

Summary of changes in version 33

Added Q&A

Chapter A

A2.51

During the movement phase, may offboard units perform movement-related actions such as double time declaration, changing BU/CE status, VCA changes, stopping, starting, delaying, loading/unloading, abandoning and scrounging vehicle by a crew, so long as the involved unit enters mapboard at the end of the MPh?

A. Double Time declaration: Yes. Changing BU/CE status: Yes. VCA changes: Yes. Stopping/Starting/Delaying: Yes. Loading/Unloading: No. Abandoning/Scrounging vehicle by a crew: No.

A6.11 & A9.22

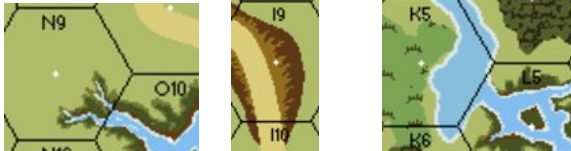
A unit is bypassing an obstacle. A shot is taken at that unit and a fire lane is declared. The hex being bypassed is in LOS. Subsequent LOS check determines the bypass vertices are out of LOS and the attack had no effect. Is the FL still valid and in effect?

A. No. You have to resolve a First Fire attack to lay a Fire Lane [EXC: night].

Note: new answer to old Q&A.

A6.3

Are the following examples of Depression hexsides? O10-N9, I9-I10, L5-K5.



A. No to all.

A7.308 & D1.22

When firing on the IFT through an unarmored Aspect of an AFV, does A7.308 apply (i.e., can the AFV be destroyed as an unarmored vehicle)? Would it be the same if only the upper Aspect is unarmored?

A. Yes. A. Yes.

If small arms attack a Partially Armored Vehicle (e.g., Marder III(t)H) in a facing that has both an armored (Hull) and Unarmored (Upper) would this qualify as unarmored for a small arms IFT kill attempt vs Partially armored Vehicle? Or, would the Crew only be affected using the +2 CE modifier?

A. Yes. No.

A7.55 & A9.52

Squad with no Spraying Fire capability have a MG. If that squad declares a First Fire shot with MG only as Spraying Fire, can it then fire a First Fire shot normally with Inherent FP only at the same target? Does the order of the shots matter if we disregard possibility of Covering?

A. No; Mandatory FG still applies. No.

A9.22

Is it possible to place a fire lane when you take a shot at an enemy unit in bypass of a hex even if the firing unit does not have LOS to the center dot of the target hex?

A. No.

A9.8 & D6.1

May Passengers assemble/dismantle SWs while transported as long as within PP capacity?

A. No (as they cannot fire such weapons).

Can a dismantled German MMG/HMG (that can be fired as a LMG) be assembled by a Passenger? Can an assembled German MMG/HMG be dismantled by a Passenger?

A. No to both.

A10.2 & A17.11

In the RPh a broken 8-1 leader rolls 12 then rolls 6 on wound severity check during a rally attempt. Must any/all units with a morale of 7 or less take a LLMC? Is the eliminated leaders morale/DRM reduced prior to invoking a LLMC on units in the same hex location with a lower morale?

A. Yes. No.

A10.51

Broken unit started the RtPh outside of a building and routs into a building ADJACENT to a KEU and now has to choose a new rout target. May a broken unit choose to ignore the hexes of the building it is currently occupying based on the A10.51 EXC even though it did not begin the RtPh in that building?

A. Yes.

A10.51 & B30.5

Is a hex containing a pillbox considered a building hex for rout purposes and therefore units have to rout toward that hex as it's rout destination? Is such a hex still considered a building hex if the pillbox is fully stacked?

A. Yes. No.

An empty pillbox is located in a hex and a routing unit can get to the hex but would not be able to pay the MF cost to get INTO the pillbox, is the pillbox hex in that case considered a building hex?

A. It is not a reachable building Location: A10.51.

A12. & E7.5

If a defender's HMG wishes to set up in "AA Mode" must this counter be placed on top of the "??"? Or is the 2AA Mode" counter placed under the concealment counter itself? Or is the "AA Mode" recorded on a side record and the counter itself placed onboard when the manning infantry and HMG lose concealment? (Would the same apply to a AA Gun that had to set up non-HIP and wanted to be in AA Mode?)

A. Absent a SSR, the "AA Mode" counter is placed under the concealment counter; the same would apply to a AA Gun that had to set up non-HIP.

A14.1

For a TH DR, is the Sniper dr made directly after the TH DR or do you make the resolution of the eventual hit (for example) IFT DR and the resulting effects of that as well before rolling the Sniper dr that was activated by the TH DR?

A. After resolution of the effects.

A15.1 & D15.8

Given that Riders are Personnel transported on the outside of an AFV, Cavalry, and motorcyclists, and that bicycle counters are considered SW, not vehicles, are bicyclists subject to HOB?

A. Yes.

A15.431

A unit becomes Berserk. During its first MPh, the Berserker identifies a Location to charge and by the end of that first MPh it will either have reached it or have failed to do so. At the start of its 2nd MPh, what happens? If it reached its charge Location during the previous MPh but there are presently no Known enemy units (KEUs) in its LOS, does it:

- (a) remain in its current Location and return to normal at the end of its MPh, or
- (b) remember the last KEU to have been in its LOS across the preceding two Player Turns since its last MPh, and charge the last Location in which it last saw a KEU?

A. b.

If it did not reach its charge Location during its previous MPh, and if there are no KEUs closer to the Berserker than that charge Location, and if the charge Location does not currently have any KEUs in it, does it:

- (a) retain that Location as its charging target and continue charging toward it, or
- (b) forget its previous charging target altogether and figure a new one (as A15.43 and E1.533 suggest)?

A. It charges the closet KEU; If none, then the old target hex.

A15.431 & A20.4

A Japanese squad acting as a Guard to Chinese prisoners declares an Assault Move into a building location (2 MF). The squad goes Berserk due to Defensive Fire. Does the Japanese squad

- A) Massacre the prisoners immediately, returning to normal.
 - B) Wait until the AFPh when it massacres the prisoners and returns to normal.
 - C) Charge the nearest Chinese unit in LOS, dragging the prisoners along? and then what?
 - D) Something else?
- A. C; it will then eliminate the prisoners in AFPh and return to normal.

A22.3

Can the same squad use both a FT and a DC in the same player turn?

A. No.

A22.34

Can a concealed AFV be pre-designated as a target for a FT attack against it?

A. Yes.

A22.34, A22.612, A23.5, C3.9, & D1.22

For MOL/DC/FT is the TK DR used to determine Hit Location (C3.9)?

A. Yes, although for DC it is the Position DR.

When a MOL/DC/FT attacks a partially armored AFV through an unarmored Target Facing, does the Target Aspect hit determine if the attack against the AFV is against an armored or unarmored vehicle?

A. Yes; if hit in an armored Aspect, the attack against the AFV is treated like any other armored vehicle. If hit in an unarmored Aspect, the AFV is attacked in accordance with A7.308.

Assume the target is partially armored and survives the original attack against it, how is the Special Collateral Attack against the Crew resolved? Does the answer change if the hit location is an armored Aspect?

A. The attack is against an unarmored Target Facing and resolved per D5.311; No.

A23. & B30.31

Can a DC be placed on a Pillbox Location from an adjacent hex in its NCA and not in a trench, assuming the unit is ADJACENT to the Location containing the Pillbox? Can a DC be thrown against a Pillbox Location from an adjacent hex in its NCA and not in a trench, assuming the unit is ADJACENT to the Location containing the Pillbox?

A. Yes; B30.31.

A24.1

Since OBA SMOKE lands on a bridge, is this also true of all Ordnance fired SMOKE when the bridge is over a running stream/river/other "wet" water (EX: bridge over a section of Ocean for example)?

A. Yes; ordnance may place Smoke on a bridge over water.

Chapter B**B.5**

If in a building at level 1 and that building is on a level 2 hill. A LOS is drawn to level 2 hill hex adjacent and then further on to level 1 and then level 0. Does that constitute a continuous slope? If not, is it required that a Continuous Slope crosses Crest lines?

A. No. Essentially.

B8.6 & B28.

Board 12a: G3 has a 6 factor AP minefield and is a tunnel entrance/exit location...if a MMC in the ground level of I4 (the tunnel's other entrance/exit location) enters the tunnel in the MPh and advances out of it in the coming Advance Phase into G3 is it attacked by the mines? If the MMC started in G3 and did likewise is it attacked on exiting into the tunnel? If it routed in either direction, via the tunnel in each case, is it attacked?

A. No attack either way.

B11.2

Is there LOS from E4 to C4?



A. Yes.

B13.421-.4211

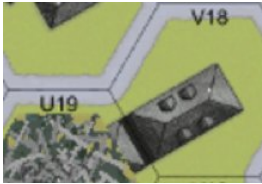
A fully tracked AFV creates a partial TB in a minefield or woods. Then it turns in place and drives forward leaving the hex over the partial TB he just created. Is the partial TB removed?

A. Yes.

B23.71

Movement/Advance/Rout is allowed directly from V18 to U19 for a cost of 3 MF or 4 MF (due to black bar “bypass”)?

Movement/Advance/Rout is allowed directly from U19 to V18 for a cost of 2 MF or 3 MF (due to black bar “bypass”)?



A. 3 & 2 since “bypass” is not involved.

B23.74 & B23.8

A unit on the Rooftop of a 2.5 height Factory is at Level 2.5 or 3 for LOS/etc.?

A. 2.5.

B24.11, B24.5, & B28.

A single hex/story Wooden Building contains an AP minefield. An fully-tracked AFV enters the building and rolls a 1 on the colored die which rubbles the building. Is the minefield removed since a minefield cannot be placed (or exist) in a rubble location?

A. They are eliminated.

B24.7 & B28.9

Does a B24.7 Clearance DR count as a Task Check for purposes of B28.9 Booby Traps?

A. No; Morale is not involved.

B25.14 & D9.4

A LOS is traced through a hex that contains both an AFV and a Wreck Blaze. Is the Hindrance for that hex +2 or +3?

A. +3

A subsequent shot turns the AFV into a second Wreck Blaze. Is the Hindrance for LOS through the hex now +2 or +3?

A. +3

B26.44 & D8.31

If you move in bypass of a hex adjacent to an hex with Wire you have to take a Bog Check. Does the +2 Moving into Wire DRM on the Bog chart apply?

A. Yes.

B28.7

B28.7 (and possibly other places) call for a vehicle to expend “its entire printed MP allotment” or similar wording. May a tracked vehicle attempt ESB after this?

A. ESB NA there.

Chapter E

E3.723 & E4.3

Does E4.3 negate the E3.723 extra MF cost per elevation level change for skiers moving uphill in snow?

A. Negated.

E12.5

Is an HE Barrage FFE treated as a “Concentrated HE FFE” for purposes of removing minefields/Wire, reducing minefield strength, or creating shellholes as per the annotations of the A7 IFT as printed on the back cover of the ASLRB Pocket Edition?

A. It is not an HE Concentration FFE, and so does not count as a “Concentrated HE FFE” as used on the A7 Infantry Fire Table (IFT).

Chapter G

G1.631 & HC3

SSR 2 in HC3 says that the Japanese can begin cloaked even though they are setting up onboard which in this scenario would give them 13 Cloaking counters. G1.631 says the Japanese in a night scenario are allowed to HIP up to 25% of their OB SE which in this case would give them up to 4 HIP SE. Does this mean the Japanese player can use the 4 Cloak counters no longer needed for the HIP units and use them as “Dummy” counters instead?

A. Setting up any units hidden, does not affect the number of Cloaking counters the Japanese receive. (And the Japanese may create many “Dummy Cloaking” counters by putting up to 3 squads in a Cloaking counter’s box.)

Chapter H

Russian Vehicle Note 21

Does the s9 Depletion number for the T-35 also apply to the 45L Guns?

A. No.

Scenarios

292 Four Stars Of Valor

In the WFP for Hungarian OBs, when one purchases an “LMG” is it a 3-8(g) in Hungarian colors?, or a 2-6(f) in Hungarian colors?, or the 2-7 in Hungarian colors? Player’s choice?

A. Unless an “LMG(g)” is specified, it would be the standard Hungarian LMG.

Same question on Lt.Mtr....the 50 [2-13?] or the 50 [3-20] version?

A. The standard Hungarian MTR.

Same type of question on the US 60 MTR...is it the M2? or the M19? or player’s choice?

A. The M2, as also shown in American OB.

On 292 the sniper purchase has a slash through it in US/British colors, clearly the SAN increase applies to the “Allies” at large if purchased. However, it is not clear who bears the cost for this increase as the purchase is found only in the US WFP Table and not the British Table. Does this mean that if such a purchase is to be made it must come from one of the “US bank accounts” (1st Platoons or 2/3 Platoons)?

A. Where both Nationalities can purchase, the sniper is shown in only one WFP box but can be purchased by either Nationality.

298 The Dead And The Dying

Romanian WFP Table...says ATR for 1 point...what type of ATR is that then? The Romanian counter mix has 2 options 20L and non-20L. Is it the latter?

A. Yes, the non-20L.

Same scenario, Axis balance...when it says “add two WFP Points to the Axis OB.” Is that 2 point to each OB? or is that 1 point to each table? or 2 points to one of the 2 tables?

A. Two points added to the Axis OB— distributed as the Axis player sees fit.

AP196 Silver & Bronze

Do rowhouses exist or are they treated as Two Story Houses that do not have black bars? Does the steeple exist?

A. Rowhouses exist, as does steeple.

WO15 Liberation Day

Can Partisans control buildings for the Russian side in this scenario?

A. Yes. There is one side fighting the Germans here: the Russians, including the Partisans.