

## Index and Glossary - Questions and Answers

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The definition of "Armed" says that any vehicle with an Inherent Crew is "Armed".

The definition of "Unarmed" says that any unit without any functioning Gun/SW is "Unarmed".

This means that an armed unarmoured vehicle (e.g., jeep with MG) is Armed because it has an Inherent Crew, but if that MG malfunctions then it is *\*also\** Unarmed!

I would suggest that the definition of \"Unarmed\" be modified

In the definition of "Armed" in line 2 after "(A20.54)" add "not possessing a functioning Gun/SW".

In the definition of "Unarmed" in line 2 after "Gun/SW" add "or inherent crew".

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General Comments about the Index and Examples in the Rule book...

This is posted from Perry after a lengthy discussion on the ASL Mailing List about an instance where the Index seemed to conflict with the rules. Note too that on the last line, Perry says the examples are part of the rules too. 🤔

>>Because IMO I am not qualified to speak about what was and was not  
>>considered in writing the Glossary, nor am I going to presume to  
>>speak for the game designers/MMP et al. I just read what the  
>>rules say and try to go from there.<<<  
>  
> Nor am I qualified ... just asking folks to consider that the index is  
> sometimes not consistent with the rules.

Brien is perhaps more qualified than many to comment on the Index, and surely has much insight into how it was updated. However, it is unacceptable for the Index and the rules to be in conflict. The Index is part of the rules and any such inconsistency reflects an internal inconsistency. One that needs to be rectified.

[snip argument about how the "rule" didn't change despite changes to the Index]

> It's easy to hide behind the "well, I didn't write the rules, so I'll  
> just play them exactly as they are written" gambit ...

Despite the fact that I know some people delight in pointing out possible inconsistencies in the rules just to make themselves feel important, it seems clear that neither Seth nor Fritz falls into that category. Both of them (all of us) are entitled to a rules set that is not internally inconsistent and that is as clear as we can make it. There is no shame in pointing out potential areas of improvement in the rules, although there surely comes some point where the enlightened debater admits that it is clear that the rule should be played one way even though it is not crystal clear.

> it's more work to  
> use some logic and common sense, which says that had these rules  
> *\*really\** changed (as it appears that you are claiming), don't you  
> think someone would have bitched about those changes two years ago???

Without suggesting that anyone in this debate is lacking in logic or common sense, there is some truth to what Brien said. Nevertheless, new issues are discovered now and then, and old issues can become more salient over time.

> In other words, most ASL players probably didn't even note the change  
> in the index, and wouldn't care, anyway. The rules themselves are  
> quite clear on the matter, therefore, the index is not needed to prove  
> a point ... unless you're looking for any way you can to make your  
> version of PF usage possible.  
>  
> And newbies won't be reading the index to find out how to play the  
> game, they'll be using the rules ... which, again, are quite clear (as  
> I think you have conceded, if I read your last response correctly).

Again, the Index is part of the rules and should not just be ignored. If we need to fix the Index (e.g., so that not all Inherent SW are Small Arms), we will.

...Perry "Examples are part of the rules, too"

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## Chapter A - Questions and Answers

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Rule A.8

Question: 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?

Yes. Yes.

Is a unit on ground level ADJACENT to a unit on level 2 in and adjacent building hex?

No

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A2.5 (May 2001)

Does A2.5 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?

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.

Does A2.5 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 n hexes that is specifically listed for entry by the off board forces, e.g. P1,Q1,R1?

The attacker may do so.

Does A2.5 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?

Yes.

A2.5 allows entry during the APh. If entry is blocked due to enemy units in the MPh and you can't advance on, then you come on next turn.

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A2.51

Question: 1)

Must Vehicle units specified to enter a given hex from off board set up in a line, i.e in hexes with the same grid co-ordinate to enter that given hex?

e.g. A unit to enter via hex 1I1 have to setup off board in hexes of the row I, or may they setup in hexrows H and J and merge into 1I1 before entry?

No. They may set up in H & J and then merge.

Question: 2)

A: If in the above question the units are required to enter via a single road hex. Must those units set up on the hypothetical off board road hexes? Or, may they set up in adjacent hexrows and merge before entry on the specified hex

B: Do the above units have to enter paying the road movement rate? or, may they enter paying open ground rates by entering from an adjacent hexrow e.g A unit entering A5/A6 may access those hexes by setting up in a hypothetical B4 or B6 and thus enter A5/A6, but not considered to be on the road, but entering the road hex.

A: no. They may merge.

B: no. They may pay non-road COT.

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A3.1 and ASOP (SR 21)

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?

The ATTACKER. [Compi5]

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A4.4 (Dec 2003)

A broken leader stacked with a broken HS that possesses a LMG. In the RPh, the leader self-rallies and then tries to rally the HS. The HS's rolls boxcars and dies.

Question: Can the leader attempt to recover the LMG in this same RPh that he just self-rallied in?

Yes.

I am thinking that he is not allowed to do this, because units are generally allowed only one action per RPh.

But this action is allowed "regardless of phase."

If he is allowed to do this, I assume he'd have to roll for it and that it is not automatic?

Correct.

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A4.41

An american 747 squad with an MMG has attempted to place smoke in an adjacent hex and rolled a 6. Can it then fire its MMG in the AFPh? The wording of A4.41 seems have changed from ASLRBv1 to ASLRBv2.

No, the MMG "moved."

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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?

Not during that MPh.

Can it Place the DC from that Location?

Not during that MPh.

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A4.6

Firing out of SMOKE negates FFMO.

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A4.62

Question #1: A crew pushes a mortar across two open ground hexes, thus it is subject to Hazardous Movement (A4.62). Ordinance fires at the crew using Infantry Target Type. Hazardous movement incurs a -2 IFT DRM.

A4.62 says that FFMO and FFNAM do not apply to shots affected by hazardous movement. Is an ordinance To Hit DR considered a shot?

Yes.

Or does the ordinance get FFMO and FFNAM on its To Hit attempt and an additional -2 DRM on its IFT DR?

No FFMO/FFNAM.

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A4.62: How long does the Hazardous Movement penalty apply:

(a) Do all Clearance attempts receive the Hazardous Movement penalty until the Clearance DR is made?

The appropriate Clearance attempts do.

(b) 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?

Yes.

(c) Does the Hazardous Movement penalty apply to Sewer Movement and Fording as long as the unit is in that terrain?

Yes.

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A4.63 Dash (January 2001)

What are the game mechanics of declaring/executing a dash move, including any D1F declarations versus such a move? In particular:

1. What declarations are required, when, of the moving player?

The destination is declared at the start of the move.

2. 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?

None.

3. 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?

Yes.

4. 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?

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.

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A7.301 (v1 Q&A)

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?

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.

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A7.35: 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?

No, per the SW Chart, a HS can only fire one SW.

Is the answer any different if the HS had fired its Inherent FP in the MPh, instead of the PSK?

No.

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A7.52: A FG of hexes C1, C2 and C3 fires, each hex firing 3 FP. If the LOS of C2 is blocked, \_must\_ the firer resolve that attack as two separate 2-FP attacks?

Yes.

If instead the LOS of C3 is blocked, (and C1 has 8 FP, and C2 has 3FP) \_must\_ the firer resolve that attack as one 8-FP attack?

No, it can make two attacks.

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A.5, A7.52: What is the total DRM for a two-Location FG: the 1st Location contains an 8-1 and a squad and has +2 total Hindrance to the target; the 2nd Location has a CX squad and no Hindrance to the target?

+3

Discussion: A7.52 says "Should the LOS of any FG member be subject to a Hindrance / TEM (/Cowering / CX penalty), the worst possible case applies to all members of the FG (A.5)." Does the phrase "the worst possible case" mean "per Location" or "per DRM category per Location"?

J63 Silesian Interlude: The VC say "The Germans win at game end by Controlling all four board 38 buildings and...." What happens if one side or the other rubbles one or more of the four single-story wooden 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 rubble location?

(b)

Discussion: The first two seem unfair, especially since both sides have four AFVs and rubbleing a building occurs 1 time in 3 for AFV entry of the hex. If the German is having problems, he could just try to rubble any building he can't gain control of.

The Russians should avoid doing this, the Germans cannot afford to do this in this scenario.

A better VC might have been to Control the building hexes.

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A7.81 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)?

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.

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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?

No, only in woods/building/rubble.

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A7.9 Covering (Jan, 2004)

If a Fire Group (FG) that contains units immune to Covering and units that are not (e.g. 1st Line and 2nd Line British units) what happens when the IFT attack DR is an Original "Doubles"?

I presume :

- the attack covers (shift 1 column left)

- Random Selection to determine which units covered is applied only among units not immune to covering

Right?

Correct.

Besides, if a FG formed by Inexperienced units and other units (none being immune to covering) rolls Original "Doubles", I presume the attack must be resolved with a 2 column shift...

Correct.

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A8.1, A10.7, A25.221 (Nov 2001)

Defensive First Fire affects only the moving units. The rule does not specifically require the Leader to also be moving with the moving stack.

But A10.21 does.

Same observation, WRT Commissars accompanying moving units.

A10.21 is NA here.

During a MPh, a player moves units/stacks to/through a Location containing a friendly Leader/Commissar. If the moving units are attacked on the MFs expended to enter that Location, is their morale and/or their MCs, if any, effected by the friendly non-moving SMC(s) in that attack Location?

I see that A10.21 has something to say on this too: "The only applicable DRM to a MC/TC DR [EXC: LLMC/LLTC] is the leadership modifier of one available unbroken leader in the same Location (or moving stack in the case of Defensive First Fire)."

That sounds as though the passing-through unit cannot get help from a non-moving leader, but the wording still does not prohibit it, and arguably allows it. Is a non-moving leader "available" to units moving into his Location?

No.

What of non-moving Commissars?

Yes.

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A8.2 Residual Fire: Do Aerial attacks leave Residual Fire? Does a strafing Airplane leave Residual Fire in each hex attacked? Or even each 4 hexes, even those where there was no unit being fired upon?

Yes to all

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A8.3 Subsequent First Fire (August 2003)

Is "firer's Normal Range" the range of the weapon it is using to fire (eg a MG) or only the Inherent FP range?

The range of the weapon/FP it will use.

In the former case, would this mean that if a squad SFF with a MG, it can fire its Inherent FP at > its Inherent range (thus quartering it)?

No

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A8.3 Subsequent First Fire vs closest enemy unit...

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?

No; ASL is not a race to see how fast one can roll the dice.

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A8.3 Subsequent First Fire (March 2003)

It is player A's movement phase. Player B has a squad possessing a mmg. Player A moves a unit, and player B fires the mmg only, at the enemy unit, but does not maintain ROF. The mmg is marked with a First Fire counter. Player A moves another unit into LOS of this position. Player B subsequent fires, again mmg only, at this unit. The mmg is now marked with a Final Fire counter.

Can player B's squad still fire its inherent FP as First Fire and Subsequent Fire?

No. A8.3 "... a squad may not split its usable inherent FP from that of its MG/IFE during Subsequent First Fire unless it opts to not use the remaining FP/SW at all."

In this example, the squad has "opted" to "not use its inherent FP at all".

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A8.7 Residual Fire and C 3.7: Am I right saying a HE CH leaves a Residual Fire equal to half of the normal FP (not CH doubled one) of ordnance (e.g a 75 mm CH leaves 6 FP, not 12)?

Yes

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A9.223: Must a MG cancel its Fire Lane when an "unbroken" vehicle (A12.1) enters its Location (even if in Bypass)?

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. ['98 Journal]

A9.233: If a unit creates a Fire Lane and later uses its Inherent FP as Subsequent First Fire, does this cancel the Fire Lane?

A squad can fire its inherent FP as First Fire after previously only firing a MG to lay down a Fire Lane. A HS that has laid down a Fire Lane (or a squad that has both laid down a Fire Lane and used its inherent FP as First Fire) cannot use Subsequent First Fire unless in a TPBF situation (which then cancels the Fire Lane). ['97 Annual]

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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?

No. Both are based on the leader's pre-attack ML and Leadership DRM--however, the UNIT's post-attack ML is used.

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A10.2 and 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?

Yes.

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A10.5

May a friendly unit during its RtPh rout towards a hex that contained a broken enemy unit in LOS at the beginning of that RtPh but which subsequently routed?

Yes; the fact that an enemy unit previously routed out of LOS does not preclude a friendly unit from routing towards that old position.

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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?

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.

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A10.71 (Dec 2003)

It is the RtPh. Action is on board 12 with Mud. A wounded SMC is stacked with a broken squad @ DD2 in OG. Bad guys are @ Y3 and S5.2. There are out of season orchards @ EE3 & FF3, a building @ FF4 and a woods @ GG4. The destination is declared as FF4.

Can the wounded SMC voluntary rout with the broken squad toward the building and end their rout @ FF3 due to lack of MF? Or must the squad rout alone?

The only way this squad and leader could rout together is if the squad declared Low Crawl, but then it would not get very far.

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A10.2, A10.711: 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?

No.

Must the just-reduced HS take an LLMC (assuming its morale is low enough)?

Yes.

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?

No.

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A10.31 (Oct 2003)

Rule A 10.31 says that a broken unit that rolls a 12 is eliminated. Does this apply to broken leaders – i.e. are they directly eliminated without testing wound ?

A broken unit that rolls an Original 12 during a MC is eliminated. This applies to leaders also.

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Reference: A.3; A4.8; A10.711: Can a TI Leader Voluntary Rout?

Yes.

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Rule: 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?

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.

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Rule: A 10.2: Question: In this rule, you speak of a leader eliminated by "breaking when already broken" (line 5). Must one understate : "if the subsequent Wound severity dr leads to a mortal wound result"?

Yes; that is how a leader is eliminated by breaking when already broken.

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A 10.41 (Jul 2003)

The last sentence of 10.41 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 loaction before being eleminated for "failure to rout", voluntarily break?

It also applies to units that would currently (i.e., based on current KEU) be subject (at \*any\* point in that RtPh) Failure to Rout.

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A10.51 Rout Direction

May a friendly unit during its RtPh rout towards a hex that contained a broken enemy unit in LOS at the beginning of that RtPh but which subsequently routed?

Yes; the fact that an enemy unit previously routed out of LOS does not preclude a friendly unit from routing towards that old position.

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If a unit capable of cowering takes a 1 +1 shot at a broken unit does the broken unit become DM?

Yes

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A10.7: If two identical leaders (e.g. 8-1) are in the same location and are required to take a MC, does the second leader's leadership modifier apply to the first leader's DR, or does a leader need to first pass the MC / PTC before his leadership can affect another unit's DR?

No; you can only apply leadership of a higher leader.

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A10 and A11: Can a broken unit be rallied while in CC or melee?

Only via HOB.

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A11 CX and Close Combat (March 2001)

A Russian squad and two German squads (both 4's) are in CC however one of the German squads is CX. How are the rolls resolved, particularly if the Russian elects to combat the two German squads.

The -1 applies only to the CX unit. The +1 applies to the entire attack.

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Rule A 11.11 CC DRM: Are CC DRM always cumulative? If a CC attack is made v. a CX squad and a non-CX squad, does the -1 DRM (vs. CX) apply? If a CC attack is made vs a withdrawing broken unit and a non-broken withdrawing unit, does the -4 DRM (-2 broken, .2 withdrawing) apply?

DRM are cumulative but not always collectively cumulative. In both cases, some units have worse DRM than other units. I think the rule is clear about this.

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A11.141 (Feb 2002): 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?

No, they are not immune.

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A 11.15: If all units of an infantry vs. infantry Melee are broken (EX. after having been fired upon), when do they rout? Must they wait until CCPh to Withdraw (A 11.15, 11.3),

Yes.

... or does one consider that Melee no longer exists and units rout during RtPh?

No.

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A11.2

Withdrawing uphill into a building is NA if CX and makes you CX if you are not broken.

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A11.22

Question: A squad has been attacked by CC, resulting in Casualty Reduction. It then attacks, rolling a 2 DR, thus causing Infiltration. It then decides to withdraw.

Does it withdraw as a HS or as a squad? I find some contradiction between : "if it has not already been eliminated / captured / pinned" and the further : "without being attacked" sentences - Casualty reduction seems to be a partial elimination, in fact.

Normally, the ATTACKER attacks first in CC. Thus, if his attack "eliminates" a DEFENDER HS, that DEFENDER HS cannot withdraw after subsequently rolling a 2, but any other DEFENDER unit which has "not already been eliminated / captured / pinned" **can** Withdraw. If the ATTACKER rolls a 2, ATTACKER units can Withdraw "without being attacked."

Let me just ask you a precision, just to be sure: A DEFENDER **squad**, first attacked by CC and suffering Casualty

Reduction, and rolling a "2" on its own CC attack, will be able to withdraw as a HS. Right?

Correct.

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A11.22 (Feb, 2004)

It seems to me that the literal reading of A11.22 says that a pinned unit may withdraw from CC if the opponent rolls a 12.

Can they?

Or is the intent of A11.21 (and other related rules) that a PINNED unit can never withdraw from CC?

[A pinned unit may never withdraw.](#)

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A 11.4 and 11.41 - Feb, 2004

An Infantry, that has ambushed an enemy, decides to withdraw. Does the ambushed enemy still lose its concealment?

[Yes.](#)

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A11.62: CC vs Carrier (From Ian Darglish)

Carrier BMG is NA in CC. Does this mean the Carrier has "no manned usable MG" for purposes of A11.11 CC Table? I feel "No", it has a usable MG.

[Correct, this does not equate to "usable in CC".](#)

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A11.622: A Panther is in CCPh with enemy (US) units. The Panther is in motion. It survives the US players sequential attack (its escort is eliminated). The German player uses the sN7 on the Panther. The DR = 6. We have not found any modifiers that apply to using the sN in CC.

Is the sN attack at 16FP or is halved for motion?

[16 FP, not halved.](#)

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A11.8 (Dec 2003)

For explanation, since VotG isn't out yet, a 'gutted' building costs one extra MF when entering the location.

A Russian 458 w/ 5PP MMG elects to attack an ADJACENT AFV during the MPh with CCRF. It is attacking from a VotG gutted building -at night- (4MF to return) does the squad return to the building hex?

[Yes.](#)

or become CX/TI in the process? remain in the street? or can it drop the MMG in the building before advancing into the street? or drop the MMG in the street before returning to the building?

[No. No, not voluntarily. No. No.](#)

Would waiting until the Aph (with the prohibition against "\"... voluntarily...\"") remaining in the hex) alter this in any way?

[In the APH it could drop the MMG in the building before advancing into the street and it could then remain in the street.](#)

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A12 Concealment Loss/Gain Table (August 2003)

Under Case A it says that Concealed/HIP units are revealed if "... in an obstacle where a vehicle ends its MPh in Bypass (A15.42)"

Shouldn't this reference be to A12.42? (This error appeared in v1 of the table as well.)

[Yes.](#)

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A12.12 (Feb 2004)

When is non-OB given concealment placed on a unit setting up offboard to enter: during setup to enter in the RPh, or immediately before entering the map (i.e., in IT\'s MPh [or APH, if so allowed])?

At the start of its RPh when it sets up to enter.

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A12.14 (Jan 2002)

Re a unit that forfeits its " ?" momentarily to force Concealment loss on a moving enemy unit, does that unit also need to show what SW, if any, that it possesses?

No; see A12.16.

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A12.14 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 ? 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?

Yes.

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A12.15

The rule 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)?

Attacker's choice.

- 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?

Not unless some other "?" loss action occurs.

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A12.15 (July 2001): "Random Selection is used to determine which of multiple concealed units must lose their concealment..."

Can a player voluntarily remove ? 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?

No.

Would any remaining Concealed unit(s) still be subject to Detection/RS?

Yes.

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A12.14 and A12.16 Free LOS Checks (July 2001)

A12.14 reads in part: "The owning player can voluntarily remove any concealment at any time during his or his opponent's Player Turn..."

Q. Can a player voluntarily remove ? 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?

Yes.

A12.16 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..."

Q. 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?

Yes.

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A12.2: If the Location containing a concealed AFV in the LOS of a Good Order enemy ground unit is subjected to a non-ordnance attack that results in at least a PTC result on the IFT, does the AFV lose its "?"

Only if the attack is OBA, and/or if the AFV is CE. {26-5}

How does an armored vehicle in concealment terrain lose "?" by being fired on by a MMC using Inherent FP?

It doesn't; a BU CT AFV is unaffected by Small Arms fire, including "?" loss. A PTC or better vs vulnerable PRC or dummies causes "?"-loss if in LOS. {MMP}

---

A12.2 & A12.33: (ASLML August, 2003)

What do you do when a concealed stack that may be a dummy stack moves into LOS of your HIP 5/8" counter/-Fortification?

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.

The rules do not address exactly how to handle this situation, yet we seem to have gotten by on good intentions and common sense these many years.

The first way listed above to handle this situation is just a shorthand for a mutual agreement between the players that the stack is GO and will reveal whatever it can whenever the opportunity arises. The second waits to ask the question until it is necessary.

The "yet" at the end of the first sentence seems to contemplate the possibility that the attacker could opt not to disclose his GO status. On reflection, I think Tate is correct and that option does not exist for the attacker when confronted with an actual HIP fortification. While the defender has the option of not asking the question when someone moves in LOS of his HIP unit, when a fortification is involved he does not have the option of not asking. Likewise, the attacker does not have the option of not answering correctly.

Regardless, I do not see why a Dummy stack would be eliminated for coming into LOS of a HIP fortification.

...Perry "HIP no more"

---

A13 Cavalry

Q1: May Cavalry declare Gallop in Bypass or Woods?

Yes.

Q2: If Yes to Q1, may Cavalry use the extra MFs thereby generated to Dismount in that hex?

Not while in Bypass.

You cannot Gallop while Bypassing, but you can Gallop while already IN woods to dismount there.

---

A13.11 Horse Counters.

- Is a casualty reduced HS Horse counter eliminated?
- If a SMC and HS are mounting a HS Horse counter, if that counter is Casualty Reduced, does one roll for Random selection, leaving SMC on sole Horse counter if HS is the only one to Bail Out?
- Is a Casualty Reduced single horse Horse counter eliminated?

Yes. No. Yes

---

A 13.5 (Cavalry DRM) and C 3.7 CH

Does the -2 IFT DRM vs. Cavalry apply to a CH resolution vs. it?

Yes.

---

A13.511 Cavalry (August 2003)

A stack of  $\geq 2$  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 "unarmoured" kill result?

Or can one Horse counter suffer both results simultaneously (and thus only get reduced once)?

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.

---

A 13.6 Charge and A 8.31: As a Cavalry charges a hex expending th MF cost of hex + 3 MF, does this allow a defending infantry unit a number of FPF attacks equal to the total cost (entry MF + 3 MF), "provided it does not beak" (A 8.31)?

Yes

---

A18.12: Are both attacks re-figured after Leader creation if the CC is non-Sequential?

Yes.

---

A19.1321 - ELR (Feb 2004)

In any scenario where the only MMC in a side's OB have underlined morale but the OB given ELR is  $\leq 4$  (and no SSR is in effect), does the OB given ELR apply to the MMC with underlined morale?

Yes.

If the answer is yes, does a squad with underlined morale get replaced by two broken Half Squads if it fails a Morale Check by more then the OB given ELR (given no SSR in effect for unit replacement)?

Yes.

---

A20 Prisoners in CC (July 2003)

A location contains a 666 squad guarding a 106 prisoner squad, as well as a 237 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 106 and 237 attack the 666 with no effect. In return, the 666 attacks the 237 and eliminates it. Does the Melee immediately end? Or is the prisoner squad enough to hold their guards in Melee?

The Melee continues.

---

A20.21 Prisoners (April 2002)

Are Broken units in Melee now subject to possible Surrender?

No.

Wouldn't it be clearer to insert "[EXC: those in Melee]" after "broken Infantry unit"?

Perhaps.

---

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

It surrenders. {96}

---

A20.22: May this (capture during the CCPh) be attempted by a side which earlier invoked No Quarter?

Yes.

---

Rule:A20.5, A26.21, A26.222

A Crew that is captured is exchanged for an Unarmed HS, and noted on side record as being worth 2 CVP for victory purposes. If that Unarmed HS subsequently escapes or is released, and does not Rearm (remaining Unarmed), is it still worth 2 CVP? Or is the captor awarded 1 CVP, and the side record making it worth 2 CVP erased? If that Unarmed HS remains worth 2 CVP (by side record) and subsequently Scrounges, thereby Rearming, is the former captor awarded 1 CVP?

No. Essentially. NA.

---

A20.551 Rearming (Jan 2001)

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?

If there is currently no other enemy unit in the same Location, the Unarmed friendly unit is rearmed.

---

A20.55 &20.551:

A broken squad is the guard for a prisoner squad. In the CCPh the prisoners pass their NTC and attack their guard in Close Combat. The result is that the guard squad is Casualty reduced to a HS and a Melee now exists. Because the Guard was Casualty Reduced from a squad to a HS, may the prisoner squad be replaced with a prisoner HS and a Green/Conscript HS? i.e. does a HS rearm for eliminating a guard HS in CC?

Yes. Yes.

---

A21: (July 2003)

If a guarding unit is eliminated in CC, by a unit other than the prisoners, are the prisoners still rearmed?

The ex-prisoners are rearmed (depending on the size of the eliminated guard).

---

A21:

1. Looking at A21, I can't see that there any penalties if a \*friendly\* Infantry crew, HS, or leader mans a vehicle of its own nationality. Correct?

The "captured" penalties of A21.2 apply to vehicles crewed by friendly non-vehicle crew units. I grant that this is not very clear in the rules.

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? In other words, is the Carrier treated as any other captured vehicle despite normally having a HS as a crew? I presume so.

Yes.

3. On a related note, if an American HS mans a British (non-American-made) vehicle, is the British vehicle treated as "captured"?

Yes.

---

A22.611: Does 39AA4-BB4 constitute "a hexside shared by two connected woods hexes"? Does 39D4-E5? Does 39Z2-Z3? Does 39R3-S3?

Only the first pair is connected.

---

A22.34, A22.612 FT DRMs vs AFVs (1995)

For a FT/MOL attack vs an armored target, does "?"/CX/SMOKE/Hindrance/TEM/AFPh-use affect the TK DR?

No.

---

A23.1 & A23.6 (March 2001)

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?

Neither non-Melee friendly units, nor non-moving units in DFF, are attacked [EXC: in Thrower's location].

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?

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.

May a DC be Placed in, or Thrown into, an empty Location solely to possibly cause flame/rubble creation?

The Location may be empty. Flame/rubble creation would still be possible.

---

A23.3, 23.6 DC Placement (August 2003)

Do these actions by themselves cause Concealment loss:

- Placing a DC?
- Detonating a Placed DC?
- Throwing a DC?
- Detonating a Set DC?

Assuming they are performed in LOS of a Good Order unit within 16 hexes, placing or throwing a DC is an "other" action that cause "?" loss. Detonation is not.

---

A24.1, A4.5: 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?)

No. Original.

---

A24 - SMOKE

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,

Yes

e.g. assuming SMOKE in 2F7, will a shot from 2E7 to 2F8 be hindered by the SMOKE?

Yes

---

A24.31

Question #1: A24.31 WP

A24.31 We had a situation of a known 6-5-8 SS squad in a stone building with a concealed 5/8" unit. From 2 hexes away a US squad fires a '45 BAZ using it WP6 ammo depletion. At 2 hexes, a 9 is the TH number. The DR = 6, so WP for one smoke round and then depleted. The known SS squad takes the NMC with a +3 DRM and passes. The question that arises is what happens to the concealed, BU Panther. We both agree that the BU crew are not required to take the NMC.

However, is concealment lost for the vehicle?

No.

Is the BU vehicle still considered affected even though its crew is not required to pass a NMC?

No.

Does it matter that a DR=6 is low enough to hit the concealed vehicle even after paying the +2 Case K modifier?

Not here.

If IFT FP caused a PTC or greater result against a concealed, BU, closed-topped AFV, does that strip its concealment since it cannot affect the vehicle?

Only if OBA.

---

A24.31 WP SMOKE NMC (Apr 2002)

The rule 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 747 chucks a WP grenade into an >ADJACENT stone building occupied by a Concealed 658, 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?

No; no such change was intended.

I think that what was meant was "non-moving units in Defensive First Fire."

Correct.

---

A24.61 Smoke

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?

No. No. See the A24.61 Example and turn it upside down.

---

A25.11 SS underlined morale (March, 2003)

A25.11 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?

The counters are correct.

---

A location contains a 666 squad guarding a 106 prisoner squad, as well as a 237 enemy half squad, 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 106 and 237 attack the 666 with no effect. In return, the 666 attacks the 237 and eliminates it. Does the Melee immediately end? Or is the prisoner squad enough to hold their guards in Melee?

The Melee continues.

---

A10 and A20: I have two question concerning routs...

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.

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.

No, the concealed unit would have to drop "?" before 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.

Correct.

---

A10.53 and 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?

No. Pinned broken units cannot Surrender. At the end of the first sentence of A20.21 add "[EXC: if pinned; 10.53 & G5.5]."

---

## Chapter B - Questions and Answers

---

Terrain Chart (August 2003)

The Terrain Chart implies that even armed, armoured vehicles with Truck-type movement (e.g., German Vehicle Note 71) never pay double Road cost, whether BU or not. However D2.16 and D5.2 both indicate that \*all\* BU AFVs must use the doubled rate. Which is correct?

The Chart should indicate that the road COT for BU AFV using Truck movement is 1 MP.

---

B.5: I just noticed this while reading B.5 in the new rulebook. It says: "All rules pertaining to same-level LOS also apply to Continuous Slope LOS [EXC: walls/hedges and AFV/wrecks (D9.4)] even though the latter term is not mentioned, although Height Advantage is unaffected."

AFV/wrecks do not cause a Hindrance along a Continuous Slope and walls/hedges do not block LOS along one.

Is this a rule change? Didn't AFV Hindrances use to apply to Continuous Slopes in ASLRBv1? If so, does anybody know why the change?

This is more a clarification than a change, although I can't say I knew this to be the case 6 months ago. My memory may be a little faulty here, but I think a close examination of the old Hillside Walls/Hedges rules would reveal this rule implicit therein.

---

B1.16 and Journal 3 article "First Do no Harm". (May 2001

In the article, ``First Do No Harm," p. 78 of J3, this statement:

*"B1.16: Here we clarified that CE status is a DRM, not a TEM (so crews and passengers can receive the CE DRM in addition to TEM)."*

appears to be in conflict w/D5.31, last sentence:

*"The CE DRM is not cumulative with any positive TEM."*

Further, B1.16 appears to be an inapplicable case (with regard to CE status). The article also alludes to a CE DRM rule in the Index. Which entry was intended by that reference is not clear, but the `rule' suggested in the article does not appear in the Index under DRM, CE, or CE DRM.

Q. Is D5.31 correct? If not, how should that last sentence read? Should any changes be made here or in the Index?

D5.31 is correct. No changes are needed to the rules or Index. I was way confused in the article. What we did change was to make it clear that the CE DRM is not a TEM. That does not mean you can combine it with a TEM, however.

---

Rule B 6.42 Collapsing Bridge: When a bridge collapses, it is written "the entire bridge collapses with the elimination of all counters on and beneath it." Does this mean that a multihex bridge that collapses, has all its hexes destroyed with units on them (thus better destroyed by a vehicle's weight than with a set DC)?

Just one hex. (Rule is not clear.)

---

B9 (July, 2003)

If a German tank is in motion ADJACENT to a hedge and a russian tank moves ADJACENT on the opposite side of the hedge in mph then scores an immobilization on the German tank forcing a failed TC. Does the now exited crew retain WA? or would the russian tank have the opportunity to claim it?

If the Germans had WA, they will retain it.

---

B9 (September 2003)

Board 24 (assume that hexside 24N2/N3 is a hillside wall; assume a wall exists at hexside 24F5/F6)

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?

A 658 is on the bridge in 24F6. A 666 is in hex 24F4. Can the 658 claim the wall TEM vs the 666?

Yes to both, though neither 658 would be able to claim WA.

---

B9.1 (Sep 2003)

"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.)

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.

---

B9.323 (May 2003)

Can a unit behind bocage with WA prep fire and then immediately drop WA, in order to disappear from enemy LOS, before the enemy can Defensive Fire?

Yes, provided it has WA in the PFPh and there is in-hex TEM of at least +1 (B9.323).

(This answer from the ASL Mailing List, not Perry.)

---

Rule: B9.4

May a wall/hedge hexside with an \"obvious gap\" (but no road depiction) be crossed without paying the extra movement cost?

May walls/hedges with \"obvious gaps\" (whether there is a road or not) be crossed by expending the additional movement cost for a wall/hedge if desired?

Yes to both.

---

Rule: B9.521

Using illustration after rule 9.54

If a unit in 11K7 has no WA (e.g. entered the hex when a unit in 11L6 claimed it), a unit in 11I6 has no LOS to it. Am I right?

Or, to rewrite the sentence under the illustration : "A unit in 11I6 can see into (but not through) J7 and K7, but only units that have WA"?

Correct

---

B 9.521 Bocage LOS (Feb 2004)

A Location with a Bocage hexside has no units with WA present within it. Can that Location be seen (ie, "seen into") from a non-adjacent same-level unit across that Bocage hexside? Could an entrenchment within that Location be seen from a non-adjacent same-level unit across that Bocage hexside?

Yes to both.

---

B9.54 EX: Bocage: 2nd sentence: Replace "into (but not through)" with "units with Wall Advantage in", because only units with Wall Advantage can be seen through a Bocage hexside from far away, correct?

That is certainly a good way to think of this situation.

---

B8.4, B8.612, B11.41: May a leader give his (unused) IPC to an MMC while participating in these activities?

The first two (since the MMC's IPC is increased by the SMC), but not the latter since the SMC's CX IPC is zero.

---

Rule: B 13.3 and B 30.3 Question: B 13.3 "Air Bursts" says that "This negative TEM is always applicable". B 30.3 says that "Pillbox TEM is not cumulative with any other  $\pm$  TEM". Must one apply Air Bursts TEM to a pillbox (modifying the NCA TEM) in woods or not? **No.**

---

Rule: B.6, B9.2, & B24.2

Question: Does a unit firing along a wall that is in the same hex as rubble have a clear LOS?

**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).**

---

B16.4 (July 2003)

Question #1: May Infantry advance into a Mudflat Location? (I'm thinking "yes" as the \*base\* cost to enter is only 2 MF, not all.) Infantry can NOT advance into a Marsh Location (B16.4).

Question #2: May Infantry Low Crawl into a Mudflat Location? (Again, I'm thinking "yes" as the \*base\* cost to enter is only 2 MF, not all.) Infantry can NOT low crawl into a Marsh Location (B16.4).

Question #3: If Infantry move into a Mudflat Location from a \*lower\* level, is this a Minimum Move? (Here, I'm thinking "no" as the \*base\* cost to enter is only 2 MF, not all ... thus the cost to enter = 4 MF.) It's a Minimum Move for Infantry to enter a Marsh Location from a lower level (B16.4).

**Yes. Yes. No.**

**At the end of the first sentence of B16.71 add: "; normal elevation-change/rout/advance rules apply in lieu of 16.4.". At the end of B16.72 add "and pay double Open Ground COT".**

---

B20.8 and B6 - Bridges and Fords (Dec 2003)

If a bridge has been changed to a Ford, does the hex `_still_` contain a road?

**No.**

---

B20.92

A sniper dr is a 1. The random direction DR places the SAN counter equidistant from infantry in crest status in a wadi and infantry in the open. B20.92 lists exceptions to crest entrenchment benefits as "indirect fire, OVR, and Direct Fire from any position that has LOS INTO that depression location". Does the +2 TEM for crest status apply in this case, thus forcing the sniper to attack the unit in open ground?

**Crest TEM NA for Sniper.**

---

A23 and B23.71:

Can a unit with a DC place it from ground level of a rowhouse to an ADJACENT ground level location across the rowhouse hexside?

**Yes**

Does the defender where the DC is placed have any shots at the placing unit (assuming the rowhouse bar blocks LOS between the two locations)?

**Yes, unless the attacker is trying to breach the rowhouse wall.**

If so, does the attacker have to declare which vertex he is placing the DC from?

**Yes.**

---

A23.6, B23.741 & B23.743 Factory TEM (August 2003)

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?

**From outside.**

What if the Rubble target hex \*is\* part of the Factory (B23.743)?

From inside.

---

B23.9221 (September 2003)

Does an AFV create a Breach along a Fortified Building hexside if it enters the fortified location through that hexside?

Yes.

Does the answer change if it Bogs or falls into the cellar?

No.

---

B23.922 and A5.5 (December 2001)

Does a good order infantry crew manning a artillery piece in a fortified building equal a squad in order to keep enemy MMCs from advancing into the building?

**A crew and a Gun will not keep enemy units from advancing into a Fortified Building Location.**

---

B24.31 WP hit

Q (in form of a proposition)

You don't have to hit a unit with SMOKE to affect it. You only have to hit a Location in the target hex to place it.

B24.31: ....All units (including friendly ones) except a non-CE, CT AFV in a Location with a WP counter must take a NMC when the WP is placed [EXC: non-moving units in Mph] in that Location (not when it drifts or they move into it) or when hit by WP on the Area Target Type [EXC: if the WP does not rise to that elevation (24.4)].

"All units"... "when the WP is placed in that Location" "OR when hit by WP"...

The rule even says "or when hit". So no real hit is needed. All you need to achieve is placement of WP and that can be done by simply having LOS to a Location in the target hex and then place it as per C8.52. Some units are not affected as given above: non CE CT AFV, non- moving units in the MPH, those that are in a WP hex, but so high that the WP doesn't reach them....

**You still need to hit a hex in order to place WP, which requires LOS to \_something\_.**

**And since WP is placed in the ground-level (or base-level, whatever), only units in \_that\_ Location can be affected by WP that does not actually \_hit\_ them.**

---

Subject: B3.5 & B28.1 Mines and Rubble

B3.5 says "Hidden mines [EXC: in rubble/debris] ... may not be placed in a paved road hex ...."

B28.1 says "... Minefields may not be placed in ... rubble ...."

What is the EXC in B3.5 referring to, if (as per B28.1) no mines can be placed in rubble?

**Delete "rubble" in the EXC.**

---

B23.71

A23 and B23.71: Can a unit with a DC place it from ground level of a rowhouse to an ADJACENT ground level location across the rowhouse hexside?

Yes.

Does the defender where the DC is placed have any shots at the placing unit (assuming the rowhouse bar blocks LOS between the two locations)?

**Yes, unless the attacker is trying to breach the rowhouse wall.**

If so, does the attacker have to declare which vertex he is placing the DC from?

Yes.

---

B25.6 and QRDC (Feb 2004)

On the QRDC, in the Original 12 Summary, 3rd line, there is a reference to "Building Collapse during Spreading Fire (B25.66)". The rule referenced is about a building(s) collapsing after rolling Gusts during the wind change.

Is the QRDC reference worded incorrectly?

I believe the B25.66 rule is under 25.6 SPREADING FIRE.

If not, can buildings locations collapse into rubble during the Flame Spread checks done in the Advancing Fire Phase?

No.

---

B27.1 Foxholes (March 2001)

During the APh, does a unit entering a Foxhole hex to go beneath the Foxhole counter ``pay one additional MF =separately= after payment of the COT to enter the hex," as in the MPh?

Yes.

Q: Does A10.531 mean that Concealed Infantry advancing, in the APh, into an OG hex to enter a Foxhole, could lose Concealment to an enemy unit with ``a hypothetical Defensive First Fire opportunity" vs that advance?

Yes.

Q: During the APh, does a unit advancing into an OG Foxhole hex (and under the Foxhole counter) in an FFE get the TEM of the Foxhole, or the OG TEM, vs the FFE attack?

Open Ground

Q: During the APh, does a unit in an OG Foxhole hex in an FFE, advancing to a non-FFE hex, get attacked by the FFE before leaving the Foxhole hex?

Yes.

If so, does it get Open Ground TEM, or Foxhole TEM, vs that attack?

Open Ground

---

B27.41 Rout INTO a foxhole (Oct 2001)

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 =is= 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)?

No.

---

B27.1 and B27.5 Trenches and Foxholes (Jan 2004)

This reply came from Perry in response to a thread on the ASL mailing list that discussed placement of Trenches instead of Foxholes when a scenario said that a side could setup "Entrenched" or in "Entrenchments" in suitable terrain. Another suggestion was that a single squad could setup in a 3 squad foxhole in such a scenario.

Off the top of my head I don't know of any scenario where the phrase "may set up entrenched" is intended to include Trenches.

Since at least 1997 we have been trying to consistently include with that phrase a rules citation to B27.1, making it clear that foxholes are intended, not trenches. I don't think I have seen anyone seriously suggest that a lone squad can use this rule to create a 3-squad foxhole, but I have blacked out some of my ... memories.

---

B27.56 A-T Ditch MP Cost (August 2003)

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?

**No. The 2MF are in addition to whatever COT may be appropriate for entering a new hex.**

---

B28.1 Known Minefields on Roads (Feb 2003)

"Known minefields" are listed as an exception to the prohibition on placing minefields in paved roads (etc.). Does this mean that a Known A-P minefield may be placed in such locations? Is a Known A-P minefield cleared in the same manner as a normal A-P minefield, or the same as a Known A-T minefield?

**No; delete "Known Minefields" from that EXC.**

---

B28.41 (Oct 2001)

If Infantry moving as a stack enter a minefield hex, is the attack resolved as one IFT DR per =unit=, or as one IFT DR for the =stack=?

**One per stack.**

---

B30.44 (Nov 2001)

A19.12, B30.44

In a MPH, may friendly Infantry enter an enemy Pillbox solely-occupied by Disrupted enemy Infantry? Assume no non-Disrupted enemy in the Pillbox hex.

**No.**

---

B31.2 Steeples (Apr 2002)

Multi-hex building with no stairwell icon, but a steeple location. A unit is on Level 1 of the steeple hex -- must it move to ground level before moving into the steeple?

**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.**

---

## Chapter C - Questions and Answers

---

C1.22 (Dec 2001)

If a scenario SSR provides an OB with mortar OBA, does that always imply that it is battalion mortar OBA?

No.

---

C1.23 Field Phones (August 2003)

B20.95 & C.123

May a Radio/Phone be used while in Crest status?

Yes.

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)?

Yes (not sure what you mean by "vice-versa"; it could be left behind IN the depression if that was where it started).

---

C1.51 Moving in FFE (August 2003)

A stopped vehicle begins its MPH in an FFE blast area. If it expends a start MP, is it attacked by the FFE (considering it somehow becomes more vulnerable to the FFE)?

No.

---

C1.57 (Feb 2002)

Does a LOS traced exactly along a hexside of a FFE qualify for the FFE Hindrance?

Yes.

---

B27.4, A4.7, 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?

No.

---

B28.62; C1.7 (Dec, 2003)

Is it really true that a Barrage and / or a Creeping Barrage cannot affect Mines?

Correct.

---

C1.81 and ASOP (SR21)

In a scenario with a pre-game bombardment and a side which enters from offboard on turn 1, does the bombardment occur before or after the offboard setup? Rules section C1.81 states "Bombardment begins after setup (inclusive of units set up offboard) but prior to the start of play." The ASOP shows bombardment occurring during the pre-game sequence, but setup of entering forces occurs at the start of the RPh for turn 1. Which is correct?

The rule is wrong; the ASOP is correct.

---

A14.1, C3.8 (March 2004)

I have fired a gun that is capable of multiple hits at an infantry target. I roll twice on the IFT. One of my effects DRs is also my opponent's SAN and I choose the other effects DR. Will the sniper attack anyway even though it is my choice as to which DR is the effect?

Yes, you rolled his SAN, it applies.

---

C5 - Firer Based TH DRMs

During the Defensive Fire Phase, does a DEFENDER Motion AFV apply Case C4 including Case C2 for fire against an ATTACKER AFV that expended 1 MP in LOS during the ATTACKERS Movement Phase?

Or, does it apply Case C4 including Case C, regardless the number of MP spend by the target?

No (although it sounds like Case J2 would also apply).

Yes.

---

C5.33 (Aug 2003)

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?

No.

---

C2.2401 and C5.33 Gun Duel and BFF (January 2001)

An vehicle is in bypass of an Infantry Unit in a woods hex. The vehicle declares Bounding First Fire against the Infantry Unit prior to expending any MP. Can the Infantry Unit declare a Gun Duel?

Yes, if not held in Melee (e.g., vehicle was in Motion).

If the Infantry Unit wins the Gun Duel can it use CC Reaction Fire (D7.21) as its attack?

Yes.

---

C3.33 Area Target Type (April 2003)

Can we please have a ruling stating that I need LOS to a non-Aerial Location in the hex to be able to fire ATT.

You must.

So let it be written, so let it be played.

---

C6.2

1) C3.33 Area Target Type and C6.2 Case K: Concealed Target

If a mortar can see an upper building level of a hex containing enemy units only at ground level, would an area target hit against a potential HIP unit (after adding in the Case K, +2 DRM) against the upper level location also be resolved against the units out of LOS at ground level? (Effectively, this allows shelling units out of LOS by paying the Case K DRM.)

No; you have to hit a non-HIP unit.

(Clearly, from C3.33 if a non-HIP unit were in the upper level location and a hit were achieved the units out of LOS would also be hit.)

---

C6.4, A6.12 (Oct 2001)

A Scenario Defender records, as his Boresighted Location for an 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?

No.

---

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?

It must be tracked.

---

C6.4, A6.12

A Scenario Defender records, as his Boresighted Location for an 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?

No.

---

C8.2 (1992)

How is C8.2 "elite" status determined for the purpose of higher ordnance Depletion Numbers?

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

---

C8.31

Can a unit fire a bazooka (or any SCW/HEAT ammo) at a unit claiming tem from bocage?

No.

---

C8.31 (March 2003)

Is Factory TEM (B23.741) sufficient building TEM to qualify for a HEAT attack per C8.31?

No.

---

C8.31 and B23.741

Is Factory TEM (B23.741) sufficient building TEM to qualify for a HEAT attack per C8.31?

No.

---

C9 - Mortars

Can a MTR use Area Fire to fire at a gully hex containing a unit IN the gully, if the MTR (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?

An out-of-LOS unit in a gully can be hit by a MTR \_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.

---

Rule:C9.3 Spotters

A Spotter must be Good Order to spot.

A new Spotter may not be designated until the original Spotter is "eliminated, broken or captured". Does this mean that a berserk spotter forfeits any possibility of designing another Spotter, at the same time as it, being no more in Good Order, cannot spot. And thus, does one have to wait, either its elimination, either its return to normal (most often after having charged the ENEMY and being no more adjacent to the mortar it originally spotted for)?

Yes.

C 9.31 example (last 3 lines) : does this mean a spotter loses a mortar acquisition under all the loss conditions expressed in C6.5 (as if it were firing the mortar itself), such as : interdicting, leaving present Location, etc.?

Yes.

Two remarks about the rules (but I might be a bad reader) :

- Only does the example of Spotting rules prove that acquisition is possible.

It is possible.

The acquisition loss due to its manning infantry firing inherent FP seems to apply only to "Guns", which could mean that infantry possessing a SW mortar would not lose acquisition when firing its Inherent firepower...

Incorrect.

---

### C 9.3 Spotters

"... the Spotter must be predesignated by the owning player during his PFPh/DFPh ..."

May a Spotter be predesignated during setup?

If yes, when must this predesignation be declared?

Counting DFF as part of the DFPh for this exercise, the Spotter may be recorded anytime prior to the start of the firing phase, with that designation becoming effective at the start of the firing phase.

---

### C9.3 Spotters

1. C9 - Spotted Fire. The rules state that a spotter is designated during the owning player's Prep / Defensive Fire Phases. They also state that a HIP unit can spot, but must be "recorded" as such. Can the designation of a spotter take place during setup? I assume yes, because of the comments about a HIP unit being "recorded" as the spotter.)

Yes; counting DFF as part of the DFPh for this exercise, the Spotter may be recorded anytime prior to the start of the firing phase, with that designation becoming effective at the start of the firing phase.

2. When a spotter dies / breaks / is captured the rules state that you must wait "until the start of the owner's MPH following such a loss of the original Spotter". Since you must designate during Prep / Defensive Fire, this effectively means you must wait till the player turn FOLLOWING the owner's next MPH. Is this correct?

No; see ASOP step 3.11A.

---

### C13.31 & A8.31 Panzerfaust Use.

May a German squad marked with a First Fire counter make a PF check during the enemy movement phase?

Assuming it can still fire a SW without having to use Subsequent First Fire, i.e. it either only used its Inherent FP or only fired one SW.

---

### C13.31 and A8.31

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?

No.

---

### C13.31 Panzerfaust Use

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?

No, per the SW Chart, a HS can only fire one SW.

Is the answer any different if the HS had fired its Inherent FP in the MPH, instead of the PSK?

No.

---

### Rule: C 13.24

Does a vehicle mounted ATR also have a Small Arms 1 FP?

If answer is "yes", can it add the 1 FP to its MG attacks?

Yes to both.

---

### C13.31 Panzerfaust Availability (March 2003)

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?

Essentially FRD as 1/2 PF will not do you much good.

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?

Not in those instances. Reinforcements will have their own PF allocation.

---

A7.351 and C13.31 (May 2003)

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?

It could fire the same SW if that weapon can use Intensive Fire or Sustained Fire, but no other.

---

C13.9

SCW use from vehicles.

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? D6.1 and CC13.8--.81.

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.

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?

Only the above-mentioned inherent crews would qualify.

---

## Chapter D - Questions and Answers

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With these rules in mind:

B.2; B9.4; C10.1; D2.21; E1.52; E3.9; KGP5

B.2 indicates that COT = "normal MF/MP cost for entrance of a hex". B9.4 clarifies that only the COT is doubled for an infantry move to a higher elevation; not the Wall/Hedge "1 +" part of a 1 + COT move

cost. Ergo, 1 + COT, to a higher elevation, assuming Open Ground, for an infantry unit, is 3MF, not 4MF.

Do these tenets also apply to Vehicles? Specifically, D2.21?

D2.21 Could have been expressed as COT but was not. Higher numbered rules that talk about adding after calculating the total cost, such as Night (per E1.52 and C10.1) and weather (per E3.9) [EXC: Fog, which uses Smoke counters and Smoke rules] and others that reference E3.9 (like KGP Soft Ground) are excluded from the reverse multiplier. Other non-COT MP penalties (such as crossing a hedge hexside or gaining elevation--see the discussion in B.2) are included in the multiplier.

The following all occur on Level 0 to Level 0; from Open Ground to Open Ground:

What is the Reverse Cost for a Fully Tracked AFV across a Wall Hexside? (1 + COT) (Quadrupled "normal MP entry cost".)

8

What is the Reverse Cost for a Fully Tracked AFV at Night? (E1.52; C10.1) (Quadrupled "normal MP entry cost".)

5

What is the Reverse Cost for a Fully Tracked AFV involving Soft Ground? (KGP5; E3.9 [note the C10.1 exception here]) (Quadrupled "normal MP entry cost".)

5

Lastly, what is the Reverse Cost for a Fully Tracked AFV, uphill? (Still Open Ground to Open Ground). (4 + COT) (Quadrupled "normal MP entry cost".)

20

---

D2.18

"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)?

No, "hex" is correct.

---

D2.42, C5.35, (D3) table on 2nd Ed. Chap D divider

During an opponent's Player Turn, any of =your= Motion vehicles, eligible for defensive fires, must pay Case C4. Because it is not your Player Turn (and not your MPH/AFPh), does your C4 penalty still include Case C/C1/C2 (which, in turn, includes Case B)?

Yes.

Or do you only pay the ``lower dr x2" part of Case C4? (Assume a non-Stabilized Gun on an AFV.)

No.

---

C6.5 and D3.3 - Bounding First Fire and Acquisition (Sep 2003)

Can you gain Acquisition when using Bounding First Fire?

## No Acquisition retained in BFF unless Stabilized.

---

D3.7 MA disabled recall When an AFV has its MA disabled, but cannot exit by Friendly Board Edge (e.g. a roadblock cuts exit through only bridge of flooded stream), must : a) the crew abandon AFV or b) the AFV move to the limit of exit possibility ? [That doesn't sound like a very friendly board edge. Is there a problem with the scenario?](#) It was \"The Grand Canal\" : I put Chinese ACs in vanguard, blocking the only bridge over the canal behind them. One of the SPWs was STUN (and thus Recalled)...

[They would go as far as they can and then have to Abandon the AFV.](#) D 3.51 (last sentence before brackets) If a vehicle fires its MG armament, but NOT its MA, as Bounding First Fire, does one consider the MA to "maintain ROF", so that the vehicle may move to another hex to fire its MA. [No.](#) ...or MUST one fire the MA from the same hex as the MG, just hoping the ROOF is maintained, so that the vehicle may move further and fire its MA from another hex? [Yes.](#)

---

B9.323, D3.5, D4.223

An AFV w/functioning BMG (=not= its MA) has Mandatory WA (B9.323) over the Wall hexsides of its hex. The AFV is not in Bypass. There are no enemy units in the hex.

In a fire phase, the AFV player wishes to declare a fire attack to change the VCA of the AFV to a spine defined by two Wall hexsides.

Because the AFV has (non-forfeitable) WA, its BMG may make no attack through either hexside (D4.223). May the AFV player never-the-less declare a (non-effective; D3.5) BMG attack, so as to change the AFV VCA to that hexspine?

[No.](#)

---

D5.31:

In the article, ``First Do No Harm," p. 78 of J3, this statement:

``B1.16: Here we clarified that CE status is a DRM, not a TEM (so crews and passengers can receive the CE DRM in addition to TEM)."

appears to be in conflict w/D5.31, last sentence:

``The CE DRM is not cumulative with any positive TEM."

Further, B1.16 appears to be an inapplicable case (WRT CE status). The article also alludes to a CE DRM rule in the Index. Which entry was intended by that reference is not clear, but the `rule' suggested in the article does not appear in the Index under DRM, CE, or CE DRM.

Q. Is D5.31 correct? If not, how should that last sentence read? Should any changes be made here or in the Index?

[D5.31 is correct. No changes are needed to the rules or Index. I was way confused in the article. What we did change was to make it clear that the CE DRM is not a TEM. That does not mean you can combine it with a TEM, however.](#)

---

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?

[Yes to both.](#)

---

D5.311: Is the Inherent Crew of a BU OT AFV which is hit by (non-Air Burst) Indirect Fire Vulnerable?

[No.](#)

D5.311: Is the Inherent Crew of a BU OT AFV Vulnerable to Aerial fire?

No.

---

D5.33 CE / BU and Defensive Fire (Sep 2001)

There is no MP (or MF) cost for going from BU to CE in an AFV.

Does mere placement of a CE counter, during a MPh, allow a D1F declaration?

No.

I was too terse.

Assume defender has indicated 'no shot' on the just-spent MP of an AFV. Assume also that the AFV has not finished ITS MPh and has many remaining MPs to spend. Would placement now of a CE counter allow defender to change his mind and declare D1F on a just-spent MP:

- before that AFV expends a new MP?

Yes, since no new MP expended, this shot would be based on prior MP and vs CE.

- before that AFV makes a B1F shot?

The moving player could announce that he is taking a B1F shot while going CE which would prevent D1F until after B1F, but still before any new MP.

[ IMO, Perry meant the following here:

The moving player could announce that he is taking a B1F shot while going CE which would prevent D1F until after that B1F; however, the defender could, after that B1F, make a D1F attack before any new MP expenditure. ]

If yes to either, is the AFV BU or CE vs that shot?

If CE, suppose instead that the AFV had just spent seven MPs entering a building location (something NA while CE). Would the shot be resolved as one vs a CE AFV for up to 7 MPs worth of D1F rate?

Yes.

Suppose an AFV has spent all available MPs:

- May its Crew/Passengers then go CE at the end of That unit's MPh?

Yes.

- Would that event allow a D1F shot at the PRC?

It would not prevent one, i.e., the CE status is immaterial to the D1F.

CE/BU status is material to attack resolution.

The Defender can fire at the AFV based on its MP expenditure.

Yes, but would the AFV be deemed CE vs that fire? Remember, that MP expenditure may have been for actions NA to a CE AFV.

I can live with that.

After spending all MPs:

- May an AFV go CE for a B1F shot?

Yes.

- Does that act of going CE allow the Defender any D1F opportunity prior to that B1F shot?

No; the Defender can fire at the AFV based on its MP expenditure.

Do I read this as "OK to D1F after CE and before B1F"?

Except that once B1F declared it will occur before D1F.

---

D5.341 (February 2001)

Does a Vehicle Recalled due to its MA being Disabled suffer the +1 TH/MC/TC/IFT/CC penalty of D5.341?

No.

---

Index (Unit), A21.2, D5.42

Friendly Infantry in the same Location as an Abandoned enemy vehicle are not in a CC Location if no enemy units are present (an Abandoned vehicle is not a Unit because it is incapable of movement---Index; a Crewed, Immobilized vehicle presumably =is= a Unit only because it still contains an Inherent Crew).

So, said Friendly Infantry may not Capture the AFV using A21.2 mechanics, because said Infantry is not in a CC Location. Yes?

No. Read the sentence right before that. An abandoned enemy AFV may be automatically captured at the end of the CCPh... regardless of it being a "CC Location" or not.

D'oh. May a Friendly AFV be Crewed this way?

No, unless actually in CC.

If so, is the Crew a Temporary Crew subject to A21.22 penalties (whether or not this was automatic or after a CC)? Or, for that matter, A21.11 and A21.12 penalties?

No penalties for recapturing own vehicle.

[Except, I believe, A21.13 penalties must still apply, as appropriate.]

*{Editor's Note: I am not sure if Perry or the Questioner is making the above comment.}*

D5.42 makes no statement WRT the prior ownership of an Abandoned vehicle that becomes (re-)Crewed. May Friendly Infantry use D5.42 mechanics to Crew Abandoned enemy vehicles (when no other KEU are in that Location)?

Yes, though they could have also used A21.2 in the preceding CCPh...assuming no enemy Personnel were in that Location.

If Yes, and if they do, are they exempt from the A21.22 Temporary Crew penalties WRT their subsequent use of that vehicle?

No.

The penalties of A21.11--13 would still apply, Yes?

Yes.

---

D6.1 and C13.8-81 - SCW use from vehicles. (July 2001)

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?

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.

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?

Only the above-mentioned inherent crews would qualify.

---

D6.5 (Feb 2002)

In your article "Keep On Truckin'", Journal #3, p. 63, bottom of first column, you say "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.

Recovery by Infantry of a Passenger SW is NA.

Add "/Recovered" in the last sentence of D6.5 after "unloaded".

---

D6.64 and Index (Feb 2003)

Are Passengers/Riders \"units\"?

Yes.

If they are, does the D6.64 prohibition on multi-unit FGs include a single vehicle and its PRC?

No.

I.E., does the second sentence of D6.64 apply to ALL vehicle types,

Yes; consider this second sentence to be an EXC to the first sentence's tota; 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.

or only those that use the \"carrier/armoured halftrack\" rules?

No.

---

D6.6 Half Tracks and Kangaroos (Nov 2001)

Played Kangaroo Hop today ... (great scenario BTW), and a question came up about the Ram Kanagaroo - do the armoured halftrack rules apply to them?

No, these should not be treated as halftracks.

---

D 6.631 - Abandon / Unload

The last line of 6.631 says that a crew abandoning the HT (or Carrier) COULD remove "armament Removable by a Passenger". Does "armament" include SW? Just "inherent" SW (the Carrier C's PIAT) or portaged SW as well?

Does this supersede 6.5? And if "Cs" as well as "Ps" can do it, where does that leave "Rs"?

As a general rule, the last sentence of D6.5 remains correct. However, the last sentence of D6.83 allows the Carrier HS/crew to unload as per D6.5, so it could take the portaged SW with it in that manner. Hope that helps.

---

Inherent SW in Carriers... From Ian Daglish

Do you have any thoughts on how "inherent" weapons such as the Carrier C PIAT are re-loaded after they take counter form?

[Per D6.631 and per D5.42](#)

Do they remain as counters, costing PP, rather than resuming "inherent" status.

[No, they become inherent again.](#)

For that matter, must the PIAT take counter form when it is fired by the inherent Crew from the vehicle?

[It must take counter form to fire, thus requiring that there be room for the 1PP.](#)

---

Rule:A12.151, D6.5

Situation: A Halftrack in bypass unloads its passenger squad into bypass. The building in the location is fortified. The former passenger (now an infantry unit) does not leave the bypass location and at the end of the MPh (assuming they have survived all Defensive fire) are considered by D6.5 to be in the location. The building is occupied by a Good Order enemy squad.

Question: How is this resolved? Does the bypassing squad go back to the previously enter hex that the conveying vehicle came from? Is the bypassing squad forced to reload on the vehicle? Is the bypassing squad eliminated for causing this question to be asked in the first place? Or has the bypassing squad found a way to enter an occupied Fortified Building Location even if A12.151 prevents this?

[The ex-PRC \(from unloading/Bailing-Out/CS\) is 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.](#)

---

D6.8 - Carrier Portage and Rider Capacity

When a HS carrying a SW joins a Carrier as Riders (using the 9PP Rider capacity), the SW remains Possessed by the HS but uses the 4PP capacity of the Carrier. Seems straightforward, though in a sense a little odd. If I am right, the guys are chucking their SW into (INTO??!) the vehicle while personally hanging on to the superstructure...

[My reading of this is that a Carrier can carry a HS portaging a LMG, FT, and DC for its 8 Rider PP plus another 4 PP unpossessed in the Carrier but that it cannot carry a 5 PP weapon.](#)

---

D8.2

Question: If a Vehicle's MPh ends \"immediately\" when it Bogs, can it still BFF and/or Unload?

[No.](#)

If a Vehicle's MPh ends \"immediately\" when it Bogs, can it still be subject to Defensive First Fire?

[Yes.](#)

---

D8.4, C.8: Does a vehicle which moves into a new hex and bogs there remain a moving target for the rest of that player turn?

[Yes.](#)

D8.3, C.8: 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?

[Yes to both.](#)

---

Rule:D2.5; D8.1; D8.5; (Feb 2003)

I have a British AVRE that attempted ESB for 1 additional MP to place a fascine and was immobilized. It is stopped adjacent to the AT trench. May the AVRE expend the \"delay\" MP in the following player turn to place the fascine and reduce the AT trench.

[No; the AVRE note in British Chapter H in the forthcoming FKaC clarifies that the AVRE must be mobile.](#)

---

#### D9.31 - Armored Assault and Wire

Squad and leader using Armored Assault move into Wire for 1 MF (AFV uses 1 + 2 = 3MP). Assuming the AFV passes its Bog DR, is its further movement in any way affected by the infantry's Wire dr?

No.

i.e., if infantry rolls "6" and is hung up on the wire, can the AFV still move as if accompanied by infantry with 5 remaining MF?

Yes.

---

#### D9.31 - Armored Assault (Dec 2003)

If Infantry that is using Armored Assault enters a woods/building obstacle, may the accompanying AFV use VBM?

Yes.

---

#### D9.31 and A15.431

A DC/838, FT/838, 9-1 stacked with a PzVG begin their move by Armour 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 Armour Assault?

No, the Berserkers must charge immediately.

2 - If not, are the Berserkers obligated to do a charge before the hero and PzVG complete the Armour Assault?

Yes.

---

#### D9.31 - ARMORED ASSAULT (Nov 2003)

In Armored Assault the AFV takes a Bog check to cross a Bocage hexside after both the Infantry and AFV have declared their MF/MP to cross the hexside and enter the next hex but Bogs and so stays in the hex exited.

My question is thusly, do the Infantry have to cross the hexside now without the benefit of Armored Assault or can they opt to stay with the AFV ?

If the answer is that they can stay with the AFV, did they use any MF while the Tank tried to cross the Bocage hexside and failed ?

The INF may opt to remain with the AFV since they are moving as a combined stack (D9.31), but will then have expended the declared MF in that Bog Location. The INF may also declare they are splitting the stack (A4.2) and move across the Bocage without the AFV.

---

#### D9.31 and B26

A Squad and leader using Armored Assault move into Wire for 1 MF (AFV uses 1 + 2 = 3MP).

Assuming the AFV passes its Bog DR, is its further movement in any way affected by the infantry's Wire dr?

No.

i.e., if infantry rolls "6" and is hung up on the wire, can the AFV still move as if accompanied by infantry with 5 remaining MF?

Yes.

---

D9.5, D9.3, D9.4: 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?

Yes.

---

D10: Does a wreck in a wide city boulevard location give a final TEM of +1 (+1 wreck, -1 runway TEM does not apply since it is no longer open ground)

Incorrect.

or final TEM of 0 (+1 wreck & -1 runway both apply) against an attack that would otherwise qualify for the -1 runway TEM?

Correct.

---

D13.32 sM

A BU Sherman with a sM5 moves from its initial hex during its movement phase. The Sherman stops with its TCA pointing at hexspine A. The moving player then realizes that he wants to change its CA one hexspine and then try to fire the sM, so he spend 1MP to delay and makes use of the free CA change. What penalties does it pay for its sM attempt.

The vehicle is moving/Stopped, so does it pay the +2 DRM as if it had remained moving/Non-stopped?

Yes.

Does the Sherman pay a +1 DRM penalty (Fast turret) for the CA change that is freely made with the delay MP expenditure?

No.

Does the +1 DRM apply for being BU? D13.3 implies it does.

Yes.

---

D13.32: 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?

Yes. Yes. Not necessarily.

D14.2: May Platoon Movement AFVs Bounding First Fire before conducting their first Impulse? Do Bounding First Fire shots essentially occur "between" the Impulses?

No. No, BFF happens at the end of the Impulse.

---

D 15.8 (Aug 2003)

Since D15.8 says bicycles are not vehicles but SWs, and D15.85 says their riders are treated as Infantry for all purposes, I can't see a contradiction of the D9.31 Armored Assault definition of Infantry regarding their "Riders" eligibility to utilize armored assault. Obviously since motorcycles are considered vehicles and their users Riders, they aren't able to gain AA benefits. Is Infantry riding bicycles eligible to gain benefits if using armored assault?

Yes.

## Chapter E - Q&A

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### E1.101 (v1 Q&A)

If two units are in adjacent hexes (e.g. two grain hexes) and only one of those hexes are Illuminated, are the units still considered to be ADJACENT (even though there is no LOS from the Illuminated hex to the non-Illuminated hex)?

Unit in Illuminated hex is Adjacent, unit out of NVR is ADJACENT.

---

### E1.11

Question: In a Given scenario defined as being at Night (E1), and Cloud Cover and Moon are not otherwise defined, but NVR is. Are they defined as None cloud cover and No moon?

Essentially.

If not, Are the provisions of E1.11 used to define them?

No.

---

### E1.3 (Dec 2003)

A previous Q&A from MMP asserts that A12.141 applies at Night just as it does during the day.

E1.3 doesn't refer to concealment loss at all. It then goes on to point out that E1.31 is one of the ways in which Night concealment differs from Day concealment. E1.31 is entitled "LOSS" and discusses how concealment can be lost (or not) at night through movement.

How should E1.31 be read -- is it modifying normal concealment loss rules for movement *\*only\**, or is *\*only\** movement the method by which concealment at night is lost? (In other words, is E1.31 talking about the *\*exceptions\** to the normal concealment-loss rules, or is it *\*replacing\** the normal concealment-loss rules? If the former, shouldn't it be entitled "MOVEMENT" rather than "LOSS"?)

The former. (The *\*exceptions\**. Perhaps.)

I also note that the Night Summary Chart on the Chapter E/Chapter Q divider, under the section "CONCEALMENT LOSS", lists only three cases: Non-Assault Movement in Illuminated/enemy-occupied Location; Assault Movement in enemy-occupied Location; and Firing when in Illuminated Location or within NVR. Should this chart be read as listing the *\*exceptions\** to normal concealment-loss rules? If so, why doesn't it say so?

Yes. It could be clearer.

---

### E1.31 Cloaking Loss (May 2001)

A cloaking counter is using non-assault movement and causes a defender to fire a starshell which, subsequently, illuminates the Cloaking unit's Location.

Q: May the Cloaking unit continue moving and retain Cloaked status by expending its next MF to enter a non-Illuminated hex? Would Cloaking be retained if the hex was out of LOS of all defenders?

Yes to both.

Q: Following this illumination, if the Cloaked unit chose to "go to ground" (per E1.31) is it subject to Defensive First/Final fire (due to the MF expended to enter the hex prior to its illumination)?

Yes, based on the MF to enter the Location as usual.

Would such post-"going to ground" Defensive First/Final Fire benefit from any applicable FFNAM/FFMO modifiers?

Yes, per usual.

---

### E1.53 Straying (Nov 2001)

Once it has been determined that a stack must stray and after the hexgrain it will stray along has been determined, does the stack stray as a stack or does each unit stray one at a time?

As a stack.

Assuming the stack strays as a stack, what happens if the individual units making up the stack have different MF allocation: does the entire stack stop straying as soon as one of its units runs out of MF

Yes.

or do units with MF left continue straying?

No.

---

E1.9

Can a mortar fire IR during the opponent's MPh, similar to a starshell placement?

No.

Can it fire IR as Defensive First Fire during the opponent's MPh?

No.

Is the ASOP correct in that it allows firing IR only at the beginning of the PFPh or DFPh, similar to ordnance firing SMOKE?

Yes.

---

E1.91

I have a question regarding the firing of the initial starshell in a night scenario. E1.91 discusses the three circumstances in which the initial starshell can be placed, but who can place it is less clear.

If a DEFENDER fires at an enemy unit during the enemy's MPh, then can a MMC place the first starshell or are leaders the only ones who can place a starshell after the MPh is underway?

During the first Player Turn in which starshells are placed, anyone can fire them anytime. After that turn, MMC must fire at start of PFPh/MPh and only leaders can fire outside that time period. Hope that helps.

---

E1.31, E1.91, G2.3 (May 2001)

An ATTACKER Non-Assault Moves 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)?

No.

- If Yes, is it subject to D1F at ``A", as an unconcealed target, before it can move to ``B"?

Cases

1. 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.

Q. Does that unit lose concealment before entering the dark?

No.

2. Concealed Infantry bypass 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).

Q. Does that unit lose concealment before entering the dark?

No.

---

E1.92 Starshells

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?

No. Yes.

---

E3.64 - Mud Costs... (From Ian Daghish)

We were playing in the Mud (as you do) and as always enjoying the elegant D8.23 Secret Bog Check DR mechanic, while suffering annoyance at the way the Mud rules are scattered so widely around E3. After a very close inspection of the rules, we agreed prior to play that E3.65 OPEN GROUND definition did not include buildings or paved roads, so that for example bypass of a building hex or entry of a paved road hex by a non-road hexside would still not be movement in mud. On reflection I am less sure, as E3.65 could be read as referring only to hexsides in these cases.

To quote Scott: E3.64 cancels the hexside cost if you ENTER non-OG terrain in that hex...which includes Paved Roads, but does NOT include bypass in OG; so, the bypassing unit would still have to pay hexside Mud costs since it didn't actually ENTER non-OG terrain in that hex--but the Paved Road unit would NOT have to pay hexside Mud costs.

---

Rule:A4.132, E3.6

Question:During Mud, is a dirt road still considered to exist for purposes of LOS to a woods-road hex, Dash, Street Fighting, and Movement/Straying at night? During Mud, if a unit enters a woods-road hex along a depicted dirt road hexside per A4.132, can the moving unit be considered entering the hex at the Open Ground Mud rate and subject to FFMO if otherwise applicable?

Yes. Replace the third sentence of E3.6 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."

---

E3.73 - Deep Snow and Crest Status (Sep 2003)

A squad is at crest level of a Gully, during Deep Snow.

It must expend 3 1/2 MF to move IN th Gully (Gully : 2MF, 1 Level down : 1 MF, Deep Snow : 1/2 MF). Am I right?

No, the Snow and Deep Snow penalties are assessed per hexside crossed.

---

E3.733 Snow (October 2001)

First Edition Rulebook:

E3.733 INFANTRY/CAVALRY MOVEMENT: In Deep Snow, Ground Snow Infantry/Cavalry movement penalties (3.723) still apply and, in addition, such units must pay an extra 1/2 MF per hexside...

Second Edition Rulebook:

E3.733 INFANTRY/CAVALRY MOVEMENT: In Ground/Deep Snow, Infantry/Cavalry movement penalties (3.723) still apply and, in addition, such units must pay an extra 1/2 MF per hexside...

Is this an error or an intentional change?

Neither.

In the first Edition, for Ground Snow infantry movement is only penalized when going up or down a level.

This is still the case. There has been no change in the rule.

The phrasing of the second edition shown above adds an extra 1/2 MF per hexside even during Ground Snow, which is a big deal as it really adds up.

Except that this is under the Deep Snow section, so it only applies to Deep Snow.

OK, so it probably should still read as it used to read.

....Perry "Error is such a harsh term"

---

E3.724, E3.7331 Plowed Roads (Nov 2001)

For non-tracked, non-sledge vehicles moving on a plowed road, the cost is [usually] 2 MP/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)?

That is still the case in Deep Snow.

Common sense, and the An96p4 Hundsdorfer article, suggest the former (2MP/MF) cost, but a strict reading of E3.7331 suggests a 1MP/MF cost.

An understandable, but unfortunate, reading.

---

E4.31 Ski Downhill (August 2003)

Is going down from 0 lvl INTO a gully considered crossing a Crest Line - thus giving a skiing unit a 2 MF bonus?

No

---

E6.5 Swimming Cavalry (August 2003)

Swimming cavalry (E6.5) presumably still suffer the -2 cavalry vulnerability DRM, correct?

Yes.

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?

No, they would be immediately eliminated per 6.1 (and thus would not take a MC).

---

E7 and E1.53 (Feb 2003)

Is there a definition of a "Ground Unit" or "Ground Target"?

Not really.

Can Landing Craft stray (are they \"ground units\")?

No; G13.83 (mostly).

Can a Landing Craft be the target of a Mistaken Attack?

No during Seaborne Assault/Evacuation; 14.34

Is \"Ground Unit\" simply any non-aerial unit?

Essentially.

---

E7.2 and 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)?

No. Yes.

---

E7.4 (May 2001)

Can an aircraft attack an occupied hex (either before or after any enemy units move) and leave residual FP in empty hexes along its strafing run?

While E7.4 does say "(but no Locations devoid of enemy units [EXC:Observation Planes ])", I believe (95% sure) this is only applicable to the \*initial\* target. Thus, you could still Strafe empty hexes to leave RF. That's how I would play it, until hearing from Perry.

Perry agrees w/you (per a chat I had w/him this evening). He regrets the poor wording of E7.4.

---

D7.42 Bombing (Jul 2002)

There is a concealed squad and an unconcealed squad in a building hex (or any other situation where 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.)

(1) is correct.

---

E7.421 (April 2002)

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?

Apparently.

Scott and Wayne are correct, the article is in error in indicating that the Direct Hit/Near Miss procedure applies to unarmored units.

I see a number of errors/problems in the article, including the one you cite.

Let me know what other problems you find and we can acknowledge them.

No golden pen awards for that one :(.

No editorial awards either. We edit the Journal articles carefully enough (some would say too much) that you should point the finger at us for any errors rather than at the authors.

---

## Chapter F - Questions and Answers

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F2.2 & 2.3 (Dec 2001)

F2.2 says Scrub is Open Ground other than for concealment (2.3) but FFMO still applies. F2.3 says scrub is Concealment terrain for Infantry. The Concealment Loss Table says units using Assault 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 assault moves into Scrub in LOS within 16 unhindered hexes of a GO enemy unit, do they lose concealment?"

Yes, despite being Concealment Terrain it is still Open Ground. In F2.2 delete "concealment (2.3)".

---

F5.422: 1st EX: If D2 were a woods-wadi hex, could the tank go directly into VBM in D2-D3-C3? I assume no.

Bypass NA in woods-gully (woods-wadi).

F5.43: So a Gun may be manhandled into Crest status from an adjacent hex—or simply gain it if its manning Infantry step into Crest status, but it can only leave Crest status by manhandling or towing?

Manning Infantry cannot simply step into Crest status; it would no longer be manning the Gun if it just stepped into Crest status.

Personnel may be unloaded into Crest status, with the towed Gun gaining Crest status when its manning Personnel does.

---

Rule:F6., P2., B14.2

Can a unit at a 1/2 Level (on a Hillock) see through an In Season Orchard to a unit (assuming no Continuous Slope) at ground(0) level?

And can a unit at 3/4 level (Slope) see through an In Season Orchard to a unit (assuming no Continuous Slope) at ground (0)?

No to both. See also Q5.6.

---

## Chapter G - Questions and Answers

---

Rule: A4.134 & G1.4

Question :Are Japanese SMC immune to the \"Pin\" effect of a Minimum Move?

**No.** In line 9 of G1.4 at the beginning of the EXC add "Minimum Move (A4.134); Wounds (A17.2) ;".

---

G 1.631, 1.424, 1. 422 (DC Hero)

May a DC Hero set up HIP? (I don't understand very well 1.631: "[EXC : DC Hero, 1.424]").

**No.**

---

G2 (Feb 2002)

Does a starshell illuminate light jungle?

Ch. G 2.? [NRBH] clearly states not [in fact specifies only bypass of light jungle illuminated]

However Ch E 1.923 [2nd Ed change] only excludes dense jungle from illumination.

**The Bypass portion of light jungle is illuminated. Units IN the jungle are not illuminated.**

E1.933, G2.3.

Per E1.933 (2nd Ed.), an Illumination Round =will= illuminate a (non-Dense) Jungle hex. Per G2.3, it will not. Which is correct?

**It =will= illuminate the bypass portion of a Light Jungle hex.**

E1.933 cross-references G2.4 for no apparent reason. What should that cross-reference be?

**G2.3 works.**

---

G7:

Dave answers Bill:

- > When adjacent to a Jungle hex, a Marsh hex is a Two-Level Obstacle
- > Swamp.
- > Exactly what portion of the Swamp hex/symbol blocks LOS?

Swamp is \*not\* Inherent Terrain (see PTO Terrain Chart), so it's the Swamp symbol that creates the LOS obstacle. It's just like Two-Level Woods (like Pine Woods) is.

- > (c) The Marsh symbol, including those portions encountered inside a
- > Swamp hex and those small portions that might bleed past the hexsides.

Correct, as I understand it.

These are good questions. I'd like to see something official or, failing that, more commentary from the peanut gallery.

**Dave is correct.**

---

G11.5 Cave LOS (August 2002)

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.

No; see the G11.5 EX where Cave A has no LOS INTO depression hex DD2.  
Continuous Slope rules are NA to Gullies.

---

G11.83 (Nov 2003)

May a Japanese Lt. MTR in a Cave use Spotted Fire (C9.3)? If yes, is the MTR restricted to firing within the Cave's CA as other Direct Fire weapons are?

No; G11.83 line 4 at the end of the EXC add "(but it may not use Spotted Fire; C9.3)".

---

## Perry Sez - Chapter H

---

Under Chinese colours, the Russian 50mm Light Mortar "weighs" 5PP, when in Russian usage it "weighs" only 4 PP. Is it because the Chinese were less able to carry it - if this were the case, why apply a PP change only for that SW and not others...

The Chinese mortar is the RM obr. 38, whereas the Russian mortar is the RM obr. 40, a simplified version of the earlier, heavier model.

---

German S307(f) counter, German Vehicle Note 67.1, D1.82, A11.62

May the MG armament on the S307(f) be used offensively in CC?

No.

Does the CMG have only the CA of the MA (i.e., the VCA)

Correct.

Does this counter require errata:  
(add ``CMG: VCA only") on the back?

Require? No.

If it had this remark on the back, this question would not come up, which would be an improvement.

But without the remark, it still is restricted to the VCA and still can't attack in CC.

---

## Chapter O - Questions and Answers

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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. {96}

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. {96}

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. {97}

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.{96}

O11.4 CG5 Is Bore Sighting allowed for MG in RB CG?

A. No. {97}

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. {96}

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. {96}

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. {96}

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  $\geq$  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. {96}

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. {97}

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 if they do not have enough counters between them. {96}

O11.6194(b) May units/Equipment use HIP while in Reserve?

A. No. {96}

O11.6194(b) Does a Stuka cause activation of a Reserve unit 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}

---

Rule O11.6194

This rules states that Reserves must setup at "ground" level. Does this mean a Reserve cannot setup in a gully hex at all since it's "below" ground level?

No; a gully is at ground level; it is usually below level 0 but that does not make it below ground level.

If a Reserve can set up in a gully hex, may it setup in crest status, or must it setup IN the gully?

IN the gully is the ground level.

---

O11.6194b (Reserve Cloaking Counters)

May reserve cloaking counters setup in non-concealment terrain?

Yes.

---

O11.6206 - Commissars

It is the first day of a Red Barricades CG. When deciding how many commissars 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 commissars or only one?

Three leaders (in your fictional example); consider the OB-given RG to have been "purchased" for this purpose.

---

Rule: A 5.5, 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?

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?

Yes.

Yes.

---

Rule: O11.621

Question: 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?

No. It is one.

---

O11.621 Does a HIP Set DC Fortification purchase come with a DC?

A. No; see footnote 9. {J1}

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. {96}

O11.6243 May a MMC relieve Ammunition Shortage status for more than one isolated unit per turn?

A. No. {97}

---

Red Barricades SSR2 (June 2001)

RB SSR2 states 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),

No.

or may a unit use Sewer Movement from D37 directly to D39?

Yes.

---

## Chapter R - Questions and Answers

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R1 and R2

Can an AFV exit the Arnhem bridge ramp (R5 to R14) across a bridge (non-road) hexside?

I don't have my ABtF rules handy, but unless they say something different, units may only exit a bridge hex via a road hexside {EXC: Scaling}.

---

Your question maybe be too broad given that it applies to normal ASL scenarios where the reinforcements are required to come on within a very narrow window (i.e. on a specific turn). I'm not sure that this applies (as we discussed) in campaign game (i.e. ABtF) where the units can arrive at any time and along a very broad front (i.e. the entire board edge).

The rules clearly state that a unit "scheduled" to arrive at a specific time is eliminated if it fails to do so. However, this is not the case in ABtF. I don't think the rules address this situation specifically.

Perry,  
comments?

I'll stick with the answer below.

....Perry

Can reinforcements be setup off-map and then stay there for several turns before finally coming on?

No.

Once reinforcements are placed off-map during a RPh, are they eliminated if they do not enter that turn.

Yes.

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Official Errata from [Muiltman Publishing](#):

ABtF Q&A

Q: Is hexside R20/R21 a rowhouse hexside (R1.12)?

A: No.

Q: Does the pillar artwork (and the rowhouse hexsides) block LOS from units on the bridge to units below the level of the bridge (e.g., does a unit on the bridge in hex R19 have clear LOS to unit at level 0 in hex Q18)?

A: Yes (no).

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## Chapter T - Questions and Answers

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With PTO not being in effect for BRT, are huts in play?

No.

If not, why does BRT3 special rule 2 reference them?

Just an error.

---

T9.2

T9.2 says that the location underneath the pier has a max stacking capacity of one squad equivalent. Can this location still overstack?

No. Max is one squad-equivalent (unlike Steeple, e.g., which has a normal stacking limit of one HS).

---

Tarawa Map Questions:

The Pier/beach locations T33 and V33 are these pier or beach/hinterland locations?

Pier Locations.

Is T33 a hinterland hex? If so is it soft sand vice hard sand?

It is a Pier Location.

Now the toughies, can an LVT enter T33 from T34, and if so what's the MP cost and bog rolls and DRM's, if any?

Vehicles and Guns cannot enter T33 from T34.

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 pier Location.

does V33 have a below pier location? What about U33 and W33?

See T9.2

---

Official Errata from [Multiman Publishing](#):

Below are some of the more important and/or common Q&A we have come up with on BRT so far. Our apologies for the delay. We've got a lot going on here at MMP right now. We wanted to give these Q&A our full attention and coordinate them with both the designers and our playtesters. We have a couple more we are still working on, but we did not want to delay these answers any longer than they already have been. Thank you for your patience.

Perry  
MMP

BRT Q&A

Q. Is PTO Terrain (G.1) in effect?

A. No.

Q. 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.

Q. 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.

Q. 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".

Q. Are there any Passage counters as mentioned in T6.4?

A. No. Delete the word "counter" in lines 1 & 3 of T6.4.

Q. Can a Passage connect Locations that are 2 hexes apart?

A. No, Passages only connect adjacent Locations.

Q. 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".

Q. 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)".

Q. 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.

Q. 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".

Q. 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.

Q. CG I Japanese OB & T15.6141 - Gun Purchase Points; is the Max Per Beach doubled for the 'Elements of 3rd SBF'?

A. No.

Q. CG I Japanese OB; only 6 MMG and 6 LMG total (in the Reserve Pool), is this correct?

A. Correct.

Q. 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.

Q. 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.

Q. 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."

Q. 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.

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## SASL - Questions and Answers

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SASL Command control :

Just a question about Friendly command control : may a leader exert his Command Influence over a FRIENDLY leader of same morale level, but with a worse Leadership DRM? Example : may a 8-1 exert his Command Influence over a 8-0?

Yes.

---

## Chapter Z - Edson's Ridge - Q & A

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1. US Reinforcement group "O2" is for a pre-reg. hex; the footnote specifies "Maximum of two pre-registered hexes per OBA module purchased." May the US player purchase pre-registered hexes for a 60mm OBA module obtained by exchanging three light mortars?

No.

2. Must a Pre-Game Bombardment (rule CG15) be parallel to one of the board edges?

No.

---

Official Errata from [Multiman Publishing](#):

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".

HS6 (Just Fighting Through) In SSR2 replace "E1.1-1.6" with "E1.1-1.16".

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".

HS13 (The Ravine) In the setup instructions, replace "board 35" with "board 36". The board configuration is correct as shown.

ER7 & ER8: The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine halvesquads (6) supersede the values listed in G17.151 only for scenarios played on the Edson's Ridge mapsheet.

In Z1.11, replace "DRs" with drs".

Z1.42 In the Initial Scenario of the Campaign Game, the Americans get 8 Wire counters (four of which have their location pre-designated) and enough foxholes to hold 8 squads (three foxholes of which have their location pre-designated).

Z1.41 The duller green hexes (EX: 0018) are at Level 0, the brighter green hexes (EX: 0017) are at level higher (Level 1), and the light brown hexes (EX: 0016) 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.

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## Chapter Z - Riley's Road - Q & A

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Page Z35: Sturmtiger (March 2003)

In the rules for the Sturmtiger it says the following:

"The MA may not use Area Target Type, may not fire at a target in its own Location, and may not fire in consecutive Player Turns as signified by "No ATT/Case E/2PT" on the counter. Before placing any Prep/First/Final Fire counter, first place a "MA FIRED THIS TURN" counter. At the end of the Player Turn, flip the counter to its "LAST TURN" side and then remove it at the end of the next Player Turn."

However, the "THIS TURN/LAST TURN" markers are red-text-on-white on the front, but purple-text-on-white on the reverse.

This indicates the "LAST TURN" counter is removed at the end of the DFPh. That would permit firing in the AFPh (if it's the German Player Turn).

Which is correct, the rule or the counter?

[The rule is correct.](#)

---

A2.51, RR2, any HASL (August 2003)

A small dilemma in HS26. The scenario gives the playing area as I-AA and 1-16. The map has the hill crest line extending from I16, J15, K16, L16, N17, O18, P18, Q19, R19, S19, T18, U18, V17, W17, X17, Z17, AA18.

The German reinforcements are entering from hexrows I, and V through Z @ hex 17. It is raining so an extra MP will apply when changing elevations/slopes as per RR SSRs. My question is does the hill exist for entry purposes and MP/MF costs? Or is just hill at I17, J17, K17, and L17 with the rest of the map ground level? Also, would on-map terrain apply to all HASL scenarios?

[Printed but not-in-play terrain applies as printed to all scenarios on the RR map.](#)

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## Perry Sez - Scenario Questions and Answers

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Glossary: (Aug 2003) 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?

Yes

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Scenario ASL 8 'The Fugitives' - SSR 7 (July 2001)  
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?

The latter.

---

Scenario ASL 9 (Dec 2001)  
Is the mortar OBA in scenario ASL#9 SSR#5 battalion mortar OBA?

No.

---

A18 Sbeitla Probe  
The Americans are the Scenario Defender in this night scenario; however, part of their initial OoB is required to set up In Motion. May these units be considered to already have Freedom Of Movement at scenario start?

No.

---

AP2 (Aug 2001)  
How many pillboxes do the Russians get: one, or ten?

One.

---

Regarding SSR#3, may Russians set up on board #43 in locations where entrenchments are NA (such as in buildings)?

No, they must set up entrenched.

---

AP3 "A Breezeless Day"  
Regarding SSR 4 "All German 4-4-7s/2-3-7s are considered to have Assault Fire capability..."  
Wondering whether the "2-3-7" listing is a mistake - no other HS type in the game has Assault Fire capability, and A7.36 says Assault Fire restricted to 'squads' (never mentions HS/MMC).

No Assault Fire for the 2-3-7 HS.

---

DASL B "Kiwi's Attack" (January 2002)  
The SSR states that each player must place FIVE rubble counters.

Then it states that after the 8th rubble is placed, each player places 4 shellhole counters.

I checked the website and found no errata for "Kiwi".

Is this an error? Is it 10 or 8 rubble counters?

Do you place 8, then place 4 rubble (each) and then the last two rubble?

Or do you place all the rubble and then place all the shellholes?

I must have read this thing a dozen times and never noticed before that it says "5 rubble each" and then "8"....

The SSR is correct. Both players alternate placing 4 rubble counters each. The 4 shellholes each. Then 1 rubble each. This total does not include falling rubble. Check ASL Crossfire in General 30-4.

(Answer in this case from the ASL Mailing List, not Perry but I included it here because it was my question.)

---

G45 Halha River Bridge

In Russian OB, the Infantry Gun "PP obr 15R" (37 mm) has a [4] IFE depicted. I don't find any reference to an IFE in Chapter H listings (neither on my counters), neither in Russian neither in Chinese notes (where the same Gun is depicted). Is the IFE an error on the Scenario card?

Yes.

---

Scenario HS 18

Question: I presume that the British may deploy  $\geq 3$  squads, so as to have all his infantry loaded as passengers in the Ram Kangaroos (as the setup instructions require)?

Correct.

---

HS21 "Hervorst Hell"

The VC read "The British win at game end by Controlling/Destroying 5 of the 7 pillboxes/multi-hex buildings."

There are six multi-hex buildings, five on board 49 and one on board 4, for a total of eight pillboxes/multi-hex buildings. Should "Building 406 does not count for victory purposes." be added to the VC?

Add "in the German setup area" at the end of the VC.

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 rubble building would be destroyed.

---

HS27: There was a question on the List the other day about HS27 Lawless Ways whether SSR RR5 applies. SSR RR5 states that "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.

After checking with the designers I am glad to state that the German forces in Lawless Ways should not be considered elite for the purposes of C8.2, which is what a strict reading of the OB would indicate. The AFV were predominately, or perhaps all, from the 116th Panzer Division.

---

Scenario J3 (Sep 2003)

For the purpose of the VICTORY CONDITIONS of J3, are 24Q5 and 24Q6 considered as one building or separated buildings?

Neither. A Lumberyard is not a building for VC purposes.

---

J38 Bitter Defense at Otta

Ice rules do not apply.

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J52 Dress Rehearsal and J53 Setting the Stage

BPSSRs apply (See page 60)

In J53 Victory Conditions replace "33G6" with "33GG6"

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Broadway to Prokhorovka - page 60, BPSSRs:

The HS passenger of any SPW 250/sMG and/or SPW 251/sMG is a 3-4-8;

page 61, table 2: chit #4 reinforcements enter on turn 1, not turn 2;

page 61, column 2, Example of CG Play, line 7: replace "2 fatigue chits" with "1 fatigue chit".

---

#### J54 SHOWTIME

SSR 4 seems to present a difficulty. If the German player chooses chit # 3, he will NEVER play with the additional forces lists (Pz VIE or Squad + 9-2 ldr + MMG)! If the Russian chooses a lesser numbered chit, German wins the privilege of moving first, without receiving chit # 3 forces. If Russian chooses chit # 3 (i. e. a tie), the same result occurs...

Good thing, too. The Germans would kick butt with another Tiger. But at least they get to move first if they really want to.

Note that Perry's answer at my question about J54 "Showtime" scenario is not satisfying... The German will NEVER have the possibility of using the OB listed under "Chit # 3".

If there were no flaw in the scenario, why even give a CHOICE of OBs (infantry or armor)? I believe the rule about chits in this scenario ought to be completely rewritten (or, at least, just put the sentence "I go first" under the German "chit # 3", in place of such an attractive - but illusory - OB)...

---

#### J60 Bad Luck

In the Victory Conditions, replace the second instance of "Germans" with "Americans". Also, scenario design should be credited to Mike Licari.

---

#### J63 Silesian Interlude: (May 2003)

The VC say "The Germans win at game end by Controlling all four board 38 buildings and...." What happens if one side or the other rubbles one or more of the four single-story wooden 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 rubble location?

(b)

---

#### Line in the Sand (Journal 5) J79, J80, J81 (Dec 2003)

(Note: This answer comes from Pete Shelling, the designer.)

If playing a single scenario, you do a random chit selection to determine what exact group you get from A,B, and C. Is this correct?

Yeah, that will give a little more fog-of-war. If both players agree to choose some or all of their table forces, that's OK with me too. Heck, have opponents choose each other's forces for a really challenging match!

If the above is correct, there are some choices to be made from options on the scenario card itself (e.g. 57L AT vs. 40L AA in Egypt's Last Hope).

Are these choices made before or after the random selection of the A, B, & C groups?

Make the A, B, and C table selections first. I was wondering about that myself after it was too late.

When playing the CG, the players get to select (and subsequently discard) the specific chits of their choosing (NOT random chit selection) for each scenario. Is this correct?

Yes, each chit may be chosen only once for the entire CG. Again, unless both players agree to do it differently. Having fun is the most important part. There are no heretics if heresy becomes the standard.

---

Scenario J87 Flames of Unrest (March, 2004)

In the scenario J87 Flames of Unrest the partisans have modified Fire extinguishers that work like FT's. These FT's only have a 1 hex range and 12 FP which is half of a normal FT. When firing these FT's at AFV do they have the full 8 TK# or is that also halved to 4 since they really aren't true FT's?

[It has the normal FT TK#.](#)

---

U3 "The Factory"

The victory conditions 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\) 11 MULTI-LEVEL buildings is correct.](#)

---

OA2 - SSR3 (July, 2003)

Is the gun given one APCR shot, or should it be one HEAT shot?

If APCR what is the TK for APCR on a 75 gun?

[Use the TK for 75L APCR for this one shot.](#)

---

W2 "The Front in Flames" (Feb, 2004)

SSR 7 seems to imply that only units beginning in Melee lose concealment thus other units, even in LOS and Open Ground of enemies, begin Turn 1 concealed.

[Correct.](#)

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Various Scenarios... (Jan 2004)

This reply came from Perry in response to a thread on the ASL mailing list that discussed placement of Trenches instead of Foxholes when a scenario said that a side could setup "Entrenched" or in "Entrenchments" in suitable terrain. Another suggestion was that a single squad could setup in a 3 squad foxhole in such a scenario.

[Off the top of my head I don't know of any scenario where the phrase "may set up entrenched" is intended to include Trenches.](#)

[Since at least 1997 we have been trying to consistently include with that phrase a rules citation to B27.1, making it clear that foxholes are intended, not trenches. I don't think I have seen anyone seriously suggest that a lone squad can use this rule to create a 3-squad foxhole, but I have blacked out some of my ... memories.](#)

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### **Third Party Scenarios**

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Big Guns at Bibilo - [Buckeye Pack](#)

In this scenario from the Buckeye pack, the numbers of Japanese units are listed in the form of m(n) where the "Number in parenthesis indicates the number of squads that must start step-reduced." So, if it says 4(1) does that mean 4 full strength squads, plus 1 step-reduced squad? Or does it mean 4 squads, 1 of which is step-reduced?

[Four squads, one of which is step-reduced.](#)

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## ASL Starter Kit - Questions and Answers

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ASL Starter Kit Rule 3.2.1 (April 2004)

Under the KIA and K/# results the rule says that the specific units affected are "randomly determined". The KIA also adds that "at least as many" targets are affected. Which seems to imply the ASL "Random Selection" procedure.

[No, it does not imply that.](#)

But the rule book doesn't seem to say anywhere HOW unit(s) are randomly selected. Is this an oversight? Should the ASL random selection procedure be used, or are players to decide among themselves what procedure to use?

[Do not use Random Selection. Do select randomly.](#)

---

ASL Starter Kit Rule 3.3 (April 2004)

It states that a CX unit applies a +1 to "any dr or DR" it makes. As stated this would apply to morale checks, task checks, and other DR that aren't affected by CX in ASL. Is this a mistake, or a deliberate change to simplify the rules.

[Morale checks and pin task checks are unaffected by CX.](#)

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