]

E1.932 & E1.922 See prior entry.

E1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p.E26⁹⁰; An96; Mw]

E2.24 This rule specifies "one application each of 2.21, 2.22, and 2.23." Must they be implemented in this order?
A. No. [Compil2]

E2.41 Is Civilian Interrogation still possible if the ATTACKER'S Sniper counter has been eliminated?
A. Yes. The ATTACKER places the Sniper counter back onboard within six hexes of >= six enemy-occupied hexes, etc. (as per A14.2); make and resolve the Random Location DR, and then remove the Sniper counter. [An95w; An96; Mw]

E3.1 1) This clearly states that an LV Hindrance is treated exactly like a LOS Hindrance except that a LV Hindrance [EXC: Fog] is cumulative with other hindrances regardless of range and does not by itself negate FFMO or Interdiction or affect Residual Fire or prevent concealment loss. It is not clear whether the "regardless of range" clause refers to:
a) The following sentence from A6.7: "Therefore, the number of hexes in which a LOS Hindrance applies will not exceed the range", OR
b) A change to the requirement for LOS to pass through a hex (as opposed to into/from)
A.Both.
2) If the answer is "a", then the A6.7 definition of a LOS Hindrance means that LV Hindrances such as Heavy Rain or Heavy Snow will not have an effect until a range of two hexes. Will a LV Hindrance such as Heavy Rain or Heavy Snow hinder at a range of zero? Range of one hex?
A. Yes. Yes.
3) If the answer above is "No. No." then the E1.7 implication that the Night LV Hindrance applies at a range of one hex becomes suspect, as it too is treated as a LOS Hindrance (although its effect at a range of zero is explicitly negated). Will the Night LV Hindrance hinder at a range of one hex?
A. Yes. [Letter181]

E3.1 Does a LV Hindrance, specifically a "dusk LV" apply in-hex, ie, vs. an Overrun? If the Defender has an in-hex TEM available?
A. A universal "dusk LV" (its effect is not limited by range) will apply to an Overrun regardless of TEM. [Letter187]

E3.1 & A6.7 See prior entry.

E3.1 & A8.26 See prior entry.

E3.1 & A10.531 See prior entry.

E3.6 Replace the third sentence with "On unpaved roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road." [J5]

E3.62 & E3.731 The Snow and Mud rules add a +1 TEM to HE attacks vs. infantry in OG. The effect of this is that the +1 TEM is added to the To Hit DR of Ordnance firing on the Infantry Target Type instead of to the IFT DR. Is this correct?
A. Yes. [Compil4]

E3.62, D9.3 & E3.731 See prior entry.

E3.65 B14.3 says orchards are not Open Ground, while B14.4 says orchard movement costs are the same as for Open Ground; so is an orchard considered Open ground for purposes of mud MF/MP expenditures?
A. No – because E3.65 refers to "otherwise Open Ground *hexes*". Note, however, that mud effects would apply in an unpaved orchard road (and in Open Ground shellhole hexes as well). [An93a; An95w; An96; Mw]

E3.724 & E3.7331 For non-tracked, non-sledge vehicle moving on a plower road, the cost is [usually] 2MP/MF (1 for the hex, plus one for the hexside crossed into the hex) as per E3.724 during Ground Snow. Is that still the case when it is Deep Snow, or is E3.7331 to be read as reducing that cost to just one MP/MF per hex entered (and no hexside cost)?
A. That is still the case in Deep Snow. {So it still costs 2 MP/MF. SR} [Letter114]

E3.731 & E3.62 See prior entry.

E3.731, D9.3 & E3.62 See prior entry.

E3.731 & E3.724 See prior entry.

E3.733 & E4.3 In deep snow, is the movement cost for a woods path 1 MF for Infantry? Do skis improve this?
A. Yes. No. [Compil6]

E3.733 In line 1 delete "Ground/". [J4]

E3.7331 In line 5, after "per hexside." add "Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside." . [J5]

E3.734 & A24.6 See prior entry.

E4.3 & E3.733 See prior entry.

E5.2 & C10.3 See prior entry.

E5.52 & E5.53 When a boat sinks in shallow water or when it is beached after being hit by ordnance (E5.52), is the TH DR used for the attack vs. the Passengers? Are they attacked by the (halved) HE Equivalency of the hit on the boat?
A. Yes. Yes. [J1; Mw]

E5.53 & E5.52 See prior entry.

E6.5 1) Swimming cavalry (E6.5) presumably still suffer the -2 cavalry vulnerability DRM, correct?
A. Yes.
2) Swimming cavalry have their horses eliminated but the Rider passes the Bail Out MC. Presumably they instantly become normal MMC swimmers (and thus become unarmed), correct?
A. No, they would be immediately eliminated per 6.1 (and thus would not take a MC). [Letter270]

E7 Is there a definition of "Ground Unit" or "Ground Target"? Is "Ground Unit" simply any non-aerial unit?
A. Not really. Essentially. [Letter220] {Re-worded. SR}

E7.2 & E7.6 Air Support arrives onboard as per E7.2. Per E7.6, an Observation Plane is "technically offboard." Must a player roll for arrival of an Observation Plane as per E7.2, or is such an OB-given asset available at once (absent some SSR to the contrary)?
A. No. Yes. [Letter143]

E7.25 Is moving in Open Ground the only activity which can be construed as unconcealment activity for Sighting TC purposes, or can any activity in the current phase or Player Turn which would cause loss of concealment if performed in LOS of a Good Order unit within 16 hexes (EX Non-Assault Movement, Light AA fire) be considered to allow the -2 Sighting TC DRM for a non-concealed target?
A. E7.25 specifically states that Aircraft do not cause concealment loss. However, any target unit that is not concealed at the time of the Sighting TC causes the -2 DRM. [Letter8]

E7.25 In line 19 after "one hex," add "and to reduce any non-cliff Crest Line Blind hexes to zero if there is <= 1 level elevation difference (see B10.23),". [J4]

E7.3 In line 7-8 between "easiest" and "target" add "non-HIP [EXC: Observation Planes may target "empty" hexes]". [J4]

E7.32 Can a Landing Craft be the target of a Mistaken Attack?
A. Not during Seaborne Assault/-Evacuation;G14.34. [Letter220]

E7.4 & E7.403 Is there any Dash DRM to a Sighting TC? Is the first MG attack of a Stuka halved for Dash? Is the second MG attack at full firepower since the unit is automatically pinned after the first MG attack? Do FFMO/FFNAM modifiers apply to the second MG attack?
A. No, but the -1 DRM for entering a new hex is NA when dashing. Yes. Yes. No. [Compil9]

E7.4 In line 2 at end of EXC: add "and subsequent hexes of a Strafing Run". [J4]

E7.401 When an Aircraft making a strafing run moves to the next hex along the pre-designated hex grain and makes another DR on a new target four hexes distant, must this new target hex be along the same hex grain as the moving Aircraft?
A. Yes. [Compil8]

E7.401 1) A Fighter bomber may not make a Sighting TC against a Location devoid of enemy units. However may a FB leave Residual FP in other empty hexes along its strafing run after making a successful Sighting TC against an enemy unit?
A. Yes.
2) If yes to 1) , then for Residual FP placement, is the FB's FP halved(as per normal residual placement) or quarted (halved for area fire against an empty hex then halved again for Residual)?
A. Quartered. [Letter142]

E7.403 Is becoming pinned in this manner considered a concealment loss activity?
A. No. [Compil2]

E7.403 Does becoming pinned in this manner cause HIP units to reveal and lose concealment?
A. No. [Letter58]

E7.403 & E7.4 See prior entry.

E7.41 Is a MG attack by aircraft subject to Cowering?
A. No. [An91; An95w; An96; Mw]

E7.42 & E7.421 The Journal 3 article "Strafer Jones" seems to say that bombs use the Direct Hit/Near Miss mechanism (DR <= half Basic TH# means Direct Hit and full FP; otherwise DR <= TH# means Near Miss and half FP) for both Infantry and Vehicle target type. However, E7.421 seems to say that this mechanism is used only against Vehicle target type, and an Infantry attack would follow E7.42 and result in either full FP of the bomb or a miss. Is the article in error on this point?
A.Yes, the article is in error in indicating that the Direct Hit/Near Miss procedure applies to unarmored units. [Letter159]

E7.42 & E7.421 There is a concealed squad and an unconcealed squad in a building hex (or any other situation where the it would be possible to hit some targets and miss others in a building hex). A plane makes a Bomb attack using the ITT. You make one TH DR. How do you determine what is affected? Is it
(1) Only the units hit are affected, as per the E7.421 EX, or
(2) All units are affected if any are hit, as per the second sentence of E7.42 ("If attacking a building hex, the effect is resolved against all targets in LOS in the building hex with the same IFT Effects DR as a single attack vs that hex.", note the "all targets"), or
(3) If any are missed, none are attacked, as per the last sentence of E7.42 ("A bomb To Hit attempt that results in a miss is not resolved vs any target.", it doesn't say "hits no targets", just an attempt has to result in a miss. Missing one and hitting another is an attempt that resulted in a miss, as well as an attempt that resulted in a hit.)
A. (1) is correct. [Letter180]

E7.421 & E7.42 See prior entry.

E7.5 In the antepenultimate sentence in the seventh line from the end after "marked with an AA counter" add "(and AAMG firing at Aerial targets)". [J5]

E7.5 & D3.51 See prior entry.

E7.6 Are Observation Planes subject to Arrival (E7.2)?
A. No, they do not take counter form. [J1; Mw]

E7.6 In lines 5-6 delete "is subject to malfunction/repair/disablement normally and". [J4]

E7.6 & E7.2 See prior entry.

E8.21, E8.3, E9.3 & E9.43 Neither Glider/-Parachute counters nor their contents can cause enemy units to lose concealment. [p.E26[90]; An96; Mw]

E8.232 & E9.42 A glider/parachute always lands *beneath* any Wire counter in its hex. [p.E26[90]; An96; Mw]

E8.24 & E8.41 Would a Glider that is destroyed by two Damage results also be replaced by an unarmored Truck wreck?
A. No. [Compil3]

E8.3, E8.21, E9.3 & E9.43 See prior entry.

E8.3 How is ordnance fire conducted versus a landed glider?
A. As per E8.3, but also treating the glider as a Stopped truck (of "0" Target Size), and using the proper TK Table and Unarmored TK# (or IFT <star> Vehicle Line for a mortar). A DFPh ordnance attack versus a glider that landed in the preceding MPh would also use TH Case J. [An92; An95w; An96; Mw]

E8.41 Can glider Personnel suffer ELR Replacement?
A. Yes. [An95w; An96; Mw]

E8.41 & E8.24 See prior entry.

E9.1 If the contents of a parachute are placed on board before the APh (e.g., a failed E9.42 landing TC), are they still considered paratroops (e.g., for purposes of E9.5 and 9.6)?
A. Yes. [J1; Mw]

E9.11 Is a Parachute counter considered a Known enemy unit?
A. Only after it lands onboard (and is in the LOS of an enemy unit); however, its contents cannot be inspected by the opponent until the Parachute counter is removed from play. [An95w; An96; Mw]

E9.12 May each Wing have a different Hex-grain alignment?
A. No – all must run parallel to each other, using a Hex-grain alignment secretly recorded by the paradrop player prior to scenario setup. [An95w; An96; Mw]

E9.12 At the end of the first sentence, add "and the hexgrain direction they will all share." [J6]

E9.3, E8.21, E8.3 & E9.43 See prior entry.

E9.4 Each 1/2" parachute that lands in a building hex is instead moved directly downwind to the first non-building hex it encounters. [p.E26[90]; An96; Mw]

E9.41 May a paratroop unit that lands off board gain concealment?
A. Yes. [Compil7]

E9.42 & E8.232 See prior entry.

E9.42 If a parachute fails if Landing NTC, any broken units Inherent in it are still subject to the applicable effects of that NTC. If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind. [p.E26[90]; An96; Mw]

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

E9.43, E8.21, E8.3 & E9.3 See prior entry.

E10.2 An armed vehicle receiving the B# benefits of an Ammo Vehicle still suffers Special Ammunition Depletion (C8.9) in the normal manner. [p.E26[90]; An96; Mw]

E11.53 Since a single leader's MF bonus can apply to an entire "multi-hex stack" as per E11.52, can his leadership modifier also apply to the resolution of the initial attack (vs. the multi-hex stack) that causes the column's disbandment? Or does "instantly" in this rule mean as soon as the initial attack is announced but before its effects are resolved?
A. No, Leadership DRM may only be applied in the actual Location the leader is in. No, the column disbands instantly after the resolution of all DFF attacks based on that MF expenditure. [Compil2]

F.1C Does this rule mean that a broken unit can rout TOWARD a known enemy unit if it is over 6 hexes away? Does interdiction still apply to a routing unit over 6 hexes away from an interdictor?
A. No. Yes. [Compil4]

F.7B In line 5, delete "enemy". [An93b; An96; Mw]

F.10 May an Inherent crew place vehicular smoke grenades into an adjacent location? May it place WP grenades? If the crew fails a smoke-grenade placement attempt, may it still attempt to fire the vehicle's Smoke Dispenser in the same phase?
A. No to all – nor may the crew attempt to place smoke grenades in the same phase in which it has attempted (whether successfully or not) to fire its Smoke Dispenser. [Gen27.1; An91; Mw]

F2.2 & F2.3 F2.2 says Scrub is Open Ground other then for concealment (2.3) but FFMO still applies. F2.3 says scrub is Concealment terrain for Infantry. The Concealment Loss Table says units using Assualt Movement lose concealment if they move into OG – referencing A10.531 – with OG being any terrain that FFMO applies in. So – if a concealed Infantry unit assualt moves into Scrub in LOS within 16 unhindered hexes of a GO enemyunit, do they lose concealment?
A. Yes, despite being Concealment Terrain it is still Open Ground. In F2.2 delete "concealment (2.3),". [Letter128]

F2.3 & F2.2 See prior entry.

F6, B14 & P2.3 See prior entry.

F6.5 & F6.51 The first section seems to be saying that HD status is possible while F6.51 seems to be saying that AFVs cannot be HD on the hillock. Can AFVs be HD on hillock Locations?
A. An AFV behind a hillock may be HD. An AFV on a hillock hex may not make a HD Maneuver Attempt. [Compil4]

F6.51 & F6.5 See prior entry.

F10, B9.32 & B9.6 See prior entry.

F11.611 If an ATTACKER enters a DEFENDER's Location during the MPh across a hexside (or from a vertex) that lies within the latter's Sun Blindness Zone, the Sun Blindness DLV Hindrance *does* apply to each attack made during that MPh by the DEFENDER vs. that ATTACKER. [An91; An95w; An96; Mw]

F11.71 & F11.74 Is light dust automatically in effect if vehicle dust is in effect?
A. No. [Compil7]

F11.74 & F11.71 See prior entry.

F13.1 If a SSR specifies that Broken terrain exists on a Desert Board all hammada hexes become crag hexes that are also Half-Level Obstacles surrounded by Broken Ground. If this occurs on board 25, which includes both hammada and crag hexes, does this mean there are two types of crag in such a scenario, regular and transformed, or are all crag hexes treated as above?
A. Yes. No. [Letter217]

Control Table The last rules reference in note B should be "A26.14" not "A26.141". [Letter133]

G.1, B4 & B5 See prior entry.

G.4 If the DEFENDER chooses to attack using TPBF and/or reaction fire with >= one of his otherwise allowed stealthy HIP units in jungle/-kunai/bamboo, may he choose to not attack with some of his remaining stealthy HIP DEFENDER units in that same Location in order to keep some of them HIP until the CCPh?
A. Yes. [Compil4]

G.7 Does this rule apply to the radio of an Observation Plane?
A. No. [An91; An95w; An96; Mw] {. No, it clearly applies, see E7.61, Letter22. SR}

G.9B-.9D If two or more overlays overlap – even if just along one of their exterior hexsides – each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay's (or topmost overlay's, should two or more overlap) hexsides and vertices – not those covered by it – matter for rules purposes. In addition, treat and extraneous terrain (e.g., a sliver of a wall/hedge/building not completely covered by an overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by an overlay. [*Gung Ho* Overlay; An95w; An96; Mw]

G1.12 & G1.3 Add ", or 'breaks' due to a KIA result (A7.301), " after "Reduction)". [An93a; An95w; An96; Mw]

G1.12-.13 & D6.23 See prior entry.

G1.13 Add "WP MC" after "landing". [An93a; An95w; An96; Mw]

G1.3 & G1.12 Add ", or 'breaks' due to a KIA result (A7.301), " after "MC". [An93a; An95w; An96; Mw]

G1.4 In line 9 at the beginning of the EXC add "Minimum Move (A4.134); Wounds (A17.2) ;". [J5]

G1.41 There are no Japanese 8-1 Leaders. [An91; An95w; An96; Mw]

G1.422 Can a Hidden T-H Hero cause Search/-Mopping-Up casualties?
A. No. [Gen27.2; An92; An95w; An96; Mw]

G1.422 May a T-H Hero be set up HIP possessing a DC?
A. No, because he cannot be set up possessing a SW (G1.423). [Gen27.2; An92; An95w; An96; Mw]

G1.423 May a hidden T-H Hero be designated as a mortar spotter?
A. No. [An91; An95w; An96; Mw]

G1.423 May a T-H Hero detonate a Set DC?
A. Only an A-T Set DC (G1.6121). [An93a; An95w; An96; Mw]

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

G1.423 & A11 See prior entry.

G1.5 Must a wounded Japanese leader make a Minimum Move if he lacks the MFs necessary to enter the first Location of the Banzai Charge he is part of?
A. Yes (but he would *not* be pinned as a result). [An93a; An95w; An96; Mw]

G1.612 May a Japanese infantry unit, other than a DC hero, which possesses a DC and is in CC with enemy units detonate that DC in its own Location during the CCPh instead of making a CC attack?
A. No. [Letter8]

G1.63 & A12.152 See prior entry.

G1.632 Since B8.6 says a tunnel's "exit must be in a ... brush or woods hex" and G1.632 says that all tunnel rules apply in the normal manner, may a pillbox tunnel exit into a woods or brush hex if all woods are jungle and all brush is bamboo as per G.1?
A. Yes – and may also exit into kunai (since it is treated as brush). [An93a; An95w; An96; Mw]

G1.65 When a Step-Reduced squad is exchanged for a HS, is this considered the equivalent of Casualty Reducing a Full-Strength squad to a HS for Casualty VP purposes?
A. Yes. [Compil3]

G1.661 May HIP be purchased for Japanese AFV setting up beneath Trench counters? May BMGs be freely removed as per O11.6194 from such AFV?
A. No, those are CG rules only. [Letter8]

G2.3, E1.31 & E1.91 See prior entry.

G3.2 Do the first two lines of this rule apply to entry from a tunnel-exit or pillbox in the hex? May a *bunker* (B30.8) exist in bamboo?
A. No to both. [An95w; An96; Mw]

G3.4 May a Gun set up in a Bamboo hex that does not contain a trailbreak?
A. Yes. [An96; Mw]

G3.4 Change B9.351 to B9.35 in the last line. [Letter163]

G4.1 At the end of the rule, add "AFV Riders are allowed in palm tree hexes." [An93a; An95w; An96; Mw]

G5.5 Does a broken unit have to take a Collapsed Hut PTC? Would failure of the PTC cause a Pin counter to be placed on the broken unit? When would the Pin counter be removed from the broken unit?
A. Yes. Yes. At the end of the CCPh. [Compil6]

G9.11 Must each of a Panji counter's covered hexsides contain concealment terrain for the Panji counter to be considered in concealment terrain, or is it sufficient for the Panji Location to contain concealment terrain?
A. All that's necessary is for the Panji Location to contain concealment terrain. [Letter8]

G9.13 Are there any restrictions concerning which nationalities may purchase Panji counters?
A. No, as long as the scenario uses PTO Terrain (G9.1). [Letter8]

G9.41 & G9.56 Are Prisoners subject to Panji MC?
A. Yes, except as mentioned in G9.43. [Letter8]

G9.52 Can Infantry beneath a Panji counter recover a SW above the Panji counter?
A. Yes (but Infantry above a Panji counter could not). [J1; Mw]

G9.56 & G9.41 See prior entry.

G9.71 Does the last sentence of G9.71 apply to all kind of Clearance attempts (i.e., are <u>all</u> kind of Clearance attempts illegal while above a panji counter)?
A. Yes. [Compil3]

G11.5 & G11.51 Based on the "Continuous Slope" rule as it applies to caves, can a 0 level cave have LOS into a -1 level gully hex at a range of two hexes? EXAMPLE - A cave in Kakazu Ridge Map hex J11 (covered arc towards J10) firing to J9.
A. No; see the G11.5 EX where Cave A has no LOS INTO depression hex DD2. Continuous Slope rules are NA to Gullies. [Letter186]

G11.51 & G11.5 See prior entry.

G11.7 May a Gun set up in a cave that is not accessible to a cave complex?
A. Yes; see G11.92 [J1; Mw]

G11.7 May Japanese Dummy units enter caves?
A. Yes. [J1]

G11.83 In line 3 in the EXC after "cave" add "(but may not use Spotted Fire; C9.3)" [J5]

G11.84 & G14.62 How is NOBA LOF (G14.62) traced for the purpose of attacking caves?
A. From its designated Ocean hex (G14.62). [An97; Mw] {G14.62 cross-reference retained from Compil4 version. SR}

G11.85 May a BAZ45 fire WP into a cave?
A. Yes, and G11.85 applies unchanged except that the BAZ uses its own TH table. [An95w; An96; Mw]

G11.85 & C3.74 See prior entry.

G12.111, G12.13 & G12.671 Can a LC Inherent crew be eliminated without eliminating the LC? Can it break?
A. No to both; LC Inherent crews only suffer (cumulative) Stun results; see G12.111. [J1; Mw]

G12.112 When a LC crew takes counter form as a vehicle crew that is Inexperienced Personnel, are they considered Green or Conscript as per their nationality's other Infantry types?
A. Yes. [Compil2]

G12.112 & G14.232 May a LC crew voluntarily abandon its LC if immobilized after it has been Recalled in this manner?
A. No. [Compil2]

G12.13, G12.111 & G12.671 See prior entry.

G12.2 In line 5, add "(even at night)" after "entered". [An93b; An96; Mw]

G12.211 *MIRED*: Change rule number to 12.2111 [An92; An95w; Mw]

G12.401 If a LC is beached across a hexside in its VCA, may unloading passengers chose the LC's hex to unload into, rather than across the beached hexside?
A. No. [Compil2]

G12.43 What happens if a Passenger vehicle aboard a fully loaded LC is destroyed but its PRC survive, thus causing the LC's PP capacity to be exceeded?
A. Nothing – the ex-PRC remain aboard the LC at no penalty. [An93b; An96; Mw]

G12.5 Since a LC cannot use Prep Fire unless it is Fast Aground, may it, if Beached, (un)load its Passenger(s) *and* use that same MP expenditure to conduct Bounding First Fire?
A. Yes – in fact any vehicle may (un)load and fire in this manner unless otherwise prohibited. [An93a; An95w; An96; Mw]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached unarmored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?
A. Yes.
... e.g.: A 12 FP small arms attack against an Unarmored LC is resolved on the * Vehicle Kill line of the 6 FP column. Is the FP of a collateral attack in this situation 6 or 12?
A. 6 FP. [Compil3]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached armored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?
A. Yes, but note that (ordinarily) only the Inherent crew is vulnerable and receives a +2 DRM.
... e.g.: A 12 FP small arms attack against an Armored LC has no effect vs. the LC itself but always results in a collateral attack vs. vulnerable PRC. Is the FP of a collateral attack in this situation 6 or 12?
A. 6 FP vs. crew only. [Compil3]

G12.671, G12.111 & G12.13 See prior entry.

G13.15 In line 3, change "14.251" to "14.261". [An93a; An95w; An96; Mw]

G13.21 & T2 Does an LVT wreck in a BRT shallow reef hex (level -1) create a hindrance between a hinterland (level 0) and another shallow reef (level -1) hex?
A. Yes, per G13.21 all these LOS are treated as being at Level 0. [Mw; J2]

G13.421 Do infantry get subjected to a -2 Hazardous Movement DRM for Wading in shallow ocean hexes?
A. No. [Compil7]

G13.441 If a Swamping DR of 12 is rolled in the APh, will the Watercraft automatically swamp or will it swamp only after a subsequent dr of 1 (1 hex Drift move during APh)?
A. Only after a subsequent dr of 1. [Tac6]

G13.445 Change "unit" in line 6 to "target". [An93a; An95w; An96]

G14.232 & G12.112 See prior entry.

G14.32 Are Infantry/Cavalry on the Assaulting/-Evacuating side considered Fanatic in this manner while on a pier?
A. Yes – and the second paragraph of G14.32 applies to them as well. [An93b; An96; Mw]

G14.51 Do tetrahedrons in shallow ocean lose HIP as soon as an enemy unit within 16 hexes gains LOS to them?
A. Yes, provided it is a Good Order ground unit (including Passengers of a LC). [Compil7]

G14.55 "Hard Beach-Sand Beach" should read "Hard-Sand Beach". [Compil2]

G14.6 & G14.65 The colors of the NOBA counter illustrations are wrong. The actual counters are correct. [An95w; Mw]

G14.62 & G11.84 See prior entry.

G14.65 & G14.6 See prior entry.

G14.67 & G14.65 When a NOBA module fires a WP FFE, is a WP counter placed in all nine hexes of the NOBA blast area? If it is placed in all nine hexes, is the counter that is placed in the 'extra' two hexes of the NOBA blast area the same strength/type of counter that is placed in the other seven hexes of the blast area?
A. Yes. Yes. [Compil4]

G16.4, A15.4, G18.62 & J2.31 See prior entry.

G17.11 May two good order USMC 3-4-8 HS recombine into a 7-6-8 without the presence of a leader?
A. No. [Compil7]

G17.41 Can a Napalm Blaze possible Spread (B25.6) before it becomes – or even if it cannot become – a Terrain Blaze?
A. No. [An92; An95w; An96; Mw]

G17.41 Does a Napalm Blaze force units to exit the hex/Location as per B25.4?
A. Yes. [An92; An95w; An96; Mw]

G17.41 Is the NCA TEM of a Pillbox added to the TH DR of a Napalm attack using the Infantry Target Type? Is it added to the Effects DR?
A. Yes. No. [J1; Mw]

G18.6 Does a Chinese Leader who voluntarily goes Berserk via the Dare Death method also force other non-Dare-Death units in his location to take a Berserk TC?
A. No. [Compil9]

G18.62, A15.4, G16.4 & J2.31 See prior entry.

H1.2, D6.82 & U.S. Vehicle Note #30, etc. See prior entry.

H1.22 Does an Assault Engineer HS have a SMOKE Exponent of "2"?
A. No (only a squad can place SMOKE anyway; A24.1) [An95w; An96; Mw]

H1.461 Can an OP Tank (e.g., a U.S. OP Sherman) attempt radio contact (C1.2) and other OBA actions while in motion (C1.6)? While it is stunned/shocked? If it is Recalled?
A. Not during PFPh. No. No. [Compil4]

H1.8 Do squads/HS inherent in vehicle purchases count toward LG and SW allotment?
A. No (they are not purchased Infantry). [Letter8]

Allied Minors Ordnace Listing In the table, the Polish Ur wz. 35 ATR (Note 2) has no ROF. [J5]

British Vehicle Listing The entry for the Humber IV AC (Note 51) indicates that this vehicle has truck -type movement, but the counters indicate AC-type movement. The counters are correct. (This applies to both West of Alamein and For King and Country.) [J6]

British Vehicle Note 6 A9 & A9 CS The illustration provided gives the port BMG a slightly wider field of fire than the starboard BMG. Is this deliberate, or is there an error in the illustration?
A. The illustration is correct. [Letter4]

British Vehicle Note 36 Valentine & Churchill Bridgelayers Can a bridge be placed across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a woods/road across a non-road hexside without a trailbreak?
A. Yes. Yes. Yes. [Compil7] The AVRE note in British Chapter H in FkaC clarifies that the AVRE must be mobile. [Letter218]

British Vehicle Note 37 Churchill AVRE Can a Fascine be placed in an adjacent hex by an immobile AVRE? Across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a woods-road across a non-road hexside without a trailbreak?
A. No. Yes. Yes. Yes. [Compil7]

British Vehicle Note 64 Carriers A, B & C, 65 Carriers, MMG A & B, 66 Carrier, 2-in. Mortar, 67 Carrier, 3-in. Mortar, 68 Priest(a) & Ram Kangaroos, 69 White (a) Scout Car, 70 IP Carriers Mk IIA, Mk IIB & AOV, 71 IP Carrier, 3-in. Mortar, 72 Wasp & Badger(a), and 73 Buffalo Mk II(a) & Mk IV(a) The counter art overrides the (incorrect) Chapter H illustrations. [An95w; Mw]

British Vehicle Note 86 Ram Kangaroo(a) Do the armored halftrack rules apply to Ram Kangaroos?
A. No. [Letter119]

British Vehicle Note 76 Terrapin MK I The British *Terrapin MK I* amphibious truck should have "REV x 2" on the back of the counter (i.e., Reverse movement should cost it twice its normal hex entry cost). [An89; An95w; An96; Mw]

British Vehicle Note 79 Loyd Carrier Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

Chinese Ordnance Note 5 M2 4.2-in. Mortar and U.S. Ordnance Note 4 M2 4.2-in. Mortar When this mortar makes a Critical Hit, is its FP "40" or "48"?
A. 48 (i.e., 36 plus heavy payload -1 DRM). [Compil3]

Common Allied Nations Ordnance Note 28 75mm wz.97 The text should refer to this Gun's use as "towed AT guns", not "towed AA guns". [J1; Mw]

Common Allied Nations Ordnance Note 35 Okerlikon 20mm The limbered side should have a "B11" not a "B10". [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Vehicle Note 31 L3/35(i) The ""BMG HD FP OK" note is not needed by D4.223 (89 errata page). [Misc14] {Corrected with ABTF countersheet. SR}

Common Allied Nations Vehicle Note 32 FT-17C(f) The counter and listing should show "No IF" on the back. [Misc14] {Corrected with ABTF countersheet. SR}

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle May the two crews of a Nimbus start a scenario dismounted?
A. Yes, but not with its weapons Removed. [J1; Mw]

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle If dismounted Infantry possesses a Nimbus that is in Bypass of an obstacle, does the Infantry occupy the obstacle (per A4.3-.332)?
A. No, in this particular instance, the Infantry would be considered to be at the CAFP along with the Nimbus. [J1; Mw]

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle Can broken dismounted Infantry possess a Nimbus that is in Bypass of an obstacle?
A. No, the broken infantry must drop possession when it occupies the obstacle. [J1; Mw]

French Lend-Lease Vehicle, page H120 Dates for the Lend-Lease M4A3(76)W should be "8/44-5/45". [An93a; An95w mistakenly lists page "11120"; An96; Mw]

French Vehicle Note 1 FT-17 75BS Tankette The French *FT-17 75BS* tankette counter (as well as its Chapter H illustration) should *not* have a CMG. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96; Mw]

French Vehicle Note 36 Peugot 202 Car The French *Peugot 202* counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96; Mw]

French Vehicle Note C p.H122 [Note C] This note should also apply to the Pz35R(f) counters supplied in Paratrooper, correct?
A. No – the Germans rebuilt the turrets. [Letter4]

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] [Letter123]

German Vehicle Note 92 2cm FlaK LKW and 3.7cm FlaK LKW Both illustrations incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement. [Mw]

German Vehicle Note 93 Goliath Does a Goliath on a road pay MP as a BU or CE AFV?
A. BU. [An97; Mw]

German Vehicle Note D The SdKfz 6/2, 7/1 and 10/4 are unarmored vehicles and as such are always CE. [Letter91] {Re-worded. SR}

German Vehicle Rarity Factor Chart The PzKpfw IVA is NA in 1941. [J5]

Italian Vehicle Note 25 TL 37, TM 40 & TP 32 Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

LC Note 6 LCT(4) The AFs are missing from the counter illustration. The actual counters are correct. [An95w; An96; Mw]

LC Rarity Factor Chart The line for U.S. PTO use of the LCT(4) should show a RF of 1.5 – not 1.4. [An93a; An95w; An96; Mw]

Russian Ordnance Table Multi-Applicable Ordnance Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note. [Mw]

Russian Vehicle Notes 48 Stuart III, 49 Lee, 50 Sherman III, 51 Matilda II, 52 Valentine II, V & VIII, 53 Churchill III, 54 M3A1, 55 M5 & M9A1, 56 M17, 57 Carriers, and 58 Trucks These notes do not specify whether these vehicles use Red or Black TH's when in Russian use. Do these vehicles have all applicable special ammo when in Russian use?
A. As long as you are using British vehicles, they would use black TH#s unless specified otherwise. Same with Ammo. [Letter95]

Russian Vehicle Note 54 M3A1 What is the inherent half-squad/crew when in Russian use (cf. U.S. Vehicle Note 39)?
A. Russian 1st line HS or vehicle crew. [Perry neglected to specify what *type* of Russian 1st line HS.] [Letter95]

U.S. Ordnance Note 1 M2 60mm Mortar May US M2 mortars be exchanged for a 60mm OBA battery if they are received as reinforcements?
A. Only if the requirements of G17.5 are met. [Compil4]

U.S. Ordnance Note 4 M2 4.2-in. Mortar and Chinese Ordnance Note 5 M2 4.2-in. Mortar See prior entry.

U.S. Ordnance Note 26 M1A1 90mm AA Gun The historical information on the gun indicates that it had trouble firing at targets at a lower elevation, but there are no game-specific rules for this. Is it not important in game terms? Or should we interpret the information literally in game terms, i.e., targets at a lower elevation than the gun, no matter under what conditions, range, etc., cannot be hit by the gun?
A. Not important in game terms. [Letter4]

U.S. Vehicle Note 7 M3 Medium Tank In the third paragraph, third line, replace "multiple ROF" with "multiple-ROF/armor-leader-direction". [p.H53 (British Vehicle Note 11); An96; Mw]

U.S. Vehicle Note 30 M3(MMG) & M3(HMG) After "VCA." in the next-to-last line of the final paragraph, add "In addition to Removal as per D6.631, the AFV's Passenger(s) may Remove its secondary AAMG as (a) dm MMG [for the M3(MMG)] or (a) dm HMG [for the M3(HMG)]. The MA of both AFV may be removed (but *only* as per D6.631) as a dm .50-cal HMG." [An93b; An96; Mw]

U.S. Vehicle Note 30, etc., H1.2 & D6.82 See prior entry.

U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack The *M4 MC*, *M4A1 MC*, and *M21 MC* ht start each scenario manned by an Inherent Infantry (e.g., 2-2-7) crew and should have "InfCrew" on the counter. When such a crew exits its vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. [p.H66, British Vehicle Note H; An96; Mw] {Corrected counter for M4A1 MC are in KGP I. SR}

U.S. Vehicle Note 39 M3A1 Scout Car see British Vehicle Note 69 and Chinese Vehicle Note 8. [ibid, ibid]

U.S. Vehicle Note 39 M3A1 Scout Car In line 2 of the first section, change "3-3-6" to "3-4-6". [An97; Mw]

U.S. Vehicle Note 41 T8 reconnaissance Vehicle The U.S. *T8 SC* should have a 2FP BMG. [An89; An95w; An96; Mw]

U.S. Vehicle Note 46 LVT(A)1 The Illustration should show the LVT as CT, not OT. The actual counters are correct. [An93a; An95w; An96; Mw]

U.S. Vehicle Note 49 LVT2, 50 LVT(A)2, and 51 LVT4 The fully-tracked-movement symbol is missing from the counter illustration preceding each Note. The actual counters are correct. [An95w; Mw]

U.S. Vehicle Note 50 LVT(A)2 The LVT(A)2 has 3 AAMGs (port, starboard, and "forward"). The vehicle notes for this LVT are D, H, Q and T. Note H seems to state there is no way to FG the AAMG's and gives a diagram for the LVT 4. Note Q states "these MGs may fire together as a FG … and are treated as normal AAMG. See note H" In which CAs may the LVT(A)2 FG its AAMGs? Is the reference to the LVT 4 simply for an example (therefore not restricting the LVT(A)2 to the LVT4 CA)?
A. The LVT4 restrictions do not apply to the LVT(A)2; the latter's MG can fire in any CA. Note that Note Q does not apply to the LVT4. [Letter139]

U.S. Vehicle Note 59 LVT2(m) The illustration on page T17 should show the vehicle is Open Topped (the actual counters are correct). [Mw]

U.S. Vehicle Note D, D6.631 & U.S. Vehicle Note O See prior entry.

U.S. Vehicle Note E 1) May MGs that may only be *fired* by Passengers as per this note (i.e., the FP is printed in Red) be also *Removed* by these passengers when they unload, or does D6.631 still apply (limiting all SW Removal to the vehicle's Inherent Crew)? In other words, does the errata that applies to the M3(MMG) and M3(HMG) – U.S. Vehicle Note 30 – that permits the Passengers to Remove the secondary MGs – also apply to those other ht/SC with secondary MGs?
A. These passengers may not remove.
2) If "no", may the abandoning crew Remove *all* of the vehicle's Removable SW?
A. Crews may remove. See for instance the note for the M3A1 SC. [Letter95]

U.S. Vehicle Note I Change "See" to "Each MG may be removed as this given type (i.e., as a .50-cal. or MMG respectively). See also". [An93a; An95w; An96; Mw]

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

U.S. Vehicle Note O, D6.631 & U.S. Vehicle Note D See prior entry.

U.S. Vehicle Note V Can such a weapon (i.e., one that cannot fire in the VCA at the same level) attack in OVR?
A. No. [J1; Mw]

J2.31 Must all attacking infantry in a Location use Hand-to-Hand CC if any attacking infantry are Berserk, or do only the attacks which include the Berserk infantry use Hand-to-Hand?
A. All. [Letter8]

J2.31 Does the statement in this rule that units engaging in Hand-to-Hand must be stacked together mean that each side's units can attack or defend only as a stack?
A. No – they are stacked together only to indicate their use of Hand-to-Hand (see J2.3), and thus can still make individual CC attacks. [An93a; An95w; An96; Mw]

J2.31 If a non-Hand-to-Hand Melee already exists in a Location, may the ATTACKER still declare Hand-to-Hand?
A. Yes. [An95w; An96; Mw]

J2.31 & A20.55 See prior entry.

J2.31, A15.4, G16.4 & G18.62 See prior entry.

J2.31 & A20.22 See prior entry.

Page K22 column 2, item number "2", line 1, add "armed" between "Known" and "enemy" and in line 6 delete "/unarmed". [J6]

Page K25 column 1, paragraph beginning "I rally, but you don't..." lines 7-8, replace "instead being subject to the result of yours as if I were broken, except that" with "instead my life being subject to the result of your NMC – plus". [J6]

Page K44 column 1, paragraph beginning "No matter what...", replace that first sentence with "No matter what, though, if you Hook Up a Gun both towing vehicle and Gun crew (Gun crew only if Unhooking) are marked with a TI counter for the rest of the Player Turn." [J6]

O.3 Why does intervening rubble that rises from the Crest level of a gully-rubble hex block LOS between units of that same (i.e., Crest) level but not LOS from that level INTO the gully?
A. It should block the latter LOS also. Delete ", but only to same-level LOS" in O.3. [An93a; An95w; Mw]

O.4B & B25.6 See prior entry.

O1.2 What is the MP cost of entering/leaving a debris hex via a TB?
A. The Open Ground cost (or road rate if across a road hexside). [Letter8]

O1.2 What is the cost for a fully-tracked AFV to enter a roofless Factory hex through a Vehicle-sized entrance?
A. One-quarter of its MP. [An96; Mw]

O1.5 May a Trail Break counter be placed in a Debris hex? In a Factory Debris hex?
A. Yes. No. [Compil9]

O2.1 Note the D4-E5 and E5-F4 hexes on the RB map. Does the road MF bonus still apply when crossing the railway embankment through the road hexsides, if it would otherwise apply?
A. Yes. [Letter89]

O5.33 Can units being attacked by a DC which just breached an interior Wall adjacent to their Location claim the TEM of the wall? Can they immediately claim Wall Advantage, or can the attacking units? If they are concealed, is the FP of the DC halved twice, once for breaching and once for a concealed target?
A. No. No. No. Yes. [Letter8]

O5.33 Does Breaching a Factory Interior Wall that is a hexside of a Fortified Building Location permit entrance of that Fortified Building Location just as if the latter itself had been Breached?
A. Yes – but the effects given in O5.331 also apply. [An93b; An96; Mw]

O5.33 When Breaching a Factory Interior Wall, do units in the target Location receive TEM as if the fire originated from outside (+3, or +4 if Fortified) or inside (+1, +2 if roofless or Fortified, +3 if both) the Factory?
A. Inside. [An97; Mw]

O5.33, A12.14 & B23.711 See prior entry.

O5.33 & B23.9221 See prior entry.

O5.331 Does the halving of inherent FP apply to fire from Locations which are not adjacent to the Breached hexside to a Location which is adjacent to the Breached hexside? Similarly, does the restriction of one Gun per Location per Game Turn firing through a Breached hexside apply to guns which are firing through a Breached hexside from a non-adjacent hex?
A. Yes to both. [Letter8]

O5.331 Once a Breach is created in a Factory wall, it is treated as a Wall for many purposes, including LOS. Can Wall TEM be claimed by a target directly behind the wall hexside (as per B9.3)?
A. No. [Compil6]

O5.4 & C1.3 See prior entry.

O5.34 Does an interior factory hex that is rubbled become a roofless factory with rubble TEM (not debris)?
A. It becomes a rubble hex. [Compil7]

O5.41 In lines 5 after "O4" add ")[EXC: if the firer's LOS enters the target's Roofless Factory Hex within the building depiction (see the EX at the bottom of this page)]". [An95w; An96; Mw]

O6.1 Can a unit at ground level claim Height Advantage when fired on by units in a RB Cellar?
A. No. [Compil9]

O6.1 & A12.152 See prior entry.

O6.3 & A24.4 See prior entry.

O9.1 Since the last sentence of O9.1 says that the storage tanks are not buildings for any purpose, are they immune to being rubbled?
A. Yes. [Letter144]

O10.45 May a MOL-Projector "fire smoke" at a vertex just to avoid the Case Q (TEM) TH DRM?
A. No – it can fire at a vertex only to attack a Bypassing unit. [An95w; An96; Mw]

O11.4 CG5 Is Bore Sighting allowed for MG in RB CG?
A. No. [An97; Mw]

O11.4 SSR CG9 In line 19, add "non-East" before "edge". [An93b; An96; Mw]

O11.4 SSR CG9 Are the German entry hexes indicated in CG9 considered, on the dates given for those hexes, "Front Line Locations" regardless of whether they are German-Controlled? (For example, is hex A22 always considered a Front Line Location on October 20, even if the Russian Controls A21/A22/A23?)
A. Yes. [Letter238]

O11.4 CG9 & A2.5 See prior entry.

O11.4 SSR CG10 When Retaining an OBA module, is its draw pile Retained as is?
A. No, it is restored to the number of black and red chits it had at the start of the previous scenario. [An92; An95w; An96; Mw]

O11.4 SSR CG10 If an OBA module is retained but currently has no radio or field phone, may the player choose one to replace it?
A. Yes – but choosing a radio to replace a field phone (or vice-versa) is NA. [An92; An95w; An96; Mw]

O11.4 SSR CG10 May a Retained field-phone/-Offboard-Observer/Pre-Registered-Hex be moved to a new legal Location for the next CG scenario?
A. Yes. [An93a; An95w; An96; Mw]

O11.6 Is there any way to repair a Breach in a Fortified Building Location during the Refit Phase?
A. No. [Letter8]

O11.601 This describes how to resolve existing melees at the end of a Red Barricades game. During the game's last APh, enemy infantry advance into CC with an AFV. Neither is eliminated in CC. Is this situation resolved under the O11.601 rules, i.e. is this considered a melee? If the AFV does not have any MG armament (e.g. StuG III B), then is it in effect "automatically" eliminated? (The enemy infantry will eventually roll low enough to kill it and it has no return attack capability without MGs.) Can an AFV elect to withdraw from the melee under O11.601 situations? Would AFVs be able to withdraw in general from CC (if the AFV rolled a "2" in CC for example)?
A. Yes, it is a melee. No, Crew Small Arms (A11.621) may still apply. No, the AFV cannot withdraw. No. [Compil1]

O11.602 Should Stuka DB counters be included in the list of markers to be removed from the map in O11.602? (Aircraft counters are removed in P8.602(i) and T15.602(h).)
A. Wouldn't hurt, but CG10 does say (with some snippage) that RG used during a CG scenario are still available for the next CG scenario [EXC: Stuka], so that covers Stukas not being available for use in a second scenario. [Letter160]

O11.6042 & P8.6042 If the AFV successfully escapes a minefield hex, is a TB counter placed?
A. No. [Compil7]

O11.605 & O11.6066 O11.605 says that with a properly determined perimeter "loop" you "will be able to start at any Front line Location, and by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at the starting Front Line Location." Consider the Russian Pocket #1 in the EX: If you start at any Location in this pocket and move to adjacent Front Line Locations, you will have to re-enter hex H43 before you have ended up back at the starting Location. Is this example wrong?
A. No; single-hex-width pockets will always have this affect. [Compil3]

O11.6057 If a German Perimeter Area contains no map-edge hex along the north/west edge of the map, is that Perimeter Area a Pocket?
A. Yes, even if it does contain >= one map-edge hex along the east/south edge. Conversely, the same is true of a Russian Perimeter Area that contains no map-edge hex along the east/south edge. [An92; An95w; An96; Mw]

O11.6062 & O11.6065 (a) When do Strategic Locations that are gained during this step count for VP purposes; the day they were gained (even though Victory determination is determined in O11.6031), the next day or not at all?
A. Not at all.
(b) If a Strategic Location is captured, but later the same day is eliminated (due to Rubble in a lower level of that building hex), is the Location counted for VP purposes?
A. No.
(c) If a Strategic Location is eliminated due to Rubble in a lower level of that building hex, is that Location counted for VP purposes?
A. No. [Compil3]

O11.6065 & O11.6062 See prior entry.

O11.606 If a type D isolated area exists, who must roll first for escape?
A. Simultaneously, per 11.6. [Letter137]

O11.6063 & O11.6094 At the end of another day in the Barrikady, I have a Russian squad trapped on the roof of a burning building. Since escape (O11.11.6063) comes before extinguishing blazes (O11.6094), may the unit escape and survive though there is no blaze-free way down to ground level?
A. It may escape. [Letter146]

O11.6066 & A26.12 See prior entry.

O11.6066 & O11.605 See prior entry.

O11.609 1) Is the responsibility for setting blazes, and control forfeiture of A26.16, carried over from scenario to scenario in the RB campaign game?
A. Yes.
2) If yes, when blazes are spread during refit step 11.609, is the control and perimeter modified at that time?
A. No. [Letter245]

O11.6091 What is SSR CG19?
A. It's the part of CG7 dealing with Burnt-Out Wrecks. [Letter8]

O11.6094 & O11.6063 See prior entry.

O11.6112 May a crew be Battle Hardened using this rule?
A. No. In lines 4 and 6 add "non-crew" before "MMC", and in line 7 delete "(as ... crew)". [An92; An95w; Mw]

O11.6134 (a) Are FT/DC retained if they are deliberately eliminated by the enemy?
(b) Are FT/DC retained if they are captured by the enemy, but eliminated in step O11.6135. (captured weapon dr)?
(c) Are FT/DC retained if they are captured by the enemy and then eliminated by a effects DR conducted by the enemy?
A. No to all. [Compil3]

O11.615 When rolling an Original dr of 6 on the Fortification Removal Table, one suffers CR. Does this apply only to minefield removal?
A. No. [Compil9]

O11.617 Do the German 8-3-8 have the same ELR as the other German forces? If they fail their ELR, are they Reduced to two HS or a 4-3-6?
A. No, their ELR is always 5. Two half-squads. [An97; Mw]

O11.617 Do the RB CG day 1 OB-given Sturm and rifle Coys count as "purchased" for the purposes of the ELR roll?
A. No. [Letter89]

O11.619 & O11.6205 Do countermix limits apply to RG purchases?
A. No. Players should mutually agree on the substitution of other types for those lacking – or purchase more countersheets. [An91; An95w; An96; Mw]

O11.6194 The last sentence of the rule should read: "The listed cost of Infantry/AFV RG can be altered in up to three ways:" [An90; An95w; An96; Mw]

O11.6194 Can a Dug-In AFV setup in Rubble? In Buildings/Factories?
A. Yes. No. [Compil6]

O11.6194b Can the Russian Player receive RG I8 (MOL-P Pltn) as a Reserve RG at no CCP cost?
A. No, in the Second Edition of Red Barricades the cost of RG I8 was changed to 2 and there are now three MOL-P in a full-strength platoon. See also the errata on the Russian Reinforcement Group Chart in the 1990 ASL Annual. [Letter8]

O11.6194b Does a Reserve RG receive one Cloaking counter per squad-equivalent (E1.411), plus up to five Dummy Cloaking counters, or one Cloaking counter per Location occupied by Reserve units, plus up to five Dummy Cloaking counters?
A. One per squad-equivalent. [Letter8]

O11.6194b May units/Equipment use HIP while in Reserve?
A. No. [An93b; An96]

O11.6194b Does a Stuka cause activation of a reserve group by being within 3 hexes of it? Are Stukas free to attack Reserve Units?
A. No, it must be within 1 hex (E.5). Yes. [J1; Mw]

O11.6194c Is a Dug-In AFV allowed to set up in all Locations where a Gun may set up HIP? If not, may it set up in any terrain not mentioned in D9.52?
A. No. Debris, shellholes, and rubble (O.7 and O11.6194). [Compil3]

O11.6194c & A12.3 See prior entry.

O11.6203 Is a MOL-P Pltn immune to the effects of Depletion, as it only consists of two weapons?
A. No, it should consist of three weapons. (This was inadvertently changed by typesetters and not caught in proofreading. {Corrected by errata on the Russian Reinforcement Group Chart in the 1990 ASL Annual. SR} [Letter8]

O11.6205 Must a leader who is assigned a Field Phone during setup of the first CG scenario in which he participates be setup stacked with a MMC of his RG? Do leaders who are setup with Field Phones receive free HIP (C1.23)?
A. Yes to both. [Letter8]

O11.6205 & O11.619 See prior entry.

O11.6206 It is the first day of a Red Barricades CG. When deciding how many commisars the Russian player can get, do the at start forces count toward Purchased Infantry RGs or only the actual purchased Infantry RGs? In other words, can I trade in 3 leaders (two at start infantry RGs and one purchased) for commisars or only one?
A. Three leaders (in your fictional example); consider the OB-given RG to have been "purchased" for this purpose. [Letter272]

O11.621 Does the mine purchase expenditure limit of 90 FPP per CG Day include the FPPs available in the initial scenario, or are they considered to have been expended prior to the first CG Day?
A. Yes, they are included. No. [Letter8]

O11.621 Does footnote 6 apply to purchased HIP only, or are units that set up HIP due to setting up inside a pillbox included in the 10% limit as well?
A. Purchased HIP only. [Compil3]

O11.621 Does a HIP Set DC Fortification purchase come with a DC?
A. No; see footnote 9. [J1; Mw]

O11.621 1) Are infantry crews and SMC considered as equivalents in the total number of on board squads for the maximum of 10% FRU of squads that may set up HIP in a day scenario?
A. Yes.
2) Do SMC and infantry crews (that are not manning HIP guns) count as equivalents towards the maximum number of squads that may be HIP?
A. Yes.
3) Is the FPP cost of a HIP SMC who sets up in the same Location with a HIP MMC zero (i.e., free)? Or is it one?
A. No. It is one. [Letter258] {Minor editing. SR}

O11.6234 As the Scenario Attacker, may the Russians use Cloaking for onboard as well as offboard units? How would the number of Cloaking counters be determined?
A. Yes. One per squad-equivalent in that side's at-start OB. [An93a; An95w; An96; Mw]

O11.6235 The German (or Russian) Assault VC says: "... the Attacker wins if at scenario end he Controls >= 24 (if German) or >= 12 (if Russian) more Stone Locations than he has lost (or than he started with, if he has lost none) ...".
Consider a German Assault where the German started with 50 Stone Locations and lost one. Now the VC reads: "the German wins if at scenario end he Control >= 24 more Stone Locations than he has lost" which becomes "the German wins if he Control >= 25 Stone Locations". This must obviously be wrong since he started the day Controlling 50 Stone Locations?
I assume the sentence should say: "... the Attacker wins if at scenario end he Controls >= 24 (if German) or >= 12 (if Russian) more Stone Locations than he started with ..."
A. Yes. [Compil3]

O11.6242 In RB campaign games is there any way of losing Ammunition Shortage status for units that started that day in an Isolated Location? If a HS with Ammunition Shortage recombines with one without this condition, does the recombined squad suffer from Ammunition Shortage also?
A. Yes, see O11.6243. Yes. [Compil8]

O11.6243 May a MMC relieve Ammunition Shortage status for more than one isolated unit per turn?
A. No. [An97; Mw]

Reinforcement Group Charts, Footnote P (pp. O17 & O18) Last two lines should read "... allows normal (only) Barrage (E12.11). Each Barrage must have a *north-south* Hex Grain Alignment (E12.11-.2).[36] See also SSR CG6 (11.4)." [An90; An95w; An96; Mw]

Russian Reinforcement Group Chart (p. O18) For the MOL-P Pltn, change "x2" to "x3", and the CCP Cost to "2". [An90; An95w; An96; Mw] {Already corrected in second edition printings. SR}

RB SSR RB2 1) This SSRstates that "A unit may use sewer movement to cross from one side of a gully to the other only if it ends its MPh in the Sewer Location of a gully-manhole hex. Does this restriction also include Culverts (EX:. D38), as they "represent a subterranean gully" (O7.1)?
A. No.
2) or may a unit use Sewer Movement from D37 directly to D39?
A. Yes. [Letter94] {Minor editing. SR}

Chapter P Divider
* LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96; Mw]
* LG Hex E1, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96; Mw]

Revised counters are included in Doomed Battalions. [Compil8]

KGP I St Map IMPORTANT: Note the existence of a Level 8 Crest Line in "St" hexrows TT28-OO31-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ54-JJ56. Also, the Level 3 Crest Line in StM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road N51-O57. [p.P21; An95w; An96] {The An96 claims this appeared in the An95w, but I cannot find it. SR}

KGP II Ch Map [all An96; Mw]
* Delete the slope in hex FF8 on the FF8/FF9 hexside.
* Hex AA10 should contain a Steeple Location, making 14 LVP on the map.
* Hex A10 arrow should be green, not blue.
* Hex S20 arrow should be green, not blue.

KGP II Lg Map
* SS29 is a Pine Woods hex. [An96; Mw]
* Hex K57 Arrow, entry time should be "19PM" not "19AM". [An96; Mw]
* Hex R0 Arrow, blue half should be gray, should read 19PM with a German cross. [An96; Mw]
* Hex R0 Arrow, the 23AM half of arrow should be brown (tan), not red. [An96; Mw]
* Hex E1 Arrow, blue half should be gray, should read 19PM with a German Cross. [An96; Mw]
* Hex E1 Arrow, the 23AM half of arrow should be brown (tan), not red and should contain a US star. [An96]
* The M29-N28 hexside is a slope hexside on both map sheets. [An97; Mw]

P2.3 & B14. See prior entry.

P2.3, B14. & F6 See prior entry.

P3.3 Is a SdKfz 2 Kettenkrad considered a motorcycle for the purposes of this rule?
A. Yes. [An95w; An96; Mw]

P4.11 Are Riders allowed IN a stream-woods/-orchard hex?
A. Yes – Riders are not affected by the woods/-orchard while they are IN the stream. [An95w; An96; Mw]

P5.11 What is "half the normal Bypass MP expenditure"?
A. One MP if on paved road (i.e., half of the normal two MP for Bypassing in Open Ground), or 1-1/2 MP if on an unpaved road (i.e., half of the normal three MP for Bypassing in Soft (as per SSR KGP 5) Open Ground). [An95w; An96; Mw]

P5.141 Where is LOS drawn to when attempting to cause HIP loss to a Narrow Street roadblock?
A. The LOS must be drawn to both vertices of the hexside straddled by the roadblock. [An95w; An96; Mw]

P5.141 & B29.2 See prior entry.

P5.2, B31.2 & Q4.2 See prior entry.

P8.2 May a player ignore his HIP units for purposes of declaring control of a Strategic Location?
A. How could he? [Compil6]

P8.4 CG5 May an on-map Cloaked non-dm SW be fired on the Player Turn it loses Cloaked status, or is it restricted by E1.42?
A. E1.42 applies. [Letter8]

P8.4 CG8 When the U.S. player receives AFV with bow-mounted FT, may he secretly note it on a side record, or does he have to mark the AFV with a (BMG disabled) counter?
A. He may secretly record the status, but must reveal the existence of the FT as soon as the AFV is unconcealed and in LOS of and within 16 hexes of a Good Order enemy ground unit. [An97; Mw]

P8.4 CG11 Does being out of all possible LOS at set up allow a unit to set up HIP?
A. No. [Compil6]

P8.51 I.3 After the CA of a Gun is determined by the dr, is the Gun considered to have been originally set up with this (new) CA for all purposes?
A. Yes (e.g., Case A NA if the Gun were then to fire within its CA). [Compil3]

P8.53 In the "INITIAL SCENARIO VICTORY CONDITIONS:" replace "bridge location R46" with "hex R46". [An96]

P8.6042 & O11.6042 See prior entry.

P8.6053 Delete the second sentence ("A ... Territory."). [An95w; An96]

P8.6141a & A21.21 See prior entry.

P8.61421 After "<=4, that SW" add "or mounted FT of a manned, mobile AFV". [An96]

P8.6198 Add 'and "HW"' after "I" in description of Objective Hex. [An96]

P8.6204 When an M2 mortar is traded for a 60mm OBA module, may any retained HS in the same Setup Area be eliminated, or must a HS of the mortar's original RG be eliminated?
A. Any retained HS in the same Setup Area. [Letter8]

P8.6204 & SSR KGP 16 A player in KGP I elects to withhold three light mortars and the necessary HS/Crews to create an OBA module at the start on a CG scenario. Are the mtrs/crews/HS 1) lost for the next CG scenario like a normally purchased OBA module, or 2) retained as reinforcements for the next CG scenario?
A. Half-squads & mortars are eliminated when traded. [Compil2]

U.S Reinforcement Group Chart (p.P17) Note "S" in the U.S. RG Chart is incorrect. 80+mm OBA can fire only HE/WP. [An95w; An96; Mw] {Corrected in KGP II, p.P17[96]. SR}

U.S. Reinforcement Group Chart The chart specifies that a Pre-Registered hex recorded prior to set-up is required for the Bombardment placement. Does a friendly unit need to have a LOS to the Bombardment Pre-Registered hex? Can the Bombardment Pre-Registered hex be placed any where regardless of LOS?
A. No. Yes [Compil5]

SSR KGP3 Does Mist LV DRM negate FFMO, Interdiction, or Residual FP?
A. No, unless it is Very Heavy or Extra Heavy (i.e, unless it is a LOS Hindrance). [Compil8]

SSR KGP3 Unless all fire originates in-hex, all such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26). [J4] {J4 errata mistakenly says this is on the "Chapter Q" divider. SR}

SSR KGP5, D2.21 & E1.52 See prior entry.

SSR KGP7 Does a vehicle have to enter the woods and thereby expend MP (and risk Bog) in order to OVR Infantry in a Single Lane Road hex? Is a HIP Infantry unit in a Single Lane Road hex revealed if a vehicle enters the road part of the hex?
A. No. Yes. [Compil3]

SSR KGP7 & B6.431 See prior entry.

SSR KGP7 May a vehicle move off-road in a Single-Lane Road/woods hex? May a vehicle change its VCA to two non-road hexsides in such a hex by making a Bog check?
A. Yes. Yes.

SSR KGP16 Is the resulting radio subject to the same restrictions as any of the units that were withdrawn to generate the OBA battery? (i.e., in the CGII Initial Scenario may the American player withdraw one or more mortars from the purchased RG but enter the radio on turn 1)?
A. Yes. No. [Compil6]

SSR KGP16 & P8.6204 See prior entry.

MAP What level is hex Z8 at?
A. Level -1. [An97]

MAP Shouldn't Cafe Gondree (hex X18) have ground and first level?(Photos of the building show an upstairs)
A. Not all buildings with an "upstairs" should be two-story. [Compil9]

MAP a) On the PB Map, does the Hedge at the X16/X17/Y17 Vertex exist at Level 1, Level 0, or both Levels?
A.Both levels.
b) Does a LOS exist between an Entrenched unit in X16 to Y19? From Y16 to V20?
A. No to all. [Letter40]

MAP Change the grid coordinate for the hex between KK10 and KK12 from "KK10" to "KK11"; change the second "10" to an "11" in hexrows II and MM also. [An97; Mw]

MAP Hex C9 should have a square, white staircase symbol indicating it is a Tower. [An97]

Q1.5 In the first line change 'E7.33' to 'E3.73'. [Letter17]

Q1.8 Change "reduced" to "increased". [Letter172]

Q2.5 In the second line change 'E3.7' to 'E7.3'. [Letter17]

Q3.51 In the last line of the example change '2.54' to '3.54'. [Letter17]

Q4.2, B31.2 & P5.2 See prior entry.

Q5.1 How is a gully/irrigation-ditch hex (e.g., PB R22) treated?
A. Like a gully hex. [J1; Mw]

Q6.1 Hex C9 should have a square, white staircase symbol indicating it is a Tower. [An97; Mw]

Q8.2 Can squad E see squad A?
A. No. ILLUSTRATION Under squad E, add "A, " between "except" and "B". [An97; Mw]

Q9.1 Does the German control all Strategic Locations at the start of CGI?
A. Yes. [An97; Mw]

Q9.4 Are the British 2-4-8 sappers for the campaign game?
A. No. [Compil9]

Q4 CG3 If the Germans declare NQ during a CG date (playing PB-II) does that stay in effect for the rest of the CG or is it just in effect for that CG date?
A. Just for that scenario. Contrast that to what happens if a Massacre occurs per CG SSR 3 (most CG have a similar SSR). [Letter200]

Q9.4 CG4 This SSR states that the provisions of E1.21 do not apply. May a SMC with "Freedom of Movement" pass on this status to an MMC stacked with it at the beginning of a friendly MPh?
A. No. [Compil7]

Q9.4 CG4 Do any clouds or moon exist for the campaign?
A. No. [Compil9]

Q9.4 CG4 & E1.21 See prior entry.

Q9.4 CG4 & Q9.51 CG I How do AFV's gain Freedom of Movement at night for CG I?
A. Per CG4. [Compil9]

Q9.4 CG4a Add "Treat the three German setup areas separately for purposes of E1.2 and A2.9.". [An97; Mw]

Q9.4 CG4b & Q9.6058 During the RePh following the completion of the Night I scenario, do units north of hexrow CC have Freedom of Movement and thus may be shifted to new starting positions when setting up for the Night II scenario?
A. Yes; see Q9.6058 [J1; Mw]

Q9.4 CG4c & Q9.6058 Can German units in Benouville which remain under a "No Move" counter at the conclusion of CG Night II set up in Night III with Freedom of Movement in any hex of the same friendly set up area? Or must they set up in the same hexes they were in at the conclusion of CG date Night II?
A. Yes. No. See Q9.6058. [J1; Mw]

Q9.4 CG4c Should the British in CG Date Night III receive cloaking even though setting up on board (like the Germans in CG Date Night II)?
A. No. [Compil8]

Q9.4 CG4c Must German SW setting up onboard be dm if Cloaked?
A. Yes. [Compil8]

Q9.4 CG 13 What if random selection of a sniper attack places the counter within 10 hexes of the other friendly sniper counter?
A. Then place the Sniper there. [Compil9]

Q9.4 CG 17 & Q9.6102 Are Walking Wounded MMC returned to "any non-isolated area" even if they were removed from an isolated area?
A. Areas are only isolated during the RePh, so units removed during play do not come from an isolated area. [Compil8]

Q9.4 CG17 If a HS remains in the Walking Wounded box at the end of the RePh, is it removed or does it remain there till the next RePh?
A. It is removed. [J1; Mw]

Q9.51 CGI There are three German setup areas in the initial scenario of PB CGI. Can 25% of the *total* German at-start force set up HIP in any of the areas?
A. No; HIP, Dummies, and deployment should be calculated separately for each of the three setup areas. (See Q9.4 CGSSR4a Errata.) [An97; Mw]

Q9.51 CG I For CG I, can German units set up west of the canal?
A. Yes. [Compil9]

Q9.51 CG I & Q9.4 CG4 See prior entry.

Q9.52 CG II Are the fortifications restricted to set up in specified hexes for CG II only?
A. Yes. [Compil9]

Q9.605-.6058 Example hex Y14 should be No Man's Land. [An97; Mw]

Q9.6058 & Q9.4 CG4b See prior entry.

Q9.6058 & Q9.4 CG4c See prior entry.

Q9.6061 Example In line 10 change "8" to "10"; in line 11 change "+3" to "+1", delete "and" and after "Isolated" add ", and -2 for being adjacent to a Friendly Setup Area"; in line 13 change "+3" to "+5" and in line 14 before "and" add "+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area,". The section should now read "The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM ("+1 per HS-equivalent > one HS using the same Escape DR", +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated)." [This supersedes the errata for this section in the 1997 ASL Annual.] [J1; Mw]

Q9.609 What happens to terrain blazes that are in terrain other than buildings/-rubble? May vehicle blazes in other than building/rubble hexes spread to other burnable terrain in that Location?
A. The blaze counter is removed in this step. Not in the RePh. [Letter265]

Q9.6102 & CG17 See prior entry.

Q9.6152 The British receive a Sherman III(DD), not a Sherman V. [J1; Mw]

Q9.61741 Which is correct? The entry arrows on the PB map or the CPP Entry Cost Table?
A. The entry arrows on the PB map. (See Errata below.) [An97; Mw]

Q9.61741 CPP ENTRY COST TABLE Delete the entry for hex A15 and change hex A8 to A7. [An97; Mw]

Q9.61741 & Q9.62022 1) May purchased dummies be used for on map set up? **Must** they be used for on map setup? (i.e. may they be entered from off-map?)
A. Yes. No (yes).
2) If they may enter from off-map, are dummies only permitted to enter using the same Entry Area as an actual reinforcement group?
A. No.
3) If dummies may enter by themselves, would they pay extra CPP cost if they use an Entry Area with a +x value in the arrow?
A. Yes. Dummy units of the M1 RG must pay the appropriate extra CPP regardless of whether or not they enter with another RG. [Letter197] {Original email mistakenly cites Chapter P. SR}

Q9.62021 & Q9.62022 Can units be moved within a given set up area in the Refit Phase prior to start of the next CG scenario?
A. Yes. [Compil9]

Q9.62022 & Q9.61741 See prior entry.

Q9.62022 & Q9.62021 See prior entry.

PB SSR14 Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?
A. No. [An97] {An97 mistakenly cites SSR1. SR}

PB SSR19 Does the +2 modifier applied to
British use of star shells also apply to IR rounds?
A. No. [Compil7]

Retained Unit Boxes All references on the retained unit boxes that are listed as "R9.071" should be "R9.6071". [J2]

Hex R20 Is hexside R20/R21 a rowhouse hexside?
A. No. [J2]

Turn Record Track The circled number in the Turn 8 block should be a circled 8, not a circled 6. [J2, Mw]

R1 Can a unit in e.g. R18 on the bridge see a unit in Q17 level 0? R1.1 says the Bridge is inherent terrain, so the R17 bridge hex would block that LOS, right?
A. Bridges are not LOS obtsacles. They are hindrances. The Bridge itself does not block LOS (as it is just a hindrance and not an obstacle), however the rowhouse hexside does (see R1.12). [Letter37]

R1 Can mortars of all kind fire from/at the ground level of the Arnhem Bridge hexes?
A. Yes. [Letter37]

R1 Are these the correct DRMs? Indirect Fire (OBA) vs. Arnhem Bridge hexes: DRM on the Bridge +1(Bridge) -1(Wide City Boulevard) for total 0
A. Correct.
* DRM under the Bridge +1(Bridge) +1(TEM of Location under the Bridge) for total +2
A. Correct. [Letter37]

R1.22 Example, line 5: Change "(by 2.4)" to "(by 1.22)". [J2, Mw] {Both mistakenly say "line 4". SR}

R4.3 This rule references B9.21 when discussing LOS. Does this mean that a unit two hexes away at ground level cannot see/fire into the cellar?
A. Only if a wall/hedge is involved. [Letter105]

9.2 & R9.619 Footnote F Is a road hex only a "Frontline road hex" (9.2) if bordered by a Friendly Setup Area on the one and a Enemy Setup Area on the other side? In other words would a Location in a Friendly Setup Area adjacent to one/more road hexes only be regarded a Frontline Location if that road hex(es) would also be adjacent to an Enemy Setup Area (EX: Can I put mines/fort.locs. in GG4 in Block V (=Friendly Setup Area) if Block N is Uncontrolled)?
A. Yes. Yes to both. [Letter37]

R9.4 CG15 Do you roll for Sz on the DYO table for German AFVs?
A. Yes, if is an optional armament. [Letter43]

R9.4 CG23 What happens with respect to CG23 (British HQ) if the British player is not able to get a LOS to the Bridge from any of the multihex buildings in the Blocks he controls before 18AM?
A. If the British player has no buildings which meet the requirements of CG23, then they cannot so declare one (i.e., the British have an HQ somewhere of course, but they do not get the benefit of CG23). [Letter37]

R9.4 CG23 Can the British declare their HQ in a building they currently control (i.e. Brit. Location Control markers in all Locations) even though the building itself is in a at that moment Uncontrolled Block (CG23 only says "... multihex building he currently Controls")?
A. Yes. [Letter37]

R9.51 & R9.53 CGI/III Initial Setup Areas Are the initial setup areas in CG I/III considered seperate even though not confined to blocks and partly overlapping?
A. The German forces are considered a single force for HIP/Dummy purposes. [Letter37]

R9.51 & R9.53 CGI/III Initial SSR6 a) The Initial SSR #6 for CG I/III says the Germans control all Strategic Locations on/east of hexrow N at the start of the CG. As Block Control is determined **only** in step 9.605 of the RePh and that step is not executed before the Initial Scenario this means that the Germans do not have Control of a single Block on the map for the first scenario until Control is determined in the RePh thereafter, right?
A. Correct. This will lead to some (potentially) interesting situations as the first CG scenario nears its end. Both players will need to keep the RePh in mind when they maneuver their forces for the next day.
b) This means that if there are both British and German MMC in e.g. Block K at that point of the RePh after Scenario 1 (CG I/III) this Block will be Uncontrolled territory (whereas if the Germans were to have Block Control at the start of that scenario they would keep Control of that Block and force the British out).
A. Correct. [Letter37]

R9.51 CGI Initial German OB & Initial SSR5: the third group sets up ≤ three hexes from hex R22 not ≥ 3 hexes. The turn 1 reinforcements enter on hex R0, not S1. [J2] {Added reference to SSR5. SR}

R9.53 & R9.51 CGI/III Initial Setup Areas See prior entry.

R9.53 & R9.51 CGI/III Initial SSR6 See prior entry.

R9.605 a) Are all the Control markers in Uncontrolled Blocks left on board once placed?
A. Yes. The only time they are removed is if they change hands due to Block Control (forfeiture).
b) If all the Control markers left on board as they were during the scenario can a multihex building in an Uncontrolled Block be occupied by both German and British Location Counters
A. Yes. Provided the Block remains uncontrolled. [Letter37]

R9.605 Is there any way to combine the Chapter R divider listed blocks into larger new blocks (i.e., joining of blocks)?
A. No. [Letter174]

R9.6051 How do you initially gain control of an **uncontrolled** block? 9.6051 only talks about "Control of that Block switching to or remaining with the side occupying the Block." Strictly speaking this seems not to apply to **uncontrolled** blocks.
A. It is done using the same mechanism (R9.6051). In this case, the block "switches" from Uncontrolled to German (or British) Controlled. [Letter37]

R9.6053 I had a HIP HS in P19/1 which popped up in the RePh. P19/0 contained a British Control Marker, O19/0 a German Control Marker. The Block was found Uncontrolled after steps 9.6051 and 9.6052. Can the HS be retained freely in 9.6053 even though the ground level in its hex contains an enemy control marker or does it have to Escape?
A. It is Retained. Escape is not required since it can trace a path of uncontrolled territirion hexes (note that Location Control except as it may determine that a block is controlled – and thus no longer uncontrolled territory – is immaterial). [Letter37]

R9.6053 Should the last sentence in R9.5063 "Non-dm Guns in ... Uncontrolled Territory >= 3 hexes from a Friendly Setup Area, are left unpossessed in their current Location and the crew is then either Retained or must attempt escape" be read as a continuation of the sentence before and therefore be understood as "Non-dm (Emplaced) Guns ..."?
A. Yes [Letter37]

R9.613 Shift Table DRM Change "drm" to "DRM".

R9.619 Note B in the fortification table has no explanation. What does it mean?
A. Add the following to the Fortification Purchase Table Notes: "B Only the British may purchase this Fortification type." [J2]

R9.619 Footnote F & R9.2 See prior entry.

SSR ABTF18 This says that Smoke-eligible German ordnance is considered to also have "WP6 printed on the reverse of the counter". Does this then mean that the actual Depletion Number is "7", since the whole German OB is Elite (SSR ABTF20)?
A. Correct. Printed is 6. Raised by one for being elite. [Letter37]

Chapter S Divider The Squad Replacement
Table is missing the text. When referring to this
table, please see rule S17.82, which has the
correct information. [Gen30.2; An96]

Chapter S Divider The Company Leader Type
(S17.81) is missing the "Generic" drm entries,
and the Russian drm should be +1 for "1941-
9/42". The 42-45 Russian Rifle Company note
omits the positive CGP requirement and that
"2-3-7 x 1" becomes "2-4-8 x 2". [Misc1]

S17.82 The information shown in this rule should
also be shown on the Squad replacement Table on
the Chapter S Divider. [Gen30.2; An96; Mw]

Is PTO Terrain (G.1) in effect?
A. No. [Mw]

Map The Pier/beach locations T33 and V33, are these pier or beach/hinterland locations?
A. Pier Locations. [Letter103]

Map Is T33 a hinterland hex? If so is it soft sand vice hard sand?
A. It is a Pier Location. [Letter103]

Map Can an LVT enter T33 from T34, and if so what\'s the MP cost and bog rolls and DRM\'s , if any?
A. Vehicles and Guns cannot enter T33 from T34. [Letter103]

Map If a 37 Gun enters T33 from U33, is it moving into sand or a pier location? (assuming U33 was on the pier, not under it)
A. A pier Location. [Letter103]

Map Does V33 have a below pier location? What about U33 and W33?
A. See T9.2. [Letter103]

T1.1 Delete the superscript 1 after "Betio" in the first sentence. [J2]

T2 & G13.21 See prior entry.

T3.2 Can Pillboxes set up in a beach hex?
A. No, nor can trenches; add "in Soft Sand" in T3.2 line 1 after "(F7.4) are NA". [Mw; J2]

T6.4 Are there any Passage counters as mentioned in T6.4?
A. No. Delete the word "counter" in lines 1 & 3 of T6.4. [Mw; J2]

T6.4 Can a Passage connect Locations that are 2 hexes apart?
A. No, Passages only connect adjacent Locations. [Mw; J2]

T6.51 Are guns firing from within a bombproof obliged to use area fire?
A. The FP of Guns is not halved and they are not affected by Area Fire. [Letter34]

T8.1 & T15.6141 Per T8.1 & T15.6141 do the CG automatically begin with two 8-in. Guns? May the Japanese purchase an additional two 8-in. Guns?
A. Yes to both. [Mw; J2]

T9.2 This rule says that the location underneath the pier has a max stacking capacity of one squad equivalent. Can this location still overstack?
A. No. Max is one squad-equivalent (unlike Steeple, e.g., which has a normal stacking limit of one HS). [Letter101]

T9.2 1) Does a wreck in an ocean hex hinder LOS between a Pier hex and a Hinterland hex?
A. Yes.
2) Does a wreck in a beach hex hinder LOS between a Pier hex and a Hinterland hex?
A. Yes. [Letter134]

T15.4 CG2.1 CG2.1 line 3 replace "during" with "prior to initial". [J2]

T15.4 CG2.2 The last sentence of CG2.2 (and its EXC, along with the reference to CG2.3) seems to say that all non-Rifle-company formations may be attached to (i.e., transfer to) other Formations, since Rifle Companies are the only Formation *not* excepted. Is this correct?
A. No; in the last sentence of CG2.2, change the two occurrences of "Formation" to "BLT". [Mw; J2]

T15.4 CG2.3 When CG2.3 says that one or two Formations get assigned to each Assault Wave, does this mean one or two Formations from each BLT per Assault Wave, or one or two Formations total per Assault Wave?
A. One or two Formations total per Assault Wave. Note that there is one Assault Wave per Entry Area per turn of entry. [Mw; J2]

T15.4 CG2.3 Per CG2.3; can >1 Assault Wave enter on the same turn, in the same Entry Area?
A. No, only one Assault Wave may enter per turn per Entry Area. In CG2.3, at the end of the next to last sentence after "any CG scenario" add "one per turn per Entry Area. [Mw; J2]

T15.4 CG 2.3 In the first sentence after "assign" insert "all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning" and delete "for the current CG Date". [J2]

T15.4 CG 2.3 first sentence of new paragraph after third bullet replace "Formation Creation Record" with "Landing Schedule Record." [J2]

T15.4 CG2 So let me get this straight. All At-Start Formations (e.g., in CGIII, the 3/2, 2/2, & 2/8 BLTs) are assigned to Assault Waves prior to start but after Japanese setup. The base Formations (F1-F5) cannot switch between BLTs. At-Start auxiliary Formations (F6+) can switch between At-Start BLTs, but not between Reinforcement BLTs (i.e., Follow-On Battalion, Regimental Reserve, or Divisional Reserve) and vice versa. All Formations of a Reinforcement BLT are assigned to Assault Waves in the RePh preceding the CG Date in which the first element of that Reinforcement BLT will enter. No Reinforcement BLT may enter before all of the base At-Start Formations have entered. The Follow-On Battalion (but not the Regimental Reserve or Divisional Reserve) may enter before all of the At-Start auxiliary Formations have entered, but once the Follow-On Battalion has started to enter no more At-Start auxiliary Formations may enter until <u>all</u> of the Follow-On Battalion has entered. Since it is a Reinforcement BLT, the Follow-On Battalion does not have to be assigned to Assault Waves before start, but if you want to bring the Follow-On Battalion on before all of the At-Start auxiliary Formations enter, you are going to have to leave room for it on the Landing Record Table.
A. Yes. [J2]

T15.4 CG 5 1) Is a SMC that is HIP with a wading MMC an eligible sniper target?
A. No.
2) Do wading units need to consider the PP of their HIP SW?
A. Yes [Letter134]

T15.4 CG 18.13 Delete CG18.13 entirely. [J2]

T15.6141 & CG I Is the Max Per Beach doubled for the 'Elements of 3rd SBF'?
A. No. [Mw; J2]

T15.6141 & T8.1 See prior entry.

Z1.11 Replace "DRs" with "drs". [J4]

Z1.41 The duller green hexes (EX: OO18) are at Level 0, the brighter green hexes (EX: OO17) are at level higher (Level 1), and the light brown hexes (EX: OO16) are at Level 2. The brighter green Level 1 hexes are considered "hill hexes" for the purpose of footnote b in the CG Victory Conditions. [J4]

Z1.42 In the Initial Scenario of the Campaign Game, the Americans get 8 Wire counters (four of which have their location predesignated) and enough foxholes to hold 8 squads (three foxholes of which have their location predesignated). [J4]

Edson's Ridge SSR

ER7 & ER8 The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine halfsquads (6) supersede the values listed in G17.151 only for scenarios played on the Edson's Ridge mapsheet. [J4]

ER8 7 ER7 See prior entry.

Operation Veritable

CG6 What happens if one side controls one or mors of the adjacent hexes and was the last to control the crossroads, but an immobilized vehicle, gun, or fortification controlled by the other side ends up in the the actual crossroads?
A. My opinion is that CG6 is controlling here. Regardless of who/what is in a crossroads hex. [Letter209]

German Vehicle Note 37.1 Sturmtiger The "THIS TURN/LAST TURN" couters are purple on white on the "LAST TURN" side. Does this indicate they are removed at the end of the DFPh, contrary to the rules?

A. The rule is correct. [Letter226]

Initial Scenario Special Rule I.2 Does that that mean they actually commence on Turn 1 with no possibility of pre game barrages or are the barrage still subject to the possibility of pregame stuff?
A. They can "start early". [Letter219] {Re-worded. SR}

Initial Scenario Special Rule I.2 Do "pre-Game Turns" " count towards the "Turn 6" lift of the Creeping Barrages (CB) given to the Canadians in SSR I.2? [EX: One of the given CB has 3 "pre-Game" turns before CG start. It thus "lifts" on Game Turn 3.]
A. No; it lifts on "Turn 6" not "after six turns of barrage." [Letter236]

RR2 Add at end "All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario." [J5]

RR8 If some of the passengers of a RAM break, how can either the broken or unbroken passengers meet the requirement of this rule to unload at the same time?
A. Broken Passengers do not "unload". They "rout". [Letter205]

RR14 Why is there that EXC about the 6 on the colored dr for Bogs?
A. Unknown. Factories don't have cellars, B23.742. [Letter219] {Re-worded. SR}

Z2.42 Initial Canadian OB Are the Carrier HS 2-4-7s or 2-4-8s?
A. 2-4-7. [Letter219]

Z2.42 Initial Scenario Setup Sequence for the RR CG "Milk Factory" The Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72. [J5]

Z2.5141c This says that AFV under recall are eliminated, even in the entry area (offboard) at the end of a CG scenario. Does this really mean that Kangaroos are eliminated at the end of a CG day in which they were used and then exited after unloading (causing recall status), and thus one-shot items for the CG? Seems pretty harsh for just following orders.
A. Yes. They are eliminated. We asked this question during PT and your interpretation is correct. [Letter223]

Operation: Watchtower RG Tables

IJA RG I2, U.S. RG I5 & I6 Are the squads from these RGs Assault Engineers (H1.22)?
A. No. [Letter127]

U.S. RG I5 & I6, IJA RG I2 See prior entry

ASL Modules Scenarios

Scenario 2 ("Mila 18") The Germans *must* perform the Mopping Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations. [An89; An96; Mw]

Scenario 3 ("The Czerniakow Bridgehead") Each unit eliminated due to SSR 2 counts as Casualty VP. [An89; An96; Mw]

Scenario 4 ("The Commissar's House") In SSR 3, the Russians should have Level A Booby Trap capability – not Level C. [An89; An96; Mw]

Scenario 8 ("The Fugitives") In SSR 1 change "pre-designate" to "secretly record". [An95w; An96; Mw]

Scenario 8 ("The Fugitives") Re SSRs 1 and 7, which one is resolved first?
A. The German secretly records his entry hex, the Russian then places his Rubble counters, and the German then reveals his entry hex. [An95w; An96; Mw]

Scenario 8 ("The Fugitives") Does SSR7's reference to "six non-adjacent building hexes with a second level" mean:
(a) Any multi-level building hex, OR
(b) Any hex containing a Level 2 building Location?
A. The latter. [Letter96]

Scenario 9 ("To The Square") The Russian radio should have contact values of 6/7/8 – not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting. [An89; An96; Mw]

Scenario 10 ("The Citadel") The German (133rd Infantry Regiment) may setup "within four hexes of BB5" and/or "anywhere south of the canal". For example, German units from that group can set up in both 23BB9 and 23A3. [Letter10]

Scenario 17 ("Lost Opportunities") In the VC should "stone" or "multi-hex" be inserted in front of "buildings"?
A. No. [Compil6]

Scenario 20 ("Taking The Left Tit") The Victory Conditions should read: "The Americans win if at game end they have Exited >= four Good Order squads (or their equivalent) off the north edge of board 2, *and* currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans." [An89; An96; Mw]

Scenario 21 ("Among The Ruins") U.S. tanks do not count towards the Victory Conditions. [An89; An96; Mw]

Scenario 23 ("Under The Noel Trees"), A1.23 & A19.132 See prior entry.

Scenario 25 ("Gavin's Gamble") The Scenario date should be 1944. [Misc25]

Scenario 26 ("Tanks In The Street") In the second line of the Victory Conditions, change "by" to "at". [An89; An96; Mw]

Scenario 33 ("The Cossacks Are Coming") For Victory Condition purposes, does the 50mm mortar have a FP value of "2", "3", or "6"? Does the Cossack LMG have a FP value of "2" or "3"?
A. "3" in both cases. [An93b; An96; Mw]

Scenario 41 ("A Bridgehead Too Wet") Change the British Balance Provision to read, "In the Victory Conditions, change '>= 7' to '>= 8'." The Class on the German HS counter illustration should be "E-with-a-box", not "1". [An90; An96; Mw] {The British Balance Provision already has '>= 8'. Was this just an error in early printings? SR}

Scenario 47 ("Rude awakening") "-1 0/2PP" and "-1 2/3PP" on the Motorcycle counter illustrations should be "M10 0PP -1" and "M9 3PP -1" respectively. [An90; An96; Mw]

Scenario 48 ("Toujours L'audace") In SSR 5, change "German ... hostile" to "Germans are in a hostile, and the Belgians in a friendly, ". [An93b; An96; Mw]

Scenario 49 ("Piercing The Peel") In the Victory Conditions, change "by" to "at". [An89; An96; Mw]

Scenario 50 ("Age-Old Foes") The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; Mw]

Scenario 50 ("Age-Old Foes") On the Wagon counter illustration, "M >=6 1S/5PP" should be "T6 15PP" and there should be two stars (not one). [An90; An96; Mw]

Scenario 52 ("Too Little, Too Late") "-1 0/2PP" on the Cycle counter illustration should be "M10 0PP -1". [An90; An96; Mw]

Scenario 53 ("A High Price To Pay") The LMG counter shown in the British OB should be British – not Axis Minor. The British light mortar shown should be the standard (range 2-11) – not the Airborne – version. [An89; An96; Mw]

Scenario 54 ("Bridge To Nowhere") The Class on both Russian HS counter illustrations should be "1-with-a-box", not "1". [An90; An96; Mw]

Scenario 54 ("Bridge To Nowhere") For Victory Condition purposes, does the 50mm mortar have a FP value of "2", "3", or "6"?
A. "3". [An93b; An96; Mw]

Scenario 56 ("Half A Chance") The DVP values (F.3) are missing from the gun and vehicle counter illustrations. Rules D13.3 and D13.32 of the 1989 Errata supersede SSR 5. [An90; An96; Mw]

Scenario 58 ("Ci Arrendiamo") The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. "-1 2/3PP" on the sidecar counter illustration should read "M9 3PP -1". [An90; An96; Mw]

Scenario 66 ("The Bushmasters") Does SSR4 imply that the reinforcements have to enter as one contiguous Banzai, or could they be set up in 2 or more clusters as long as each cluster meets the requirements for Banzai and this SSR?
A. One contiguous Banzai. [Letter178] {Re-worded. SR}

Scenario 76 ("End Of The Ninth") The French armored cars should *not* have AAMGs. [An93a; An96; Mw]

Scenario 79 ("Bridge Of The Seven Planets") In SSR 1, change "Hill 486" to "Hill 520". Regarding SSR 3, if the leader in building 40oD1 undergoes Heat of Battle, the result is always treated as Battle Hardening. [An93a; An96; Mw]

Scenario 89 ("Rescue Attempt") The VP are awarded to the Belgians at game end: 2VP for a squad and 1VP for a HS regardless of location; plus VP for AFV around 43O10; plus VP for exiting squads/HS. In other words, the Belgians object is simply to survive with 13 VP at game end. [Letter15]

A Bridge Too Far Campaign Games

General SW Question Do expended DC (and other SW) get replenished? In other CG (eg RB) as long as some units of the original owning formation still survived, you would get the DC back. I don't see anything like this in AB2F. Am I just half blind, or is it not there - meaning that you get only one try with a DC (or FT)?
A. Once they are gone, they are gone. [Letter39]

A Bridge Too Far Scenarios

Scenario ABTF1 ("The Prize") Change the setup of the British Headquarters Defense Platoon and Troop B, Royal Engineers, to "set up on/east of hexrow G ≤ 3 hexes from hex I6:". [J2]

Scenario ABTF8 ("God Save The King!") The first four "?" in the British OB and the first two "?" in the German OB should be DC, i.e., the British should get four DC and twelve "?" and the German Group 1 should get two DC and zero "?". In SSR1, hex F20 starts ablaze, not hex F21. In SSR2, There should be no rubble in hex M15. Hex M15 should contain shellholes. [J2, some also Mw]

A GI's Dozen Scenarios

Scenario U2 ("Sweep For Bordj Toum Bridge") Does the American T19 HMC halftrack in the US OB start hooked up to its trailer as per its Chapter H vehicle notes?
A. Yes. [Letter68]

Scenario U3 ("The Factory") The victory conditions for "U3 The Factory" state "The Americans win at game end if they Control at least 6 of the 10 multi-level (B23.22-.23) buildings on board 12." There are 11 multi-level buildings on board 12, but there are 10 multi-story buildings. Should the VC's be revised to state
(a) "6 of the 11 multi-level buildings", or
(b) "6 of the 10 multi-story buildings", or
(c) something else?
A. a) 11 <u>multi-level</u> buildings is correct. [Letter148]

Scenario U4 ("Climax at Nijmegen Bridge") The British infantry force is allocated an *Airborne* 51mm MTR. Is this correct?
A. Yes. [Letter88]

Scenario U4 ("Climax at Nijmegen Bridge") SSR 3 states that a reinforcement dr is made starting turn 4, at the beginning of "each" friendly Rally Phase. As it is written, it says that you keep rolling even after you have successfully gotten reinforcements. But the SSR also refers to "the" reinforcements, which sounds like the intention is to get them only one turn. What is intended? Keep rolling every turn – beginning in turn 4 till turn 7, or roll until you get reinforcements - and then stop.
A. You can keep rolling if you wish but you only get "the" one group of reinforcements. [Letter98]

Scenario U6 ("Action At Kommerscheidt") In SSR 1, "OG1" should be "OW1". [J4; Mw]

Action Pack Scenarios

Scenario AP1 ("The Ring") In line 2 of the Victory Conditions change "3 CVP" to "5 CVP". [An97; Mw]

Scenario AP2 ("Storm of Steel") May infantry on board 43 set up in buildings (SSR3)?
A. No. [Compil7]

Scenario AP2 ("Storm of Steel") 1) How many pillboxes do the Russians get: one, or ten?
A. One.
2) Re SSR#3, may Russians set up on board #43 in locations where entrenchments are NA (such as in buildings)?
A. No, they must set up entrenched. [Letter99]

Scenario AP3 ("A Breezeless Day") SSR4 reads "All German 4-4-7s/2-3-7s are considered to have Assault Fire capability...". Is the "2-3-7" listing a mistake since no other HS type in the game has Assault Fire capabilty, and A7.36 says Assault Fire restricted to 'squads' (never mentions HS/MMC).
A. No Assault Fire for the 2-3-7 HS. [Letter201]

Scenario AP4 ("L'Abbaye Blanche") Would a U.S. Gun captured and exited by the Germans be worth 4 VP or 2 VP?
A. 4 VP. [Compil6]

Scenario AP8 ("A Bloody Harvest") Delete the two Polish LMG. Polish Elite and 1st Line squads have Assault Fire. [J1; Mw]

Scenario AP11 ("Swamp Cats") SSR2 mentions Overlay X27, but the board configuration shos X21. Which is correct?
A. The SSR is correct – X27. [J4; Mw]

Scenario AP11 ("Swamp Cats") To win, the Russians must "control the bridge" (among other things). Interpret this as "control the bridge Location", i.e. not the hex nor the Location below the bridge. [Letter28]

ASL Annual Scenarios

Scenario A6 ("The Price Of Impatience") "-12/3 PP" on the Sidecar counter illustration should be "M9 3PP -1". [An90; An96; Mw]

Scenario A11 ("Silent Death") Finnish OB text should read: "27th Sissi Company [ELR:5] enters on turn 1 on any/all board edge(s), expending no more than half their MF allotment." [An90; An96; Mw]

Scenario A24 ("Regalbuto Ridge") In SSR 4, add "as if the gun were a mortar" after "apply", and add "Range is drawn from any west-edge hex of board 3 (the firer may choose *any* such hex when he declares each shot)", after "malfunction". [An95w; An96; Mw]

Scenario A25 ("Cold Crocodiles") May the Canal be crossed as if a Frigid Stream (B20.7)? If not, what effect does it have that Water Obstacles are Frigid in this scenario?
A. No. Not much. [Compil3]

Scenario A53 ("Smith & Wesson") The *Annual '93a* scenario entitled "Smith & Wesson" should be ASL Scenario "A53", not "53". [An93b; An96; Mw]

Scenario A54 ("The Raate Road") The Finnish ATR should be the **20L** Lahti – not the **20LL** depicted. The Russian radio counter depiction should have Contact values of 6/7/8 – not 5/6/7. [An93b; An96; Mw]

Scenario A59 ("Death at Carentan") Are the hedges (bocage) along hexsides O1/N0 through O4/N4 covered by the overlay in play?
A. Yes. [Compil5]

Scenario A60 ("Totsugeki!") Both Chinese MMG Strength Factors should be "4-**10**". [An93b; An96; Mw]

Scenario A63 ("Action at Balberkamp") The German cross in the Turn 2 box of the Turn Record Chart should be in the Turn 3 box, and the British roundel should be in the Turn 2 box; this supersedes the errata for this scenario appearing in the *'An95w*. [An96; Mw]

Scenario A68 ("Acts Of Defiance") Is Kindling allowed?
A. Yes. [Compil4]

Scenario A69 ("Broich Bash") Rotate the north arrow 180 degrees. [different wording in Gen30.2; An96; Mw]

Scenario A69 ("Broich Bash") The American player must Control a building in order to get any points for it. [Letter234] {Re-worded. SR}

Scenario A70 ("Wintergewitter") Does the wall covered by overlay OG2 exist?
A. No. [Compil4]

Scenario A72 ("Italian Brothers") The Republican "Balance" should read: "Delete SSR 5." [Gen30.2; An96; Mw]
In the Republican OB change "SSR1" to "SSR 5" and change "or on south of hexrow C" to "on/-south of hexrow C". [J1; Mw]

Scenario A73 ("Not Out of the Woods Yet") The Americans set up first *and* move first; this supersedes the errata for this scenario appearing in *The Gen30.2*. [An96; Mw]
Are the hedges/walls covered by the overlays meant to be in play, contrary to the normal provisions of G.9C.
A. No. [Compil7]

Scenario A76 ("Night Drop") The American "Balance" should read: "Delete SSR 5." [Gen30.2; An96] The German "Balance" change "turn 4" to "turn 2". [An97] [Both Mw]

Scenario A77 ("Hide & Seek") Rotate board 14 180 degrees. [Gen30.2; An96; Mw]

Scenario A79 ("Mike Red") Change the Allied nationality in the Turn Record Chart from "British" to "Canadian". Delete the bracketed total MMC BPV in the Turn Record Chart; Battlefield Integrity never applies to the Assaulting side in a Seaborne Assault. [An96; Mw]

Scenario A79 ("Mike Red") Ordinarily, Ocean overlays are placed **on Beach** overlays. Is the Beach overlay properly placed here **on the Ocean** overlay?
A. Yes. [Compil9]

Scenario A81 ("They Fired On Odessa ...") The Russians enter along the west edge. [Gen30.2; An96; Mw]

Scenario A82 ("Orange At Walawbum") Add three 50mm Mortars to the Japanese OB. [Gen30.2; An96] In the American setup instructions, change "37S9-37S10" to "36S9-36S10". [An97] [Both Mw]

Scenario A84 ("Endless Struggle") Only hexrows B-FF are playable. [Gen30.2; An96; Mw]

Scenario A85 ("Airborne Samurai") Game length is 7-1/2 turns. Delete the first sentence of SSR 3. [Gen30.2; An96; Mw]

Scenario A86 ("Fighting Sparrow") Since the Japanese Morale is underlined in this scenario (SSR 3), these units are not subject to Unit Substitution. [An97; Mw]
Are the Australian troops of the 2/40 Infantry Battalion considered ANZAC (A25.44) for stealth purposes?
A. Yes. [Compil7]

Scenario A87 ("The Grand Canal") Victory Conditions should read as follows: "The Japanese win if they Control >= 30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five printed stone buildings." [Gen30.2; An96; Mw]

Scenario A88 ("Surprise Encounter") Rotate the north arrow 90 degrees to the right; board 34 180 degrees; rotate board 32 180 degrees; this supersedes the errata for this scenario appearing in *Gen*30.2. [An96; Mw]

Scenario A90 ("Cutting Out a Strongpoint") The South African roundel in the Turn Record Chart should be in Turn 5 instead of in Turns 3 and 4. The DVP values for the South African vehicles should be listed in red; the 2pdr Portees are worth 4 DVP each and the Marmon-Herrington ACs are worth 3 DVP each. [An96; Mw] {The DVP are also missing from the Italian Guns/AFVs. They are: 47/32 AT Gun, 3 DVP; 81/14 MTR, 3 DVP; L3/35 tankette, 2 DVP; Matilda II heavy tank, 6 DVP. SR}

Scenario A90 ("Cutting Out a Strongpoint") Are the South African reinforcement rules supposed to be: dr of at least 2 or 3 < the current game turn # (resulting in the earliest arrival of the two groups on Turns 3 & 4) or DR of at least 2 or 3 < the current game turn # (resulting in the earliest arrival of the two groups on Turns 4 & 5).
A. Based on a dr, but not before Turn 5 (per SSR 7). [Compil9]

Scenario A95 ("The Long Road") Are the roads in the bridge hexes in play (SSR2)?
A. No. [Compil7]

Scenario A96 ("In Rommel's Wake") Add to the end of SSR 4 "A set DC may use HIP and would lose HIP status as a Fortification.". SSR 6 should read "The German cycle counters represent bicycles (D15.8) which may portage one MG when in squad size.". [An97; Mw]

Scenario A99 ("To Clear A Roadblock") The scenario card erroneously shows the German le Pak 41 anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordnance Notes, this weapon only has a 2 ROF. [An97; Mw] {The art inside the back cover of the binder also erroneously shows a 3 ROF. SR}

Scenarios A103 & A104 Are the correct scenario numbers of "Mayhem in Manilla" & "In Front of the Storm", A103 & A104 as written on the scenario cards, or D14 & A103 as written on the Chronology of War listing?
A. A103 & A104. [Compil5]

Scenario A103 ("Mayhem in Manila") Can the U.S. win by entering one of the buildings before the Japanese get a chance to use Defensive First Fire? Can they win by advancing into CC before the CC is resolved? Can they win merely by virtue of one of the buildings being occupied by no one?
A. Yes. Yes. No. [Compil5]

Scenario A105 ("Police Action") In SSR2 (and the board configuration) change "overlay 1" to "overlay 2". [J1; Mw]

Scenario A114 ("Hamlet's Demise") SSR1 The wind blows from the southwest. [J1; Mw]

Scenarios A115 ("Blockbusters"), A116 ("Tangled Up In Blue"), A117 ("Maggot Hill") & A118 ("The Waterhole") SSR1: All Interior Jungle hexes <u>are</u> Dense, but in most cases, however, the "oversized colored center dot" in a Jungle hex designates <u>Light</u> Jungle [EXC: hexes U9-U11]. [J1; Mw]

Scenario A117 ("Maggot Hill") SSR2 says units of both sides may set up "entrenched" if in suitable terrain. Does this mean units may set up in trenches and/or foxholes, as B27 lists both these items as "entrenchments"?
A. Foxholes only. [Letter70]

Scenario Deluxe A2 ("Last Act in Lorraine") There are, of course, 11 two-story buildings. Change the references to "seven" in the VC and American Balance Provision to "eleven". [An90; An96; Mw]

Scenario Deluxe A4 ("The Island") The North arrow should point to the right – not to the top – of the scenario card. [An95w; An96; Mw]

Scenario Deluxe A11 ("Sicilian Midnight") The scenario card depicts Italian 3-4-6 squads with a boxed "1" indicating their first-line status, but only 3-4-7 Italian squads have a boxed first-line designation; 3-4-6s are not boxed. Are the squads supposed to be 3-4-6 first line troops?
A. Yes. [Compil5]

Scenario Deluxe A12 ("Tussle at Thomashof") The British get a total of three Churchill VIIs. (This scenario has been updated and re-released in Operation: Veritable as HS23.) [J4] {This must supersede the prior errata in An97. SR}

Scenario HASL A1 ("Fire On The Volga") Add "[EXC: for Victory Condition purposes only, the river is *not* Flooded]" to the end of SSR 1. [An95w; An96; Mw]

ASL Journal Scenarios and Mini-CGs

Mini CG "A Line In The Sand" In the first column, LitS SR 1, add at the end "The inherent HS of each SPW 250/sMG or SPW 251/sMG is a 2-4-8." [J6]

Mini CG "A Line In The Sand" In the "Operational Force Pool Tables" British Table A, Draw #2, replace "19 DVP" with "14 DVP"; British Table A, Draw #5, replace "4x Stuart II" with "4x Stuart I"; German Table A, Draw #1, replace "20 DVP" with "24 DVP". [J6]

Mini-CG "Broadway to Prokhorovka" The HS Passenger of any SPW 250/sMG or SPW 251/-sMG is a 3-4-8. In table 2, "Russian RePh1 Bonus EVP Chit Pool", chit #4 in table 2a should read "Reinforcements enter on Turn 1." In Example of CG Play, column 2, line 7, replace "2 fatigue chits" with "1 fatigue chit". [J4]

Scenario J1 ("Urban Guerillas") SSR5 should read: "Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario." [J4; Mw]

Scenario J1 ("Urban Guerillas") Will SS units surrender to Partisan units?
A. Yes, like in Mila 18. [Letter88]

Scenario J3 ("A Sunday Stroll") This should have BAZ 44, not BAZ 45, in the American OB. [J4; Mw]

Scenario J6 ("St. Barthelemy Bash") This should have BAZ 44, not BAZ 45, in the American OB. [J4; Mw]

Scenario J14 ("On the Hoss' Side") The playing area should be D-L. [J4]
Should L Company's setup area include I10 in the definition of the alternate hexgrain?
A. Probably. You can set up in I10 but not in I11. [Letter51]

Scenario J19 ("Merzenhausen Zoo") If I set up 5/8" dummies using the OB-given "?" counters, are they required to take the SSR4 NTC?
A. Yes, but such 5/8" Dummy stacks need not be specified as to exactly which 5/8" stack is taking a NTC. [Letter216]

Scenario J27 ("High Tide At Heiligenbeil") SSR3 does not prevent German units from firing PFs. [Letter46]

Scenario J28 ("Inhumaine") SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground). [J4; Mw]

Scenario J28 ("Inhumaine") Do HIP units count against the SSR 3 limit of six counter?
A. Yes, HIP counts towards the limit. [Letter45]

Scenario J29 ("The Capture of Balta") Add SSR 5: "5. The German 8-3-8s/3-3-8s are

considered Assault Engineers (H1.22). The StuG IIIB has AP 10." [J4; Mw]

Scenario J30 ("Nocturnal Attrition") DVP are NA in this scenario since it does not specify DVP but rather CVP. The Guns do not count double when captured. [Letter81] {Minor editing. SR}

Scenario J34 ("Men of the Mountains") In Italian set up, change "and/or" to "and". [J4; Mw]

Scenario J35 ("Siam Sambal") The contact number shown on the scenario card for the French radio should be 7, as is shown on the actual radio counter. [J4; Mw]

Scenario J37 ("Tretten In Flames") In the German OB, the "Elements of the 138th Gebirsjaeger Regiment" are shown as having three ski counters. There are three squads and one SMC. Should they have four ski counters (i.e., all four units are ski equipped),
A. Yes. [Letter129]

Scenario J38 ("Bitter Defense at Otta") Ice rules do not apply. [J4; Mw]

Scenario J39 ("Indeed!") In SSR 2, replace "[EXC: H4-I4]" with "[EX: H4-I4]". [J4; Mw]

Scenario J52 ("Dress Rehersal") BPSSRs apply (see Journal #3, page 60). [J4; Mw]

Scenario J53 ("Setting the Stage") BPSSRs apply (see Journal #3, page 60). In the Victory Conditions, replace "33G6" with "33GG6". [J4; Mw]

Scenario J56 ("A Burnt Out Case") The AMD 35 "loses HIP/? status as if it were an Emplaced Gun." If it is concealed, and fires its *CMG* within LOS and 16 hexes of an enemy unit, does it lose concealment automatically?
A. Yes. [Letter102]

Scenario J57 ("Guards Artillery") In British setup, replace "any whole hex of board g" with "on board g". (i.e., not on board f or hexes shared with board f, but half hexes of board g not shared with board f are OK). [J4; Mw]

Scenario J58 ("No. 8 Platoon Overrun") SSR2 states the gun can't setup HIP, but may setup concealed. (Both sides start on board, and there are 8 concealment counters in the OB.) Does this mean:
1. The gun gets "free" concealment, leaving the 8 concealment counters for use elsewhere, or
2. The gun may be concealed, but doing so at setup will use one of the OB-given concealment counters.
A. #1. [Letter266]

Scenario J60 ("Bad Luck") In the Victory conditions, replace the second instance of "Germans" with "Americans". Scenario design should be credited to Mike Licari. [J4]

Scenario J63 ("Silesian Interlude") The VC say "The Germans win at game end by Controlling al four board 38 buildings and …". What happens if one side or the other rubbles one or more of the four buildings? Does it (a) give the Russian an automatic win, (b) decrease the number of buildings the German must control, or (c) mean that the German must control the remaining buildings plus any rubbled Locations?
A. (b). [Letter121]

Scenario J68 ("Unlucky Thirteenth") Are either the French SA-L mle 35 25LL AT Gun or the S35 tank treated as captured by the British forces?
A. No, neither is treated as captured. [Letter202] {Re-worded. SR}

Scenario J77 ("Moses' Blazes") SSR2 does not require the German player to set up in buildings. [Letter234] {Re-worded. SR}

Scenario J77 ("Moses' Blazes") The Germans on board 23 get 6 "?". [J5]

Scenario J81 ("Twisted Knickers") Replace the 3 onboard Stuart IIIs with 3 Stuart Is (5 DVP each). [J6]

Scenario JM2 ("Bloody Omaha") In MSR 6.31, replace the three instances of "pillbox" (but not "pillboxes") with "Trench". [J5]

Blood Reef: Tarawa Campaign Games

CG I Is the Scout-Sniper Platoon available (per CG2.2 Formation Table, footnote k) for use in the Initial scenario of CG I?
A. No, it is not "available" at all in CGI (just as the 3/2 isn't "available"). Its components are part of the at-start Marine forces. [Mw; J2]

CG I The Japanese OB has only 6 MMG and 6 LMG total (in the Reserve Pool); is this correct?
A. Correct. [Mw; J2]

CG I SSR2 When CG I ISSR2 says "Only the 1st Bn, 6th Marines need to enter in Assault Waves", is "need to" superfluous?
A. You don't need to have those words; there are no other Formations to assign to Assault Waves. [Mw; J2]

CG I SSR 4 When CG I ISSR4; says the Air Support arrives per E7.2 not per CG6, is it excepting all of CG6 or just the arrival mechanism?
A. Just the arrival mechanism is excepted. The rest of CG6 still applies. [Mw; J2]

CG I & T15.6141 See prior entry.

CG II In CG II the Japanese get 31 CAPP for Black Beach Two, but only 3 hexes of this beach are in play. I can not figure out how to legally place this many pillboxes with only 3 hexes of beach available.
A. In the Japanese OB for CGII for Black Beach Two change "31^5 CAPP" to "13^5 CAPP". [Mw; J2]

CGII & CG III In CGIII the Marines get 40xLVT1(m) (and in CGII they get 20). But I don't have any LVT1(m) counters. I have 40 LVT2(m) counters.
A. In CGII and CGIII, change "LVT1(m)" to "LVT2(m)". [Mw; J2]

CG III SSR6 Why does the SSR 6 in CGIII refer to LVT(A)2s being equipped with wire-grapnels when Vehicle Note 59 (to which the SSR refers) is about the LVT2(m)?
A. The SSR should refer to the LVT2(m) but it doesn't make much difference in game terms. [Mw; J2]

SSR 11 Even LVT that fired in the PFPh .must take this TC. [Letter202] {And by extension, so would stunned, STUNned and Shocked LVT. SR}

Blood Reef: Tarawa Scenarios

Scenario BRT2 ("China Girl") In the U.S. AFV setup instructions add "Ocean/Reef" between "in" and "hexes". [Mw]

Scenario BRT3 ("Ryan's Orphans") Should SSR2 mention huts? What happens if G9 is selected?
A. SSR2 should not mention huts since PTO is not in effect. That would place shellholes in the road on the bridge. [Letter34]

Scenario BRT4 ("Rikusentai") In the Japanese set up perimeter "P23-M22-F23-K25-N26-N30-P31-P23" change "F23" to "K23". In SSR2 add "Ignore the T15.6142 restriction on purchasing pillboxes." [J5]

SSR 11 See entry in BRT CG section above.

Deluxe ASL Module Scenarios

Scenario DASL 3 ("Storming The Factory") The second sentence of SSR 2 ("... A MOL's Basic TK# ...") is incorrect. [Letter2] {In Letter5, Perry Cocke says that he's never heard anyone suggest that the sentence should be deleted from the SSR. SR}

Scenario DASL 4 ("First To Strike") The Germans actually control ten (not nine) multi-hex buildings at game start. Does this affect the VC?
A. No. [Letter4]

Scenario DASL 5 ("Little Stalingrad") The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; Mw]

Scenario DASL 15 ("Barkmann's Corner") All U.S. units must enter in one Convoy and one Column. [An93a; An96; Mw]

Scenario DASL 17 ("They're Coming!") At the end of the American set-up instructions "board f or g" should read "board f or h". [An91] In line 3 of SSR 1, change "dr" to "DR". [An95w] [both in An96; Mw]

General Scenarios

Scenario A ("The Guards Counterattack") A7.72 supersedes SSR 2. [An89; An96; Mw]

Scenario B ("The Tractor Works") A7.72 supersedes SSR 2. [An89; An96; Mw]

Scenario C ("The Streets of Stalingrad") A7.72 supersedes SSR 3. The date, of course, should read "1942". [Gen25.1; An89; An96; Mw]

Scenario D ("The Hedgehog of Piepsk") A7.72 supersedes SSR 4. [An89; An96; Mw]

Scenario E ("Hill 621") In the version appearing in "Classic ASL", the Russian reinforcements shown as entering of Turn 3 should instead enter on Turn 5. [Mw]

Scenario J ("The Bitche Salient") In SSR 4, the 80mm+ OBA should have normal ammunition. [Gen25.1; An89; An96; Mw]

Scenario R ("Burzevo") The last sentence of SSR 4 reads "The 88L FlaK Gun must be set up adjacent to a building hex." [An93a; An96; Mw]

Scenario S ("The Whirlwind") In SSR 5, change "German ... friendly" to "Germans are in a friendly, and the Americans in a hostile, ". [An93b; An96; Mw]

Scenario U ("Chance D'une Affair") In SSR 4, change "the MPh" to "Movement Phases". [An97; Mw]

Scenario DASL A ("To The Last Man") Add "Buildings cH2, aK2, and bE1 are Factories" to the end of SSR 5. [An95w; An96; Mw]

Scenario DASL A ("To The Last Man") The VC state a player must have "sole control" of buildings to win. Interpret this as "building control". [Letter28]

Scenario G4 ("First Action") In SSR 3, delete "all". [Gen25.1; An89; An96; Mw]

Scenario G7 ("Bring Up The Guns") On the Wagon counter illustration, "M>=6 1S/5PP" should be "T6 15PP" and there should be two stars (not one). [An90; An96; Mw]

Scenario G8 ("Recon In Force") In the Victory Conditions, change "have ... total" to "currently Control one of those buildings and their Casualty VP is >= triple that of the Axis side". [An93a; An96; Mw]

Scenario G9 ("Sunday Of The Dead") The DVP values (F.3) should be printed in red, not black. [An90; An96; Mw]

Scenario G18 ("Goya") May the German LMGs be Bore Sighted?
A. No. [Compil3]

Scenario G26 ("Parker's Crossroads") In the Victory Conditions change "and/or" to "and"? (i.e., the Americans win if there is either a Good Order U.S. MMC, or a manned U.S. AFV with any functioning armament, or both, within six hexes of 43N8). [An97; Mw]

Scenario G26 ("Parker's Crossroads") Should the HS Passengers of the 250/sMG be a 3-4-8?
A. Yes. [Compil9]

Scenario G29 ("Shoot-N-Scoot") What are the intents of SSR2 and 3?
A. All multi-hex buildings contain inherent stairwells as if 1-1/2 level obstacles. Vehicles are concealed only not HIP, but lose as if guns (on a TH cdr of 5 or 6). [Letter35]

Scenario G30 ("Morgan's Stand") After "GERMAN Moves First" add: "[0]". The die roll in SSR 3 must be less than or equal to the circled number on the Turn Record Chart. [Gen30.5]

Scenario G45 ("Halha River Bridge") The counter depiction on the scenario card of the 37* INF Gun in the Russian OB incorrectly shows it as having IFE. [J1; Mw]

Scenario T3 ("Ranger Stronghold") The PDF version on your website has an American 10-2 but the version originally printed in the General has a 10-3. I assume the 10-2 is a typo.
A. Correct. 10-3 is correct. [Letter138]

Scenario T5 ("The Pouppeville Exit") In the German setup instructions, change "Locations" to "hexes". [An93b; An96; Mw]

Scenario T7 ("Hill 235.5") The Germans may set up north of the road that determines the setup area, but not on it. [Variant in An93a; An95w; An96; Mw]

Scenario T9 ("The Niscemi-Biscari Highway") In the German setup instructions, change "5Q5" to "5Q6". [An93a; An96; Mw]

Scenario T13 ("Commando Raid at Dieppe") The German units in 4R1 should set up in 5R1. [An95w; An96; Mw]

Scenario T15 ("The Akrotiri Peninsula") The two 4-5-7 and the two leaders that belong to the 151st Heavy AA Battery are not bound by SSR 4. [An97; Mw]

Scenario T15 ("The Akrotiri Peninsula") Are the squads in the security platoon allowed to use HIP?
A. No. [Compil5]

Kampfgruppe Peiper Campaign Games

CG III ("Decision at La Gleize") Do the Americans really only get 5 infantry platoons before the brown units are available?
A. Yes. [Compil7]

CG IV ("Prayers In The Dark") The CGSR state "For purposes of CPP replenishment, CG Maximums, etc., this CG is played as if it were CGI with the following exceptions:". Are the "Initial Scenario" purchase restrictions for US RGs V2, V4, V6, V7, G4, G5, O2 and B1 (page P17[96] that apply to CGI also in effect for this CG?
A. Those restrictions do not apply. [Letter106]

Kampfgruppe Peiper Scenarios

Scenario KGP2 ("Festung St. Edouard") In SSR 2, add "(HE/WP)" after "OBA" in line 1, add "(HE/SMOKE)" after "OBA" in line 2, and delete "and may fire HE/SMOKE". [An95w; Mw]

Scenario KGP5 ("Marechal's Mill") The jeep with the 4FP AAMG should have a ROF of 2. [An96; Mw]

Scenario KGP5 ("Marechal's Mill") Should the setup area read "on or south-of row P" instead of "south-of row P"? The jeep listed with a 4 FP AAMG shows a ROF of 1 on its scenario card counter depiction, my counters show a 2 ROF for this MG; which is correct?
A. No. The 4FP Jeep should have a ROF of 2. [Compil4]

Scenario KGP6 ("Probing the Villas") Replace one US dm MMG with a US dm HMG in the US OB. [An96; Mw]

Scenario KGP10 ("Peiper's Last Gasp") The German SAN should be 2. [An96; Mw]

Operation Veritable

British Vehicle Note 72 Wasp Counters The CS numbers on the Wasp counters should be printed in red. [Letter203]

German Ornance Note 12 PaK 43 88LL AT Gun in "Operation Veritable" The counter should have "B11" not "B10" on the limbered side. It should also have the ID letter 'a' on the limbered side. [Letter132]

Operation Veritable Scenarios

Printed but not-in-play terrain applies as printed to all scenarios on the RR map. [Letter269]

Scenario HS18 ("To The Matter Born") The British are able to deploy three squads. [J5]

Scenario HS21 ("Hervost Hell") Is it the intent of "Destroying" in the VC to make Rubbling, or having a Blaze in, every Location of a building count for victory, or does the "Destroying" part only apply to the Pillboxes (B30.92)?
A. A rubbled building would be destroyed. [Letter273] {Minor editing. SR}

Scenario HS21 ("Hervost Hell") Add "in the German setup area" at the end of the VC.[J5]

Scenario HS27 ("Lawless Ways") SSR RR5 states "The Panzer Lehr Division is elite (C8.2)." The German OB references Kampfgruppe von Hauser, but not Lehr, although the historical write-up mentions that KvH is part of Lehr. Is the German OB elite?
A. No. [Letter275]

Operation: Watchtower

Map The first edition map had poorly-distinguishable colors for the different elevations in hex KK7, MM10 and OO17. [Letter161; J4 p.38]

Map In hexes where the crest lines run through the center dots, treat the hex as being at the higher elevation. The original map did not have this problem, but the revised (color-corrected) map does. The revised map also has some hexes that could be treated as either open ground or jungle – in general, they are jungle, but looking at the original map will give you the definite answer. [Letter164]

Operation: Watchtower Scenarios

Scenario HS4 ("High Water Mark") In the American setup instructions for C Company, replace "Hill 2" with "Hill 120" so that it reads "set up <= 2 hexes from any Level 4 Hill 120 hex". [J4]

Scenario HS6 ("Just Fighting Through") In SSR2 replace "E1.1-1.6" with "E1.1-1.16". [J4]

Scenario HS8 ("Bailey's Demise") Does the bridge on board 36 become a ford (it's not the "footbridge" designated by SSR) as per the PTO terrain conversion rules? If so, it would seem to allow the Marine an alternative to actually crossing at the One Log Bridge. Is this correct?
A. Bailey's Demise SSRs the stream into a river, and there are no Fords (B20.8) in a river. There is no alternate crossing. [Letter225]

Scenario HS10 ("Government Property") Overlay Wd4 cannot be set up on Y7/Z8 as indicated since those hexes aren't adjacent. In SSR1 Replace "Y7/Z8" with "Y7/Y8". [J4]

Scenario HS13 ("the Ravine") In the setup instructions, replace "board 35" with "board 36". The board configuration is correct as shown. [J4]

Out of the Attic Scenarios

Scenario OA2 ("Skirmish in the Snow") Treat the TK# for the 75's "APCR" as if it were a 75L. [J5]

Scenario OA6 ("Mounted Extraction") Russian reinforcements enter on/after Turn 1. [J5]

Scenario OA7 ("Celles Melee") Setup is simultaneous and the Americans move first. [J5]

Scenario OA11 ("Crocodile Rock") The balance provisions are reversed. [J5]

Scenario OA14 ("Across The Aisne And Into Freineux") In the U.S. setup the four M5Als of the 83rd Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2nd Platoon set up with their CA towards the southern hexspine (add "of hexrow R" at the end of the setup instructions for the 83rd Reconnaissance Battalion and add "hex spine" at the end of the setup instructions for the 2nd Platoon). [J5]

Pegasus Bridge Campaign Games

CG I Do the 8-1 and 2-3-8 HS that enter on turn 2 have Freedom of Movement?
A. Yes. [Compil7]

CG 1 SSR I-5 Does the restriction of non-leader Germans not being able to place starshells apply only in the first turn?
A. No, the restriction does not only apply in the first turn. Non-leader Germans cannot fire starshells. [Letter171] {Edited for clarity. SR}

Pegasus Bridge Scenarios

Scenario PB5 ("Taylor Made Defense") For purposes of PB SSR 14, the forces in the British OB that belong to No. 1 Platoon, Company D, 2nd Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1. [J1; Mw]

Red Barricades Campaign Games

CG IV ("Bled White") a) What are the attack chit limits?
A. The same as normal CGs, so the Germans are unlimited and the Russians have 2.
 b) SSR2 seems redundant; the standard rules already require that reserves set up >= 6 hexes from enemy setup locations.
A. This is to cover setup when the Germans can enter from the west edge.
c) Does SSR3 say Russian reinforcement RGs can't enter the map on the initial scenario? In that case could RGs still be bought and kept off map for the entire scenario?
A. Yes.[Letter29]

CG IV ("Bled White") In Table 1 (p.20), change the German CG Maximum Purchase for the G2 RG from "7" to "1". [J4; Mw]

Red Barricades Scenarios

Scenario RB2 ("Blood & Guts") In Victory Condition "b)", change "initially ... Russian" to "within the Russian setup area". [An93b; An96; Mw]

Scenario RB5 ("The Last Bid") In the German OB set up instructions after "rubble" add "and/or Trench adjacent to building/rubble". [J5]

Scenario RB6 ("Turned Away") German Dummy counters set up IN gully hexes despite the fact that the latter are not Concealment Terrain. [An91; An96; Mw]

Solitaire ASL Missions

Mission 6 ("The Fortress") The board 21 objective should be Z6 rather than P7, and the footnote applies to building Z6. [J1; Mw]

Mission 15 ("Pursuit") Bullet two of the "S? Placement/Exit" instructions, replace "or" with "of', so that it reads "one in each road hex west of the Road Network bridge or, if the bridge is part of a predominantly east-west road (i.e., a non-Road Network road), on the EBE side of the non-Road Network side". [J6]

Tactiques Scenarios

Scenario Tac41 ("Last Stop Before Victory") The Japanese setup should read "setup on map 35 on/north of hexrow I, and/or on map 34 on/north of hexrow Y in hexes numbered <=4". [Letter?]

ABTF SCW Counters All of the SCW counters in ABTF are incorrect. On the TH table in the back, where they should say "TH#" they instead say "TK#". [Letter33]

British PIAT counter The British PIAT counters in ABTF have "TK" rather than "TH" on the back. [An89; An96; Mw] {Corrected with Journal#2 countersheet. SR}

British Multi-Applicable Vehicle Note BB In line 1 replace "or" with "and/or". This change also applies to the Chinese VCL Mark IV Carrier(b) (Chinese Vehicle Note 13). [J5]

British Multi-Applicable Vehicle Note CC This note was previously missing. It applies to all Churchill tanks except as noted.
"CC. Churchill tanks had unique transmissions allowing them to make steep climbs easier. Therefore, a Churchill tank [EXC while the Bridgelayer is carrying a bridge, the AVRE is carrying a fascine, or the Crocodile has its trailer hooked up] pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B1O.51) instead of the normal 4 MP, and can cross a Double-Crest hexside (B10.52) but must check for Bog (D8.21) with a +3 DRM. [J5]"

British Vehicle Note 6 A9 and A9 CS in For King and Country The illustration for the twin bow turret MG arcs was corrected to make them symmetrical. [J5]

British Vehicle Note 18 Centaur IV in For King and Country This vehicle now has normal ground pressure. [J5]

British Vehicle Note 21 Challenger in For King and Country This vehicle now has fast turret traverse and ROF 1. [J5]

British Vehicle Note 18 Comet in For King and Country This vehicle now has fast turret traverse. [J5]

British Vehicle Note 27 Valentine II The British *Valentine II* tank with ID "A" should be marked as a Small Target (i.e., +1 TH; D1.74). [An89; An96; Mw] {Corrected in later printings. SR}

British Vehicle Note 76 Terrapin MK I See entry under Chapter H.

British Vehicle Note 79 Loyd Carrier See entry under Chapter H.

British Wasp in Operation Veritable Historical Study Four counters should have red crew survival numbers not black. [J5]

Chinese Vehicle Note 13 VCL Mark IV Carrier(b) British Multi-Applicable Vehicle Note BB applies to this vehicle. [J5]

Common Allied Nations Ordnance Note 35 Okerlikon 20mm See entry under Chapter H.

Common Allied Nations Vehicle Note 31 L3/35(i) See entry under Chapter H.

Common Allied Nations Vehicle Note 32 FT-17C(f) See entry under Chapter H.

Doomed Battalions Counters Guns with "AP/HE LIMITED STOWAGE" (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Letter14]

Dutch Vehicle Note 27 Pantserwagen M.36 The DB 2nd Ed. counter should have a 2FP Rear BMG. [Letter61]. {Corrected in J2 countersheet. SR}

Dutch Vehicle Note 27 Pantserwagen M.38 The DB 2nd Ed. counter should have a 2FP Rear BMG. [Mw]. {Corrected in J2 countersheet. SR}

French HMG The back of counter "B" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Ordnance Note 2 60mm MTR The back of counter "A" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Ordnance Note 4 ATR The back of counter "C" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Vehicle Note 1 FT-17 75BS Tankette See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

French Vehicle Note 36 Peugot 202 See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

German 88LL PaK 43 AT in Operation Veritable Historical Study This should on its limbered side be B11 not B10. [J5]

German Black counters in ABTF a) The backs of MMG"K" and MTR "A" are switched.
b) Radio, Field Phone, Goliath and 5/8" "?" counters are missing.
c) The 2-3-8 HS should have their morale underlined.
d) The DC counters should show "Set: 36FP" on the back, instead of "30FP". [Mw]

German Ornance Note 6 37L AT Gun in "Beyond Valor" 2nd Edition The counter name should be "PaK 35/36" and should have "H6[9]" in the lower right corner. [Letter132]

German PSK The German PSK in KGP II should have a FP value of 12, not 8, and a range of 4 not 5. Corrected in DB. [An96; Mw]

German PSK The German PSK in KGP II should be "X10", not "X11". Corrected in DB. [Misc1]

German purple counters The mis-colored German ?, crew, SS squads and HS, and MG counters from KGP II were reprinted in DB.

German SS 2-3-8 HS The black SS 2-3-8 HS in ABTF should have their morale underlined. {Fixed with Journal#2 countersheet. SR} [Misc15]

German Vehicle Note 6 PzKpkfw 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} [Letter123]

German Vehicle Note 69 PSW 221 See entry under Chapter H. Corrected with *The General* 28.6 countersheet. [Letter123]

German Vehicle Note 80 sIG 38(t)M The three counters (ID letters "A", "B", and "C") provided in *KGP I* should have a square box around their ID letters signifying Low Ground Pressure. The correct counters are in KGP II. [An96; Mw]

Illustration Each counter illustration on pp. H63-H64 [EXC: the *Sherman III DD(a)*] should show the AFV as OT. The counters themselves are correct, only the illustrations are not. [An89]

Italian 75/32 ART in "Hollow Legions" 2nd Ed. The front is mis-printed as German 7.5 cm leFK 16nA. [Letter132] {I have not personally verified this. SR}

Italian Ordnance Note 11 Cannone da 75/32 These counters were mis-printed in v2. The front is like the German 7.5cm leFK 16na and the backs are correct. [Letter117]

Italian Vehicle Note 25 TL 37, TM 40 & TP 32 See entry under Chapter H.

Japanese Ordnance Note 10 Type 92 Infantry Gun The counters in BRT have WP8 while the original counters and Chapter H show WP5. [Letter118]

Japanese vehicle Note 16 Type 92 I-KE 5-ton Tractor See entry under Chapter H.

Japanese 1st Line HS counter in Journal #2 These have '6' morale and '4' BPV on the broken side, instead of a '7' morale and '6' BPV. [Misc18]

Motion Counters The Motion counters included in PARATROOPER should not contain the words "No Ordnance". The Motion counters in the various other modules are correct. [An89; An96; Mw] {Add "TH: 2x<down arrow>dr" to these and to the one other counter that are missing the phrase. SR}

U.S. 5-4-6 The U.S. 5-4-6 second line squads in KGP II should have a broken side morale of 7 not 8. Corrected in DB. [An96]

U.S. DC in BRT The counters should show "Set: 36FP" on the back, instead of "30FP". [Mw]

U.S. Infantry Crews (2–2–7) in KGP II Their BPV should be 7, not 6. Corrected with DB. [An7; J1; Mw] {J1 says their BPV should be *6* but this has to be wrong. SR}

U.S. Vehicle Note 31 M4 MC Halftrack, Note 32 M4A1 MC, Note 33 M21 MC See entry under Chapter H.

U.S. Vehicle Note 41 T8 See entry under Chapter H.

Wagon/Sledge On the two Wagon/Sledge counters provided in HOLLOW LEGIONS, "M>=6 1S/5PP" and "M>=7 1S/5PP" should be "T6 15PP" and "T7 15PP" respectively, and each should contain two stars (not one). [An90; An96; Mw]

DASL Overlays The overlays included with the *'An95w* were printed too small. As such, they do not fit the DASL mapboards properly. Therefore, the Avalon Hill Game Company gives you permission to color-copy these overlays for personal use only (they should be copied at 108%). In addition, Issue 30.3 of *The General* included a correct set of these overlays. [Gen30.2; An96; Mw]

Gullies A lot of adjacent Gully hexes do not have a LOS across the gully hexside. They should have a LOS. [Letter9] {EX: Nphum Ga F3 to F2. B19.2 implies this doesn't matter. SR}

Mapboard 47

Hex J6 is considered a water obstacle; L5 and AA6 are considered stream hexes. [Mw]

Nphum Ga Map

* There is no LOS from D8 to F9, etc, [J1]

* Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13. [J1; Mw]

* Hexes I5, O6 and R7 are Dense Jungle; Q12 is Bamboo. [Letter9] {And by inference, all other similar hexes. SR}

* All Interior Jungle hexes <u>are</u> Dense, but in most cases, however, the "oversized colored center dot" in a Jungle hex designates <u>Light</u> Jungle [EXC: hexes U9-U11]. [J1]

* Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex "U1.5". [J1; Mw]

ASL Journal #1
* The "Types of Smoke" table on p.7 indicates that Japanese ordnance always fires dispersed WP. That's only true of the 50mm MTR. The other Japanese WP-firing ordnance (and OBA) is not so restricted. [Letter20]
* Delete all words between the "f" of page 56, column 3, line 6, word "fmorale" and the "irst" of page 57, column 1, line 3, word "sceirst". [Letter19]
* "Lesson Two" should be placed above the Jungle art on page 57 column 3. [Letter19]

ASLRBv2 Cosmetic Errors
A2.71 "West of Alamein" is not italicized
A13.32 the "EXC:..." is not italicized
The "EX:" paragraph just before A11.6, MMP has "eliminate the its target", should it be "eliminate its target"?
A15.1 HOB Table "12" or "=> 12" ?
A19.12 next to last sentence "...(4.14). but ..". Should be "...(4.14), but ..".?
B15.5 "section 25" shouldn't this be "Section 25"
Page B24, last line, right-hand column: MMP has "04-P3" shouldn't this be "O4-P3"?
B25.141 -- needs a period at the end somewhere.
Page B30 EC Table all use the pattern "Mar, Apr", except for "Jan-Feb"
Pages B34 and B35 -- no big "B" at the top
Page B37 at B30.35 it reads"30.35 AP" ---note "30.35" is bold and "AP" unlike all other "intros" is not
B31.132 the CC counter should be in color?
B41 B33.11 has an open "paren" but no close "paren".
D1.82 MMP has "supercript" shouldn't this be "superscript"?
D2.21 Example Reads: "...It costs the tank nine MP ((2 [VBM] X 1 [Open Ground] = 2 MP) X 4 [Reverse Movement] = 8 +1 [starting] = 9 MP))....". Why is there a "))" after "9 MP"? shouldn't it be just ")"?
D9.54 has "scroungeable"; D10.1 has "scroungable"
Spacing seems off in two of the tables: see Bog Table page D18 and check the = < 4 line. See ESB Table page D7 and check the Brits vs the Russians lines.
D16.12 I've always seen it "woods-road", not "woods road" as on page D23 D16.12?
Page D24 footnotes 4. and 5 use a simple dash "-", where we've always had a "long" dash before "-" (see footnotes 5A and 6 for examples)
E3.71 "re-occurs" shouldn't this be "recurs"?
E11.21 EX "haftrack" shouldn't this be "halftrack"?
E12.6 There is no period at end
E12.7 the section starts: "a creeping..." shouldn't this be "A creeping..."?
H1.26 the 4-6-8 example last line states: "x3[#)" shouldn't this be "x3[#])"?
H1.72 all the paragraph intro number designations are "bold" except the "1" in "1.72"
Page H9 General Vehicle Notes First line states: "September 1 1939..." isn't the convention "September 1, 1939..."?
Page H9 Footnote 2 says "...'honor system.' " shouldn't this be "...'honor system'. " –note the period shift.
Page H19 #67 4th line from bottom of EX: "...halfrack.." should be "...halftrack.."?
Page H20 #83 "...III/1V.." should be "...III/IV..."?
Page H25 #8 "forseen" should be "foreseen"?
Page J2 uses throughout "Cordinators" shouldn't this be "Coordinators"?
Index Has: "GT:... ST=...(D1.322)" should be "GT:... ST=...(D1.32)"? [Letter107]

Examples What is the official status of EX? Which take precedence, the rules or the EX? A. The Examples are part of the rules. If (emphasize the "If") the rules are internally inconsistent anywhere, errata is needed. [Letter231]

Page P21 In the blue box, change "TT29" to "TT28". [An95w; An96; Mw] {Corrected in KGP II, p.P21[96]. And it's a gray box. SR}

U.S. M3A1 Scout Car AFV Data Card The movement-type symbol should be for *truck*-type movement. [An95w; An96]

ASL News

ASL News #28 Above the Prayers: Notes for the Stoumont CG IV
 1) On page 26, in the second column, twenty-sixth line replace "cave " with "cellar".
 2) On page 29, below the illustration replace "Trou de Ruy" with "St Edouard Sanatorium".
 3) On page 30, in the first column, first line replace "16 " with "15".
Doctrine: U.S. Armored Infantry Battalion, 1943-45 (p. 21)
 1) In the fifth paragraph, second line replace "1 (Omega Character)" with "1–1/2".
Railroads (p. 8)
 1) In the Terrain section of the Railroads MF/MP Chart replace "Along RR/Across RR" with "Railroad".
 2) In the Railroads MF/MP Chart delete the entire "Ground Level" line.
Quiz Answer (p. 16)
 1) In the second column, first line replace "PP" with "MF".
Mapboard ASL News #1
 1) The following Woods depictions are on level 3 hill hexes: G3, H3, I3, J3, K3, L3, M3/4, N3, O3/4, P3, Q3, R3, S3.
 2) The following Woods depictions are on level 2 hill hexes: C2, D2, E2/3, F2/3, G2/4, H2/4, I2/4, J2/4, K2/4, L2/4, M2/5, N2/4, O2/5, P2/4, Q2/4, R2/4, S2/4, T2/3, U2/3/4, V2/3, X2/3, Y2/3, Z2/3, AA2/3, BB2 and CC2
[all Letter6]

ASL Union of Gamers (ASLUG)

Scenario ASLUG 3 ("A Tough Nut to Crack")
Roll a die to determine Wind direction. Odd = NE, Even = NW. [Letter6]

At The Point

Scenario ATP1 ("The Shortest Way") In SSR 4 add "Partisans have MOL capability". [Letter6]

Backblast

Scenario BB 5 ("Going To Church") In the Victory Conditions change "building 22F3" to "building 23F3". [Backblast 2; CH3.1]

Scenario BB 8 ("Castello Fatato") Exchange the Italian 8-0 leader for an 8-1 leader. In SSR 3, change "This blaze will only spread ..." to "Blazes only spread ...". [Backblast 2; CH3.1]

Baraque de Fraiture: The Battle for Parker's Crossroads

Scenario BdF 4 ("Brief Breakfast") The balance provisions are reversed. [Misc2]

Scenario BdF 7 ("Baraque de Fraiture") (1) The German SAN is missing and should be 3.
(2) The 14th Infantry Gun Company should be from the 4th SS PzG Regiment.
(3) Ignore the references to concealment counters and vehicles for the 589th Field Artillery Svc. Battery. (They were from an earlier version).
(4) Clarification: All American forces have ELR 5, not just the Glider troops.
(5) The artwork for the German Pz VG's mistakenly has boxed side and read armor instead of plain. [Misc2]

Scenario BdF 8 ("Cold Reception") (1) The artwork for the US M4A3's shows 13 MP instead of the correct amount of 15.
(2) The US 2nd Battalion should read "... west map edge north of hexrow U." [Misc2]

Scenario BdF 9 ("Across the Aisne and Into Freineux") (1) The artwork for the US M4A3's shows 13 MP instead of the correct amount of 15.
(2) The artwork for the German Pz VG's mistakenly has boxed side and read armor instead of plain.
(3) German reinforcements enter from east edge of board 24, not board 12. [Misc2]

Dispatches From The Bunker

Scenario DB001 ("Brasche Encounter") 1) In the French Guard Detachment setup change "Adjacent" to "adjacent".
2) Add to SSR3 "Contrary to A12.12 the 4 OB designated ? may set up in a foxholes."
3) In SSR 2 the "steel" span bridge should be a stone bridge. {Corrected in subsequent printings. SR} [DftB2]

Scenario DB002 ("Sochaczew") Now that the long-awaited Allied Minor Module *Doomed Battalions* has been released we finally have the 'proper' counters the scenario. Substitute the early-war SS for the elite 4-6-8 rifle troops, and substitute the Bofors 37L AT Gun for the Italian 37L AT Gun. [DftB5] {Worded as a suggestion for a variant, not errata. SR}

Scenario DB004 ("Devil's Play") Change the British light mortar in the British OB and the balance from 50 to 51mm. The German AC is a PSW233, not a 222. {These were fixed with small labels. SR} [DftB3]

Scenario DB005 ("The Marketplace at Wormhoudt") Now that the long-awaited Allied Minor Module *Doomed Battalions* has been released we finally have the 'proper' counters for the scenario. Substitute the early-war SS for the elite 4-6-8 rifle troops. [DftB5] {Worded as a suggestion for a variant, not errata. SR}

Scenario DB006 ("In the Best Traditions of the Cavalry Service") In SSR1 the steeple is in o38AA5, not 12U5. [DftB4]

Scenario DB009 ("Smashing The Semoventi") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario DB011 ("Dropping Like Flies") In SSR2, line 6, hex O22X7 should read o22X7, and in line 8, "(EX:" should read "(EXC:". [DftB7]

Scenario DB012 ("First Clash in Tunisia") The German Balance should refer to SSR5, not SSR4. [DftB7]

Scenario DB013 ("The Men From Zadig") The German Rz35R(f) tanks use red To Hit #s and have Radios. [Misc19]

Scenario DB021 ("Crisis on the Abucay Line") Add "SSR # 6 - The Japanese receive one module of 70+mm OBA (HE, SMOKE) with one Pre-Registered Hex and Plentiful Ammunition; Contact and Access on the Initial attempts are automatic (remove one Black Chit)." [DftB12]

Scenario DB020 ("3ʳᵈ RTR in the Rain") The German units are from Aufklarung Abteilung 90 & Panzer Regiment 4, both from the 10ᵗʰ Panzer division. [DftB11]

Scenario DB022 ("No Soup For You!") Can the Russian shoot at the off-board 88? The SSR says there is LOS 'to/from' it so that implies you can. A. Yes, that Gun can take return fire. [Letter73]

Scenario DB023 ("Recon Blitz at Sarnowka") The VC could be better worded if the last sentence read "He loses immediately upon losing >= 50 CVPs." [DftB13]

Scenario DB031 ("The Third Column") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario DB032 ("Deep Strike") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario DB041 ("The Killing Ground") The American SAN is 4. [DftB19]

Scenario DB-Maus ("The Mighty Maus") It is overlay *6*, not *9* on board 10, the Nashorn should be a PzJz III/IV, not JgPz III/IV, and the JS-III and JS-IIIM should technically be IS-III and IS-IIIM, respectively. [DftB10]

Scenario DB-Maus ("The Mighty Maus")
1) How are the flak towers treated? What does it mean that the ground level is a quasi location?
A. Picture the Flak Tower as a concrete cylinder in which there is a stairway with no windows leading up to the platform at level 2. The quasi locations are only used to transit from ground level outside the tower to the gun platform, units that start at level two going downstairs use a MF per level, so would use 2 MF to get to ground, and Vice-Versa. Units at ground level are considered outside the tower, and get a +1 TEM for the limited cover the tower would provide units huddling against the sides.
2) What does this sentence mean: "There is a +1 TEM for infantry units at ground level outside the stairwell location."?
A. See above
3) Does this mean that units at ground level get a +1 TEM and that units must move through two quasi levels to get to level 2?
A. Yes to both questions.
4) Is the Level 2 location concealment terrain?
A. Yes it is.
5) Do you still have to make the extra chit draw for not seeing a known enemy unit in the blast area for the Rocket OBA on turn 1?
A. No, the Rockets come in any event, no extra-chit draw needed. [Misc24]

Scenario DB-Maus ("The Mighty Maus") Is the stacking limit of the level 2 location of the flak towers 1 squad equivalent plus 4 SMC or just 1 squad equivalent?
A. 1 Squad Equivalent plus 4 SMC. [Misc24]

Fanatic Enterprises

Fanatic Pack #1 Optional Rules The Optional Rules included on the rear of the cover sheet are optional and are not required for use in any of the Fanatic Pack scenarios. These rules were **not** used in the playtesting for these scenarios. [FanEnt]

Sceanrio FE1 ("A Victory For Early Polish Armor") Use French FT-17 for the additional required Polish tanks. [FanEnt]

Scenario FE3 ("The Border Forts") The Border Forts: Prisoners are worth 0 DVP. [FanEnt]

Scenario FE6 ("Cavalry Charge at Mussino") Regardless of the picture on the scenario card, neither side gets winter cammoflage

Scenario FE8 ("Soebang Seranade") Add one 2-2-8 to the board 38 Japanese Setup Group. Exchange the Light Trucks in the Dutch OOB for Medium Trucks. The M-H IIIAC are Allied Minor Vehicle Note 29. Use the British vehicle counter for the additional vehicle required. The VCL M1936 is Allied Minor Vehicle Note 25 and the CTLS-4 is the Allied Minor Vehicle Note 26. The Lt MTR in the Dutch OOB is the 50mm version and does not enter dm. [FanEnt]

Scenario FE9 ("Blackforce Counterattack") Add "...from infantry..." after FP in the Victory Conditions. [FanEnt]

Scenario FE9 ("Blackforce Counterattack") SSR 2 says, "Place Ford counters in 40AA4, 40AA3, 40BB3, 40BB4." Per B20.8, Fords are places in Gully/Stream hexes. A Water Obstacle like on board 40 does not have Fords, but can have Fordable hexes [B21.4, B21.41]. Fordable hexes are not enterable by vehicles, and require all MF plus hazardous movement. Is this what was intended by SSR 2?
A. Yes, a Fordable Hex. [FanEnt]

Scenario FE11 ("Italian Winter") Boresighting is NA. The T-34 747(r) is the German designation for the captured T-34 in German service. [FanEnt]

Scenario FE11 ("Italian Winter") SSR 5 states that the German units are SS. The OB listing has (SS) against the 8-3-8s and (g) against the 4-4-7s. Now, my assumption from the SSR is that the 4-4-7s are also SS and have a broken morale of 8, correct?
A. 4-4-7s are SS. [FanEnt]

Scenario FE12 ("Once More Into the Breach") In Russian Setup Change 4F to 4FF. [FanEnt]

Scenario FE17 ("Philippine Scouts At Mabatang") Delete one crew from the Japanese OOB. [FanEnt]

Scenario FE20 ("Collision Course") The Germans move first. [FanEnt]

Scenario FE31 ("Plenty Time to Rest when You're Dead") SSR1 says that PTO is in effect (Exc: roads exist and are one lane). Do you also intend to have the bridges exist? What is a one-lane road?
A. Bridges do exist. Handle a one-lane road as a one-lane bridge. [FanEnt]

Scenario FE30 ("Trail #2") Change Overlay B1 location to 43O9. [FanEnt]

Hell On Wheels

Scenario HOW1 ("The Guns of Naro") To clarify SBR 3, the FBs can attack on turn 3 and turn 4. [Misc10] {Minor editing. SR}

Scenario HOW8 ("The Merzenhausen Zoo") The German setup area is as follows: Set up on board 10 on/east of hexrow P and on board 43 in hexes numbered >5 on/east of hexrow R. [Misc7]

Le Franc-Tireur

Scenario FT17 ("Patrol") The French get some VP for exiting 2 MMC but which board edge should the French exit for the VPs?
A. This is wrong. The French player gets no EXIT VPs, but is compelled to exit at least 2 MMCs (this is kinda win condition). Nevertheless, there is a mistake in the scenario card: it should read: "…provided he has exited at least 2 MMCs on/between U1/Y1". [Letter82]

Maple Leaf Route

Scenario MLR3 ("Mooshof Melee") Add one Ordnance Crew to the German OB. [Letter74]

Monster Pack 1.1

Scenario 1001 ("Second Time Around") 1) "El Alemein" should be spelled "El Alamein".
2) Place Overlays as per Scenario ASL39 "Turning The Tables".
* Card 5 VC: Determine by Maintaining more Armor on Board than the enemy measured by individual vehicle units.
* Card 6 VC: Have a Majority of DVP on 4 Boards means pick four boards and whoever has the most DVP on those four boards fulfills the VC requirements.
* Card 7 VC: Maintain a Majority of INF (see Rule Book definition) on Board 29 and 26 is calculated by comparing the total INF of both sides on each individual board separately. The side with the highest total on each board has the majority.
* SSR #3 AFVs which fail to roll a seven or less are retained and may attempt another entry DR next turn (RPh) on the assigned board(s).
* SSR #4 Randomly select (not Random Selection) 50% of each of the categories separately, i.e. half of the leaders, half of the MMCs, etc. [all CH *Tanks!*]

Scenario 1002.1-.4 ("The Big One")
* MSSR #2: No King Tigers or Stalins may be purchased (this is supposed to be a JOKE).
* Aftermath: "ernest" should be spelled "earnest".
* Scenario 1002.2 German VC "C": Building 19I8, 19K7 and 16T9 contain no unbroken Russian units.
* Scenario 1002.2 SSR #8: applies only if you elect to use the Sample OB.
* Scenario 1002.3 SSR #6: applies only if you elect to use the Sample OB. [all CH *Tanks!*]

Scenario 1003.1-.8 ("Gold Beach")
* SSR#2 "it's" should be spelled "its".
* Minefields are AP not AT.
* Two separate German Reinforcement decks are created and the divided into their sub-groups. [all CH *Tanks!*]

Scenario 1003.1-.8 ("Gold Beach")

1. The team victory conditions state that the Brit.ish players win if they fulfill 8 of their 10 objectives. There are only found 8 objectives. Did you mean 6 of 8 objectives or did I miss something?
A. VC should read: 6 out of 8.
2. There is no German reinforcement group listed for when a black 10 card is drawn. What should this group be?
A. Randomly select either a PzIB (dr 1-3) or a PzIIA (dr 4-6) [Both Misc8]

Scenario 1003.1-.8 ("Gold Beach")
* The Reinforcement ELR is 3
* Also add a Black 10 Reinforcement Group of 2 PzKpfw IV. [Misc17]

Scenario 1004 ("Gyokusai Banzai!")
* Introduction line 4: "new" should be spelled "knew". In line 6: "days" should be "day's"
* SSR #1: Chit 7 should read "15 SF, 3 LF, 1 SW".
* Aftermath: "it's" should be spelled "its". [all CH *Tanks!*]

Scenario 1005 ("The Meat Grinder (Turkey Knob)")
* SSR #2: EC are Moderate, not mild. There is no wind at start.
* SSR #8: No Orchard/Palm is used in this Scenario.
* SSR #9: "deside" should be spelled "decide".
* SSR #10: Resolve the Rocket attacks as a one Phase Rocket OBA, i.e. roll for extent of error and use a 6-hex blast area. {Shouldn't that be a 7-hex area? SR} [all CH *Tanks!*]

Scenario 1006 ("The Meat Grinder (Hill 382)")
* The Board Configuration is correct, use Boards 25 and 29.
* The Japanese OB says set up on boards 27 and 28. It should be 25 and 29.
* The US OB should read "Enter on the south edge of board 29", not 27.
* SSR #2: EC are Moderate not mild. There is no wind at start.
* SSR #9: "deside" should be spelled "decide".
* SSR #10: Resolve the Rocket attacks as a one Phase Rocket OBA, i.e. roll for extent of error and use a 6-hex blast area. {Shouldn't that be a 7-hex area? SR} [all CH *Tanks!*]

Scenario 1008 ("Sanananda Front")
* Introduction: Begin a new sentence after the word "available". Food, water, etc.
* SSR #1: "equivelents" should be spelled "equivalence".
* SSR #4: "hinderance" should be spelled "hindrance". [all CH *Tanks!*]

Scenario 1009 ("The Manit River Bridge")
* Flip Board 7 so the map's number "7" faces south not north.
* SSR #1: Heavy Rain and Mud Rules are in effect at start. The River's current is heavy but it is not Flooded.
* SSR #2: Big GOOF! Enemy MMC make it harder to blow a bridge when they control the bridge hex. The modifier should be +1 not -1.
* SSR #4: A single lane road exists on 7Q1, 36Q6, 36P5, 34Q6, 34P5, 34Q1. [all CH *Tanks!*]

Optional Monster Pack 1.1 House Rule: All Multi-Player Scenarios use more than one sniper counter and each player gets a free MMC rally attempt. (For example a four player scenario, two enemy and two friendly players, would use a total of four sniper counters, two enemy and two friendly, and each player would get a FREE MMC Rally attempt per Friendly turn.) (This House Rule is a SSR in 1003 "Gold Beach".) [CH *Tanks!*]

On All Fronts

Issue #79 Scenario "I Once Had a Comrade" The German player sets up first. The Partisan player moves first. The Partisan player exits west of hexrow J. [CHw]

Issue #100 Scenario "A Bridge for Panthers" The Germans should have 4-6-7s instead of 4-4-7s. [CHw]

Issue #104 Scenario "Send More Pigeons" The Bren should be a Carrier C (not a Carrier A). [CHw]

Schwerpunkt

Scenario SP2 ("Holding The Hotton Bridge")
1) The VC should read "...functioning, assembled .50 cal...".
2) SSR3 should read "A two-lane stone bridge exists in 40Q2/Q3." [SP2] {Corrected in later printings. SR}

Scenario SP5 ("The Hornet of Cloville") The U.S. OB should have two, not one, PSK. The German OB should include one PSK. Add SSR 6 "The PzJg III/IV may set up in a building." [SP2] {Corrected in later printings. SR}

Scenario SP6 ("Udarnik Bridgehead") Delete "at game end" from the Russian setup instructions. [SP2] {Corrected in later printings. SR}

Scenario SP8 ("The Getaway") The Russian OB should include four foxholes. In SSR3, change "after that" to "thereafter". [SP homepage] {Corrected in later printings. SR}

Scenario SP10 ("Bring Up The Boys") The Victory Conditions should read "The Germans must control >= 7 buildings on board 10 in hexes numbered <= 5 (the half of the building in 10U6 is included)." In SSR 2, "Overlay D5" should read "Overlay O5". [SP2, SP homepage] {Corrected in later printings. SR}

Scenario SP11 ("Pomeranian Tigers") In SSR 5, add the word "secretly" before the word "designate". Clarification: Prisoners do not count double *for any purposes* when calculating CVP for victory determination. [SP homepage]

Scenario SP14 ("The Green House") The American balance should read "Exchange the Japanese HMG for a MMG. [SP homepage] {Corrected in later printings. SR}

Scenario SP16 ("Hilfe Kommt") The American sets up first. The American group setting up within 3 hexes of 22O8 should have two M4A3(76)w. [SP homepage] {Corrected in later printings. SR}

Scenario SP17 ("Cross of Lorraine") The American sets up first. The German balance should end "American OB." [SP homepage] {Corrected in later printings. SR}

Scenario SP19 ("Men From Mars") The Chinese/American sets up first. [SP homepage] {Corrected in later printings. SR}

Scenario SP20 ("The Slaughter at Krutik") The 8-1 leader in Compania 8 should be an 8-0. Add SSR4 "The T34-M41's may set up in motion. CLARIFICATION: The Axis unit entering on turn two is German. [SP homepage] {Corrected in later printings. SR}

Scenario SP21 ("Johnny One") The British group with three 6-4-8's set up instructions should read "Set up on board 15, west of hexrow Q." [SP homepage] {Corrected in later printings. SR}

Scenario SP21 ("Johnny One") The German AC enter on turn 3 on 15Q10 or 15I10. [Misc33]

Scenario SP22 ("Tod's Last Stand") The British balance should read "Delete the 2-4-7 from the HIP units." The German SAN is 3. The MMG in the British OB should be a British MMG. SSR2 should read "Place overlay ST3 on 43K5-J4. Grain is in season." [SP homepage] {Corrected in later printings. SR}

Scenario SP23 ("Assault on the Hotel Continental") The MMG in the British OOB should be a British MMG. [Letter122] {Corrected in later printings. SR}

Scenario SP31 ("The Hills of Lagonovo")
1) Are the Russians allowed to trade their at start 8-0 for a 9-0 commissar? That would mean two 9-0s in existence at the same time. A strict reading of the rules seem to allow this, but the intent of the rule seems to only allow one 9-0 and one 10-0 at the same time.
A. {Believed to be 'no'. SR}
2) The victory conditions refer to good order Russian squads on level 2 or 3 hills. Would 2 good order halfsquads count? How about the crews?
A. Only squads count. HS and crews do not count. [Misc34]

Scenario SP33 ("The Eternal City") 1) German setup: May the Germans setup in hexes numbered 5 on board 22?
A. The word "to" should not be their. It should read in a hex numbered <5 on board 22. {"No" assumed. SR}
2) SSR3: Must the rubble be placed in building hexes, or may the German player place them anywhere? If the latter, may the German player choose either type of rubble?
A. The rubble must be in a building location. Then you check for falling rubble. The germans were blowing up buildings to have better lines of sight and to act as a quick road block. They were moderately sucessfull at best.
3) SSR4: When a vehicle loses HIP under this SSR, may it retain concealment if otherwise allowed to do so?
A. This is in accordance to the concealment loss chart. In other words they are HIP until an american unit has an LOS to the hex they are in. At that point they are revealed. If they are in the open, they come on board unconcealed (check the chart) If they are in concealment terrain, they may keep concealment unless they do something that makes them loose it.
4) SSR5: Does the American player choose which HOB DRM to apply before or after making the HOB DR?
A. After you make the roll. [Misc36]

Scenario SP34 ("Frankforce") SSR3 should read "Place overly B3 on 43P2-Q3". [Misc13]

Scenario SP55 ("Batterie du Port") The "or" in the America setup means American forces may set up on both boards 10 and 17. [Misc21]

Scenario SP73 ("Seregelyes Slug-Out") Mud (E3.6) is in effect for this scenario. [Misc29] {Re-phrased. SR}

Scenario SP79 ("The Mius Trap") The personel may ride in on the T-70s despite their being tankettes. [Misc30]

Scenario SP80 ("Die Gurkha Die!") The Gurkhas can set up in all three locations, not just one. [Misc27]

Scenario SP88 ("Race for the Sarvis") The Russians do not pay captured use penalties for the two SSR4 PF. [Letter208]

Scenario SP120 ("Kettlehut to the Rescue") German setup should read "in hexes numbered ≥ 5 on board 15". [SP10]

Soldiers of the Negus

Scenario SoN1 ("Our Place in the Sun") VC should read: "The Italian player wins if he controls 4 VP worth of hexes at game end." [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Scenario SoN2 ("Criniti's Escape") Add SSR 7: "The Italian 3-3-6's and the 9-1 leader must enter mounted." [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Scenario SoN7 ("The Wells of Borgut") Camel Thorn Brush: treat these hexes as normal brush except that entry costs for infantry/cavalry are 3MF. [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Tactiques

Scenario TAC4 ("I Remember") The last line of the Aftermath should read: "and the motto,'I Remember'". [CFw]

Scenario TAC6 ("Counterattack At Villers-Bocage") Even though the German OB details the units as an SS detachment, the 5-4-8 squads are not given SS capabilities; they are considered Elite squads (A25.11). [CFw]

Scenario TAC21 ("The Infantry Attacks") SSR 2 should read "The bottom of the stream is at level –2 (i.e. to enter and exit is as an abrupt elevation change). [CFw]

Scenario TAC25 ("Nella Nebbia – In The Fog") The German set up area should read "set up within 5 hexes of 15AA6". [CFw]

Scenario TAC31 ("By Saint Georges! ") 1) The Germans should move first.
2) The scenario balances should read "(including >= 6 infantry VP). [CFw]

Scenario TAC32 ("Counterstroke In Connage") 1) SSR 5 should read "[EXC: Plowed Field and Road]."
2) The scenario introduction should read "and three Panzerdivisions...)"
3) The number "1" underneath the PzIIIF in the German OB is correct, but redundant. [CFw]

Scenario TAC34 ("Thulin Must Be Taken!") SSR 4 should read "The Germans receive a 100mm+ OBA module with an offboard observer located on the west edge at level 2 in a secretly recorded hex, chosen before the French setup." [CFw]

Scenario TAC35 ("In Spite Of All Opposition") As no elevation is specified for the German Offboard Observer, it is assumed that placement is at level 0. [CFw]

Scenario TAC37 ("Chestnuts! Hot Chestnuts!") 1) SSR 2 , third sentence should read: "The Germans have 84 A-P mine factors (that can be normally converted to A-T mine factors), 60 of which must be placed as known minefields (F.7)"
2) The German reinforcements should be designated as "3rd platoon of 3rd Battalion, 12th Pnazergrenadier Regiment". [CFw]

Scenario TAC38 ("Whoa Mohammed!") The following last line of SSR 4: "7. The B1-bis must enter using Platoon movement." should be deleted. [CFw]

Scenario TAC40 ("Scottish Nightmare") In the French OB, the text above the Matilda should read as a singular Matilda, not plural, as only one is given in the OB. [CFw]

Scenario TAC41 ("Last Stop Before Victory") The Japanese setup should read: "setup on board 35 on/north of hexrow I and/or on board 34 on/north of hexrow Y in hexes numbered <= 4." [CFw]

Scenario TAC50 ("Task Force Smith") The scenario card should read "Americans set up first" and "North Koreans move first". [CFw]

Scenario TAC52 ("The Army At The End Of The World") The French setup should read: "setup on board 2, on/south of hexrow H in hexes numbered >= 2 and <= 7." [CFw]

Scenario TAC53 ("Pyrrhic Victory") The Turn Record Track should include a German insignia in Turn 3 and a French insignia in Turn 5 to indicate when the appropriate forces enter. [CFw]

Scenario TAC61 ("Ghosts In The Jungle") The Japanese set up should read "set up west of the (Alternate) Hexgrain DD10-Z4-S1 {SAN:6}". {CFw says "*We have provided a picture of the set up area on our website.*"} [CFw]

Scenario TAC63 ("A Train For Arnhem") 1) In the German OB, the setup for KampfGruppe Hencke should read "set up on board 8, and/or in hexes numbered >=3 on board 20"
2) In the German OB, the setup for the AA Gun should read: AA detachment, KampfGruppe Henke: Sets up >=3 hexes from 20Y9 except on Railroad hexes. (Remember that large target size Guns may not set up in buildings.) [CFw]

Scenario TAC66 ("The Last Attack") Underneath the board placement should read "Only hexes numbered >=5 are playable on board 6". [CFw]

Scenario TAC74 ("Red Flag") Underneath the board placement should read "Only hexes numbered >=5 are playable on board 6". [CFw]

Tactiques PBDYO

Rules On page 5, reverse the order of the booby trap levels. [CFw]

Purchase Lists On the East Front (1945) German Purchase List, the Composition of RG I8 should read: 8-3-8 x3 +FT x1 + DC x3. [CFw]

PBDYO TAC4 – THE TECHNICAL COLLEGE") 1) SSR1 - replace 23O8 with 20O8.
2) SSR2 - The Polish observers should setup on Level 2 on "northern and/or western edges of board 23."
3) SSR3 - for the turn 3 and later entry area, add "(including Turns 1 and 2 entry areas)". [CFw]

Tactiques Stalné Prostori

The titles of the on-map setup extra costs charts on page SP7 are reversed. Switch "3 northernmost maps" and "3 southernmost maps". [CFw]

The orientation of board 2 on the large map for the 7/11 campaign date is incorrect. The orientation on the scenario card is correct. [CFw]

The Wargamer Scenarios

Scenario WG1 ("Boltenko's Gun") Battlefield Integrity BPV values are German: (x2) and Russian: 0. In SSR 2, change "building hex" to "building location." In SSR 3, change "DR" to "dr" in each instance. In SSR 4, add "in a building hex" to the end of the third sentence. In the Victory Conditions, insert "by both players" following "for units exited." [Letter63]

Scenario WG2 ("Assault on the Teploye Heights") Battlefield Integrity BPV values are German: 517 and Russian: 233. The BALANCE options are reversed. In SSR 4, change "DR" to "dr."
In SSR 5, substitute "The German receives a FFE's of 150mm Rocket OBA to be used in the initial German Prep Fire Phase. These are placed in two hexes following the Russian player setup. There must be at least one Russian unit located within each blast radius. The German player is assumed to have the necessary LOS to the hexes chosen. Roll normally for direction and extend of error." for "The blast zone effects … option may not be used." [Letter63]

Scenario WG2.1 ("Objective Bill") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.1 ("Swing on Singling") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.2 ("One lone Farmhouse") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.8 ("On the border") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.8 ("The Los Lobos Prison Break") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG3 ("Attack on the Frontier") Battlefield Integrity BPV values are German: 172 and Russian: 98. In SSR 3, change "squad" to "squads." In SSR 4, change "stone buildings" to "stone building locations." [Letter63]

Scenario WG4 ("Breaking out of the Pocket") Battlefield Integrity BPV values are German: 138 and Russian: 126.
In SSR 3, change "DR" to "dr"; substitute for the last sentence: "There is no penalty for failing to create a foxhole. Units do not start the scenario TI'd nor may they place a -1 Labor marker."
In SSR 5, substitute for the entire SSR "There is the possibility that the German player will receive additional reinforcements. When two of the initial StuG IIIB 's have been eliminated or recalled the German playa may roll for the arrival of three additional StugIIIB's, provided that the German 8-1 armor leader is still on board, good ordered in a non-wrecked/recalled/stunned/UK German vehicle. A dr is made during the next friendly Rally Phase following the elimination of the German vehicle. The dr = the number of turns until the additional StuG's will arrive. They may enter anywhere along the east edge of board 2."
Russian OB: add the following indentification of the force consisting of 447 (x2), 8-0, LMG, GAZ-MM, BA-f (x2): "Elements of a RECON UNIT (ELR:2) enter Turn 1 along the west edge." [Letter63]

Scenario WG5 ("Setback on the road to Mtensk") Battlefield Integrity BPV values are German: 0 and Russian: 0. In the German OB: change "PzVIE: to PzIVE."
In SSR 4, delete "may be used to control" and substitute "may only contact."
Change "low ammunition" to "scarce ammunition."
Change "120mm OBA may preregister one location" to "Both OBA modules may preregister one location each."
Add: "SSR 7. Substitute SPW 250/1 counters for the additional SPW 25 1/1 counters needed. Treat these as SPW 251/1 in all respects." [Letter63]

Scenario WG6 ("Plugging the Gap")
Battlefield Integrity BPV values are German: 196 and Russian: 96.
German OB: Additional Battalion Support change the "2-6 LMG (Russian)" counter to a "3-8LMG (German)" counter. Three "Opel Blitz" trucks should appear not one.
Russian OB: 5th Soviet Tank Army change the "50mm MTR (German)" counter to a "5Omm MTR (Russian)" counter.
In SSR3, change "PzIVF" to "PzIVF."
Add: "SSR 4: All Russian T-34 tanks are T-34 M41. Substitute T-34 M40 counters for the additional T-34 M41 counters needed. Treat all T-34 M41's." [Letter63]

Scenario WG7 ("Desperation at Seelow")
Battlefield Integrity BPV values are German: 0 and Russian: 0. Add: "SSR 4: Substitute T-34 M43 counters for the additional T-34/85 counters needed. Treat all T-34-85's." [Letter63]

Scenario WG8 ("The Storming of Ivanovo")
Battlefield Integrity BPV values are German: 204 and Russian: 192. In SSR 1, delete "Mud (E.6) is optional...when used." In SSR 3, add to the end of the last sentence "(EX: "A thru Q" or "D thru T"). [Letter63]

Scenario WG9 ("Retreat from Moscow")
Battlefield Integrity BPV values are German: 100 and Russian: 168. In SSR 4, add "<" following "enter on a dr" in line 1. Move "German may use HIP for 2 MMC and Any SW/SMC stacked with them" to new SSR9.
NOTE: SSR 2, 3, and 5-7 summarize the effects for Ground Snow and winter conditions found in Chapter E of the ASL Rule Book. Those wishing to play with Severe Winter, Deep Snow and Drifting Snow can invoke SSR 8 and the appropriate rules sections from the rulebook. [Letter63]

Scenario WG10 ("Repulsed") Battlefield Integrity BPV values are German: 204 and Russian: 242. The introduciion was omitted. Add: "Spartakova, Russia, 25 August 1942: the 16th Panzer Division had reached the outskirts of Stalingrad only to find that they had out distanced the rest of the 6th Army. General Hube positioned his divisions into a hedgehog defense to wait for the lag ging units to arrive. Not content to passively wait. The General ordered a limited assault of the town of Spartakova. Following an early morning bombardment Combat Group Krupen moved from their positions and attacked the Soviet trenches." [Letter63]

All American

Kellam's Bridge booklet Change "B6/B7" in column 3, paragraph 1 to "B7/B8". [AAN1; CHw]

Kellam's Bridge booklet On the back page, first paragraph "Introduction", delete from "Similarly, the hedge hexsides …" to the end of the paragraph ("… and the hex grid"). [AAN1.2; CHw]

Kellam's Bridge booklet The Desiger's notes for "The Milling Crowd" erroneously claim that Continuous Slope negates Height Advantage. The wording of B.5 might lead you to make this conclusion, but the last sentence of B1.14 is quite explicit. [CHw]

Kellam's Bridge booklet The Desiger's notes for "To The Manor Drawn" says "units suffering Ammunition Shortage are not Good Order"; it should refer to SW, not units. [CHw]

Kellam's Bridge map The terrain feature between CC8 and CC9 is a Cliff. [page 1, column 3 of booklet; AAN1; CHw]

Kellam's Bridge and Timmes' Orchard maps What is the terrain in Kellam'sBridge hex X8 and Timmes' Orchard hex E14? A partial orchard-road, a la Pegasus Bridge?
A. Both (all) these hexes are orchard. Not orchard road. [CHw]

Kellam's Bridge map Hex T6 et al. These are *foxholes*. Artistic license makes them look like shellholes. [CHw]

Kellam's Bridge map Hex Z9. Is this a narrow street, or just artistic licence?
A. Well, both really. A narrow street (if anyone ever wishes to use it as such) which probably should have been left off except that it looks like the real terrain. One lesson learned here is getting the balance right between naturalistic appearance and practicality of play. Generally, the latter wins, even if the result is (e.g.) some oddly-shaped grainfields, and crest lines that tend to follow the shape of hexagons! [CHw]

Shanley's Hill Un-numbered half hexes are **not** playable. [CHw]

Timmes' Orchard booklet On the back page, change "TO1.8"by the picture of the Gray Castle to "TO2". [AAN1; CHw]

Timmes' Orchard booklet In the LOS examples on page 7, the second bullet point "Unit B in G20 has a clear LOS to G18", **not** H17. [AAN1.2; CHw]

Timmes' Orchard map Is hexside D20/D21 a rowhouse hexside?
A. Yes. See TO1.5.2 [CHw]

Timmes' Orchard Special Rules How is a wall linking E5 and E6 going to prevent Bypass? It will make it more expensive in MF/MP, but it won't *prevent* it, except to those units that can't cross walls normally.
A. Your interpretation is what was intended. [CHw]

All American Scenarios

Scenario AA1 ("The Milling Crowd") Change the American balance to "Add one MMG to one of American turn 1 reinforcement groups". [AAN1.2; CHw]

Scenario AA4 ("A Better Spot Than This") SSR5 implies, without actually stating as much, that Battlefield Integrity is a required rule to play this scenario. Use of A16 Battlefield Integrity is required. [CHw]

Scenario AA5 ("Cloaks of Confusion") The Germans have 3 Guns but 4 crews. Is this intended, or is there a typo somewhere?
A. The card is correct. Various numbers of crews were tried during playtesting. As noted in the Designer's Notes, the Americans stumbled on an artillery park, defended by alert guards, but the guns not manned. [CHw]

Scenario AA11 ("Absent Friends!") Does either side start the scenario with control of the VP hexes?
A. No. [CHw]

Scenario AA12 ("Westward Ho!") Change the U25 American-entrance/German-exit hex to V25. [CHw; AAN1.2]

Scenario AA15 ("Beneath the Castle Walls") Lt. Marr is the 8-1 listed as "507th Regiment Guide set up on P11" in the American OB. [AAN1; CHw]

Scenario AA15 ("Beneath the Castle Walls") Is a draw possible?
A. No. Germans win at game end if Americans have not achieved their VC. [CHw]

Scenario AA16 ("The Siege") SSR 4 is confusing; are the at-start 5-4-6 squads *not* susceptible to Battle Hardening to 7-4-7s? Should the SSR read "all American 7-4-7 MMC" instead of "all American MMC"?
A. No. This SSR still seems to me about as tight as it could be without being over-long. Unless you invoke the simpler rule suggested, all American MMC can Battle Harden up as well as ELR down. [CHw]

Scenario AA18 ("A Bridge So Far…") The Timme's Orchard map should be placed *on top* and any new terrain supersedes any underneath such hexes for the play of AA18 *only*. {In the newsletter, CH grants the customer permission to color-photocopy *only* the portion that overlaps for ease of play. SR} [AAN1; CHw]

Scenario AA18 ("A Bridge So Far…") SSR 4 says "No American unit may change its hex". Should this be "Location", instead of "hex"? May they expend MF for any purpose?
A. The card is correct. Yes. [CHw]

Scenario AA20 ("You've Killed Us!") In SSR3 insert "time" between "The first" and "the American". [CHw]

Scenario AA20 ("You've Killed Us!") & Scenario AA21 ("Maloney's Turn") In AA21 the scenario card says the German forces "set up within <= 2 hexes of the bridge at BB31". AA20, which depicts the same force, but in an earlier battle for the same bridge, says the Germans, "set up IN Foxholes (use foxhole counters in hexes with printed foxholes) within three hexes of the bridge at BB31." Can the Germans in AA21 set up IN the printed foxholes, also?
A. Yes. [CHw]

Scenario AA21 ("Maloney's Turn") How many LMG's does the German force get? The card lists only 1, but the American balance provision is "Delete one LMG from the German Order of Battle". Should be two in the OB?
A. The card is right; the words "delete one LMG" were chosen to be as explicit as possible. [CHw]

Scenario AA22 ("A Long Way To Berlin") The German reinforcements enter on turn 1 between "GG35 and "LL35". Surely that should be GG36?
A. Sorry, the half hexes were not intended to be numbered. Change to GG36. And please note that un-numbered half hexes are *NOT* playable! [CHw]

Scenario AA24 ("Fire Brigade to Filiolet") SSR 3: May the Americans expend MF for any purpose?
A. Yes. [CHw]

Solitaire Mission 1 ("The Gathering") The AC# should read "Enemy AC# 2/Friendly AC# 3". [AAN1.2; CHw]

Night Drop!

American RG Can you confirm the CP cost of para unit I5 relative to glider unit I2?
A. Yes, they are meant to be different. [CHw]

American RG Can you confirm the CP cost of 1057th Regiment O1 relative to 709th Division O1?
A. Yes, they are meant to be different based on the relative differences in these units and their combat values. [CHw]

Game Length How many game turns are there?
A. On Turn 6 the Game End dr is "1"; on Turn 7, the Game End dr is "3" and on Turn 8, the Game End dr is "5". [CHw]

German FBE What is the German FBE?
A. All board edges southwest of the listed U.S. perimeter and the south, west and east edges of the Shanley's Hill map are considered FBE for the Germans. [CHw]

German Setup Is the German set up perimeter correct or should AA12 read A12?
A. A12. [CHw]

Intensity Level Can you confirm the LOW intensity level?
A. Yes. It is LOW intensity. You may choose to increase the intensity level of each side equally in any PL CG and we suggest you try this one with a MID intensity for both sides for greater piece density. [CHw]

Redeployment Use Redeployment Option A [CHw]

Setup What is the order of set up?
A. As a Dual Attack, a dr is made to determine who sets up first and who moves first. [CHw]

Armored Stand

American Fortification Table Delete 'Pillbox' from the American Fortification table. [CHw]

American RG Table American CG Card note 'n' should refer to RG O3, not G3. [CHw]

Japanese RG Table Ignore the images for Japanese units I1, I2 and I3 - each unit has only 3 squads. [CHw]

Japanese RG Table Japanese RG I5 consists of 3 x 228, 2 x MMG, 1 x HMG. [CHw]

Objectives For CG I, the American cannot lose greater than 55 CVP; for CG II, no greater than 75 CVP. [CHw]

Arnhem: The Third Bridge

2 MAP DEPICTIONS says that stray building parts do not block LOF/LOS to/from a building if they are part of the same building. Does this include an LOF/LOS traced directly along the hexspine? For example:
* Is there LOS between CC19 and DD17?
* Between I10 and K10?
* Between M4 and O4?
A. Each of these is blocked. Remember that the rule of thumb on all of these LOS questions is common sense - of course you can fire from N3 to N5 but L4 to N4 is clearly intentionally blocked. [CHw]

2 This says that stray building parts deny Bypass along their hexsides. This is clearly logical for the building that the stray part belongs to. But may a unit Bypass the obstacle that does NOT cross the hexside? For example:
* Can a unit move from L5 to M7 by Bypassing the L6 building along the L6/M6 hexside?
* From I10 to K10 along the J9/J10 hexside?
A. In both cases infantry could, but a vehicle could not. [CHw]

2 Can a unit perform "Rowhouse bypass" by way of a vertex which is covered by the building-depiction/black-bar, such as:
* Vertex N7/O7/O8?
A. due to the depiction, they would have to enter O7 for 1 MP.
* Vertex X6/Y6/Y7?
A. The unit would have to enter X6 or use 'rowhouse bypass' on the east side - Y6-Y7, where the black bar doesn't extend past the vertex. [CHw]

2 If LOS traced along the hexspine of a stray part is not blocked (per the above question), does the presence of a black bar cause it to become blocked? For example:
* Is there LOS from P19 to R19?
A. No. [CHw]

2.814 EX Regarding the Narrow Road EX (following the 2.814 section), can you check it for errors and also explain it in more detail?
A. The example is correct. It helps to think of these roads as not having buildings. [CHw]

2.814 EX using the Narrow Street example, if a HIP AT Gun in G6 (CA at F4) wants to wait until the vehicle has spent >3 MP in LOS before it starts shooting, where will the vehicle be and what facing will it have on the 4th MP in LOS? On MP 5?
A - Vehicle expenditures in the example: 0MP - C6; 1MP - D6; 2 - Turn left; 3 - E6; 4 - F5 (now in Gun LOS); 5 - Turn left (2MP in LOS); 6 - Turn left (3); 7 - Turn right (4); 8 - F4 (5); 9 - G4 (Out of LOS). The vehicle must merely use a legal VCA (one that corresponds as closely as possible with the road) to move into each hex, hence the VCA changes (turns). [CHw]

4.55 In the 2nd CGFF, the Grabner counter FSR rules do not specify that Unit C - KG Grabner is to be used for setup. FSR 4.551 specifies the Entry turn but not where the KG is to enter.
A. ATB 4.55 second sentence should read "The Graebner force (Unit C) sets up and is used according to FSRs 2 and 3...". [CHw]

4.6 Delete the "Go to.." line before 4.6. Change the first sentence in 4.6 to read "The following SR apply to all firefights on/after 18 AM...". [CHw]

Buildings The key here is the first sentence of B.1 and the first sentence of the B.1 Example: "B.1 SYMBOLOGY: For aesthetic purposes, terrain symbology may extend marginally out of a hex into an adjacent hex of another type, but most hexes are dominated by one specific terrain type and are governed by the rules for that specific terrain type." AND "EX: The brush symbology of 14H2 extends into H1 and I2 but there should be no doubt that the latter are woods hexes." With that in mind, here are the detailed examples of unusual Building terrains on the Arnhem map:
1. A largely Open Ground hex has part of a building in it, EX: X1. Common sense makes this easy. Building hexes: the building is entirely within the hex like AA1, EE7, C3 or D6 OR the building extends from a multi-hex building to take the center dot a la K16, C7 or N1. Open Ground (or Road, etc.) hexes have an Open Ground center dot and DO NOT have a complete building inside the hex: X1, FF10, AA20, V19, M14. Bottom line – check the center dot; if it is not over a building depiction, only a special hex like AA1 could be a building hex (in that case, building-road, as in Pegasus Bridge, etc.).
2. A portion of the building extends out into one hex, EX: K15-L15. The K16-L14 shot is blocked by the building depiction, which clearly covers the K15-L15 hexside. K15 is an Open Ground hex, as it is clearly dominated by Open Ground, has no complete building inside the hex, looks like Open Ground and has an Open Ground center dot.
3. A portion of the building covers a hexside, EX: BB3-BB4. This is the tricky one. Essentially, a unit's LOS/LOF cannot be blocked by the depiction of the building the unit occupies. This is the trick of representing real buildings in such detail. We assume the paras are near the windows of whatever building and so can see out, even if the windows themselves are over the hexside. That means that a unit in BB4 can see BB3, AA3, CC3 but not DD4 because the buildings in CC4 cross the CC4/CC5 hexside. Look at GG10; a unit there cannot see EE10 because the depiction of the Trolley House in FF9 crosses the FF9/FF10 hexside to block LOS. More important is M9. M9 has LOS to K9 – if it helps, picture L9 as completely empty – that's the effect for units inside the building.
4. Hexside is dark, EX: J18-K18 ASL maps always seem to have little changes at the printer's. This map got darker and the woods got ugly. As usual, the safe bet is to look for the terrain on the far side of the hexside ink. I19-J18, J18-K18, AA6-BB5 all rate as clear. X10-Y11, O13-P13, N20-O20 are blocked. [Misc11

Church Q: Is the M3-M4 a door like for the Cathedral or a black bar like a rowhouse?
A. Rowhouse – the Cathedral rules are specific to the A10 Cathedral. [Misc11

Counter Errata The sixth row of British units (historical leaders mostly) has some mismatches on the backs of the counters:
Using a black pen, neatly make the '9' on the back of 8-1 Lt. Barnett into an 8 (almost invisible with this typeface). Also, change the 'E' on the backs of the four 6-5-8 engineer counters to '5'. Gently peel the paper backs (the broken side) of 8-1 Maj. Wallis (Frost's 2ic) and 9-1 Capt.. Briggs and swap them, reattaching them with a light smear of white glue. Do the same for the radio and MTR in this row. [CHw]

Docks Some dock hexes are level -1; others are level 0?
A. No – all river and dock hexes are level –1; all other hexes on the map are level 0. [Misc11

Docks Is there a crest line? A cost to move "up" the dock?
A. "The crest line between land locations and dock locations is considered High Wall (2.883) on/west of hex Z21 (EX: I20/I21)." Look at the black line starting at A22-A23 - it's thick until it hits the ramp @ AA22, then changes to normal crest line. From AA22 to the east the line separating the docks from town is a normal crest line between levels –1 and 0. [Misc11

ELR The 658 and 548 units are SS and get Elite ammos status (C8.2) and the higher ELR, usually 4 or 5. All other units (usually 447s) get the lower ELR, usually 3. [CHw]

German 5-4-8 MMC The German OB for many of the scenarios, as well as the CG, provides 548 SS squads, that is they are identified as being SS. Do counters get an underlined Morale and a higher broken side Morale?
A. No. [CHw]

High Walls Can a unit in hex Z10 see a unit in AA11? Is there LOF/LOS between these units?
A. No. No. A unit in Z10 cannot see AA9, AA10, AA11 (because of the High Wall vertex) or AA12. He can see Z11 and Y12 over the normal wall. (More quoted discussion: "The wall between Z10 and AA11 is a one level obstacle. It seems to me the only way a unit could have a LOF/LOS across the wall is to be equal to or higher than the wall and that includes LOF/LOS to an Adjacent unit on the other side of the wall. Similar to rowhouse/factory walls as this wall is one level obstacle… I don't think units can see each other that are Adjacent.") Yes – this is correct. You can't see over it, you can't fire over it. You must be higher than it, create a Breach or go around. [Misc11

Map Is hex R16 a building hex?
A..No. The center dot is not in the building so treat it as Open Ground. [CHw]

Map Is hex A8 a building hex or merely a stray part? Is hex R16 a building hex or merely a stray part?
A. A8 is NOT a building hex. R16 is actually an error on my part during a late stage of the game. It should have been a building hex, but as depicted is not. [CHw]

Map Is the E11 marketplace treated as a paved road or a boulevard?
A. Since it is not declared Boulevard it is Paved Road. [CHw]

Map What are the circled numbers on certain buildings for?
A. They indicate the key locations (and TVP) for the CG. They also show casual observers the layout of the historical British perimeter, building by building. [CHw]

Pillbox and Bridge For pillbox "special Location" it states in 2.876 "It may be attacked in non-HTH CC by any unit in T18. Otherwise, all attacks vs. this location are treated as if at a range of one hex."
A: Duh! My mistake, and a funny one, a la "Okay, my 838 dudes in M7 are going to hit the T19 pillbox. Let's see, that's 16 hexes, with a 16 FP shot for PBF…" Should obviously be ">=1 hex." The key here is that you can't get TPBF – only non-HTH CC, due to the pillbox's position above and to the side of the road. [Misc11

Pillbox and Bridge Do the 'overhanging' parts of the Arnhem bridge [EX: U20] influence LOS?).
A: No. [Misc11

Pillbox and Bridge Can a unit in the pillbox create a Firelane?
A: Yes, but any such firelane must start in hex T18 and may involve no other hexes except T3-T17. [Misc11

Arnhem: The Third Bridge CG and Scenarios

Campaign Game How do the German ELRs work?
A: The basic rule is Special Rule TB3: the 6-5-8 and 5-4-8 units are SS and get Elite ammo status and the higher ELR, usually 4 or 5. Everyone else (usually 4-4-7's) gets the lower ELR - usually 3. [CHw]

Campaign Game The 1st CG Firefight (CGFF) is a Night action. Is the British Majority Squad Type (MST) Stealthy because of TB2? What is the MST of the Germans?
A. Yes - the British are Stealthy. The German MST is Normal throughout, except for SMC and units that 'descend' to conscript (as usual). [CHw]

Campaign Game The CG says there is a pillbox in T19 [NRH] but the A:TTB rule section covering the pillbox describes a vertex location, not T19.
A. There is certainly only one pillbox. It should more correctly be referred to as the 'T18 pillbox. [CHw]

Campaign Game German OB The CG German OB rules and the German OB on the OB card are in conflict. The former indicates the Germs can receive up to four 8-0 in the initial firefight, while the card indicates three.
A. Follow the rule book with its detailed description. 4 x 8-0 in all.
* German Reinforcement Group B; the CG rules say it's available on turn 6 or after on a dr 2< the turn number, the OB card says it's available turns 5+ [that says turn 5 or after] on a dr 2< the current turn.
A. Again, follow the rule book, which is more specific. [CHw]

Campaign Game PLSR The CG PL Special Rules specify the changes to the PL rules in CG PLSR 4.41. Does this mean that the players do not use the PL rules? If so, then at the end of a FF, how does each side determine their respective CTHCs and MLRs (since it is not listed in CG PLSR 4.72)?
A. No - it means that of the standard 15 PL Special Rules, only those 8 listed in 4.41 are used in TB. The last part of 4.41 states "In addition, the following Firefight and CG Special Rules show all of the PL rules that are in effect, in order. No other PL sections are used." So to play the ATB CG, players need only follow the sequence of ATB 4.4, and generally familiarize themselves with the 8 standard PL SR and the 16 TB SR (rules section 3.0). [CHw]

Scenario TB2 ("Guts, No Glory") The radio has no use in this scenario. Change the German Unit A listing on the CG OB card to read "8-0 x 4" and the German Unit B listing to read (2<, 6+). [CHw]

Scenario TB3 ("With Breakfast You Get Germans") Map Layout should read "TB - only hexrows on/east of U are in play". [CHw]

Busting the Bocage

Map With regards to the map what level are hexes A24; B24; C24 and D24?
A. A24 is -3; B24 is -2; C24 is -1 and D24 is 0. [Letter100

Map Which hex is level 0 and does the terrain go up or down to the south map edge?
A. As per my answer above, terrain slopes down. [Letter100

Carnage at Cassino

Scenario CAC 6 ("Into the Valley of Death" Add to the Turn 2 Polish group: Elements of the 4th Polish Armored Regt.: 1 x Sherman IIA(a), 3 x Sherman V(a) (thus giving the Poles 8 Shermans total). You can download a new scenario card in PDF format. [CHw]

Critical Hit Magazine Scenarios

Scenario CH 3 ("The Green Hell") ABS HANDICAP should read:
US3-US2 + replace the Japanese 9-1 leader with a 10-2.
US2-Decrease CVPs in the VC to 18.
US1-Replace a 6-6-7 squad with a 6-6-6.
J1-Increase US SAN to 4.
J2-Increase the scenario length to 7.5 turns.
J3-J2 + replace the US 9-1 with a 9-2. [CH3; CH3.1; CHw]

Scenario CH 4 ("Steutzpunkt Vierville")
1) The direction arrow is currently pointing toward the EAST edge. North is toward the top of the page. This will fix the US being able to enter right next to the beach on Turn 1.
2) The Be5 overlay should be placed Be5: 5O5-5O6 on D7-D6.
3) SSR 4 should read: Tanks may not enter a Level 1 hill hex from any Level 0 hex that is west of hexrow I. [CH3; CH3.1; CHw]

Scenario CH 7 ("Prelude to Breakthrough") There should be 16 German concealment counters. [CH3; CH3.1; CHw]

Scenario CH 8 ("The Predators") SSR 5 on page 16, Infantry Category B is a Russian HMG and a .50cal HMG. A total of two machine guns are available to the Russian player choosing this category. [CH3; CH3.1; CHw]

Scenario CH 9 ("Breakthrough to Kozani") SSR 1 should read "EC are Moderate with no wind at start. Kindling fires is NA." [CH3; CH3.1; CHw]

Scenario CH 25 ("Land of the Khan") The Japanese set up should reference SSR 5, not SSR 4. [CH3; CHw]

Scenario CH33 ("At the Point") The artwork for the T-60 M40 shows a 4FP CMG. That should be a 2FP CMG. [Letter278]

Scenario CH 37 ("Forgotten Years") The sand dunes are low. [Letter30]

Scenario CH 53 ("At The Crossroads") Replace the entry instructions for the 4th Division with the following:
"Elements of the 4th Division, Soviet Konarmiya Army enter on Turn 1 on/adjacent to hex 43Y1:". [CHw; CH *Tanks!*]

Scenario CH55 ("Lighter Than A Feather") The name comes from that most Japanese of sayings: "Duty is heavier than a mountain; death is lighter than a feather."
1) The Marines set up in hexes numbered <=4.
2) Yes, the Japanese Cave Complex is double normal size, i.e. "<= 4 hexes from 15AA6". [CHw]

Scenario CH 56 ("The Stalingrad of Kursk") Replace the history section with the following: Ponyri, Russia, July 9, 1943: Among the many fierce battles of Kursk some of the fiercest fighting occurred around and in the tiny agricultural village of Ponyri. The fighting was likened by both sides to a miniature Stalingrad. Along the railway running from Orel to Kursk its importance was a collection and distribution point for the collective farms in the vicinity. For 6 days this village became the focal point of immense efforts by both sides. Units of the 292nd Infantry Division had captured the railway embankment on the opening day but the struggle for control of the settlement was sucking in large numbers of German units. To support the 292nd General Model fed in the 9th & 18th Panzer and the 86th Infantry divisions. The Soviets responded in kind, feeding in more artillery, mortars and howitzers. In Ponyri itself, ferocious hand-to-hand fighting took place with heavy fire support from tanks, artillery, and SP guns, as both sides contested the village. From July 6-9 a see-saw struggle for control of the schoolhouse, tractor depot, railway station and water tower took place. German massed tank attacks impaled themselves on minefields and were shattered by the massed fire from T-34s, anti-tank guns, and tank hunting units with their anti-tank rifles and Molotov cocktails. Although the Soviets were suffering frightful losses their defenses were fulfilling the purpose for which they were designed. The task of Bleeding the Germans white was achieved. [CH *Tanks!*; CHw]

Scenario CH 57 ("Yad Mordechai")
1) SSR 4 should allow the Israelis to deploy and recombine without a leader. [CHw] {Corrected in later printings. SR}
2) All minefields are Known. [CHw]

Scenarios in Critical Hit Issue 4 and later All AFVs listed in CH scenarios using the new clip art use OPTIONAL MG ARMAMENT by SSR only. For those confused by the lack of MG designations on the scenario cards, any armament listed in Chapter H notes as "Opt." are only available by SSR. [CHw; CH3.1]

Scenario CH 63 ("March of the Mastadons") Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged. [CHw]

Scenario CH 64 ("Race for the Bridges") Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged. [CHw]

Scenario CH 73 ("The Stand Off") The Weapons Pit counter depiction shows the wrong TEM vs. non-OBA attacks. The TEM is +2 vs. OBA and OVR, +3 vs. Others. The Counter and the rules are correct. [CH4.1 counter sheet; CHw]

Scenario CH 74 ("Troteval Farm") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG. [CHw]

Scenario CH 75 ("The Big Cat's Den") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG. [CHw]

Scenario CH 77 ("Drop Zone A") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG. [CHw]

Scenario CH 78 ("The Outskirts of Lemberg") The printer substituted the German MMG and LMG graphics for the Polish MMG and LMG graphics. Use the appropriate Allied Minor MMG and LMG. [CHw]

Scenario CH 78 ("The Outskirts of Lemberg")
1) SSR 5 says foxholes may use HIP as per G.2. Since there is no Kunai, Bamboo or Jungle in the scenario, I'm guessing substitute grain, brush, woods.
A. Yes.
2) SSR 4 says the Germans are considered elite, so the SD's are a 7 on the AC's. Elite doesn't effect SD's. Should they be 6's or 7's?
A. 7.
3) The 11th division Polish re-enforcements are four 4-5-8s, a 4-3-7, two LMGs and four horses. This can't be right because the instructions call for them to enter mounted. Should there be five squad-sized horse counters?
A. Replace the 4-3-7 squad with an 8-1 leader. [CHw]

Scenario CH 81 ("Hard Cactus")
1) The entire board is in play, ignore the shading on the mapboard diagram.
2) Add a radio to the turn one American reinforcements.
3) The single US truck should enter on or after turn 1.
4) The two US T19 HMCs should enter on or after turn 3.
5) The German squads should all be 4-6-8. [CHw]

Scenario CH 83 ("Jungles of Stone") There should be 8 caves and 2 trenches, not the numbers printed on the scenario card. [CHw]

Scenario CH 95 ("Shambles") Delete the Serman Fireflies. Increase the number of Sherman V(a) from 15 to 19. Increase the number of Achilles from 1 to 4. [CHw]

Scenario CH 97 ("Final Crisis at Blackpool") Add the following Special Rule: The pond (waterhole) at 39S10 is flooded. In the Japanese balance provisions a HMG is added, but without the necessary 2-2-8 to man it. Add the 2-2-8. The designer suggests the following changes to better balance the scenario:
1. Change the 2 447's in the reinforcement group with the 9-2 to 2 338's.
2. Remove the SSR that states that 447's have Gurkha capabilities.
3. Add an SSR that states that the 9-2, the 648's and their resulting half squads, and 338's have Gurkha capabilities. (No other units do.) [CHw]

Scenario CH 97 ("Final Crisis at Blackpool") The "airfield hexes" should include the circular depictions as well as the runway proper. No airfield hex is paved. [Letter72]

Scenario CH 106 ("The Breakthrough") Set up for the 7th Battalion and the mortars should be "<= 3 hexes from...". [CHw]

Scenario CH 138 ("The Sausage War") The Finnish 6-4-8s are 1st Line and the 5-3-8s Green. [CHw]

Scenario CH 139 ("Betrayed by General Winter") Change the Victory location, listed as 18K4, to 18K3. Note the Finnish 6-4-8's are 1st Line and the 5-3-8's Green. [CHw]

Scenario CH 140 ("Sisu at Summa") The Finnish 6-4-8s are 1st Line and the 5-3-8s Green. [CHw]

Scenario PB-CH[F] ("Bedlam Bridge") 1) What happens if the British player totally rubbles a building with his rubble counters? It ceases to be a building, and according to the Objectives it's buildings that the German player scores VPs for controlling. Can ex-building rubble hexes count as well? (Presumably, rubble created by Special Rule 4 would not.)
A. Yes.
2) Also, in order to score control VP for building hexes, must the German player actually have units in those hexes? Simply controlling those buildings/hexes isn't sufficient?
A. Control will add them to the German VP total. [CHw]

Scenario Genesis 19 ("Operation Kislev") SR#2 should read "…any hill hex on Level 2…". [CHw]

Dien Bien Phu

Counters Please note that there are no DC hero counters provided. Just substitute a normal hero, or other agreeable substitute. If a regular hero is used as a substitute, it does not alter the caracteristics of the DC hero in any way, it is merely a substitute counter.
There are no 227 HS for the PAVN 427 squads; there were mistakenly printed as 127 HS. [Misc31; DftB15]

National Characteristics Chart The sixth bullet in the PAVN section should cross reference DBP 6. [Misc31] {Minor editing. SR}

Overlays The overlays should be cut right to the hexsides, no overlap into adjoining hexes is intended. [Misc31; DftB15]

Dien Bien Phu Scenarios

DBP1 ("Bruno's Flak Attack") There should be ten PAVN 448s. [Misc31; DftB15] {Minor editing. SR}

DBP2 ("Where the Buffalo Roam") This states that A-S are playable hexrows; it should read A-P. [Misc38]

Dzerherzinsky Tractor Works

3.11-.12 As regards 3.11-.12 Leader determination. "For a company or larger unit the CG card will instruct you to make additional leader DR" While the German l notes points this out, the Russian l note does not. It is true Russian companies (I1, I2) get only one leader this way? I understand a 7-0 is supplied as a SW.
A. No. The additional leader is supplied in this case in lieu of the extra DR. The 7-0 is supplied as an "addl. SMC". Note z reads "...the following SW/addl. SMC" and continues, "Guards Rifle Coy - 1 x HMG; 1 x MMG; 2 x LMG; 1 x ATR; 1 x Lt Mtr.; 1 x 7-0. Thus, the note provides a second SMC, the 7-0 to I1. A second leader is then obtained as per 3.12. The Guards SMG Coy, I2, receives one leader as per 3.12. The Storm Pltn also receives one leader as per 3.12, and note I4 also receives a -1 DRM to their roll. [CHw]

CG TW2 CGSR I2 This rule states that purchase restrictions may be ignored for the initial scenario. But what exactly gets ignored? Does this mean the purchased units are available immediately? Or that more sections may be purchased, even in excess of the Scenario and CG maximum, but only if purchased for the initial scenario?
A. It's a comparison with CG-TW1, CG SCENARIO RULE I2 (in CG-TW1) to I2 (in CG-TW2), i.e., the German may purchase the previously restricted M2, G1-3 not allowed by I2 in CG I. Our attempt to clarify has apparently confused but that's all it means. [CHw]

CG TW2 Setup Areas For the Russians in CG II, set up is an area defined on one side along hex row G. The German setup area is "south" of the Russians although the German FBE is West. I am trying to confirm that you actually mean no Germans may setup west of row G but reinforcements may still enter along there?
A. The Russian set up is delineated as G1-G27-R32-KK23. Replace "south" with "southwest" or "outside of" to avoid confusion. [CHw]

Debris The debris example art in the rules uses a bad example. It shows hex H28 but the text refers to G28.
A. Both contain debris (a building with debris in the case of H28.). [CHw]

German Attack The German does not have to buy an Attack Option in the initial scenario. [CHw]

German OBA Strictly interpreted, the German may not purchase OBA since note a applies to several groups including the 'O' type. If CGI2 is used, then the EXC clause is completely unneeded since both CG use the I2 rule. What is correct?
A. The Germans may purchase OBA. Bring a radio in from off-board, do not add a phone for the Initial Scenario (i.e., on board as Germans enter from off board). No restriction on purchasing an Offboard Observer (O4) for Initial Scenario. Note a reads, "Available for on-map setup on CG day of purchase (EXC: German Intial Scenario)." The EXC simply reminds you this note does not apply for the listed RGs for the Initial Scenario. [CHw]

German RG note A This note states units as "available for on-map set up on CG day of purchase [EXC: German Initial scenario]." Additionally CGSR I2 for both CGs states neither side has purchase restrictions for the initial scenario. Do these two rules not contradict each other?
A. No. See above as regards the I2 question and OBA. This question missed the point that this reference simply negated CG SCENARIO RULE I2 from CG-TW1. [CHw] {Minor editing. SR}

Map Gravel Piles are treated as DTW rail embankments, not RB rail embankments. [CHw]

Map Does the game turn track art work exclude the area it covers from play?
A. Yes. FF35-40 are in play; GG36, HH36, II36, JJ 36 and KK36 are in play. [CHw]

RB SSR DTW uses both RB CG SSR 8 (two snipers per side) and 17 (two self-rally attempts per side). [CHw]

RG Tables
a) Russian Guards Rifle Coy (I1) and German Rifle Coy (I1) RGs should also have 'c' in the notes column.
b) Footnote 'c' should include ATRs as being manned by 127 crews.
c) Add to footnote z: ELR Loss/Gain drm: Soviet I1 –6, I2 –4; German I1 –4, I2-I4 –2.
d) The 'r' footnote for a CG RG does not preclude setting up in Reserve. [CHw]

Redeployment Use Redeployment Option B. [CHw]

Russian Entry 1) Can the Russian just enter onto shoreline hex, as if they have boat capability?
A. No.
2) If they are allowed to move onto shoreline, how many movement points do they have left when do move onto shoreline hex. Perhaps only the edge hexes that are not shoreline are available for off board entry.
A. See above. No boats. [CHw]

Russian RG Table The Russian HW Pltn (I5) comes with BOTH a .50 cal HMG (8-16) and another "regular" HMG (6-12). [CHw]

Set DC Does DTW use Red Barricades-style Set DCs, that is, they are HIP until the location is searched?
A. Yes, as per O11.6073. [CHw]

Storage Tanks This references "RB9" but I assume this should be O9.
A. Correct. [CHw]

Euro Pack I

Scenario Euro Pack I 19 ("First Contact, First Defeat") The counter art shows two Polish AT guns. However SSR 5 states "Use AN Italian Gun to represent THE Polish …" So would the counter art be right and there are two 37L or is the SSR right and there is only one?
A. The note refers to both, i.e., two guns. [CHw]

Scenario Euro Pack I 21 ("The Shortest Way") In the Critical Hit version there should be only one German 8-1 leader, not nine. [CHw]

Scenario Euro Pack I 48 ("For One More Hour") Add SSR 7 "The French may not Boresight."
In the Critical Hit version, the French Infantry/-ATG group, 5th Mixt Escadron, sets up on Board 41, east of row N (not inclusive). [CHw]

Scenario Euro Pack I 52 ("Time for Lunch")
1) In the scenario prelude replace "December 19, 1944" with "December 17, 1944".
2) Errata - In the German entry conditions replace "on 24Y1" with "on/adjacent to 24Y1". [CHw]

Scenario Euro Pack I 55 ("Roadblock at Stoumont") In the U.S. OB replace the two "M4A1 (75) W" Shermans with "M4A1 (76) W". [Letter6]

Scenario #12 ("Bloody Christmas") The American Tank Destroyer is an M-18. [CHw]

Euro Pack 3

Scenario #61 ("Elusive Armor") The American Tank Destroyer is an M-18. [CHw]

Euro Pack 5

Scenario #81 ("Katukov Turns The Tables II")
1) SSR #1 next to last sentence should read: "Vehicles with low ground pressure pay normal MP"? {With the "?" I don't know if this is a question or an errata. SR}
2) SSR #4 suggests only 2 Russian T26s tanks but the OB calls for 4.
A. There should be 4.
3) SSR #5 lists hex 18Q6 twice for shellholes.
A. Ignore the second listing. [CHw]

Scenario #99 ("Lords of the Steppes") Ignore the German OBA icon, they receive no OBA. [CHw]

Gembloux The Feint Campaign Games

Gembloux the Feint: "Lost Sentinels" 1) On the German CG card, the German I1 Infantry Pltn. CG Max should read "P12", not "P1,2".
2) Any AFV is considered a Strategic Location.
3) Grain is in season (B15.6), and is not treated as Plowed Fields.
4) Use Redeployment Option A. [1-4 are CHw]
5) The rules section for leader generation mentioned on the CG card for "Lost Sentinels" is 3.121. [PL2US; CHw]

Gembloux The Feint Scenarios

Scenario GTF1 ("Caught Napping") Make a side note of the tank affected by SSR3, and do not place the Abandoned counter on board. [CHw]

Scenario GTF3 ("Reluctant Withdrawal") Reverse the two Balances (i.e., the German balance should be French). [CHw]

Genesis 48

Arab '56 Vehicle Listing 5, AMX-13 MBT The counter appears to be missing its white dot for small target status.
A. It is on the counter, just very small. [CHw]

Arab Vehicle & Ordnance Listings These do not give the # of counters of each type.
A. Correct. We'll supplement this table at our website shortly. [CHw]

Arab Reinforcement Groups There are two Arab reinforcement groups with the ID of O2: the ALA 3" mortar OBA, and the Arab Legion 3" mortar OBA. I assume that as their CG max limits are different, these are indeed different RGs, so that the Arab Legion 3" MTR OBA should be RG O3, which forces the renumbering of the Arab Legion 88 ART OBA to O4. Also, both of the Arab Legion OBA modules (O3 and O4 by my numbering) should probably have a notation of 'd' in their notes column - can't buy the Arab Legion OBA before the rest of the Arab Legion shows up.
A. They are indeed different. The Arab Legion 3" MTR should be O3 and the 88MM OBA should be O4. However, the Arab Legion OBA is available before the rest of the Legion shows up. The Legion was in the vicinity but did not commit infantry and armor until it looked as if the Jews were going to be victorious in driving the Arabs out of the Old City. [CHw]

Battle Hardening Leaders The Platoon Leader 2.5 rules for battle hardening leaders seems wildly excessive, allowing the battle hardening of up to four leaders on a side?! (that is at least half of the leaders in each side's OOB, every CG date).
A. Don't agree. You add +2 to the dr for it being a leader promotion and ignore the CVP modifier. So, in most cases, you will have a positive modifier which means most often you will get to promote 0 or 1 leaders. [CHw]

C5 Israeli Isolated Ammunition Shortage Is the +1 DRM for consecutive CG Dates Isolated inclusive of the just-completed CG? (So if the Israelis end the first CG Date Isolated, they have a +1 for 1 "consecutive" day Isolated; still isolated after CG Date 2 would be a +2, and etc.)? It is not inclusive of the just completed CG. [CHw]

C11 (Israeli recycled units) Is a unit eliminated in Close Combat considered to have received a KIA for purposes of this rule?
A. Yes. [CWh]

CG DRMs 1) The CP Replenishment modifier under the ALA is listed as NA. Does this mean that until the Arab Legion shows up (after CG 4), the ALA doesn't get CPP's in the Refit Phase?
A. No.
2) Or do they roll with a 0 modifier?
A. No.
3) Or do they always use the Arab Legion +4 DRM even before the Arab Legion RGs can be purchased?
A. Yes. [CHw]

CGSR C3 (Campaign Game setup) Arab setup describes one setup area as "inside the walls" and another as "outside the walls". Can Arab units set up ON the walls?
A. Yes, the Arab player is considered to control all Wall locations at the start of the campaign and as such, may set up ON the wall.

GEN 1.231 (ALA looting special rules) 1) The rule itself is really confusing with reference to Mopping Up. "... if the building has multiple Locations, it immediately invokes the effects of Mopping Up ..." Does this mean that when an ALA unit enters an original-Israeli building, it takes its Looting TC, ALL building Locations that it could Mop Up are considered Looted, and the ALA units suffers the consequences of Israeli units being in the Looted Locations as if the ALA unit had Mopped Up?
A. Yes.
2) Are Building Locations that contain Known Good Order Israeli units still Mopped Up under these circumstances?
A. Yes, the Mop Up is attempted and potential casualties ensued as if the Israeli unit is Unknown.
3) Once a building location has been looted (i.e. Mopped Up or controlled by the ALA player) does it still trigger Looting for subsequent ALA units that enter it?
A. No. [CHw]

GEN 2.1.1 (City Walls TEM) What is the TEM when firing on a (non-tower/gate) city wall hex from an adjacent, connected city wall hex? +3 as if a stone building, or +0 as if a rooftop?
A. It is +3. See the second bullet in the rule example. There are many more turns in the wall than depicted on the 40 meter hex map. [CHw]

Israeli 6-3-8 Squads What is the smoke exponent for the Israeli 6-3-8 squads?
A. One smoke grenade icon = exponent of '1'. It is to the left of the 6-3-8. [CHw]

Israeli Counters If the Israelis are supposed to be German-colored, the color match is poor. If they aren't supposed to be German-colored, then they are missing 1/2" and 5/8" Concealment markers, and the German SW used in some scenarios are going to show rather obviously.
A. The 4-color printing process is under control by no one 100% - witness purple Germans and going back further those amazing counters in COI. The counters are considered to be acceptable from a color gamut standpoint and the card-stock core is matched to the 'older' dark cardboard core so they are not a dead give-away (i.e., many wargame companies use that fancy, thinner 'white core' for their counters now). [CHw]

Israeli Ordnance Listings 1 &2, 2" & 3" MTR There are no dm counters for the homemade version – can they be dm?
A. No. [CHw]

Israeli Reinforcement Groups 1) If the Israeli player purchases RG M4 Ammunition, and fails to reach any Isolated units, is the Ammunition RG Retained for the next CG Date?
A. No.
2) Can Israeli units with the r1 and r2 notations (I1 Irgun Platoon, I2 Irregular platoon) set up inside the city walls even if the area is Isolated? Or is it intended that while the area inside the city is isolated, these units must set up outside the city walls?
A. Yes, see C12 of the Jerusalem Campaign Special Rules.
3) Can r1 and r2 type units retreat off the friendly map edge, be Retained, and set up inside the city in the next CG?
A. No. [CHw]

Israeli Unit Substitution 1) Do Irgun 4-2-7 which Battle Harden become Fanatic?
A. Since there is no higher class for the Irgun 4-2-7 they become Fanatic when they Battle Harden.
2) If they ELR do they Disrupt?
A, Irgun 4-2-7 become two broken HS when ELR exceeded. See GEN1.154
3) Are the 4-3-6s (I2) Haganah or HIM? (Or are HIM always a subset of Haganah?)
A. The HIM are treated as a subset of Haganah/-Zahal. [CHw]

Ordnance Listings 3 & 4, 120, 120 (H), 160 MTR These listings omit the 'no dm' notation
A. Noted. [CHw]

Ordnance Listing 5, 57L AT 6 pdr The listing shows ROF 2, counter shows ROF 3; listing says HE5, counter says HE7
A. ROF = 3; HE = 7. [CHw]

Ordnance Listing 8, 76* Napoleon This appears to be the same gun as French Ord. Note 9 (65 M mle 06), but is missing the 'h-d' notation from the back of the counters.
A. Answer coming. [CHw]

Ordnance Listing 9, 75 ART Should this be "Krupp", not "Krup"?
A Krup is correct. [CHw]

Ordnance Listing 12, 20L AA Hispano-Suiza in the ASL listings (British Ord. Note 20) these guns have a limbered side. [CHw]

Ordnance Listing for the 75 ART mle 1897 This is given as 12, but is actually missing – Hispano-Suiza is 12, etc., and there is no 16.
A. Answer coming. [CHw]

Ordnance Note 5 This refers to the Davidka as exploding, doesn't mention the Parosh, but both have the notation on the counters and in the listing. Does the Parosh also explode on a malf 11-12, colored dr=6?
A. Yes. [CHw]

Reinforcement Groups The following Reinforcement Groups have a CG Max that exceeds the possible purchases, even if the Scen. Max is purchased on every single CG Date: Arab M3 Attack Option; Israeli M1 Fortifications; Israeli M2 Sniper
A. They do not exceed possible purchase. See C6 of the Jerusalem Campaign Special Rules. Every day is a campaign date. Therefore there are 13 campaign dates (May16-28). The 6 historical dates are shown for those who want to simulate the sequence of the major historical actions but those are not the only available campaign dates. [CHw]

Sinai '56 Israeli Ordnance Listing 4, 120 MTR The listing shows B11, counter says B12; listing shows S8, counter says S7; claims there's 2, actually only 1; counter says no dm, listing omits.
A. Counter is correct for all. [CHw]

Vehicle Listing 1, M4A2 This claims 2, actually 3 in game; listing says B12, counter shows B11; listing gives a 4 FP AAMG, only vehicle 3 has this.
A. B #11 correct. Only one is provided with the AAMG. [CHw]

Vehicle Listing 2, M4A1-K This claims 1, actually 2 in game.
A. Correct. [CHw] {Minor editing. SR}

Vehicle Listing 3, H39(L) LT This listing shows 4, there are only 3 – but there is also one H39, with no listing for it.
A. There are four total; 3 x 'short' gun and 1 x 'long' gun. [CHw]

Vehicle Listing 3, Locust LT The listing says British, counter shows British, notes says American. I believe the Locust was an American-built vehicle.
A. You are of course correct – provided to the combatants and maintained formerly by the British but built by Americans. [CHw]

Vehicle Listing 3, M4A3 there's only one in the game, but it has ID#4.
A. Correct. [CHw] {Minor editing. SR}

Vehicle Listing 5, M4A2 The listing shows ROF 0, but the counter shows ROF 1. Which is correct?
A. ROF = 1. [CHw] {Minor editing}

Vehicle Listing 6, M4A1-K The listing shows ROF 0, counter shows ROF 1; listing shows # 1, actually 2.
A. ROF = 1. [CHw] {No answer to quantity question}

Vehicle Listing 7, Sherman 1B The listing shows it as M4-105, that's the Sinai '56 version, the G'48 version counter calls itself Sherman 1B (confusing because the only differences are the B# and the Sherman 1B's lack of a gun before 2/49).
A. Gun may not be used before 2/49 and note B#. Otherwise same tank and counter used. [CHw]

Vehicle Listing 10, M# ht This claims 2, actually 10 in the game
A. Correct, a typo. [CHw]

Vehicle Listing 11, Humber IV AC There are none included in Genesis '48, none in ASL in Soviet/Egyptian colors.
A. This will have to be added as a new counter as per my above notes. [CHw]

Vehicle Listing 11, M3 B .50 cal HMG ht This listing shows S6 Ammo, this CANNOT be correct.
A. No, typo. [CHw]

Vehicle Listing 12, Daimler AC The counters are missing the white dot for small target status; vehicle 2 counter shows a class C gun, listing and vehicle 1 have class B guns.
A. Noted. We'll be providing a new counter with our next release that includes 5/8" counters. [CHw]

Vehicle Listing 12, M21 MC 81* MTR ht This claims 2, no such counters in the game. Also, per ASL US Veh. Note 33 & '89 Annual errata, M21 should have a red CS#, range 3-75, and an Inf Crew.
A. One 81mm mortar HT fits all; 'M21' nomenclature did not make it to the counter. Use the M3 'C' counter provided. [CHw]

Vehicle Listing 12, Staghound AC The listing has the vehicle as truck-type MPs, ASL British Veh. Note 54 has it AC type MPs.
A. Correct. [CHw]

Vehicle Listing 13, M9 & M9A1 ht There are none included in Genesis '48, none in ASL in Soviet/Egyptian colors
A. Provided in Brit colors. We'll add them also if they are needed or use British counters. [CHw]

Vehicle Listing 14, Loyd Carrier There are none included in Genesis '48, none in ASL in Soviet/-Egyptian colors
A. Once again, use British counter if you need one of these. [CHw]

Vehicle Listing 15, M3 ht The listing shows 9, there are actually 10 counters.
A. We added an extra, you are correct. [CHw]

Vehicle Listing 15, White SC as this is the same vehicle found in ASL American Vehicle note 39, I assume that the MA is 12.7 MG (the LMG having gone missing), and that since the PP capacity is raised from 9 to 13, the vehicle no longer comes with an inherent HS.
A. Yes to all. [CHw]

Vehicle Listing 16, BTR-152 The towing letter is lower-case in listing.
A. OK. [CHw]

Vehicle Listing 17, 3/4 ton American truck The listing shows the vehicle as being Very Small Target, counter shows it Small Target, US Vehicle note 55 shows it as a Small Target.
A. Small is correct. [CHw]

Vehicle Listing 17, Jeep American The listing shows it having a B12, counter shows B11.
A. Counter is correct. [CHw]

Vehicle Listing 17, M3 FT This shows as having a low Ammo X9 – I assume this is an error, it is simply an X9.
A. Correct. [CHw]

Vehicle Listing 21, M3 AAG The counter shows it as M9 AAG; listing has it non-turreted, counter shows it Slow Traverse.
A. Counter is correct. [CHw]

Vehicle Listing 23, Carrier A & Carrier B The listing shows them as Open-Topped, ASL (British Veh. Note) shows them as Close-topped but always CE.
A. Add to note in GENESIS 48: "White movement arrow for these AFVs signify Closed Topped but always CE status." [CHw]

Vehicle Listing 24, Jeep & variants This shows the ATR Jeep as open-topped, but it is actually unarmored.
A. Add to the note in GENESIS 48: "This vehicle is Unarmored but not considered Open Topped." [CHw]

Vehicle Listing 24, Staghound I AC The listing indicates it has sM6: the French-colored counter does, the Soviet-colored counter does not have such a notation; also, listing says truck-type MPs, ASL British Veh. Note 54 has it AC type MPs.
A. No sM is correct. Yes on the AC movement type. [CHw]

Vehicle Listing 26, 1.5 ton Armored truck The listing says close-topped, but the counter says open-topped.
A. It is a Closed Topped truck. We'll be providing a new counter with our next release that includes 5/8" counters. [CHw]

Vehicle Listing 35, Lorraine 38/65 This indicates HE only, counter doesn't show it.
A. HE only is correct. [CHw]

Vehicle listing 36, sIG II SPA This has the B# in Italics – probably supposed to be BOLD for Low Ammo status.
A. Yes. [CHw]

Scenario GEN1 ("Sons of Galilee") Is grain in season? Scenario 1 is 20 May, normally grain wouldn't be (Plowed Fields in May), but Scenario 3 "Etziongrad", 13 May, has the grain in season.
A. Grain is not in season unless stated otherwise. So, no. [CHw]

Scenario GEN3 ("Buying Time") 43L9 should be 42L9. In SR 5, "contagious" should be "contiguous". Third sentence from the end, "The DO NOT ..." should be "They DO NOT ...". [CHw] {Minor editing. SR}

Scenario GEN3 ("Buying Time") In SR6, 43Y10 is NOT offboard, presumably the observer should be in in 43Y0.
A. Trace the LOS from 43Y10 as it states. [CHw]

Scenario GEN4 ("Buying Time") In SR4, 43L9 should be 42L9. In SR5 change "contagious" to "contiguous". [CHw]

Scenario GEN8 ("I Deam of Jenin") Can the Arab Legion player opt to bring his infantry on foot, and then bring his trucks in later? Or, is it required that he bring any infantry on board as passengers in his trucks?
A. It is the designer's intent that they come in on the trucks so the answer is No, then Yes. [CHw]

Scenario GEN12 ("Final Act") SSR 2 calls for Overlay SD4 on E7-F8, which is an illegal placement. Should this be E7-F7, E8-F8, E7-E8, F7-F8?
A. Yes. [CHw] {But this doesn't answer which one of the four possibilities if is! SR}

Scenario GEN13 ("The Monastery") Building J27 is mentioned in the Israeli setup conditions. There is no building in hex J27. What building does "J27" refer to?
A. J26. [CHw]

Scenario GEN14 ("Edge of the Sword") "Each SW exited counts as 12 CVP ..." Is this correct?!
A. SW count as 1 CVP each. [CHw]

CG-GE1 ("The Grain Elevator") Russian reinforcement A2 list a medium tank platoon of 3xKV-1 M40; however the tanks depicted are 3xT34 M41. What should Russian reinforcement A2 consist of?
A. 3 x KV-1 M40. As per PL errata, the textual listing always supercedes the graphical depiction if they vary. [CHw]

CG-GE1 ("The Grain Elevator") In the German order of battle 4 Flak Pz IV/20 (Wirbelwinds) are shown. In the scenario aftermath 4 Flk Pz IV/37 (Ostwinds) are mentioned specifically. Should the Germans have Flak Pz IV/20's or Flak Pz IV/37's?
A. FlaK Pz IV/37. [CHw]

CG-GE1 ("The Grain Elevator") Under the initial Russian OB: A2 NKVD Militia Pltn should be I3 NKVD Militia Pltn; G2 ART Battery should be G1 ART Battery; and O4 Offb'd Observer should be the O2 Offb'd Observer (there is no O4). [CHw]

CG GE1 ("The Grain Elevator") In the CG E1 Objectives, can draws occur? Should it read, "The Germans win…all stone buildings…" instead of Locations?
A. Yes. No. [CHw]

German OB it lists, "O4:Offb'd Observer". There is no O4. Does it mean O2?
A. Yes. [CHw]

Map I notice in some hexes on the GE map building depictions cross over hexsides? Does this make these new hexes Building hexes?
A. No. Building depictions that cross over a hexside block LOS and Bypass movement across those hexsides and have no other effect on play. Note that A9 is a building hex despite the fact that the building depiction 'misses' the hex center-dot. [CHw]

Map Can you clarify the status of the Grain Elevator (Building I6) hexes I7-I8?
A. Yes. These have a Ground Level and Rooftop Location at Level 2 only. These rooftops may be reached from Level 2 of hex I6. Treat these Rooftops as per O.4B and O.5 for entry and all other purposes otherwise. [CHw]

Redeployment Use Redeployment Option B. [CHw]

Russian OB it lists, "A2: NKVD Militia Pltn. X 4". "A2" is the Medium Tank Pltn; an NKVD Pltn. Is I3. Does the OB mean 4 x NKVD Militia?
A. Yes. Same goes for "G2: Arty Bty.", there is no G2, use G1 instead. [CHw]

Russian RG Notes I assume Russian Note c also includes INF guns as regards being accompanied by a 2-2-8 crew.
A. Yes. [CHw]

Charts In the Nationalist- CTV-vehicle rarity factor chart add "the same rows of "camión blindado nº1" and "camion blindado nº2" as for Republican Vehicle rarity factor chart. And use for Nationalist the same factors as in the Republican vehicle-listing chart.
In the Republican vehicle rarity factor chart "the Schneider M.16 CA1" is only available in July - August 1936. [Letter157]

Rulebook 1.11 REPUBLICAN units use Allied Minor SW/Vehicle/Ordnance counters (not Axis). NATIONALIST units use Axis Minor SW/-Vehicle/Ordnance counters (not Allied). [Misc26]

Rulebook Add "1.23 - It is impossible in DYO scenarios to buy ATR, MINES and RADIOS." [Letter157]

Rulebook 2.14 Add "The Republican FC are only availables for Vasque troops from the PNV (Nationalist Vasque Party)". [Letter157]

Rulebook 2.19 Change "Treat Republican units as Allied Minors" for "in Nationality capabilities chart". [Letter157]

Rulebook Add "2.33 In scenarios later to the rendition of Santoña (26-08-37.) the units of the Euzkadi´s Army have they morale level reduced by 1." [Letter157] {PK believes this may be only the opinion of the person that posted the errata on the web, not official CH errata. SR}

Rulebook 2.56 Add "-1 DRM is applied". [Letter157]

Rulebook 3.3 Add "A -1 DRM is applied (cumulative with any others DRM) for OBA attacks against Falangist units". [Letter157] {PK believes this may be only the opinion of the person that posted the errata on the web, not official CH errata. SR}

Rulebook 3.611 When it is specified that the units are of the Condor Legión, they will use the black to hit numbers. [Letter157]

Rulebook 3.64 In scenarios in those that combines CTV and National Army, the rule A10.7 will be applied (Allied troops). [Letter157]

Scenario Cards What are players supposed to do about counters not matching the clip art on firefight cards?
A: Use counters from your existing Allied and Axis Minor counter set for those not provided with Guerra Civil and ignore subtle differences between the counters provided and their depictions on the scenario cards as the cards do not reflect a couple of final changes made to the counters. [Misc26]

Scenario GC2 ("Last Stand on Hill 197") Republicans should set up first (as defenders), and Nationalists should move first (as attackers). [CHw]

Scenario GC3 ("Son Servera") Ignore the playtester note on the card referencing SCW 2. It is already correctly placed on the Board Layout graphic. [Misc26]

Scenario GC5 ("Dombrowski's Stand") Remove the field phone from 5th Bandera de la Legion, and put it in 1st Tabor of Tetuan. [Letter157]

Scenario GC6 ("Brihuega Disaster") Change Scenario Rule 2 to read, "...on Board SCW 2 are wood." [Misc26]
Change the two BT-5 tanks in Republican set up for two BA-6. [Letter157]

Scenario GC7 ("Resist or Die") Rule 3 refers to … a Level 0 Two Story House. What does the Level 0 refer to?
A. As per the Scenario Rule, follow B23.22. The building simply sits on Level 0. [Misc26] {Minor editing. SR}

Scenario GC11 ("Noi Saimo Italiani di Garibaldi") In the Republican setup instructions for units setting up on board 42, change the hex coordinate of "S12" to "S1". [CHw]

Scenario GC12 ("Ring of Iron") In Objectives, The Nationalists need to Control three of the Six Hills at Game End without losing > 45 CVP. (Changed 'five' to 'six' above as there are six 'hills'.) Note that the counter clip art on the Firefight Card does not match the counters available for the following vehicles (subtle differences): T-26B, FT-17C, and Pz IB. Use the counters provided. [CHw]

Scenario GC12 ("Ring of Iron") Does the definition of a "hill" in the Objectives, apply to the hill reference in the setup for the Republicans?
A: No. Republican units may set up on any level hill hex on board SCW2. [CHw]

Hell's Bridgehead

Map Corrections 1) The arrows in the northwest corner of the map that designate where the Russians may enter for each CG are reversed – for CG1 is between hex A1 and LL0. For CG2 it is between A8 and K1. The CG Rules are correct.
2) All brush hexes between A26 and D26 (seven hexes total) should be treated as marsh hexes.
3) Optional: Place Overlay X7, treated as wooden, in hex JJ9. Place a Rubble Counter in this hex for CG II. This is the "Kursk Blues Cafe", infamous in playtesting.
4) Historical note: The village name of Krasny Oktabyr printed in hex M26 is actually Kliuchi. The village of Krasny Oktabyr is partially represented by the cluster of buildings south of the Psel River. [CHw]

Jatkosota

Finnish Lahti-Saloranta LMG (provided in Jatkosota) The range 7 should be underlined ("2-7") to indicate the availability of Spraying Fire. The depictions on the scenario cards and in the newsletter are correct. [Jatkosota errata; CHw]

Jatkosota Scenarios

Scenario JAK2 ("At The Gates Of Viipuri")
1) Change the reference to board 17 to board 14 in the Russian setup and Board Configuration hexrow limitations. [CH3.1; CHw] {Fixed in CH *Tanks!* version. SR}
2) The reference to Board "17" in the Board Configuration hexrow limitations should be Board "14". [CH3.1; CHw] {Fixed in CH *Tanks!* version. SR}
3) SSR 2 should read "21P7-P8-O8". [CH3.1; CHw]
4) The setup restrictions for the Finnish HIP Elements should be changed to read "... in hexrows with coordinates >= 5". [CH3.1; CHw] {CH3.1 mistakenly has '<='. Fixed in CH *Tanks!* version. SR}
5) The CH *Tanks!* version has an IS-2 instead of an IS-2m. The CH *Tanks!* version has Russian ELR 2 and SAN 4. [CHw]

Scenario JAK2 ("At The Gates Of Viipuri") The setup restrictions for the Finnish Elements of the 20th Brigade and Er.Ps.K. should be changed to read "... in hexrows with coordinates >= 5". [Jatkosota errata; CHw]

Scenario JAK5 ("Forests of the North") The Germans receive only one HMG. [CHw]

Leatherneck

Scenario 1 ("Ichiki's Mistake") 1) SSR 2 Overlay Corrections as follows: Ef3 should be on Be648-641; Ef1 should be on 35P2-Q2; Ef2 should be on 35X5-Y6. All other overlays are correct.
2) Note on the Mapboard diagram that the Ef1 and Ef2 overlays should be reversed. [CHw]

Scenario 2 ("Hell's Corner") 1) SSR 3: Paths are Trail Breaks (B13.421). Add the sentence, "Tanks are Not Allowed to enter the stream." They can only cross the river via the sandbar.
2) SSR 7: Use Preregistered rules for this Module (C1.732). [CHw]

Scenario 2 ("Hell's Corner") Overlays SD8 and SD1 overlap, is this intended?
A. Yes. [CHw]

Scenario 3 ("Seizing Viru Harbor") 1) SSR 3: May the Japanese AA guns change their CA so as not have a south/SE hex form part of the CA after setup? Do they have the option to setup in AA mode?
A. Yes, in a fire phase of the first turn of the game. There is no reason to do that since the FB will be gone at the start of the first turn. [CHw]
2) SSR 6: What if by turn 3 or thereafter there are no surviving Japanese leaders? What phase is the SSR 6 NTC made by the Japanese best leader?
A. They cannot attempt escape. It can be done in the RPh, PFPh or MPh. [CHw]

Scenario 5 ("Meeting Otto") 1) May the 3" Deck Gun place more than one Smoke counter in a Fire Phase, as if it were a mortar?
A. No
2) Is the 2 ROF of the Deck Gun before or after the spotted fire reduction of rate?
A. After, it has a 2 ROF for Spotted Fire. [CHw]

Scenario 8 ("White Beach") Overlay Oc104-1053 should be placed on 40O2-N1 rather than 40O1-N1. [CHw]

Scenario 10 ("Wrong Way at RJ-177") What do two 3-4-8 HS recombine into, a 7-6-8 or 6-6-8 squad?
A. 6-6-8. [CHw]

Scenario 12 "(Nightmare in Naha") PTO does NOT apply to this scenario. [CHw]

Scenario 13 ("Saito's Farewell Order") Clarification on SSR3. The NVR does Not change on initial entry, when the Japanese player enters Board 43 the NVR increases by 2, upon entry of Board 33 the NVR will increase 2 more, etc., but the NVR may not increase beyond 6 as per (E1.12). [CHw]

Leatherneck II

Scenario 2 ("Hellzapoppin Ridge") The US force with the crews should have 2 x 81mm. mortars. [CHw]

Scenario 5 ("Storming the Point") The LVT4s should have PP value of 39, not 19. [CHw]

Scenario 6 ("Second Day in Hell") Japanese OB has 6 crews and 8 weapons requiring crews. Is this intentional or is it supposed to be 8 crews?
A. Yes. {Assuming CH means it is intentional. SR} [CHw]

Scenario 6 ("Second Day in Hell") SR 2 Calls for a wooden rubble counter in hex 32E2 and there is a stone rubble counter placed in that hex in the prior sentence. Is the wooden rubble counter actually supposed to be in 32E3?
A. Yes. [CHw]

On All Fronts Pak

Scenario OAF1 ("'Smasher Karl' Weidling") Do the German reinforcements enter on turn 1, as per the TO&E tree, or turn 4, as per the entry arrow?
A. Turn 4. [CHw]

Scenario OAF2 ("The Tiger's Roar") When does the Russian player make the choice between reinforcement groups: before German setup, after German setup, or when they enter on turn 3?
A. Anytime during play. [CHw]

Scenario OAF2 ("The Tiger's Roar") Do the German Tigers have to enter all on the same edge?
A. No, "and/or" signifies this. [CHw]

Scenario OAF5 ("Gap at Grunewald") Can the Russians enter anywhere on the south edge east of the canal? The entry arrow is slightly shifted towards board 23.
A. Anywhere. [CHw]

Operation Compass/Wavell's 30,000

General Notes 1) All references to "light" breeze = "Mild" Breeze.

2) In all scenarios that state a Convoy must enter on a particular hex, it may enter on/within two hexes of the listed hex and no mines may be set up within six hexes of a hex a Convoy is eligible to enter on. For Convoys, LOS is considered to continue offboard. Any scenario using Convoy Rules may have any Convoy of > 10 vehicles split into small Convoys of <= 10 vehicles each (EX: Graziani's Advance).

3) In any scenario with a Special Rule stating Aircraft are Recalled after dropping their bombs, replace with "after using any armament."

4) Cloaked truck Passengers lose their Cloaked status for any Concealment Loss Activity, not just the actions listed on the scenario cards. [CHw]

Carriers Most of the scenarios contain Universal "Bren" Carriers in the Commonwealth OB. But it does not clearly indicate in those scenarios what form the inherent Half Squad should take, either the 247 HS or the 248 HS.
A. Use 2-4-7 HS in all cases unless stated otherwise. [CHw]

Scenario CH109 ("Frontier Raid") SSR #4 add "or if they fire" after "(D6.9)". [Letter65]

Scenario CH109 ("Frontier Raid") What ammunition types are available for the Italian OBA?
A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHw]

Scenario CH110 ("Starlight, Starbright") Add SSR 5. Additional MP for movement in Convoy is NA. [Letter65]

Scenario CH111 ("The Battle of Ghirba") Suggested amendment: change required DVP to 20. [Letter65]

Scenario CH112 ("Frontier Raid II") SSR #4 add "or if they fire" after "(D6.9)". [Letter65]

Scenario CH112 ("Frontier Raid II") What ammunition types are available for the Italian OBA? The British OBA?
A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHw]

Scenario 113 ("Graziani's Advance") In the Italian OB, "1st Motorised Blackshirt/Libyan regiment" should be instead be "1 CCNN '23 Marzo' Zona Camicie Nere". [Letter67]

Scenario CH114 ("Surprise at Nibeiwa") 1) SSR4 refers to the concealment of 8 Italian units. There is no OB given "?" for dummies. And some Allied units set up on board. So what exactly does this SSR refer too?
A. Any "?" gain after set up (based on range; LOS) must be ignored for eight squads.
2) What level is the British OBA Observer located at?
A. Ground unless specified otherwise. [CHw]

Scenario CH116 ("Pride Before The Fall") Suggested amendment: delete the British dm 76mm MTR and one HS. [Letter65]

Scenario CH118 ("Sidi Omar") Change SSR 3 to "is Recalled after it makes any attack (ie. it is not recalled if it misses its Sighting TC unless it makes a Mistaken Attack.". [Letter65]

Scenario CH119 ("Fortress at Bardia I") In the Commonwealth OB, "1/2 Battalion" should be "2/1st Battalion, 16th Australian Infantry Brigade". [Letter67]

Scenario CH119 ("Fortress at Bardia I") 1) What is the level of cloud cover for NVR determination?
A. Use 1.11 to determine.
2) If squads in this scenario are Lax by SSR, and crews and leaders are not, are those crews and leaders Stealthy or normal instead?
A. Normal.
3) Is the morale level improved of the Italian crews in this scenario?
A. No.
4) Wire has to be placed in hexes 30A5 to 30GG5. This is a 33-hex span, but only 32 wire counters are allocated in the OB. Should a hex be missed or should their be 33 wire counters?
A. 33.
5) There is no crew counter for the mortar in the Australian OB. Should this crew replace the 248 Half Squad in the OB, or be additional to the HS?
A. Replace 2-4-8 with a crew.
6) Why are their 4 radio's in the Australian OB?
A. Ignore the '4'; it is 1. [CHw]

Scenario CH119 ("Fortress at Bardia I") In the Commonwealth OB, "3rd Battalion" should be "2/3rd Battalion".

Scenario CH119 ("Fortress at Bardia I") 1) Is the morale level improved of the Italian crews in this scenario?
A. No.
2) What are the ammunition types available for the Italian OBA?
A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHw]

Scenario CH120 ("Small Encounters") 1) Is the morale level improved of the Italian crews in this scenario?
A. No.
2) What are the ammunition types available for the Italian OBA?
A. You will find this information on Page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHw]

Scenario CH121 ("A Test of Nerves") In Commonwealth OB, "2nd Battalion" should be "2/2nd Battalion". [Letter67]

Scenario CH121 ("A Test of Nerves") What does "breaking" in the Objectives mean?
A. If they Malfunction, are Captured or Eliminated for Italian victory purposes. [CHw]

Scenario CH122b ("Fortress at Bardia II") In Commonwealth OB, "5th Battalion" should be "2/5th Battalion". [Letter67]

Scenario CH123 ("The Bardia Warterworks") 1) What is the radio for in the Australian OB. The Artillery module is provided with an Off Board observer, which I would have said would make

the radio a redundant feature.
A. May use either. You may need it, you'll see! [CHw]

Scenario CH124 ("The Fall of Tobruk") 1) In the Italian OB, "3rd Company, II Medium Tank Battalion" should be "3 Compagnia. I Battaglione Carri Medio. I Ragruppamento Carristi". [Letter67]

Scenario CH124 ("The Fall of Tobruk") What levels are the Italian and British OBA Observers located at?
A. Ground unless specified otherwise. [CHw] {Minor editing. SR}

Scenario CH125 ("Down the Throat") In the Italian OB, "A Battery, XXIII Corps Artillery Battalion" should be "A Batteria di Artiglieria. Italiano del XXII Corpo". [Letter67]

Scenario CH125 ("Down the Throat") 1) What type and size of bridge exists in hex 27D7?
A. See B6.1. Stone.
2) What about the use of Dummy counters provided in the OB?
A. Remove the 4 x "?" from the Italian OB. [CHw]

Scenario CH126 ("Metal at Mechili") Is the morale level improved of the Italian crews in this scenario?
A. No. [CHw]

Scenario CH127 ("Stand at Derna") In the Italian OB, "A Squadron, 41st Medium Tank Battalion" should probably be "A Squadrone. 1 Bataglione Carri Medio. 4 Reggimento Carro Armato". In the Commonwealth OB, "4th Battalion" should be "2/4th Battalion". [Letter67]

Scenario CH127 ("Stand at Derna") In the scenario Stand at Derna, SSR 4 indicated that vegetation hexes on both boards 9 and 15 exists normally. This does not make it clear if this also includes Grainfields. They would normally be out of season, Is this still the case, Or do they exist in season.
A. Grain out of season. All others exist as printed on map. [CHw]

Scenario Beda Fomm 01 ("The End of the Line") Are the depiction of the 2 British 8-1 infantry leaders in the Turn 4 reinforcements correct? Should they instead be 8-1 Armor leaders?
A. No. Yes. [CHw]

Scenario Beda Fomm 02 ("The Trap Congeals") 1) What is the SAN for the Italian forces
A. SAN: 0.
2) The OB for the Italian forces says that the Tonini Airborne Regiment has an ELR of 5, and SSR2 says that the ELR is 4. Which one is correct?
A. 4.
3) SSR2 says that the Tonini Airborne Regiment's ELR drops to 2 after "their first ELR failure". Is this change of ELR calculated for each individual unit in the OB, or once one unit has failed its ELR all other units ELR in the Regiments OB drops to 2?
A. Any unit, i.e., the first.
4) Which units of the Italian OB have an ELR of 2?
A. All except Tonini.
5) What are the ammunition types available for the Italian OBA?
A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition.
6) What level is the Italian OBA Observer located at?
A. Ground level unless specified otherwise. [CHw]

Scenario Beda Fomm 02 ("The Trap Congeals") In the Italian OB, "3rd Medium Tank Regiment" and "5th Medium Tank Regiment" should be respectively "3 Bataglione Carri Medio. 4 Reggimento Carro Armato" and "5 Bataglione Carri Medio. 4 Reggimento Carro Armato". In the Commonwealth OB, "A Company, 2nd Battalion" should be "A Company, 2nd Battalion, the Rifle Brigade (Prince Consort's Own)". [Letter67]

Scenario Beda Fomm 03 ("Death of an Army")
1) What level is the Italian OBA Observer located at?
A. Ground level unless specified otherwise.
2) What units are actually represented In the Italian OB by the Tonini Airborne Regiment? In particular which leaders from the OB are in this Regiment and thus have a higher ELR?
A. Your choice of leaders.
3) The Italian OB lists the vehicle "Autocarri L Truck" twice. Once with 4 units and then the other with 6. Should there be 10 units of this type in this scenario?
A. No.
4) If not should there be some other unit represented instead?
A. No.
5) And if this is the case, how many Autocarri L Trucks should there be?
A. Not the case; 10 x Autocarri L Trucks (substitute other counters to 'be' them if you don't own enough). {This directly contradicts the answer above. SR}
6) Can the 10-2 Armor Leader that is in the British OB (106th Lancashire Hussars) direct the fire of the 2-pounder Portee even though the unit is not an AFV?
A. Yes.
7) Is the 2-pounder Portee in the OB a 37mm Bofors Portee instead, as represented in the other earlier scenarios
A. No. [CHw]

Scenario Beda Fomm 03 ("Death of an Army") In the Italian OB, "5th Medium Tank Regiment" should be "5 Bataglione Carri Medio. 4 Reggimento Carro Armato". But as for the 6th Medium Tank Regiment (or Battalion for that matter), I can find no evidence what so ever of this unit being on the 10th Army. [Letter67]

Ordeal Before Shuri

Scenario OBS3 ("Second N' Ten") Add a radio and a field phone to the Japanese OB. The radio may only be used for the 80mm OBA; the phone for the 100mm OBA. [CHw]

Scenario OBS7 ("Suicidal Tendencies") The American reinforcements entry text should read, "Elements of Company A, 193rd Tank Battalion: Enter using Convoy Movement on TT1 on Turns 1/2/3/4 as per SR 2:". [CHw]

Paddington Bears

Since the release of Pegasus Bridge, there has been some minor debate about how to address the problem of having two sets of PB 1-5 Scenarios. The final decision has been to redesignate the Paddington Bear Scenarios as PBP (Paddington Bear Pack), rather than the previous PB. This is a Scenario Designation Lettering change only, it has no bearing on the scenario design, and is designed only to clarify which scenario is being cited. The 1997 Paddington Bear Pack will have printed designations of PBP#, but for the existing Paddington Bear scenarios 1-10, please consider this an "official" errata to the scenario designation. [CHw]

Scenario PBP1 ("Red Sorghum, Yellow Earth") This is PB1, not PB6. [CHw]

Scenario PBP2 ("The RHA at Bay") The Germans should have three Pz 38(t)A tanks, not two. [CHw] {Corrected in later printings. SR}

Scenario PBP5 ("US Forces") The Victory Conditions should be read as 5 of the 7 indicated objectives, with entire building K8 being a single objective. [CHw]

Scenario PBP6 ("Raw Deal") There should be ten American 6-6-7 squads, and ten "?" counters. [CHw; CH3.1] {Some printings already have the ten "?" counters. SR}
The US forces should have 1xHMG, 2xMMG, 3xBaz44, 2xDC. [CHw] {Also the counter art for the Baz44 should have an "8-4", not an "8-5". SR}

Scenario PBP7 ("Piece of Cake") The Russian OB should have 1x 9-1 SMC and 3x LMG (not vice-versa). [CHw]

Scenario PBP10 ("First to see Will ...") The U.S. Reinforcements enter on the *west* edge, not the east edge. [CHw; CH3.1]

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The overlays are at level -1. [CHw]

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The CH setup graphic on the map could be misunderstood. The text above the unit OBs (saying where to setup) is correct. [CHw]

Scenario PBP12 ("Soft Noodle") 1) Chinese groups A and B are composed of Conscript 3-3-6 squads, group C is composed of First Line 3-3-7 squads.
2) All Chinese 336/136 MMC are treated as Conscripts (as printed on the ASL™ Axis Minor counters). [CHw]

Scenario PBP13 ("Marked For Death") The French AFV are two AMD-35 Panhard Armored Car. [CHw]

Scenario PBP15 ("The Road To Mandalay") Burmese 3–3–6's are Conscripts, not Green Troops. Their depiction should have a "C", not a "G", in the upper right corner. [CHw]

Scenario PBP17 ("Easy Meat") The US Turn 1 reinforcements enter via *west* edge. Add a 9-1, two 4-6-8's, and a dmMMG to the German turn 2 Reinforcements. [CHw]

Scenario PBP18 ("Pandemonium") Delete the red 2 under the Japanese 9-0. The Japanese OB should include only three SMC: 10-1, 9-1, & 9-0 (plus 3x448, 3x447, 3x228, 2xMMG, 2xLMG, 1xMTR, 10x?, 2xTrench, 5xFoxhole, as printed). [CHw]

Scenario PBP22 ("Moire In Belleza") There should be 2x 8-0 SMC, not three, in the Yugoslavian OB. In the Balance (ABS) Y1 should be "Delete 5x ? counters"(not eight). [CHw]

Platoon Leader 1.0
Campaign Games A-H

Converting PL1.0 CGs to PL2.0+ ALL 1.0 CGs USE REDEPLOYMENT OPTION B.
All reference to Battle Hardening (1.6114) should now refer to Battlefield Promotion (3.44); SSR are now FSR; CPP are now CP; FPP are now FP; PL CG SSR = CG SR; "Scenario" is now referred to as "Firefight"; "determine leaders as per 1.6205" now should read "determine leaders as per 2.36"; "must enter as reinforcements on the CG date of purchase [EXC:1.6194]" should now read "must enter as reinforcements on the CG date of purchase [EXC:2.34]". Intensity Levels determine the maximum number of 'I' type RGs that may be purchased by each for each CG Firefight: 3 for Low, 5 for Mid, 7 for High. For CG A-H below, '*' indicates a suggested update. [CHw]

PLA Hills of the Arakan RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northeast-Southwest. [CHw; CH3.1]

PLA Hills of the Arakan The "Sherman VC" should be a "Sherman V(a)". [CHw]

PLA Hills of the Arakan * Woods-lines are not Strategic terrain in this CG. [CHw]

PLB Counterlanding at Koromokina Lagoon Is there one specific east edge hex used for Entry/CG Victory Conditions, or is it any Hex?
A. Any Hex. [CHw; CH3.1]

PLB Counterlanding at Koromokina Lagoon * Woods-lines are not Strategic terrain in this CG. For the Initial Firefight only, any Japanese-occupied Beach hex not adjacent to a hex with a Marine in it is considered a Strategic Location. [CHw] {Minor editing. SR}

PLC Decision at Safi French RG purchased as Reserve must set up >= 6 hexes from the beach in the first CG date. {Reserve activation superseded by previously listed PL1.6194(b) Q&A from CHw. SR} [CHw]

PLC Decision at Safi Pier Locations are Strategic Terrain. [CHw]

PLC Decision at Safi & PL1.6195 See entry under "Platoon Leader 1.0".

PLD Easter at Tobruk RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast. [CHw; CH3.1]

PLD Easter at Tobruk SSR C2 Does the wadi lose HIP as soon as a German unit gains LOS to it?
A. Yes, providing the German unit is a "known" SMC/MMC on foot. Night vision in a BU AFV was a very chancy affair and extremely difficult to the driver. [CHw; CH3.1]

PLD Easter at Tobruk SSR C2 May a German MMC "probe" the wadi to find the deep end?
A. Yes, use the Minefield Clearance rules [A24.74]. [CHw; CH3.1]

PLD Easter at Tobruk SSR * Add Note A & P to Foxholes in the Fortifications Available for purchase chart (for Historical reasons. Blasting was usually involved to make such holes in the rock). [CHw]

PLE Frozen Hell (Original version) 1) RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast.
2) Russian Engineer units come equipped with 2 DC. [CHw; CH3.1]

PLE Frozen Hell (Original version)
Considering the Scenario Max, why do the Russians have a selection of 26 Pltns when only a maximum of 15 is possible to be purchased? For player options?
A. The OB in this case was used to represent the wide variety of Russian troops used in the Winter War and is reflected in this manner so that the Russian player has a wide choice in forces. Therefore the answer to part two is ... YES. [CHw; CH3.1]

PLF Arakian Rose * Woods-lines are not Strategic terrain in this CG. [CHw]

PLG Cemetery Hill This CG will soon be re-released with a new map and several other changes.
(1) Change "In Commonwealth area (SSR C4)" to "In Commonwealth area (SSR C3)" in the Initial Allied OOB.
(2) The German Reinforcement Group Table RG I5 lists a 10-2 SMC while note L lists a 10-3 SMC. The 10-2 is correct.
(3) Greek & N.Z. Reinforcement Group Table RG O1 lists "Scen Max 1, CG Max 30". The CG max should be only 3.
(4) German troops may only enter by Glider during the Initial Scenario and entry via Glider and Paradrop is only allowed during the Initial Scenario. [CHw]

PLG Cemetery Hill Campaign Data Card
(1) Clarification: Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CPP to set up On-map as per 1.6194. Also, Commonwealth and Greek units independently control CTHC, and establish independent MLR. Greek and Commonwealth troops treat their Allied MLR as uncontrolled. Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CP to set up On-map during the 2.34 segment of the Reinforcement purchase step. [CHw]
(2) Initial Allied OB: The allies receive 1 x N.Z. MMG and 1 x N.Z. 2-4-8, delete the "RG" from in front of these two entries. [CHw; CH3.1]
(3) RG Costs Chart: The following RG cost the amount of CPP indicated: German I2: 5; German I3: 8; German I4: 4. [CHw; CH3.1]
(4) The German Glider HQ Platoon (I5) receives a 10-2 and a 9-2 leader, not a "10-3". [CHw; CH3.1]
(5) Add to Note "v" the following: German gliders may carry a 5/8" counter. Each glider may carry the following: its normal PP capacity OR one SdKfz2 + one 5/8" gun counter + one 2-2-8 crew (the E8.1 restriction DOES NOT apply). The German may add enough Glider counters to his OB for scenario #1 and for ALL RG which enter in Gliders [EXC: NO Glider may enter empty]. [CHw; CH3.1]

PLH Frozen Hell (CH vol 5/1) *Note b: Clarification about Finnish LMG, use Allied Minor or Jatkoska counters.
*Note l: -change "Determine Leaders (SMC) as per 3.12- .121." to "Determine Leaders (SMC) as per 2.36- 2.361."
*Note r: - change "[EXC:3.9 - 3.91]" to "[EXC: 2.34 - 2.341]" [CHw]

Pointe du Hoc

BAR Gunner Only a Good Order, un-wounded BAR Gunner may Recombine into a squad. A BAR Gunner may not Recombine in any other combination other than 2 x 3-4-7 + 1 x BAR Gunner = 7-6-7 Ranger Squad. [CHw]

Paragraph 2.3 Line 1 "H15" should be "HH15". [CHw]

Paragraph 2.5 Line 3 "(EX: Hex CC17..." should read "(EX: Hex GG17...". [CHw]

Paragraph 2.51 Line 5 "GG18" should be "GG17" and "arrow" there are no arrows. Line 6 "GG17" should be "GG18". [CHw]

Redeployment Use Redeployment Option A. [CHw]

Pointe du Hoc Firefights

PdH3 ("Nowhere to Run, Nowhere to Hide") The US set up should read, "...set up <= 10 hexes from hex KK13 [EXC: OO13, GG5 and HH4]" to add GG5 and HH4 to the hexes the US cannot set up in. Board Layout should read "(Only hexrows N-RR are in play)". [CHw]

PdH2 ("Road Warriors") Objectives should read "paved road (S6 - O21)" not "paved road (T6-Q21)". [CHw]

PdH5 ("Rangers Relief") Reference to P28 in Ranger entry area and Objectives should be N28. The reference to "within ten hexes of OO13" is clarified as meaning EE12 and thus the Objectives should be interpreted as N28-EE12. [CHw]

Rout Pack I

Scenario Rout Pack I #2 ("The Glory Road") The scenario is dated in 1942. However, the original Rout Report version was dated in 1941. Which is correct?
A. 12 December, 1941 is correct. [CHw]

Scenario Rout Pack I #8 ("Victoria Cross") The scenario length is 7.5 turns. [CHw]

Rout Pack II

Scenario Rout Pack II #3 ("Distinguished Service") Although not an error, the German HMG should be exchanged for a second MMG for better balance. [CHw]

Scenario Rout Pack II #5 ("Brandenburger Bridge") The German setup restriction of ">= 2 hexes" should be "<= 2 hexes". The Germans also start with Control of the two victory hexes. [CHw]

Scenario Rout Pack II #8 ("Riding Shotgun") The 8th Armored Recon elements should enter "… on the North, South and/or WEST …".[CHw]

Scenario Rout Pack II #9 ("He Who Hesitates") Change MkIIIL's to MkIIIJ's; change MkIIIG's to MkIIIH's and change the SdKfz 7 with Pz. Regt. 5 to a SdKfz 11. [CHw]

Rout Pack III

Scenario 8 ("Another Damn Bridge" The American OB shows a M36B1on the art work and nomenclature but shows the MF and armament for an M18 Hellcat.
A. M18 is correct. [CHw]

Ruweisat Ridge

British CG Card The 40L/57L ATGs for the British mention portees in the notes column. Do they come with their own transport a la the Germans/Italians?
A. This is correct. They get the vehicles as per the vehicle notes. [CHw]

British RG British groups A9 and A10 say 3 x dr on table A7 and 5 x dr on table A8 respectively however those tables are a single dr.
A: Use the tables as written - one dr each for A7 and A8. [CHw]

British RG O1 O1 and O2 should be listed as "76mm MTR OBA" and "88mm OBA." [CHw]

CG Data Card Notes Note C mentions that HMG/MMG/ATR/Lt Mtr/etc. comes with a 247 HS. Does this include the random SWs received?
A. No. [CHw]

CG Note 'b' This should be "I1 +1", not "I2". [CHw]

CG8 This reads: "CG8. All vehicles are recalled at the end of each firefight with three exceptions." Are the exception vehicles automatically retained and allowed to re-enter the next CGS? Or are they subject to the PL 3.461 dr as recalled vehicles?
A: If they survive the firefight, the designated exception vehicles are retained without a dr, although you'll note that the side that loses the firefight does not retain the designated AFV. Immobile vehicles are retained and then subject to destruction/repair per the PL rules. Ignore PL 3.461 for the purposes of retaining vehicles. [Misc22] {Re-worded. SR}

Counters Counter card is meant mostly for captured vehicles in the correct color and are replaced with any wreck when knocked out, as RG purchases are limited by the CG Card, not the counter mix. [CHw]

German Force Are the Germans in RR considered Elite for Special Ammo Depletion purposes?
A. No. They barely had ANY Ammo never mind extra stuff at this point. [CHw]

Map 0621 is at Level 0, Hex 0620 is at Level 1, with two level 1 hills at 1224-1225-1324-1325 and around 0222; Level 1 (most of map); Level 2 (first hill level); Level 3 (Pt. 63). [CHw]

Movement Do all hexes use Chapter F costs?
A. Yes. [CHw]

OBA All three nations may buy Pre-Reg for their OBA with the values listed as Italian O4. [CHw]

Redeployment Use Redeployment Option A. [CHw]

Table A5 Should read "Make 4 dr's per Truck platoon purchased". [CHw]

Table A9 Delete the word "Truck". [CHw]

Ruweisat Ridge Scenarios

Firefight Alamein #1 ("Rommel Is At The Gates") Per FSR2, small target-sized Guns may be moved between any trench hexes the Allies set up on Pt.63. [CHw]

Firefight Alamein #5 ("Rommels Sunset") 1) The entry requirements for the NZ reinforcement on Turn 3 should read "4408 or 4417".
2) FSR #1 examples: Deir: 4017; Sand: 1902; Note FSR #1 EXC to F7.31 Bog Checks by vehicles (Sand Dunes: 2802/2803); Brush: 0504, Hammada: 0710.
3) FSR #7 This should read "[EXC: 4410-4413 are NA]".
4) FSR #15 Note that this only applies if the SMC is granted HIP by FSR or CG purchase.
5) FSR #15 Should read Crags may be used for HIP placement and are considered Concealment Terrain for Dummy placement. However Crags are not Concealment Terrain for ? Growth. [CHw]

Scotland the Brave I

British CG Card Line G1, Battalion AT Gun section, the words "[2-2-8 + 6 pdr AT]" should be bracketed. [CHw]

German OBA If the German buys OBA in CG dates 2 and 3 does the observer set up on board (as implied by note o) or does he enter from off board?.
A. Like other RGs, the leader and radio may set up onboard or offboard. I am sorry if the wording of note "o" ("one on-board leader") is confusing; I intended only to mean that this was NOT an Offboard Observer! [CHw]

Scenario StB 9 ("Orders For The Major") The "Remnants of A, B, and C Companies" force should not have two of each leader; the 2s should instead appear under the PIAT, LMG, and MTR illustrations. (The scenario has now been playtested as printed and found not to suffer, indeed some players prefer the printed version, to the Designer's great annoyance!) [CHw]

Scotland the Brave News Early copies of the Scotland the Brave News sheet insert incorrectly stated that a LOS exists between T17 and T23. This is of course incorrect; follow B13.6 and the StBI Terrain Notes. [CHw]

Scotland the Brave II

CG3 British card The last line should end "Churchill MkVI" (not "MkV") [CHw]

CG3 "Initial British OB", last line should read- Plus 30 CP (not 25, the CP Allocation Table below is correct). [CHw]

Map Hex I31 should be open ground; the building should be in I32. [CHw] (Hex I31 should be Open Ground. This is a detail that can be ignored with no detriment to game play and is presented for 100% terrain accuracy.) [CHw]

Map For anyone who has difficulty seeing the wall hexsides, these exist between:
F21 - G21 to G22 - G23 (5 hexsides)
F32 - G32 to G30 - G31 (5 hexsides)
J32 - K32 to I34 - I35 (7 hexsides).
For those who have difficulty seeing the crest line between I1 - J1 and U14 - U15, simply run a black ball-point pen along this line (as many ASL players have already done with crest lines on the KGP maps). [CHw]

Miscellaneous Fontenay le Pesnel was misspelled. [CHw]

Overlays The overlays on the StBII map need a 105% enlargement to fit the StBI map. [CHw]

Scroungin' ASL News

Scroungin' ASL News #24 ("Rolling Thunder") Board configuration should read: "Only hexrows S-GG on boards 11/16/17 are playable". [CHw]

Sunrise Bridge

Redeployment Use Redeployment option A. [CHw]

Sunrise Bridge, The 1) Add to the end of Initial SSR I4 "British units may also enter by Glider if G types."
2) German unit I4 receives 1 x HMG, 2 x MMG.
3) Ignore Note "x" on British unit A1.
4) British unit I3 receives 1 x HMG, 1 x MMG. [CHw]

Stonne 1940

There are two new CG cards and a play aid in CH Magazine vol. 6#2. [CHw]

CGSR 19 My MLR is basically all along the plateau hill line with a portion of the plateau around C9. For deployment in the next fire fight can I put vehicles in this area of plateau even though they have no legal route there [woods, mined sunken road and entry D]?
A. Set up is in ACCESSIBLE locations - the locations are not accessible to vehicles since the path of hexes leading to the Friendly Entry Areas is through terrain impassable to vehicles (Woods, CGSR19). [CHw; CH6.2]

CGSR 26 The SW is received if the final dr is <= 4. [CHw; CH6.2]

CGSR 26 Do the initial fire fight CP suffer from the reduction DR?
A. Yes. [CHw]

CGSR 30 Is the Tank Type dr per unit or per Platoon?
A: Per Platoon (with CGSR 30.1 on countermix limitation). [CHw; CH6.2]

CGSR 31 Do the Initial Firefight CP suffer from this reduction?
A. Yes. [CHw; CH6.2]

CGSR 35 The initial OB granted by the scenario is restricted to areas A, B, C and/or the road running from D0 to P7. Although additionally purchased RGs may utilize area D for a price, any RG listed in the initial OB as well as any RG purchased with the 34 CPs is restricted to the same Entry Areas A, B, C or road D0-P7 for the Initial FF. [CHw; CH6.2]

CGSR 41 How does the Initial Firefight attacker get decided?
A. There is no ATTACKER/DEFENDER in the INITIAL Firefight since (as stated in CGSR 41). VCs are not based on the Dual Attack or Side Assault terms but on the Initial Firefight Objectives found on the CG Card. [CHw; CH6.2]

CGSR 43 Change "15AMa" to "15AMb". [CHw; CH6.2]

CGSR 44 Is this table used for officer replacement? With it there is a good chance that the French get 8 officer upgrades in the RePH!
A. Yes. True! [CHw; CH6.2]

Counter Art Any counter depicting 4-4-7 squads are '4-3-7' squads. [CHw] {This appears to only affect scenario #3, "One More Try". SR}

Map K7 is different level on play aid from map. What level are the woods in C6, M7, E4, E5, F4, and E5?
A. The crest line is too close to the hex center – K7 IS level 6. Here is a listing of the Levels along the Bois-De-La-Grande-Cote:
Level 6: A4-B4-C5-D5-E5-F5-G6-H6-I7-J6-K7-L7-M8-N8-O9-P8
Level 5: A3-B3-C4-D4-E5-F5-G5-H5-I6-J6-K7-L6-M7-N7-O8.
Level 4: A2-B2-C3-D3-E4-F4-G5-H4-I5-J5-K6-L6-M7-O7.
We urge players to take a sharp black pencil and to draw the Crest lines along these hexes. You'll see that there are a few double-crests. For better viewing of the above, print the free Stonne Player's aid available at www.CriticalHit.com. [CHw; CH6.2] {The playing aid also appears in CH6.2. SR}

Map 1) What is the height of the Water Tower and Church?
A. The Water Tower is 1-1/2 level obstacle and is treated as the equivalent of a Factory. It has rooftop Location with a one squad equivalent stacking limit. The steeple is one level higher than the building which I believe in this case is ground level. The steeple has a one 1/2 squad-equiv. stacking limit.
2) What levels of both can be occupied?
A. Ground level and steeple for church and just the rooftop of the Water Tower.
3) How does one get to the roof of the water tower? With no road or inherent staircase, I assume only by scaling, but no units are designated as Command (though some are designated as climb capable – should this be scale capable?)?
A. Infantry may move to/from a Tower Location via the Tower's stairwell or by Scaling. Stairwell costs 1MF per Level changed. [Misc26

Redeployment Use Redeployment Option A. [CHw]

Stonne 1940 CGs & Scenarios

CG I ("Stone 1940") Attack Option According to the CG card, the Germans are limited to 4 attack options; French 3. The purchase of an attack chit is not listed on the RG card. Is the attack option simply selected or must it be purchased?
A. Simply selected. [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'l' Delete "Fully-Tracked". [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'l' Are French leaders received at 1:4 squads or 1:3?
A. 1:3. [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'o' A French observer at level 6 cannot see a great deal, German obs at level 5 even less?
A. Quite normal due to the fact that Stonne is the highest elevation within a 12 kilometers radius (hence its importance as artillery OP.). [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'v' Add this note, and it should read "See CGSR 15." [CHw; CH6.2] {This mistakenly refers to note t, but [Letter116] showed it should be v. SR}

CG I ("Stone 1940") French CG Card The entry for M2 should have: 1 CP - 2 max/FF - 2 max/CG.
Contrary to standard PL rules, French mines cost 8FP/AP Factor and 20FP/AT Factor. [CHw; CH6.2]

CG I ("Stone 1940") French CG Card The entry for M3 has a reference for Note 't'. I do not think this is correct.
A. The 't' note is a reference to the Patrol Rules found in PL 2.5, rules section 2.7. [Letter116] {I think this is wrong; Note t reads "Roll for the type of PzII and/or PzIV received." SR}

CG I ("Stone 1940") German CG Card Are I9 (Assault Eng Coy) and I10 (Arm Aslt Eng Coy) really composed of 338's?
A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") German CG Card Are the Germans allowed to buy FPP?
A. No fortifications for the German. [CHw; CH6.2]

CG I ("Stone 1940") IFSR 1 The LV lasts five turns, not three. CGSR 34 is correct. [CHw; CH6.2]

CG I ("Stone 1940") IFSR 3 Does the French receive free HIP?
A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") Initial French OB Is the French AMR ZT3 in the Initial Firefight OB part of the triangle parent unit (and thus withdrawn at the end of 15 PMb)?
A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") Withdrawing When both sides have to remove units in about the 3rd firefight do we use side records to indicate how to deal with vehicles?
A: Yes. [CHw; CH6.2]

Scenario Stonne 3 ("One More Try") The French 4-4-7 squads should be 4-3-7 squads. [CH6.2]

Those Ragged Bloody Heroes

Australian CG Card Footnote w Delete "1xHMG,". In the example replace five dr with four dr. [CHw]

(Note the use of the "*" symbol denotes the gray bullet in the left-most column of the TRBH CGSR) [CHw]

CGSR1 Hex M9 is an example of Marsh. [CHw]

CGSR14 Delete the "*·", this SR is in effect for all TRBH scenarios and CG. [CHw]

CGSR19 Add the "·*", this SR is only in effect for the TRBH CG. [CHw]

CGSR23 Add the "·*", this SR is only in effect for the TRBH CG. [CHw]

Food & Ammo Can food and ammo purchased for an idle fire fight be carried over, like forces to the next fire fight?
A. Note there are separate answers for Food and Ammo:
FOOD: The Food purchase for an Idle Firefight spares the Japanese from doubling of the Sickness/Starvation losses in the subsequent RePh, so it is used and does not carry over.
AMMO: The Ammo purchase for an Idle Firefight has not been expended so can be carried over to the next Firefight. [CHw]

Japanese CG Card Footnote w Replace "Rifle Platoons (I2)" with "Rifle Platoons (I2 & I3) and the Construction Platoons (I4)". [CHw]

Map DD4 is correctly printed as (interior) Dense Jungle. Treat CC6 and DD5 as Light Jungle as printed (for readability all the jungle center dots on the map are valid as printed).
Note the last part of FSR28, each Pillbox can have both the adjacent hexes in its CA as free Cleared Fire Zones, if they are Kunai or Light Jungle. A Pillbox adjacent to DD3 and with it in its CA, would have the CFZ advantage over units IN the Stream and at Crest level. CFZs _could_ exist in DD3 or EE3 or FF), being hexes containing Light Jungle (and a Stream). [CHw]

Redeployment Use Redeployment Option A. [CHw]

Victory Conditions Can the Japanese win a sudden death victory in the first fire fight just by KIAing 4 CVP of Australian units and losing just 2 of their own?
A. The sudden-death victory applies if the Japanese have a 2:1 CVP/TVP score advantage after any Firefight, <u>but</u> the EXC: clause at the end requires that they 'earn' a minimum of 15 CVP/-TVP in that Firefight. The 9 TVP with which the Japanese start the CG* are not 'earned' during the first Firefight, they already possess them, so they must look elsewhere (like the Entry Points) or score some cheap kills.
* As per CG card and FSR29, 5 TVP for the Mission and 2 each for the Gona Creek and Small Creek crossings. [CHw]

Those Ragged Bloody Heroes Scenarios

Gona3 ("Cold Comfort") Playable area should read "(only hexes numbered >=7 west of hexrow S are playable.)". [CHw]

Gona4 ("Early Surprise") Replace Japanese Handicap with " Replace the Japanese MMG with a HMG." [CHw]

Total East Front Pack 1

Scenario TEF5 ("Panzer Pioneers") The Germans move first. [CHw]

Scenario TEF7 ("Last Line Before Oboyan") The overlays are placed on board 3. [CHw]

Uncommon Valor

CG I ("Flesh Against Concrete") 1) The Intensity Level for the USMC should be Medium, not Low.
2) USMC RG O1 (80+ Bn. Mtr. OBA) may only fire HE and WP
3). USMC RG V1 may NOT roll for optional FT armament as per Ch. H
4). The USMC should add RG O7 150+ OBA (HE+S) to their RG Chart:
    CP cost: 5
    FF Max: 1
    CG Max: 3
    no additional notes
    (This RG represents the VAC Corp Arty)
[CHw]

Uncommon Valor Scenarios

UV1 ("Move Out!") US 80+ OBA can only fire HE+WP. [CHw]

UV2 ("Agony, Ateball and Angel") US 80+ OBA can only fire HE+WP. [CHw]

UV3 ("Devil's Den") Only hexrows N-V and numbered 7-15 (inclusive) are in play. [CHw]

UV8 ("Close Quarter Carnage") Add this Special Rule: "Place overlays as follows: H6 on 27L6 L7; H2 on 26 M5 M6; W2 on 27 K3 J3; W1 on 26 F6 F5." [CHw]

PL1.2 OBJECTIVE HEX: May a player declare an already friendly controlled location as an objective hex?

A. No, an Objective Hex is a location that is to be reached by an Infantry unit. [CH4; CH3.1; CHw]

PL1.2 Shift: The word "Shift" is defined, but I could not find any further reference to this word or concept in the rules. Is a Shift part of the game? If yes, then what are the rules pertaining to a Shift?

A. NO. You are correct, this term is defined in 1.2 but there is no call for it in the present rules. Originally there was going to be a process of allowing units to "Shift" from one setup location to another in the same manner as KGP. This concept was dropped at this time due to the very low density and small map area of PL campaigns. It is still being considered as an optional rule at a later date, but for now ignore it. [CH3.1; CHw]

PL1.5 CAMPAIGN DATA SHEETS: For Historical DRM listed on CDS, does that DRM apply for the side listed as attacker historically or to both sides?

A. BOTH. Originally the Historical DRM was going to be a separate function, but it was then decided to use the separate Leadership, Battle Hardening, etc. DRM instead. Now the Historical DRM is an averaged composite of the forces, manpower and resources available to both sides during the period in question. [CH3.1; CHw]

PL1.6057 What do you do with units that end the scenario in an LC? Are they retained off-board, or do they go into the nearest friendly set-up area?

A. They go into the nearest (in hexes) friendly set-up area. [CH3.1; CHw]

PL1.606 It should read "each MMC may portage <= 5PP, each SMC <= 2 PP". [CH4; CH3.1; CHw]

PL1.606 If overstacked, must all units in the overstacked hex attempt escape, or only enough units to eliminate the overstacking?

A. No, only enough units to eliminate the overstacking. [CH4; CH3.1; CHw]

PL1.607 & PL1.6194 There is no Platoon Leader Chapter Divider {in the original PL}. A Chapter Divider was published with Cemetery Hill for PL. [CH4; CH3.1; CHw]

PL1.6111 & PL1.6202 Do the HS that accompany MMG/HMG/MTR/ATR need to be recombined too?

A. Yes, (1.6202) SW are only required to be manned by HS on the CG Period of entry. [CHw; CH3.1; CHw]

PL1.6113 What is the reasoning behind only allowing one leader max per five squads?

A. This only applies if you have selected the Promotion Out-of-the-Ranks option and was used to prevent too rapid a buildup of low-level leaders. The number 5 is an average number from all the LG# potentials and the Avalon Hill CGs. If through normal combat attrition, you accumulate a better ration of leaders, you may certainly retain them. [CH3.1; CHw]

PL1.6114 In the second sentence, shouldn't it read, "...ing the DR on the 1.6112 MMC Battle Hardening Table ..."?

A. No. The player must make a choice prior to rolling for leader BH, rather to take the two "free" leaders in 1.6113 or make the DR in 1.6114. [CH4; CH3.1; CHw]

PL1.6114 The first 1.6114 should actually be numbered 1.6113. [CH4; CH3.1; CHw]

PL1.6132 The lowest entry under the drm listings should read "+1 if only non-qualified use possible (A21.13)". [CH4; CH3.1; CHw]

PL1.6133 Should this rule be updated to the equivalent rule in KGP II? "P8.6143 A ... MG may be automatically repaired ... by eliminating a MG of the type that would be given were the disabled MG to be Removed."

A. No. [CHw]

PL1.6134 If I place a DC in a target hex and the Original effect DR is <= 10, do I retain the DC for the next scenario?

A. Yes. [CH4; CH3.1; CHw]

PL1.6194 CPP Cost: If an RG has a note stating that it is available for On-Map Set-Up on the CG Date of purchase, can it, and no other RG, use this option of On-Map Set-Up for a cost of 2 more CPP than listed?

A. NO. If a unit is noted that it is available for On-Map Set-Up on the date of purchase, that unit, and only that unit, may begin the scenario set-up on-map at no additional CPP cost over that listed in the CDS. Any unit that is not noted as Available for On-Map Set-Up must either be purchased as Reserves, Enter the scenario from off-map, or pay the 2 CPP extra for the privilege of setting up on the map prior to beginning the scenario when it was purchased. [CH3.1; CHw]

PL1.6194 & PL1.607 See prior entry.

PL1.6194(b) RESERVE SET UP: After Reserve Units are placed on-board and the scenario begins, do these units have the ability to take action? If so, how is this special Cloaking Counter lost?

A. Only after they are activated. Reserve units are activated only by the following:

1. If an enemy (unfriendly) unit enters the reserve unit's LOS and is within three hexes of that reserve unit, that reserve unit and only that reserve unit is activated.
2. Being fired on by any on-board unit from any range [EXC: Snipers, OBA]. (OBA will not activate a Reserve Unit.)
3. Reserve Units are not an eligible Sniper Target. [CHw; CH3.1]

PL1.6194(b) Would units set up on the map this way (in reserve) also suffer the +2 CPP penalty of 1.6194(a)?

A. NO. They suffer other penalties by being set up in reserve, instead the owner may purchase these reserve units at a lower cost, but there are no assurances that your opponent will attack in such a manner that they will activate and become useful. [CH4; CH3.1; CHw]

PL1.6195 & Campaign Game PLC ("Decision at Safi") Scenario Max: Scenario Max and the Scenario Box (on the PLC CDS) for a US Rifle Platoon differ in allowing the US to purchase 4 per scenario, not counting the Hist DRM. Which is correct?

A. The 1.6195 rule is a default rule that can always be over-ridden by the CDS OB Chart. [CH3.1; CHw]

PL1.6195 Scenario Max: Are the following Pltns considered Infantry Platoons?

A. Reference the following list of CG, RG ID and answer:

PLA ("Hills of the Arakan") I1 Japanese Assault Engineers: YES; I1 British Commando Troop: YES.

PLD ("Easter at Tobruk") I2 Australian Weapons Platoon: YES; I3 Australian MG Platoon: YES; I4 German Engineer Platoon: YES

PLE ("Frozen Hell") I3 Russian Engineer Platoon: YES; I5 Russian MG Platoon: YES; I1 Finnish Sissi Platoon: YES

In other words are Elite/Specialized Pltns considered "Inf" Pltns in 1.6195?

A. As can be seen above, all "I" coded units are considered Infantry. This is true across all PL CG now and in the future. [CH3.1; CHw]

PL1.6196 This states that RG given in the initial OB do not count towards this total, while 1.6197 states that RG given in the initial scenario do. Which is correct?

A. It does seem like this is true, but the purpose on recording all RG (given and purchased) on the Purchase Record is to keep track of Objective Hexes, SW and Leaders rolled for. OB given units do not count towards the CG MAX. [CH4; CH3.1; CHw]

PL1.6202 & PL1.6111 see prior entry.

PL1.621 PURCHASING FORTIFICATIONS: According to the 1.621 table, HIP & Trenches cannot be purchased for Isolated Setup Areas. Since this contradicts RB/KGP tables I would like this confirmed and until such time will assume its an error.

A. This is not an Error. The original premise is that these low intensity CG take place in such a short time frame, that the defending troops would not have time to dig proper Trenches. My original reasoning for HIP was the same since an Isolated unit would be under constant observation by the enemy. It may be that there is a basis for purchasing HIP in any PL CG where the time period between scenarios is greater than 4 "historical" hours. Maybe a player survey is in order? [CHw; CH3.1; CHw]

PL1.621 Purchasing Fortifications: When purchasing HIP for a CG scenario, the notes say that no more than 10% of a side's non-reserve infantry squads [EXC: Japanese]. Does this mean the Japanese can purchase HIP for as many squads as they can afford above and beyond the 10% free or can they purchase HIP for 10% more than the 10% they receive free for a total of 20%?

A. A total of 20% of Japanese squads may be setup HIP (10% free + 10% purchased). [CH3.1; CHw]

PL1.621 Purchasing Fortifications: Does the Japanese get a Free Cave Complex for every 4 Caves he starts with and/or every 4 Caves he purchases? May he purchase a Cave Complex for every 2 Caves purchased?
A. NO. NO. Cave Complexes must be purchased in all cases. [CH3.1; CHw]

PL1.623 INITIATIVE DETERMINATION: The CG Cards on the reverse side have a Scenario Time/Date, Attacker, etc., box. Does the Nationality shown in the box *have* to purchase an Attack Chit for Days/Times other than the first scenario?
A. NO, the purchase of an Attack Chit is always optional. The historical information is there for those players that want to play a CG in the historical time frame of that particular battle. [CHw; CH3.1]

PL1.6241 If a Radio/Field Phone is in a now isolated location at the end of a scenario, is it now eliminated?
A. If the OBA Module that was assigned to this Radio/Phone was eliminated, then the Radio/-Phone is eliminated unless another OBA Module is purchased for that particular Radio/Phone in the very next RG purchase phase. If the immediate OBA Module purchase is made, then the Isolated Radio/Phone may be selected for that OBA. (A second Radio/Phone is not received). [CH4; CH3.1; CHw]

PL1.731 Are these drm Cumulative? Are only Russian ski units/Siberians (not regular Russians) eligible for the -1 drm? Would a Russian Siberian Ski unit receive a -2 drm?
A. YES. YES. YES. [CH4; CH3.1]

2.14-2.141 In which sequence are the DR/dr made?
A. 1) Attacker in enemy MLR, then Defender in enemy MLR.
2) Attacker Isolated, then Defender Isolated.
3) Attacker in Uncontrolled, the Defender in Uncontrolled.
4) Attacker in No Man's Land, the Defender in No Man's Land
5) Attacker in friendly MLR may redeploy. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Attacker may now conceal all units according to PL CG11 before Defender may look at board.
6) Defender in friendly MLR. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Defender may now conceal all units according to PL CG11 before Attacker may look at board. [PL2US; CHw]

2.14-2.141 Which Redeployment DR/dr are secret?
A. None. [PL2US; CHw]

2.14-2.141 Is a redeployed Gun no longer Emplaced?
A. No – it may still be Emplaced if Terrain allows. [PL2US; CHw]

2.171 Which Fortifications may remain HIP without being placed on board during the RePh?
A. Mine/minefield, Wire, Tetrahedron, Panji, Pillbox, Fortified Building, Tunnel, Cave, Cave Complex, HIP Guns, Trip Flares, Set DC. [PL2US; CHw]

2.2 Do loses during the RePh count for Scenario, CG and DRM purposes?
A. All RePh losses count for the previous scenario for all purposes. Recalled units are lost but are not counted for CVP. [PL2US; CHw]

2.21 This rule can force units to recombine when redeploying freely could allow them to acquire abandoned SW.
A. Units may ignore this rule when doing so requires not attempting to redeploy to an abandoned SW, Gun or AFV. The owning player may choose the sequence for resolving such recombinations. [PL2US; CHw]

2.22 Each side may have a maximum of two heroes at the end of this step. [PL2US; CHw]

2.23 Battle Hardening rolls should be secret. [PL2US; CHw]

2.24 Should there be a leader allowed for each?
A. Change "2.24 LEADER GENERATION: For each MMC Battle Hardened" to "2.24 LEADER BATTLE HARDENING: Make a second dr on the Battlefield Promotion Table with a +2 drm plus any other non-CVP drm. If this result is > 0, the player may battle harden that number of his leaders. No leader hardened in step 2.221 may harden again, nor can any leader harden more than once during this step." [PL2US; CHw]

2.3(a) "All vehicles currently within their VCA" should read "Any vehicle currently within its VCA". [PL2US; CHw]

2.3(e) Don't remove Concealment counter. [PL2US; CHw]

2.3 "Note that a side may never purchase more than 3 infantry platoons (RG with an ID beginning with 'I' and identified as a 'Platoon' or 'Pltn') unless specifically allowed by that CG." Is this limit per RePh or per CG?
A. Section 2 outlines the steps taken during one RePh. [CHw]

2.33 This rule says Reserve units must setup > 7 hexes from the nearest enemy-controlled Location or Entry Area, but the 1.4 "In Reserve" definition says >= 7 hexes.
A. This is a typo! Yow - it's pretty much always been >=7. [CHw]

2.34 The setup cost table does not say what the "In Reserve" cost reduction (if any) is for "HW" units (allowed to setup In Reserve in 2.33), but does list "V" units which are **not** allowed to setup In Reserve (again, according to 2.33).
A. No penalty or cost reduction. [CHw]

2.362 The rule refers to the "2.361 table" but in the rules there is no 2.361.
A. The 2.361, "LEADER/ARMOR LEADER TABLE" is underlined directly above 2.362. [CHw]

2.37 "Each Leader must set up/enter stacked with a MMC … ." So it's not possible to have a lone leader off doing HIP Radio duty, for instance? Or even more likely, hiding in the back line, ready to rally broken troops who come his way?
A. Good point. I added a line we had discussed previously: [EXC: ... OR a leader in possession of a Radio/Field Phone.] A leader, of course, could 'drop back' and 'hide' anywhere he wants after entering but he is not going to gain HIP status unless set up on-board. [CHw]

2.381 Footnote 2, at first glance, appears to directly conflict with the Note at the end of the table, but I assume what you mean is that you may purchase dummy cloaking counters, but you may not purchase dummies and *then* cloak them, correct?
A. Correct. [CHw]

2.42 The last sentence – should that read "... may NOT be used as Dummy *non-Reserve* Cloaking Counters"? If it's a blanket restriction, then an appropriate note should be added to Footnote 2 of 2.381.
A. Yes. [CHw]

2.74 The DRM chart seems to have been duplicated.
A. My mistake – two different formats for the on-line edition. Fixed. [CHw]

3.121 Change the DR column of the table to read "2; 3; 4; 5-6; 7-8; 9-10; 11" [PL2US; CHw]

3.13 Which fortifications can be purchased for the Initial Scenario only?
A. Trenches, A-T Ditches, A-B Mines, Tetrahedrons, Panji, Pillboxes, Tunnels, Caves, Cave Complexes and Minefields may only be purchased before the initial scenario unless stated otherwise (i.e., by CGSR, CG Card). [PL2US; CHw]

3.141-3.142 What are Night scenario Attacker/-Defender benefits?
A. They are spelled out in 3.142: No Move, etc. [PL2US; CHw]

3.144 This rule says that Initial Scenario VC and CG VC are stated on the CG cards (and they are), but doesn't mention what the VC are for non-Initial Scenarios.
A. VC are determined by CVP if not otherwise indicated by individual PL CGs. [PL2US; CHw]

3.15d) Pin & TI counters will already have been removed by this time (since the player turn ended before the Firefight End dr was made). In the "Do Not Remove" paragraph, "stun" is listed twice.
A. The first two are just a reminder for the forgetful. The second - Fixed. [CHw]

3.15d) When are concealment/dummy counters removed?
A. When dictated by normal concealment loss and during some Redeployment steps. Some are retained. [CHw]

3.21 "Dismounted Armor Leaders may redeploy as infantry to another vehicle and re-mount." If this is meant to be an exception to the general rule that Armor Leaders may never take counter form, it should be very clearly stated as such! Are ALs redeployed in this manner subject to Casualty Reduction and/or Replacement, and if so, how is that handled?
A. This is simply an item that many players wanted included. The specific case is to allow him to change out of an immobilized vehicle. In all cases, the Armor Leader shares the fate of his crew, and thus doesn't need to take counter form. [CHw] {And see change in next answer. SR}

3.21 "(i.e., a truck could move, pick up infantry and move again as during the MPh)" Uh, that would NOT be allowed in the normal MPh rules – a transporting vehicle may not move prior to embarking passengers/riders (D6.4).
A. All MPh rules apply to said movement; I've changed the last two items to read: "Dismounted Armor Leaders may redeploy with their crew as infantry to another vehicle and re-mount. Infantry may only combine their Redeployment with that of a conveyance by following normal MPh MF/-MP restrictions (i.e., a truck could pick up infantry then move as during a MPh)." [CHw]

3.219 REDEPLOYMENT DRM: I assume the DRM for leadership does not apply for a leader moving alone.
A. Unless a Hero. [CHw]

3.3 Are used/X'd DC/FT/PSK/BAZ eliminated? What about replenishment of Special Ammo numbers?
A. Yes. There is none, except by CG Special Rules. [PL2US; CHw]

3.4 What is the "Front Line" referred to in the Fortification Clearance Table?
A. Any hex in the friendly MLR <= 2 hexes from an enemy MLR hex. [PL2US; CHw]

3.44 BATTLEFIELD PROMOTION TABLE The drms are listed twice. [CHw]

3.46 "Ammunition Shortage DRM apply." What is an Ammunition Shortage DRM? "Leadership, Inexperience, Captured Use DRM apply." I assume only for those units stacked with/-possessing the weapon in question?
A. If Ammo shortage is in effect, apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Yes. [CHw]

3.46 Leadership can apply to repairing an Immobilised vehicle. Armor Leaders in that vehicle only, or what?
A. Yes. [CHw] {I assume it means "only an AL in that vehicle. SR}

3.46 "Captured malfunctioned weapons are removed from play." Is this *after* you have attempted to repair them?
A. Yes. [CHw]

3.461 Again, the mysterious Ammo Shortage DRM is invoked. Also, what are the Captured Use and Inexperienced DRMs when applied to Recalled vehicles?
A. Apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Inexperience is +1 (D3.45) Let's say you are hellaciously lucky - you capture a King Tiger with a conscript half squad. Then Mr. Sniper lays a shot on your CE conscript Soviet King Tiger crew. You are now Recalled, and subject to A21 Captured Equipment, and will have a hard time rolling <=2 for purposes of 3.461 with all of those + mods (+4). [CHw]

3.47 The ELR Change DRM lists "friendly side won last CG Firefight (if possible)". What does "if possible" mean?!
A. If there is no related EXC in the CG SR. Some do not allow a Firefight victory. [CHw]

3.91-3.92 Are Reserves eligible Sniper targets?
A. Yes.
Are they released by OBA?
A. No.
By Snipers?
A. No. [PL2US; CHw]

CG3 Can CG scenarios also end by mutual agreement?
A. Yes. [PL2US; CHw]

CG12 Must Malfunctioned weapons attempt repair in every Rally Phase? If you have a Leader with a Malfunctioned SW, does he have to attempt repair even if there are broken units in his Location?
A. Leaders with broken units in their hex may attempt to rally those units instead of attempting SW repair. [PL2US; CHw]

Leaders Are there any limits to leader?
A. Neither side may begin a CG with more than one each of the two top leader types listed for their nationality in the 3.121 Table. For instance, the Japanese may only start with one infantry 10-1, one infantry 10-0, one armor 10-2 and one armor 9-2. Any extras rolled for automatically become the next available leader on the list, e.g., a Japanese 9-1 instead of a second 10-0. In addition, the total squad-to-leader ratio for a side's non-Reserve units may not exceed their Chapter H limits (i.e., British 5, German 4, etc.) [PL2US; CHw]

OBA Do IR count as FFEs?
A. No. [PL2US; CHw]

Page 1 CTHC: Uses ">=", should be "=<." [PL2US; CHw]

Page 4: REDEPLOYMENT DRM lists +1 per HS equivalent > one HS. This should be +1 per HS > one Squad. Also "-1 for PP > IPC of Redeploying unit" should be "+1". [PL2US; CHw]

Redeployment Can AFV platoons redeploy with one DR?
A. Yes. Roll Random Selection for any adverse effects. [PL2US; CHw]

Redeployment Can you dm a dm-able SW/Gun for purpose of this shift and then still set it up normally?
A. Yes. [PL2US; CHw]

Redeployment Redeployment range is not relative to control. Can units really fly six hexes over enemy-controlled terrain?
A. Yes. [PL2US; CHw]

Redeployment What are the options for TCA, BU, and hull down status during redeployment?
A. One Hull Down roll per AFV is possible, as are all other options of TCA/VCA, BU/CE as per normal setup. [PL2US; CHw]

Redeployment What happens if a vehicle redeploys into a building, bog or mine hex?
A. All effects of the move take place immediately. E.g., mine attacks or bog checks are resolved as soon as the vehicle is placed in the hex. [PL2US; CHw]

Setup Areas Try creating a setup area on any Desert Board without Foxholes/Trenches using the new definition of Strategic Locations. Now do it with 1 unit of FPP from "Easter at Tobruk".
A. Easiest fix – create a simple SSR for desert CGs with easier definition of Strat. Loc. Scrub, using AFV, whatever. [PL2US; CHw]

Notes Be sure to note the important changes in the form of Leader limits and units which may re-deploy within their Redeployment Range without making a DR. In the interest of calling it a night, players may opt to skip step 2.136 (i.e., Redeployment of Units in Friendly MLR) and perform 3.5 through 3.13 on their own (i.e., purchases), followed by 2.135 - 3.4 their next time together, followed by 3.14 on. [PL2US; CHw]

Berlin: Red Vengeance

3.0 Change the reference to "RB6" to "RB16". [HoB1.5; HoBw]

8.3 & 8.6 Reference for Elite status for Ammunition purpose is given as C8.0. Should this be C8.2?
A. No, C8.2 refers only to those ammo types listed on that table, whereas, Elite ammo refers to all types of ammo including Smoke which is listed as C8.5. [Misc3]

8.6 & 8.3 See prior entry.

9 May Dug-In tanks go CE? May armored cupolas?
A. Yes. No. [HoBw]

9.21 This states that only fully tracked vehicles may attempt to cross a Barricade. Are infantry allowed to cross a Barricade, or was the reference to fully tracked vehicles for vehicle types only?
A. Yes, infantry may cross a Barricade as if it were a roadblock. The reference to fully tracked vehicles is for vehicle types which may attempt to cross it. [HoB1.5; HoBw]

9.214 A vehicle crossing a breached Barricade can be targeted for an Underbelly Hit. Can the vehicle that *creates* the breached Barricade be so targeted? If so, what about if the Barricade is eliminated instead of only breached?
A. No and no. Only WHEN crossing a Breached Barricade do they take an underbelly hit, not when making a breach, etc. [HoBw]

10.2 Sewer Movement and the Excavation Pit (10.2): Do sewer lines run underneath the excavation pit?
A. Yes. [Letter11]

11 Did HOB use the 0 TEM for bridges as per B6.3 or did it use the -1 TEM listed on the Chapter B Divider?
A. HOB used the 0 TEM printed in B6.3. [HoB1.5]

11 May OBA/ordnance SMOKE be placed on a bridge hex?
A: Yes. It is HOB's position that if smoke grenades can be placed on a bridge so may other forms of SMOKE. [HoB1.5; HoBw]

11.3151 The last sentence of this rule seems to state that Spree Bridges which are completely destroyed are replaced with stone Rubble, which B6.331 disallows since the Spree River is Deep and flooded (10.1). So are they really replaced with Stone Rubble ?
A. Yes, but only if it falls onto the road hex below the Moltke Bridge at hex J10. [Misc3]

11.3151 The reference to "(i.e., KIA or K/ result)" is to that which created the partially destroyed bridge in the first place. An additional set DC (as per 11.31-11.314) also will destroy a partially destroyed bridge on a KIA or K/; however, 11.3151 refers to wooden bridge HE destruction as per B6.42, normally. In other words, only a final KIA result (from OBA/HE, etc.) would cause the destruction of a wooden bridge (including the +1 DRM for the bridge itself). {Source was Eric Pettersen's B:RV errata page (http://www.cgl.ucsf.edu/home/pett/hob), but that has been removed since HoBw is available. Not in latest listing on HoBw. SR}

12.1 Add to the end of this rule, "...all multi-hex buildings containing a square Stairwell symbol contain a ground, 1st and 2nd levels (as well as a cellar/rooftop locations [EXC: roofless buildings]). [HoB1.5; HoBw]

12.2 Is AA fire allowed from a Roofless Building hex?
A. No. [HoB1.5; HoBw]

12.3 May the +1 TEM provided by the "built up" Reichstag be increased to +5 TEM (total) if a ground level Reichstag location is subsequently fortified as per B23.9?
A. No. +4 is the maximum TEM [EXC: Indirect fire]. [HoB1.5; HoBw]

12.7 Factory Building B10: In 12.7 are you saying that there are upper level building/factory locations as opposed to only ground level factory locations? Or are you saying that the rooftop locations are in half of the factory at level 2 1/2 and the other half at level 1 1/2?
A. Rooftop extends to these levels. [Letter11]

13.2 Hex Q18 is a runway hex, not G18. [HoB1.5; HoBw]

13.4 The Narrow Road leading out of the Customs Warehouse follows the D10/F10 hexside. Hex D10 is a Roofless Building whose ground level is covered with Debris. Does this Debris negate the Narrow Road (O.1)? Do units using the Narrow Road have to roll for Bog due to the Debris?
A. Yes and Yes. [HoBw]

15.1 Russian 76mm OBA should be "Light Artillery" without the "M" Footnote. [HoB1.5; HoBw]

16.3 How can units use Sewer Movement under Hohenzollern Canal when there aren't 2 Manhole Location separated by <= 3 hexes on each side of the Canal?
A. B8.1 states that manhole locations are those with the black circle or when a paved road intersects with any other road, etc. [Misc3]

16.3 This says that sewer movement is as in B8.4 except that German leaders must first pass a 2TC to do it. Does this mean that for the Germans to use the sewers they MUST be accompanied by a leader and he has to pass a 2TC? While the Russians need a leader who passes a 4TC?
A. The Leader must pass a 2TC/4TC (German/Russian respectively) and then any GO MMC may join the sewer movement freely. [Letter12]

19 BRV RePh 8.602 Add the following: "Remove all Low Ammo counters." [HoBw]

19 BRV RePh 8.6031 Add the following: All broken units are now rallied. Delete "(see 8.6057)". [HoB1.5; HoBw]

19 BRV RePh 8.605 Is it correct that a single Setup Area for infantry can actually be one or more Setup Areas for vehicles due to roadblocks (in fact, possibly Isolated Setup Areas)? If so, what about the presence of terrain that doesn't "absolutely" block vehicle movement, such as barricades?
A. Yes. Roadblocks/Barricades are considered impassable to vehicles unless removed during the RePh. [HoBw]

19 BRV RePh 8.6052 Under the notes section, delete the word "/Canal" from the first sentence. Since an S-Bahn bridge existed just north of the Admiral Scheer Bridge units are not separated into different Set Up Areas solely by the Canal. [HoBw] {Variant appeared in HoB1.5 but discussion with Eddie Zeman resolved it. SR}

19 BRV RePh8.607 What happens to a set DC which ends a CGS but has not been fired/-exploded?
A: If the DC is in a controlled set up area it is retained as a Set DC by the side which controls that set up area; otherwise, it is treated as non-set DC and remains in its current location as any other unpossessed SW in an uncontrolled set up area. [HoB1.5; HoBw]

19 BRV RePh8.6071 Add at the end of RePh 8.6071 "All FB RG may not be retained regardless of whether they entered the play area or not. Such units are not considered eliminated for Victory Conditions nor CVP total unless they were destroyed during play." [HoBw]

19 BRV RePh 8.6094 When a Flame marker spreads to all Locations of the hex it is in, does it spread as a Flame or a Blaze?
A. All locations of that hex should be Blazing. [Misc3]

19 BRV RePh 8.6112 Change "(see BRV 16.2)" to read "(see BRV 16.10)". [HoB1.5; HoBw]

19 BRV RePh 8.61411 The end of the first sentence should read "by making a DR <= 2 with the following DRM:". [HoB1.5; HoBw]

19 BRV RePh 8.61411 What about MA that was disabled neither from a repair dr of 6 nor by a previous RePh 8.6142 failure (e.g., a circled B10 Gun that rolls a 10 while under Low Ammo)?
A. Yes, that would still be a MA breakdown, but all Low Ammo counters should be removed during RePh 8.602. [HoBw]

19 BRV RePh 8.6146 Replace with the following: "All non-captured/non-isolated units have their Depleted/Low-Ammo status returned to normal." [HoB1.5; HoBw]

19 BRV RePh 8.6162 Are the Russians assumed to have chosen an attack chit in the Initial Scenario for the purpose of applying the +2 DRM on the CPP Modifier Table in the following RePh?
A. Yes. [Misc3]

19 BRV RePh 8.6194 Only the German player may purchase a dug-in tank and only on the Initial CGS and at half CPP cost. [Misc3]

19 BRV RePh 8.6204 Russian RG listed as "BRVS Rifle Ptn" and "BRVS SMG Ptn" should instead be "GDS Rifle Ptn" and "GDS SMG Ptn". [HoB1.5; HoBw]

19 BRV RePh 8.621 Anti-Tank Ditch footnote 'D' is NA. [HoB1.5; HoBw]

19 BRV RePh 8.621 May DC be purchased as *set* by spending FPPs to do so.
A. No. A DC must be in a side's OB in order to be set in this manner. The BRV table and its footnotes are designed to replace the KGP I/II table/footnotes altogether. [HoB1.5; HoBw]

19 BRV RePh 8.621 Can Armored Cupolas lay down Fire Lanes?
A. No. As per the last sentence of D9.5 (i.e., "Armored Cupolas are treated as an Immobile tank except as modified below"). Since vehicles may not lay down Fire lanes, neither may Armored Cupolas. (Note: please see 1996 ASL Annual for D9.51 errata.) [HoB1.5]

19 BRV RePh 8.6223b Night Dual Attack CGS both sides are considered the Scenario Attacker. [HoB1.5; HoBw]

19 BRV RePh 8.6242 If a bridge is partially destroyed can a vehicle which ended the previous CGS on one side of the bridge set up on the other side using only the partially destroyed bridge as its crossing point (assuming that the vehicle is setting up in friendly territory)?
A: Yes, but immediately prior to setting up that vehicle the owning player must take a bridge Collapse DR as per 11.313. (Make sure to inform the German player of this attempt so as to determine the current weight limit of the bridge). [HoB1.5; HoBw]

CG7 states that in a Night Dual Assault, the side moving first (in any case) is the CGS Attacker and that the side selecting the Idle Chit is the CGS Defender. What about the side choosing an attack chit and moving second?
A. Both sides should be Attackers treated as Scenario Attackers. {See 8.6233 above. SR} [Misc3]

CG14 As I understand CG14, ANY location with a Good Order MMC is a strategic Location?
A. Correct. [HoBw] {Earlier versions of the question had "[EXC: bridges]", HoBw says this was deleted because the question was asked before the CG14 errata correcting bridges and No Man's Land. SR}

CG14 The second sentence should read "All non-bridge River hexes are always considered No-Man's Land (see RePh 8.6051)." [HoB1.5; HoBw]

CG16 Must the Russian control hex J4 to purchase the I6 Moabit Prisoners RG? (Probably only applicable to the initial CGS.)
A. I am sorry, the footnote you are referring to (footnote 16) is referencing the hex which contains the Station. Just north of the Station is where the Prison actually was. So the answer is no. [HoBw]

CG 16 Are Moabit Prisoners treated as Green units or Conscript units for MF determination?
A: MoPs are treated as being Conscript for MF determination. [HoB1.5; HoBw]

CG16 Do Moabit Prisoner leaders use Partisan leader rules?
A. No. (I.e. they use Partisan leader counters only to differentiate them from regular Russian leaders.) [HoBw]

CG17 Are the effects in CG17 Red Banner cumulative. If two Red Banners are placed is the ELR increased/decreased by two?
A. No, only one Red Banner counter is required to qualify for the ELR bonus. Additional emplaced Red Banners have no added effect except that all must be removed in order for the ELR to revert back to the normal level for the Germans. [HoBw]

CG19. Add to this rule the following: "Guns may not be removed from a pillbox/fortified location." [HoB1.5; HoBw]

CG20 Are Russian AFV's under recall eliminated or retained?
A. Eliminated, unless it is due to MA disablement. [HoBw]

CG27 Delete the last sentence. [HoB1.5; HoBw]

German and Russian RG Charts Footnote J is NA for both players. [HoB1.5; HoBw]

German RG Chart Note D says "Each Gestapo comes with a 3-4-8 HS." Is that a HS per Gestapo Section, or per Gestapo leader?
A. Per Gestapo counter received. [HoBw]

German RG Chart The CG Max for RG ID M2 should be 40. [HoB1.5; HoBw]

Map Moltke Bridge Hex J10: The bridge location extends over the land/road location underneath. When the bridge is Completely or Partially destroyed using a Set DC, does any debris accumulate underneath? Can there be any movement between the bridge location and the ground level underneath, either before or after the bridge location is blown?
A. Rubble is created as per B6. [Letter11] {Second question is not answered, but I'd guess B6.4 applies. SR}

Map What are the dark hexside depictions along the dark green hexsides near the Spree River (hedges or cliffs)?
A: They are cliff depictions. [HoB1.5; HoBw]

Russian Reinforcement Table Russian RG V7 is more costly (11 CPP) than RG V10, although it's basically the same vehicle and V10's 152mm gun is much more efficient in Infantry Support than V7's. (I know that V7 is given in TD section, but then the IS-2m is much more efficient is this role, and still cheaper.) So is this intentional?
A. The IS-IIm costs more per vehicle because only 2/1 vehicles are received vs.3/2 for the other RGs. We felt that the ISU-122 is a better tank because it has a better TK number, an "L" gun, smoke capability, a better breakdown number and uses only one column less on the IFT. [Misc3]

Russian RG Chart RG ID O1 should be listed as "Light Artillery", and RG ID O2 should be listed as "Battalion Mortar" under the "Group Type". The CG Max for RG ID M2 should be 24. [HoB1.5; HoBw]

Russian Vehicles. Russian vehicle note "J" says that some Russian tanks "may" receive sM. Do such tanks receive them automatically or must a player roll for it or is it by SSR only?
A: Yes. HOB's understanding is that the vehicle carries them inherently and, therefore, the vehicle may/can use them as per the specific note (i.e. no SSR or optional armament dr is needed). [HoB1.5; HoBw]

Berlin: Red Vengeance Scenarios

Scenario BRV 1 ("Tactical Doctrine") Reverse the nationality symbols in the Turn Record Chart (the Russians still set up first, and the Germans still move first). [HoB1.5; HoBw]

Scenario BRV 2 ("Run For Your Lives") Add to SSR 4: "The German player receives one Roadblock and one Barricade counter". [HoB1.5; HoBw]

Scenario BRV 2 ("Run For Your Lives") The exit VPs the German gets for crossing the river, does he get them immediately or does he have to wait until the end of the scenario? In other words, is it worthwhile for me as the Russian player to shoot at his guys on the far side of the river? If I KIA them do they no longer count as exited? If I break them on the bridge and they rout across do they count as exit VPs? If not, can he rally them later so they do count?
A. As long as they are on the board they may become victims, only at the end of the game would they count for EVPs. [HoBw]

Scenario BRV 5 ("Himmler's House") The end of the Russian OB should read "(See SSR 4)." [HoB1.5; HoBw]

Scenario BRV 7 ("Grizzly Bear") The Play Area should read "All hexes south of the Spree are playable". [HoBw]

Scenario BRV 8 ("Polish Prize") The Germans set up should read "Set up on/south of hexrow D and *west* of the Canal." SSR 3 should read "No German unit may enter a bridge location." [HoB1.5; HoBw]

Scenario BRV 8 ("Polish Prize") In the above errata, do you mean delete the entire SSR, dealing with ELR and underlined morale also, or just change "Russian" to "German" in the SSR?
A. Yes, just change the "Russian" to "German", but leave the rest of the SSR intact. [Letter31]

Scenario BRV 9 ("Jail House Rock") The Russian smoke placement occurs only during the first Russian PFPh. [HoB1.5; HoBw]

Blood Reef Tarawa

This rules errata is to the "*playtest*" version of the Tarawa rules.

Terms 'CAPP' should be labled 'GPP (Gun Purchase Points). [HoBw]

3.0 What does the "[EXC: Bog subsequent dr -1]" refer to in 3.0?
A. It applies when determining where the AFV will bog. [HoBw]

6.0 OPT are hindrances to LOS. [HoBw]

11.1 The AF for 8" Guns is 4 for front/side and * for the rear aspect. Their target size is normal. [HoBw]

19.0 In bullet 4, add: "Any SW/GUN...". [HoBw]

BRSR 5.1 Inherent crews of LVTs roll for survival normally. However, they never take counter form; a successful survival DR only results in the denial of the CVPs for elimination of the crew. [HoBw]

BRSR 20 Note G14.233, G14.31 and BRSR 5.1. No LVT may be scrounged. However, these MGs may be used by an Infantry unit loading into a LVT wreck following a 1-2 dr. A dr of 3-6 disables the MG instead. [HoBw]

BRSR 21 & Map all bridges [EXC: Q17, R18] are one lane wooden bridges. Q17 and R18 are foot bridges (B6.44). Ha-Go, M5 & all halftrack may cross wooden bridges, M4 tanks may not. [HoBw]

Alternate Hexgrain How do you handle alternate hexgrain in "The Hawkins Room" (and other non-campaign game scenarios)?
A. When alternate hexgrain(s) are in use for this scenario and others, remember that the Japanese may never set up on the beach. So in this example, the hinterland hexes are setup are areas for the Japanese, but the beach hexes are not. [HoBw]

Assault Wave In CGIII, must at least one formation enter per assault wave?
A. Yes. [HoBw]

Breaches You can't rout through a breach. Otherwise, you can move through it or advance through it and retain concealment while you do so. A breach works like a tunnel. [HoBw]

CG14 Change "Formation 11" to "Formation 6". The Scout Snipers and the 37LL AT Guns may enter along the pier. The Guns get Jeeps to tow them. All weapons capable of being dismantled must enter dismantled. If more than one battalion is available, CG7 and CG14 are repeated. [HoBw]

CG19 Any dismantled DW/GUN that is possessed by a unit that is eliminated is eliminated along with that unit, unless an unbroken SMC remains in the same Location. [HoBw]

CG2 CG Victory Conditions The American player wins instantly when he controls all fortified Locations, pillboxes, bombproofs and command bunkers. The Japanese win immediately by inflicting 210 CVP on the U.S. [HoBw]

CG3 Clarification
1) 1st and 2nd Companies of 7th Special Naval Landing Force that set up in pillboxes are also under a "No-Move" counter that is removed at the end of turn 3 of the first CG.
2) Black Two has 12 GPP.
3) For GPP/FPP/CAPP under the 3rd Special Base Force follow directions for CG II (Red Beach Two).
4) USMC entry area delineated as 0128-1132 is ignored; follow directions from the Wave Entry Charts.
5) Add ISSR6: Each side may utilize two sniper counters as per all normal rules for such usage.
6) On Formation Card A and C Lt. Hawkins/-3x7-6-8 are listed. For CG III these units are received only once.
7) For CG III utilize the chart on page 19 for all GPP/FPP/CAPP. For infantry unit set up the Set up cards for CG III are guides only. Look to the body of the rules for number of units. There are units that are not reflected on the Set up cards.
8) The Japanese should have six crews in the Reserve Pool. [HoBw]

Coral Runways Do the coral runways incur the same -1 DRM as normal runways?
A. Yes. [HoBw]

Formations Can units from different formations share the same LVT?
A. No, unless loaded from on-map. [HoBw]

Fortification Purchase Table Foxhole FPP costs are for 1S/2S/3S capacity. [HoBw]

Gun Turrets Do the Japanese get the 8" Gun turrets automatically, or must they be purchased?
A. They get them automatically. [HoBw]

Guns AA guns may set up in trenches. [HoBw]

Guns Can Guns that can be dm leave a Fortified Location/Pillbox?
A. Yes. [HoBw]

Guns Guns cannot be removed from Bunkers/-Pillboxes between CGS, but can be removed from trenches. [HoBw]

Initial Naval Bombardment Smoke from the initial naval bombardment should be removed at the start of US Turn 2 PFPh. [HoBw]

Japanese Tanks Japanese tanks may set up in AT ditches. [HoBw]

Map Typos in hex coordinates: Hex A1 is 0101, and so on. [HoBw]

NOBA Do USMC receive 128mm NOBA during Night Scenarios? Can it fire IR?
A. Yes, yes. [HoBw]

NOBA SFCP and NOBA batteries are mated at the beginning of each CGS. [HoBw]

Observation Tower There are no restrictions on the fortifications or guns that can be placed in an Observation Tower hex. [HoBw]

Pier It is possible for infantry to move beneath a pier (cost is 3MF, unit is at level 0) but not for vehicles. [HoBw]

Recombine Can you recombine HS between CG dates?
A. Yes, except US 2-3-8s. [HoBw]

SAN Can SAN increases be bought with between CGS FPP? (The SAN line lacks footnote 'a').
A. Yes. [HoBw]

SAN SAN increase may not be purchased for the initial CGS. [HoBw]

Snipers Two sniper counters per side are used in the CG with the same rules as in Red Barricades. [HoBw]

Special Ammo At the end of any CGS, all special ammo is replenished. [HoBw]

Terrain Chart What does the "Sand Location" column on the terrain chart mean?
A. They specify whether sand effects (HE FP halved, extra MF/MP and Bog) apply. (Note: AT ditches don't cause halving of HE FP.) [HoBw]

Trenches Do trenches connect to bombproofs? AT ditches? Buildings?
A. Yes. [HoBw]

Wading US Vehicles get the +2 DRM Wading TH DRM in addition to the SSR TK DRM for Hull Hits. [HoBw]

Blood Reef Tarawa Scenarios

Scenario 3 Japanese setup instructions should read "Elements of 7th Sasebo and the 6th Special Base Force, [ELR:4] set up within the perimeter of K10-K6-P4-P14-L14 inclusive, except in beach hexes: {SAN:3}". [HoBw]

Scenario 4 ("The Hawkins Room") Japanese SAN is 3. Japanese may not set up in beach hexes. [HoBw]

Scenario 5 ("Ryan's Orphans") In the VC, change E26 to E25. The 3-4-8 HS are able to place smoke using a smoke exponent of 2. [HoBw]

Scenario 5 ("Ryan's Orphans") Which, if any, CG18 NOBA rules apply to scenario 5? Just section CG18.3 to CG18.34 regarding destroyer direct fire? Any other CG18 NOBA rules apply? Is air support available to the American in this scenario?
A. No Air support. but Direct fire may be used. [HoBw]

Fortress Cassino

AAR Report Card Under the "Fortification Report" table, the first line should be titled "Tunnel Complex/Maze" and not "Cave Complex/Maze". [Misc4]

Armored Cupolas The German armored MG cupolas(11 AF?), they are worth 2CVP for their crews, right?
A: Correct. [HoBw]

FC 3. Craters: Example of Crater hexes are hexes F21 and G19. [HoBw]

OBs Are those german 838s assault engineers? How about the british 648 engineers?
A: Usually the 838s are AEs. but sometimes the British are Gurkhas so watch the unit designation on the charts. [HoBw]

Fortress Cassino Scenarios

Scenario FC10 ("Operation Dickens") In addition, SSR3 should say that each OB given fortified building location may be exchanged for a Dug-out, and each OB given foxhole may be exchanged for a Passage counter.

The map Orientation is not properly displayed but the written play area is accurate (basically, the area north of hexrow HH should be cropped off in the display picture). [Misc4; HoBw]

God Save The King

British RG Chart The British OBA (RG O2) must roll for depletion, which in this case is ammunition supply. [HoBw] {Corrected in subsequent printing. SR}

RePh Chart On table 11.616, CCP Replenishment, the DRM for "12 CVP suffered ..." should be -1 per 12 CVP lost. [HoBw]

German RG Chart RG G2 (105mm ART) costs 3 CPP, not 2. [HoBw] {Corrected in subsequent printing. SR}

German RG Chart & GSTK SSR CG12 KG Graebner must enter on the south bridge, regardless of date. [HoBw] {Corrected in subsequent printing. SR}

German RG Chart German AFV that are eligible roll for Schuerzen as per chapter H rules. [HoBw]

Initial SSR I.8 This was confusing in the first version. The British player forfeits a roll for the 10-3, *not* the 10-3 for a roll. [HoBw]

Map Also, much of the errata for GSTK mentions a different hex numbering scheme than the version 4.0 map. I assume these errors were all corrected in that version.
A. Yes that is correct, all errata previous to 4.0 has been included in that version and that errata is NA to the version 4.0 map. [Letter31]

Mortars Is there some historical reason that the British Paratroopers use the 11 range 2" Mortar in GSTK 6 and not the 8 range Airborne 2" Mortar? Should the Para Pltns be using the Airborne 2" Mortar?
A. Wrong counter art. All MTRs are the Airborne type. [HoBw]

SSR CG4 Cloaking PIATs uses the last two sentences of E1.2. The intent is for the British to record which unit the PIAT is with until it fires, or the unit moves in LOS of a Good Order unit, or is attacked with the result being a PTC or better. [HoBw]

SSR CG7 1) If both sides choose an ATTACK chit, the British make a dr. On a 1-4 British are Attackers. Does this mean it is a British Attack Scenario, rather than a Dual Attack Scenario?
A. Yes.
2) So on a 5-6 is this a Dual Attack Scenario, or a German Attack Scenario?
A. German Attack. There are no Dual Attack scenarios. One will always be the Attacker and one the Defender.
3) How about at Night? Are both sides considered the Scenario Attacker, using Cloaking, etc.
A. It is the same as above. [HoBw]

SSR CG11 A weapon can be dm prior to Block Hopping, but need not set up dm because of this. The "+x for +TEM in FC road Loc" should be "-x for +TEM in FC road Loc", i.e., benefiting the BHer. [HoBw]

SSR CG11 The DRM for "Attempt is made between the AP/PM CGS" should read "+1 if attempt is made between the AM/PM CGS". [HoB1.2]

SSR CG12 & German RG Chart See prior entry.

SSR CG12 Last sentence should read "(Clarification: RG I1, G2, I3 set up restrictions are for British RG only and only if newly purchased)". [HoB1.2]

Versions 1.0-3.0 Hob1.3 has an extensive list of changes to convert prior versions to version 4.0. [HoB1.3]

Z1.22 "Units do not a railing ..." should be "Units do not cross a railing ...". [HoBw] {Corrected in later printings. SR}

Z1.3 The example in the first version of the rules is wrong – the LOS hindrance was counted when it should not have been. [HoBw]

Z2.1 A dirt road exists alongside the paved road ramp (EX: 1408, 1708). [HoBw]

Z4.6 This rule is redundant to Z4.53, and is offered as a clarification. [HoBw]

Z11.612 Change "building 1008" to "building 0108". [HoB1.2; HoBw]

Z11.616 Change "-x per 12 CVP" to "-1 per 12 CVP". [HoB1.2; HoBw]

Z11.6205 There is no modifier for the charts; all leadership remains as if a full unit. The reason is that there is not enough leaders so killing more off due to the cast of a die is no fun. [HoBw] {Edited and added reference to Z11.6215. SR}

God Save The King Scenarios

Scenario GSTK 1 ("Going To School") The Victory Conditions should read "The German player must completely control the schoolhouse (1908) at game end. The German player immediately loses if any PzKpfw VIB is destroyed or immobilized [EXC: Mechanical Reliability D2.51]" [HoB1.2; HoBw]

Scenario GSTK 2 ("House G") The 6-4-8's are NOT Engineers NOR Commandos. [HoBw]

Scenario GSTK 4 ("The Pillbox") The British 2-4-8 with the FT should be a 3-3-8 as per SSR 3. The German AC is a PSW 222(L), the B# and FP on the art are wrong. [HoBw] {Both corrected in subsequent printing, but name – "PSW222L" and MP are still wrong. SR}

Scenario GSTK 5 ("Please Hurry") The British setup area is Blocks 1, 11 and 13, *not* 1 and 2 as listed in version 1. [HoBw] {This was corrected in later printings. SR}

Scenario GSTK 5 ("Please Hurry") Place a shellhole counter in 0316, not 1316. [HoB1.2; HoBw].

Scenario GSTK 6 ("Block By Bloody Block") All hexes on/west of 16XX are playable. [HoB1.2; HoBw]

Scenario GSTK 6 ("Block by Bloody Block") All 6-4-8's in the British OB are Commandos. The mortars are the airborne version (2-8), not the version with the 11-hex range. [HoBw]

Scenario GSTK 6 ("Block by Bloody Block") German setup area should read on/EAST of hexrow … . [HoBw]

Scenario GSTK 7 ("Raus!") The Germans should have two 105mm ART and one 150mm ART, not one 105 and two 150s. The British HMG art shows the wrong FP values. [HoBw] {Both corrected in subsequent printing. SR}

Scenario GSTK 7 ("Raus!") Six 6-4-8's in the British OB are Engineers. SSR 4 is "CG3, 6, 8, 17 (Level 1), 18, and 20 are in effect." [HoBw]

Scenario GSTK 7 ("Raus!") German set up area: set up on/west of hexrows 0113-0107-0507-0501 and 1001-1403-1503-1501; and/or on/east of 21XX, may also enter along North map edge. [HoBw]

Scenario GSTK 7 ("Raus!") The errata above for SSR 4 states "CG3, 6, 8, 17 (Level 1), 18, and 20 are in effect." Does this replace SSR4, which states: "All British 4-5-8 recieve a –1 DRM in H-t-H CC"?
A. No it doesn't replace but rather is added to it. [Letter31]

High Ground

Scenario HG!7 ("Skill In Khilki") The IS-2m tanks should instead be IS-2 tanks. [Misc23]

Scenario HG!4 ("Cohort and the Phalanx") Despite the ground snow in effect, the river is not frozen. [Misc23] {Re-worded. SR}

King of The Hill

Cover Page (page 1) The map description should read "28 hexes by 49 hexes". [HoB1.4; HoB1.5; HoBw]

2.2 May a 5/8" Gun setup in a Rv?
A. Yes even though in a foxhole only the crew may setup in a foxhole in a Rv the Gun may also. [HoB1.4; HoB1.5; HoBw]

3.21 Last sentence should read "The following Rocket To Hit DRMs modify C5.0 and use the Black To Hit #s:". [HoB1.4; HoB1.5; HoBw]

3.22 Are Rocket Hits against vehicles treated like bomb hits (i.e., Direct hits and Near Misses)?
A. No; all hits are treated as Direct Hits. [HoB1.4; HoBw]

6 The SLoc definition should read "Any hex containing woods, +2 TEM, Good Order MMC, Ditch, Hill 112 or 111 symbol (i.e., hex)." [HoB1.4; HoB1.5; HoBw]

8.621 The "FPP Cost" footnotes are:
Foxhole: a F
Trench: c d E F
AP Mine: c d E F G I
AT Mine: c d E F G I
Wire: c d E F G I
HIP: a
"?": (none)
AFV Revetment: d E F I.
[HoB1.4; HoB1.5; HoBw]

8.621 Foxholes should be FPP Cost: 1/2/3[b], and Note b should be "1/2/3 squad foxhole". {This implies the 'Foxhole notes a F' listed under 8.621 is wrong. SR} [HoB1.5; HoBw]

9 Do the German At-Start forces in set up area "B" have to pay the extra CPP cost to set up on map as per RePh 8.6194?
A. No. They are free to purchase for on-map set up. Additionally, there is no Depletion DRM for this purchase type as per RePh 8.6201. [HoB1.5; HoBw]

9 ISSR 2 should read "(either RG O7 x1 & RG O8 x1; or RG O8 x2. See RG Chart footnote "G")." [HoB1.4; HoB1.5; HoBw]

OBA In the KH CG if an OBA module uses only its IR capability may it be retained?
A. Yes. [HoB1.4; HoB1.5; HoBw]

German RG Chart The CGS Max for O8 should be 2, not 1. [HoB1.5]

Typhoon The Typhoons provided in *King of the Hill* should have a star with a "3" inside as if a '44 FB. [HoB1.4; HoB1.5; HoBw]

King of the Hill Scenarios

Scenario KH7 ("Windsor Knot") Are the Typhoons available as per E7.2 or are they available on turn 1? If the Arrival dr is required, do the KH3.1 drms apply?
A. They are available as per the E7.2 Arrival dr. Yes, the KH 3.1 drms would apply (see KH 1. Terrain); however, since none of those drms actually apply to this scenario there are no drms which are applicable (note: the +1 drm for CGS taking place in the AM only applies in a "CG" not scenario). [HoB1.4; HoBw]

Scenario KH9 ("Kritz and Fritz") Do the British setup instructions mean those fortification may not set up HIP, or does it simply mean everything must be on map, the British player may not opt to not setup some of the fortifications (since they are part of the VC)?
A. The latter. [Letter177]

Onslaught To Orsha CG

6.33 Does this mean that a rocket can never achieve a Critical Hit when using ATT?
A. Per 6.32, yes, a CH can be achieved and would be resolved normally per C1.55. The intent of 6.33 is that there is no chance of a 'Direct Hit'. [OtOe]

7 1) Is a Counter Battery Module the same as a normal OBA module for Retainment purposes?
A. No. A Counter Battery Module is considered *used* if it makes an attack DR, as it would never place a FFE.
2) Does a Counter Battery Module count against each side's limit of three/four OBA modules?
A. No. [OtOe]

8.2 Entry Area Can the Germans enter on the north edge of the map?
A. Yes. Refer to Entry Area on Pages 6-7. For better clarification, insert "the north edge" between "and" and "on/west" in last sentence of page 6. [OtOe] {Re-worded and corrected. SR}

8.2 Retained Can Aircraft RG be retained and then a bunch brought in at one time?
A. For each side a maximum of 2 RGs may be on the map at one time (i.e. up to a possible 6 total aircraft per side. No additional aircraft may be entered (nor rolled for entry) until all aircraft of one of the RGs have exited/been destroyed. [OtOe]

8.4 1) Are there supposed to be two Sniper counters per side like most CG? We couldn't find anything in the rules that mentions this?
A. No. Only one Sniper per side.
2) Why?
A. There are a significant amount of OT AFVs, lots of critical crews, and there are many DRs per turn which increase the chance of activating a sniper i.e., during playtesting we determined that one sniper was adequate. [OtOe]

8.4 CG4 This states the Game End is conducted at the end of turn 6, but the map shows turn 5. Which is correct?
A. The map is correct. Game End dr starts at the end of turn 5. [OtOe]

8.4 CG13 Can OBA Modules be Retained and used to exceed that sides daily maximum?
A. They may be Retained to exceed the limit, byt the Germans are limited to *using* three and the Russians four total OBA modules per CG Scenario. [OtOe]

8.4 CG13 Does a Russian Barrage generally follow a north-south or an east-west pattern.
A. North-south. [OtOe]

8.611 Change the note to read "At the completion of the last RePh, any and each remaining German CPP counts as a Victory Point earned by the Russians." [OtOe]

8.621 There is a reference to HW RG type but this type does not exist in the RG charts (HW sections are part of the I-type RG). You should use "HW1", "HW2", etc. in the RG Charts, right?
A. Yes. HW in 8.621 is meant in this rule to cover all HW section types. [OtOe]

8.622 There is a contradiction between the rule and the example for the additional MMG in a Depleted RG
A. The last line of the example should end "the additional MMG on a dr <= 3." [OtOe]

8.623 You make reference to HW Platoons but the RG Charts only list RG Sections
A. Section and Platoon are used interchangeably. [OtOe]

8.7 Leader Determination is only for those RG that reference note 'e'. Add "(EXC: HW Section)" after "For each Infantry RG" at the start of the first sentence. [OtOe] {Reworded. SR}

8.7 Was the intent really to allow a 10-3 **and** 9-2 for the Russians with a final DR <=1? If the Russians buy max infantry day 1, they have about 30% chance to get 2 or more sets of 10-3/9-2, and 8% chance of 3 or more sets. If more reasonably, they buy max infantry except for the engineers, it's still 23% chance of 2 or more sets and 5% chance of 3 or more sets.
A. Yes, One strategy for the Russians could be to load up with infantry on the first day. He would get better leadership that could carry through. However, this is a risk as he may loose many troops to Artillery and on board Guns that are not engaged against masses of armor. [OtOe]

8.71 Change these entries in the Russian column of the Leader Table:
DR 8: 9-1, 7-0
DR 10: 8-0, 7-0
DR 11: 7-0, 7-0
[OtOe] {Re-worded. SR}

9.5 Add steps 9.619 Isolated Unit Setup, 9.620 Ammunition Shortage Removal, and 9.621 Non-Isolated Unit Setup between steps 9.2 Wind and Unit Setup and 9.3 Scenario Commencement. [OtOe] {Re-worded. SR}

9.6054 Insert "along" between "," and "a(n)" in line 6. [OtOe]

9.6095 Change "8.6093" to "9.6093". [OtOe]

9.6112 Line four of the MMC Battle Hardening Table should be for a DR of 5-6. [OtOe] {Re-worded SR}

9.6113 What do you mean by "that side's column" in lines 4-5?
A. Ignore it (sides were originally separated by Nationality). [OtOe]

9.6132 Can the Russian Flamethrower tanks recover from an 'X' status of a flamethrower?
A. No, but they remain in the game like any other AFV. [OtOe]

Counters 1) There seem to be misprinted Armor Leaders.
A. Yes, there is a misprint. However, there is a greater need for Russian Als in this action and these are provided as a gift so fergitaboutit.
2) One of the 44C Stormoviks has a larger star on the back.
Yes, but you can still see the '2' on the counter. [OtOe]

German Reinforcement Group Chart
1) Is not 'b' missing for I7 (e.g., crew for HMG)?
A. No. as both are Cupolas with **Inherenet** crew, but we may have to add a "-" (so it reads HMG and MMG Cupola).
2) Change the following RG to read:
G3 2cm FlaKvierling 38
G5 105 ART (leFH 18)
[OtOe]

German Reinforcement Group Chart Do the 42DB and 44FB come with bombs?
A. Yes. [OtOe]

Map Can I see hex R5 from hex M3?
A. No. It is an EmRR, so it acts like a Wall or Hillock, thus blocking LOS. [OtOe]

Multi-Applicable Vehicle Note PT1-4 In Example 1, change "C6", to "W43", "C7" to "W44", "C8" to "W45" and "D6" to "X43". In Example 2, change "C6", to "H38", "C7" to "H39", "C8" to "H40", "B6" to "G39", and ">= 10" to "<= 10" in line 10. [OtOe]

Russian Reinforcement Group Chart Three entries are issing the CG Max. This was fixed by a replacement page. All players should have the correct sheet. The affected entries are V2 (CPP 5, Max 2, CG Max 5), V3 (CPP 5, Max 2, CG Max 5), and V7 (CPP 5, Max 2, CG Max 3). [OtOe] {Re-worded. SR}

Russian Reinforcement Group Chart How many Bombardments can be used on a CG Date, i.e., can you save them for future scenarios? A. The Russians are limited to using two Bombardments per CG Data. [OtOe]

Historical Perspectives The OtO scenario cards have the same Historical Perspectives. Is this a misprint? A. No, it is intentional. All the first few scenarios cover different segments of the exact same action or battle. We are just giving the player the opportunity to play different segments of the battle. [OtOe]

Scenario OtO2 ("Bunker Burning") Can the German player place Fortifications in the hexes where by HSR3 the shellholes are placed? A. Yes, Fortifications can be put in the same hexes as the shell holes. [Misc37]

Scenario OB11 ("Shootout At Slutsk") The trucks in the turn 3 reinforcements can tow the Guns since their T# of –4 is <= the Guns' M# of 2. There are German MGs in the Russian OoB. There is no HSR, thus captured use applies. [Misc40]

Scenario OB13 ("The Cat's Lair") 1) HSR 4 states "No Fortifications (EXC: Mines) may set up HIP", but the Germans do not have any mines. A. Correct, delete the Exception. 2) The Russian ZIS-5 truck is listed with 33PP capacity, but should have only 29PP. Is it the wrong truck? A. The counter clipart is erroneous, it is the ZIS-5 with 29PP as in Chapter H. [OtOe]

Scenario RbF I-2 ("Aggravation at Agrigento") The Italian 75mm ART is Cannone da 75/27 (Italian Ordnance Note 9). [HoBw]

Scenario RbF I-5 ("Paper Line") Tactical Objectives should read "…to either 16A6 or 35GG6." The French player receives TWO Motorcycles/sidecars and one motorcycle. [HoBw]

Scenario RbF I-7 ("Into the Cauldron") German OB should include one 2-2-8 Crew. German Reinforcements enter from the north not the south. [HoBw]

Scenario RbF I-8 ("Germeter by Meter") Germans should receive 12 AP Mine Factors not 2. [HoBw]

Clarification TT3, TT7, TT9 and TT11 The Armor leader HSR. This is intended to simulate the Armor/Infantry doctrine (and standard practice) of tank officers dismounting and directing the fire of the tanks under their command as a unit. They coordinated with the infantry, providing an effective combined-arms attack.. As a historical note, this was a very effective system, but costly in that armor officers tended to win a lot of medals for bravery, and died young!
1) Must fire from all AFVs be directed at the same target?
A. He may direct the fire at different targets. Since there are no Fire groups with AFVs, he may direct the fire of one them in same location or adjacent AFVs may fire at a different hex.
2) If he [the Armor Leader] is eliminated, is the AFV he started the scenario in subject to the provisions of D5.34 (stun) or D5.341 (Recall)?
A. No, he is the unit leader and not important to the crew function of the AFV.
3) There are two types of infantry SMCs - leader and hero. Which is he [the Armor Leader], and does he have all of that types capabilities?
A. He [the Armor Leader] is a Leader, He may become a hero due to HOB. [HoBw]

Scenario TT5 ("Commandos, Not Supermen") The Japanese 2-3-7 MMC are first class HS. [HoBw]

Scenario TT8 ("In the Heat of the Night") Japanese 3-4-7 MMC are second line, not first as shown on scenario card. [HoBw]

Scenario TT9 ("Frongs in the Pocket") Japanese 3-4-7 MMC are second line, not first as shown on scenario card.
The palm and palm/road hexes are considered shellholes only, with no LOS hinderence, but with an increased movement cost to simulate moving through the debris. [HoBw]

Scenario TT12 ("Signal Hill") HSR 2: Add "All buildings are of wooden construction and are single story only."
HSR 3: Add "Shellholes that scatter off-board are removed from play."
Japanese 347 MMC are second line, not first as shown on scenario card.
There should be 4 Japanese crews instead of 3. [HoBw]

PzIIF Counters These were printed with incorrect MPs (16, instead of 14). Corrected versions are in Waffen-SS II: Führer's Firemen. [WSS2]

Special Ammo Have the Special Ammo Depletion numbers printed on the SS counters been increased due to the last sentence of A25.11?
A. No. To avoid confusion we require players to make note of this change normally as per C8. [WSS2]

Scenario WSS1 ("Fuhrerbefehl!") The T-34's used in this scenario should be the T-34 M41 having 17MP and a Front AF of 'circled-11'. [WSS2; HoBw]

Scenario WSS1 ("Fuhrerbefehl!") As per HSR4, can the Russian player setup a RG on-map *and* enter an RG on Turn one?
A. Yes. [WSS2]

Scenario WSS2 ("Precious Price of Time") The German Balance should read "Exchange one OB given LMG for an HMG". [WSS2; HoBw]

Scenario WSS3 ("Bear Hunt") Is the Partisan OB choice "secret" or is it "known" to the SS player?
A.The selection is "secret". [WSS2; HoBw] {Rephrased on HoBw. SR}

Scenario WSS4 ("The Noble Craft of Warfare") In HSR2 is the dr made for Dummy Minefields secret?
A. Yes. [WSS2]

Scenario WSS6 ("One Eye To The West") The North pointing arrow should face to the left of the page (counter-clock-wise by 90 degrees). Basically, board 45 is the west edge and this is confirmed in the setup/victory determination script. [HoBw]

Counters The 447 and 436 SS counters should have an underlined Range indicating Spraying Fire. [HoBw]

Scenario FF7 ("Monastir Gap") The victory conditions can be read one of two ways. If you take the wording literally, the player with the most **CVP** wins, with the listed road hexes counting as CVP und German Infantry casualties effectively counting double (added to the Allied CVP total, and also negating German-controlled road hexes). A second interpretation would be that the player with the most **VP** wins, with VPs awarded for controlled road hexes and German Infantry casualties eating into that number. Either way is reasonable. Which is it?
A. The second is the way it was intended, but both work. Basically, the German Victory quest is hurt by suffering CVPs. [HoBw]

Scenario FF9 ("Ghost of Napoleon") HSR2 describes rubble rolls – is Falling Rubble possible?
A. Falling Rubble is NA. Simply put a rubble counter in the hex (which is assumed to be at the ground level, including the "Market Place"). [HoBw]

Scenario FF10 ("Blackjack Is Back") The Play Area should read: "Only hexrows A-P (inclusive) are playable." [HoBw]

Scenario FF11 ("Tough Luck") Which German group gets which ELR? It looks like the SS get the '3', just making sure. If this is correct, should it be underlined as well?
A. This is explained in the "Setup" line of each OB. The Garrison has a "1" ELR, and the SS have a "3" ELR. The SS ML should be underlined. See page 2 of the WSSII Chapter H page for ELR Replacement and Battle Hardening and Underlined ML. The counters are appropriately underlined. [HoBw]

Scenario FF13 ("Death Ride") The note under the armored cupola counter in the Russian OB should read "(HSR2)" rather than "(HSR3)". [HoBw]

Scenario FF14 ("Operation Rosselsprung") HSR5 lists German Air Support as departing after the German PFPh – typically FBs and Stukas attack in the enemy Movement Phase or friendly Defensive Fire Phase. Are the Stukas allowed to attack in the German Prep or should they be departing after the DFPh of the Partisan turn?
A. The Stukas may attack in the *initial PFPh* for this scenario only. [HoBw]

Scenario FF14 ("Operation Rosselsprung") The Partisan reinforcements should enter from the <u>east</u> edge of board 2 and not the west edge. [HoBw]

Scenario FF14 ("Operation Rosselsprung")
1) What type of cave is Tiro's cave?
A. A normal 1+4+6 cave.
2) Should the Russian MMG have a Normal Range of 10?
A. Yes. [Misc39]

Waffen-SS III: Neither Fear Nor Hope

HSR1 Please note the last sentence. [Misc32]

HSR1.1 Are the BAZ crew served?
A. Yes, the US BAZ, being a LATW like the ATR, is considered a crew served weapon for this battlepack and are operated by a 1-2-x crew. [HoBw]

HSR1.3 Why wasn't a CPV of '1' given to a deployed 1-2-7? Allowing it to keep its ASLRB CPV now gives any Carrier as mentioned a CPV of '7', just like a Tiger I.
A. To prevent having to keep track of crew IDs on a side record and to make these crew/vehicles valuable in the tactical sense. The technical training of crews would have prevented them from being used as "throw away troops" as many ASL players use crews that are without vehicles/-weapons. [HoBw]

HSR1.3 Does the 2-2-8 Carrier Crew need a Leader SMC to Deploy/Recombine?
A. No. [HoBw]

HSR1.3 Can a deployed 1-2-7 operate a Carrier without any penalties by itself?
A. Yes, except it cannot move and fire in the same phase. [HoBw]

HSR1.3 And what is the CCV of a deployed 1-2-7?
A. 4, same as any other crew.[HoBw]

HSR2 Remember that crews without a SW <u>must</u> exit the playing area as per this HSR. [Misc32]

HSR4 Why wouldn't a 4-6-8 be replaced (A19.13) by a 4-6-7 instead of a 4-4-7?
A. The sequence was established by the designers of the first two SS packs. It is continued in "SS-III NFNH!" to maintain the continuity of the SS series. [HoBw]

HSR4 Can both 4-6-8s and 6-5-8s be ultimately replaced by 4-3-6?
A. Yes. [HoBw]

Waffen-SS III: Neither Fear Nor Hope Scenarios

Scenario NFNH1 ("Mlava Stronghold") HSR3. Do guns, which fire from A-T obstacles, have their CAs restricted as in woods and buildings?
A. Yes, C5.11 applies [EX: mortars]. [HoBw]

Scenario NFNH1 ("Mlava Stronghold") The light mortars in the Polish OB should be the 46mm Granatnik wz. 36 mortars instead of the one depicted. The Polish setup instructions should read "Two Polish squads (and any SW/SW stacked with them) may set up HIP. MMGs must be set up in Pillboxes. One Pillbox must be set up one each of the three hills of board 9 at > level two." [HoBw]

Sceanrio NFNH2 ("The Last Fort") The light mortars in the Polish OB should be the 46mm Granatnik wz. 36 mortars instead of the one depicted. HSR1 should read "All NFNH SRs are in play." Add HSR2:
"2. Overlay X16 represents a Fort. This Fort is a Fortified building for units entering from outside of the building. The TEM for fire from outside the building is +5 [EXC: B23.32 is NA]. The Fort can only be entered from hex 41BB4 and into 41BB3. The Fort's base level is at level 1."
The Polish setup instructions should read "Set up on any whole hex of board 24/41, outside of the Fort."
Polish SRs should read:
"3 Polish squads (and all SW/SMC stacked with them) may set up HIP. The Forst Garrison may never leave the Forst for any reason, if forced to they Surrender instead [EXC: if No Quarter is in effect, they are eliminated instead]. Heat of Battle results of Berserk or Surrender result in Battle Hardening instead. Polish Elite and 1st Line MMC have Assault Fire capability." [HoBw]

Scenario NFNH3 ("The Hatert Bridge") Dutch Set-up: After its first fire phase, does the INF or ATR suffer Low Ammo?
Typo! Should read INF Gun instead of AT Gun. [HoBw]

Scenario NFNH3 ("The Hatert Bridge") Delete "Hills do NOT exist" from HSR1 since it is redundant. HSR2 should read
"Place bridge counters in hexes 40Q2-Q3. This is a two-lane, stone bridge. No hills exist, treat as level 0. All other terrain features atop the hills exists normally."
Dutch SR should read "The Dutch player may set up 1 squad (and any SW/SMC that stacks with it) using HIP. The Dutch INF Gun suffers Low Ammo after the first Fire Phase it is fired and thereafter."
German SR should read "Convoys may only disband after being fired upon or some part of the Convoy is within 4 hexes of the 40Q2-Q3 bridge." [HoBw]

Scenario NFNH4 ("Dragoons In Holland") The tactical objectives should read
"The Germans win by having 30 VP of un-broken/mobile (non-Recalled) freidnly units on the south side of the bridge at any time or by extinguishing all Flame counters on the bridge (HSR2). The Germans automatically lose if a Blaze exists on the Bridge."
HSR2 should read:
"Each hex of the Bridge (30Q2-Q3) is marked with a Flame counter. No spreading fire DR is made for the bidge until turn 6. Beginning in the first AFPh of Turn 6 and every AFPh thereafter the French player makes Spreading Fire DRs for the bridge. The Kindling#/Spread# for the bridge is 12/10 respectively. Flames cannot be extinguished by other than deliberate extinguishing attempts as per B24.72. The bridge is a dirt road that connects to the the roads in 40Q1-Q4."
French setup instructions should read "set up anywhere south of the river and/or within 8 hexes of 40Q2 on the north side of the river." [HoBw]

Scenario NFNH5 ("Foret de Nieppe") HSR2 should read
"British Mark VIBs must set up Dug-in (D9.54). Carrier A personnel consist of 2-4-8 HSs and Carrier B personnel consist of 2-2-8 Crews. Carrier personnel may setup outside their vehicles along with any removable armament of its Carrier. If such personnel sets up outside of their vehicle, they must set up within 3 hexes of its parent vehicle. Up to 3 British squad equivalents may set up using HIP along with any SMC/SW stacked with them."
British OBA note should read "British Mortar OBA may be called in by either Radio, but only one Radio may have a SR/FFE onboard at any single time." [HoBw]

Scenrio NFNH6 ("Yugo City") HSR3 should read "All German units are under a CX counter until the end of the MPh after entering a whole hex of board 45. CX is thereafter used normally. German units are always Lax." [HoBw]

Scenario NFNH7 ("Siberian Woods") Russian OB: Should be six (6) '?' in the OB. Change the number of 8-0 SMC from 2 to 1 for the Board 5 OB. [HoBw]

Scenario NFNH7 ("Siberian Woods") HSR1. I'm a little confused as to the LOS that exists between units adjacent to a raised road hex, but not adjacent to each other. Wouldn't LOS between units be blocked by the raised road in the hex between them?
A. No, see hillock [F6.] With TEM/hindrance applied as per B9.22. [HoBw]

Scenario NFNH7 ("Siberian Woods") HSR2. Do the HIP Russian AFV's lose HIP status as for guns or for vehicles?
A. As if Guns, since they setup as Guns. [HoBw]

Scenario NFNH9 ("Jackboot Woods") German OB: Chit #3 has 3 Pz IIIH NOT 7 Pz IIIDs. [HoBw]

Scenario NFNH9 ("Jackboot Woods") The wall between 10Q5-Q6 does not exists. 10Q7 is treated as a Woods hex only (the building outline is treated as woods).

HSR 3 should read "All German units are equipped with Winter Camouflage. German reinforcement groups enter by drawing one chit per turn in the friendly RPh, starting on turn 3, and must enter the same turn along the west edge [EXC: OBA and Air Support]." [HoBw]

Scenario NFNH10 ("Aces High") HSR2. Is hex 23Y7, in which some SS units are to setup, exempt from HSR2's Rubble placement?
A. No, SS units are setup after the rubble placement and therefore can be setup in 23Y7's rubble. [HoBw]

Scenario NFNH10 ("Aces High") What about attempt-to gain Motion Status (D2.4)?
A. Yes [HoBw] {This is no longer on HoBw. SR}

Scenario NFNH10 ("Aces High") Tactical Pbjective should read "To win the Germans must clear a continuous road from east to west with no Goor Order Russian MMC/Vehicles (with functioning MA) on/adjected to the road."
Change "3-3-8" to "3-2-8" in the Russian balance
Disregard HSR3
HSR5 should read "German Group 2 is under Ammo Shortage until any German squad from another Group enters hex 23Y7 (Bypass is NA for this purpose.)"
HSR6 should read "Before an on-map German vehicle attempts to expend its first MP during its MPh, and whenever it attempts to change its VCA in any other phase, it must first (even before any applicable Stall DR) make an Out-Of-Gas DR [EXC: a Stopped vehicle (un)loading, firing armament/sD/sN, or attempting to place smoke grenades]; if the Final DR is = 12 the vehicle is out of fuel and thus immobilized; mark it with an "Out-Of-Gas" counter. If in Motion, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle's MPh and it has not yet expended any MP, its PRC may immediately Abandon-it/unload (9.6 is NA in this case) if in the Present Player Turn it/they have not engaged in (un)loading, firing armament/sD/sN and/or an attempt to place smoke grenades. If the German player forgets to make an Out-Of-Gas DR, the Russian player can thereafter call for it to be made immediately at any time during that vehicles MPh as that vehicle expends MPs." [HoBw]

Scenario NFNH11 ("Surprise, Surprise!") HSR2. Are the hexes of the Pz 34 M43(r)s recorded during set-up or does the German player place them wherever he chooses?
A. Wherever he chooses, within the terrain limitations of HSR2. [HoBw]

Scenario NFNH11 ("Surprise, Surprise!") HSR2. Are all four placed onboard at the same time?
A. Yes. [HoBw]

Scenario NFNH11 ("Surprise, Surprise!") HSR3 should read "Russian 3-2-8 HSs are Assault Engineers. All SMC counters may be left off-board if stacked with a MMC. The MMC ID may be secretly recorded as a side record until the SMC's Leadership benefits are used in any manner whereupon the SMC must then be placed with the appropriate MMC. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC and is thereby also placed on the map. All 1 PP SWs may be kept off-board until used, when it then must be placed with the unit possessing it. Prior to game play all undisclosed SW must be assigned to a SMC/MMC unit with its ID secretly recorded on a side record. " [HoBw]

Scenario NFNH13 ("Snake Ready to Strike") German OB: Delete 1 of the 2 German MMGs. [HoBw]

Scenario NFNH13 ("Snake Ready to Strike") HSR3. Can vehicles use them?
Yes, as per B13.421. [HoBw]

Scenario NFNH13 ("Snake Ready to Strike") Are the BAZ (vehicular) crew-served?
A. No! Infantry crews. [HoBw]

Scenario NFNH13 ("Snake Ready to Strike") HSR should read "The Trail-break counters in the German OB are set up on Bocage hexsides. They may set up using HIP and are treated as Fortfications for Concealment loss purposes. One German squad equivalent (and any SMC/SW stacked with them) may set up HIP." [HoBw]

Scenario NFNH14 ("The Bitter End") German OB: Remove the two 6-5-8 MMC from the on-board OB. Add a 1-2-7 Crew to the German entering OB. [HoBw]

Scenario NFNH14 ("The Bitter End") Do the Shellholes on the Board 19 road network serve normally as Shellholes in the scenario?
A. No, there can be only one Shellhole on the road and that is the one that the Panther falls into. [HoBw]

Scenario NFNH14 ("The Bitter End") HSR3. If the Panther is placed IN a Shellhole, is it Hull-Down to fire across all hexsides?
A. Yes [HoBw]

Scenario NFNH14 ("The Bitter End") 1) HSR3. Is the Panther considered a Dug-In tank?
A. No [HoBw]
2) Does it receive the +1 TEM for a Shellhole?
A. No. [Letter182]

Scenario NFNH14 ("The Bitter End") The scenario VCs state thet Russian AFVs must have functioning MA to count as exited victory points. that leads to the conclusion that the German exited AFVs do not have to functioning MA. Question is if they may have disabled MA? If so, are they recalled and then counted for victory poins? Are Germam AFVs with disabled MAs recalled at all?
A. Yes, German AFVs are recalled and count for victory points. [Letter182]

Scenario NFNH14 ("The Bitter End") A BAZ and PSK, MTR must be run by a 1-2-x crew or there is a +1 penalty for inexperience use of the weapon.
Both sides path the +1 penalty for DC use by non assault engineers; however, leaders may place DC without penalty.
For exiting vehicle crews (NFNH SR 1.2) and routing (NFNH SR 2.) the German Friendly Board Edge is the west edge of board 40, and the Russian Friendly Board Edge is the east edge of board 19. [Letter182]

Scenario NFNH14 ("The Bitter End") The German Guns are the 88LL AT Guns, German Ordnance Note 12. [Letter184]

Scenario NFNH14 ("The Bitter End") Germans set up and move first, Russians move second.
German setup instructions should read "Set up on board 40/43 east of the Canal."
German entry instructions should read "Enter turn 1 on any map edge on board 19 with all Infantry as Riders."
Russian entry instructions should read "Enter as per HSR 4 on any south/east/west edge of board 19 on/between 19A6-A10-GG10-GG6."
HSR3 should read "Boresighting is NA. German units suffer Ammo Shortage and are Elite. Before an on-map German vehicle attempts to expend its first MP during its MPh, and whenever it attempts to change its VCA in any other phase, it must first (even before any applicable Stall DR) make an Out-Of- Gas DR [EXC: a Stopped vehicle (un)loading, firing armament/sD/sN, or attempting to place smoke grenades]; if the Final DR is = 12 the vehicle is out of fuel and thus immobilized; mark it with an "Out-Of- Gas" counter. If in Motion, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle's MPh and it has not yet expended any MP, its PRC may immediately Abandon-it/unload (9.6 is NA in this case) if in the Present Player Turn it/they have not engaged in (un)loading, firing armament/sD/sN and/or an attempt to place smoke grenades. If the German player forgets to make an Out-Of-Gas DR, the Russian player can thereafter call for it to be made immediately at any time during that vehicles MPh as that vehicle expends MPs. German Infantry may freely Deploy at set up. AFVs with ALs repair their MA on a dr of 2 or less. One 10-2 AL must enter the game in a Pz IVJ. One 10-2 AL must enter the game in a Pz VG. The Pz VG with the 10-2 AL is subject to the following rules: It must move along a road until it enters a whole hex of board 43. In each road hex on board 19, this vehicle must make DR, on a DR of 10-12 this Pz VG is placed on a Shellhole counter, is Immobilized, and is considered Hull Down to all fire for the duration of the scenario."
The Waves in HSR4 need not be predesignated before the game, the Russian player may enter as many or as few as he pleases as long as he can adhere to the minimum of 9 AFVs per turn. [HoBw]

Kinetic Energy Scenarios

Scenario KE 4 ("Panzers to the Rescue") This scenario takes place in Olshowatka, *Russia*, of course. [MM97; MM99]

Scenario KE 9 ("Aces Over Eights") In Victory Condition #2, insert the word "German" after "VP are awarded to the Germans for all Good Order" *and* after "non-Recalled non-shocked". [MM97; MM99]

Time On Target Errata

German Ordnance Note 31 (TOT) Is the <over- and under-scored>88 a "*"-type Gun?
A. No. Notice that C2.21 requires that the "*" be a *suffix* to the Gun Caliber Size (i.e., that it *follow* the Gun Caliber Size); in this case, the "*" before the Gun Caliber Size is merely an indication to see the appropriate Ordnance Note about the Gun (as per C2.9). [TOT3; MM99]

German Ordnance Note 31 (TOT) Must the <over- and under-scored>88 abide by all the HEAT/SCW rules when firing at Infantry/Cavalry (i.e., must the Infantry/Cavalry be receiving a wall/building/rubble/pillbox TEM (C8.31))?
A. Yes. [TOT3; MM99]

German Vehicle Note #G1 (German Rare Vehicle Neubaufahrzeug) The MP of this vehicle should be a red '12', instead of a red '9' (Change "MP:9" to "MP:12".) This vehicle should have 'Low' Ground Pressure instead of 'High' (Change "GP:H" to "GP:L"). Unmounted replacement artwork for these three counters can be found in MM99. [MM99]

German Vehicle Note #G14 (German Rare Vehicle Fkl B IV) Add "A Fkl B IV in Inherent Driver Mode whose Controller's AFV has been eliminated/Recalled may be voluntarily Recalled at the beginning of any friendly MPh as per D5.341." at the end of paragraph #G14.71. [MM97]

Time On Target Counter Errata

German Neubaufahrzeug Change the red '9' MP allowance to a red '12'. Change the 'circle' in the upper lefthand corner to a 'square' to denote low ground pressure. [MM99]

German Pz Sfl Diana The back of the counter should bear the note "Rus. 76LL AP/APCR" to reflect the use of the Russian To Kill Numbers; the Russian 76LL APCR Basic To Kill number is 18. [TOT3]

Time On Target Overlay Errata

TOT #2 Overlay The six-hex overlay labeled "*RE4" should instead be labeled "*RE5". [CH *Tanks!*; TOT3] {This was corrected with a small sticker midway through the first week of sales. SR}

Time On Target Scenarios

Scenario TOT 1 ("Take Ten!") In the Victory Conditions, add "at-start" after ">= seven buildings/". [TOT2; MM99]

Scenario TOT 1 ("Take Ten!") Must the Wire counters that are received be placed in the same hex as the Foxhole that allowed its creation (SSR1)?
A. Yes. [MM99]

Scenario TOT 2 ("First Attack") In the second sentence of the Victory Conditions, add "German" after "One VP is awarded to the Germans for each". [TOT2; MM99]

Scenario TOT 4 ("Stoumont: The Break-In") Do the American 60+mm OBA batteries fire with 8 FP or 4 FP (as per American Ordnance Note 1)?
A. 4 FP, since SSR KGP 16 is specifically in effect (and thus so is American Ordnance Note 1). [TOT2; MM99]

Scenario TOT 4 ("Stoumont: The Break-In") Do the German 8-3-8/3-3-8 MMC have their broken side morale increased by one for being SS units (as per A25.1/Footnote A31)?
A. Yes. [TOT2; MM99]

Scenario TOT 6 ("Bastard Tanks & Shootin' Fools") Can this scenario end in a tie game (i.e., if neither side Exits enough VP to win, and there *are* Good Order American units within two hexes of the paved road from LL20 to FF17)?
A. No, either the Germans win or the Americans win; there are no tie games. Notice A26.4 applies to the last sentence in the Victory Conditions. [TOT2; MM99]

Scenario TOT 7 ("Tiger 222") In the second sentence of the Victory Conditions, ad "/capturing" after "In addition to receiving VP for eliminating". In SSR 3, add ", with each Hidden mined Location counting as one HIP counter for purposes of SSR 2." after "Known/Hidden minefields". [TOT2; CH3.1]

Scenario TOT 7 ("Tiger 222") Since broken units cannot Exit a playing area (unless they are Passengers), and therefore may not be counted for Exit VP purposes, do broken German units north of the river at game end count as VP for the Germans?
A. Yes. All non-eliminated German units north of the river at game end count as VP for the German, whether they are broken, berserk, unarmed, stunned, shocked, or held in melee. The only exception to this would be German units held prisoner by the Americans at game end – who are, for all intents and purposes, considered eliminated anyway. Likewise, all non-eliminated American units [EXC: those held prisoner by the Germans] south of the river at game end count as VP against the German, whether they are broken, berserk, unarmed, stunned, shocked, or held in melee – *including* unpossessed Guns. {See Editor's Note in TOT 2, p. 10. SR} [TOT2; CH3.1]

Scenario TOT 7 ("Tiger 222") Does a German unit entering the playing area from 41Q4 (out of play) to 41R4 have to pay he MF/MP cost for entering higher terrain? What about movement from 41Q2 (out of play) to 41R2?
A. Yes; no. Notice that in the former case, the unit is crossing a Crest Line when entering 41R4, whereas in the latter case, it is not. To ease play, all board 41 terrain that is *not* in play *remains in effect* for purposes of "offboard" movement/entry purposes during this scenario [EXC: Bog Checks during offboard movement are *not* required]. [TOT2; CH3.1]

Scenario TOT 8 ("Nightmare") In the Victory Conditions, add "at-start" after ">= five buildings/". [TOT2; CH3.1]

Scenario TOT 10 ("Winter Wonderland") The American Phone should have a Contact value of 11 instead of 12. [TOT2; CH3.1]

Scenario TOT 10 ("Winter Wonderland") Do the Germans receive Exit VP for Exiting captured American units off the north board edge?
A. No. [TOT2; CH3.1]

Scenario TOT 17 ("Last Stand at Weston") If a Hungarian unit fires the 88AT (Raketenwerfer 43) Gun, are the <u>black</u> TH numbers used, or the <u>red</u> TH numbers used?
A. A Hungarian crew would use the black TH numbers, whereas a Hungarian non-crew unit would suffer the non-qualified use penalties (A21.13) and therefore use the red TH numbers. [TOT3; MM99]

Scenario TOT 18 ("The Aller Waltz"), TOT 19 ("Liebe Elfriede"), & TOT 26 ("Free-For-All") Notice that in all of these Night scenarios, the SSR defining the Night conditions as Overcast does <u>not</u> invoke Overcast Weather (E3.5); see the clarification to E1.11 on page E26[90]. [TOT3; MM99]

Scenario TOT 19 ("Liebe Elfriede") In the German balance, change ">= 18" to ">= 14". [TOT3; MM99]

Scenario TOT 23 ("This Close to the Sharp End") In the first line of SSR 5, add "placement of concealment counters and the start of" after "prior to". At the end of SSR 5, add "Both players may freely inspect <u>any/all</u> enemy stack(s) in order to implement this SSR." [TOT3; MM99]

Scenario TOT 29 ("Tiger Hunt") In the fourth line of SSR 2, add "non-Recalled" after "non-shocked, ". In the fourth line of SSR 4, add "wounds/" after "SMC Creation/". At the end of SSR 4, add "All prisoners are removed from play at the end of each Part (and the Casualty VP for such are awarded accordingly at that time)." [TOT3; MM99]

Scenario TOT 29 ("Tiger Hunt") Can "Dummy" counters still in play at the end of Part I be held over into the play of Part II (and into play of Part III from Part II)?
A. Yes. Note that SSR 1 says "all German non-eliminated/non-Recalled <u>units</u>" are available for set-up in the next Part [emphasis added]. These surviving "Dummy" counters may be used to make up Dummy stacks or to conceal units in Concealment Terrain during set-up (as per A12.12) – as if they were OB-designated "?". [TOT3; MM99]

Scenario TOT 33 ("Another Tricky Day") Note that the flooded and frozen *stream* – by virtue of it *not* being a Water Obstacle (B21.1) – is, in essence, an Open Ground hex (check out B20.7). Of course, this rules out *any* possibility of a vehicle falling through the ice while moving across the stream (as would be possible in the case of the frozen *river* and frozen *pond*, both of which *are* Water Obstacle). Some of you may find this considerably eases your dilemma of how to get the vehicles north of the stream without using the bridge (which is most probably Bore Sighted by the AT Guns). [MM97] {This is NA with the change from MM99 below. SR}

Scenario TOT 33 ("Another Tricky Day") Replace "The stream and all" with "The 40F9-40E9-40E8-40D7-40D6-40C6 stream and bridge (in 40C6) do not exist; treat these hexes as Level 0 Open Ground. All". [MM99] {MM99 mistakenly uses '41' instead of '40'. SR}

Scenario TOT 44 ("… A Dish Best Served Cold …") In SSR 5 insert "in each hex" at the end of the second sentence. [Letter13]
The German OB should read "see SSR 5 for minefield placement", not SSR 6. [MM99]
At the end of SSR 5, add "Minefields placed in paved roads must be set-up as Known minefields, and have *no* A-P mine factors." [MM99]

TOT SSR 1.11 An SMC, having pre-designated one MMC to join him in a Bayonet Charge, passes his Bayonet Charge TC but said TC triggers a Sniper attack which pins (or breaks) the MMC; must the SMC continue the Bayonet Charge alone?
A. Yes. *All* pre-designated units must participate in the Bayonet Charge until such time as they are pinned/broken (even if such pinning/breaking occurs before any MF are expended). [TOT2; CH3.1]

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39) Russ Bunten to ASLML, 6 January 2000
40) Wynn Polnicky Perry Cocke, posted to ASLML, 6 January 2000
41) Perry Cocke to ASLML, 10 January 2000
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67) Neil Andrews to the ASLML, 9 November 2000. Unit designations are from his own research, Q&A are from his letter to CH & reply
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99) Wayne Hadady to Perry Cocke and reply, posted to ASLML 29 July & 3 August 2001
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101) Seth Fancher to Perry Cocke and reply, posted to ASLML 10 August 2001
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104) Seth Fancher to Perry Cocke and reply, posted to YASL ML 5 September 2001
105) Gary Torrenga and Scott Romanowski to Perry Cocke and reply, 7 September 2001
106) Chas Argent to Perry Cocke and reply, posted to ASLML 15 September 2001
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134) Mike Rodgers to Perry Cocke and reply, posted to ASLML 22 January 2002
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177) Matt Romey to ASLML 13 July 2002
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277) Tate Rogers to Perry Cocke and reply, posted to ASLML 15 September 2003
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Compilations of ASL questions received at asl_qa@anodyne.com and also re-printed in View From the Trenches ("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.