

# Summary of changes in version 32

## Added Q&A

### Chapter A

#### A.7

Since Inherent Crews don't take counter form, do vehicles share the Good Order Status of their manning unit?

A. An AFV with a Good Order inherent crew is itself Good Order. An AFV without one is not.

#### A4.5, A13.36, E6.2, & E6.5

May Infantry/Cavalry declare Double Time/Gallop at the start of their MPh while still in a water obstacle swimming but their first move is out of the water?

A. Infantry may declare Double Time, Cavalry may not Gallop.

#### A4.63, B27.5, B27.56, SSR RF6, & SSR VotG6

In RF/VotG a Trench/A-T Ditch can be setup in a paved road hex with shellholes or a dirt road. These Trenches/A-T Ditches "connect" to the adjacent buildings (cellars if present...otherwise ground level). Can a unit in the connected level dash through the Trench/A-T Ditch to the other building?

A. No; unit is in the Trench, not in the road.

#### A4.7 & A10.711

During his player turn, may a leader who voluntarily routs also advance in his immediately upcoming Advance Phase (APh)?

A. Yes.

#### A7.55



One unit in O6 fires on the German squad on the first MF expended. Can the two units in O6 form a Fire Group to shoot on the German squad on the Second MF?

A. No.

Instead of a second squad, imagine a single squad possessing a MMG. The squad fires its inherent FP on the first MF. Can the squad combine its inherent FP with the MMG on the SFF shot?

A. No.

#### A10.2 & A10.62

If a Leader rolls 6.6 on a Self-Rally DR and is stacked with an already broken 4-4-7 that will incur a LLMC. The broken 4-4-7 passes the LLMC but is it now also DM?

A. No.

#### A10.51



In the diagram, is D1 an allowed rout destination for the broken unit in C1?

A. Yes; expect errata to clarify that such ADJACENCY must be to the unit.

#### A10.6 & A10.7

Can a Cavalry Leader Rally other Personnel in his Location?

A. Yes.

### A11.21 & E1.21

May a unit under No Move use Withdrawal (either as a choice, Ambush Withdrawal or as a consequence of Infiltration)?

**A.** It is remotely possible that a unit in CC would retain its No Move counter, in which case it could not Withdraw.

### A15.4 & B20.94



In the diagram, the berserk unit in P11 enters Q12 through the protected crest front of the 237 that is located there. Is defensive first fire by the 237 halved as area fire per B20.94? Assuming that both units survive to the CCPh, will the CC DRM described in B20.94 apply (ie does the term “just entered the hex through a protected Crest hexside” only apply to APh movement or can it rewind to the MPh)?

**A.** Yes, halved. CC DRM apply.

**A22.611, G2.2, & G4.**

Is a MOL attack allowed from a Palm Tree hex into an ADJACENT Dense Jungle hex through a Palm Tree-Dense Jungle hexside? Is a MOL attack allowed from a Dense Jungle hex into an ADJACENT Palm Tree hex through a Dense Jungle-Palm Tree hexside?

**A.** The attack is allowed in both cases.

**A25.22**

Is it possible to exchange a 8-0 Leader for a 9-0 Commissar if there already is a 9-0 Commissar in the OB? IOW, is it possible to have multiple Commissars with the same rating in the same OB?

**A. Yes.**

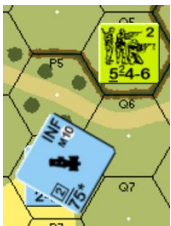
**A25.234**

Can a banzai squad that has reached an entered a Location containing enemy units place a DC (in the same Location as per G1.612 if that squad has MF left?

A. No; the EX states the Russian units currently in O3 now end their MPH and may move no farther. But the Japanese unit could detonate the DC as part of its last impulse per G1.424.

## Chapter B

**B9.53**



Can the Gun change CA and fire at the American squad in the same fire phase in this situation? If yes, do the hexside that the Gun is firing through need to be adjacent to the Gun to invoke the restrictions of B9.53?

**A.** Yes to both.

**B9.53**

Gun at level 2 with Bocage hexside (with ground level between Bocage and Hill) changes CA to fire at enemy unit at level 1 (or higher). Is this allowed or not? Gun at level 1 with Bocage hexside (with ground level between Bocage and Hill) changes CA to fire at enemy unit at level 1 (or higher). Is this allowed or not? Gun at ground level but do not have WA with Bocage hexside, is it allowed to change CA and fire at adjacent enemy that have WA?

A. Yes. Yes. No.

**B9.53**

B9.53 prohibits a CA change and a shot through a bocage hexside for a non-vehicular Direct-Fire Gun in the same fire phase. Is that true for said Gun in a non-fortified building that does not claim WA?

**A. Yes.**

## B20.1



47C5: stream or open ground hex? L5: stream or open ground hex? M6: marsh or stream hex?

A. C5 is a stream hex, although it needs some graphic improvement to make that clear. L5 is a stream hex. M6 is a marsh hex.

## B27.56

Let us say we have a AT-Ditch in OG, an Infantry unit moves into the hex for 1 MF and then wants to go INTO the AT-Ditch, is the cost 2 MF or 3 MF because the rule states 2MF + COT? Let us say we have a AT-Ditch in Wheatfield, an Infantry unit moves into the hex for 1.5 MF and then wants to go INTO the AT-Ditch, is the cost 2 MF or 3.5 MF because the rule states 2MF + COT? IOW is the Terrain inside the AT-Ditch considered to be OG? Is the same principle true for any other terrain like Kunai or Brush for example?

A. 2 MF in all cases.

## B30.112 & C3.33

A Sherman fires HE using the ATT vs a German squad in a 1+3+5 pillbox through the pillbox's CA. If the MA of the Sherman secures a hit using Area Fire through the CA, does the +3 CA or +5 NCA TEM apply to the IFT DR?

A. CA TEM.

## B31.12-.121

Is the narrow street penalty for a failed TCA change (2 MP) meant as an addition to the normal cost of a TCA change (1 MP), or in lieu of it? May a vehicle on a narrow street still attempt to change its TCA if it has insufficient MP to pay for a possible failure? The turrets restricted by B31.121 are "those  $\geq$  50mm and with non-\* barrels"; the turrets restricted by B31.122 are "those  $\geq$  50mm". Is the B31.122 phrasing meant as a shorthand for the fuller B31.121 phrase?

A. In addition to any declared MP expenditure allowing a TCA change. No. No.

## Chapter C

### C1.22

Is the following situation considered "voluntary loss of Contact"? An FFE2 is on board. The observer is eliminated before the fire phase in which the FFE2 would be resolved.

A. No.

### C5.5, D4.3, & F8.51

Is to hit case E (same hex fire ) applicable to a to hit attempt by a Gun overrunning in a Sangar vs that (fully tracked) AFV overrunning?

A. Case E is NA to an Underbelly Hit attempt (D4.3).

### C12.3-.31

Does a unit in a PB whose NCA Def faces into the backblast zone of an RCL in adjacent hex suffer the effects of C12.31?

A. Yes.

Same question as #1, but the pillboxes CA faces into the backblast zone?

A. Yes.

Does a unit in a PB and in the same hex as a RCL suffer the effects of C12.31 when the RCL fires?

A. No.

Does a unit IN a Culvert in the same hex as a RCL suffer the effects of C12.31 when the RCL fires?

A. No.

Does a unit beneath a bridge in the same hex as a RCL suffer the effects of C12.31 when the RCL fires?

A. No.

In the last three cases, only the Location of the RCL should be affected.

## Chapter D

### D4.2

If a AFV is on a bridge, is it HD to direct fire whose LOF crosses the bridge depiction?

A. No.

### D7.221

Can an ordnance SW or a FT be used in non-CC RF if the possessing unit is marked with Final Fire and the weapon has already been used earlier in the MPh?

A. No.

Can an ordnance SW or a FT be used in non-CC RF if the possessing unit is marked with Final Fire but the weapon has not been used earlier in the MPh?

A. Yes.

Can a DC be thrown by a unit marked with Final Fire in non-CC RF? Rule A23.63 seems to deny this use.

A. Only if Japanese (and only in non-CC RF).

### D7.221

As per D7.221 does an MMC carrying with an ordnance SW (ATR, Piat, Caz, PSK etc) marked with a final fire counter have the ability to use such in FPF RF? Is this only for SW equipped which have no already fired or does it also apply to already fired ordnance SW?

A. Yes if the ordnance had not fired before.

## Chapter E

### E1.54

Does a broken unit need to rout at Night if in normal range and LOS to an armed and unbroken enemy unit?

A. No.

### E6.2 & E6.5

May Swimming Cavalry advance in the APh as other Swimmers to enter a land hex through a non-cliff hexside?

A. No.

### E7.402

A FB is making its second attack of a Point Attack on a moving unit(s). Assuming the unit is non-assault moving in open ground then: Does FFNAM/FFMO apply if the unit(s) were unaffected by the initial attack? Does FFNAM/FFMO apply if the unit(s) were broken by the initial attack? Does FFNAM/FFMO apply if the unit(s) were pinned by the initial attack?

A. Yes to both 1 & 2. No.

## Chapter F

### F9.2 & F13.1

F13.1 broken terrain and a track running through the terrain. It says all vehicles take a bog check, but on the DTO terrain chart it has the Large B stating that it is a bog check except track or road. Which is correct?

A. The chart is correct, no bog on track. We are considering errata for F9.2.

## Chapter SF

### SF20.51, SSR CGL2 & SF20.4 SSR CG11

Can the Americans enter on the north edge west of 4H1 even if the Japanese control some or all of those board edge hexes? NB that CG11 says:

A. No.

## **SF20.4 SSR CG9 & SF20.602e**

Should “?” markers on real units also be removed during the 20.602 marker removal step “e”? If no, then how should we apply A12.12 “normally” per CG9 if concealed units retain their concealment counter?

**A.** “?” are not removed in 20.602, but they are not Retained.

## **Chapter SM**

### **SM3.1**

Does “...enter a marsh, gully, stream, building...” refer to the entire hex, or the actual terrain location? Can a MMC possessing a Cow bypass a building? Can a MMC possessing a Cow enter/exit a gully or stream hex via an intact bridge location using the road?

**A.** The hex [*EXC: on a bridge*]. No. Yes.

## **Scenarios**

### **J245 Factory Fodder**

In scenario J245 Factory Fodder SSR 2. Is there/should there be any errata for the way Entrenchments are revealed? As it stands if an HIP unit sets up in a Foxhole, LOS to the Foxhole will immediately disclose the presence of an HIP unit.

**A.** Yes, add to this to the end of SSR 2: “Foxholes are revealed as if Night (E1.16).”.

### **J246 Loser Takes All**

J246 says in SSR 1 that “Rowhouse black bars do not exist...”. What does “do not exist” mean in this sense? Are the Black Bars open ground allowing LOS within the black bar depiction and mean each hex is now its own building? Or are they just part of the building depiction, block LOS and form 1 contiguous building?

**A.** No; that would require specific wording. Yes.

### **OA18 Parry And Strike**

In scenario OA 18 Parry and Strike the SSR states that Mud is in effect in gully hexes. Is the extra movement cost (E3.64) for Mud paid: If moving to a gully hex from an OG hex? If moving from a gully hex to an OG hex? If moving to/from a gully hex from/to an OG hex? Only if moving from gully hex to another gully hex?

**A.** Yes. No. See above. Not “only”.

### **OA28 Where Iron Crosses Grow**

In scenario O28 the SSR state that RB Cellars (O6) exist in building P6. Does that also mean those cellars connect to adjacent Trenches as per RF SSR 6 or do they not connect since it is not stated that RF SSR 6 is in effect?

**A.** No; RF SSR 6 is not invoked.

### **O5 The Tsar’s Infernal Machines**

The attacking German player starts with all his units off board. Does SSR 2 mean that the German player can declare a Banzai Charge with some/all of his off board units, if all other requirements regarding a Banzai Charge are fulfilled? Does adjacent off board units have LOS to each other?

**A.** Yes. Yes.

## **Moved to Obsolete section**

### **A8.15**

A squad assault moves from bL3 to K3. Firers in M2, L1 and M1 each want to take a separate snap shot. Are any of these firers affected by hedge TEM?

**A.** No; A8.15.

[See replacement pages from *Action Pack 4*]