

# Advanced Squad Leader 2<sup>nd</sup> Edition

## Questions and Answers, Clarifications, and Errata

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## Introduction

In all cases, where there are discrepancies, the text in the cited source is correct and supersedes this document.

This is a collection of Q&A and Errata for ASL products published by The Avalon Hill Game Company and Multi-Man Publishing. I have divided this collection into several sections in an attempt to make it more accessible and useful.

- **Official Q&A** are those that have been published by Multi-Man Publishing or The Avalon Hill Game Company.
- **Unofficial Q&A** are usually private correspondence that has been posted to the ASLML, or another group's mailing list. These are often referred to as "Perry Sez" or "Mac Sez" (Bob McNamara, ASLRBv1).
- **CG and Scenario Errata and Q&A.** These are official and unofficial errata and Q&A for individual scenarios or CGs. These are grouped by prefix because when you want to find Q&A for scenario 87, or KGP7, you should not have to know which module it came from before you can find the Q&A or errata. (For the record, 87 came in *DB*, and KGP7 came in *KGP II*.) The official and unofficial are mixed here because there aren't that many entries for any one item. Many older scenarios have been reissued and instructions for converting the older scenario version to the reissued version are included if available.
- **Errata for the ASL Rulebook.** These are official and unofficial-but-obvious errata for the rules that come in the binder: Chapters A to E, H, J, K, those chapter dividers, Index, ASOP, other dividers, and QRDC. **Official errata** are those that have been published by Multiman Publishing or The Avalon Hill Game Company. These have an "official" source, e.g. J5. **Unofficial-but-obvious errata** are those that have not been officially published, but are obvious upon inspection. These include typos, mistakes in citing rules, and other obvious mistakes. For example, the "CA" Index entry references B9.531. That rule doesn't cover Covered Arc, but B9.53 does. The A10.52 example refers to the "woods" hex H3, when it is a building hex. These have an unofficial source which usually includes a note that it was confirmed by inspection, where "Inspection" means "Inspection by me".
- **Errata for other items.** These are official and unofficial-but-obvious errata for items that came in everything else. You will find errata for each module's Chapter H, counter errata, and other chapters here. This is grouped by item because the errata for Chapter H from the 1<sup>st</sup> edition of *Doomed Battalions* is different from the errata for Chapter H from the 3<sup>rd</sup> edition.

A note on sorting: References like "A10.5-.51" are ordered as if they were "A10.5, A10.51". Each block is sorted by all the references, and then chronologically. I admit that this is a problem with the 'K33' entries as they do not note the date of the source.

If a Q&A references several rules, to save space (and to make it easier to fix if I make a mistake) the later rules references say "See". The "See" always will have the same official/unofficial status, or will explicitly state it. For example, in the Official Rulebook Q&A, there's one that references A4.132 & B3.4. The full text is under Chapter A, A4.132 & B3.4. In Chapter B, the entry "B3.4 See A4.132 & B3.4" refers to the A4.132 & B3.4 Q&A in the Official Q&A. There is an unofficial Q&A for C1.22 and Scenario 9 ("To The Square"); since the scenario Q&A and errata includes both official and unofficial Q&A, the entry there is "ASL Scenario 9 ("To The Square") & C1.22 See unofficial entry." The "See" items will be after the block of entries with the same first reference. That is, the order will be like this:

A1.23 ...  
 A1.23 & C4.56 ...  
 A1.23 See A1.23 & A2.34.

One note I use is "Edited for v2". That means I removed items that have been covered by the changes in ASLRBv2.

Items from unofficial sources are for reference and information only. They are not official until published in an official source. The source(s) of each item is shown in square brackets ([ ]). Notes are enclosed in braces ( { } ). Notes flagged with an "SR" are my own clarifications and cross-references. Please email me at [scott-gamer@comcast.net](mailto:scott-gamer@comcast.net) about any mistakes in this document.

Starting with version 29 I include items that appear in Klas Malmström's PerrySez compilations at <https://www.klasm.com/ASL/ErrataQA/ErrataQA.html>

I would like to say a bit on this compilation's background. This is a labor of love. It is very long, but it was done incrementally. I created it when I got tired of flipping through photocopies of copies of the half-dozen Question Box pages that had ASL Q&A/errata. It was easy to type them in, sorted by rule. I added new Q&A as they appeared in The General or ASL Annual. Because I started this when printing it out was the only option for most players, I included cross-references in the form of "See" for items that involved multiple rules. I brought printed copies to an early Avaloncon, when it was only a page or two long. I got verbal permission from Don Greenwood to distribute it at the ASL event, and later I wrote AH and received written permission. Much later I got verbal permission from MMP to continue.

--- Scott

## Official Q&A: Rules

**Examples** What is the official status of EX? Which take precedence, the rules or the EX?

A. The Examples are part of the rules. If (emphasize the “If”) the rules are internally inconsistent anywhere, errata is needed. [Perry Cocke to ASLML 30 Mar 2003]

## ASOP

**ASOP & E1.71** Where in the ASOP (rev.) should the Bore-Sighted night Fire Lane placement occur?

A. *After* 3.13A (as if it were 3.14D). [J1]

## Chapter A

**A1.11** Is a leader without a functioning SW considered “armed” for all purposes?

A. Yes, unless he is *currently* being held as a prisoner. [An92; An95w; An96]

**A2.3** If a piece is set up in a half-hex between two allowed boards, does it count against scenario-specified setup limitations on *both* of those boards?

A. Yes. [An92; An95w; An96]

**A2.4** On page 3 of Chapter K, in the fifth paragraph of the left column (beginning with “■ How many MF did that last MPH use?”), this clarifies that brush in a woods hex does not add to the movement cost.

“The main exception is where you find brush and woods in the same hex; the brush is considered just an extension of the wood’s undergrowth and therefore the movement cost is the same as entering a woods hex.” [Inspection prompted by a post on gamesquad.com by user “lightspeed”, 4 April 2021]

**A2.8** The rule says that a leader on one level cannot affect the performance of units on another level, but I am not sure what is meant by “performance” since A2.8 is not given as an exception to rules A10.2, A10.21, A10.6, A10.63, A10.71 or A15.41.

Thus, if a leader is on one level of a depression hex and there is a MMC on another level of that hex, can the leader: assist the MMC with a MC/TC; cause the MMC to take a LLMC/LLTC; cause the MMC to become berserk; rally the MMC if it breaks IN the Depression and the leader is at Crest level?

A. No to all. [Gen23.2; An95w; An96]

**A2.9 & A6.11** If his side sets up first, may a player check the LOS from his units to “empty” hexes, including for Bore-Sighted/Pre-Registered Hex purposes? What if he sets up second, or setup is simultaneous?

A. LOS may be thusly checked only by a Scenario Defender who sets up first [EXC: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes]. [Gen26.5; An91; An95w; An96]

**A4.12 & A13.3** May a Cavalry leader provide a MF bonus to Infantry in his Location? May a leader who is a Passenger/Rider?

A. Yes, so long as the provisions of A4.12 are not violated. However, since the leader and Infantry must move as a stack, the leader in the second case would have to be on an AFV using Armored Assault with that Infantry. [An90; An95w; An96]

**A4.132** If a firer’s LOS to a unit paying Road movement costs is blocked at the center dot, can the firer then check LOS to the point where the hexside intersects the road (and vice versa)? If the LOS is hindered? Is this point where the road bisects the hexside?

A. Yes. Yes. No, any point on the hexside where the road crosses it. [An97]

**A4.132 & B3.4** Can moving units on a road get the road bonus if not changing Locations (e.g., place SMOKE, recover weapons, etc.)?

A. Yes. [J1]

**A4.134 & A4.15** Can a Minimum Move be used by a MMC to conduct an INF OVR against an adjacent SMC?

A. Yes. [Gen22.5; An95w; An96]

**A4.15 & B30.44** Can a MMC use Infantry Overrun to enter a pillbox occupied solely by an enemy SMC?

A. No. [Gen26.1; An90; An95w]

**A4.15** See A4.134 & A4.15

**A4.151** If a SMC is being attacked by an INF OVR, can it choose the option of being moved to an Accessible Location if it already has a First Fire counter on it?

A. No, “otherwise incapable of movement.” [Gen22.5; An95w; An96]

**A4.151** If a MMC is attacking a SMC by INF OVR and the option to move the SMC to an Accessible Location is chosen, can the SMC be moved into the hex from which the MMC is entering the SMC’s location?

A. Yes. [Gen22.5; An95w; An96]

**A4.151** Can a SMC being infantry overrun move if it is on a horse/skis/bicycle?

A. Yes. [J1] {Edited for v2.}

**A4.2** May Infantry units not specifically listed in A4.2 move as a stack? May two Cavalry units move as a stack? Two cyclists? Two vehicles?

A. Yes. Yes. Bicyclists may; motorcycle cannot. Only via Platoon Movement (for AFV) or Convoy (including motorcycles and unarmored vehicles). [J1]

**A4.31** Can an Infantry unit that is using Bypass expend MF to place a SMOKE grenade (A24.1) or DC (A23.3) while still in Bypass (as long as it has sufficient MF to leave the hex)?

A. Yes. [Gen22.6 cites A4.33; An89; An95w; An96]

**A4.4** Is the PP cost for a SW deducted from a unit’s IPC begins its MPH with the SW and drops it *after* expending a MF in its hex (such as to place a SMOKE grenade or to Recover a different SW) but *before* moving one hex with it?

A. Yes. [Gen23.2; An89; An95w; An96]

**A4.4 & A4.44** If a unit Recovers the SW at the *end* of its MPH (i.e., it expends no MF after gaining possession of the SW), is the portage cost assessed?

A. No. [Gen22.6; An95w; An96]

**A4.42** May two SMC together portage a 3PP weapon?

A. No. One SMC must possess the weapon and, even though the

other SMC raises the first's IPC by one, the possessing SMC "may never portage more than two PP." [An96]

**A4.43** If an unbroken unit wishes to do nothing during its MPH except drop a SW, can it do so at the cost of one MF?

A. It could do so at *no* MF cost – but it could then become the (non-moving) target of Defensive First Fire. [Variant in Gen22.6; An89; An96]

**A4.431** Can units who transfer SW perform other actions (e.g., Recombining, Scrounging, etc.) in the same RPh?

A. No. [Gen22.5; An95w; An96]

**A4.431** The rule permits SW to be transferred among Riders on the same vehicle while it is in Motion. Can SW really be transferred between Riders of the same motorcycle while it is in Motion?

A. Yes. [Gen22.6; An89; An95w; An96]

**A4.44** How many SW/Guns may be Recovered per phase by a Good Order, unpinned SMC from  $\geq$  one unit eliminated/surrendering/routing in his Location?

A. One. [An95w; An96] {An96 has ">", it should be " $\geq$ ". SR}

**A4.44 & A10.6** If a SMC attempts to recover a SW from a broken MMC in the RPh, may another leader still attempt to rally that MMC?

A. Yes. [An95w; An96]

**A4.44 & A13.33** Can a cavalry SMC recover a SW from a cavalry MMC?

A. No. [J1]

**A4.44** See A4.4 & A4.44

**A4.6** Do any DRM other than Hindrance/TEM negate FFMO?

A. No. [An97]

**A4.62** How long does the Hazardous Movement penalty apply: 1) Do all Clearance attempts receive the Hazardous Movement penalty until the Clearance DR is made?

A. The appropriate Clearance attempts do.

2) Does Pushing a Gun (C10.3), Setting a DC, or Crew exiting a Cellar (B23.41) receive the Hazardous Movement penalty only during the applicable MPh?

A. Yes.

3) Does the Hazardous Movement penalty apply to Sewer Movement and Forging as long as the unit is in that terrain?

A. Yes. [Bill Kohler to Perry Cocke, ASLML 3 Feb 2003]

**A4.63** If a unit Dashing across a road becomes berserk, does it charge in that same MPh?

A. Yes, using eight MF (three MF if wounded) minus whatever MF it has already expended. [An91; An96]

**A4.63** May dash and bypass be combined in a woods-road hex or building-road hex?

A. Yes, if the dashing unit can bypass the obstacle while crossing the road. [J1]

**A4.63 & A8.15** A Dashing unit is attacked as it leaves its starting hex with a Snap Shot. Would the FP of this attack be halved or quartered? Would FFMO/FFNAM apply?

A. Quartered. No. [An97]

**A4.63 & A15.43** Can a berserk unit use a Dash move to enter an enemy occupied hex?

A. Yes – provided it meets all the requirements for both Dash and Berserk movement. [Gen22.6; An89; An95w; An96]

**A5.1, A12.122 & A12.14** Can overstacked Good Order Infantry gain concealment if in LOS of an unbroken enemy unit greater than 16 hexes away?

A. If in Concealment Terrain, they could roll for concealment if the unbroken enemy unit was not Good Order. [J1]

**A5.11 & A10.51** When determining the closest (in MF) building/woods hex that a broken unit can rout to, is the MF cost for entering an overstacked hex included in the MF calculation?

A. Yes. [Gen23.2; An90; An95w; An96]

**A6.11** See A2.9 & A6.11

**A6.7 & E3.1** Are LV hindrances (e.g., night, Mist) cumulative with other hindrances regardless of range? (For example: at range of 2 hexes, one orchard hex between target and firer, EXTRA HEAVY mist and night LV applies, what is the DRM derived from LOS/LV hindrances?) Does the "range" statement in A6.7 refer to the range between target and firer? (Or just to the portion of the LOF that is crossing the "terrain" hindrance?)

A. Yes. (4.) No. (Yes.) [An97]

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

A. Yes. [An97]

**A7.301 & A22.4** How is a K/# result resolved vs. a stack of three Personnel units, two of which possess a FT? What if all three possessed a FT?

A. Each of the FT-bearing units suffers a 1KIA, and the third unit suffers the K/#. Each of them would suffer a 1KIA. (The -1 FT DRM is unique in that for attack resolution purposes it applies in this separate, individual manner to each possessing unit.) [An93b; An96]

**A7.301 & C3.74** If Random Selection due to a CH on multiple units chooses > one of those units, but fewer units than the KIA# for that CH's FP and Final IFT DR, must Random Selection be used again among the non-CH units in order to bring the number of CH units up to the KIA's #?

A. No – the number of units chosen by the original Random Selection is the number the CH is resolved against. [An93a; An95w; An96]

**A7.302** If a SMC is wounded by a K/# result, must he also take the resulting MC?

A. No (e.g., see the A.9 example). [An93b; An96]

**A7.34 & A9.52** May Spraying Fire be used versus two adjacent "empty" hexes/Locations during the enemy MPh (e.g., in order to place Residual FP therein)?

A. No – at least one of those hexes/Locations must contain a moving enemy unit. [Gen26.5; An91; An95w; An96]

**A7.353** May a HS that fired a SW in First Fire use its inherent FP in Subsequent First Fire vs. a non-adjacent target?

A. Yes, under the usual conditions (range, etc.). [J1]

**A7.353 & A8.31** If a HS uses a LMG during Defensive First Fire, can it use *both* the LMG and its inherent FP during Subsequent First Fire/Final Protective Fire in the same phase?

A. No. It can use its LMG *or* its inherent FP in Subsequent First Fire; for FPF, it must use its LMG and cannot use its inherent FP. [Variant in Gen23.2; An89; An95w; An96]

**A7.353 & A22.611** If a HS fails a MOL check dr during the Defensive First Fire, can it still use its inherent FP for Subsequent First Fire in that same phase?

A. Yes, halved. [Gen22.5; An95w; An96]

**A7.4** Which side resolves an attack into a Melee first?

A. The side that did *not* conduct that attack. [An93b; An96]

**A7.51 & D6.64** Can LVT Passengers fire group (albeit halved for non-armored-halftrack fire) with LVT AAMGs?

A. Yes. [BRTG; Mw24H]

**A7.53** If a leader uses his leadership modifier to direct a FG in Defensive First Fire, then later on in that same phase can he direct a FG in which some units are using Subsequent First Fire and some are using Defensive First Fire?

A. Only if all the units/SW involved are the same ones he had directed in that previous First Fire attack. [Variant in Gen22.5, variant in Gen23.2; An89; An95w; An96]

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

A. Yes. [An97]

**A7.53-531 & A10.72** These seem to imply that leader direction and the application of a leader's DRM can be declared independently of each other. Is this true?

A. No; the two are synonymous *in all cases*. However, if leader direction is used for an attack/action to whose DR/dr "Leadership NA" triangle applies, that leader's DRM/drm cannot apply to that DR/dr. [An91; An92; An95w; An96]

**A7.53, A10.7 & D6.65** Can Passenger leaders modify Passenger-only fire? Can they modify Passenger/LVT AAMG fire groups?

A. Yes, No. [BRTG; Mw24H]

**A7.531 & A15.24** If a squad is ADJACENT to a friendly hero and those two units fire as a FG, may a Good Order leader stacked with the squad direct the attack?

A. No – because the hero is not in the same Location as the leader. [An93b; An96]

**A7.531** See A7.53-531 & A10.72

**A7.7** Does the one level drop in morale suffered by encircled Personnel against any attacks also apply for other purposes, e.g. PAATC, Rally, etc.?

A. No. [An96]

**A7.7** May a unit climb out of encirclement, or use a sewer or tunnel to exit encirclement?

A. Yes to all (despite such movement requiring all of a unit's MF) and may even use the APh normally to enter a new Location, whereupon it would become Pinned and CX (as if having completed a Minimum Move—A4.134). [J1]

**A7.72** If all the stairwells of a multi-story building have been rubble, are units on the upper level(s) of that building Encircled?

A. Yes – except for units immune to "upper-level" Encirclement. [An93b; An96]

**A7.8** Can a broken unit ever become pinned by any cause other than Interdiction or a Collapsed Hut PTC [G5.5] (e.g., via mine-field or FFE attacks)?

A. No, and even during Interdiction the condition only lasts until the end of the RtPh. (This supersedes the prior Q&A in the '96 Annual.) [An97]

**A8.1** See A7.1 & A8.1

**A8.14** If a unit expends two MF to enter a Location during its MPh and is First Fired on by a squad, must/can the latter use Subsequent First Fire vs. the target before any other DEFENDER unit may use First Fire vs. it?

A. The order of such attacks is up to the DEFENDER. [An93b; An96]

**A8.15 & A23.3** Would a unit placing a DC across an Open Ground hexside be subject to a Snap Shot?

A. No. [Gen23.2; An89; An95w; An96]

**A8.15** See A4.63 & A8.15

**A8.2, B23.31 & D2.38** Does a unit/its-vulnerable-PRC bypassing a building Location containing a residual fire counter receive building TEM?

A. Yes [EXC: *Deluxe (J2.23)*]. [J1]

**A8.26** Residual FP with an Air Burst is increased by one column; but when it is resolved versus Infantry, does the +1 TEM for woods apply too?

A. Yes, the -1 TEM for Air Burst is already accounted for by the increase of Residual FP by one column. [Gen24.6; An90; An95w; An96]

**A8.3 & A9.21** If a MG's restricted CA prevents it from participating in its squad's SFF attack, must its use be forfeited as per A8.3?

A. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.) [An97]

**A8.3 & D9.31** While Armored Assaulting, an AFV spends three MP to enter a hex but the Infantry spends only one. Having First Fired once, may an enemy unit fire again at the same moving stack?

A. Yes, but the second shot could only affect the AFV. [J1]

**A8.31** See A7.353 & A8.31

**A8.312** Does "immediately" mean before DEFENDER in another Location fires at that ATTACKER? Before any attack vs. any ATTACKER in another Location in the Impulse?

A. Yes. Yes. [An93b; An96]

**A9.21** See A8.3 & A9.21

**A9.22** If a MG declares, as part of its attack declaration, that it will create a Fire Lane, does the attack use the MG's Fire-Lane Residual FP?

A. No; the attack that *creates* a Fire Lane uses the FP it would normally apply to a regular Defensive First Fire attack vs. that

target, and only after that attack is resolved can the Fire Lane come into effect. [An91]

**A9.22** Is the intention to place a Fire Lane declared before or after placing the MG's First Fire attack?

A. It must be stated as part of the MG's attack declaration. The player cannot await the outcome of the attack before deciding whether or not to declare a Fire Lane. [An91]

**A9.22** May an individual MG's Defensive First Fire attack leave a Fire Lane if it attacks as part of a FG and/or loses if Multiple ROF?

A. Yes to all, provided the MG did not malfunction and the Fire Lane declaration was stated as part of the FG's attack declaration. [An91]

**A9.221** Can a MG set up an Alternate-Hex-Grain Fire Lane along a *Continuous Slope*?

A. Yes. [Gen24.6; An89; An95w]

**A9.223** If a unit fires a MG to create a firelane and then uses its Inherent FP as SFF later, does this cancel the firelane?

A. A squad can fire its inherent FP as First Fire after previously firing only a MG to lay down a firelane. A HS that has laid down a firelane (or a squad that has both laid down a firelane and used its inherent FP as First Fire) cannot use SFF unless in a TPBF situation (which cancels the firelane). [An97]

**A9.52** See A7.34 & A9.52

**A9.61 & D5.34** Are Guns (including vehicular MA) of 12.7 Caliber size treated as MG for TK purposes (D5.34)? Are .50 caliber SW MG?

A. No. Yes. [J1]

**A9.72 & D10.5** Can a MMC attempt to Repair a SW and Scrounge a vehicle in the same RPh?

A. No; see A3.1. [Gen25.6; An95w; An96]

**A9.73** Can a unit marked with a First Fire counter destroy a MG during DFPh if there is an adjacent enemy unit? If there is no adjacent enemy unit?

A. Yes. No. [J1]

**A9.8** May even one SMC dismantle or assemble a weapon?

A. Yes. [An95w; An96]

**A10.2** Suppose an attack the causes a leader to break also causes his morale/leadership modifier to be lowered by one due to ELR replacement (A19.13). For purposes of determining which other Personnel units must take the LLTC and what DRM (based on the negative leadership modifier being reversed) to the LLTC will be, is the leader's "current" morale level and leadership modifier considered to be those he had *before* being Replaced/wounded?

A. No. [Gen25.6; An95w; An96]

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

A. Yes. [An93a; An95w; An96]

**A10.31 & A19.13** If an unbroken 6-5-8 SS squad (with its normal 5 ELR) suffers a Casualty MC that also exceeds its ELR, is

it Replaced by a broken 3-4-8 SS HS?

A. Yes. [Gen25.6; An95w; An96]

**A10.5** May a Minimum Move be made during the RtPh?

A. No – Low Crawl must be used. [An95w; An96]

**A10.51** A broken unit starts to rout toward the nearest building/–woods hex, but during its rout the building/–woods hex is not farther from a Known enemy unit than its present hex. Can the broken unit now choose to ignore the building/–woods? Or must it continue to rout toward that target?

A. It must continue (assuming it is otherwise able to). [An97]

**A10.51** See A5.11 & A10.51

**A10.531 & E3.1** Does an Infantry unit lose its "?" if it Assault-Moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit if the only intervening Hindrance is a LV Hindrance?

A. Yes, unless the Hindrance is Fog (E3.311) or Winter Camouflage applies (E3.712). [J1]

**A10.532** If a unit's/weapon's FP was halved in the preceding AFPh, does this prohibit it from Interdicting?

A. No, such halving does not carry over into the RtPh. [An92; An95w; An96]

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

A. Yes. [An96]

**A10.6** See A4.44 & A10.6

**A10.7** See A7.53, A10.7 & D6.65

**A10.71** May a leader who is rallied by another leader then attempt to rally others in that same RPh?

A. Yes. [An95w; An96]

**A10.72** See A7.53-.531 & A10.72

**A11.15 & B8.41** If you have a concealed unit in the same building Location with an enemy unit (not in CC), can the concealed unit enter the sewer in that hex without suffering Defensive Fire (since it expends no MF)?

A. Yes. [Gen25.6; An90; An95w; An96]

**A11.16** Does a Disrupted unit in Melee remain in Melee or is it eliminated for Failure to Rout?

A. It is eliminated for Failure to Rout if still Disrupted and in Melee at the end of that CCPh. [An92; An95w; An96]

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

A. Yes. [Gen22.5; An95w; An96]

**A11.4 & B30.6** Since a unit IN a pillbox that it is screened by a friendly unit in the hex outside the pillbox cannot be attacked in CC (B30.6), would it figure into any Ambush calculations?

A. No. [J1]

**A11.41 & B8.4** May a concealed unit that qualifies for Ambush Withdraw into a sewer Location?

A. No, because withdrawal occurs during the CCPh, while sewer movement occurs only during the MPh (which means that the sewer Location is not Accessible as defined in the Index). [Gen25.6, An90 (both mistakenly cite A11.81); An95w; An96]

**A11.52** How does Infantry capture an *armed* and manned, unarmored vehicle?

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

**A11.7** Does a shocked/UK AFV hold opposing Infantry in Melee? A Stunned one?

A. Yes, if manned. Yes. [J1]

**A11.7** Does an armed but unarmored vehicle hold opposing Infantry in Melee? Is it held in Melee? Is an Immobile vehicle held in Melee? Are its Passengers/Riders?

A. Yes. No. No. No. [J1]

**A12.11** If a concealed stack is already in an Open Ground hex, and an enemy unit moves within 16 hexes of it and gets LOS, is that stack automatically revealed if it is a Dummy stack?

A. No. A “?” can exist in Open Ground in LOS of enemy units provided they perform no concealment-loss activity. [An90; An95w; An96]

**A12.11 & B28.41** May dummies enter/exit friendly hidden minefields without revealing either themselves or the minefield?

A. No. [An97]

**A12.122** See A5.1, A12.122 & A12.14

**A12.14** Can a Sniper attack cause loss of concealment to *all* units in its target Location or just to the unit(s) actually attacked therein?

A. To the unit(s) actually attacked, and to any that *break* due to a LLMC caused by that sniper attack. [Gen25.6; An95w; An96]

**A12.14** Do Task Checks cause loss of “?” if within 16 hexes in LOS of a Good Order enemy ground unit?

A. Yes, except for PAATC and the NTC to detonate a Set DC. [An97]

**A12.14 & B23.71** For the purposes of “?” loss, is a concealed unit moving/advancing from one rowhouse hex to another via “rowhouse bypass” (B23.71) considered to be in Open Ground at the vertex?

A. Yes, via a clear LOS to that vertex. [An95w; An96]

**A12.14** See A5.1, A12.122 & A12.14

**A12.141** Is Placing a DC (or attempting to place SMOKE grenades) a “?”-loss activity even if the unit is using Assault Movement?

A. Yes. [An95w; An96] {Edited for v2.}

**A12.141** Is a Clearance attempt a continuous concealment loss activity until it is rolled for?

A. Yes. [An97]

**A12.15 & A15.431** Suppose an Infantry unit attempts to enter a Location containing a hidden enemy unit and is therefore returned to the previously occupied hex, but then goes berserk during the Defensive First Fire. Can it then charge back into the previously hidden unit’s hex during that MPh?

A. Yes. As long as the unit is subjected to Defensive First Fire has not ended its MPh, so it can become berserk in the hex it was returned to and consequently continue movement with any remaining MF. [Gen25.6; An91; An95w; An96]

**A12.152** May a unit *in* an A-P minefield Location conduct a Search?

A. Yes, but the presence of the minefield allows the DEFENDER to make a Casualty dr (A12.154). [Gen25.2; An95w; An96]

**A12.152** Would a Fortified Building Location containing an unpinned, Good Order enemy squad be considered Accessible despite the fact that the searching unit could not enter it in the APh?

A. Yes. [An97] {An97 listed this as A12.153. SR}

**A12.152** Can Searching reveal the contents of Locations that are not Accessible?

A. Yes, as long as one Location in the hex is Accessible. [J1]

**A12.152 & O6.1** If a building hex with a *RB* cellar is Searched from ground level, is that *RB* cellar Location considered Searched too?

A. Yes. [An93a; An95w; An96]

**A12.154** If a leader applies his leadership factor to a Search, is he vulnerable to the effects of a Search Casualty should the Search reveal a Concealed unit?

A. Yes. [Gen25.6; An95w; An96]

**A12.2** If a concealed vehicle becomes abandoned, may it retain (or later regain) concealment?

A. It may retain its “?” (if otherwise allowed to), but once unconcealed cannot regain a “?” while abandoned. [An95w; An96]

**A12.34** If an Emplaced Gun sets up HIP, may the manning crew of a HIP Emplaced Gun possess non-inherent support weapons?

A. No. [J1] {Edited for v2.}

**A13. & D6.64** May Cavalry riders form Fire Groups?

A. Yes. [J1]

**A13.3** See A4.12 & A13.3

**A13.33** See A4.44 & A13.33

**A14.4** If Random Selection for a Sniper attack (A14.2) chooses multiple units in a Location, is a Sniper Check possible *before* Sniper dr have been made versus *all* of those units?

A. No; all Sniper dr versus that Location must be made (and fully resolved, including LLMC/LLTC, Heat of Battle, etc.) before a Sniper Check is allowed. [An92; An95w]

**A15.2** May a Hero rout with broken troops?

A. Only if it is also a leader. [Gen25.6; An91; An95w; An96]

**A15.2** If a pinned unit creates (or becomes) a Hero, is that Hero pinned?

A. No. [An92; An95w; An96]

**A15.2 & A17.11** If an already wounded Hero *fails a MC*, is he eliminated or only wounded again?

A. He is eliminated. [Gen25.2; An91; An95w; An96]

**A15.21 & A18.2** If a hero/leader is created from a Fanatic unit, is that SMC Fanatic too?

A. Yes. Note, however, that a Heat of Battle DR that results in both Battle Hardening of, *and* the creation of a hero from, a non-Fanatic MMC does *not* create a Fanatic hero (because the hero was not created from a Fanatic unit; rather the Fanaticism and Hero Creation occurred simultaneously). [An95w; An96]

**A15.24** See A7.531 & A15.24

**A15.3** According to this rule, a Finnish First-Line 6-4-8 that Battle Hardens becomes neither an 8-3-8 nor Fanatic – so what (if anything) happens to it?

A. It does become Fanatic. [An93a; An95w; An96]

**A15.3** Is a Finnish/Japanese 9-0 leader that Battle Hardens exchanged for a 10-0 or a 9-1? Is a Finnish/Japanese 9-1 leader that Battle Hardens exchanged for a 10-0 or 10-1?

A. 9-1. 10-0. [An97]

**A15.41** A 9-2, 8-1 and 4-6-7 are in the same Location, and the 8-1 becomes berserk. What happens to the other units?

A. The 9-2 *must* take his NTC next, using the berserk leader's -1 DRM (but not his own -2 DRM; A10.7). If the 9-2 becomes berserk, the squad then takes its NTC using his -2 DRM. If he does not become berserk, the squad still takes its NTC but is subject to the DRM of the 8-1 only. [Gen25.2; An95w; An96]

**A15.43** See A4.63 & A15.43

**A15.431** See A12.15 & A15.531

**A15.432** See A11.4 & A15.432

**A17.11** See A15.2 & A17.11

**A18.2** See A15.21 & A18.2

**A19.12-13** If a Finnish 8-0 leader suffers Replacement, is it replaced by a German 7-0?

A. No; it becomes disrupted. [Gen25.2; An89; An95w; An96]

**A19.13** Is a Finnish 10-0 Replaced by a 9-1 or 9-0? Is a Finnish 10-1 Replaced by a 10-0 or 9-1?

A. 9-1. 10-0. [An97]

**A19.13 & A25.61** Is an Italian 2-4-7 HS Replaced by a 1-3-7 or a 1-3-6?

A. By a 1-3-6. [An93b; An96]

**A19.13** See A10.31 & A19.13

**A19.131** What happens to a squad with underlined morale and a 5 ELR if it rolls an "Original 12" IFT DR while afflicted by Ammunition Shortage?

A. It is Replaced by its two unbroken HS. [An92; An95w; An96]

**A19.131** If a lone MMC on a side suffering from Ammunition Shortage attacks with only a non-captured SW and rolls an Original 12 IFT DR, does the MMC itself suffer Replacement?

A. No – only the SW is affected (i.e., eliminated). [An93b; An96]

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

A. Yes. [An97]

**A20.3** If No Quarter is in effect and a broken unit *must* rout but cannot, may the opponent opt to accept it in surrender?

A. No – it is eliminated for Failure to Rout. [An95w; An96]

**A20.54** May an unarmed vehicle (e.g., a Jeep with only the inherent driver) enter a Known enemy occupied hex?

A. Yes, (and may even conduct an Overrun attack). [An97]

**A20.551** If an unarmed units attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC (by another attacker), is the unarmed unit immediately rearmed?

A. Yes, provided no other enemy unit is in that Location. [Variant in Gen22.5; An89; An95w; An96] {Unofficial Q&A say even a non-attacking unarmed unit(s) is rearmed, and an unarmed squad can deploy if only a HS can rearm. SR}

**A22.34 & A22.612** For a FT/MOL attack vs. an armored target, does "??"/CX/SMOKE/Hindrance/TEM/AFPh-use affect the TK DR?

A. No. [An95w; An96]

**A22.4** See A7.301 & A22.4

**A22.611** See A7.353 & A22.611

**A22.612** Is a MOL TK attempt negated if the Original colored dr of the TK DR is a "6"?

A. Yes – and the A22.611 effects of the "6" dr apply too. [An93a; An95w; An96]

**A22.612** See A22.34 & A22.612

**A23.3** A hero moves into a woods hex (2 MF) and places a DC in an adjacent woods hex (total 4 MF), but is then wounded by Defensive First Fire. Is the DC placed?

A. No, the hero is pinned (A17.2). [J1] {Changed reference since ASLRBv2 incorporated A15.22 in A17.2. SR}

**A23.3** See A8.15 & A23.3

**A23.4** If a unit operably Places a DC, and *then* declares Double Time to gain one MF, does the +1 CX DRM still apply to the DC's attack? If a DC is operably placed on a concealed target, but that target loses its "??" prior to the DC's detonation, is the DC attack still resolved as Area Fire?

A. No. Yes. [Gen26.5; An91; An95w; An96]

**A23.6** May a unit Throw a DC into an upper-level Location of an adjacent building hex? Across a cliff hexside to a higher location?

A. Only if ADJACENT. No. [An96]

**A23.7** Assume a squad, assisted by a leader, Sets a DC. Is that leader qualified to detonate it? If that squad later Deploys, will both of its HS be qualified to detonate it?



A. No. No – when the squad Deploys, record on side record the ID of one of the HS that retains the ability. [An92; An95w; An96]

**A23.7** May a Set DC be detonated during the opponent's MPh? If yes, does it leave Residual FP?

A. Yes, versus a moving target (A8.1). Yes – 12FP. [An95w; An96]

**A23.71** How does a Set DC (not in a bridge Location) affect an AFV?

A. It doesn't affect the AFV itself, but does attack any Vulnerable PRC in/on it. Otherwise, it can affect the AFV only via Rubble-creation. [Gen25.2; An90; An95w; An96; Mw]

**A24.1, B20.93-94 & B26.31** Since SMOKE grenades may be place into (and a FG may be formed with a unit in) an ADJACENT Location, may a squad on a Wire counter or in Crest status place SMOKE grenades into – or form a FG with a unit in – and adjacent hex?

A. Yes, if a unit under that wire or IN that Depression could advance into that adjacent (actually thus ADJACENT) hex. [An93b; An96] {Added B26.31 reference. SR}

**A24.1 & C1.71** May ordnance place Smoke in a Water Obstacle?

A. No. [An97]

**A24.31 & C3.33** Does a unit in an upper level building Location that is hit by WP take the A24.31 MC even though the WP counter is placed in the ground level Location of that hex? Would a unit out of the firer's LOS?

A. Yes. Only if hit by a mortar. [An97; Mw]

**A24.31** If a MMC takes a NMC due to WP SMOKE placed in its Location and the NMC causes a Heat of Battle DR that creates a hero, does the hero have to take a NMC for the WP too?

A. No. [Gen25.6; An90; An95w; An96]

**A24.4** Is conventional smoke in a -1 level a level 2 LOS Hindrance?

A. No, level 1 (i.e. two levels above level -1). [Gen22.5; An95w; An96]

**A24.4 & O6.3** Does ground level smoke extend into cellars? Would a LOS traced from a Cellar Location to  $\geq$  Level 0 be affected by Smoke at Level 0 in that Cellar unit's hex? If yes, would that Cellar unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?

A. No. Yes. No. [J1]

**A24.61** If an Original SMOKE source is on a level 4 hill hex and it drifts, due to a mild breeze, to a level 1 hex, is the drifting gray SMOKE a levels 2 and 3 LOS Hindrance? A level 4 LOS Hindrance? A levels 5 and 6 LOS Hindrance?

A. No. Yes. Yes. [Gen22.5; An95w; An96] {See Unofficial A24.4 Q&A from VFTT #11. I think this should only be a levels 4 and 5 LOS Hindrance, not 4, 5 & 6. SR}

**A25.221 & E1.21** If a side's two best leaders are, for instance, a 9-0 and an 8-1, which would be considered "best" for purposes of this rule?

A. For all such determinations, the "best" or "highest quality" leader is the one having the *currently* highest morale (ignoring

all berserk leaders). If more than one leader has the same morale, the one among *these* which has the best leadership modifier counts as the "best" one. The one exception to all this is that Commissars are always considered superior to non-Commissar leaders (A25.221). [An90; An95w; An96]

**A25.222** Is a Commissar immune to DM when attempting Self-Rally?

A. No, a leader cannot affect his own performance (A10.7) [Gen24.6, Gen25.2; An89; An95w; An96]

**A25.23** Can a Human Wave be declared on the basis of having a LOS only to an enemy concealed stack?

A. Yes – a concealed/Dummy stack is still an enemy "unit". [Gen25.2; An91; An95w; An96]

**A25.23** Must the multiple MMC and the leader mentioned in the second sentence be Infantry?

A. Yes. [An95w; An96]

**A25.232** May a Human Wave participant declare a Dash (A4.63) or attempt to place SMOKE (A24.1)?

A. No to both. [An90; An95w; An96]

**A25.61** See A19.13 & A25.61

## Chapter B

**B3.4** See A4.132 & B3.4

**B8.3 & Chapter B Terrain Chart** Does the -2 TEM of a sewer Location (per Chapter B Terrain Chart) incorporate Hazardous Movement?

A. Yes. [An97]

**B8.4** See A11.41 & B8.4

**B8.41** See A11.15 & B8.41

**B8.44** If a unit in a sewer Location attacks an enemy unit in an ADJACENT sewer Location, is the PBF also halved for Area Fire?

A. Only during the AFPh – not Final Fire. [Gen25.1 mistakenly cites B.88; An89; An95w; An96]

**B8.44 & B23.922 SEWERS AND FORTIFIED BUILDINGS:** A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. [O.2 p.O1; An96]

**B9.34** Versus a mortar attack, is moving Infantry claiming a +1 wall TEM in a hex that is otherwise Open Ground subject to FFMO?

A. No (nor would it be subject to RtPh Interdiction in that hex by that *mortar*), even if the mortar's LOF does *not* cross the wall hexside; however, FFMO would still apply for "??"-loss purposes vis-à-vis the mortar *firer's* LOS (as well as for an Interdiction attempt by that *unit* possessing the mortar, but not by the mortar itself). [An93b; An96]

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

A. Two. [An93b; An96]

**B13.41** When a fully-tracked AFV on a woods-road moves into the woods portion of the hex, where is the partial-TB placed?

A. From the center dot to either hexside in its current VCA (or “rear” VCA if using Reverse movement). [Gen25.2; An91; An95w; An96]

**B13.41** May a fully tracked vehicle expend “all” of its MP to enter woods, thereby obviating the use of the extra +3 Bog DRM, even if it ascends across a Crest Line to enter that hex?

A. Only if it declares a Minimum Move. [An95w; An96]

**B13.4211** If a vehicle in a woods-road hex bogs while attempting to move from the road to the woods portion of that hex, is a partial TB counter placed? Is the bogged vehicle considered to be in the woods or still on the road?

A. No. On the road. [An95w; An96]

**B14.2** Assuming that orchards are in season (or are palm trees), would an LOS from 36CC1 to CC3 or vice-verse be hindered by the CC2 orchard, as per the first sentence of B14.2 – or, as per the second sentence of B14.2, would it be blocked by the orchard obstacle in CC2?

A. The orchard would be a LOS hindrance along the Continuous Slope. [An93a; An95w; An96]

**B18.43** The rule says that ordnance in the form of a “%” counter can *enter* a graveyard only via a graveyard road hexside. If such ordnance wishes to *leave* a graveyard hex, must it do so through a graveyard road hexside?

A. No – unless of course it is also entering another graveyard hex. [Gen25.1; An95w; An96]

**B20.43** If cavalry enters a deep stream, does its horse become CX too?

A. No. [An93a; An95w; An96]

**B20.8 & D4.3** Is an AFV vulnerable to Underbelly Hits as it exits a ford via a non-Depression hexside?

A. Yes. [An93b; An96]

**B20.92** Does a unit in Crest status receive entrenchment benefits from fire that enters its hex through the vertex of a protected Crest hexside and a non-Crest hexside?

A. Yes. [Gen25.1; An89; An95w; An96]

**B20.93** See A24.1, B20.93-.94 & B26.31

**B20.94** See A24.1, B20.93-.94 & B26.31

**B23.31** See A8.2, B23.31 & D2.38

**B23.71** See A12.14 & B23.71

**B23.71 & C1.51** Assume a rowhouse Location within an FFE Blast Area. If Infantry enter the rowhouse Location using “rowhouse bypass”, are they attacked by the FFE with Open Ground TEM or building TEM?

A. Open Ground TEM. [An95w; AP1]

**B23.711** When a wall is Breached by a DC, any units in the corresponding adjacent Location are attacked as Area Fire. Is the DC attacked halved again since the enemy units are not Known to the attacker?

A. Only if the enemy units were actually Concealed. [An97]

**B23.922** If a Good Order squad in a Fortified Building declares Wall Advantage, may an enemy unit then advance into that Building Location?

A. Yes, if the squad is still marked with a Wall Advantage counter. [An95w; An96]

**B23.922** See B8.44 & B23.922

**B23.9221 & O5.33** Does the extra +1 TEM of a Fortified Building Location apply vs. a DC Breach attempt?

A. Yes – even if that hexside is a Factory Interior Wall. [An95w; An96]

**B24.74** If a unit begins its MPh in a known minefield Location, must it expend MFs (making it vulnerable to Residual FP/Defensive First Fire) in order to declare a minefield Clearance attempt in that Location?

A. No. [Gen25.1; An95w; An96]

**B24.74 & B28.44** Can Infantry which has declared a Clearance attempt and entered a Minefield via a partial TB, but which fail to clear the Minefield, later leave the Minefield hex via a non-TB building hexside without being attacked by the Minefield?

A. No. [An96]

**B25.12** Does the EC DRM modify the DR used to determine if a FT attack has caused a Flame in a building hex? In a Rubble hex?

A. No. Yes. [Gen25.1; An89; An95w; An96]

**B25.12** If a FT’s FP is reduced (e.g., by Long Range Fire and/or concealment), is that reduced FP also used for Flame determination purposes?

A. Yes. [An95w; An96]

**B26.31** See A24.1, B20.93-.94 & B26.31

**B26.4** How does wire affect Human Wave movement?

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

**B27.5** May Infantry cross a Trench/A-T Ditch without actually entering the Trench/A-T Ditch?

A. Yes. [An96]

**B28.1** How are hidden mines treated for solitaire play?

A. Use double the factors originally provided, but set up all mines onboard revealed. [An93a; An95w; An96]

**B28.41** Would Infantry changing Location within an A-P minefield hex undergo a minefield attack in that hex?

A. No. [Gen26.1; An90; An95w; An96]

**B28.41** See A12.11 & B28.41

**B28.44** See B24.74 & B28.44

**B28.5** May AT mines be traded for AP mines?

A. No. [An96]

**B30.44** See A4.15 & B30.44

**B30.6** See A11.4 & B30.6

**B31.141 & P5.141** Where is LOS drawn to when attempting to cause HIP loss to a Narrow Street roadblock?

A. The LOS must be drawn to both vertices of the hexside straddled by the roadblock. [An95w; An96; Mw24H]

## • Chapter B Terrain Chart

**Chapter B Terrain Chart** See B8.3 & Chapter B Terrain Chart

## Chapter C

**C.9 & C3.31** Can Vehicle Target Type be employed against a hidden or concealed vehicle? Does the specified order (C.9) of target type (Vehicle, Infantry, Area) apply even if firing at a Location with no Known targets? Must the defender reveal any information beyond what, if anything is hit?

A. Yes, the existence of an actual vehicle is not required to permit a Vehicle Target Type attack. Yes. No. [J1]

**C1.2 & C9.3** Does Guarding prisoners affect a unit's ability to act as a mortar Spotter?

A. A Guard cannot perform this function if his US# is < the total US# as his prisoners. [Gen25.2; An89; An95w; An96; AP1]

**C1.21** In which of the following cases will the player have to attempt to regain Battery Access the next turn (assuming he establishes Radio Contact):

- He chooses not to place any AR/SR onboard after gaining Battery Access (C1.3).
  - He chooses not to place any AR/SR or convert a FFE:C, thus removing the FFE:C counter.
  - An extra chit has to be drawn, and this extra chit is red so that the AR/SR is removed (C1.21).
  - An AR to correct an FFE:2 (or to immediately place a FFE:1 after dispensing with the SR) is placed out of the Observer's LOS and the opponent decides that the current Fire Mission is Cancelled (C1.3).
  - Radio Contact is "voluntarily" lost.
  - The player cancels the SR without placing an AR/SR.
- A. All. [AP1]

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

A. Yes. [AP1]

**C1.22** If Radio Contact is involuntarily lost while the battery's SR is onboard, and Contact is *not* regained in the next PFPh/DFPh, what happens to the SR?

A. As long as the absence of Radio Contact is not voluntary, the SR remains onboard in its present hex until otherwise corrected or canceled. [Variants in An93a, An95w, An96; AP1]

**C1.335** *Must* an Observer Correct or Cancel a SR if he has a LOS to its Blast Height but, disregarding SMOKE, not to a Known (to him) enemy unit in a non-Aerial Location in/

adjacent-to that SR's hex?

A. No, if he has a LOS to the base level of the SR's hex, he may Convert the SR to an FFE and leave it in that hex (possibly needing to draw an extra chit); regardless, he may also attempt to Correct and Covert per C1.332. [AP1; supersedes variants in An93a, An95w, An96]

**C1.335** Can the Observer Correct the SR when, disregarding SMOKE, he cannot see it, but can see a Known unit in a non-Aerial Location in/adjacent-to the SR's hex?

A. No; he can Cancel the SR and place an AR (1.336). [AP1]

**C1.336 & C1.343** Do you have to attempt to place an AR after you have cancelled the SR (C1.336) or removed the FFE:C (C1.343)? Assuming Radio Contact was maintained, what would happen in the next PFPh/DFPh when there is no SR/FFE onboard?

A. No. You must attempt to gain Battery Access. [AP1]

**C1.34** What OBA options does the Observer have if he did not have a LOS to the FFE:C's Blast height during the current phase prior to achieving Access?

A. C1.343. [AP1]

**C1.343** See C1.336 & C1.343

**C1.51** See B23.71 & C1.51

**C1.57** If a unit's LOS crosses a Blast Area of two different HE Concentrations, is the FFE Hindrance DRM to that LOS +1 or +2? What if the LOS crosses one common hex that is in the Blast Area of two different HE Concentrations?

A. In both cases the FFE Hindrance would be +2. *Each* HE Concentration/Barrage is a separate Hindrance. [Gen26.5; An91; An95w; An96; AP1]

**C1.6** May an Observer use a radio during the PFPh and then during the MPh *be* moved by the vehicle he occupies? May this be done if he is Inherent in an OP tank?

A. No to both. [Gen27.1; An91; An95w; An96; AP1]

**C1.71** May a FFE:1 resolved as Smoke be resolved as WP when it is a FFE:2 (or vice-versa), if the OBA can fire SMOKE?

A. No. [An93b; An96; AP1]

**C1.71** See A24.1 & C1.71

**C1.73** When recording the location of a Pre-Registered hex, is a LOS from the Observer to that hex required?

A. No. [An95w; An96; AP1]

**C1.731** See C1.21 & C1.731

**C1.82** If a unit breaks due to Bombardment, does it become DM?

A. Yes. [An95w; An96; AP1]

**C2.24 & C2.2401** If a Gun with a Multiple ROF fires versus an AFV first in a Gun Duel, and it retains its Multiple ROF, can it make a second attack before the AFV makes its first attack?

A. No. [Gen24.2]

**C2.2401** If an AFV successfully passes a Motion Attempt dr in the enemy MPh and changes its CA (D2.401) but then becomes involved in a Gun Duel, must it use TH Case A?

A. Yes. [Gen25.2; An95w; An96]

**C2.2401** See C2.24 & C2.2401

**C2.29** May an IFE-capable Gun that has exhausted its Multiple ROF use IFE again as Intensive Fire?

A. No; it could only use Sustained Fire, and *only* if also using Subsequent-First/Final-Protective Fire or Final Fire (since the use of Sustained Fire is permitted only to a DEFENDER MG/-IFE-Gun and only during the MPh/DFPh). [An92; An95w; An96]

**C3.2 & D1.81-.82 & D8.5** Can a Gun fire in its own hex (i.e., is its own hex considered in its CA)? Do the same principles apply to BMG/CMG?

A. Yes; except during the MPh if the hex is entered from outside the CA, when, even if the moving target now expends MP for some other purpose (e.g., firing sD or stopping and unloading Passengers), the Gun would still have to turn its CA to include the direction from which the hex was entered, or if the bow-mounted weapon of an Immobile vehicle (D8.5). Yes. [J1] {Added references to D1.81-.82 & D8.5. SR}

**C3.22** When a Gun is Recovered, may its CA be changed at that time?

A. No. [J1]

**C3.31** See C.9 & C3.31

**C3.32 & D5.32** According to C3.32, AFV are immune to the Infantry Target Type, but not their Vulnerable PRC. According to D5.32 & D.6, a CE crew cannot be targeted separately from its vehicle, but only affected Collaterally. Are these rules in conflict?

A. No, an AFV may be hit via the Infantry Target Type; it (but not its Vulnerable PRC) is “immune to damage from such a hit.” [J1]

**C3.33** See A24.31 & C3.33

**C3.7 & C7.11** As I understand it, all CH against a non-HD AFV always hit its hull, since they occur only on an Original TH DR of “2”. Thus, the Final TK# is always derived by using the hull AF, even if superior to the corresponding turret/upper superstructure AF. Is my understanding correct?

A. Yes. [Gen24.2]

**C3.73** If HE achieves a CH versus terrain that can be set-Ablaze/Rubbed, is the attack’s doubled-FP IFT column used to determine if the Original IFT DR is a KIA for Rubble/Flame purposes?

A. No – the non-CH FP column is used. [An93a; An95w; An96]

**C3.74** See A7.301 & C3.74

**C5** Do Cases B, D, & G apply to a non-LATW SW firing as ordnance? Does Case H?

A. Yes; except that MG use is NA. Yes. [An97]

**C5.6** May a vehicular-mounted MG/ATR/light-MTR use Intensive Fire?

A. Yes, if it is MA. Such a weapon is considered a Gun (C2.1). [An93a; An95w; An96]

**C5.6** May an ATTACKER/DEFENDER (vehicular) Gun use Intensive Fire during the MPh?

A. Yes, unless otherwise prohibited. [An93b; An96]

**C6.42** Can the Crest level of a Depression hex be Bore Sighted by a Gun which does not have LOS INTO the Depression? And if a Gun has LOS INTO a Depression and it Bore Sights the hex, does its Bore Sighting DRM apply simultaneously to both the Crest and non-Crest levels of that hex?

A. Yes. Yes. [Gen24.2; An95w; An96]

**C6.5** If an AFV that currently has an Acquired Target is attacked in CC by some other unit, can the acquisition be retained? Can an AFV decline to attack back in CC with its CMG just to pre-serve Acquisition?

A. No. No. [Gen24.2; An95w; An96]

**C6.5** If infantry in the APh moves out of the CA of a Gun that has acquired it, but is still in the Gun’s LOS, is the acquisition lost or can the CA be changed to retain it?

A. Nothing requires the CA to change – the target remains acquired as long as it is in LOS, and the Acquisition DRM will negate part of the Case A DRM when the CA does change. [Gen24.2; An95w; An96]

**C7.11-7.24** Do TK Cases A-D apply to MG attacks?

A. A, B, and D do, but not C. [J1]

**C7.11** See C3.7 & C7.11

**C7.34** HE & FLAME TK TABLE: Does an AFV FT suffer any modifiers to its basic TK# for being Motion/Non-Stopped?

A. No. [An96]

**C7.346** When attacking a partially armored AFV with a DC, is it necessary to make a DC Position DR?

A. Yes. [Gen24.2; An91; An95w; An96]

**C7.42 & D6.2** If a vehicle becomes a wreck as per C7.42, are its Riders affected? Can the Riders unload as per D6.5 before the vehicle becomes a wreck?

A. They roll for survival (D6.9). Yes. [An97]

**C8.4** Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?

A. Yes. Each Location. [An97]

**C9.3** If a MTR has a Spotter, can it fire at units that are in its manning unit’s LOS but not in its Spotter’s LOS?

A. Yes. [Gen24.2; An95w; An96]

**C9.3** May a leader in the same Location as a SW mortar using Spotted Fire modify that mortar’s TH DR? May a leader that is Spotting or that is stacked with a Spotter?

A. Yes. No. [An96]

**C9.3** See C1.2 & C9.3

**C10.1** May a unit attempt to repair a hooked-up Gun?

A. No. [An92; An95w; An96]

**C10.3** In determining the Manhandling DRM based on TEM, if a Gun is pushed across a wall hexside via a road that goes through a break in the wall, is there still a +2 wall TEM Manhandling DRM? If a Gun is pushed into a non-pontoon bridge hex via a road hexside, is there still a +1 Manhandling DRM based on the bridge’s TEM?

A. No. No. [Gen24.2; An95w; An96]

**C10.3 & E5.2** What is the C10.3 “+Y” DRM for Manhandling a boat into marsh (B16.4) or a fordable Water Obstacle (B21.41)?  
A. Just like a Gun, a boat may not be Manhandled into such terrain, although one could of course be Beached in such terrain (if the marsh were flooded) in the normal manner. (This supersedes the prior answer to this question in the *An95w*). [An96]

**C12.21** The rule says that leadership DRM never apply when firing a RCL; can't a leader apply his leadership DRM to a RCL attack being made by a MMC in his hex?  
A. No. [Gen24.2; An95w; An96]

**C13.42** If using a BAZ45 to fire WP, does the target's TEM apply both to the TH DR and to any resulting WP MC?  
A. No – in this case it applies only to the WP MC. [An93b; An96]

## **Chapter D**

**D.8 & D5.31** May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (D.8B)? A Specific Collateral Attack (D.8A)?  
A. Yes. No. [J1]

**D1.81 & D3.7** In all AFV with a “#x2” multiple-BMG arrangement, both BMG malfunction, and are repaired or disabled, individually. If the player has no appropriate AFV card, all such occurrences must be noted on a side record. [p.H52, British Vehicle Note 6; An96]

**D1.81** See C3.2, D1.81-.82 & D8.5

**D1.82** See C3.2, D1.81-.82 & D8.5

**D2.32** Is LOS drawn from the front CAFP in ALL cases for both fire from and to the vehicle in bypass? Even if the vehicle is in reverse motion?  
A. Yes. Yes. [J1]

**D2.32 & D3.2** If a vehicle in Bypass is hit in the hull by an ordinance weapon from within the same hex, is the Target Facing that is hit the side, or is it determined randomly?  
A. Side; the Target Facing of a turret hit would depend on which way the TCA was pointing. [An97]

**D2.38** See A8.2, B23.31 & D2.38

**D2.5** Can a tracked amphibious vehicle attempt an ESB DR while using amphibious movement?  
A. No – but it could be used to gain land MP in the same turn that it uses amphibious MP. [Gen24.1; An95w; An96]

**D2.5** If a tracked AFV enters terrain that requires “ALL” of its MP allotment, may it then attempt ESB to gain extra MP?  
A. No. [An92; An95w; An96]

**D3.2** See D2.32 & D3.2

**D3.7** See D1.81 & D3.7

**D4.3** See B20.8 & D4.3

**D5.1** FREE FRENCH: Free French Inherent crews are considered British when determining their morale as per D5.1. [F.8B p.F2<sup>92</sup>; An96]

**D5.31** See D.8 & D5.31

**D5.311** If the turret/upper superstructure of an AFV's rear Target Facing is unarmored but the hull of the rear Target Facing is armored, then in applying this rule is an attack versus the AFV's rear Target Facing treated as against an unarmored Target facing so that the crew is Vulnerable?  
A. Yes. [Gen24.1]

**D5.32** See C3.32 & D5.32

**D5.34** See A9.61 & D5.34

**D5.411** Is there any way to self-destruct a vehicle that cannot have an Inherent Crew?  
A. No. [An95w; An96]

**D5.42 & D6.4** If an Infantry unit enters an Abandoned vehicle to become its inherent crew (D5.42), is the vehicle considered to be “expending” all its MP so that it can be Defensive First Fired upon just as any vehicle that is loading Personnel units?  
A. Yes, but not as a moving target of course. [Gen24.1; An95w; An96] {Expanded to also reference D5.42. SR}

**D6.2** See C7.42 & D6.2

**D6.24** The rule says that if a Bailing Out unit does not break, any SW it is carrying must still be removed from the vehicle; does the unbroken Bailing Out unit retain possession of the removed SW?  
A. Yes. [Gen24.1; An95w; An96]

**D6.4 & D6.5** A gun's crew pays no extra MF to (un)load from/onto a vehicle while (un)hooking its GUN. Can a crew that is (un)loading from/onto a vehicle while (un)hooking its Gun be attacked by Defensive First Fire?  
A. Yes, based on the crew's (un)hooking MF expenditure. See the D5.43 example. [Variants in Gen24.1 and An91; An92; An95w]

**D6.4** See D5.42 & D6.4

**D6.5** See D6.4 & D6.5

**D6.63** If a Passenger fires during its AFPh from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing in the AFPh?  
A. No. [Gen24.1; An90; An95w; An96]

**D6.631 & D10.5** SW REMOVAL & SCROUNGING: (See F.9 p.F2<sup>92</sup> for British/U.S. vehicles). [An96]

**D6.64** See A7.51 & D6.64  
See A13. & D6.64

**D6.65** See A7.53, A10.7 & D6.65

**D7.11** If a vehicle's crew is eliminated or breaks after it has declared an overrun attack, is there any effect on the FP of the overrun? If it is pinned, or forced to BU?  
A. Yes, since the vehicle is now Immobile, the overrun FP is halved. No. [J1]

**D7.13** If an armed vehicle conducts an OVR, may its still fire its MA later in the same MPh?  
A. Only as part of another OVR (i.e., as per D7.14). [An91; An95w; An96]

**D7.21** Is a CC marker placed immediately after a CC Reaction Fire attack is made?

A. Yes, unless the vehicle and PRC are eliminated by the attack. [J1]

**D8.5** See C3.2, D1.81-2 & D8.5

**D9.31** If Infantry using Armored Assault breaks, does it still receive the +1 TEM for the vehicle if the latter remains in the Infantry's Location? If the AFV ends its MPh in Motion?

A. Yes. No (but note that Motion status does not apply until the end of the Vehicle's MPh). [Gen27.1; An91; An95w; An96]

**D9.31** See A4.63 & D9.31  
See A8.3 & D9.31

**D9.5 ARMORED CUPOLA:** Since it is treated as an Immobile tank, CC vs. an armored cupola requires the use of PAATC and CCV in the normal manner. An armored cupola set up directly behind a wall/hedge is always assumed to have Wall Advantage over those hexsides (even if set up after an enemy unit that is ADJACENT to it across such a hexside(s)) unless it is Abandoned or its Inherent crew is shocked/stunned. If an armored cupola is set up using HIP, it is revealed when an enemy unit enters its Location (or attempts to claim Wall Advantage while ADJACENT to it). If this occurs in the APh, the entering unit must immediately take a PAATC (if normally required to do so), failure of which Pins it in the armored cupola's Location. An Armored Cupola may also be placed in shellhole or debris terrain. An armored cupola, if considered a Dug-In tank, can become a burning wreck. [O.7 p.O1; An96]

**D10.5** See A9.72 & D10.5  
See D6.631 & D10.5

**D13.35 & F.10** May an Inherent crew place WP grenades?

A. No. [Gen27.1; An91] {Edited for v2 and added reference to D13.35. SR}

## Chapter E

**E1.16** What happens if a vehicle declares entrance of a Location containing a HIP Fortification and:

a) Additional MP are required to enter (e.g., Wire)?

A. The Fortification is revealed and the vehicle expends, if available, the additional MP to enter. If sufficient MP are not available, the vehicle must spend its remaining MP to Stop.

b) A Bog check is required?

A. The Fortification is revealed and the Bog Check is taken. [J1] {Edited for v2.}

**E1.2.** If a Scenario Defender's HIP/concealed MMC has SMC/SW recorded on a side record with it, and the unit moves with the recorded SMC/SW, are the SMC/SW still noted on a side record? If a Scenario Defender's HIP/concealed MMC loses concealment, are those recorded SMC/SW placed on board unconcealed?

A. Yes. Yes. [J1]

**E1.21** Making a Freedom-of-Movement dr is not a concealment-loss activity. [p.E26<sup>90</sup>; An96] {Edited for v2.}

**E1.21** Do armed but unarmored vehicles gain Freedom of Movement as if they were AFV?

A. No. [An92; An95w; An96]

**E1.21** See A25.221 & E1.21

**E1.55** Any FFE resolution permits the occurrence of Jitter Fire thereafter. [p.E26<sup>90</sup>; An96] {Since the hexes of a FFE are considered Gunflashes per E1.87. SR}

**E1.552** Jitter Fire does not bestow Freedom of Movement. [p.E26<sup>90</sup>; An96]

**E1.7** The Night LV DRM is never > +1, and can apply irrespective of the range to the target. [p.E26<sup>90</sup>; An96] {Note that the ASLRBv2 added an exception to E1.7 saying the Night LV DRM does not apply if the target is in the same hex as the firer. That exception did not exist in ASLRBv1, which is where this Q&A came from. SR}

**E1.71** See ASOP & E1.71

**E1.8** A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). [p.E26<sup>90</sup>; An96]

**E1.91** The "friendly unit" mentioned in the first two conditions *must* fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does *not* allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p.E26<sup>90</sup>; An96] {This clarifies the odd "and fires" phrasing in those conditions. SR}

**E1.922 & E1.932** The three methods listed in E1.922 are not mutually exclusive; e.g., a unit wishing to fire a starshell/IR and able to use method 2 *may* use method 3 instead. [p.E26<sup>90</sup>; An96]

**E1.932** A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p.E26<sup>90</sup>; An96]

**E1.932** See E1.922 & E1.932

**E2.41** Is Civilian Interrogation still possible if the ATTACKER'S Sniper counter has been eliminated?

A. Yes. The ATTACKER places the Sniper counter back onboard within six hexes of  $\geq$  six enemy-occupied hexes, etc. (as per A14.2); make and resolve the Random Location DR, and then remove the Sniper counter. [An95w; An96]

**E3.1** See A6.7 & E3.1  
See A10.531 & E3.1

**E3.65** B14.3 says orchards are not Open Ground, while B14.4 says orchard movement costs are the same as for Open Ground; so is an orchard considered Open ground for purposes of mud MF/MP expenditures?

A. No – because E3.65 refers to "otherwise Open Ground hexes". Note, however, that mud effects would apply in an unpaved orchard road (and in Open Ground shellhole hexes as well). [An93a; An95w; An96]

**E5.2** See C10.3 & E5.2

**E5.52 & E5.53** When a boat sinks in shallow water or when it is beached after being hit by ordnance (E5.52), is the TH DR used for the attack vs. the Passengers? Are they attacked by the

(halved) HE Equivalency of the hit on the boat?

A. Yes. Yes. [J1]

**E5.53** See E5.52 & E5.53

**E7.41** Is a MG attack by aircraft subject to Covering?

A. No. [An91; An95w; An96]

**E7.6** Are Observation Planes subject to Arrival (E7.2)?

A. No, they do not take counter form. [J1]

**E8.21, E8.3, E9.3 & E9.43** Neither Glider/Parachute counters nor their contents can cause enemy units to lose concealment. [p.E26<sup>90</sup>; An96]

**E8.232 & E9.42** A glider/parachute always lands *beneath* any Wire counter in its hex. [p.E26<sup>90</sup>; An96]

**E8.3** How is ordnance fire conducted versus a landed glider?

A. As per E8.3, but also treating the glider as a Stopped truck (of “0” Target Size), and using the proper TK Table and Unarmored TK# (or IFT ★ Vehicle Line for a mortar). A DFPh ordnance attack versus a glider that landed in the preceding MPh would also use TH Case J. [An92; An95w; An96]

**E8.3** See E8.21, E8.3, E9.3 & E9.43

**E8.41** Can glider Personnel suffer ELR Replacement?

A. Yes. [An95w; An96]

**E9.1** If the contents of a parachute are placed on board before the APh (e.g., a failed E9.42 landing TC), are they still considered paratroops (e.g., for purposes of E9.5 and 9.6)?

A. Yes. [J1]

**E9.11** Is a Parachute counter considered a Known enemy unit?

A. Only after it lands onboard (and is in the LOS of an enemy unit); however, its contents cannot be inspected by the opponent until the Parachute counter is removed from play. [An95w; An96]

**E9.3** See E8.21, E8.3, E9.3 & E9.43

**E9.42** If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind. [p.E26<sup>90</sup>; An96] {Edited for v2.}

**E9.42** See E8.232 & E9.42

**E9.43** See E8.21, E8.3, E9.3 & E9.43

**E10.2** An armed vehicle receiving the B# benefits of an Ammo Vehicle still suffers Special Ammunition Depletion (C8.9) in the normal manner. [p.E26<sup>90</sup>; An96]

## Chapter F

**F.10** See D13.35 & F.10

## Chapter G

**G.9B-.9D** If two or more overlays overlap – even if just along one of their exterior hexsides – each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay’s (or topmost overlay’s, should two or more overlap) hexsides and vertices – not those covered by it – matter for rules purposes. In addition, treat and extraneous

terrain (e.g., a sliver of a wall/hedge/building not completely covered by an overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by an overlay. [Gung Ho Overlay; An95w; An96]

**G1.422** Can a Hidden T-H Hero cause Search/Mopping-Up casualties?

A. No. [Gen27.2; An92; An95w; An96]

**G1.422** May a T-H Hero be set up HIP possessing a DC?

A. No, because he cannot be set up possessing a SW (G1.423). [Gen27.2; An92; An95w; An96]

**G1.423** May a hidden T-H Hero be designated as a mortar spotter?

A. No. [An91; An95w; An96]

**G1.423** May a T-H Hero detonate a Set DC?

A. Only an A-T Set DC (G1.6121). [An93a; An95w; An96]

**G1.5** Must a wounded Japanese leader make a Minimum Move if he lacks the MFs necessary to enter the first Location of the Banzai Charge he is part of?

A. Yes (but he would *not* be pinned as a result). [An93a; An95w; An96]

**G1.632** Since B8.6 says a tunnel’s “exit must be in a ... brush or woods hex” and G1.632 says that all tunnel rules apply in the normal manner, may a pillbox tunnel exit into a woods or brush hex if all woods are jungle and all brush is bamboo as per G.1?

A. Yes – and may also exit into kunai (since it is treated as brush). [An93a; An95w; An96]

**G3.2** Do the first two lines of this rule apply to entry from a tunnel-exit or pillbox in the hex? May a *bunker* (B30.8) exist in bamboo?

A. No to both. [An95w; An96]

**G3.4** May a Gun set up in a Bamboo hex that does not contain a trailbreak?

A. Yes. [An96]

**G9.52** Can Infantry beneath a Panji counter recover a SW above the Panji counter?

A. Yes (but Infantry above a Panji counter could not). [J1]

**G11.7** May a Gun set up in a cave that is not accessible to a cave complex?

A. Yes; see G11.92 [J1]

**G11.7** May Japanese Dummy units enter caves?

A. Yes. [J1]

**G11.84 & G14.62** How is NOBA LOF (G14.62) traced for the purpose of attacking caves?

A. From its designated Ocean hex (G14.62). [An97] {G14.62 cross-reference retained from VFTT #10 version. SR}

**G11.85** May a BAZ45 fire WP into a cave?

A. Yes, and G11.85 applies unchanged except that the BAZ uses its own TH table. [An95w; An96]

**G12.111, G12.13 & G12.671** Can a LC Inherent crew be eliminated without eliminating the LC? Can it break?

A. No to both; LC Inherent crews only suffer (cumulative) Stun results; see G12.111. [J1]

**G12.13** See G12.111, G12.13 & G12.671

**G12.43** What happens if a Passenger vehicle aboard a fully loaded LC is destroyed but its PRC survive, thus causing the LC's PP capacity to be exceeded?

A. Nothing – the ex-PRC remain aboard the LC at no penalty. [An93b; An96]

**G12.5** Since a LC cannot use Prep Fire unless it is Fast Aground, may it, if Beached, (un)load its Passenger(s) *and* use that same MP expenditure to conduct Bounding First Fire?

A. Yes – in fact any vehicle may (un)load and fire in this manner unless otherwise prohibited. [An93a; An95w; An96]

**G12.671** See G12.111, G12.13 & G12.671

**G13.401 & G13.46** Does the -1 Acquisition DRM for the first shot of a Gun apply to LVTs? Does it apply to 37\* INF guns? Does it only apply to the 20 AM scenario of BRT CG II and CG III? Does it only apply to shots against LVTs (and not other vehicles)?

A. Yes, No, Yes, Yes. [BRTG; Mw24H]

**G13.46** See G13.401 & G13.46

**G14.32** Are Infantry/Cavalry on the Assaulting/Evacuating side considered Fanatic in this manner while on a pier?

A. Yes – and the second paragraph of G14.32 applies to them as well. [An93b; An96]

**G14.62** See G11.84 & G14.62

**G17.41** Can a Napalm Blaze possible Spread (B25.6) before it becomes – or even if it cannot become – a Terrain Blaze?

A. No. [An92; An95w; An96]

**G17.41** Does a Napalm Blaze force units to exit the hex/Location as per B25.4?

A. Yes. [An92; An95w; An96]

**G17.41** Is the NCA TEM of a Pillbox added to the TH DR of a Napalm attack using the Infantry Target Type? Is it added to the Effects DR?

A. Yes. No. [J1]

## **Chapter H**

### **• Vehicle and Ordnance Notes**

**Danish Vehicle Note 24, Nimbus 20mm TD Motorcycle** May the two crews of a Nimbus start a scenario dismounted?

A. Yes, but not with its weapons Removed.

Can broken dismounted Infantry possess a Nimbus that is in Bypass of an obstacle?

A. No, the broken infantry must drop possession when it occupies the obstacle. [J1] {Edited to remove Q&A covered by J8. SR}

**U.S. Vehicle Note V** Can such a weapon (i.e., one that cannot fire in the VCA at the same level) attack in OVR?

A. No. [J1]

## **Chapter J**

**J2.31** If a non-Hand-to-Hand Melee already exists in a Location, may the ATTACKER still declare Hand-to-Hand?

A. Yes. [An95w; An96]



## Official Q&A: Other Items

### A Bridge Too Far

#### • Map

**Hex R20 & R1.12** Is hexside R20/R21 a rowhouse hexside (R1.12)?

A. No. [J2; Mw24H] {Added R1.12 reference. SR}

**LOS** 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 a clear LOS to a unit at level 0 in hex Q18)?

A. Yes (no). [J2; Mw24H]

### Blood Reef: Tarawa

#### • Chapter T

**T2** Does an LVT wreck in a BRT shallow reef hex (level -1) create a hindrance between a hinterland (level 0) and another shallow reef (level -1) hex?

A. Yes, per G13.21 all these LOS are treated as being at Level 0. [J2; Mw24H]

**T2.1** Since Exposed Reef is treated as hammada, do vehicles need to roll for Immobilization in adjacent hexes?

A. No. [BRTG; Mw24H]

**T2.2** Does the hinterland hindrance apply to LOS from Command Bunker Rooftops, or from Towers, to Ocean hexes?

A. Yes, No. [BRTG; Mw24H]

**T2.31 & T15.602** Since CE markers are removed earlier in the RePh (15.602), are vehicles considered CE for Bog Removal purposes (15.6042)?

A. Yes. [BRTG; Mw24H]

**T3.1** Does the non-building (i.e., bypassable) portion of Building and Command Bunker hexes contain Soft Sand?

A. Yes. [BRTG; Mw24H]

**T4.31** Do both Marines and Japanese infantry pay 3 MF for building/palm hexes?

A. Yes. [BRTG; Mw24H]

**T6.21** Is the Island Command Bunker underground location fortified?

A. Yes. [BRTG; Mw24H]

**T6.4** Can a Passage connect Locations that are 2 hexes apart?

A. No, Passages only connect adjacent Locations. [J2; Mw24H]

**T8.1 & T15.6141** Per T8.1 & T15.6141 do the CG automatically begin with two 8-in. Guns? May the Japanese purchase an additional two 8-in. Guns?

A. Yes to both. [J2; Mw24H]

**T15.4 CG2** So let me get this straight. All At-Start Formations (e.g., in CG III, the 3/2, 2/2, & 2/8 BLTs) are assigned to Assault Waves prior to start but after Japanese setup. The base Formations (F1-F5) cannot switch between BLTs. At-Start auxiliary Formations (F6+) can switch between At-Start BLTs, but not

between Reinforcement BLTs (i.e., Follow-On Battalion, Regimental Reserve, or Divisional Reserve) and vice versa. All Formations of a Reinforcement BLT are assigned to Assault Waves in the RePh preceding the CG Date in which the first element of that Reinforcement BLT will enter. No Reinforcement BLT may enter before all of the base At-Start Formations have entered.

The Follow-On Battalion (but not the Regimental Reserve or Divisional Reserve) may enter before all of the At-Start auxiliary Formations have entered, but once the Follow-On Battalion has started to enter no more At-Start auxiliary Formations may enter until all of the Follow-On Battalion has entered. Since it is a Reinforcement BLT, the Follow-On Battalion does not have to be assigned to Assault Waves before start, but if you want to bring the Follow-On Battalion on before all of the At-Start auxiliary Formations enter, you are going to have to leave room for it on the Landing Record Table.

A. Yes. [J2; Mw24H]

**T15.4 CG2.2** Are the Marines allowed to set up entering forces on the Red/Green hexes (the Z-hexrow)?

A. Yes. [BRTG; Mw24H]

**T15.4 CG2.2-2.4** Do the Marines get reinforcements during night scenarios? Can retained LVTs enter?

A. No, No. [BRTG; Mw24H]

**T15.4 CG2.3** When CG2.3 says that one or two Formations get assigned to each Assault Wave, does this mean one or two Formations from each BLT per Assault Wave, or one or two Formations total per Assault Wave?

A. One or two Formations total per Assault Wave. Note that there is one Assault Wave per Entry Area per turn of entry. [J2; Mw24H]

**T15.4 CG2.3** Is Red hex Z33 in play? Is Z33 enterable by any unit? Can non-Scout-Sniper/non-Jeep units set up in Z33 if entering from offboard? Can units move offboard from Red Beach 2 to/from Red Beach 3 via Z33 (or moving even further offboard)?

A. No, No, No, No (No). [BRTG; Mw24H]

**T15.4 CG4a** Do Hinterland hexes with seawalls get the -2 DRM for sand when rolling for Naval Bombardment against the seawall(s)?

A. No. [BRTG; Mw24H]

**T15.4 CG19, T15.5 CG II and CG III Initial-Scenario SSR 5** Are Japanese Armor Leader rolls made with a dr (per SSR 5) or DR (per SSR CG19)?

A. A dr. [BRTG; Mw24H]

**T15.5 CG I** Is the Scout-Sniper Platoon available (per CG2.2 Formation Table, footnote k) for use in the Initial scenario of CG I?

A. No, it is not "available" at all in CG I (just as the 3/2 isn't "available"). Its components are part of the at-start Marine forces. [J2; Mw24H]

**T15.5 CG I** The Japanese OB has only 6 MMG and 6 LMG total (in the Reserve Pool); is this correct?

A. Correct. [J2; Mw24H]

**T15.5 CG I SSR2** When CG I SSR2 says "Only the 1<sup>st</sup> Bn, 6<sup>th</sup> 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. [J2; Mw24H]

**T15.5 CG I SSR 4** When CG I SSR4; 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. [J2; Mw24H]

**T15.52 CG II and T15.53 CG III Initial-Scenario SSRs 3 and 4** May Black Beach Bombproofs roll for Freedom of Movement on Turns 1 and 2, despite not being able to actually move until Turn 3?

A. Yes. [BRTG; Mw24H] {Original referenced T15.5; I expanded it to T15.52 and T15.53. SR}

**T15.53 CG III Initial-Scenario SSRs 3 and 4** See T15.52 CG II and T15.53 CG III Initial-Scenario SSRs 3 and 4

**T15.602** See T2.31 & T15.602

**T15.6132** Can retained offboard weapons roll for repair?

A. Yes. [BRTG; Mw24H]

**T15.6141 & CG I** Gun Purchase Points; is the Max Per Beach doubled for the 'Elements of 3<sup>rd</sup> SBF'?

A. No. [J2; Mw24H]

**T15.6141** See T8.1 & T15.6141

**T15.6143** Can the Japanese SAN be bought with pre-game FPP?

A. Yes. [BRTG; Mw24H]

## • Other Q&A

Is PTO Terrain (G.1) in effect?

A. No. [J2; Mw24H]

**B27.6** Can units in a lower-level adjacent hex enter a trench directly (EX: A unit in a Beach hex moving directly into a trench in a Hinterland hex)? Would this be possible if a Seawall is on the intervening hexside?

A. No, No. [BRTG; Mw24H]

**B30.2** What is the movement cost for a MMC to Place a DC into a hinterland pillbox hex containing palm trees, through the CA?

A. 1 MF. [BRTG; Mw24H]

**D8.21** Is hinterland Soft Sand "soft" for Bog DRM purposes? Is beach Hard Sand "soft" for Bog DRM?

A. No, No. [BRTG; Mw24H]

**G13.401 & G13.46** See Official Q&A for Chapter G on page 15.

**G13.46** See G13.401 & G13.46

## • SSRs

**SSR BRT1, B6.42** According to B6.42, it sounds like there is no Bridge Collapse DR made until such time as the total vehicle weight on the bridge exceeds 10 tons. However, B6.42 also says that "Wooden bridges may collapse under loads > their current weight limit", which is defined as 8 tons in SSR BRT1. M3 GMC halftracks weigh 9 tons – do they need to take the Bridge

Collapse DR?

A. Yes. [BRTG; Mw24H]

**SSR BRT5** On a HOB final DR of 5-7, do the Marines just receive a hero, or both a hero and Battle Hardening?

A. Both. [BRTG; Mw24H]

**SSR BRT11** Can an LVT unload directly onto a pier?

A. Yes. [BRTG; Mw24H]

**SSR BRT11** Is the LVT unloading-in-ocean Task Check taken at the time it wants to unload (after stopping but before the unloading MP are spent)?

A. Yes. [BRTG; Mw24H]

## Festung Budapest

### • Frequently Asked Questions

**Q.** What is the ELR of units with an underscored Morale Factor, and what happens if they fail a MC by more than their ELR?

**A.** SS units [*EXC: SS Assault Engineers*] are treated as if their Morale Factor is not underscored and are handled per FB15.1; their ELR in a CG is described in SSR CG16 (FB17.4). All other units with an underscored Morale Factor [*EXC: Arrow Cross Militia units in scenario FB12*] always have an ELR of 5 [*EXC: ELR of 4 if a Scenario Defender in a Night CG scenario*] and Deploy into two HS when they fail a MC by more than their ELR. [J10; Mw24H]

**Q.** Are Optional Armament (D1.84) ever available in **Festung Budapest** scenarios/CGs?

**A.** Only per SSR CG18 (FB17.4) or if specifically designated, [J10; Mw24H] {See also Optional Armament in HASLs under AH/MMP HASLs on page 145. SR}

**Q.** Does Romanian Ordnance Note 12 apply to the Hungarian 76L ART?

**A.** Yes; if captured by the Russians, it does not suffer Captured Equipment penalties, but it does suffer from Ammunition Shortage per FB16.14, and SSR FB17 is NA. [J10; Mw24H]

**Q.** When CG I (FB17.51) Initial Scenario Special Rule 1.9 and CG II (FB17.52) Initial Scenario Special Rule II.10 refer to "automatic Battery Access for their first Fire Mission", does that automatic Access negate the requirement for a C1.21 extra Battery Access draw? Does it matter when during the Fire Mission an extra draw would otherwise be required?

**A.** Access is automatic regardless of when during a first Fire Mission that C1.21 would ordinarily require an extra draw; no extra draw need be made for first Fire Missions. [J10; Mw24H]

**Q.** May an Air Support RG or the radio of an OBA module purchased with Russian GCPP enter on Turn 1 in light of the restrictions in CG I (FB17.51) Initial Scenario Special Rule 1.7 and CG II (FB17.52) Initial Scenario Special Rule II.8?

**A.** Yes; neither one is a "unit." [J10; Mw24H]

**Q.** How long does the Ground Snow at the start of CG III last (FB17.53 III.1)?

**A.** Through 4 February, absent additional Snow Weather (FB17.6181). [J10; Mw24H]

**Q.** Can a side retaining two non-isolated Assault Engineer squads retain two FT *and* two DC per FB 17.6134?

**A.** Yes. [J10; Mw24H]

**Q.** How would the “Axis Attack Scenario GCPP Replenishment Adjustment” (FB17.6163) and the -2 DRM in the FB 17.6201 RG Strength Table for selecting the Axis “Attack” chit ever apply given that Initiative Determination occurs later during the RePh in step FB17.623? Does this DRM ever apply to Russian RGs?

**A.** The Axis player would have to secretly commit at this point (RePh step FB17.6163) to choosing the Attack chit at the proper time later in the RePh. No. [J10; Mw24H]

**Q.** Do units in Reserve RG (FB17.6194b) count for determining HIP/dummies/Cloaking/Majority-Squad-Type or the number of squads that may set up on-map Deployed?

**A.** No; units in Reserve Infantry RGs may Deploy prior to setup as if entering on a separate Game Turn (A2.9). [J10; Mw24H]

**Q.** May a non-”F”-type Fortification (FB17.621) ever be set up in a map-edge hex? Can a Foxhole be dug in a map-edge hex during play?

**A.** No; all map-edge hexes are considered Front Line Locations (FB17.605; FB17.6053) so only “F”. type Fortifications may set up in them. Yes. [J10; Mw24H]

## **Kampfgruppe Peiper I and II**

### • **Chapter P**

**P3.3** Is a SdKfz 2 Kettenkrad considered a motorcycle for the purposes of this rule?

**A.** Yes. [An95w; An96; Mw24H]

**P4.11** Are Riders allowed IN a stream-woods/orchard hex?

**A.** Yes – Riders are not affected by the woods/orchard while they are IN the stream. [An95w; An96; Mw24H] {Fixed in ASLRBv2 B33.11. SR}

**P5.11** What is “half the normal Bypass MP expenditure”?

**A.** One MP if on paved road (i.e., half of the normal two MP for Bypassing in Open Ground), or 1½ MP if on an unpaved road (i.e., half of the normal three MP for Bypassing in Soft (as per SSR KGP 5) Open Ground). [An95w; An96; Mw24H]

**P5.141** See B31.141 & P5.141

**P8.4 CG8** When the U.S. player receives AFV with bow-mounted FT, may he secretly note it on a side record, or does he have to mark the AFV with a (BMG disabled) counter?

**A.** He may secretly record the status, but must reveal the existence of the FT as soon as the AFV is unconcealed and in LOS of and within 16 hexes of a Good Order enemy ground unit. [An97; Mw24H]

### • **Kampfgruppe Peiper I & II SSR**

**SSR KGP3** Unless all fire originates in-hex, all such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26). [J4]

## **Pegasus Bridge**

### • **Chapter Q**

**Q5.1** How is a gully/irrigation-ditch hex (e.g., PB R22) treated.  
**A.** Like a gully hex. [J1; Mw24H]

**Q9.1** Does the German control all Strategic Locations at the start of CG I?

**A.** Yes. [An97; Mw24H]

**Q9.4 CG4b & Q9.6058** During the RePh following the completion of the Night I scenario, do units north of hexrow CC have Freedom of Movement and thus may be shifted to new starting positions when setting up for the Night II scenario?

**A.** Yes; see Q9.6058 [J1; Mw24H]

**Q9.4 CG4c & Q9.6058** Can German units in Benouville which remain under a “No Move” counter at the conclusion of CG Night II set up in Night III with Freedom of Movement in any hex of the same friendly set up area? Or must they set up in the same hexes they were in at the conclusion of CG date Night II?

**A.** Yes. No. See Q9.6058. [J1; Mw24H]

**Q9.4 CG17** If a HS remains in the Walking Wounded box at the end of the RePh, is it removed or does it remain there till the next RePh?

**A.** It is removed. [J1; Mw24H]

**Q9.51 CG I** There are three German setup areas in the initial scenario of PB CG I. Can 25% of the *total* German at-start force set up HIP in any of the areas?

**A.** No; HIP, Dummies, and deployment should be calculated separately for each of the three setup areas. (See Q9.4 CGSSR4a Errata.) [An97]

**Q9.6058** See Q9.4 CG4b & Q9.6058  
See Q9.4 CG4c & Q9.6058

**Q9.61741** Which is correct? The entry arrows on the PB map or the CPP Entry Cost Table?

**A:** The entry arrows on the PB map are correct. (See Errata.) [An97]

### • **Map**

What level is hex Z8 at?

**A.** Level -1. [An97; Mw24H]

### • **Pegasus Bridge SSR**

**PB SSR14** Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?

**A.** No. [An97; Mw24H] {An97 mistakenly cites SSR1. SR}

## **Red Barricades & Red Factories**

### • **Chapter O**

**O1.2** What is the cost for a fully-tracked AFV to enter a roofless Factory hex through a Vehicle-sized entrance?

**A.** One-quarter of its MP. [An96]

**O5.33** Does Breaching a Factory Interior Wall that is a hexside of a Fortified Building Location permit entrance of that Fortified

Building Location just as if the latter itself had been Breached?

A. Yes – but the effects given in O5.331 also apply. [An93b; An96]

**O5.33** When Breaching a Factory Interior Wall, do units in the target Location receive TEM as if the fire originated from outside (+3, or +4 if Fortified) or inside (+1, +2 if roofless or Fortified, +3 if both) the Factory?

A. Inside. [An97]

**O5.33** See B23.9221 & O5.33

**O6.1** See A12.152 & O6.1

**O6.3** See A24.4 & O6.3

**O10.45** May a MOL-Projector “fire smoke” at a vertex just to avoid the Case Q (TEM) TH DRM?

A. No – it can fire at a vertex only to attack a Bypassing unit. [An95w; An96]

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

A. No. [An97]

**O11.4 CG10** When Retaining an OBA module, is its draw pile Retained as is?

A. No, it is restored to the number of black and red chits it had at the start of the previous scenario. [An92; An95w; An96]

**O11.4 SR CG10** If an OBA module is retained but currently has no radio or field phone, may the player choose one to replace it?

A. Yes – but choosing a radio to replace a field phone (or vice-versa) is NA. [An92; An95w; An96]

**O11.4 CG10** May a Retained field-phone/Offboard-Observer/-Pre-Registered-Hex be moved to a new legal Location for the next CG scenario?

A. Yes. [An93a; An95w; An96]

**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. [An92; An95w; An96]

**O11.619 & O11.6205** Do countermix limits apply to RG purchases?

A. No. Players should mutually agree on the substitution of other types for those lacking – or purchase more countersheets. [An91; An95w; An96]

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

A. No. [An93b; An96]

**O11.6194b** Does a Stuka cause activation of a reserve group by being within 3 hexes of it? Are Stukas free to attack Reserve Units?

A. No, it must be within 1 hex (E.5). Yes. [J1]

**O11.6205** See O11.619 & O11.6205

**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. [An93a; An95w; An96]

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

A. No. [An97]

## Unofficial Q&A: Rules

### ASOP

**ASOP, A4.43 & A4.44** If in Step 3.32A of the ASOP, a leader Recovers a SW from a Broken unit and immediately drops it, is that leader assess the PP for that SW weapon? Is the weapon(s) considered to have been portaged for purposes of the last sentence of A4.4? If a unit does not drop a SW in step 3.22A of the ASOP, but waits until step 3.32A is the weapon considered to be unpossessed and the unit not assessed the PP cost?

A. No. No. Only if no MF were expended before dropping the SW. [K33-ARE]

**ASOP & A10** The ASOP for 6. Rout Phase says “ATTACKER first, then DEFENDER (A3.6). Each step in the ASOP is indicated as “Both” Should the RtPh be conducted as

a) ATTACKER does Steps 6.11, 6.12, 6.21, 6.31 then DEFENDER does Steps 6.11, 6.12, 6.21, 6.31

or

b) ATTACKER does Step 6.11, DEFENDER does Step 6.11, ATTACKER does Step 6.12, DEFENDER does Step 6.12, ATTACKER does Step 6.21, DEFENDER does Step 6.21, ATTACKER does Step 6.31, DEFENDER does Step 6.31

or

c) ATTACKER does Steps 6.11, 6.12, DEFENDER does Steps 6.11, 6.12, ATTACKER does Step 6.21, DEFENDER does Step 6.21, ATTACKER does Step 6.31, DEFENDER does Step 6.31

d) Some other sequence?

A. (a) [Jonathan Cole to Perry Cocke, ASLML 2 Apr 2003]

**ASOP, A11.3, J2.31** VotG Russian player turn, moved an AFV in a building location containing German squad and leader during MPh, then advanced 3 squads during APh. No ambush occurred, no previous melee. Sequential CC, German player has the first attack (A11.31). When the Russian player must declare HtH?

A. Before the German first attack;

b. Before the Russian first attack but after the German one;

c. Before any Russian attack;

d. He cannot declare HtH.

A. a. (first). [K33]

**ASOP & B8.42** ASOP 3.41A seems to imply that no First fire can be directed against just detected sewer units, only Final fire. Is this correct?

A. No First Fire from above-ground vs sewer units. [K33-ML]

**ASOP & E3.75** E3.75 says: “A Drift is also created in one hex of each mapboard at the start of any RPh in which, prior to the Wind Change DR, Heavy Winds/Gusts were in force in combination with ground or Deep Snow.” My opponent pointed out there is no entry on the ASOP to do this.

A. Step 1.11A is the correct place to do this. [K33]

### Index

**Index “ADJACENT”, A.8 & A20.21** Are units in the same Location considered ADJACENT? Are they considered ADJACENT for purposes of paragraph A20.21? (If not, would a

broken unit that is unable to rout away in the circumstances described in A20.21, namely, without risking Interdiction etc., surrender to an enemy Infantry/Cavalry unit that is in the same Location?)

A. Yes. Yes. (Yes.) [Jamie Roberts to Perry Cocke, ASLML 15 Jan 2003]

**Index “Fully-manned” & A9.22** To be in Good Order a SW needs to be fully manned and a SMC can shoot a MG with half FP. Is it then fully-manned? What is the definition of a fully-manned SW? Would fully-manned SW be without halved FP and no DRM (example Hero with MG) on the SW table?

A. No, an MG manned by a single SMC (heroic or not) is not fully-manned. [K33]

**Index “Good Order”, A.7 & A9.22** Is a SW MG ‘fully manned’ by

a) a non-Heroic SMC,

A. No.

b) a Heroic SMC, or

A. No.

c) two SMCs

A. Yes.

d) and thus in Good Order (if otherwise in Good Order)? Assuming such a MG is capable of at least 2FP in its Normal Range, can it be used to declare a Fire Lane (if otherwise able to do so)?

A. Only the last. [Wayne Hadady to Perry Cocke, ASLML, 5 Mar 2000]

**Index “Scenario Attacker” & Index “Scenario Defender”**

One side of a scenario meets the index definition of Scenario Defender. Is this side the Scenario Defender even when the other side had the option to set up on board but chose to enter wholly from offboard?

A. No. [K33]

**Index “Scenario Defender”** Does an SSR declaring a side to be the Scenario Defender apply even if the ASLRB definition of Scenario Defender is violated in the particular scenario?

A. Yes. [Perry Cocke to ASLML 23 Aug 2003]

**Index “Scenario Defender”** See “Scenario Attacker” & Index “Scenario Defender”

**Index “Subterranean” & A12.152** Can we simply state that if a location is NOT subterranean, it is “above ground”?

A. For the purposes of searching this will work. Cellars are revealed when a hex is searched. [K33-ARE]

**Index “Unarmed” & A22.6** MOL are directly usable on the IFT. Does this just reinforce the interpretation that even if a (1)-0-6 has a SW (inherent or not), it’s still an Unarmed unit until such time as it Scrounges enough Small Arms to trade in its counter for a Conscript counter of the correct size?

A. Until it can scrounge up some, it has no inherent weapons. [Tom Repetti to Perry Cocke, copied to SR 11 & 14 May 2001] {Minor editing. SR}

### Chapter A

**A.5, A.9 & A7.301** How are differing KIA results resolved vs. multiple units in a Location? For example, if a Location which contains six Good Order HS: A, B, C, D, E and F, is affected by

an IFT attack which results, owing to differences in TEM/concealment, in a 1KIA vs. HS A and B, a 2KIA vs. HS C and D, and a 3KIA vs. HS E and F, how do I determine which HS are eliminated and which are broken?

A. Each result applies to each group.

A and B roll for Random Selection for a 1KIA per A7.301.

C and D suffer a 2KIA and are eliminated.

E and F suffer a 3KIA and are eliminated. [Kiri Naiman to Avalon Hill, 1990-1993]

**A.5 & A7.52** What is the total DRM for a two-Location FG: the 1<sup>st</sup> 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?

A. +3. [K33]

**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. [K33]

**A.7** See Index "Good Order", A.7 & A9.22

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

A. Yes. Yes. [K33]

**A.8** See Index "ADJACENT", A.8, & A20.21

**A.9 & A7.301** Four infantry units are in a Location that is effected by a 2KIA IFT result. How many are eliminated if... the Random Selection DR is 6, 6, 5, 3?

A. 2.

the Random Selection DR is 6, 5, 5, 3?

A. 3.

the Random Selection DR is 6, 6, 5, 5?

A. 2. [K33] {Minor editing. SR}

**A.9, A14.23 & E1.4** Are dummy units in a concealed stack with non-dummies considered Eligible Targets when rolling for RS on a sniper attack?

A. Yes; all the Dummies would be considered one (combined) Eligible Target.

When dealing with hexes that have multiple cloaking counters and a RS is called for (e.g. Detection, Sniper, etc) do you RS between each cloaking counter and then RS from there, or do you simply RS between any/all units inside of the cloaking counters? What if one or more of the counters is a dummy?

A. A.9 and A14.23 will apply normally. Ignore the cloaking counters unless they are empty (in which case they count as their own (dummy) unit [A.9] or as part of all Dummies in that Location [A14.23]). [K33]

**A.9** See A.5, A.9 & A7.301

**A.18, A7.7 & A10.8** Does an Encircled, Fanatic 10-2 Leader have a 10ML for MC/TC/etc.?

A. Yes. [K33]

**A1.22** Do *broken* units have a "Normal Range"?

A. No, see A1.4. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**A1.23 & A25.222** When a Partisan squad (or more generally a squad with underlined Morale) fails to Rally with a Commissar:

A Is it Casualty Reduced?

B Is it split in two HS?

When a Partisan half-squad (or more generally a HS with underlined Morale) fails to Rally with a Commissar:

C Is it Disrupted (for a non-partisan)?

D Is it eliminated?

A. A and D. [K33]

**A1.31, A12.3 & A12.32** A HIP leader and a HIP squad are stacked together out of LOS of any enemy unit. The owning player wishes to deploy the HIP squad. Must the squad be placed on board before making the deployment DR?

A. Both the squad and the leader must be placed on board. [K33]

**A1.31 & C9.3** May a mortar spotter deploy? If so, does the mortar spotter designation deploy with one of the HS similar to a SW, freeing up the other HS for other purposes?

A. Yes to both. [K33] {Combined two Q&A. SR}

**A1.6, C10.3, O5.331 & R3.331** A Breach exists in an Interior Factory Wall in a game or scenario to which the above Red Barricades and Red Factories rules apply. What is the US# of the unit currently wishing to cross the breached hexside in the case of a crew attempting to push a Gun which is not a large target through the Breach?

A. 4. [K33]

**A2.5** Can an AFV enter the board with an Overrun?

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

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

A. It is eliminated. [Tate Rogers to Perry Cocke, ASLML, 26 Apr 2000]

**A2.5** 1) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPH when that hex is the only entry hex allowed for the off board forces? If no, then why would A2.5 allow you to enter in the APh?

A. The attacker may attempt entry via that hex and if bounced out may then Advance in. But if the defender is in a Fortified Building and the attacker tries to Advance in he will be hosed. Or if the defender is an AFV, the attacker could be in trouble. Or the attacker may state that entry is blocked in the MPH and come in next turn.

2) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPH when that hex is one of many hexes that is specifically listed for entry by the off board forces, e.g. P1, Q1, R1?

A. The attacker may do so.

3) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is a hex on a board edge that has been identified for entry by the off board forces?

A. Yes. [Perry Cocke, ASLML 8 & 11 May 2001] {Minor editing. SR}

**A2.5** At what level are off-board hexes treated to be at?

A. For boards, those hexes are generally at level zero; some SSRs modify this. [K33]

**A2.5** A scenario is in play, and one side has a reinforcement group that is specified to enter “on/after turn X”. The player of that side sets up reinforcements from this group off board to enter at the beginning of his turn X. Are these units now required to enter on turn X as specified by A2.5 for “All forces scheduled to arrive”?

A. Yes. See also ASOP step 1.11A: “...Set up, offboard, all forces due to enter in this Player Turn...” Don’t set them up if you do not want them to enter. [K33]

**A2.5 & A26.221** Are units that fail to enter “eliminated” for purposes of CVP, or VC in general?

A. Both. [Bruce Probst to Perry Cocke, ASLML 7 Apr 2001]

**A2.51** 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 I11 have to setup off board in hexes of the row I, or may they setup in hexrows H and J and merge into I11 before entry?)

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

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?

A. No. They may merge.

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 pay non-road COT. [K33-d]

**A2.51** If using part of a board with a hill divided by the onboard/offboard line, what level are the offboard hill hexes at?

A. Ordinarily, such hexes are at level 0, barring an SSR or special (e.g., HASL) rule. [K33]

**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. [K33]

**A2.51, D2.5, D8.1, D8.2, E3.65 & E3.724** Are units in offboard hexes immune to Sniper attack as well as “fire”?

A. Yes.

Are units in offboard Open Ground hexes subject to increased movement costs such as E3.65, E3.724, or any other condition that increases the normal movement cost?

A. Yes.

Are units in offboard Open Ground hexes subject to Bog or Immobilization rules for any reason?

A. No.

Can an offboard AFV attempt to increase its available MP via an Excessive Speed Breakdown DR?

A. No. [K33-ML]

**A2.6 & A2.76** Given a scenario with only board 41 in play, are hexes W1 & W10 stream hexes due to A2.6?

A. Moving to off the board from stream hex W1 (or W10) to the imaginary mirror image stream hex would be crossing a stream hexside at the same level -1. (A2.76). [K33]

**A2.76, B20.41 & G.1** Is there any order of applying terrain transformations? Should a dry stream be converted into a gully before connecting via A2.76/G.1 or after?

A. Dry stream is a gully, and gullies don’t connect. [K33]

**A2.76** See A2.6 & A2.76

**A2.8, A6.3 & B20.9** May a unit fire at a Depression hex if they have LOS to the crest level of the hex, but no LOS INTO the Depression hex in the following situations:

A) The hex is devoid of non-HIP units?

B) The hex has a non-HIP unit IN the Depression, but no non-HIP unit at crest level?

A. Yes to both; only units at crest level would be affected (other than for WP).

If the answer to situation B is yes, then would the following also be true for that situation:

1) Would a unit firing Smoke/WP be subject to the +2 Case K DRM to the TH DR?

2) If a hit is obtained with Smoke/WP would it rise from the level of the Depression?

3) Would a WP hit cause the non-HIP unit IN the Depression to take a WP NMC?

A. Yes to all three. [K33]

**A2.9** Must a player setup all units/concealment/fortifications in his scenario given OB? If Yes, does a player who accidentally leaves off part of his OB immediately forfeit the scenario? If No, are units not setup considered eliminated for CVP? Immediately or at scenario end? Should double CVP for capture be assumed, if allowed by the scenario VC? Would any fortifications not setup which count for VC be considered captured by the other side?

A. No. No. Yes, they would be considered eliminated or captured at option of other player. Immediately. At the option of the other player. Use whatever is most beneficial to the other player when considering non-setup Fortifications, either eliminated or captured.

Must a player set up all units, fortifications and other counters listed in his OB? Do the units not set up count as eliminated for CVP purposes? Do fortifications or counters not set up count as captured/controlled by the opposing side for VC purposes? Must a player inform his opponent of the elimination/capture/control of said units/fortifications/counters when the elimination occurs?

A. No. Eliminated, captured, or controlled at other player’s

option. Yes. As soon as it might be material to the VC. Must a player enter all units and counters (EX: motorcycles/horses) scheduled to enter as reinforcements (assuming no SSR mandating entry as Riders/Cavalry/Mounted, etc.)? Do the units not entered count as eliminated for CVP purposes? Do counters (e.g. motorcycles/bicycles/skis/horses) not entered count as eliminated/captured/controlled by the opposing side for VC purposes?

A. No. Eliminated, captured, or controlled at other player's option. Yes. [K33]

**A2.9, A12.1 & B28.** May Dummies set up in a Minefield hex?  
A. Yes. [K33]

**A2.9 & A12.16** A2.9 defines an enemy stack (which may not be inspected prior to play) as: "all units/SW/Guns/entrenchment-counters in a given Location". Is it legal to temporarily remove any info. counters (e.g. WA, TCA, building level counter) that is on top of such a stack and at least look at the top counter prior to play?

A12.16, basically the same question as above but during play – if there is a stack of enemy units that is out of LOS from all of the opponents units – as per A12.16 the opponent can't inspect the stack, but can he still look under any info. counters that are on top of such stacks?

I'm asking in both case is whether it is legal to look under info. Counters (i.e. counters not in the list in A2.9) even if you aren't allowed to inspect the stack that is beneath such counters?

A. It is legal to see under informational counters e.g. WA, TCA, building level counter to see what the topmost counter of the "stack" is since the informational counters are not part of the stack even if not allowed to inspect the stack. [K33]

**A2.9, A12.3 & C3.2** In scenarios in which one side enters from off-board, is the player setting up on board required to indicate the (V)CA of concealed vehicles, Guns and "%” dummies, or is that information kept in a side record until those units move or fire? Also, if the player setting up on board receives OB “?”, is indication of (V)CA of concealed vehicles, Guns and "%” dummies required, or is that information kept in a side record until those units move or fire?

A. Regardless of whether the enemy is setting up on board or entering, concealed units must be placed on board with the[sic] their correct CA, which information is *not* kept in a side record. [K33]

**A2.9, B23.23 & B24.** In pre-game, both sides get to setup rubble counters (B24) per SSR. As such, one side uses their counters to rubble all stairwell hexes in a multi-story building (B23.23) so that all the stairwells are no longer in play. If that building is within one side's setup area, can they elect to set up eligible units in an upper level Location of that building?

A. Yes.

Should A2.9 have errata applied so that it reads "A unit/weapon may not set up overstacked or in a LOCATION it could not enter during the normal course of play"?

A. We will take that under advisement. [K33]

**A2.9 & B23.41** If a vehicle sets up in a building where B23.41 cellars apply, do they roll for cellars?

A. No. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**A2.9 & B23.41** B23.41 states that a vehicle needs to be CT, fully-tracked and BU to enter a building. However A2.9 states that you are only allowed to setup in a Location you can enter during normal course of play. With these two rule sections in mind, may a CT, fully-tracked vehicle set up in a building if CE?  
A. Yes. [K33]

**A2.9 & B23.742** If a vehicle *sets up* in a Factory hex without a vehicular-sized entrance, does it check for Bog/-rubble when exiting that hex into a non-Factory hex?

A. No. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**A2.9 & B27.** Many scenarios state that all or some of the OB, may setup entrenched. Does that mean that only extra foxhole counters may be used? If no, can Trenches, AT-Ditches, and sangers which are all listed under the index as entrenchments be placed as well?

A. Yes, only foxholes, even when the usual rules reference of B27.1 is missing. [K33]

**A2.9 & D2.34** May vehicles setup in bypass?

A. Yes. [K33]

**A2.9 & German Vehicle Note 93 Goliath** May a Goliath (German Vehicle Note 93) set up at scenario start in a hex other than that of its possessor (controller), assuming its possessor (controller) has LOS to the Goliath's Location and it is within 16 hexes?

A. The Goliath does not need to set up in its controller's hex. [K33]

**A3.1 & A4.431** May a leader transfer a SW in the Rally Phase and then attempt to rally one or more units?

A. No. [K33]

**A3.1, A4.431 & A20.5** A20.5: "The captor unit becomes the Guard and may only be relieved of that task during any friendly RPh/APh in which the prisoners—if not involved in Melee with the Guard—are either transferred above another guarding unit in the same manner as a SW (4.431) or abandoned. Such transfer does not penalize either unit's APh/RPh capabilities."

Does this mean a unit could transfer a prisoner AND do other RPh/APh activities (transfer a weapon, rally a unit, deploy, repair a unit, etc.) at the same time effectively giving them two actions?

A. Yes. [K33]

**A3.7 & B27.** May a unit IN a Foxhole Advance out of the Foxhole to above the same Foxhole in the APh? May a unit above a Foxhole Advance INTO the same Foxhole in the APh?

A. Yes to both. [K33]

**A4.12, A4.2 & A4.3** A squad and a leader begin their MPH in M8 of the attached image. Can they move as a stack (gaining the 2 MF leader bonus, leadership modifier to MC/TC DR, LLTC/LLMC, etc.), with the squad bypassing N7-M7 and N7-N6 while the leader bypasses N7-N8 and N7-O8 for 1 MF, then both move into O7 for 2 MF more?

A. No. [K33]





**A4.12, A4.2 & A4.63** Two MMCs and a leader are in 1M7 and move as a stack. The leader and squad A declare a dash move to M5 and squad A successfully places a smoke grenade in M6. Squad B places a DC in L7. The stack then moves to M6 (Leader and squad A as dash move, squad B as normal move) for a cost of two MF. Finally, they enter M5 for a total of 6 MF. Can the leader which has “wasted” 2 MF in M7 still dash? Does squad B have leader bonus even if the leader dashes and it doesn't?

A. All elements of a moving stack must declare Dash or none may. [K33]

**A4.12, A4.42, A4.5 & A4.52** Situation: Open Ground all around, a Leader, HS, and second HS possessing a 5PP MTR start the MPH in same hex. All move together for 5 MF covering 5 OG hexes, none of them using CX while doing so. The HS with MTR stays behind in the 5<sup>th</sup> OG hex, while Leader and the single HS continue to move into the 6<sup>th</sup> OG hex for the 6<sup>th</sup> MF. Now, in the 6<sup>th</sup> OG hex, both Leader and HS declare late CX. Can the Leader and HS continue to move on to a 7<sup>th</sup> OG hex for a 7<sup>th</sup> MF?

A. No. [K33] {This is illegal as the HS with the MTR won't get the 2 MF Leader Bonus per A4.12. SR}

**A4.12, A12.121 & A23.3** A concealed 9-1 and DC-carrying 838 assault move into a building, then the 838 attempts placement of the DC in a neighboring rubble hex. Does the leader lose concealment? Per A4.12 it seems he must spend 3 MF in the building hex, at the same time as the 838, but A23.3 suggests that only the “carrying Infantry unit” actually places the DC, thereby incurring concealment loss.

A. No. [K33]

**A4.132, A6.12, B3.43 & G1.6121** Under B3 generally and in the absence of “road negating terrain” (B3.43), can a unit state that it is not using the road to avoid LOS under A4.132 (hexside LOS) per A6.12 (atypical LOS generally)? Does it make a difference if the unit is infantry versus vehicular? If a player has placed a hidden set DC in a road, can the opposing player simply avoid the possibility of being subject to the effects of a potential A-T Set DC simply by declaring that he is not “using the road” while entering a hex?

A. Yes. No. Yes. [K33]

**A4.133 & B2.4** The B2.4 example indicates that the cost for changing elevation and moving into an open ground hex and using a shellhole to negate moving in the open is 3 MF which seems to contradict A4.133 which would suggest that it should cost 4 MF. Is 3 MF correct?

A. The COT for the OG is doubled to 2 MF +1 MF for entering shellhole for a total of 3. [K33]

**A4.134** If a unit wants to make a Minimum Move, can it make MF expenditures other than the move from one hex to the other hex?

A. No.

May it change Location within the hex, e.g., leave a pillbox or move to another level/location in a building before moving to the other hex? May it recover SW before moving to the other hex? If it may, would it be considered CX when recovering if not CX at the start of the Minimum Move? If CX at the start of the Minimum Move? May it place SMOKE grenades before

moving to the other hex? If it may, would it be considered CX when placing if not CX at the start of the Minimum Move? If CX at the start of the Minimum Move? May it place a DC before moving to the other hex? If it may, would it be considered CX when placing if not CX at the start of the Minimum Move? If CX at the start of the Minimum Move? May it exit an entrenchment before moving to the other hex? If a unit may perform “secondary” MF expenditures before making expenditure to move from one hex to the other, must that unit retain at least one MF after making the secondary expenditures to perform the Minimum Move?

A. No to all. [K33]

**A4.134 & A15.4** Would Personnel units [EXC: those immune to HOB] unloading from a vehicle that has spent more than 1/2 but less than or equal to 3/4 of its MP allowance have any additional MF available to conduct a charge if it were to become berserk upon dismounting from the vehicle? Is the answer the same for an Infantry unit that has spent its entire MF allowance to move into a Location using Minimum Move (A4.134) during the current MPH?

A. Yes to both; 8 MF minus how many already spent. See the Examples in A4.134 for how to calculate spent MF. [K33]

**A4.14** Can a Good Order unit enter a location containing a enemy unarmed truck?

A. If that is all that is there, yes. [K33]

**A4.14 & A10.51** Can a broken unit rout into a hex that contains a vehicle that is unknown to it? Can a broken unit rout into a hex containing a melee in which all enemy units are unknown to it?

A. Not if the vehicle is unconcealed; A4.14. No; A4.14. [K33]

**A4.15** A good order SMC and a disrupted squad are in a foxhole. Can an enemy MMC conduct and infantry ovr on the SMC?

A. No. [K33]

**A4.15** If a MMC enters a hex, in the MPH, which contains only one, concealed, enemy SMC and *then fails* the required NTC. Is it (the MMC) simply returned to the previously occupied hex unable to move or take any further action in that phase? Or, does it remain in the hex with the SMC marked with a CC Counter?

A. The MMC is returned and done. [K33]

**A4.15 & A4.63** Is it permissible to perform an Infantry OVR during a Dash into the SMC's hex (e.g., NTC passed, Dash for 1 MF into the road and 2 MF more into the Orchard hex on the other side containing one Known enemy SMC)?

A. No. [K33]

**A4.15 & A12.15** Does a unit that reveals an SMC through Detection that wishes to do an Infantry OVR need to spend the additional MF (e.g. double MF to OVR a Known SMC) in order to do so, or is that now N/A since that unit is already in the hex with the SMC?

A. Additional MF NA. [K33]

**A4.152** If an SMC being overrun is marked with a First Fire counter, what effect is there on its CC attack vs. the MMC?

A. None. [VFTT 18 Sep 1998]

**A4.2, A4.61, A12.121 & A24.1** Several units are moving as a stack. Is it correct that one or more of them can voluntarily leave

the stack?

A. Yes.

If so, it is correct that the units leaving the stack have to stop moving — they cannot pick up their movement after the rest of the stack ends its movement?

A. Wrong.

When several units are moving as a stack, can some declare Assault Movement and not all of them?

A. Yes.

Several concealed units are moving as a stack using Assault Movement. If one of them performs a concealment loss action (say, laying a Smoke grenade), do all of them lose concealment, or just the one performing the action?

A. Not all.

Several units are moving as a stack. One is a squad that tries to place a Smoke grenade; it rolls a 6 and has to end its movement. Do the other units in the stack also have to stop?

A. No.

Several units are moving as a stack. Can two of them try to place a Smoke grenade on the same MF expenditure? If so, does the second have to announce the attempt before the first's dr? Does it have to announce which hex it is targeting before the first's dr?

A. Yes to both. No. [K33]

**A4.2, D9.31 & D14.2** May more than one stack of infantry move simultaneously using Armored Assault if several vehicles are using Platoon Movement?

A. Not ordinarily (e.g., only if using Human Wave, Banzai, or Column). [VFTT #9; Tom Repetti to Perry Cocke, ASLML 1 Apr 2002]

**A4.2** See A4.12, A4.2 & A4.3  
See A4.12, A4.2 & A4.63

**A4.3** Can a unit bypass just a hex vertex, e.g., assuming walls are bocage, could an infantry unit in 3U4 bypass in hex T4 along the T4-T3-U4 vertex, and enter T3 at a cost of 3 MF, instead of crossing the T3-U4 hexside for a total cost of 4 MF?

A. No, a unit must bypass along an entire hexside; but in this situation, the unit could bypass along the T3-T4 hexside to the T3-T4-S4 vertex and then enter T3 at a cost of 3 MF. See the A4.31 Example. [VFTT 18 Sep 1998]

**A4.3** May an Infantry unit bypass a hexside and then return to its prior hex along that hexside?

A. No; see the A4.31 Example. [VFTT 18 Sep 1998]

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

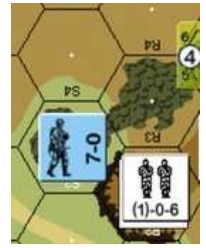
A. The order is unimportant. [VFTT 18 Sep 1998]

**A4.3** A4.3 states "Bypass cannot be used to skirt the edges of [...] an obstacle that is Ablaze or contains an armed non-Disrupted (19.12) Known enemy unit." Does this mean that a building location containing an armed, non-Disrupted Known enemy unit ONLY at level 1 cannot be bypassed?

A. No, it does not mean that. [K33]

**A4.3** Consider Board 2. Can a unit in hex R2 (prisoner counter in image below) go directly into bypass in hex R3 along the R3/R2 hexside for 1 MP without going through any other hex?

A. No. [K33]



**A4.3 & A15.43** I believe that while the unit is in Bypass, all Defensive First Fire against it can use any of the vertices involved (2 or 3, depending on the number of hexsides bypassed) to trace its LOS. This is valid in any order: if a first attack is made that uses the final vertex, a second attack (probably from a different unit) can still use the first vertex. Is this correct?

A. Correct.

Now assume a unit is attacked while in Bypass, and turns Berserk; it then survives any First Fire, and must start its Charge. The question is essentially about where it "starts" its charge from, and where it traces its LOS from to determine its target.

A. From the furthest vertex reached. [K33]

**A4.3 & B21.** Is bypass movement NA across hexsides L5/L6, L5/M6, M6/N6 and M7/N6? In other words, does "covered by the water obstacle" mean Partly covered (in this case) or fully covered (like the M6/M7 and M6/L6 hexsides)?

A. NA. [K33]



**A4.3** See A4.12, A4.2 & A4.3

**A4.31** Using the A4.31 EX illustration: may the 4-4-7 squad enter D4 in Bypass along the D4/C4 hexside, and then enter C4 for a total of 3 MF (1 for bypassing D4, 2 for the woods in C4)?

A. Yes. [K33]

**A4.31 & B.1** Using board 64. Non-bypass, no terrain or MF altering introductions. What is the MF cost for infantry to move from K1 to L1? What is the MF cost for infantry to move from M2 to L1?

A. Two MF in both cases; Woods is the dominant terrain in L1, there is no cumulative cost. [K33]

**A4.431** See A3.1 & A4.431  
See A3.1, A4.431 & A20.5

**A4.32 & A4.33** A German unit breaks while in bypass of an obstacle. The obstacle contains a HIP stack of a British SMC and MMC. At the end of its MPh, the German unit is put in the obstacle. Is the entire HIP stack revealed and put on board? Does the broken German unit remain in the location with the revealed unit(s)?

A. Yes to both. [K33]

**A4.32, A4.33, A8.1, A12.15 & B23.71** Is the 3 MF cost for Rowhouse Bypass considered a simultaneous expenditure?

A. Yes and No. You are spending 3 MF, and the only place you can go is into the building Location (or back to your start building), but only 1 MF is spent at the vertex and only 2 MF are spent in the building, and the vertex MF is spent first.

Or does all fire vs. the vertex need to be resolved before any fire against the destination hex occurs?

A. Yes.

If an Infantry unit is broken/pinned while at the vertex, must it endure all other DFF at that Open Ground point (a la A4.32-.33) before the mechanic of A12.15 returns it to its original Location, where it expends the final 2 MF of its 3 MF move?

A. Yes, anyone who wants to shoot at the unit at the vertex on that MF may do so before the unit spends the final 2 MF back in the original building Location. [K33]

**A4.32 & D6.5** When Infantry that was stuck in Bypass during its MPh (e.g., pinned, broken, unloaded without sufficient MF, etc.) automatically enters the obstacle after the end of its MPh, may the Defender First Fire at it?

A. No, he must wait until DFPh. [VFTT 27 Feb 1999]

**A4.33** See A4.32 & A4.33  
See A4.32, A4.33, A8.1, A12.15 & B23.71

**A4.34** When a unit bypasses on a crest line (on the higher level as per A4.34), will LOS to a vertex be drawn to that same level, or must it be drawn to the lower level?

A. The higher level. [K33]

**A4.34, B.6, C.5B & C.5C** A unit in 62N8 (level -1) wants to bypass the Lt Jungle hex in 62M9 (level -1) along the M8/M9 hexside. There is a Palm tree location in 62M8 (level -1) and another Lt Jungle Hex in 62N8. An enemy unit fires from 62P6 (level 0) tracing LOS to the M9/N8/M8 vertex.



The LOS passes through the Open Ground portion of 62N8 but does not pass through M8. Would the LOS be blocked by the inherent Palm trees in 62M8? The larger question would be, when tracing LOS to a vertex made up of a target hex without inherent terrain and other hexes with inherent terrain, must the LOS pass through the actual hex with the inherent terrain to be affected by it?

A. The LOS is not blocked. Generally speaking, The LOS must cross the hex (including hexside) to be affected. [K33]

**A4.4** 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 rolls boxcars and dies. Can the leader attempt to recover the LMG in this same RPh that he just self-rallied in? I am thinking that he is not allowed to do this, because units are generally allowed only one action per RPh. If he is allowed to do this, I assume he'd have to roll for it and that it is not automatic?

A. Yes. But this action is allowed "regardless of phase." Correct. [K33-d]

**A4.41** If a unit already possessing a SW "remains stationary", but conducts other activities, may it fire the SW (with penalties) in the advancing fire phase? May it place SMOKE grenades? May it pick up a different SW in the location?

A. Only if not having expended any MF while possessing this SW. If the manning unit expended any MF, the SW has "moved". No. No. [K33]

**A4.41** An American 7-4-7 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.

A. No, the MMG "moved." [K33]

**A4.42** If a SMC adds its IPC to another unit, must the SMC end its MPh with that unit? (Example: a leader adding its IPC to a squad to carry a 5 PP SW.)

A. No, but having benefited from the SMC's IPC, the other unit could not move any farther without the SMC. [K33]

**A4.42 & A11.21** May a SMC add it's IPC of one to a MMC's IPC of three for a total of four IPC for purposes of Withdrawal?

A. Yes. [K33]

**A4.42 & D6.5** If a MMC carries a 5PP SW, and is alone (without leader), its MF allotment is reduced to 2 MF. Suppose that it is carried by a truck that expends 1/2 of its MP allotment (including stop MP). The MMC is supposed to have expended 2 MF, so it has no MF left. Can it unload?

~~A. Not that turn.~~

A. Upon further review, we have changed the answer here to "Yes, it can unload. The MF reduction for excess PP only applies to Infantry." Sorry for any confusion. [K33]

**A4.42** See A4.12, A4.42, A4.5 & A4.52

**A4.43, A15.23 & A15.24** Does the attack of Machinegun possessed by a 6+1 Leader assisted by a Hero qualify for the Hero -1 modifier? What would the total modifier be if the Machinegun was possessed by the Hero and assisted by the 6+1?

A. Yes. -1.

Does the Heroic -1 DRM of a Hero assisting a leader who possesses a MG only within the inherent FP-range of the Hero (i.e., 4 hexes) or to the normal range of the MG possessed by the leader (for example 16 hexes in case of a German HMG)?

A. The normal range of the MG. [K33]

**A4.43 & G1.424** Can a DC Hero drop a DC? If yes is the DC still eliminated at the end of the player turn?

A. No, he cannot voluntarily cease being a DC Hero, which entails possessing a DC.

Can a DC Hero detonate a DC in CC after the advance phase?

A. No. [K33]

**A4.43** See ASOP, A4.43 & A4.44

**A4.44** Can more than one Infantry unit attempt to Recover the same SW/Gun during a single MPh/RPh?

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**A4.44** A broken leader is 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 rolls boxcars and dies. Can the leader attempt to recover the LMG in this same RPh that he just self-rallied in?

A. Yes.

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

A. Correct. [Mike Pierzchala to Perry Cocke, 13 Dec 2003]

**A4.44** Situation: A stack composed by a squad with a DC and a leader is assault moving. They spend 2 MF trying to place the

DC, but the defender reacts with first fire and the squad breaks. The leader can now recover (A4.44) the DC without MF expenditure and residual FP attack. After that, the leader, still assault moving and with sufficient MFs tries to place himself the DC. Is this scenario allowed?

A. No, that would be portaging the DC more than once; A4.44. [K33]

**A4.44** Is this formulation correct?

1 - During the RPh, a SW may be searched a number of times = #units present in the same location, as long as each unit do it as their sole RPh action. Ex : If two squads are stacked with a LMG, each of them may try to recover it once in their RPh. I.e., if the first try is unsuccessful, the second sq may try.

2 - During the MPh, a SW may be searched only once by only one unit. If the attempt is unsuccessful, then no other unit may try to recover this SW during this MPh.

3 - The same unit may try to recover the same SW two times during his player turn : one attempt during the RPh and one attempt during the MPh.

A. 1 & 3 are correct; for 2, as many units as desired may attempt an MPh recovery of an SW/Gun, but each such unit may try only once for each different SW/Gun it tries to Recover during that one MPh. [K33-ARE]

**A4.44** There's a 8-0 and a HS with a PSK in a hex. Someone fired on them, resulting in a K/# result. Random selection kills the HS. SMC recovers the PSK before the MC or after?

A. The 8-0 takes MC before Recovery may occur. [K33]

**A4.44 & A8.1** If a SMC recovers a SW from a broken unit at the cost of 0 MF and declares that he is assault moving out of the hex at the same time, is he subject to first fire in the hex before he leaves?

A. No. [K33]

**A4.44 & A12.** A good order crew that is concealed, begins its rally phase with a GUN, that is unpossessed, in its same location. The GUN, by default, is not concealed since it is not a "unit". There is no LOS from any enemy units to the location with the GUN and crew. (The GUN is a 5/8" counter 75L) The crew then rolls to possess the GUN in the Rally Phase and succeeds with a dr of 1. Again, there is no enemy LOS to the location. Which of the three below is correct.

1) The Crew possesses the GUN. Retains its concealment and now because the possessor of the GUN is concealed, the GUN shares the concealment status of the crew, making it concealed.  
A. Correct. [K33] {The other two must have been omitted in the source since they were wrong. SR}

**A4.44** See ASOP, A4.43 & A4.44

**A4.5, A4.51 & A13.36** Three CX questions that seem to depend upon the answer to the first: 1) if a CX unit decides to move again, is the counter removed only at the end of its present move (barring Minimum Move, or Deep Stream Entry)?; 2) Can a CX unit ever declare DT (even the +1 MF DT declared after the unit begins to move)?; 3) Can a CX Cavalry unit ever declare Gallop (even the +4 MF gallop declared after the unit begins to move)?

A. CX counter is removed at start of MPh, but unit cannot declare Double Time or Gallop that turn. [K33]

**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. [K33]

**A4.5 & A15.21** A squad declares Double Time at the start of its MPh and thus has 6 MF. On the expenditure of its 3rd MF it is attacked by the enemy, triggering the creation of a Hero by Heat of Battle. Is this hero CX?

A. Yes the Hero would also be CX.

Are the squad and the Hero considered to be moving as a stack despite the Hero being created after the start of the MPh of its parent unit?

A. Yes, they are considered to be moving as a stack.

Does the hero have left 4 MF (8 - 50% MF moved previously by the parent unit = 4 MF) or 5 MF (8 - 3 MF moved previously by the parent unit)?

A. 5 MF. [K33]

**A4.5 & A24.1** If a CX unit rolls a 5 on its SMOKE placement dr, is its MPh over? (In other words, is it an "Original" or a "Final" dr of 6 that ends a unit's MPh?)

A. No. Original. [Bill Kohler to Perry Cocke, 12 Oct 2001]

**A4.5** See A4.12, A4.42, A4.5 & A4.52

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

A. Only the CX squad. [Mark Calhoun to Perry Cocke, ASLML 28 Aug 2002]

**A4.51 & C10.3** Is there a +1 DRM per being CX when rolling the Manhandling DR to push a gun?

A. Yes. [K33]

**A4.51** See A4.5, A4.51 & A13.36

**A4.52** See A4.12, A4.42, A4.5 & A4.52

**A4.6** Are Riders, moving in the open, in the spirit noted in A4.6, subject to FFMO?

A. No [K33]

**A4.6, A12.14 & D9.4** May a concealed attacker advance into an enemy AFV's location which is otherwise open ground and maintain concealment? Similarly if enemy infantry moves into an AFV's hex which is otherwise open ground, will shots vs. the infantry qualify for FFMO from in-hex? From outside the hex?

A. No. Yes. Yes. [K33]

**A4.61 & A12.14-141** It is the Movement Phase and the ATTACKER has a concealed stack consisting of MMC(a), MMC(b) and a leader in D5, and Orchard hex. An Enemy MMC is in a fortified single-story stone building in E5.

Questions: The ATTACKER declares assault movement for all members of the stack. He then announces that MMC(a) will attempt to place a DC it possesses in E5 for 2 MF, while MMC(b) places smoke grenades in D4 during the same expenditure.

1. Does MMC(a) lose concealment?

A. 1. Yes - DC placement is a "?"-loss activity — falls under Case C ("any other activity").



2. Does MMC(b) lose concealment?

A. 2. Yes - Smoke placement is a “?”-loss activity — falls under Case C (“any other activity”), in fact it is specifically mentioned in rule A12.141.

Questions: Assuming MMCs (a) and (b) both survive any defensive fire directed at them, both plus the leader could move to E6, a woods hex for 4 MF.

3. If MMCs (a) and (b) retained concealment, do they continue to do so?

A. 3. NA.

4. Does the leader as well?

A. 4. Yes, the leader is using AM and hasn’t conducted any “?”-loss activity yet.

5. If there were no woods, but a wall/hedge between E5 and E6, would concealment also be retained?

A. 5. Assuming they gain WA over the E5-E6 hexside (any no other enemy than those in E5 see them of course), the leader would still keep “?” — the squad has already lost “?”

Questions: The leader attempts to recover an SW for a total expenditure of 5 MF, but rolls dr6. MMCs (a) and (b) also make attempts, and MMC(b) succeeds, so that they both spend a total of 5 MF, as well.

6. If the leader retained concealment, does he continue to do so now?

A. 6. No - attempting to recover a SW is a “?”-loss activity - falls under Case C (“any other activity”).

7. If MMCs (a) and (b) retained concealment, do they continue to do so?

A. 7. NA.

Last question:

8. Are expenditures of MF for the following items while Assault Moving during the Movement Phase considered “movement” or “any other action” as described in A12.141 and Case C of the Concealment Loss/Gain Table?

- mounting/dismounting a vehicle
- mounting/dismounting horses
- moving under Wire
- SW recovery
- DC placement
- smoke grenade placement

Answers:

A. 8a. NA - only Infantry can use Assault Movement — not Riders/Passengers.

A. 8b. NA — only Infantry can use Assault Movement — not Cavalry.

A. 8c. Moving under Wire is not a “?”-loss activity, IMO — it is normal MF-expenditure movement.

A. 8d. SW Recovery is a “?”-loss activity — it is not mentioned in EXC in A12.141.

A. 8e. DC placement is a “?”-loss activity — it is not mentioned in EXC in A12.141.

A. 8f. Smoke placement is a “?”-loss activity — it is not mentioned in EXC in A12.141 — but instead specifically mentioned as a “?”-loss activity. [K33] {Edited to put answers immediately after questions. SR}

**A4.6 & A22.2** A Flamethrower attacks an Assault moving unit in a wooden building hex. Is the final IFT DRM +0 or -1? In other words, does the FT’s reduction of the building TEM to 0 as per A22.2 also convert the building hex to OG, thus qualifying

the FT for FFMO?

A. 0 TEM. No conversion. [K33]

**A4.61** See A4.2, A4.61, A12.121 & A24.1

**A4.62** A crew pushes a mortar across two open ground hexes, thus it is subject to Hazardous Movement (A4.62). Ordnance 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 ordnance To Hit DR considered a shot? Or does the ordnance get FFMO and FFNAM on its To Hit attempt and an additional -2 DRM on its IFT DR?

A. Yes. No FFMO/FFNAM. [K33-d]

**A4.62, A23.7, B8.3, B21.41, B23.41, B24.7 & C10.3** Do all Clearance attempts receive the Hazardous Movement penalty until the Clearance DR is made?

A. The appropriate Clearance attempts do.

Does Pushing a Gun (C10.3), Setting a DC, or Crew exiting a Cellar (B23.41) receive the Hazardous Movement penalty only during the applicable MPh?

A. Yes.

Does the Hazardous Movement penalty apply to Sewer Movement and Forging as long as the unit is in that terrain?

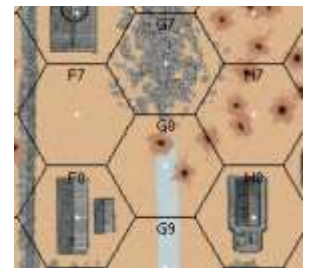
A. Yes. [K33]

**A4.63** The Diagram has 6 Dash option using Board 4. Dash 1 is from CC8 to AA8 Green, Dash 2 is from CC8 to AA7 Red — We know that this is legal as it is the one used for the example A4.63, Dash 3 is from CC8 to BB6 through BB7 Black, Dash 4 is from CC8 to BB6 through CC7 Yellow, Dash 5 is from CC8 to CC6 Blue, Dash 6 is from CC8 to DD8 Purple. What if the road ended in CC7. The questions is which Dashes are Legal?



A. #1 is not legal. #2-5 are legal. #6 is not legal no matter where the road ends. [K33]

**A4.63 & A11.8** In the image (RB map) wherein Rubble is eligible for Street-Fighting Ambush like a building. Would a unit in G7 be eligible for Street-Fighting Ambush against an AFV in G8? Could a unit in G7 Dash (through G8) to F8 or H8?



A. No to both. [K33]

**A4.63 & A11.8** In the image (RB map) wherein Rubble is eligible for Street-Fighting Ambush like a building. Would a unit in G7 be eligible for Street-Fighting Ambush against an AFV in G8? Could a unit in G7 Dash (through G8) to F8 or H8?

A. No to both. [K33]

**A4.63 & B2.4** Can a Dash move utilize the Shellhole TEM in the road Location if other restrictions are followed, in effect is it treated as minimum cost? Can a Dash utilize the shellhole TEM in the end location to qualify the hex as a non-Open Ground

hex?

A. No to both. [K33]

**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 shell-holes 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. [K33]

**A4.63 & C3.71** If a unit that is dashing is fired on by ordnance and suffers a critical hit, is the case J TH modifier reversed for IFT resolution?

A. No. [K33-ML]

**A4.63** See A4.12, A4.2 & A4.63  
See A4.15 & A4.63

**A4.7** A Good Order American squad during its MPh enters a Kunai Location that contains a HIP Japanese 1<sup>st</sup> Line squad IN a Trench. The Japanese squad drops HIP to fire at the American squad (which also reveals the Trench). During the APh, may the American squad Advance INTO the Trench in the hex it is?

A. No. [K33]

**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. [K33]

**A4.7 & A12.14** A Concealed unit is IN a Foxhole. The Foxhole is in an Open Ground Hex (per A10.531) ADJACENT to a building hex. The unit Advances from the Foxhole into the building. A Known enemy unit has an unhindered LOS to the Foxhole hex – does the unit retain concealment?

A. No. [K33]

**A4.7, E6.2 & E6.5** When Cavalry are swimmers can they advance?

A. No. [K33]

**A4.72 & A11.21** If a unit Ambushes or receives Infiltration in CC can that unit enter any normal accessible hex if it must become CX in the process? In short, can a 4-5-8 with a HMG that ambushes a unit withdraw into an abrupt elevation location which costs 5 MF to enter?

A. Yes (unless already CX). Only if the HMG’s PP is ≤ the unit’s IPC (A11.21). [K33-ARE]

**A4.72 & A12.11** Say you have two stacks of 3 concealment counters (from your opponent’s perspective). 1 is all dummies and 1 is a hs with a 5PP MTR. Both advance into different woods hexes, but you don’t want to give away which is the MTR. The hs/MTR must gain CX as advance versus difficult terrain. Could the dummies voluntarily gain CX status?

A. The Dummies may place a CX counter as if making an advance vs. difficult terrain. [K33] {Corrected “CS” typo to “CX”. SR}

**A4.72 & A12.14** Does a concealed unit which advances in Difficult Terrain (A4.72) into a hex which is not Open Ground (as defined in A10.531) (cf. A12.14) in the LOS of a good order

enemy unit retain concealment?

A. Yes, concealment is retained. [K33]

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

A. Yes. [Christopher Fleury to Perry Cocke, ASLML 22 Aug 2003]

**A4.8 & A11.2** May a TI unit withdraw?

A. Yes. [K33-ML]

**A4.8, A12.152 & D9.31** An AFV and an MMC declare Armored Assault (without declaring Assault Movement) and as a stack move into a new hex where the un-Pinned MMC now wants to make a Search attempt. According to A12.152 “Regardless of the outcome, that unit or moving stack is TI for the remainder of that Player Turn.” But according to A4.8: “TI status is incurred by Infantry engaged in various tasks...” (i.e., the AFV is not subject to TI status). So is the Search allowed despite the AFV not being subject to TI?

A. Yes, but the AFV must end its MPh with the searchers. [K33]

**A5., A7.307 & A7.308** A5 contains a friendly vehicle and 3 friendly squads that entered it via the road during this MPh. If another friendly vehicle or squad moves along the road into A6, does it pay overstacking MP/MF penalties?

A5 contains a friendly vehicle in Motion on the road, so does A6. Do the overstacking hit possibilities of A5.132 (or A7.308 for unarmored targets, or A7.307 for vulnerable PRC) apply to the vehicle in the other hex than the one being shot at?

If two AFVs of a Platoon move so that one is on the road in A5 and the other is on the road in A6, would that affect either of the above answers?

A. No to all; these are separate road hexes. [K33]

**A5.132** Can non-moving vehicle(s) be hit by an “overstack hit” during DFF – i.e., do the overstack rules negate the Defensive First Fire rules on eligible targets?

A. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995; Bruce Probst to Perry Cocke, ASLML 16-18 Jun 2003] {Edited for v2.}

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

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**A5.5** A squad manning a Gun is considered equal to a squad for stacking purposes, correct?

A. Yes, one squad.

What happens if combat results cause overstacking where overstacking is not allowed? A squad with an underscored ML possesses a Gun in a PB with a 1-squad stacking capacity. The squad is attacked and fails a MC by an amount > it ELR, so is replaced by its two broken HS. One HS possesses the Gun and counts as a squad for stacking with a second HS in the same PB.

A. The HS possessing the Gun is forced to drop the Gun. A squad (or 2 HS) and four SMC are in a pillbox (B30.111) with a 1-squad stacking capacity, or beneath a pier (T9.2), and a MMC creates a hero through HoB or a leader through Leader Creation.

A. The SMC is not created. [K33] {Minor editing}

**A5.5 & A12.3** When an SSR specifies that a squad equivalent may set up HIP, may one set up 1 squad (or 2 HS) *and* 4 SMCs (in other locations), as 4 SMCs are 0 squad equivalents (i.e., 1 squad + 4 SMCs = 1 squad equivalent)?

A. If the SSR allows SMC stacked with the HIP squad(-equivalent)(s) to be HIP, then only SMC stacked with HIP MMC may benefit from this SSR. If the SSR refers to only “MMC”/”squad(s)”/”HS”/”crew(s)” being HIP, then no SMC may benefit from this SSR. If the SSR only mentions “squad-equivalents”, then 1-5 SMC may set up HIP in lieu of a HS. [K33-ML]

**A5.5 & B23.922** 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. A crew and a Gun will not keep enemy units from advancing into a Fortified Building Location. [K33-d]

**A5.5 & O11.621** 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? Do SMC and infantry crews (that are not manning HIP guns) count as equivalents towards the maximum number of squads that may be HIP?

A. Yes. Yes. [K33]

**A5.6 & B8.6-.61** For stacking purposes, is a tunnel: One location, allowing up to 3 SE in the tunnel, or Two locations, one each beneath the entrance and exit hexes, allowing up to 6 SE in the tunnel?

A. One location, allowing up to 3 SE in the tunnel. [K33]

**A6., A12.121 & A12.14** A unit conducts concealment loss activity possibly in the LOS of a known, GO enemy unit. Is that LOS check mandatory or does the known, GO enemy unit have the right to refuse said LOS check?

A. No the LOS check is not mandatory (yes, the active unit will keep Concealment if the opponent doesn't want to check the LOS).

If a unit wishes to gain concealment, is that LOS check mandatory or can your opponent voluntarily give you concealment in order to avoid the LOS check?

A. No, the LOS check is not mandatory (yes, the active unit will gain concealment if the opponent does not want to check LOS). [K33]

**A6.1, A6.12 & C6.5** May a Gun use ATT vs. a hex which center dot is out of LOS, aiming an in LOS vertex, while no target is in the hex, so as to place a  $\frac{5}{8}$  acquisition marker?

A. No; none of the situations in A6.12 apply. [K33]

**A6.1 & A7.** Can I declare and roll for a fire attack at less than 1 FP to check LOS?

A. No. [K33]

**A6.11, A8. & A8.2** Must a moving unit be in LOS of a specific Defender's unit which fires at it, or is it only necessary for the moving unit to be in LOS of ANY of the Defender's units, in order for a Defensive First Fire attack to made (even if a subsequent LOS check per A6.11 shows the firing unit not to have a LOS to the moving unit)?

A. The Firer must have LOS.

Must a moving unit be in LOS of a specific Defender's unit

which fires at it, or is it only necessary for the moving unit to be in possible LOS of ANY of the Defender's units, in order for a Defensive First Fire attack to made (even if a subsequent LOS check per A6.11 shows the firing unit not to have a LOS to the moving unit)?

A. The Firer must have LOS.

If the fire attack upon a moving unit results in a blocked LOS, is the moving unit still considered to have been “attacked” per A8.2 for the purpose of Residual FP placement in its Location?

A. No. [K33-ARE]

**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. [K33]

**A6.11, A12.34 & C8.9** An HIP gun declares that it will attack an enemy tank with APCR. The tank's owner requests that LOS be checked. The line of sight is blocked, triggering A6.11. The subsequent DR is then made, and it is greater than the special ammo number, triggering C8.9. We were uncertain whether A6.11 wins, because it is triggered first; whether C8.9 wins because it is triggered first; whether C8.9 wins because of higher-numbered-rule-precedence, or something else.

A. DR to check for special ammunition first. If DR > Depletion #, “the firer had no such ammunition and is considered not to have fired yet for any purpose unless Gun Malfunction or Low Ammo occurs.” [K33]

**A6.12** See A4.132, A6.12, B3.43 & G1.6121  
See A6.1, A6.12 & C6.5

**A6.3** Are the following examples of Depression hexsides? O10-N9, I9-I10, L5-K5.



A. No to all. [K33]

**A6.3 & B19.2** In the A6.3 Exception. Assuming the Depression is a Gully. Must the LOS stay within the brown, dark green background as is required in B19.2 for units to be able to see along the depression and have a clear LOS to each other? Or does the LOS only need to cross the additional Depression hexsides (exclusive of vertices) for it to be clear in regards to the A6.3 Exception?

A. Yes. No. See the Tip From the Trench, J11, p. 45. [K33]

**A6.3** See A2.8, A6.3 & B20.9

**A6.7, B18.2 & F4.51** Is a graveyard hex a half-level hindrance for purposes of F4.51?

A. Yes. [K33]

**A6.8** There are three examples at the end of A6.8. Are these examples of units that are not ADJACENT? The last item in the definition of ADJACENT in the index refers to these examples

[NA Examples: A6.8]

A. Correct. LOS is required to be ADJACENT. [K33]

**A7. & B30.** Is it allowed to fire on the IFT versus a suspected but unknown pseudo location in order to reveal a potential unknown pillbox? With revelation only occurring should such fire be through a CA facing and achieving a PTC or better.

A. Yes to both. [K33]

**A7.** See A6.1 & A7.

**A7.212, 7.35 & A23.7** May a unit detonate a DC under normal circumstances even if they are subject to VBM freeze?

A. A unit that “does not have the freedom to attack units in other Locations while its own Location is occupied by a Known enemy unit” (A7.212) cannot detonate a Set DC.

Is this DC detonation considered use of a SW or is this in addition to any shots they may have taken previously in the turn?

A. Yes. [K33] {“Yes” isn’t helpful for an ‘or’ question. See A23.2 & A23.7 Q&A below; detonating a Set DC counts as using a SW. SR}

**A7.212 & A10.53** Can a unit with a CC counter interdict? More specifically, can a unit with an enemy BU AFV in motion in their hex interdict?

A. The CC counter is immaterial, but target selection limits would prevent a unit with an armed Known enemy unit in its Location from Interdicting. [K33]

**A7.25 & A12.14** If a concealed, unobserved unit marked with an Opportunity Fire marker later in the turn becomes visible to a good order enemy unit does it lose concealment?

A. Not till it actually attacks. [K33]

**A7.25, A12.14 & C9.3** When a Mortar is marked for Opportunity Fire, is its Spotter also considered to be an Opportunity Firer and thus lose Concealment as well (concealment chart case D)? Or is it considered to just be Spotting (case C) and simply marked with the Opportunity Fire counter?

A. Mark the spotter with an Opportunity Fire counter but it does not lose “?” unless it might want to do something in the AFPh other than Spot. [K33]

**A7.301** An IFT attack vs. units with different DRM in the same Location (e.g., in and out of a foxhole) results in different levels of KIA. Does one:

a) resolve the two different KIA results separately (e.g. a RS DR for the units in the entrenchment suffering the 1KIA and a RS DR for the units out of the entrenchment suffering the 3KIA)?

Or should one:

b) roll one RS for all units affected by the different KIAs—limiting the number of eliminated units to the level of #KIA they suffer?

A. a). [K33]

**A7.301** Multiple units in a single Location are subject to an IFT attack, to be resolved with the same Original DR but with differing DRMs. If two units with the same DRM suffer a “3 KIA” result, then (a) must the 3rd KIA be satisfied from among the other units who had a different net DRM?

A. No.

(b) and does the “automatic break” of A7.301 apply to other units who had a different net DRM?

A. No (assuming they aren’t subject to some other KIA [besides a 3KIA] result). [K33]

**A7.301** See A.5, A.9 & A7.301  
See A.9 & A7.301

**A7.302, A10.31, A15.2 & A17.** Is a wounded hero that suffers Casualty Reduction wounded again or eliminated? One that suffers a Casualty MC?

A. The hero would be eliminated in either case. [K33]

**A7.305 & A7.8** Does the “vehicles are not subject to pinning” phrase in A7.8 preclude vehicular crews from pinning when passing a MC by the highest possible roll? I.e. vehicular crews only pin when failing PTCs per A7.305? If not, what is the purpose of indicating “vehicles are not subject to pinning” in A7.8?

A. Technically, the vehicle and its Inherent crew are never Pinned, but they suffer a number of negative effects due to having suffered a “Pin result”. And this “Pin result” can of course come from either failing a PTC or from passing an MC with the highest DR possible. If the vehicle/its crew had been Pinned, A7.8 would prevent it from moving etc. [K33]

**A7.307** See A5., A7.307 & A7.308

**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. 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. [K33]

**A7.308** See A5., A7.307 & A7.308

**A7.34 & A7.36** Assume a 6-6-6 with assault fire and spray fire moves up and sprays fire into 2 hexes meeting the requirement for Spraying Fire. Is that FP calculated like this:

a) 6 FP halved for AFPh Fire then halved for Spray Fire, for 1.5 FP per hex plus 1 FP per hex for Assault Fire rounded up for 3 FP per hex; or

b) 6 FP halved for AFPh Fire plus 1FP for Assault Fire then halved for Spray Fire, for 2 FP per hex?

A. 3 FP. [K33-ARE]

**A7.34 & A9.5** If directed by a Leader, does the Leader’s DRM affect every location affected by a spraying-fire attack?

A. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

**A7.35 & A7.351** A full squad is armed with a ROF MG fires both the MG and inherent firepower. The MG maintains ROF and consequently is not marked with a fire counter. Can the squad make a PF check in the same fire phase as if it had not fired the SW?

A. No. [K33]

**A7.35 & C13.8** Assume a German Squad has not fired its inherent Firepower and it fires a PF and takes the Backblast attack. Assume the squad is casualty reduced and the HS passes it MC (so it remains in good order). Can the HS fire attempt to fire a



second SW? (e.g. a second PF). What if the squad CRs due to PF malfunction?

A. No to both. [K33]

**A7.35** See A7.212, A7.35 & A23.7

**A7.351 & C13.31** Does C13.31 supercede A7.351? More clearly, with C13.31 & A7.351 in mind, can a Squad First Fire its Inherent FP and First Fire some other type of SW (including Inherent SW) during the MPh, then try for another PF in the DFPh?

A. No. [Christopher Fleury to Perry Cocke, ASLML 2 May 2003]

**A7.351** See A7.35 & A7.351

**A7.352 & A8.4** 1) A HS fires its PSK in the MPh and is marked with a First Fire counter. In the DFPh, may that HS attempt a PF shot vs. an ADJACENT vehicle?

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

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

A. No. [Bill Kohler to Perry Cocke, ASLML 10 Feb 2002]

**A7.36** See A7.34 & A7.36

**A7.4** The first part of this rule suggests that units can attack a location and that only enemy (and Melee) units will be targeted, implying that friendly units in the location will not be targeted. The latter part of the rule seems to state that a location containing friendly units cannot be purposely attacked unless a rule specifically allows it. If a friendly berserk unit is in the same location as an enemy unit and marked with a CC counter can units friendly to the Berserk unit fire at the location in the Adv Fire phase? If yes does the fire only affect the Enemy unit?

A. Yes. Yes. [K33]

**A7.4 & A11.15** A British 3-3-8 is locked in OG in melee with a CE, stopped German AFV. In Prep fire, German infantry fire into the melee, getting a 6 on the 8 FP column. The half squad clearly undergoes a IMC. Does the German crew undergo an NMC? In other words, is a unit which is not "locked in melee" (such as a tank) nevertheless a "melee unit"?

A. No. The AFV is not a "melee unit." [K33-ML]

**A7.4 & A20.4** Are Prisoners classed as "Friendly units" for the purposes of A7.4, so long as they are not in Melee and not in the act of Escape?

A. Yes. [K33-ML]

**A7.4, C3.33, C8.5 & C8.6** As per A7.4 I cannot fire ATT at a hex occupied solely per friendly units. May I fire Smoke with ordnance at such a hex? And WP?

A. Smoke, but not WP. [K33]

**A7.4 & D5.4** Is an abandoned vehicle still a unit? If it is a unit, is a previously friendly vehicle which was abandoned still a friendly unit, thus preventing another friendly unit to fire on it? If it is not a unit, may an abandoned vehicle be fired upon?

A. An Abandoned vehicle is a unit, but it is neither friendly nor enemy and can be attacked by either side. [K33]

**A7.4 & E7.41** Does Aircraft MG fire affect friendly units not in melee for non-mistaken attack targeted hexes?

A. No. [K33]

**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? 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?

A. Yes. No, it can make two attacks. [K33-d]

**A7.52** See A.5 & A7.52

**A7.53 & D6.6** May a Leader on foot direct a Halftrack MG fire attack?

A. Yes. [K33]

**A7.531** For the purposes of A7.531 does a leader need LOS to the target unit if in the same location with firing unit whose attack he is directing?

A. Yes [EXC: *Spotted Fire*]. [K33]

**A7.55** Can two squads fire individually at a unit in bypass at different vertices/CAFPs or are they held by A7.55 Mandatory FG rules for firing at the same unit in the same location?

A. Since the different target points are in the same Location, they are restricted by A7.55 as long as the target makes only one MF expenditure, which is usually the case for Infantry using bypass — even if they bypass 3-4 hexsides.

Would this be any different if the vehicle were the unit using Vehicle Bypass?

A. Yes, because the vehicle makes a new MP expenditure per hexside traversed.

Follow up to this. What if they spend more than one MF in the hex doing smoke grenade placement or crossing a hedge as they entered the bypassed hex? The MF is still spent in the bypassed hex (location) so would A7.55 still apply the same way as it would shooting at a unit in a woods location hex that spends 2 MF to enter?

A. That depends on whether it was a simultaneous expenditure (like crossing the hedge to enter the hex) in which case Mandatory FG still applies, or a separate expenditure (like attempting smoke grenades) in which case it does not. [K33]

**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. [K33]

**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. [K33]

**A7.7** If a firegroup consists of units within normal range of a target and also units firing at long range, does the attack qualify for encircling fire if the units within normal range do not have the strength by themselves to possibly cause a morale check, but the attack as a whole does?

A. No. [VFTT 18 Sep 1998]



**A7.7 & A20** Do Prisoners share the Encircled status of their Guard, or can one be Encircled by enemy fire without the other being encircled?

A. No; yes. [Tom Repetti to Perry Cocke, copied to SR 11 & 14 May 2001] {Minor editing. SR}

**A7.7** In the illustration, is the German squad eligible for encirclement from the Russian squads?

A. Yes. The 4 shooters are crossing 3 non-contiguous hexsides. [K33]



**A7.7** Which (if either) formulation below is correct:

A. (In a potentially encircle-able location) at least one single unit in the location must undergo potential NMC from consecutive encircling shots for the location to be marked encircled.

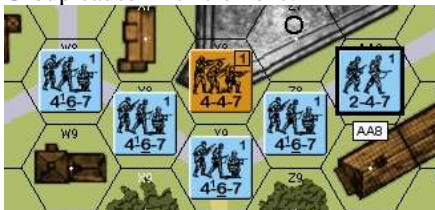
B. (In a potentially encircle-able location) consecutive encircling shots must each potentially NMC a unit in the location, though not necessarily the same unit, for the location to be marked encircled.

A. A.

A German MMC is in a gully hex and has crest status facing due North. A second German MMC is in the same gully with crest status facing due south. They are fired on with consecutive shots, one from the North and then one from the South. Each shot has 1 FP and can cover ... the point being that the shot from the North can potentially NMC only the South facing crest unit, and the shot from the South can potentially NMC only the North facing crest unit. The intent is to have all criteria for encircling fire met in the location but no single personnel unit has been subjected to two consecutive potential NMCs. In the case given above, would the location be marked with an encirclement counter after the second shot?

A. No. [K33]

**A7.7** All German units combine as a Fire Group to take a 30FP+3 shot at the Russian 447. Given that the 247 is one of two units in the Fire Group that potentially enable the shot to cause Encirclement, and that the 247's shot alone is not sufficient to be an Encirclement-causing shot, does the shot from this Fire Group cause Encirclement?



A. Yes. [K33]

**A7.7 & A7.72** Does the A7.7 restriction on encirclement during the MPh also apply to A7.72, or may upper level encirclement occur immediately during the MPh?

A. Upper-level encirclement applies during the MPh. [K33]

**A7.7, A10.62, F11.71 & F11.72** For Encircling (A7.7) and DM (A10.62) purposes under Light or Moderate Dust (F11.71 & F11.72) conditions is the actual DUST DLV subsequent required to determine if enough FP has been applied or is just the

possibility of the lowest Dust DLV considered.

A. Just the possibility of the lowest Dust DLV is considered. [K33]

**A7.7 & A23.3** Does a placed DC attack count for encirclement (using the hexside it was placed through as its direction)?

A. No. [K33]

**A7.7** See A.18, A7.7 & A10.8

**A7.72** See A7.7 & A7.72

**A7.8 & A7.82** If the Inherent crew of a vehicle is pinned in the act of movement, must the vehicle immediately stop moving? Or may it continue movement, although perhaps BU?

A. No. Yes. [VFTT #13]

**A7.8 & A8.15** Multiple FGs have a Snap Shot against a moving unit as it enters a building. The first FG fires and PINS the target. Can the second FG take the Snap Shot at all? Or is the target—in accordance with A7.83—immediately pinned inside the building (and thus gaining TEM)?

A. Yes. No. [K33]

**A7.8 & A18.12** Pinned 237 in CC with 467, 237, 8-1. Both sides attack all units. The pinned unit survives the enemy attack. His attack on 1:7 (1:8) is a 2 creating an 8-1 leader.

Is the newly created leader pinned? If the newly created leader is pinned, does he apply his leadership modifier as per A18.12?

What is the odds recalculation for the attack after the leader creation, 1:6 (1.5:7) or 1:4 (2:7)? May the newly created leader withdraw? The pinned unit may not.

A. No. NA. Pin\_2-3-7 + 8-1 vs 4-6-7, 2-3-7, 8-1 = 2 vs 7 = 1:4. No. [K33]

**A7.8** See A7.305 & A7.8

**A7.81, A8.1 & A11.5** What is the final CCV value of an unpinned squad and a pinned leader? 6 or 5? What is the final CCV value of an unpinned squad and a first fired leader (say for reaction fire)?

A. In both cases, 5+1-1 = 5. [K33]

**A7.81 & A9.2** A unit fires a SW HMG during the PFP and maintains ROF. After the attack the unit is pinned (perhaps a SAN). Can it fire the SW HMG again (at half firepower)? Or would it be using a Multiple ROF, something that is forbidden for a pinned unit [A7.81]?

A. Yes. No. [K33]

**A7.81 & G1.424** G1.424 indicates “Any unbroken Japanese Infantry unit” may set off a DC in-hex while A7.81 indicates pinned units may not “attack” with a DC. May a pinned DC Hero set off a DC in-hex per G1.424? May a pinned IJA infantry unit do the same?

A. Yes to both. [K33]

**A7.82** See A7.8 & A7.82

**A7.9** {This is a reference to a hard-to-find rule. On page K17, right column, at the end of the second full paragraph, there is “More importantly, the Brass has decreed that any unit that cowers, as well as all of its SW, is automatically marked with a Prep Fire or Final Fire counter as applicable. This means that cowering also results in loss of Multiple Rate of Fire and Subsequent

First Fire.” That last sentence probably should be added to A7.9. SR}

**A7.9** If a Fire Group (FG) that contains units immune to Covering and units that are not (e.g., 1<sup>st</sup> Line and 2<sup>nd</sup> 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?

A. 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.

A. Correct. [K33-ARE]

**A7.9** Is passenger (PRC) fire from a halftrack considered a form of vehicular fire?

A. Fire from Passengers/Riders is not considered vehicular fire for purposes of Covering. [K33]

**A7.9, A8.2 & A9.22** A squad with 4 FP and a 2 FP LMG fire through an orchard hex and declare the intention to lay a fire lane. If the attack does not cower, the fire lane is placed and 1 RFP is also placed, but what happens if the unit cowers? Certainly no fire lane, but is 1 RFP placed (based on the now 4 FP attack) or 0 RFP placed due to only the squad applying for residual since the machine gun tried to lay a fire lane.

A. 1 RFP. [K33]

**A7.9, A19.3 & A19.33** Do Conscripts cower (2 column shift) even if a leader directs the fire?

A. No one cowers when directed by a leader. [K33]

**A7.9 & A22.34** Imagine an elite MMC with a Flamethrower attacking an AFV. Per A7.9, covering only occurs when rolling in the IFT. A FT attack against an AFV rolls directly on the TK and does not roll a TH. A FT attack which does not eliminate and AFV would still get a Specific Collateral Attack (SCA) against vulnerable PRC. Can the attack against the AFV cower on the TK DR? If the TK DR cannot cower, can the roll for the SCA on the IFT cower?

A. Neither attack cowers. [K33]

**A7.9 & D9.5** Is an Armored Cupola manned by an Infantry Crew subject to Covering? May an Armored Cupola with an Infantry Crew lay down a Fire Lane?

A. Yes to both. [K33]

**A8. & A24.1** Is the SMOKE counter placed immediately upon announcement of placement, or after the MF expenditure and resulting DFF is resolved? Assuming the answer is “after”, does pinning or breaking (or eliminating, for that matter) the unit that is placing smoke prevent the placement?

A. The SMOKE Placement MF expenditure & the SMOKE placement dr (and if successful the actual placement of the SMOKE counter) are all done before any Defensive First Fire. N/A. [K33]

**A8.** See A6.11, A8. & A8.2

**A8.1** This says the DEFENDER must place “First Fire” counters above all units/weapons that have fired and exhausted their ROF (being sure to place any SW that are still eligible to fire above that First Fire [sic] counter); ...

Is a Leader Directing the fire of a SW, firing independently of the Inherent Firepower of Manning Infantry, marked with a Fire Counter right away? Or is the Leader marked with a Fire Counter at the same time as the SW?

A. As long as the leader is marked after the SW is done firing, I don’t think it matters.

Is a Leader Directing the Fire of an MMC and Multiple ROF Support Weapon, firing together as a Fire Group, marked with a Fire Counter at the same time as the MMC? Or is the Leader Marked with a Fire Counter at the same time as the SW?

A. As long as the leader is marked after the SW is done firing, I don’t think it matters. [K33]

**A8.1, A8.14 & C6.17** A vehicular unit is moving. That unit performs an action that is a 2 MP expenditure in a hex. The defender does not announce any defensive fire shot on the completion of that 2 MP expenditure. The moving unit performs another action in the same hex/location that is (for the sake of discussion) a 3 MP expenditure. The defender does not announce any defensive fire shot on the completion of that 3 MP expenditure. The moving unit expends its last remaining 1 MP to stop in the same hex. The defender announces he will DFF a ROF weapon on the completion of the stop 1 MP expenditure. Assuming that ROF is maintained, how many times can the defender fire the same ROF weapon at the moving unit in the target hex as DFF during the movement phase?

6 times (based on 6 MP expended in the target hex)? 1 time (based on single MP expended in the last action)? Something else?

A. 1 time (based on single MP expended in the last action)?

Is the answer the same if the moving unit is an infantry unit expending MF (with no stop expenditure of course)?

A. Yes. [K33]

**A8.1, A8.2 & A23.6** Can a squad with DC throw the DC in Defensive First Fire as a predesignated attack versus a BU AFV in an adjacent open ground hex and if, after placement determination, the final IFT result is not a 12 malfunction, will the DC attack leave residual (12 reduced two columns for the +2 thrown DRM)?

A. Yes. Make a Position DR. If the Final Position DR is  $\leq 8$ , a non-dud TK DR will leave a maximum of 6 Residual FP (12 reduced at least 2 columns); a dud TK DR will not leave any residual. On a Final Position DR 9-11, an IFT DR is made (even though it cannot affect anything); any non-dud DR will leave a maximum of 6 Residual FP (12 reduced at least 2 columns); a dud DR will not leave any residual. On a Final Position DR of 12, an IFT DR is made (even though it cannot affect anything); any non-dud DR will leave a maximum of 2 Residual FP (6 reduced at least 2 columns); a dud DR will not leave any residual. Can a squad throw the DC into the AFV’s hex as a general attack, not able to affect the non-vulnerable PRC (or AFV) but still leave residual?

A. Yes (although I am not sure if this should be called a “general attack” since that may get confused with a General Collateral attack). No Position DR is needed.

Can a squad throw the DC into a CE AFV’s hex as a general attack, able to affect the vulnerable PRC and leave residual?

A. Yes. [K33]

**A8.1, A8.2 & A23.6** Can a DC be Thrown as Defensive First Fire at a Location containing a moving BU AFV merely to leave Residual FP (i.e., not attempting a Placement attempt on the AFV)?

A. Yes, whether the AFV is predesignated or not.

If the vehicle *is* targeted and destroyed, does the DC leave Residual (there is no Specific Collateral Attack because the target was eliminated)?

A. Residual is also left if the AFV is targeted and destroyed. [K33-ML] {Expanded ‘SCA’. SR}

**A8.1, A10.7 & A25.221** Defensive First Fire affects only the moving units. The rule does not specifically require the Leader to also be moving with the moving stack. Same observation, WRT Commissars accompanying moving units.

A. But A10.21 does. A10.21 is NA here. [K33-d] {I take the “NA” here to mean leadership is NA if the leader is not moving with the attacked units. SR}

**A8.1 & C5.6** An infantry crew possessing an Emplaced AT Gun (ROF 3) is currently HIP. An enemy HS moves into an ADJACENT open ground hex that is out of the NT Gun’s CA. The Defending player chooses to fire the crew’s inherent FP at the HS (4 FP, -2 DRM) resulting in a K/2 (original DR was 4 with a 3 colored dr), leaving 2 RFP in the target hex. The crew and its Gun are marked with a First Fire counter. Is it correct that the Gun AND the crew are marked with Defensive First Fire (even though the Gun did not actually fire)?

A. Yes.

Assuming the above answer is yes, is the Gun considered to have satisfied the C5.6 requirement that states, “A Gun cannot use Intensive Fire until it has already exhausted its normal ROF.”?

A. The Gun can Intensive Fire.

Is an Ordnance weapon that is ineligible to fire considered to have exhausted its normal ROF for the purposes of C5.6?

A. See above. [K33]

**A8.1 & C8.4** If firing Canister at a moving unit in Defensive First Fire, are non-moving units located in the other hexes of the vertex aiming point also hit by Canister?

A. No; only moving units will be affected with Canister DFF. [K33]

**A8.1 & C8.6** May a Gun fire WP during DFF (is DFF considered a friendly fire phase – C8.6)? I’d say yes (which would explain exception about non moving units in A24.31).

A. Yes, provided no other non-WP DFF has occurred; C8.6. [K33-ARE]

**A8.1 & D3.3** I think this rule gives the attacker the option to plan before starting his move the following sequence of events – are “...” marks attackers verbal announcements:

“Start - 1 MP” [BU AFV out of LOS of non-moving Defender] - X

“Move for 2.5 MP” [into Defenders LOS, enter open ground and executing D2.18] - Y

“Stop - 1 MP, go CE and BFF on Defender on this Stop MP” [as Stopped Firer, i.e. with Case C of To Hit Table C3] - Z

The defender could intervene with DFF at points X and Y, because of A8.1 and A8.11. The defender cannot intervene with DFF at point Z first but has to allow the Bounding First Fire shot

before the Defender has the possibility to shoot back with DFF.

A. You are wrong. Bounding First Fire cannot be declared simultaneously with a MP expenditure, so the DEFENDER will always be able to declare Defensive First Fire between an MP expenditure and the declaration of Bounding First Fire. [K33] {Minor editin. SR}

**A8.1-12, C5.33 & D3.3** Is it correct that most non-MP/MF actions (ex: CE/BU placement, dropping SW, creating TH-Hero) can generally be declared simultaneously with [EXC: BFF] or before/between/after any MP/MF expenditure?

A. Some such actions certainly may be.

Assume that an BU AFV expends a Start MP, possible drawing some DFF, before it then goes CE (without the expenditure of any MP). Is it correct that the DEFENDER may DFF vs the now CE AFV with all weapons that has not yet fired, still based on the Start MP expenditure (since A8.1 generally allows DFF to be declared vs an MP/MF expenditure as long as a new MP/MF expenditure has not been declared)?

A. Yes.

A BU AFV declares that it simultaneously goes CE and enters a new hex through a road hexside. Is it correct that it must pay 1 MP since it became CE simultaneously with the MP, which is expended in the hex entered?

A. The new CE status would apply to that MP expenditure, so it could use Road Rate if desired.

Similarly, if a CE AFV goes BU and enters a new road hex at the same time, is it correct that it pays ½ MP and is BU vs all DFF?

A. The new BU status would apply to that MP expenditure, so it cannot use Road Rate, but would be BU against all DFF at that MP expenditure.

D3.3 says: “The DEFENDER can intervene to attempt Defensive First Fire after the announcement of expenditure of any MP (even Delay MP) but must do so before announcement of the next MP expenditure or of Bounding First Fire; the target cannot be forced to return to a previously occupied hex or CA after it has announced a MP expenditure that legally changes its position”

Is it correct that the above rule is a (poor) rephrasing of A8.11’s intention, and only means to say that any DFF shots that is not declared before announcement of BFF, must be done after the BFF has been done? I.e. is the following sequence correct:

\*\* AFV enters a new hex, expending 2 MP

\*\* Gun chooses not to fire

\*\* AFV declares and performs BFF

\*\* Gun may now choose to fire based on the 2 MP expended.

A. The above sequence is correct. [K33]

**A8.1-12 & D3.3** Can the DEFENDER declare FF on the currently moving counter after said counter has done one or more “free” actions prior to its last expenditure of MF/MP but before its next? E.g., ATTACKER’s AFV moves into a hex. DEFENDER’s AFV declines to fire. ATTACKER fires with BFF at the DEFENDER. Assuming the DEFENDER survives, can it now fire on the ATTACKER with DFF since the ATTACKER’s AFV is still the currently moving counter?

A. Yes to both. [K33]

**A8.1 & D9.31** A MMC stacked with a stopped AFV declares an armored assault. The AFV starts. Does this spent MP allow

enemy units to defensive first fire at the MMC?

A. No. [K33]

**A8.1** See A4.32, A4.33, A8.1, A12.15 & B23.71  
See A4.44 & A8.1  
See A7.81, A8.1 & A11.5

**A8.14** Can a single squad fire two SW that are not restricted by mandatory firegroups at a moving unit(s) on the same 1 MP expenditure?

A. Yes. [K33]

**A8.14** If a unit expends 1 MF/MP and is attacked by a unit, may it be attacked on that same MF/MP by a different weapon/its inherent FP if Mandatory Firegroup does not apply? For example, may a squad possessing a Baz/MG firing TH/FT/PSK/PF/Gun/-etc. fire that weapon, then fire its inherent (or fire inherent, then the possessed weapon) on the same one point MF/MP expenditure? May a squad possessing two weapons not requiring Mandatory Firegroup fire both on the same one point MF/MP expenditure, e.g. fire two PFs?

A. Yes to both. [K33]

**A8.14** See A8.1, A8.14 & C6.17

**A8.15** Using ABTF map for the following examples.

The firer is in V6. The target moves from T3 to U4. Snapshot at the T3/U4 hexside. Does the target receive the hedge? The orchard? Both? Same shot, reversed, target moving from U4 to T3 – identical DRM?

A. Yes. No. No. Now orchard also counts.

Make T4 rubble. Moving from T3 to U4, is the snapshot blocked? Is it hindered? Moving from U4 to T3, is the snapshot blocked? Is it hindered?

A. Not blocked (the LOS has entered, but not exited the Rubble hexside). No (the target is not in the rubble hex). Yes (the hexside is crossed by the LOS). NA.

Firer in S4. Target moves from U1 to T1. Does the wall apply? Target moves from T1 to U1. Does the wall apply?

A. Yes to both.

Firer is in S3. Target moves from P4 to Q4. Does the hedge apply? Target moves from Q4 to P4. Does the hedge apply?

A. No, target is in Q4 and LOS doesn't touch P4 before reaching the vertices. Yes, target is in P4 and LOS touches Q4 before reaching the vertices.

Firer in T16. Target moves from V14 to U14. Does FFMO apply? Target moves from U14 to V14. Does FFMO apply?

A. No to both per A8.15 "FFMO DRM cannot apply".

Firer is in X17. Target moves from V18 to U19. DRM? If V18 was rubble, would there be LOS and if so what would be the DRM? Target moves from U19 to V18. DRM? If V18 was rubble, would there be LOS and if so what would be the DRM?

A. +2 (Orchard + hedge). Yes, (rubble + hedge TEM). 0. Yes, rubble TEM. [K33]

**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. {Struck out in source. SR}

Likewise, if the squad were in bypass at bL3-K3-K4 and M1 fired at it, would hedge TEM apply?

A. No; the LOS does not pass through K3 (the hex that the

hedge hexside shares with L3).

And finally, if a squad is in bypass at bI4-H3-H4, when would hedge TEM apply – would it apply when the LOS passes through H3 or H4? Or would it only apply if the LOS came along the H3-H4 hexspine?

A. Only if the LOS came along the H3-H4 hexspine.

[K33]{These examples use Deluxe board b. SR}

**A8.15** An infantry unit is moving out of an open ground hex containing a wreck. A Defender's unit wants to snap shot vs it on the hexside of the exited hex. Does the Wreck TEM apply to that shot (the Wreck is in the LOS of the firer)?

A. No. [K33]

**A8.15, A9.22 & A9.5** May a MG that declares a snapshot lay a fire lane. If so is the hex that must be part of the fire lane the hex the enemy unit is entering or leaving?

A. Yes. Entering.

May a MG that is using spray fire lay a fire lane. If so must both hexes being fired upon form part of the fire lane or merely one of those hex form part of the fire lane?

A. Yes, but the fire lane placement hex must contain a target unit. [K33]

**A8.15 & A26.11** If a unit is affected by a Snap Shot and broken as a result, would it nevertheless gain Control of the otherwise empty location it was about to enter as it "is considered to be in the location entered thereafter" per A8.15? Is there any difference in the same situation if the Snap Shot result would have been a "KIA"?

A. Yes. No. [K33]

**A8.15, B9.2, C.5 & C.5C** If a unit in 11D7 moves to 11C7, and a unit in 11G9 takes a snapshot at that moving unit along the D7/C7 hexside, is the LOS blocked by the hedge? If not, does the tem apply?

A. No. Yes. (A8.15 specifically mentions that the hedge hexside "...of a hex being entered/exited can modify a Snap Shot if crossed by the LOF on the way to the target hexside".)

Would this be an exception to the B9.21 example? It seems to be a very similar situation (LOS to a vertex/hexside). Would that be a range 3 attack or range 4 attack?

A. The target is considered in C7 for range purposes but the attack is occurring at the hexside, unlike in B9.21 where the hypothetical is clearly in the further hex. [K33-ARE]

**A8.15, B9.2, C.5 & C.5C** Assume that the 467 in 2Z3 enters 2AA4, and that a hypothetical DEFENDER in 2X2 that makes a Snap Shot attack at the Z3/AA4 hexside.

1) In the above situation, "the hex the target would remain in if affected by that fire" is the hex entered (AA4), so C.5C can be read: "The hex containing the target is the hex entered (AA4)". Does C.5C therefore say that the 467 is considered in the hex entered (AA4) for Snap Shot purposes? If no, what is the meaning of C.5C?

A. Yes.

2) Range: C.5A defines the range to always be counted to the hex entered (AA4). Correct?

A. Yes.

3) Covered Arc: If a hypothetical MG with a fixed CA (A9.21) has the hex exited (Z3) inside its CA, but not the hex entered (AA4), a snap shot is *not* possible (according to C.5B). Correct?



A. Correct.

4) Walls/Hedges: B9.2 says that a wall/hedge blocks LOS unless the wall/hedge is part of the target hex, but A8.15 says that a wall/hedge hexside of a hex being entered/*exited* can modify a snap shot. This is to understand that such a wall/hedge hexside can never block the Snap Shot LOS, so for snap shot purposes the LOS is clear regardless of which hex the target 467 is in. Correct?

A. Yes, if I understand your question correctly. Basically, since the Snap Shot is made at another hexside of the same hex (Z3) with the original wall/hedge then the LOS is not blocked (though wall/hedge TEM for that original wall/hedge will apply).

5) Rubble: The same A8.15 sentence applies similarly to Rubble, so if Z3 and/or AA4 contains rubble, the Snap Shot LOS is not blocked, but is affected by Rubble TEM, and the highest if one contains Wooden Rubble and the other Stone Rubble. Correct?

A. In your EX, rubble in Z3 would affect the Snap Shot; rubble in Z4 would not since it is not "...crossed by the LOF on the way to the target hexside."

6) SMOKE:

6a) The same A8.15 sentence applies similarly to SMOKE, so if Z3 or AA4 contains SMOKE, the LOF is affected by the SMOKE. Correct?

6b) If both Z3 and AA4 contains SMOKE, are both added as DRM as per A24.2?

A. Only if there is SMOKE in the hex "...crossed by the LOF on the way to the target hexside"; so only SMOKE in Z3 would affect the Snap Shot in your EX. SMOKE in AA4 would be ignored, per A8.15.

7) Hindrances: Assume that Z3 is an Orchard hex:

7a) Since the LOF goes through Z3, to a hexside of AA4, the Orchard +1 Hindrance is added. Correct?

7b) Now look at the Snap Shot taken when the 467 originally entered Z3 from Z4. The +1 Hindrance would *not* be added here, since the LOF did not exit Z3 (into Z4), and therefore did not go through the Orchard as per A6.7. Correct?

A. Yes. Yes.

8) Blind hexes: A8.15 says "Any unit ... may claim a Snap Shot if it can trace a LOS to an entire hexside (even if that hexside is part of a Blind hex)" So the DEFENDER can make a Snap Shot even if either Z3 or AA4 are Blind hexes (but not if both are, I assume). Correct?

A. Basically.

9) Inherent terrain: Assume that AA4 is a Dense Jungle hex:

9a) Since the LOF goes to a hexside of AA4, the Jungle TEM is added. Correct?

9b) Assume that the 467 instead moved *from* AA4 to Z3 (and therefore is in Z3). The Jungle TEM is *not* added, since the LOF is only drawn to the Z3 portion of the hexside, and there is therefore no "mere entrance of the hex [AA4]" as required by B.6. Correct?

A. No, since the Jungle was not "...crossed by the LOF on the way to the target hexside." Note that A8.15 specifies that such inherent terrain TEM won't apply unless "...crossed by the LOF on the way to the target hexside. Yes.

10) Board entry/exit: Assume that AA4 is offboard:

10a) Since the AA4 part of the hexside is off-board and the target hex is AA4, no Snap Shot is allowed when the 467 exits the playing area by entering AA4. Correct?

10b) Assume that the 467 instead moved *from* AA4 (off-board)

to Z3. The target hex is now Z3 which is on-board, so the Snap Show is allowed. Correct?

A. Yes. Yes, as long as there is a real hexside there (i.e., not an unused mapboard butted up against an 'in-play' half-hex with the Snap Shot made against a hexside of the unused mapboard). [K33-ARE]

**A8.15** See A7.8 & A8.15

**A8.2** Does a DC that attacks in Defensive First Fire (i.e., Thrown) leave Residual FP? One exploded by a moving DC Hero?

A. Yes. No. [VFTT 27 Feb 1999]

**A8.2** A woods hex contains a 2FP residual. An infantry unit using NAM enters the hex in bypass movement around the woods, along a hexside that is open ground. As per A8.2 the residual attacks using "any applicable FFMO/FFNAM DRM" and "all non hexside TEM...of the target Location apply to the Residual FP attack (even vs Bypassing units)"

Is the following correct:

The -1 FFNAM DRM applies because the unit is using NAM?

The +1 Woods TEM applies, as per A8.2 all non-hexside TEM applies?

The -1 FFMO applies because FFMO is a TEM for moving units in open ground?

The net attack of the 2FP residual will be 2FP with a -1 DRM?

A. No. FFMO does not apply when "combined with another effective protective TEM (A4.6)", so net DRM is 0 (-1 FFNAM, +1 TEM). [K33-ARE]

**A8.2, A8.26 & A23.6** Does a Thrown DC leave Residual FP in both the target and thrower's Locations (assuming that the thrower's Location can be so attacked)?

A. Yes.

Is the amount of Residual FP left by the Thrown DC reduced for the +2/+3/+4 DRM (as applicable) per A8.26 (i.e., does this DRM count as a "condition outside the target Location")?

A. Yes (yes). [K33-ML]

**A8.2 & A23.6** Do DC thrown as Def First Fire leave Residual FP?

A. Yes; usually in both Locations and reduced for the Thrown DRM. [K33]

**A8.2 & E7.4** 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?

A. Yes to all. [K33-d]

**A8.2** See A6.11, A8. & A8.2  
See A7.9, A8.2 & A9.22  
See A8.1, A8.2 & A23.6

**A8.22** If a unit has been attacked by RFP upon spending the required MF/MP in a Location to be attacked by RFP (meeting all other requirements for being vulnerable to a RFP attack) during its MPh, leaves the Location and subsequently re-enters the Location with the RFP; is it subject to another RFP attack assuming the RFP has not been increased nor the unit becoming more vulnerable?

A. Yes. [K33]

**A8.22** A CE tracked vehicle spends 2 MP to enter Brush. An enemy tank fires at it with MGs on the first MP with no effect and also fires the Gun at the first MP spent and misses but can shoot another shot on the second MP spent entering the hex. Is it attacked by the RFP left from the MGs when it spends its second MP for entering the hex? Would it be different if the vehicle voluntarily spent 2 MP to enter an Open Ground hex?

A. No to both of those combined expenditures. [K33]

**A8.26 & B10.31** HA does not reduce the amount of resid left in a hex. But does an infantry unit moving into a crest line hex into resid get the benefit of the +1 for HA vs. the resid attack?

A. No. [K33]

**A8.26** See A8.2, A8.26 & A23.6

**A8.3** Can an ATR SFF? (On the IFT as Small Arms Fire)

A. No, ATR should probably be listed in the EXC with MOL. [Perry Cocke to ASLML 16 May 2002]

**A8.3** Can a unit drop its concealment to void a possible Subsequent First Fire attack after the declaration to SFF has been announced by the Defending player?

A. No; ASL is not a race to see how fast one can roll the dice. [Jim McLeod to Perry Cocke, ASLML 26 Feb 2003]

**A8.3** Can a squad SFF a MG outside the IFP range of the Squad, but within the Normal Range of the MG?

A. Yes. [K33]

**A8.3** May an unmarked ATR fire as Defensive First Fire fire-grouped with its manning squad who is firing as Subsequent First Fire?

For example, if a 6-2-8 marked with First Fire with an unmarked ATR fires at a target 2 hexes away with no closer targets, which is true: 1) 6-2-8 ONLY may fire for 2 FP; 2) 6-2-8 may fire with its ATR for 4 FP?

A. Yes, 4 FP. [K33]

**A8.3** Is “firer’s Normal Range” the range of the weapon it is using to fire (e.g., a MG) or only the Inherent FP range? 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)?

A. The range of the weapon/FP it will use. No. [K33-d]

**A8.3** 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?

A. 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”. [K33-d]

**A8.3 & A8.31** Does a known enemy unit on a stairwell one level above a unit at ground level in a building hex prevent that unit from using Subsequent First Fire at a unit moving in an Adjacent hex? Does it prevent that unit from using Final Protective Fire against Adjacent hexes?

A. Yes to both. [K33]

**A8.3 & A8.4** If a SW is not capable of Subsequent First Fire (EX: ordnance SW), can it fire vs. an adjacent/same-hex unit as Final Fire during the DFPh if marked with First Fire?

A. No. [VF TT #11]

**A8.31 & A9.3** When using Sustained Fire as FPF at an adjacent hex is the firepower of the MG:

A) Doubled and then halved once (for Area Fire)?

B) Doubled and then halved twice (for Area Fire and Sustained Fire)?

A. A) Doubled and then halved once. [K33]

**A8.31, A11. & G1.423** When is a CC counter removed? Should a CC counter remain on units/Locations when units from both sides are NOT in the same Location?

There is this old Q &A:

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

A. That Q &A is still valid.

A8.31 only places a CC counter when the FPF is a TPBF. Is this intended or an oversight?

A. It is more like redundant. [K33]

**A8.31 & A13.6** As a Cavalry charges a hex expending the 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 break” (A8.31)?

A. Yes. [K33-d]

**A8.31 & C13.31** May a German squad marked with a First Fire counter make a PF check during the enemy movement phase?

A. 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. [K33]

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

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**A8.312** A unit enters a hex in which an Infantry unit would normally be required to defensive fire (first, subsequent or final protective, A8.312) based on that unit’s entry of the hex. If said unit is eliminated by a K/ or KIA due to residual FP, must the in hex Infantry still fire? What about if the entering unit is eliminated by fire from outside the hex?

A. No, if Residual FP eliminates the moving unit, there is nothing to attack. But if not eliminated by RFP, the in-hex unit must attack before attacks from outside. [K33]

**A8.312, A12.151 & G.4** An Infantry/Cavalry MMC enters a concealed Infantry DEFENDER’s Location using Bypass Movement. Is the Concealed DEFENDER obligated to immediately use TPBF Defensive Fire at the bypassing unit as per A8.312? A. No; A12.151 is an EXC to A8.312, as is G.4. [K33-ML]

**A8.4** During the Defensive Fire Phase, a squad & MMG want to make fire attacks. The squad (only) is marked with a def first fire counter. Is it legal for the squad to fire his MMG at full FP vs a non-ADJACENT unit and then (provided it didn’t cower) have the squad use final fire at an ADJACENT unit? Would the answer be different if the situation was reversed? (MMG only is

marked with a first fire counter, squad fires at non adjacent unit and then MMG final fires at adjacent unit.

A. Yes. No. [K33]

**A8.4** See A8.3 & A8.4

**A8.41 & C13.2** May an ATR, without a printed ROF, already marked with a First Fire counter use Final Fire during the DFPH to fire at an adjacent or same hex AFV? On the IFT? If so, is there any penalty besides Area Fire or Case K? Or, does the second sentence of A8.41 apply even though it's listed under the heading "Multiple ROF"?

A. No, since it cannot use Sustained Fire or Intensive Fire. A8.41 applies. [Jeff Barber to Perry Cocke, ASLML 15 May 2002]

**A9.2** See A7.81 & A9.2

**A9.21** If a MMG fires during First Fire from a building hex and retains ROF can it change its CA and fire at a different target in the Final Fire Phase? Would this be any different if the MMG lost rate, was marked with First Fire, and now wanted to fire at the end of the Final Fire Phase?

A. Yes – unless Pinned (A9.21). No. [K33]

**A9.21** A SW MMG/HMG on the upper level of a building fires at a unit in bypass of that building. A9.21, "If it fired up or down a stairwell within its same hex, its CA is defined vertically and subsequent shots during that phase (other than vs its own Location) are limited to the same direction up or down the staircase." Is firing at a unit in bypass considered firing down a staircase? Is its field of fire restricted to down in the same hex? Assuming not, could the MG choose to have its field of fire point down the staircase in its hex?

A. No to those three questions.

Must the MG's field of fire that includes the hexside being bypassed? If a MG has its field of fire already restricted to a non-vertical direction, may it fire down at a unit in bypass of that hex if the hexside bypassed is in the field of fire?

A. Yes to these two questions. [K33]

**A9.21** If an HMG in woods fires at a unit entering its own hex is its CA

- restricted to the direction that the unit entered the hex?
- restricted to the HMG's own hex for future shots?
- restricted to a hexside of the owner's choice?
- not restricted at all?

A. c) unless the CA has already been determined, the firer determines his CA when the HMG fires at the moving unit as it enters his Location. [K33]

**A9.22** A squad with a MG is in a foxhole behind a wall hexside (10U4). He wants to place an alternate hex grain fire lane towards W1, even though he cannot see that hex. This would allow fire lane residual in V3 and W2, although not in V2 and W1 because they are out of LOS. Is this allowed?

A. The FL can exert FP in V3 and W2.

If the fire lane exists but V2 is a gap, if the enemy tries to move from V2 to W3, is a snap shot possible with the fire lane as he exits V2 since the entire hexside is in LOS?

A. Since there is no FP in either V2 or W3, no snapshot can occur. [K33]

**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. [K33]

**A9.22 & A9.221** Is a unit bypassing an obstacle in a hex where there is a fire lane residual FP – because the center dot of the hex is in the LOS of the manning infantry, per A9.22 – attacked by this Fire Lane Residual FP if moving out of the LOS of the manning Infantry? If yes, which is the DRM is bypassing through OG?

A. Yes. Obstacle TEM.

Are they attacked (the bypassing inf) if the bypass hexside is in the LOS of the manning infantry, but the center dot of the hex is out of the manning infantry LOS?

A. No.

Is the snap shot in A9.221 allowed if moving between two hexes whose center dots are out of the LOS of the manning infantry, even if the hexside is along the Fire Lane's LOF?

A. No.

As a conclusion, to be attacked by a fire lane residual FP do the moving units have to be in a hex whose center dot is in the LOS of the manning infantry even moving out of the LOS of this manning infantry?, or do the units moving have to be in the LOS of the manning infantry?

A. Yes, no. [K33]

**A9.22 & A24.2** Does SMOKE Hindrance DRM (or if SMOKE has a TEM, its TEM DRM) apply to an Fire Lane attack (other than negating FFMO)?

A. No; A9.22.

(Some rule seems to indicate that SMOKE has a TEM but under the SMOKE rules it only mentions SMOKE's effects as a Hindrance DRM and the Fire Lane rules specifically mentions that SMOKE's Hindrance DRM doesn't apply to a FL attack [EXC: negating FFMO].

A. Despite having some TEM-like properties, it is a Hindrance, not a TEM. [K33]

**A9.22 & B25.2** B25.2 states that the wreck hindrance applies to any already established firelane. Does it apply to any firelane, or only a firelane established before the wreck began to burn?

A. The wreck Hindrance applies normally (e.g., if it is not considered moving). [K33]

**A9.22 & D9.5** May an Armored Cupola armed with a MG lay a Firelane?

A. Yes. But Dug-In Tanks may not lay a Fire Lane. [Perry Cocke, ASLML, 4 Oct 2000]

**A9.22** See Index "Fully-manned" & A9.22  
See Index "Good Order", A.7 & A9.22  
See A6.11 & A9.22  
See A7.9, A8.2 & A9.22  
See A8.15, A9.22 & A9.5

**A9.221** As per the example to this rule, it is possible (indeed, necessary in some circumstances) to place the counter for an Alternate Hex Grain Fire Lane in a Location that is not in the LOS/LOF of the firing MG and its manning Infantry.

1. Assuming the presence of a MG possessed by GO manning infantry in 20EE2, is it possible to place an Alternate Hex Grain



Fire Lane that would affect EE3, FF3, FF4, GG5 and GG6?

A. Yes.

2. If yes, would the Alternate Hex Grain Fire Lane counter be placed offboard between GG5 and GG6 to indicate the Fire Lane?

A. Yes.

3. Is there a need to amend A2 so as to explicitly permit the placement of Alternate Hex Grain Fire Lane counters slightly offboard to allow for such Fire Lanes?

A. Some clarification may be required. [K33-ML]

**A9.221 & A9.222** The very last sentence of A9.222 seems to be saying that a Fire Lane Residual FP counter cannot be placed beyond a blocked LOF. Would a rubble hexside along the LOF of an alternate hexgrain firelane block the LOF and make the placing of a Firelane counter beyond that hexside illegal?

A. The counter can be placed, but the FL will not exert any FP where the LOF is blocked by an obstacle.

Can a Firelane Residual Firepower counter be legally placed beyond the normal range of a MG?

A. The counter can be placed beyond the normal range, but the FL will not exert any Residual FP beyond normal range. [K33]

**A9.221** See A9.22 & A9.221

**A9.222** When a firelane is placed versus a Human Wave [see A9.222, 1<sup>st</sup> paragraph, last sentence] it states that the FL Residual FP “immediately attacks all other elements of that Impulse currently in any Location(s) where that Residual FP now exists”. Is the DR for the original firelane the same used for each Residual FP or is it a separate DR for each Residual FP?

A. Separate DR (A9.222). [K33]

**A9.222** See A9.221 & A9.222

**A9.3** See A8.31 & A9.3

**A9.4 & B30.7** Situation is German HMG (7FP) and German MMG (5FP) firing at >16 range at an infantry target in a pillbox for a base total of 12FP. Are MG attacks vs unbroken, non-overstacked, good order infantry in a PB at >16 range halved for concealment, i.e., is the FP of this attack above 6 FP or 2 FP?

A. No; 6 FP. [K33]

**A9.5** How is a 1KIA or K/# result on the IFT resolved when using Spraying Fire? Previous Q&A [An96] appears to be rescinded by the A25 Human Wave example.

A. The results apply separately in both Locations. Rule A7.301 was changed in the ASLRB 2<sup>nd</sup> edition. [Jonathan Cole to Perry Cocks, 13 Aug 2004]

**A9.5** See A7.34 & A9.5  
See A8.15, A9.22 & A9.5

**A9.52** A9.52 says: “Spraying Fire can be used vs an empty target hex (halved again for Area Fire) and an adjacent occupied hex to place Residual FP in both of those hexes.” Is “empty target hex” to be understood as “target hex empty of moving units”, and “occupied hex” to be understood as “hex occupied by moving unit(s)”?

A. Yes.

I.e., assume that a defender uses spraying fire on one hex containing a moving unit, and on the adjacent hex containing no moving units, but one non-moving unit. Is the spraying fire

halved as Area Fire vs the adjacent hex containing the non-moving unit if: A) The unit is concealed? B) The unit is not concealed?

A. Yes to both. [K33]

**A9.52** See A7.55 & A9.52

**A9.6** May a player make a To Hit attempt with an MG versus an unarmored vehicle?

A. No. [K33]

**A9.61** A9.61 indicates that an MG TH vs. an AFV must be “without any form of halved FP penalty imposed”, given Ordnance is never halved, does that imply the halved FP penalty should be considered as if the MG was firing on the IFT instead? E.g. can a MG TH attempt target a concealed AFV? On the IFT normally the FP would be halved, but as ordnance case K applies instead. Or if the MG is pinned is a TH allowed?

A. Anything that would halve MG FP prohibits a MG TH attempt, e.g., in AFPh, vs “?”, pinned Infantry, etc. [K33]

**A9.61 & C13.31** Can a German squad attempt to fire two PF when an enemy unit expends only one MP/MF? Is the same answer true for firing two MGs as To Kill attempt vs a vehicle? A tank firing MGs and gun?

A. Yes to all. [K33]

**A9.73** May a unit/inherent crew destroy a SW/Gun/vehicular-weapon even if the weapon is malfunctioned and as such the unit/inherent crew, though being possibly in theory allowed to fire it, is not practically able to do so?

A. Yes. [K33]

**A9.74** Does Random SW/Gun destruction apply to weapons possessed by broken HS/Crews which are eliminated by Casualty Reduction but are not randomly selected for elimination by a KIA result?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

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

A. Yes, unless they are abandoned. [Joakim Ruud to Perry Cocks, forwarded to SR 1 Sep 2002]

**A9.8** Can a unit which dismantles a SW in PFPh move in the subsequent MPH? Fire in AFPh?

A. No. No. [VFRT 2 Feb 1998]

**A9.8** Per A9.8, “Any ... non-Russian HMG/MMG ... may have its PP halved (FRU) if in a dismantled state. A dm weapon is replaced with the appropriate dm SW counter.” The Japanese HMG (non-.50 caliber) is 4PP assembled. The corresponding dm counter is 3PP. Is the HMG’s PP misprinted? Is the dm HMG’s PP misprinted? Is the Japanese HMG an exception to A9.8?

A. The Japanese HMG an exception to A9.8. [K33]

**A9.8** If a squad assembles a sw during the PFPh, can it then fire the weapon as sustained or intensive fire? What about during the DFPh?

A. No to both. (Not that SWs can Intensive Fire.) [K33]

**A9.8 & A12.11** I have a stack of 5/8" dummies. Can I dismantle them as if it is a MTR while out of LOS and switch from big CONCEALMENT counters to small CONCEALMENT counters? I have no AFV in my OB and it's obvious by now that it's a Dummy. Can I just call it an AFV and drive it towards the enemy sniper? (while staying out of LOS).

A. No. Yes. [K33]

**A9.8 & A26.212** Does a dismantled 81mm Mortar still count as 2 CVP if it is eliminated as a result of any type of enemy attack?

A. Yes. [K33]

**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. [K33]

**A10** See ASOP & A10.

**A10.1 & B28.9** A10.1 midway through – “If a unit checks morale in order to be allowed to perform some sort of action it is termed a Task Check (TC).” Does this mean that when a unit checks morale due to a fire attack or rallies that they could be subject to Booby Traps?

A. No. [K33]

**A10.2** 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”?

A. Yes; that is how a leader is eliminated by breaking when already broken. [K33]

**A10.2 & A10.31** A 9-1 leader is stacked with an 8 ML squad (both with ELR 3). They are fired on resulting in a 1MC. The leader takes his 1MC and rolls 6,6, for a Casualty MC [A10.31]. This also exceeds the leader's ELR. The leader takes wound severity dr and rolls a 5 for a fatal wound, and so is eliminated. The squad passes its 1MC from the fire attack. For purposes of determining if the squad will take a LLMC for the now eliminated leader...

1) Is the leader's pre-attack ML of 9 used, such that the squad will need to take a LLMC? or

2) Does ELR replacement occur before the effects of the Casualty MC are applied, as per A10.31 and as such it is an 8-1 leader that is eliminated and the squad will not need a LLMC?

A. 1) is correct. [K33]

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

therefore, be eliminated) in that same RtPh?

A. Yes. [Bruce Probst to Perry Cocke, ASLML 2 Nov 2002]

**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. [K33]

**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? Must the just-reduced HS take an LLMC (assuming its morale is low enough)? Is the situation any different if the leader is broken and routing and dies due to Interdiction in a hex occupied by a non-routing unit?

A. No. Yes. No.

**A10.2 & A11.** A 548 and a 8-1 Leader is in the same Location as a concealed 467. Also in the hex is a 628. The 628 attacks the unconcealed 548 and 8-1 and the unconcealed units attack back. The concealed 467 declines attack and keeps concealment. The attack eliminates the 8-1. Do the 467 take the LLMC or are they immune because they are considered part of the CC, despite not attacking nor being attacked?

A. The 8-1 leader's elimination does not cause a LLMC (A10.2). [K33]

**A10.2 & A11.141** Are units locked in MELEE/under a CC Counter considered “in CC” and subject to LLMC/LLTC immunity (A11.141) for fire coming from outside their location during any fire phase?

A. Units locked in Melee are immune, but not units merely under a CC counter.

(*Note: this Q & A invalidates an older Q & A on the subject.*) [K33] {That Q&A was deleted in version 27. SR}

**A10.2 & A14.1** American players activates German SAN, and the German die roll is a 1. The selected target Location contains an 8-1 leader and a 6-6-6 squad. The RS DR results in a tie, and the German selects the 8-1 leader. What happens next? Does the squad take his LLMC and THEN the German rolls his other sniper attack against the squad?

A. Yes, LLMC first. [K33]

**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 leader's morale/DRM reduced prior to invoking a LLMC on units in the same hex location with a lower morale?

A. Yes. No. [K33]

**A10.2 & A20.21** Does a leader, when he surrenders, invoke an LLMC on any MMC with a lower morale in its location who don't surrender?

A. No. [K33]

**A10.2, A20.21 & A20.3** An enemy squad of lower morale than its accompanying Leader are in a Location ADJACENT to a Good Order known friendly infantry unit. The enemy Leader is broken and must Surrender to the ADJACENT Good Order known friendly unit which does now declare No Quarter. Is the broken enemy Leader a) eliminated in its current Location—thus causing a LLMC on the accompanying enemy squad or b)

eliminated in the Location of the friendly unit that declared No Quarter?

A. a). [K33]

**A10.2 & D6.24** A tank is moving with a 467 and a 8-0 as Riders. They get shot at and receives a PTC that the squad passes but the Leader do not. The Leader then has to Bail Out and take a NMC that he fails. Do the squad then need to take a LLTC?

A. No. [K33]

**A10.21** In the example of the 8-0 leader, does the 4-6-7 still take a LLMC if it is Battle Hardened or rendered Berserk as a result of the 1MC?

A. No, all MC, etc., caused by the attack are resolved before any LLMC/LLTC. [Kiri Naiman to Avalon Hill, 1990-1993]

**A10.21** 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, are their morale and/or their MCs, if any, effected by the friendly non-moving SMC(s) in that attack Location? What of non-moving Commissars?

A. No. Yes. [K33-d]

**A10.22 & 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?

A. No; you can only apply leadership of a higher leader. [K33-d]

**A10.3 & A15.** A Broken conscript HS takes a 4MC and rolls an original 2 DR, failing the MC and suffering Casualty Reduction. Is the HOB DR made before the CR result is applied?

A. No; no HoB DR would occur. [K33]

**A10.31** Rule A10.31 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. A broken unit that rolls an Original 12 *during a MC* is eliminated. This applies to leaders also. [K33-d]

**A10.31** See A7.302, A10.31, A15.2 & A17.  
See A10.2 & A10.31

**A10.4** A10.4 says that broken units may withdraw from CC, but A11.16 says that broken units may only withdraw from Melee. Shouldn't A10.4 say "melee", not "CC"?

A. No, there is no conflict between these rules. [K33-ML]

**A10.41** The last sentence of A10.41 states that "(but only if breaking will not cause their immediate reduction or elimination). Does this apply only to berserkers and other units unable to become broken, or also to units that would be eliminated due to "failure to rout"? If yes to the last statement, what is then the meaning of "immediate". May a unit, that can rout to another Location before being eliminated for "failure to rout", voluntarily break?

A. It also applies to units that would currently (i.e., based on current KEU) be subject (at **any** point in that RtPh) to Failure to Rout. [Janusz Maxe to Perry Cocke, ASLML 3 Jul 2001] {Minor editing. SR }

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

A. b) [K33] {Removed part that duplicates entry ASOP & A10 because that has better source documentation. SR }

**A10.41 & A20.21** May a unit voluntarily break if it will result in their immediate surrender via A20.21?

A. No, since that could result in their immediate elimination. [K33]

**A10.41, G1.13 & G1.132** May a Reduced-Strength Japanese squad voluntarily break and be replaced by one of its broken HS in order to rout? (or does A10.41 prohibit a Reduced-Strength Japanese squad from voluntarily breaking, since the Reduced-Strength Japanese squad would be immediately Reduced to a HS by voluntarily breaking).

A. CVP are immaterial for Vol. Break considerations. G1.132 is an "exchange", not a "Reduction" – and is thus allowed despite A10.41. So yes, a reduced-strength IJA squad can Vol. Break by "exchanging" itself for a broken HS which can then rout. [K33]

**A10.5** An infantry unit starts the RtPh broken and DM, IN a Foxhole in an Open Ground hex, in Normal Range and LOS of a Known, unbroken, armed, non-ADJACENT enemy unit. Is the broken unit required to rout?

A. No. [VFTT 2 Feb 1998]

**A10.5** A broken unit ends its rout ADJACENT to a concealed enemy unit with MF still available. If the concealed enemy unit voluntarily drops its concealment before the routing player can move another unit, what happens to the broken enemy unit?

Does it have to continue to rout? Or is it eliminated for failure to rout? If it doesn't have any MF left?

A. It must rout further or Surrender or be eliminated for Failure to Rout. It must rout further if it can. It will Surrender or be eliminated for Failure to Rout. [K33]

**A10.5-.51** Using the A10.531 Example, assume there is a German unit in J2 with the broken Russian unit. Also assume there is no German unit in K4. It is the start of that Russian's unit rout. When determining the unit's rout destination (nearest in MF non-ignorable woods/building, determined at start of its RtPh), MUST building K2 be the initially declared rout destination (nearest non-ignorable woods/building at 2 MF away), even though the unit may not end its RtPh there due to the KEU in J2? Basically, when determining a valid rout destination at the start of a units rout (A10.51), does a Known enemy unit IN the same Location as the broken unit at the start of the RtPh automatically preclude any ADJACENT woods/building from being a valid rout target, since the broken unit may not END a RtPh there (A10.51)?

A. K2 must be declared initially; upon reaching K2, the router must re-figure his destination. [K33]

**A10.5-.51** A broken American squad possessing a MMG is on top of wire next to the creek in *Suicide Creek*. There is an

unconcealed unbroken Japanese unit also on top of the wire in the same Location. The only rout option is under the wire (minimum one MF), into the Creek (three MF) and then into another hex that will be  $\geq$  three MF, i.e. no matter what happens the American unit will be eliminated for Failure to Rout because it will end the RtPh ADJACENT to the Japanese unit on the wire. Does the American squad make its wire dr and end the RtPh and be eliminated either under the wire (wire dr=4-6, where the MMG will drop to the ground under the wire) or in the stream (wire dr=1-3, where the MMG will be eliminated)? Or is the American squad eliminated for Failure to Rout before it starts the rout without expending any MF (leaving the MMG on top of the wire) because of the impossibility of achieving a meaningful result?

A. Rout, then elimination. [K33]

**A10.5, A10.532 & A10.62** In rule 10.5 (routing) and 10.62 (desperation morale), what does the reference to rule 10.532 mean?

A. It is referring to Normal Range being limited to 16 hexes. 10.532 concerns interdictors, so does this mean that a unit must be able to interdict to give DM and to force rout, e.g. it can't be pinned?

A. No; i.e., the unit could be pinned. [K33]

**A10.5 & A12.3** A broken unit routs to a Location ADJACENT to a HIP enemy unit and declares it is done routing, even though it has not used up all 6 MF. Can the enemy unit then drop HIP and eliminate the broken unit for Failure to Rout, or would the broken unit be allowed to attempt to rout away from the now-Known Enemy Unit?

A. It must rout further if it can; otherwise, it must Surrender or be eliminated for Failure to Rout.

If the enemy unit waited to drop HIP until a second broken unit began its rout, would the aforementioned first broken unit then be eliminated for Failure to Rout since its rout is over?

A. Not eliminated after its RtPh. [K33]

**A10.5, A15. & B28.412** A broken unit is in a minefield hex adjacent to an enemy unit and is thus required to rout. Upon exiting the minefield hex during its rout the unit Battle Hardens and creates a Hero. Does the resultant Battle Hardened unit and Hero remain in the minefield hex?

A. Yes; B28.412. [K33]

**A10.5 & B30.5** B30.5 says a unit in a pillbox is never forced to rout. However A10.5 says "...nor — regardless of terrain — may it end a RtPh ADJACENT to or in the same Location with a Known enemy unit that is both unbroken and armed [EXC: *Night; E1.54*]" May a broken unit in a pillbox end its RtPh there if there is a Known armed unbroken enemy unit either in the pillbox hex or in the adjacent hex in the pillbox CA (both of which are ADJACENT) without being forced to surrender or eliminated for Failure to Rout?

A. Yes.

I.e., does B30.5 take precedence other the "regardless of terrain" clause in A10.5?

A. Yes.

If yes, should the EXC in line 5 of A10.5 include "Pillbox; B30.5"

A. Not necessary, but wouldn't hurt. [K33-ML]

**A10.5 & C7.42** Is a shocked AFV an "unbroken and armed" unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?

A. Yes to both, if manned. [VFTT 2 Feb 1998; J1]

**A10.5** See A10.2 & A10.5

**A10.51** Does a broken unit in TEM within a FFE have to rout? One not in TEM?

A. No, unless it is Adjacent to a Known, armed, unbroken enemy unit. Unless the FFE is Harassing Fire, the unit will not be in Open Ground. [VFTT 18 Sep 1998]

**A10.51** A German and a Soviet unit are both broken and in LOS of each other, then the German unit starts rout and routs out of LOS. Can the Soviet unit now rout towards that last position where the German unit was in LOS, or does one treat this as "move towards such an enemy unit after leaving its LOS during that RtPh" (A10.51)?

A. Yes it may rout. (No that is not the same.) [Janusz Maxe to Perry Cocke, ASLML 18 Mar 2003]

**A10.51** 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?

A. Yes; the fact that an enemy unit previously routed out of LOS does not preclude a friendly unit from routing towards that old position. [K33]

**A10.51** A10.51 states, "...a routing unit must move to the nearest (in MF calculated at the start of the RtPh) building or woods hex..." Is "nearest" from the omniscient, ASL player's or the unit's perspective?

A. Closest, regardless of LOS from routing unit. [K33]

**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. [K33]



**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 is it currently occupying based on the A10.51 EXC even though it did not begin the RtPh in that building?

A. Yes. [K33]

**A10.51 & A10.711** It is the RtPh. Action is on board 12 with Mud. A wounded SMC is stacked with a broken squad in DD2 in OG. Bad guys are at Y3 and S5.2. There are out of season orchards at EE3 & FF3, a building at FF4 and a woods at GG4. The destination is declared as FF4. Can the wounded SMC voluntary rout with the broken squad toward the building and end their rout at FF3 due to lack of MF? Or must the squad rout alone?

A. 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. [Tom Weniger to Perry Cocke, 20 Dec 2003]

**A10.51, A12.11 & A20.21** Can a concealed friendly unit be revealed at any point during the RtPh to influence the rout/-

surrender options of an enemy unit?

A. Sure. [Kiri Naiman to Avalon Hill, 1990-1993]

**A10.51 & B8.62** May broken units rout through a tunnel to exit in that rout phase even if another woods/building location is a closer rout destination target than the exit from the tunnel? May they do so even if the exit is a brush location?

A. Yes to both (B8.62). [K33]

**A10.51 & B23.71** A unit is broken and DM in level 0 (ground floor) of a rowhouse hex. It begins to rout to an adjacent rowhouse location of the same rowhouse, bypassing a shared vertex between the two rowhouse hexes. Upon going through the vertex it now has LOS to a KEU that it would be moving closer to by routing to the target rowhouse hex. Can the routing unit legally rout to the target hex? (In essence, is the 3 MF for moving between rowhouse locations (1 bypass, 2 into the bldg) a combined MF expenditure or is it two separate expenditures?)

A. Yes, this is one combined expenditure [K33]

**A10.51 & B26** For purposes (only) of determining the shortest route in MF, assume wire will cost 1 MF. [Perry Cocke to ASLML, 14 Jun 2000]

**A10.51 & B28.413** Must a unit that is routing through a hidden minefield of its owning side, or may the it ignore it? If it may ignore it, must the mines come on board? If the mines don't need to come on board, must a reason be given to the other player as to why the hex was ignorable (even though it may be obvious)?

A. Routing units cannot ignore hidden minefields and routing towards a minefield is not a reason for putting it on board. [K33]

**A10.51 & B28.413** During rout can a unit ignore a hex where there are hidden mines friendly to its side? If the above answer is no, can the owning player reveal the mines in order to avoid forcing the broken unit to rout into them?

A. No to both. [K33]

**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 its 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. [K33]

**A10.51 & V.3 SSR VotG8** VotG 8 states: "Stone rubble is treated as a building for Rout, Rally, Ambush and Street Fighting purposes." Does this mean that attached Rubble can be ignored as being part of the same building for routing purposes?

A. No; it is no longer part of the same building. [K33]

**A10.51** See A4.14 & A10.51  
See A10.5-.51

**A10.52** Does the Low Crawl rule allow a wounded SMC having 3 MF to rout into a hex that requires, in the movement phase, more than 3 MF?

A. Yes. [K33-ARE]

**A10.52** When a unit uses low crawl, is it required to use the shortest path in MF towards its destination?

A. No. [K33]

**A10.53, A10.532 & C6.5** If the ATTACKER routs a broken unit without using Low Crawl, through an Open Ground hex that is in the LOS and Normal Range of a an unbroken enemy unit capable of fire on it in that hex with at least one FP without any form of LOS Hindrance, can the DEFENDER decline Interdiction and allow the broken unit to disregard a NMC?

A. Only if concealed.

If the ATTACKER routs a broken unit without using Low Crawl, through an Open Ground hex that is in the LOS and Normal Range of multiple unbroken enemy units capable of firing on it in that hex with at least one FP without any form of LOS Hindrance, can the DEFENDER choose which of the qualifying Interdictors enforces the Interdiction (e.g. so that an otherwise qualified Interdictor can maintain Target Acquisition as per C6.5)?

A. Yes. [K33]

**A10.53** See A7.212 & A10.53

**A10.531** A concealed unit advances into an OG hill hex that is devoid of cover or SMOKE. The only opposing unit that can see that movement is at a lower location and is armed with a mortar and within the effective range of the mortar and < 16 hex range. Does the advancing unit lose concealment? Is the answer different if the unit at lower level is inside or outside of the effective range of the mortar?

A. No. (The mortar is immaterial.) [K33] {Minor editing. SR}

**A10.531** Rule A10.531 says, in part, "The cost to enter/exit Fortifications within a hex are not part of the total MF cost used when calculating the nearest building/woods hex." No exception is made for Wire, which is a Fortification. Is the MF cost of Wire then ignored when calculating the nearest building/woods hex for purposes of determining a rout destination?

A. No (you do not enter/exit that fortification). [K33]

**A10.531 & A10.532** In the V1 edition of the rules, A10.531 said that interdiction of a routing unit could occur in any Open Ground hex where a potential unit could exert a -1 FFMO DRM without any positive DRM. In V2 the phrase "without any positive DRM" has been removed. Does this mean that positive DRM's no longer apply to canceling the -1 DRM as described in A10.532?

A. No. Positive DRM will prevent Interdiction, per A10.532 – and A10.531 doesn't change that; A10.531 is now more about just what is OG for both rout and non-rout purposes. [Steve McBee to Perry Cocke and reply, posted to ASLML 12 May 2003] {Added back after I removed it in v23 because recent questions show it's still needed. SR}

**A10.531 & B14.6** If an enemy unit that could otherwise Interdict is looking down the orchard/-road and a unit routs across or down that road, can they avoid interdiction by claiming they are using Orchard COT not Road COT?

A. Yes. (Think of a woods-road where the woods COT is 1.) [John Provan to Perry Cocke, ASLML 6 Aug 2003] {Re-worded. SR}

**A10.531, B27.1 & C1.51** 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?

A. Yes.

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?

A. Yes.

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?

A. Open Ground

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

A. Yes. Open Ground [K33-d]

**A10.531 & C11.2** Does the Emplacement TEM of C11.2 negate the Open Ground requirements of A10.531 for its manning Crew? Would a broken Crew manning an Emplaced Gun be forced to rout if the hex is considered Open Ground per A10.531?

A. Yes. No. [Bruce Bakken to Perry Cocke, ASLML 14 Jun 2003]

**A10.532** See A10.5, A10.532 & A10.62  
See A10.53, A10.532 & C6.5

**A10.533, G.2 & G.4** PTO terrain is in effect. If a broken unit routs to a hex containing an HIP unit of the opposing side. When is the HIP unit revealed? Upon entry of the broken unit, or at the start of CC?

A. Since this occurs in the RtPh, A10.533 will apply normally; i.e., G.2 & G.4 will NOT apply. Thus, the HIP unit is immediately revealed and the routing unit is repulsed and eliminated for Failure to Rout per A10.533 and its example. [K33] {Minor editing. SR}

**A10.6 & A10.7** Can a Cavalry Leader Rally other Personnel in his Location?

A. Yes. [K33]

**A10.6 & A11.15** Can a broken unit be rallied while in CC or melee?

A. Only via HOB. [K33-d]

**A10.62** With respect to a unit becoming DM when fired at on the IFT — Does the actual dice roll or result on the IFT matter in determining whether or not the target unit is placed under DM? If a unit capable of Cowering fires a 1 +1 shot on the IFT, and actually rolls doubles, is this sufficient to DM the target unit? If the firing unit actually Cowers on the dice roll (rolls doubles) is the FP reduced by two columns to determine DM?

A. The actual DR does not matter. [K33]

**A10.62** If a unit capable of cowering takes a 1 +1 shot at a broken unit does the broken unit become DM?

A. Yes. [K33-ARE]

**A10.62, A15. & E1.54** A broken unit attempts assisted rally while DM during night. A 1,1 is rolled, so he loses DM, right? A. Yes, it has rolled  $\leq$  its original ML. {Added “ $\leq$ ”. SR} A 6,6 is rolled, with +1 and -1 DRM HOB results in Surrender. No enemy adjacent, so does he become DM again, as well as disrupted?

A. Because it is newly disrupted, it is DM. [K33-ML]

**A10.62** See A7.7, A10.62, F11.71 & F11.72  
See A10.2 & A10.62  
See A10.5, A10.532 & A10.62

**A10.63 & A25.222** Do the provisions of A25.222 (immunity to DM, penalty if not rallied) apply to a Commissar attempting Self-Rally?

A. No. [K33]

**A10.7** In a scenario where troops of different nationalities fight on the same side (EX: Italians and Germans in AP19 Winter of their Discontent), are they by default considered as Allied Troops as per A10.7, or would you need a SSR to specify it?

A. Yes; no SSR needed. [K33]

**A10.7** See A8.1, A10.7 & A25.221  
See A10.22 & A10.7  
See A10.6 & A10.7

**A10.711** May a voluntarily-routing leader (A10.711) portage 2PP while routing?, May a GO leader drop possession of a 3PP SW at the beginning of the RtPh in order to be able to voluntarily rout (A10.711)?

A. No. Yes. [K33]

**A10.711** It is the RtPh. Action is on board 12 with Mud. A wounded SMC is stacked with a broken squad in DD2 in OG. Bad guys are in Y3 and S5h2. There are out of season orchards in EE3 & FF3, a building in FF4 and a woods in GG4. The destination is declared as FF4. Can the wounded SMC voluntary rout with the broken squad toward the building and end their rout in FF3 due to lack of MF? Or must the squad rout alone?

A. 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. [K33-d]

**A10.711** See A4.7 & A10.711  
See A4.8 & A10.711  
See A10.2 & A10.711  
See A10.51 & A10.711

**A10.8 & A20.5** If a Fanatic unit is captured, and it is Fanatic “inherently” (as opposed to being made Fanatic by a temporary external condition, e.g., Russian units in Factories in RB, or units in beach Locations in seaborne invasions), is the unarmed unit also considered Fanatic? If the prisoner subsequently rearms will it also be Fanatic? Do prisoners ever benefit from Fanatic status from “external conditions”, e.g., Russian units in Factories in RB?

A. No. No. Only non-prisoner Russians are Fanatic in RB Factories. [K33-ML]

**A10.8** See A.18, A7.7 & A10.8

**A11. & A20.** Can a CC capture attempt be made by a good-order squad, that is in the same Location as a prisoner squad whose

guard is currently broken, against those very same prisoners?

A. Only if the prisoner is attacking its guard or is in melee.

[K33-ML]

**A11.** See A8.31, A11. & G1.423  
See A10.2 & A11.

**A11.11** A hex contains a wire counter, a friendly squad under the wire, an enemy squad above the wire, and an enemy squad below the wire but who is CX. The friendly squad attacks both enemy squads together. Each enemy squad has a -1 DRM applicable to it, but for a different reason. The odds are 1:2 and it is normal CC, not HtH. If the Original DR is "5", the Final DR vs. the unit on the wire is a "4". The Final DR vs. the CX unit would also be a "4". Does the different reason for the DRM mean that *each* enemy unit separately suffers a Casualty Reduction result? Or is the "collective" DRM a single -1, so that Random Selection would apply?

A. No. Yes.

If both enemy units were above the wire, and neither were CX, if the Original DR is "5" is the result calculated any differently?

A. No. [K33-ML]

**A11.11** 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.

A. The -1 applies only to the CX unit. The +1 applies to the entire attack. [K33-d]

**A11.11** Are CC DRM always cumulative? If a CC attack is made vs. 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?

A. DRM are cumulative but not always collectively cumulative. In both cases, some units have worse DRM than other units. [K33-d]

**A11.11 & D6.22** A Motion T-34 carrying a 5-2-7 squad as Riders is in bypass of an Axis infantry unit. In the CCPh, what is the firepower of the Riders? Is it halved to 2.5 for its conveyance being in Motion or is it ONLY penalized by the +1/-1 CC penalty for Riders?

A. Halved (see A11.11 CCT modifiers) when attacking, but not defending. [K33]

**A11.141** See A10.2 & A11.141

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

A. Yes. Yes. [VFTT #13]

**A11.15** Vehicles are not locked in melee, but are they marked with the melee marker while in the same location as the opponent after CC has occurred?

A. No. [K33]

**A11.15** If a unit enters/advances into a location that contains a Melee counter, is that unit considered part of that Melee immediately upon entry or after the CCPh?

A. After the CCPh. [K33]

**A11.15** See A7.4 & A11.15.  
See A10.6 & A11.15

**A11.15 & A11.16** If all units of a infantry vs. infantry Melee are broken (e.g. after having been fired upon), when do they rout? Must they wait until CCPh to Withdraw (A11.15, 11.3)? or does one consider that Melee no longer exists and units rout during RtPh?

A. Yes. No. [K33]

**A11.15, D2.3 & D5.6** If a stationary vehicle in bypass of a hex containing only enemy infantry who are already held in Melee is destroyed by a direct fire attack is there a crew survival roll? If so, does the crew go immediately into Melee or are they marked only with a CC counter? If they are marked only with a CC counter, is there an opportunity for the defending infantry to TPBF on the crew? Also, if they are placed in Melee, would the Hazardous Movement -2 DRM apply to them (only) on any subsequent attacks on the Melee that turn?

A. The crew may survive and would go immediately into Melee, subject to Hazardous Movement. [K33]

**A11.16** It's the German APH and there are stacked in a ground level rowhouse building location, two broken Russian 4-4-7, a pinned 4-4-7 and a 8-0 SMC; well, an adjacent German 4-6-7 advances to the Russian location from another ground level rowhouse building location. Can the Russian Broken squads withdraw from the initial CC (barring infiltration results)? Must they assume the results of the first CC and then (if they are not reduced or eliminated) when the CC becomes melee, they can withdraw from the melee in the next CCPh?

A. No. Yes. [K33]

**A11.16** See A11.15 & A11.16

**A11.19 & B30.6** At the start of the CCPh, a unit occupies a hex containing a pillbox. An enemy unit is HIP IN the pillbox Location. Is the HIP unit IN the pillbox Location placed on board at the start of the CCPh?

A. Only if CC by/vs the pillbox occupant can occur.

Is the answer to Question 1 dependent on whether the unit outside the pillbox is a vehicle/PRC?

A. See above. [K33]

**A11.2** May a unit advance into an existing Melee and withdraw from it in the same Player Turn?

A. No, not till next Player Turn. [K33]

**A11.2 & A26.11** Do units that Ambush end up with Control of the CC Location if they eliminate all units and Withdraw? What about units that Infiltrate and Withdraw?

A. Yes. Yes, if they eliminate all enemy units as part of that Infiltration DR. [K33]

**A11.2** See A4.8 & A11.2

**A11.21** A11.21 says: "If a unit withdraws into a concealed enemy's (not Dummy) Location it is eliminated automatically..." when does that elimination take place relative to the withdrawal of any other units? For example, may a 9-2, 548, 467 stack have the 467 withdraw first to see if the destination contains a real enemy unit? Then if no enemy is present could the 9-2 548 then decide to join the 467 or must they withdraw to another destination location? If the 467 is eliminated may the 9-2 548 elect not



to withdraw at all? Or withdraw to another destination?

A. The 4-6-7 can withdraw first and perhaps be eliminated. The 9-2 and 548 can then withdraw to the same or a different Location, but they must withdraw. Assuming the 9-2 is defending with the 548, they must withdraw together. [K33]

**A11.21** See A4.42 & A11.21  
See A4.72 & A11.21

**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. [K33]

**A11.22** If the ATTACKER rolls an Original 2 DR in non-Ambush CC and completely eliminates all defenders, does he gain Control of the Location even if he Withdraws? Can the DEFENDER attack back?

A. Yes, unless eliminated by the DEFENDER. Only if the ATTACKER does not Withdraw. [VFTT 27 Feb 1999]

**A11.22** Must a group of withdrawing units withdraw at the same time? e.g. consider 2 HS withdrawing via Ambush. Can one wait until the other has entered a new hex and ensured that there isn't a HIP unit before he enters a new hex as well?

A. Yes.

or must they both enter new hexes together/at the same time?

A. No. [K33]

**A11.22** Two units in CC, one squad from each side. The attacker rolls an original 2, which after resolving Leader Creation is sufficient to eliminate the defender. Can the attacker remain in the Location without suffering the defender's attack, since the defender is eliminated by the 2 DR (i.e., is the attack now sequential)? Or must the attacker (and newly created leader) withdraw as per A11.22 Infiltration to avoid the return attack, thereby leaving the Location empty?

A. No (no). Yes. [K33]

**A11.22** 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.)

A. 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."

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?

A. Correct. [K33]

**A11.22** 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. A pinned unit may never withdraw. [K33-d]

**A11.22** Does infiltration (A11.22) apply to non-simultaneous/sequential CC attacks? For example, if a CC has a vehicle present and an Infantry unit that has not been attacked yet rolls a snake eyes on its attack, may it withdraw before it is attacked?

A. Yes. [K33]

**A11.22, A18.12 & A20.54** Per A20.54, when an enemy Infantry/Cavalry enters an Unarmed Units Location, it may conduct an immediate CC attack. Is the Unarmed Unit allowed to attack back?

A. No.

Is Infiltration possible?

A. No.

What about leader creation?

A. Yes. [K33]

**A11.22, A11.8 & D7.211** A squad attacks an AFV during the MPh, using reaction fire, and street fighting, and rolls a 2 or a 12. Does infiltration come into effect?

A. No. [K33]

**A11.22 & A20.55** A Good Order German squad holds a squad's worth of Russian prisoners. Another Russian unit enters CC with them, with no result either way; resulting in a Melee. The next turn the prisoners attack their guard first (no NTC or broken guard required in Melee). The prisoner rolls a 6,6 against the GO guard, resulting in Infiltration for the guard. If the guard elects to withdraw on the 6,6, do his prisoners accompany him?

A. No, the prisoners cannot accompany the Guard withdrawing from Melee. [K33]

**A11.3** See ASOP, A11.3, J2.31

**A11.31 & A11.622** If the non-sN player (who "attacks" first because Close Combat when a vehicle is involved is sequential) declines to attack at all (perhaps wishing to retain Concealment), can the sN player fire the sN in that CC? Or is firing the sN only allowed if the opposing side makes a CC attack beforehand?

A. No. Correct. [K33]

**A11.31 & G1.421** All CC attacks taking place in a Location containing a vehicle (even if abandoned) must be declared sequentially (even if the vehicle neither attacks or is attacked). Given the above a T-H Hero can never be held in Melee?

A. For instance, if enemy Infantry advance in against HIP THH and no one dies and Melee occurs. [K33]

**A11.4** It's the German player turn, and a StuG IIIG is in VBM in Motion in a woods hex that contains a Russian 4-4-7 squad. The Reaction fire CC is ineffective, so they will be engaged in CC in the next CCPh, but in the APh, a German SS 6-5-8 with a 9-1 leader advances into the woods. As a possible ambush situation can occur, the doubt is: can the StuG in Motion affect the ambush dr? or is ignored as it is not in the woods, only bypassing it?

A. Yes, it will affect the Ambush dr. [K33] {Minor editing. SR}

**A11.4 & A11.41** An Infantry, that has ambushed an enemy, decides to withdraw. Does the ambushed enemy still lose its concealment?

A. Yes. [K33]

**A11.4 & A11.7** A Location where Ambush is normally possible contains a friendly vehicle currently holding enemy Infantry in

Melee. If additional *enemy* Infantry advance into this Location, are they “reinforcing a Melee”? If *friendly* Infantry advance into this Location, are *they* “reinforcing a Melee”? (In other words, is it possible for Ambush to occur in a Location already containing some, but not all, units in Melee?)

A. Yes. Yes. (No.) [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**A11.4 & B30.6** Assume a pillbox is located in a woods hex, and/or units either outside or inside the pillbox are concealed. A11.4 lists a +2 Ambush drm for units in a pillbox. When is the Ambush dr made? Only when the units outside the pillbox *advance* into the Location outside the pillbox? Or *every* time units declare a CC attack by/against the occupants of the pillbox?

A. Only when they Advance. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**A11.41** The situation was a concealed squad advanced into CC with a HS who had a squad of prisoners with them. The concealed unit ambushed the HS and killed them outright. The rules state the force that qualified for ambush can advance after the CC (win or lose, provided they survive). Do the prisoner units count as part of the “force”?

A. They are not part of the “attacking force” and cannot advance. [K33]

**A11.41** See A11.4 & A11.41

**A11.5** If a CCV 5 squad and SMC combine for a Close Combat Reaction Fire and *both* are marked with a First Fire Counter, is the CCV 4 (reduced by one for each First Fire Counter) or 5 (reduced just by one for all First Fire Counters)?

A. 5 since you are not adding the CCVs together but rather increasing the CCV by one if a SMC is participating. [Perry Cocke to ASLML, 31 Jul 2000]

**A11.5** If more than one squad is in a hex with an unarmed enemy AFV during the CCPh, can the second squad attack the enemy AFV if the first squad fails to eliminate it?

A. Yes. [K33]

**A11.5 & A20.5** The Germans had taken a Russian 426 prisoner, and eventually they ended up with their guards in the same hex as a German StuG that was bogged & UK. The guards broke and were eliminated for failure to rout. Due to the StuG the former prisoners cannot be re-armed (A20.551). Subsequently, a Russian 328/10-0 jump into CC to finish off the StuG, but fail. Can the former prisoner attack the AFV in CC as well?

A. No; unarmed units do not have a CCV. [K33]

**A11.5** See A7.81, A8.1 & A11.5

**A11.51** 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.

A. Correct, this does not equate to “usable in CC”. [K33-d]

**A11.6** An enemy AFV ended its MPh in motion and in bypass of my building hex. Through the MPh and up to the CCPh, my first-line squad in the building did nothing and is unmarked. It is now the CCPh, and my squad wants to engage the AFV in CC. Is my squad required to pass a PAATC to attack the AFV?

A. No. [K33]

**A11.6 & A12.141** Does a concealed unit that fails a PAATC attempting to fight into an ADJACENT hex lose concealment?

A. No; taking such a PAATC is excluded from being a Case C “other action” on the “?”-loss chart. [K33]

**A11.6 & D7.21** Assuming a passed PAATC in the previous APh, does a MMC need to pass a (second) PAATC in order to make a Defensive Fire CCRF attack against an AFV expending start or other MP in the Location in which it started its MPh?

A. Yes.

If yes, would it still have to do so if the AFV Stalled? If no, would it have to do so if the AFV left the location and then returned to the MMC’s Location?

A. Yes. NA.

In the above situation, if the AFV failed a Mechanical Reliability DR and Immobilized (D2.51), or if the vehicle were Immobilized in the preceding CCPh, would the MMC be able to make a Defensive Fire CCRF attack (despite still being held in melee (A11.7)) as the AFV expended MP “for non-movement purposes” under the provisions of D8.5?

A. Infantry in Melee cannot attack an already-Immobilized AFV just because it is spending MP in the Melee Location. An AFV that fails a Mechanical Reliability DR no longer holds Infantry in Melee (just like one that Stalls) and can be attacked after a PAATC is passed. [K33]

**A11.622** Do Armor Leader or Stun DRM apply to a sN attack? Do any other CC DRM apply to a sN attack? Is a sN attack modified in any way if the AFV is in motion and/or vs concealed units?

A. No, this is a Usage # DR that doubles as an IFT attack. No. No for Motion, halved for concealed targets. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**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 16 FP or is halved for motion?

A. 16 FP, not halved. [K33-d]

**A11.622 & D7.213** May an sN be fired during a CC Reaction/Street Fighting attack?

A. No; D7.213 (“no vehicle CC attacks (of any kind, including “sN”; A11.622) are allowed;”). [K33]

**A11.622** See A11.31 & A11.622

**A11.7** Is a Melee considered to exist following an inconclusive CC between Infantry and an AFV in Motion, for purposes of subsequent Ambush, Withdrawal, fire into the Location, etc. If an AFV in motion is Immobilized in a subsequent Player Turn after inconclusive CC with Infantry, while still in the same Location as the Infantry, does it immediately hold the Infantry in Melee?

A. No. No. [Kiri Naiman to Avalon Hill, 1990-1993]

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

C5.51?

A. Yes. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**A11.7** See A11.4 & A11.7

**A11.8** Do the Street Fighting advantages apply against a vehicle bypassing a woods hex?

A. Yes. “Any vehicle in stationary Bypass or using VBM is also subject to Street Fighting rules from any Infantry in the Bypassed obstacle of their hex.” [K33]

**A11.8** This rule states (in part): “The unit(s) would be moved onto the vehicle(s) in the road hex to make their CC attack(s) and following any CC attack returned to the same Locations they came from ...” Does “following any CC attack” mean “following any CC attack *against them*”, or just “any CC attack occurring in that Location (which may include their own)”?

A. Following all CC attacks, essentially.

I.e., may an Infantry unit that is using Street Fighting attack and then return to its previous Location without suffering a return attack (assuming that an enemy unit is available to make such an attack)?

A. No.

If the answer to the above question is that the unit may *not* return to its previous Location before any possible return attacks, if there are potentially several attacks vs. that unit, may it return after the *first* such attack or must it wait until after *all* such attacks have been resolved?

A. All. [K33-ML]

**A11.8** For explanation, since VotG isn't out yet, a “guttled” building costs one extra MF when entering the location. A Russian 458 with 5PP MMG elects to attack an ADJACENT AFV during the MPH with CCRF. It is attacking from a VotG gutted building — at night — (4 MF to return) does the squad return to the building hex?

A. 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?

A. 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?

A. In the APh it could drop the MMG in the building before advancing into the street and it could then remain in the street.

[K33-d] {Minor editing. SR}

**A11.8** What are the SFF CC RF options of Infantry in this case (Say a squad which has passed a PAATC seeking to attack a good order AFV on the 2<sup>nd</sup> MP of a bypass of a woods/building the squad is in)?

1. Cannot make a SFF RF at all as constrained from so doing by “as their defensive first fire attack”.

2. Can make a SFF RF attack but does not receive the -1 Street fighting ambush DRM (Hence need a Final CC DR of 5 +2 Motion +1 SFF = 2).

3. Can make a SFF RF attack and receive the -1 Street fighting ambush DRM (Hence need a Final CC DR of 5 +2 Motion +1 SFF -1 Street Fighting = 3).

A. #2; SFF is a form of Defensive First Fire. [K33]

**A11.8 & B31.1** The M4A2 bypasses 8b-DD7/EE8 along the woods hexside ending in motion. The road meets the definition of a Narrow Street. B31.1. Mob B (FF7) wants to use old-fashioned Street Fighting. A11.8. Mob B is adjacent to EE8 and there is a building on the other side of the road. Mob B is also in a building. Two questions: Is EE8 a road hex for purposes of A11.8? Can B CCRF with a CCV 5, +2 motion/non-stopped, -1 SF if the AFV bypasses EE8?



A. EE8 is not a road hex for purposes of A11.8, so “B” cannot CCRF against AFV in EE8. [K33]

**A11.8 & D2.34** A11.8 Street Fighting. “...Any vehicle in stationary Bypass or using VBM is also subject to Street Fighting rules from any Infantry in the Bypassed obstacle of their hex.” What is the difference between Bypass or using VBM in this context? Is stationary bypass, being in bypass but stopped? Is VBM only in effect during the vehicle’s movement phase? A. “Stationary Bypass” (D2.34) is outside of the MPH (in Motion or not); “using VBM” is during the MPH. [K33] {Minor editing. SR}

**A11.8** See A4.63 & A11.8

See A11.22, A11.8 & D7.211

**A12., A12.2 & D6.** A friendly concealed Infantry unit is in the same hex as a friendly unconcealed vehicle. They are both out of LOS of enemy units. The concealed Infantry unit mounts the unconcealed vehicle as a Passenger or a Rider. Does the new Passenger/Rider become unconcealed? Does the vehicle become concealed? Does the new Passenger/Rider remain concealed while the vehicle remains unconcealed? A friendly unconcealed Infantry unit is in the same hex as a friendly concealed vehicle. They are both out of LOS of enemy units. The unconcealed Infantry unit mounts the concealed vehicle as a Passenger or a Rider. Does the new Passenger/Rider become concealed? Does the vehicle become unconcealed? Does the new Passenger/Rider remain unconcealed while the vehicle remains concealed? A. If either the vehicle or the Infantry loading up are unconcealed, then the other party loses “?”. [K33]

**A12. & B27.** Does a concealed infantry unit lose “?” if it uses Assault Movement to exit an Entrenchment in Open Ground and within 16 hexes of an enemy unit and move into concealment terrain in an adjacent hex?

Does a concealed infantry unit lose “?” if it uses Assault Movement to enter an Entrenchment in Open Ground and within 16 hexes of an enemy unit from concealment terrain in an adjacent hex?

Does a concealed infantry unit lose “?” if it Advances out of an Entrenchment in Open Ground and within 16 hexes of an enemy unit and move into concealment terrain in an adjacent hex?

Does a concealed infantry unit lose “?” if it Advances into an Entrenchment in Open Ground and within 16 hexes of an enemy unit from concealment terrain in an adjacent hex?

A. Yes to all. [K33]

**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 "AA 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. [K33] {Minor editing. SR}

**A12** See A4.44 & A12.

**A12.1** Say the two players have concealed stacks in LOS of each other, but out of LOS of all other stacks. Player A's stack fires at player B's stack. Now suppose there are real units in player B's stack; the question is about the timing of player B's decision. Is it:

(a) the decision must be made prior to the attack DR (as in: once the attack is resolved, the unit might no longer be in Good Order, so unable to strip concealment)

or

(b) the decision can be made after the DR for the attack is made, but before the attack is resolved (say, "if the attack results in No Effect, I'd rather keep the opponent in the dark about my unit; but if I'm going to be revealed, I'd prefer the opponent to lose his concealment")

A. (b). [K33]

**A12.1 & D9.3** A friendly unit is in an (otherwise) Open Ground hex underneath a Wreck. A concealed enemy unit Advances into the hex. Does the enemy unit lose Concealment during the Advance?

A. Yes, assuming the "friendly unit" is Good Order. [K33]

**A12.1** See A2.9, A12.1 & B28.

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

A. Yes. [VFTT #9]

**A12.11** Can a Dummy stack composed of 3 "?" be split during play (MPH/APH) into two Dummy stacks composed of 2 "?" each?

A. Yes. [K33]

**A12.11 & A12.12** Can the defender place two or more "?" available for setup beneath a real and unconcealed unit in Terrain listed in red in the Terrain Chart/Desert Terrain Chart/PTO Terrain Chart? If yes, may the unconcealed real unit atop the stack of dummies have a "?" not designated by the OB placed on it per A12.12?

A. Yes. No. [K33]

**A12.11 & A12.3** Can a stack of two "?" counters use HIP as if they were an emplaced gun and a crew?

A. No; Dummies may not set up HIP. [K33]

**A12.11 & B28.411** If a stack about to be attacked by a minefield contains Dummies and at least one "non-Dummy" unit, what happens to the Dummy units? Are they removed before the attack or do they get attacked with a ML of 7, only being removed if they suffer a PTC/MC as per A12.14 & B28.411?

A. The stack (including extra concealment counters) does not

lose concealment unless affected by a MC or greater; B28.411. [K33]

**A12.11 & C10.1** A towed Gun does not qualify as a possessed weapon [A4.43], and so would seem to be unable to qualify for Concealment ["An unpossessed SW or other "non-unit" cannot gain/retain a "?""; A12.11]. Does a towed Gun instead share the Concealment status of its towing vehicle?

A. Yes. [K33]

**A12.11 & D4.2** May a 5/8 inch Dummy stack claim Hull Down status behind a wall when being fired on by direct fire ordnance [such that a turret hit (C3.9) is need to remove the dummy stack]?

A. No. [K33]

**A12.11 & E1.55** Is a Dummy unit a "Good Order non-hidden unit"? Applying the first sentence of E1.551 does the "Closest DEFENDER" include stacks solely consisting of Dummies? If not, is the "Closest DEFENDER" based purely on the "nearest occupied hex" where there is a "Good Order non-hidden unit", and thus not a Dummy? In terms of choosing the "nearest occupied hex" doe the DEFENDER choose the hex and the ATTACKER chooses equidistant hexes? Or does the ATTACKER get to choose the "nearest occupied hex" with a choice for equidistant hexes?

A. No. No. Yes. Doesn't matter who chooses the closest hex...it's simply the closest hex. Yes, The attacker would choose in the event of equidistant hexes. [K33-ARE]

**A12.11** See A9.8 & A12.11  
 See A10.51, A12.11 & A20.21

**A12.12** 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])?

A. At the start of its RPh when it sets up to enter. [K33]

**A12.12** A12.12 says a player setting up places his regular units and then places only scenario OB-designated "?" at first, and only in Terrain listed in red on the Terrain charts. May a player place scenario OB-designated "?" counters *beneath* regular units in his setup (assuming it is suitable terrain)? If the answer is yes, then any regular units above the OB-"?" in the stack will not gain pregame concealment, per the EXC in A12.12 "only one non-OB-designated "?" can be placed per stack of units and not on top of any previously placed "?"]. Correct?

A. Yes. Correct. [K33]

**A12.12** See A12.11 & A12.12

**A12.121** When concealing one stack of mixed-nationality units, what is the correct way to place the concealment counter(s)?  
 Is it:

A. Regardless of mix, place one concealment counter on top, and the color of the "?" counter is the player's choice providing the color matches one of the nationalities in the stack

B. Regardless of mix, place one concealment counter on top, and the color of the "?" counter is the player's choice providing the color matches the nationality closest to the top of the stack

C. Regardless of mix, place one concealment counter on top, and the color of the "?" counter is some other color, not matching the

colors of the units in the stack

D. Group and stack the units by nationality and place one “?” counter immediately on top of each nationality represented in the stack, where the color of the “?” counter matches the color of the nationality of the unit directly beneath it

E. Place one “?” counter for each nationality represented on the top of the stack; if two nationalities, then place two nationality-colored “?” counters on the top of the stack

F. Other

A. A. [K33]

**A12.121-.122 & B9.55** If a unit in a bocage hex is out of all enemy LOS, does it gain concealment automatically per case J on the A12.121 Concealment Table or only if it rolls per Case K?

A. An Infantry unit capable of claiming bocage TEM vs all enemy (Good-Order/unbroken, as per A12.1) ground units with a LOS to it is treated as being out of all enemy LOS and in Concealment Terrain for all setup and “?” gain purposes, and thus gains concealment automatically per Case J.

Question is when the bocage unit in question has no LOS to any enemy unit, so technically it is not “eligible to claim bocage TEM from a unit with a LOS to it”. Does that bocage unit gain automatically or does it have to roll?

A. Yes; it is capable of claiming bocage TEM vs all [which is none] units with LOS. [K33]

**A12.121 & A12.14** Rule A12.121 states you determine the range of the to the nearest unit having such LOS when determining concealment gain. Rule A12.14 states you should use the principles of A12.121 when determining concealment loss. In addition, the concealment chart states: Range to nearest enemy unit in LOS. Does the nearest unit always check first? If equidistant, which player chooses which LOS to draw first?

A. Not necessarily. Any unit within the given range (1-16 or 17+) will do. We suggest starting with the closest unconcealed unit *clearly* in LOS at the discretion of the player seeking to deny concealment gain/retention.

If the selection is by range, there is no exception for HIP units in A12.121 (and only vague reference in A12.14 should a concealed unit be the only unit). Are HIP units required to check LOS loss/gain if they are the closest unit?

A. No. [K33]

**A12.121 & A12.14** Assume a Friendly “?” unit performs a concealment-loss activity in Open Ground. A Good Order enemy MMC is in clear LOS to the Friendly “?”, which can be determined by the naked eye without aid of a thread. Is the enemy MMC required to challenge the move and force the Friendly unit to lose concealment?

A. No.

Could such concealment be retained if the enemy unit failed to point out the LOS?

A. Such “?” could be retained if the enemy unit failed to impose “?” loss.

Would the answers change if the LOS was clear, but it was not obvious without checking with a thread (i.e. not visible to the unaided eye)?

A. No.

Are both players responsible for determining LOS when any concealed unit performs a concealment-loss activity in LOS of its respective enemy unit?

A. Both players are responsible for determining when “?” might be lost, but the “enemy” player [to adopt your terminology] is responsible for denying “?” gain/retention. [K33]

**A12.121 & A20.5** Can the LOS of a Prisoner, under Guard by the opponent (be that Guard piece Good Order or not) be used/cited so as to deny concealment gain to that Guard and/or to other opponent pieces in LOS of that Prisoner piece?

A. Prisoners do not deny “?”.

Assuming the Guard can gain Concealment, does the Prisoner gain it too?

A. The prisoner will share the “?” status of its Guard. [K33-CWF]

**A12.121 & B23.922** There is a Q &A that says a unit inside a Fortified Building Location does not lose Concealment when it prevents an enemy unit from advancing in. What about the unit(s) attempting to enter in the APh, does it:

a) Lose Concealment as being prevented from entering is considered “any other action”.

b) Lose Concealment as if advancing per A12.14, i.e., only lose Concealment if advancing from Open Ground.

c) something else?

A. B). [K33] {I cannot find the Q&A mentioned here. SR}

**A12.121 & C1.82** When a Personnel unit or Vulnerable PRC takes a Bombardment 2MC per C1.82, are HIP Fortifications revealed if the unit uses the Fortification’s protective TEM, as per A12.121 Concealment Loss/Gain Table case L?

A. Yes.

I assume claiming the TEM is done after the DR for the unit, and if the roll is low enough, the Fortification’s protective TEM would not be needed for the unit to pass the Bombardment 2MC.

A. Yes.

Since case L applies whether the Fortification is in or not in LOS, would LOS matter?

A. No.

If it were Night, or E1.16’s modification to being revealed applies by SSR, would that change the answer?

A. No. [K33]

**A12.121** See A4.12, A12.121 & A23.3  
See A4.2, A4.61, A12.121 & A24.1  
See A6., A12.121 & A12.14

**A12.122** There is a difference between pink divider & ASLRB regarding TEM modifier to concealment dr.

Pink divider table : -Y Y is TEM & Hindrance DRM of hex occupied (all hexside TEM are NA).

A12.122: -Y Y is TEM & Hindrance DRM of Location occupied (all hexside TEM are NA).

Which one is correct? I realized when trying to gain concealment in a foxhole in an open ground hex.

A. “Location” is probably more precise. And you do need to be IN a foxhole to claim its +2 TEM. But a foxhole is *not* a separate Location in an open ground hex. [K33]

**A12.122** See A12.121-.122 & B9.55

**A12.14** Does wall TEM prevent loss of Concealment for an Infantry unit assault-moving or Advancing in otherwise open ground?

A. Yes, as long as the LOS crosses the wall; see A10.531.  
[VFTT 2 Feb 1998]

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

A. Yes. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001]

**A12.14** If a unit forfeits its “?” momentarily to force Concealment loss on a moving enemy unit, does it also need to show what SW, if any, that it possesses?

A. No; see A12.16. [Wayne Hadady to Perry Cocke, forwarded to SR 15 Jul 2002]

**A12.14** A12.14 says “A concealed unit’s ‘?’ is also lost immediately if it does any of the following in LOS of a Good Order enemy ground unit within 16 hexes (such potential LOS checks are free and require no attack or penalty for a blocked LOS):”

The wording is such that “?” loss occurs if there exists a LOS. Who is responsible for determining if LOS exists, the player performing the “?” loss activity, the opponent or both?

A. While both players may be responsible for determining LOS, the player seeking to deny concealment gain/retention is responsible for making such an LOS check.

If an opponent declines to check LOS, may the player performing the “?” loss activity take a free LOS check to his opponent’s unconcealed unit(s) to determine if in fact a LOS exists and as such his unit will lose Concealment from performing its action?

A. No. [K33]

**A12.14** Can a unit drop its concealment to void a possible Subsequent First Fire attack after the declaration to SFF has been announced by the Defending player?

A. No; ASL is not a race to see how fast one can roll the dice. [K33]

**A12.14** Is a unit that is “momentarily revealed” and instantly “regains” concealment for purposes of concealment stripping actually considered to have lost concealment? For example, would this mean that ADJACENT enemy units would become DM? Would that unit lose cloaking and become concealed? etc?

A. No to all. [K33]

**A12.14** Broken units rout into a hex with concealed units creating an overstacked situation. No GO enemy units have a LOS when this happens. Enemy units then advance into LOS of the stack. Do the overstacked units retain concealment when the GO enemy moves into LOS?

A. No. [K33]

**A12.14** An enemy unit performs a concealment loss activity that is possibly in LOS of a concealed Good order Friendly unit. The concealed friendly unit claims a free LOS check as per A12.14 to try and strip the enemy’s concealment if there is a LOS Which is the correct sequence?

Option 1:

Enemy performs “?” loss action possibly in LOS.  
Friendly unit in hex xx claims free LOS check (there must be a real GO unit there to claim the free LOS check)

LOS is strung.

If LOS is clear, friendly unit completely forfeits its “?” momentarily, enemy unit then loses “?”.

If LOS is blocked, then neither side does anything else (although enemy now knows that hex xx contains at least one real GO unit)

Option 2:

Enemy performs “?” loss action possibly in LOS.

Friendly unit in hex xx claims free LOS check (there must be a real GO unit there to claim the free LOS check).

Friendly unit must completely momentarily forfeit its “?” prior to checking the LOS.

If LOS is clear, enemy unit then loses “?”.

A. #2. [K33]

**A12.14, A12.141 & D9.31** Does a concealed unit using Assault Movement to Recover a SW or Place a DC loses concealment for these activities? Does a concealed unit combining Assault Movement with Armored Assault to enter an Open Ground hex lose concealment?

A. Yes, per Concealment Table Case C, assuming the enemy satisfies the conditions for case C. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**A12.14 & A12.3** If, as A12.3 states, “Hidden Status is considered the equal of concealment except as otherwise specified”, may a hidden unit sacrifice its hidden status and become concealed “at any time”, in accordance with A12.14?

A. Yes.

A12.31 states that: “A revealed hidden unit is totally discovered; it is not placed on board beneath a “?” unless specifically stated by a rule covering that particular situation (e.g., 11.19, 12.15, 152, .153, .32, .34).” Does “revealed” in this context refer only to the involuntarily forfeiture of hidden status (e.g., due to enemy action, overstacking, friendly OBA, etc.)? Or does it also apply to the voluntary forfeiture of hidden status?

A. Involuntary.

May a hidden unit not in enemy LOS voluntarily sacrifice its hidden status, and become concealed in order to perform some action (e.g., Deploy during the RPh, Entrench during the PFFPh, Place SMOKE during the MPh, voluntarily break a MMC in order to rout with a still concealed/hidden leader, transfer a weapon during the APH, etc.), or to undertake no activity at all during that phase? Or is the unit “totally discovered” the moment it sacrifices its hidden status under these circumstances?

May a hidden unit in enemy LOS voluntarily sacrifice its hidden status, and become concealed in order to perform a non-concealment loss activity, or no activity at all during that phase? Or is the unit “totally discovered” the moment it sacrifices its hidden status under these circumstances?

A. The former in both cases. [K33]

**A12.14 & A12.3** For clarification of the above Perry Sez answer, the third question and answer, “must” a unit sacrifice its hidden status and come out concealed in order to perform the types of activities listed?

A. To perform the listed activity, they must not be HIP. [K33]

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

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**A12.14 & B27.4** Would a unit lose concealment by Advancing into an Open Ground foxhole within 16 hexes of a Good Order enemy ground unit? What if it had Height Advantage over all enemy units?

A. Yes. No; the foxhole would no longer be in "Open Ground." [VFTT #11] {Added B27.4 reference. SR}

**A12.14** See A4.6, A12.14 & D9.4  
See A4.61 & A12.14-.141  
See A4.7 & A12.14  
See A4.72 & A12.14  
See A6., A12.121 & A12.14  
See A7.25 & A12.14  
See A7.25, A12.14 & C9.3  
See A12.121 & A12.14

**A12.141 & B24.8** Is Labor status itself considered a "?" loss activity? Must the unit actually attempt the activity for which it gained Labor status in order to lose "?"?

A. No. Yes. [VFTT #13]

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

A. Yes to both. [Tom Weniger to Perry Cocke, 3 May 1999]

**A12.141 & O11.6243** Is the ammo shortage removal rule O11.6243 a concealment loss activity?

A. Yes, concealment loss. [K33]

**A12.141** See A4.61 & A12.14-.141  
See A11.6 & A12.141

**A12.15** This rule reads in part "Random Selection is used to determine which of multiple concealed units must lose their concealment...". Can a player voluntarily remove concealment in the time between the occurrence of a Detection event and the making of this RS DR, so as to prevent the making of that RS DR?

A. No. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001] {Edited. SR}

**A12.15 1)** A squad moves from a trench to a connected location. A concealed enemy unit in that location forces them back and defensive first fires at them. Is that shot at +0 TEM or at +2 TEM?

A. +2

**2)** Does the kind of connected location (e.g. other trench, RB cellar, pillbox) matter?

A. The moving unit gets the TEM of the Location it does not leave. [Eric Bruenner to Perry Cocke, ASLML 30 May 2002]

**A12.15** A unit is set up concealed/HIP on a board edge hex of an entry area. An entering unit attempts to enter the location containing that concealed/HIP unit. Is the entering unit eliminated for having momentarily entered and then exited the board?

A. No.

Is the entering unit bounced back to its last off-board location and available for advance into the board, very possibly into the

formerly concealed unit's location?

A. Yes. [K33-ML]

**A12.15** An ATTACKER infantry unit attempts to enter the board (from off-board) by moving during the MPh into a location occupied by a concealed DEFENDER infantry unit. What happens?

A. One DEFENDER unit loses concealment per A12.15, regardless of LOS. The ATTACKER loses concealment and is bumped back to the offboard hex. It is not considered to have entered the on-board hex, and can therefore enter in the AFPh. Since it hasn't entered the onboard hex and since it is bumped back to an offboard hex, there is no DFF opportunity at all (including no Snap Shot). [K33-ML]

**A12.15** If a unit uses bypass in Hex #1 (a building hex) and then enters Hex #2 which contains a concealed (or HIP) enemy unit, according to A12.15 the unit is forced back "to the last Location occupied." Is the unit then: A) returned to bypass for the remainder of its MPh or B) moved inside hex #1's building location immediately?

A. A. [K33]

**A12.15 & A12.2** Must a 5/8" dummy stack take a PAATC when an "unbroken" enemy vehicle enters its Location? Must a Concealed vehicle?

A. Yes. No, the vehicle would retain its Concealment. [VFTT 27 Feb 1999]

**A12.15 & B9.32** A concealed DEFENDER unit has wall advantage behind bocage and in woods. An ATTACKER unit is on the other side of the bocage. Another ATTACKER attempts to enter the hex. Is the ATTACKER ever actually in the hex, thereby stripping the DEFENDER of Wall Advantage?

A. No. [K33-ARE]

**A12.15 & B23.922** There is Concealed squad in a yet unrevealed Fortified Building Location. During the Advance Phase, an enemy Infantry unit attempts to Advance into this Fortified Building Location. Is it correct, that the Fortified Building Location would be revealed but the Concealment of the squad in the Fortified Building Location is retained because the attempted entry is happening during the Advance Phase?

A. The squad would be temporarily revealed to proof its existence and then retain concealment. [K33]

**A12.15 & D9.31** A squad and AFV using armored assault have moved adjacent to a building containing a concealed enemy unit. The squad then attempts to enter the building while the AFV does nothing. An enemy MMC is revealed, bouncing the squad back to the hex with the AFV. If the squad is fired upon during this MF expenditure, considering that the MF are spent in the hex still containing the AFV, can it claim the +1 AFV TEM for armored assault?

A. No; they are no longer moving together. [K33]

**A12.15 & G3.2** A MMC attempts to move into a Bamboo hex contained a concealed enemy MMC. It is repulsed, but is it also CX and Pinned when being returned to its previously occupied Location?

A. Yes, both Pinned and CX. [K33]



**A12.15 & O11.6194b** Does an enemy unit moving into the same hex as a Reserve Cloaking counter force the contents of that counter to be revealed and placed on the map unconcealed?

A. Essentially yes, although not all the contents will necessarily be unconcealed; this works the same as regular Cloaking (E1.4), which works the same as any other concealed stack when an enemy unit attempts to enter its Location (A12.15). [K33]

**A12.15** See A4.15 & A12.15  
See A4.32, A4.33, A8.1, A12.15, & B23.71

**A12.15-.151, B23.922 & D6.5** The question has been asked: What happens if PRC of a vehicle in Bypass of a Fortified Building Location (occupied by a Good Order unpinned armed enemy squad) unload/bailout/survive destruction of their vehicle? The answer is that the ex-PRC are “in the terrain of the vehicle’s CAFP for purposes of any Defensive First Fire vs them. Immediately after all such First Fire is resolved” (D6.5), they are forced back per A12.15-.151 to the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh; if no such Location exists, it is eliminated. The appropriate section of D6.5 specifically references A12.151, directly leading to this interpretation. This is perhaps not crystal clear in the rules. D6.5 discusses Survival only in the context of the MPh; one must extrapolate that the same result obtains in other phases, the more so because D5.6 does not have any mechanism for handling Survival of a vehicle in bypass. Elimination in the absence of any possible place to enter during the MPh also has to be extrapolated from the rules, but is the straightest possible extrapolation. It is understandable how a reasonable person might think otherwise. The mechanics of unloading while in bypass were certainly not designed with Fortified Building Locations in mind. Nonetheless, the rules do seem to cover (mostly) these situations, and this interpretation does not seem to lead to any more weirdness than is already countenanced by the general rule for bouncing out Infantry that enters a Fortified Building Location in bypass only to discover that it contains a GO, unpinned armed enemy squad. (Which, BTW, would apply to units broken in bypass as well.) [Perry Cocke to ASLML 16 May 2003] {Re-worded. SR}

**A12.15-.151, B23.922 & D6.5** 1) In the above explanation, is it possible for “the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh” to be more than one hex away from the Bypass Hex/Location?

A. Yes.

2) Can “the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh” have been occupied by said vehicle in a previous player turn?

A. Yes. [Christopher Fleury to Perry Cocke, ASLML 16 & 17 May 2003] {Edited. SR}

**A12.151** A HS bypasses a woods location containing a concealed enemy squad. The squad decides to drop its concealment, but declines to fire at TPBF. What happens?

- the HS is returned to the last location entered;
- a CC counter is put in the hex and the HS cannot move/spend MF any more;
- the HS can continue its movement and possibly end it outside the now-revealed squad’s hex;

A. The HS must continue moving to a new hex. [K33]

**A12.151** See A8.312, A12.151 & G.4  
See A12.15, A12.151, B23.922 & D6.5

**A12.152** Is there any change to the number of hexes that a Searching unit is not allowed to search if said unit occupies a board edge and therefore does not have six adjacent hexes?

A. No change. [K33]

**A12.152, E1.16 & E2** Per E1.16 fortifications remain HIP until protective TEM is used, a non-Dummy enemy unit enters (or can’t enter due to the nature of the fortification), or extra MF/MP are used in LOS of an enemy unit. Is a fortification not revealed by searching [A12.152] if E1.16 is in effect? Is a fortification not revealed by Interrogation [E2]?

A. No to both; they would be revealed. We are considering if errata is needed for this. [K33] {Ordered the references in ascending order. SR}

**A12.152 & G1.63** Must the opponent of the Japanese declare if he will attempt to search Concealment Terrain that is not building, rubble, woods-building, or woods-rubble or caves BEFORE the search dr is made, thus committing the opponent of the Japanese player to the +2 search drm BEFORE the search dr is rolled?

A. No. [VFTT #10]

**A12.152** See Index “Subterranean” & A12.152  
See A4.8, A12.152 & D9.31

**A12.153 & A20.21** When a building that is being Mopped-Up only contains enemy broken units which cannot surrender as per A20.21 (i.e., SS vs. Russian), do they still surrender when Mopped-Up? What if they’re in an upper-level location?

A. They Surrender (the Surrender limitation is only on RtPh Surrender.). Doesn’t matter. [K33-ARE]

**A12.154** A12.154 SEARCH CASUALTIES drm TABLE: are these drm also applicable to DEFENDING units that were Known prior to the Search? If the answer is Yes, shouldn’t the word “concealed” be removed from that table? If the searched hex includes an AFV, does the AFV modify the search casualties dr like an extra HS?

A. No. N/A. No. [K33]

**A12.16** This rule reads in part “If a stack is not concealed after play begins (2.9), the opposing player may inspect its contents – unless the stack is out of the LOS of all of his Good Order ground units...” If in dispute as to whether there exists an LOS allowing Right of Inspection, do the players resolve the issue via a free LOS check? If so, may a player voluntarily allow an Inspection, so as to prevent the stringing of a LOS?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001] {I assume ‘yes’ to both questions. SR}

**A12.16** See A2.9 & A12.16

**A12.2** “The BU, CE, TCA status of a concealed vehicle may be secretly recorded at setup but must be revealed when the vehicle is unconcealed.” May other vehicle status counters, e.g., Immobilized, also be so recorded? May the status of an on-board concealed vehicle be recorded if the vehicle gains “?” after setup? If not secretly recorded, are the status counter(s) placed on top of or beneath the “?” counter? May a 5/8” Dummy stack claim the use of status markers as if it were a real vehicle?

A. No (though a vehicle would start Immobilized *only* by SSR).  
No. Beneath. No. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**A12.2** Does an AFV with no vulnerable PRC in concealment terrain lose “?” by being fired on by an MMC using Inherent Firepower?

A. No.

If the Location containing a concealed AFV with no vulnerable PRC 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 “?”?

A. Only if that non-ordnance attack is OBA.

Is a hit on any ordnance To Hit target type (VTT, ITT, ATT) enough to make an AFV with no vulnerable PRC lose its “?”?

A. Yes. [K33]

**A12.2 & A12.33** What do you do when a concealed stack that may be a dummy stack moves into LOS of your HIP  $\frac{5}{8}$ ” counter/Fortification?

A. One way to handle this is for the defender, before the stack gets into LOS of anything, to ask if the stack is Good Order yet. Another is for the defender to wait until the stack is in LOS of something before asking this question. [VFTT #9]

**A12.2** See A12., A12.2 & D6.  
See A12.15 & A12.2

**A12.3** If a SSR gives you HIP capability for X amount of squads/squad-equivalents, and stuff stacked/setup/possessed by them, regardless of the early scenarios wording that ability has not changed. You can only HIP SMC/SW that are with/possessed by the HIP’ing squad/half-squad in their Location. [Curt Schilling, ASLML, 20 Oct 2000]

**A12.3 & A12.33** Given “Fortifications in Concealment Terrain may always set up hidden and remain hidden until...” (A12.33), what concealed/HIP status may a unit within such a HIP foxhole claim at setup (i.e., may it also set up HIP by fact that it is in a HIP foxhole)?

A. No “free” HIP due to setting up in a foxhole. But a hidden Pillbox allows the contents to set up using HIP as well; B30.7. If the foxhole is later revealed by enemy LOS, in what way is the unit in the foxhole now revealed, if at all (i.e., still HIP or concealed, was HIP but now placed on board and Concealed, or now on board and fully revealed)?

A. Any hidden/concealed unit beneath a foxhole is not revealed just because the foxhole is. [K33]

**A12.3 & B13.31** The AC in the accompanying screenshot is in the woods in W8 but not on the road. It has set up using HIP. An enemy AFV enters the hex. As a general principle, do the additional MP penalties laid out in D2.14 and B13.41 apply if the vehicle located in the entered woods/road hex is in the woods as opposed to on the road?

A. Yes.

If so, does the owner of the AC have to disclose its presence in order to ensure that the enemy vehicle pays the correct cost to enter the hex i.e., 4 MP in addition to the road movement rate?

A. It has to disclose some presence.



Alternatively, can the AC owner allow the enemy AFV pass through at the road movement rate in order to retain HIP? Would the answer to 2 and 3 be different if the AC was concealed as opposed to HIP?

A. No. No. [K33]

**A12.3 & C1.21** If an AR is placed or an SR/FFE:C is about to be converted to an FFE:1 (after being corrected if applicable) and there is a hidden cave containing enemy units in or adjacent to the AR/SR/FFE:C hex; may that cave and its contents suddenly lose its HIP status and force an extra chit draw if its CA faces away from the OBA observer? Can the opponent reveal his caves and their contents and force an extra chit draw in the short space of time between placing an AR and checking the LOS and rolling for accuracy or stating that an SR/FFE:C will be converted to an FFE1 and then converting that SR/FFE:C?

A. No; once the AR is placed (or the Conversion declaration made) it is too late to reveal anything that could force an extra chit draw. [K33]

**A12.3 & C3.1** If the Attacker is firing on the Area Target Type against what appears to be an unoccupied hex but actually has a HIP Defender, does the Defending Player need to give the Attacker the information that there was anything actually hit by the attack?

A. After a hit or a potential hit on the ATT the firer may roll on the IFT regardless of whether or not there is an apparent unit. Same for after a hit (or potential hit) on the ITT. [K33-ARE]

**A12.3 & D9.4** The last sentence of D9.4 states “If the hindrance DRM of a concealed AFV would actually change the result of an attack, the owner must show that it is not a Dummy stack”.

A12.3 states that “Hidden status is considered the equal of concealment except as otherwise specified”. Does a HIP AFV create a Hindrance for purposes of D9.4?

A. Yes. [K33]

**A12.3 & E3.712** If units with Winter Camouflage can assault move/advance in Open Ground regardless of LOS distance to enemy units, then can HIP units with Winter Camouflage set up HIP in any non-concealment applicable terrain?

A. No. [K33]

**A12.3 & E7.5** A HIP AA gun changes to/from AA mode while out of all LOS during a fire phase. Are the gun and crew placed on board under concealment?

A. Yes

A HIP AA gun changes to/from AA mode while in LOS of an enemy unit during a fire phase. Are the gun and crew placed on board under concealment? Does the gun and crew lose concealment as well?

A. HIP is lost. Concealment is also lost if the enemy units are within 16 hexes. [K33]

**A12.3 & O11.6194c** What type of result of an OBA/Area Target Type/IFT attack vs. a Location containing a HIP/concealed Dug-In AFV is necessary to cause loss of HIP/concealment to the AFV?

A. A result that could affect it, i.e. Immobilization/Shock/KIA, or a PTC or better result if it is CE. [Kiri Naiman to Avalon Hill, 1990-1993]

**A12.3** See A1.31, A12.3 & A12.32  
 See A2.9, A12.3 & C3.2  
 See A5.5 & A12.3  
 See A10.5 & A12.3  
 See A12.11 & A12.3  
 See A12.14 & A12.3

**A12.31 & A12.32** A Concealed Enemy unit performs a Concealment Loss activity in the LOS of a HIP Friendly unit. The HIP unit wishes to force the Enemy unit to lose “?”. However A12.31 says a HIP unit is not placed on board concealed unless called for by the rule covering that particular situation. A12.32 covers a HIP unit being placed on board concealed to prevent an opposing unit gaining concealment. However A12.14 does not specify how to handle a HIP unit for forcing “?” loss. If the HIP unit was instead on board concealed, it would only have to be momentarily revealed to force “?” loss. When an enemy performs a “?” loss action, may a HIP Friendly unit in LOS be placed on board beneath a “?” counter, and then momentarily revealed as per A12.14, to force “?” loss on the enemy unit?

A. Yes. [K33]

**A12.32** See A1.31, A12.3 & A12.32  
 See A12.31 & A12.32

**A12.33** Does a Hidden Fortifications containing hidden units lose HIP if the Location containing the Hidden Fortification is subjected to an attack which would cause loss of concealment to the units if they were not protected by the Hidden Fortification’s TEM, but has no effect because of the Hidden Fortification’s TEM? What about a Pillbox which is subjected to such Canister fire from its NCA (B30.113)?

A. Per A12.33, once you claim TEM, the HIP status is lost from any type of Fortification. Yes, you would be claiming its protection and it would lose HIP. [Kiri Naiman to Avalon Hill, 1990-1993]

**A12.33** How should roadblocks be played at night?

A. The roadblock specific provisions of A12.33 apply at night. [K33]

**A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53** Per A12.33, “[a] unit entering/exiting a hidden Fortification pays no MF/MP to do so, provided that Fortification remains hidden including Infantry/Cavalry (only) crossing a roadblock hexside.” Infantry pays no extra cost for entering a Wire or Panji Location, but rather pays to move beneath the Wire/Panji [B26.44; G9.4]. Is this considered “entering” hidden Wire/Panji, and so costs 0 MF?

A. Infantry going beneath Wire is “Wire Exit” and thus costs no MF if the Wire is hidden. This is not the case for vehicles, however. Panjis are entirely different per the last sentence of G9.4. Do the non-MF related restrictions apply, e.g. can a CX/dashing unit cross HIP Wire [B26.46]?

A. Yes, e.g., no.

Does a friendly unit take a Panji MC when crossing HIP Panjis [G9.4]? Is Panji concealment loss applicable while the Panji are still HIP [G9.53]? Is Horse/Bicycle elimination [G9.422] applicable while the Panji are still HIP?

A. Yes to all.

Can Cavalry/Motorcycles/horse-drawn vehicles enter HIP Wire [B26.42]?

A. No.

Does HIP Wire cause Bog checks [B26.43]?

A. Yes.

Does a HIP Trench cause Bog or prohibit entrance [B27.55]?

A. Yes.

Does a HIP A-T Ditch prohibit vehicular movement [B27.56]?

A. Yes.

Does a HIP Wire or Panji prevent Bypass [B26.44, G9.46]?

A. Yes. [K33]

**A12.33, D14.3 & E1.16** A unit using Impulse Movement (Human Wave/Platoon Movement/Cavalry charge) enters a (hidden) minefield as part of an impulse. Is the attack made immediately in the middle of the impulse, or does the impulse complete before the attack is made?

A. The attack is made at the end of the impulse.

An unit using Impulse Movement attempts to leave a minefield as part of an impulse. Is the attack made immediately in the middle of the impulse, or does the impulse complete before the attack is made? If immediately and the attack eliminates a leader, are the units that have are currently in that Location subject to a LLMC, including both units that have not yet moved in the impulse and units that already have completed their move for the impulse?

A. This attack is made immediately. LLMC affect all units leaving the minefield with the leader.

A unit using Impulse Movement enters residual firepower or an OBA FFE. Is the attack made immediately in the middle of the impulse, or does the impulse complete before the attack is made? (This could impact whether a unit takes a LLMC or not, for instance).

A. The attack is made at the end of the impulse.

A unit using Impulse Movement enters a hex with a HIP Fortification (e.g., wire when E1.16 is in effect). Is the HIP Fortification revealed immediately, or is the impulse completed first?

A. At the end of the impulse.

A unit using Impulse Movement enters a hex where it gains LOS to a HIP Fortification/unit (e.g., Gun not in concealment terrain) that will be revealed. Is that HIP Fortification/Gun revealed immediately, or is the impulse completed first?

A. At the end of the impulse. [K33]

**A12.33 & G.2** In a PTO scenario, an HIP Japanese unit is in a HIP entrenchment in a jungle/hex kunai/bamboo hex behind a hedge. If a same level non-adjacent enemy unit uses area fire at the hex across the hedge hexside and achieves a PTC result or better, is the Japanese player obliged to disclose the existence of the entrenchment? The HIP unit?

A. Yes. Not if the entrenchment causes the result to be no effect. If the unit is concealed in a hidden pillbox, what happens when an enemy unit takes the same shot? Does the Japanese player have to disclose the existence of the pillbox or just advise that something is there (i.e. either an entrenchment or a pillbox) that prevents the concealed unit from being affected by the shot?

A. Reveal the pillbox. [K33]

**A12.33** See A12.2 & A12.33  
 See A12.3 & A12.33

**A12.34, B9.324 & C11.3** HIP status at setup requires Emplacement (A12.34). Per B9.324, a HIP Gun may voluntarily give up WA and remain hidden (B9.234). Per C11.3, a Gun which

voluntarily forfeits WA loses “Emplacement” To Hit DRM. Is “Emplacement To Hit DRM” the same as “Emplacement”?

A. Essentially.

If a unit gives up the To Hit DRM is it still otherwise emplaced?

A. No.

Is Emplacement required to remain HIP or is it only a requirement to set up HIP?

A. No (Yes).

Lastly, give the provisions of B9.234’s “Remain Hidden”, does this mean a gun in otherwise non-concealment terrain remain Hidden or is it placed on the board Concealed like any other Hidden Gun which comes into LOS? (For this last question, think bocage in particular which can turn otherwise non-Concealment terrain into out of LOS Concealment terrain.)

A. A Gun that drops WA is no longer “behind bocage” for the purposes of being in Concealment Terrain. And if it is in non-Concealment Terrain and not Emplaced, it will become un concealed. [K33]

**A12.34 & C8.9** If a HIP Gun fires a depletable ammo and the Original TH DR is > the Depletion Number while not causing malfunction or low ammo, may the Gun remain HIP?

A. Yes. [K33]

**A12.34 & E1.31** If a non-Emplaced Gun is set up “?”/HIP in non-Concealment Terrain, will it automatically lose “?”/HIP as per Case H on the Concealment Loss/Gain Table at Night?

A. No.

Will an Emplaced Gun that is set up HIP in non-Concealment Terrain automatically lose HIP if a Good Order enemy ground unit has LOS to it (and is within NVR)?

A. No. [K33-ML]

**A12.34** See A6.11, A12.34 & C8.9

**A12.41** An armed, “unbroken” AFV enters a Location containing one or more HIP units during that AFV’s MPh. The HIP units do not voluntarily drop Concealment (HIP) and so are required to take a PAATC. If the HIP units pass this PAATC, are they placed on board under a “?” counter or do they remain HIP?

A. HIP.

If they remain HIP, may the AFV conduct an Overrun as Area Fire on the HIP units, if otherwise able to do so?

A. Yes.

If the HIP units are immune to PAATC, is there any requirement to inform the opposing player that there are HIP units in the Location his vehicle has entered?

A. No. [K33-ML]

**A13.36** May Cavalry declare Gallop in Bypass or Woods? If Yes, may Cavalry use the extra MFs thereby generated to Dismount in that hex?

A. Yes. Not while in Bypass (You cannot Gallop while Bypassing, but you can Gallop while already IN woods to dismount there.) [K33]

**A13.5 & C3.7** Does the -2 IFT DRM vs. Cavalry apply to a CH resolution vs. it?

A. Yes. [K33-d]

**A13.511** 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 “unarmored” kill result? Or can one Horse counter suffer both results simultaneously (and thus only get reduced once)?

A. Resolve the K/2 first, and then use RS on **ALL** the original horse counters...yes, one horse counter can suffer both results – reducing only once. [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

**A13.511** What happens to a SMC Horse-size counter when the “Final IFT DR equals the ‘star’ Vehicle Kill #” on the IFT?

A. It is eliminated. [K33-ML]

**A13.511** 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 counter eliminated?

A. Yes. No. Yes. [K33-d]

**A13.36** See A4.5, A4.51 & A13.36  
See A4.5, A13.36, E6.2 & E6.5

**A13.6** See A8.31 & A13.6

**A14.1** If the resolution of an attack results in Sniper attacks for both sides and the first side’s Sniper attack kills or pins the second side’s Sniper, is the second side’s Sniper attack forfeit?

A. No, as per A14.1, the Sniper attack still occurs. The SAN was indeed rolled. [Kiri Naiman to Avalon Hill, 1990-1993]

**A14.1** If the Attacker is firing on the Area Target Type against what appears to be an unoccupied hex but actually has a HIP Defender, does the Defending Player need to give the Attacker the information that there was anything actually hit by the attack?

A. After a hit or a potential hit on the ATT the firer may roll on the IFT regardless of whether or not there is an apparent unit. Same for after a hit (or potential hit) on the ITT. [Jim Torkelson to Perry Cocke, 28 Feb 2006] {Jim points out that Perry didn’t quite answer the real question. Because A14.1 says that a DR that can yield no game result other than a SAN is not made, must the Defender tell the Attacker if there’s a HIP unit there (and the effects DR is needed) or there are no HIP units there (and the effects DR is prohibited by A14.1 since it can yield only a SAN). I take Perry’s answer as the Defender need not say anything, and the effects DR is optional, so the Attacker could opt not to make an effects DR that can’t obtain a PTC. I can think that might apply when the attack would only affect a HIP unit if it was a CH, and this attack wasn’t. SR}

**A14.1** Is a unit firing (and thus being marked with a fire counter) considered a “game result” for SAN purposes of A14.1, even if it could have not had any effect otherwise? What if it *only* had the possibility of a PTC vs a unit that is not required to take a PTC? What if one considers a theoretical HIP unit with a FT, where a result *would* occur?

A. No. No. [Why are you making these attacks?] Yes, if that is possible. [K33]

**A14.1** Does using a SW's Breakdown possibility count as a "game result" (even though no other possible result exists), that would allow a DR ?

A. Yes. [K33]

**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. [K33]

**A14.1 & C3.8** Following a multiple hit using the infantry target type, can the firer decide not to roll the second DR he is entitled to in order to avoid sniper activation?

A. Yes. [K33]

**A14.1 & C3.8** 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?

A. Yes, you rolled his SAN, it applies. [K33-d]

**A14.1 & D.8** Does a specific (or general) collateral attack qualify as a non-OBA IFT roll for the purposes of sniper activation?

A. Neither an OBA-caused general collateral attack nor a specific collateral attack qualifies as a "non-OBA IFT ...Original DR" for purposes of sniper activation. [K33]

**A14.1** See A10.2 & A14.1

**A14.2 & A14.21** A sniper's initial target hex has no eligible targets, but there are two eligible target hexes equidistant from the initial target hex: one with a squad with a +1 DRM, another with a squad with a +1 DRM and a crew in the 1+5+7 pillbox. Can the sniper opt to attack the hex containing the squad and pillbox rather than the target hex with only a squad? If 'yes' can the sniper then select to attack a gun crew inside a bunker, over the valid squad target on top of the bunker?

A. Yes. No; A14.21 says the squad's *Location* is targeted by the Sniper. [K33-ARE]

**A14.21** If an attacking Sniper counter chooses between  $\geq 2$  Alternate Target hexes based on the Location with the lowest TEM, must it choose that Location with the lowest TEM? If there is only one alternate target hex to choose from, must the Location in that hex with the lowest TEM be chosen?

A. Yes. No. [VFTT 2 Feb 1998]

**A14.21** All targets are equidistant, Squad A is in a wooden building and +3 smoke, squad B is in a stone building, squad C is in Woods with +3 Smoke and Squad D is in a wood building. Which target is selected and why?

A. Squad D in a wood building has the lowest TEM plus Smoke. [K33]

**A14.21 & A14.22** If one had a Concealed truck and a Concealed OT AFV equidistant from a sniper Random Location DR hex, does the sniper player get to know which of the two hexes contains an optionally ineligible target before deciding the target hex (e.g., the concealed units player says something like "hex

A5 contains an ignorable eligible target")?

A. Essentially. [K33]

**A14.21 & B6.3** Does the TEM for a bridge hex (+1) apply when making target selection if two equally distant hexes from the sniper counter contain eligible targets. E.g., can the sniper target a bridge hex over an open hex if both hexes are equally distant and contain targets?

A. The bridge TEM for sniper target selection would be 0 for a unit on a bridge; A14.21—"the lowest (to a minimum of zero) in-hex TEM/SMOKE DRM applicable to any eligible target". [K33]

**A14.21 & 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?

A. Crest TEM NA for Sniper. [K33-d]

**A14.21** See A14.2 & A14.21

**A14.22** See A14.21 & A14.22

**A14.23** My sniper finds a concealed stack out of my LOS with two targets. RS comes up doubles. What info about the two targets do I get before I choose between them? Is the answer the same if the target was IN LOS from GO unit?

A. None. Yes. [K33]

**A14.23** See A.9, A14.23 & E1.4

**A14.3** What is the effect of a Sniper attack dr of 2 vs. an already broken MMC?

A. It becomes DM. [Tactiques #6]

**A14.3, D3.4 & D5.34** What happens to a crew exposed vehicle (with armor leader) that is subjected to a "2" sniper roll?

A. An AFV is Stunned (A14.3; D5.34). The Armor Leader is unaffected. [K33]

**A15.** See A10.3 & A15.

See A10.5, A15. & B28.412

See A10.62, A15. & E1.54

**A15.1 & A15.41** A15.1 states Heat of Battle DR follows any Original MC or Rally (not Self-Rally) DR of 2. The implication is that this DR is done immediately before anything else, including fire effect results on remaining units. A15.41 contradicts this for berserk leader results, indicating all fire effects on remaining units are resolved prior to the berserk task checks resultant from a newly berserk leader. Is A15.41 correct in the sequence of resolution?

A. The leader rolls for HoB, then the next unit resolves the attack on it, using the leader's new leadership DRM (if Battle Hardened) or existing leadership DRM (if Berserk). If the leader went Berserk, then after all units have resolved the attack, they resolve the Berserk TC (using the leader's DRM). [K33]

**A15.1 & A19.3** Does the +1 HOB DRM for Inexperienced apply to a Green squad if it is in the same Location as an unbroken leader?

A. No. [Jonathan Cole to Perry Cocke, ASLML 6 Feb 2002]

**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. [K33]

**A15.2** See A7.302, A10.31, A15.2 & A17.

**A15.21** See A4.5 & A15.21

**A15.23** Is a MG considered a SW normally manned by two men? So, does a Hero possessing a MG and firing within the MG's normal range, fire at full effect or as Area Fire?, fire with 0 DRM or -1 DRM?

A. Yes. Full strength. +1-1=0. [K33] {This is covered by J7 & Mw21 errata to A15.23. SR}

**A15.23 & A21.11** A15.23 states, "...A hero may fire any Gun ≤ 82mm that normally requires a crew as if it were captured and being fired by an enemy crew (21.11 & 21.12), but his heroic DRM does not apply." If a hero fires a captured Gun is this penalty doubled, or has the singular penalty already been assessed in this rule#?

A. Doubled. [K33]

**A15.23, British Vehicle Note 11 Lee(a) & U.S. Vehicle Note 7 M3 Medium Tank** Can a Heroic Rider fire the cupola-mounted AAMG of a BU U.S. M3 Medium Tank (U.S. Vehicle Note 7) or British Lee(a) (British Vehicle Note 11)?

A. Yes; the rules allow a Heroic Rider to fire the AAMG [EXC: against an Aerial target] of a BU M3 or Lee, contrary to actual practice, but there does not seem to be any point in doing so. [K33] {Put the references in alphabetical order. SR}

**A15.23** See A4.43, A15.23 & A15.24

**A15.24** See A4.43, A15.23 & A15.24

**A15.3** Is there any way a German 5-4-8 squad can be created through Battle Hardening?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**A15.3** Does a unit which becomes Fanatic through Battle Hardening also rally as well?

A. Yes. [VFTT #11]

**A15.4 & A18.12** My berserk unit is in melee with 2 and a half enemy squads. I declare an attack against the enemy half squad only. They miss their attack. My return attack is a roll of 2. Does my berserk unit create a leader? Is that leader also berserk? May my berserk units withdraw? If the leader is not berserk, may the leader withdraw?

A. Yes. No. Never (A11.2). No; it can only withdraw if the unit that created it withdraws. But it cannot use leadership DRM for berserker. [K33]

**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 (i.e. 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. [K33]

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

A. Only if Japanese, Dare Death, or in *Red Barricades*, or if playing *Deluxe ASL*. [Kiri Naiman to Avalon Hill, 1990-1993]

**A15.4** See A4.134 & A15.4

**A15.41** Can an already-Berserk leader attempt to rally broken units with no leadership DRM, or are all leadership capabilities forfeited?

A. He can try to rally them. [Kiri Naiman to Avalon Hill, 1990-1993]

**A15.41** Would a leader who becomes berserk attempt to change other friendly units in its Location to berserk status only if it had gone berserk as a result of a fire attack?

A. No, a leader who involuntarily becomes berserk always attempts this. [VFTT 27 Feb 1999]

**A15.41** See A15.1 & A15.41

**A15.42** Does a berserk unit suffer anything more than a casualty reduction if a full berserk squad rolls a 6, 6 on a morale check?

A. Yes, a berserk squad undergoes CR twice. [VFTT #8]

**A15.42 & A22.6111** Does a Berserk unit which rolls a 6 on the Original colored dr of its IFT MOL attack DR suffer Casualty Reduction?

A. No. [K33]

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

A. It's the berserk unit's option. [Kiri Naiman to Avalon Hill, 1990-1993]

**A15.43** See A4.3 & A15.43

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

A. Yes. [VFTT 27 Feb 1999]

**A15.431** If the only Known enemy unit has been eliminated by other than the Berserk unit (after it completed its charge), and there was no other enemy unit Known to the Berserk unit since it became Berserk. What does the Berserk unit do?

A. Assuming it has reached its target hex, the Berserk unit will return to normal. [K33]

**A15.431** A Wounded SMC possessing a 1PP SW goes Berserk and has to charge. Does he drop the SW and charge with 3 MF, or keep it (A15.431) and charge with just 2 MF?

A. He drops the SW; berserk units may not portage > their IPC. [K33]



**A15.431** A unit goes berserk during the enemy players PFPh, and during the MPh, all enemy units move out of LOS. What does the berserk unit do during its own MPh?

A. It charges the hex of the last Known enemy unit; A15.431. [K33]

**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 2<sup>nd</sup> 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 closest KEU; If none, then the old target hex. [K33]

**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. [K33]

**A15.431, A23.6, A23.61 & G1.612** A Japanese Berserker possessing a DC enters the target-Location of its Charge and survives all Defensive Fire unharmed. As per A15.431 it wants to Throw the DC into its own hex per A23.61; G1.612 in its AFPh. As Thrower and Target are in the same Location, is there only one single attack roll that applies both to Thrower and Target or is there a separate attack roll for each the Thrower and Target? Per A23.6 for a Thrown DC there is a +2 DRM to the attack resolution DR in the target Location and a +3 DRM to the attack resolution DR in the Thrower's Location. As in the given situation the target Location and Thrower's Location are identical, what attack resolution DRM do apply to Thrower and Target? A. Separate attacks. +2/+3 DRM. [K33]

**A15.431 & D9.31** A 9-1, 8-3-8wDC, 8-3-8wFT stacked with a PzVG begin their move by Armor Assaulting along a road. After spending 4 MFs and 6 MPs, they are DFFed upon and the result is the following: a 1-4-9 is generated and the rest of the Infantry goes berserk. The target is chosen and the rest of the move is done. Since they are moving in a stack, can they continue the

Armor Assault? If not, are the Berserkers obligated to do a charge before the hero and PzVG complete the Armor Assault? A. No, the Berserkers must charge immediately. Yes. [K33]

**A15.432** Squad fires a panzerfaust in Prep fire, takes the backblast causing a MC, a 2DR on the MC calls for HOB which results in the squad becoming berserk. The squad is now berserk but marked with a Prep fire counter. Does the squad charge in the immediately ensuing Movement phase despite the presence of a Prep Fire marker? If unable to charge due to the Prep fire marker, would the same squad then be able to roll for a second panzerfaust in that same Prep Fire phase, despite being berserk? A. They can neither charge nor Prep Fire anymore. [K33]

**A15.46** A berserker has two enemy units in CC. In one turn the berserker kills one enemy unit, the other enemy unit survives and the melee continues. The following CC phase the berserker rolls a 12 and the remaining enemy unit withdraws. Does the berserker return to normal?

A. No. [Doug Kirk to Perry Cocke, ASLML 16 Sep 2002]

**A15.46** What constitutes the group in "(or the group it attacks with)"?

A. The FG or single CC attack in which the Berserk unit participates. [K33]

**A15.46 & A22.612** Does a berserk unit that kills a tank (only enemy unit in its hex) with a MOL during the AFPh return to normal status?

A. No. [K33]

**A16.11** If using Battlefield Integrity (A16), does a dismounted crew counter from a vehicle which has been abandoned or eliminated count as reinforcements? Does it count against the owner's casualty tally if it is eliminated?

A. No. Yes. [VFTT 18 Sep 1998]

**A17.** See A7.302, A10.31, A15.2 & A17.

**A17.11** See A10.2 & A17.11

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

A. Yes. [K33-d]

**A18.12** Leader and MMC attack an enemy MMC in CC. They roll a 2. Do you then roll for another Leader?

A. Roll for Leader Creation normally. Any new leader must join into this attack. [K33]

**A18.2** A18.2 says to use Random Selection to determine which MMC a newly-created leader defends with. If the RS results in a tie, the SMC cannot defend with more than one MMC. Does the player get to choose, or should "use Random Selection" instead be "determine randomly"?

A. "Randomly determine" would be better. [K33]

**A18.12 & D7.21** Can Field Promotion occur as a result an Original 2 DR in CC Reaction Fire?

A. Yes. [K33]

**A18.12** See A7.8 & A18.12

See A11.22, A18.12 & A20.54

**A19.12** A19.12 says "Disrupted infantry do not rout unless in an Open Ground (as per A10.531) or water obstacle hex..." If a



disrupted unit begins its rout in Open Ground (per A10.531 Interdiction), may the disrupted unit rout normally? Or must it stop in the first hex it fails to meet the terms of A19.12 and stop routing immediately when not in an Open Ground hex and no longer subject to interdiction?

A. Yes (just as if it begins its RtPh ADJACENT only to an AFV). No. [K33]

**A19.12** Under No Quarter, will a Disrupted unit in non-Open Ground ADJACENT to a non-Melee/vehicular/berserk enemy unit rout away, or will it be eliminated for Failure to Rout?

A. It will rout away like a non-Disrupted unit. [K33-ARE]

**A19.12 & A20.3** A19.12 says Disrupted Units may not use Low Crawl [EXC: *Night (E1.54)*]. A20.3 says when No Quarter is declared, all other enemy units will subsequently always use Low Crawl or risk Interdiction to avoid surrendering, even if Disrupted. Does this mean that when No Quarter is in effect, a disrupted unit may use either Low Crawl or rout normally with the possibility of interdiction, as A20.3 is the higher numbered rule than A19.12?

A. It may rout, not using Low Crawl, possibly suffering interdiction.

So to clarify, when No quarter is in effect, a Disrupted unit may not use Low Crawl [EXC: *at night*]. Correct?

A. Correct. [K33-ARE] {Changed () to [] around EXC. SR}

**A19.12 & A20.3** If a unit is disrupted and No Quarter is in effect, what happens to the disrupted unit if an enemy unit moves into its location during the MPH? Is it immediately eliminated? (It would surrender immediately in NQ were not in effect.)

A. No.

If not eliminated, what mechanics are used for routing away during the opponent's MPH?

A. It does not rout away during the opponent's MPH. It routs away as normal during its RtPh (or is eliminated for failure to rout if unable to rout) — just as if an enemy unit had entered the Location of a non-Disrupted broken unit (Berserk, HW/Banzai). [K33-ML]

**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.

A. No. [Bill Kohler to Perry Cocke, ASLML 10 Nov 2001]

**A19.12 & O11.4 SSR CG11** In *Red Barricades* a unit in an open hex has become disrupted. During the rout phase it fulfils the requirements allowing it to rout and its valid rout path is to a factory. Once routed to the factory the RB special rules say that the unit immediately becomes fanatic, however, fanatic units cannot be disrupted what happens in the case:

a) the unit loses its disruption status as soon as it enters the factory and can thus self-rally going forward or rout again if it meets routing requirements in future?

b) The unit remains disrupted until it rallies and then gains fanatic status?

A. a. No longer disrupted. [K33]

**A19.13 & H1.22** 1) I am right to infer that a MMC given Assault Engineer (H1.22) status doesn't automatically have underlined morale conferred to it?

A. Correct.

2) If the answer to question 1 is positive, does an Assault Engineer MMC without an underscored Morale, which suffers Replacement (A19.13), lose its Assault Engineer status?

A. Ordinarily it is lost, but that depends upon the SSR that confers it. Usually, those abilities are conferred upon a specific squad/HS *type*, so if you ELR (or HOB) out of that type, you are no longer an AE. [K33]

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

A. Merely broken. [VFTT #13]

**A19.131** Recent errata in Journal 5 states "A19.131: line 10 replace "all B#" with "all SW Original B#/X# [EXC: DC]" The Index definition of a SW is any weapon depicted on a half inch counter, so a Gun is not a SW.

1) With this erratum it seems that when Ammo Shortage (A19.131) is in effect, a Gun's B# is not lowered or changed to an X# until an actual Low Ammo counter is placed. Correct?

A. Correct; D3.71.

Q. Example: A Gun has an original B# 11. When Ammo Shortage is in effect, this Gun is considered to have a Low Ammo # (LA#) of 10. The Gun will malfunction (and can be repaired) on a TH DR of 11 or 12, and have a Low Ammo counter placed on a TH DR of 10. Correct?

A. Yes.

Q. It would seem that vehicular MGs are not affected by Ammo Shortage unless they are the vehicle's MA. Is this correct?

A. Yes.

Q. Previous (unofficial) Q&A says "A19.131 Does Low Ammo apply to AFV MG? A. No (unless MA), but Ammunition Shortage would (e.g., B# would be decreased by one, with original B# becoming X#)." Has this Q&A been superseded?

A. Yes. [Jonathan Cole to Perry Cocke, 26 Aug 2004] {This is in Klas's compilation v30, but under scenario 110 North Bank so I left it in so it can be found. SR}

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A. Yes.

It would seem that vehicular MGs are not affected by Ammo Shortage unless they are the vehicle's MA. Is this correct?

A. Yes. [K33]

**A19.131 & C8.9** Does the Journal 5 errata to A19.131 mean that only SW Ammunition Depletion Numbers are decreased by one? A. No.

Is the Depletion Number of APDS for the British 6pdr in Sept 1944 under Ammunition Shortages a 5 (the counter is printed as

D6<sup>4E/75</sup>)?

A. Yes. [K33]

**A19.131 & D3.71** A Gun with an inherent breakdown # of 12 is under conditions of Ammunition Shortage at the start of a scenario. Does it start the scenario with a circled 10 or circled 11?

A. Circled B11. [K33]

**A19.131 & R9.4 CG17** In *ABTF*, at ammo shortage level one, is it the case that only the inherent firepower of British units is affected? I.e., a 6-4-8 with an LMG rolls a 12. the unit is replaced, but LMG is merely malf'ed?

A. Yes.

Is it the case that ammo shortage level 2 is identical to "normal" ammo shortage, i.e., A19.131? In other words, at ammo shortage level 2, a British ATG has a circled B11, but at level one, only a normal B12?

A. Yes, yes.

Finally, the same ATG at ammo shortage level 3, begins the scenario with a circled B10?

A. No, not until level 4. Level 2 and 3 are identical for Guns/-SW. [K33-ARE]

**A19.132** 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?

A. 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 than the OB given ELR (given no SSR in effect for unit replacement)?

A. Yes. [K33-d]

**A19.132 & A25.24** There's an OB only of Partisans. The OB assigns an ELR of less than 5 to the Partisans. There is nothing in the SSRs which talks about the ELR. The Partisan MMC retain their underlined ML. Does rule A19.132 apply to Partisan MMC even though Partisan MMC have no class designation for their MMC?

A. A19.132 only applies if there is an SSR.

If the OB assigns an ELR of less than 5 to an OB consisting of only Partisans, does this OB assigned ELR apply also to the Partisan MMC or would there need to be a SSR specifically assigning an ELR of less than 5 to apply to the Partisan MMC?

A. Applies to MMC. [K33]

**A19.3** For Green personnel, does being "stacked with" an unbroken leader cancel out the following penalties *even if* the leader does not participate in the attack subject to those penalties:

(a) A19.32 SW B# penalty.

EX: A leader and a Green squad armed with a LMG are stacked together in a hex. The squad uses the MG to make an attack, but the attack is not directed by the leader. Is the B# of the MG worsened by 1?

(b) A19.33 Covering penalty.

EX: A leader and a Green squad are stacked together in a hex. The squad makes a small-arms attack not directed by the leader and rolls "doubles". Is the FP column used in the attack shifted by 2 columns?

(c) A19.34 PAATC penalty and CCV penalty.

EX: A leader, a 1<sup>st</sup>-line and a Green squad are stacked together

in a hex. The two squads must each roll a PAATC to advance into CC with an enemy AFV. Is the Green squad subject to the 1PAATC penalty? Both squads pass the PAATC and attack the AFV. The leader assists the 1<sup>st</sup>-line squad's attack. Is the Green squad's CCV reduced by 1?

(d) A19.35 Capture penalty.

EX: A leader, a 1<sup>st</sup>-line squad and a Green squad are stacked together in a hex, and all are subject to attacks in CC. The leader defends with the 1<sup>st</sup>-line squad vs. one attack, and the Green squad is the sole defender vs. another attack. Is the Green squad subject to the -1 DRM for a capture attempt?

(e) A19.36 Lax penalties.

EX: A leader and a Green squad are stacked together in a hex during a Night scenario. The units are subject to straying, but will not be moving together in a stack. Is the Green squad considered Lax for the Straying DR?

A. The leader exempts the squad in each (a)-(e) situation, so the answer to each EX is "No."

Finally, is a leader who is unbroken but not Good Order still eligible to cancel any Inexperienced Personnel penalties?

A. Yes. [K33]

**A19.3** See A7.9, A19.3 & A19.33  
See A15.1 7 A19.3

**A19.33** See A7.9, A19.3 & A19.33

**A20.** Can a guard abandon their prisoners during the MPh?

A. No, only during RPh/APh. [K33]

**A20 & C1.54** If a unit guarding Prisoners enters a FFE that is a *friendly* FFE for the prisoners (e.g. an American unit guarding German prisoners enters a German FFE) is the Prisoners' Morale Level lowered per C1.54?

A. Yes. [Tom Repetti to Perry Cocke, copied to SR 11 & 14 May 2001] {Re-worded. SR}

**A20** See A.7 & A20.  
See A11. & A20.

**A20.21** Are Broken units in Melee now subject to possible Surrender? Wouldn't it be clearer to insert "[EXC: those in Melee]" after "broken Infantry unit"?

A. No. Perhaps. [K33]

**A20.21** When determining whether a broken unit would surrender to an ADJACENT unit, is the entire rout path examined for Interdiction or simply the first hex away from the enemy unit to which it is ADJACENT? That is, the first hex may be non-Open Ground but the second or third hex on the path to the target woods/building is Open Ground and therefore the unit would be Interdicted at that point during the rout.

A. The entire rout path. [K33]

**A20.21** Old Q &A: see above. What does "entire rout path" refer to in the Q &A above?

A. The entire current rout path. [K33]

**A20.21, A25.11 & A25.24** Will SS units surrender to Partisans (Russian or otherwise)? Do Partisans have a choice to *accept* surrender from enemy units?

A. Yes, unless No Quarter is in effect for that side. Yes, unless No Quarter is in effect. [Bruce Probst to Perry Cocke, ASLML 18 Apr 2001]

**A20.21** See Index “ADJACENT”, A.8 & A20.21  
 See A10.2 & A20.21  
 See A10.2, A20.21 & A20.3  
 See A10.41 & A20.21  
 See A10.51, A12.11 & A20.21  
 See A12.153 & A20.21

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

A. Yes. [K33-d]

**A20.22 & G1.1** An allied unit rolls to capture a Japanese striped squad, but only captures a half squad (i.e., final roll = the CC kill#). Is the result 1) a captured half squad and an uncaptured half squad (i.e. the stripe disappears), 2) A captured half squad only, or 3) an uncaptured half squad only?

A. 1) a captured half squad and an uncaptured half squad. [K33]

**A20.22 & J2.31** Can a capture attempt be made during Hand-to-Hand CC?

A. Yes. [VFTT 2 Feb 1998]

**A20.3** See A10.2, A20.21 & A20.3  
 See A19.12 & A20.3

**A20.4** Can a Guard/Berserker eliminate only 1 prisoner counter in an A20.4 situation? Does each prisoner eliminated count as a SW use? Or can  $\leq$  all prisoners be eliminated at the “cost” of a single SW use?

A. It can eliminate as many prisoner counters as it wants for its SW usage. [K33-ML]

**A20.4 & A20.53** If an Abandoned prisoner subsequently rearms (20.551), is it still protected by A20.4?

A. No. [K33-ML]

**A20.4** See A7.4 & A20.4  
 See A15.431 & A20.4

**A20.5** If a broken SMC is Captured, is it Rallied in the process? (Unarmed units don’t break.)

A. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995] {Edited for v2.}

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

A. Yes, Yes. No. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

**A20.5** In each situation, there is a broken Guard with a prisoner and no enemy units in the same Location.

1. May a GO SMC attempt a Recovery attempt of the prisoners from the broken Guard as per a SW Recovery?

A. No.

2. May a GO SMC attempt to Rally the broken Guard?

A. As long as the broken guard is not in melee with the prisoner.

3. May another friendly (to the broken Guard) GO MMC attempt to Capture the prisoners?

A. Only if the prisoners are attacking the guard or are in melee. [K33-ML]

**A20.5** A20.5 says to record a captured SMC on a side note. Does the SMC still count against the 5 times Unit Size limit for a Guard?

A. Yes. [K33]

**A20.5 & A20.55** A location contains a squad, and a broken HS that is Guarding a squad of Prisoners. In the CCPh, the prisoners pass a NTC and attack their Guard in sequential CC. The Guard HS is eliminated, so the Prisoner squad is replaced by a Conscript HS (through rearming) and an Unarmed HS. Since the Guard was eliminated, MUST the squad assume Guard duties for the unarmed HS that remains, prior to making its own CC attack? (A20.5 says “may immediately assume the Guard position”, not “must immediately assume the Guard position”.

A. The squad has to become a Guard, since the Prisoners did not successfully Escape per A20.55. [K33]

**A20.5, A20.551, A22.6, C13.3 & C13.7** Can an escaped Prisoner MMC/SMC, but no Rearmed, check for Inherent SW availability?

A. Until it rearms, it has no inherent SW. [K33]

**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?

A. No. Essentially. NA. [K33-d]

**A20.5** See A3.1, A4.431 & A20.5  
 See A10.8 & A20.5  
 See A11.5 & A20.5  
 See A12.121 & A20.5

**A20.52** A 4-6-7 Guard with a full squad prisoner and an enemy 4-4-7 in melee. Can the 4-6-7 attack them both or is it limited to only attacking the prisoner? If it can attack both, does it attack 2:5 (half FP) or at 4:5?

A. It can attack both, but its FP is halved then since it is attacking non-prisoners. [K33]

**A20.53** Are escaped Prisoners which do not rearm ALSO subject to the Protection of A20.3-20.4?

A. No. [K33]

**A20.53** See A20.4 & A20.53

**A20.54** A20.54...”Fire into a hex containing prisoners or unarmed units from outside the hex affects both the Guard and the prisoners/unarmed units as if they were combatants in Melee...” and: “Prisoners/Unarmed units eliminated by fire from their own side still count double for Victory Conditions.” So if I have captured a squad, I can have the guarding unit move through residual fire in an attempt to kill the prisoners?

A. Correct.

For purposes of A20.54, is residual fire considered to be fire “from outside the hex”? Is it considered to be fire from the “prisoner’s own side”?

A. Yes to both. [K33]

**A20.54 & A20.55** Can/must a Captured leader use his leadership DRM to affect another captured unit's TC/MC if attacked? Another captured unit's Escape NTC?

A. Yes. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995] {Combined two Q&A. SR}

**A20.54** See A11.22, A18.12 & A20.54

**A20.55** A20.55 says "Prisoner CC attacks are sequential in that the prisoners may make all of their CC attacks before they can be attacked in turn ...". If the prisoners are attacking their guards in a combined attack with other friendly units (who are not prisoners), does that combined attack get the sequential benefit as well? If yes, if the prisoners attack their guards *and* non-guards (permitted by A20.55) in a combined attack with friendly non-prisoners, does the entire combined attack get the sequential benefit?

A. Yes. Yes. [K33-ML]

**A20.55 & A20.551** 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?

A. Yes. Yes. [K33-d]

**A20.55 & J2.31** If Hand to Hand combat (J2.31) is available by SSR, can a prisoner declare HtH combat immediately after passing a NTC and attacking its guards in CC? Can it declare HtH in any other subsequent CC after it has escaped?

A. Yes, if a non-ambushed ATTACKER. [Jeff Barber to Perry Cocke, ASLML 23 Jan 2002]

**A20.55** See A11.22 & A20.55  
See A20.5 & A20.55  
See A20.54 & A20.55

**A20.551** 1) The rule suggests an Unarmed unit must have made a CC attack to be rearmed. An Unarmed friendly unit makes no CC attack during the CCPH. However, an enemy unit of equal or greater size is eliminated or captured by CC, in that Location. Assuming no enemy remain in that Location after all CC/Withdrawals, may that non-attacking Unarmed unit rearm as a consequence of the elimination/capture which occurred in its Location?

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

2) If an Unarmed squad kills its HS guard in CC and is otherwise eligible to rearm, may it automatically deploy into an Unarmed HS and an armed green/conscript HS?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML, 28 Jan 2001]

**A20.551** This rule says "Escaped SMC are always Armed." Are Abandoned SMC prisoners also always Armed?

A. Yes. [K33-ML]

**A20.551** Does the Unarmed Unit/Prisoner need to participate in the attack that eliminates an enemy unit in order to be rearmed?

A. Not if the Location is currently devoid of enemy units. If an attack from a source other than the Unarmed Unit

eliminates an enemy unit is the unarmed unit rearmed? EX: IFT shot from a unit other than the Prisoner KIAs the guard (no other enemy in Location) is the prisoner/unarmed unit rearmed?

A. Yes, but only if there is currently no enemy unit in the Location. [K33]

**A20.551** See A20.5, A20.551, A22.6, C13.3 & C13.7  
See A20.55 & A20.551

**A21.** 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?

A. 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.

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? IOW, is the Carrier treated as any other captured vehicle despite normally having a HS as a crew?

A. Yes.

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

A. Yes. [K33]

**A21.11, A21.12 & A25.35** Does the A21.11 and A21.12 apply to use of friendly SW of different nationalities, except for the exception listed in A25.35?

A. No. [K33]

**A21.11** See A15.23 & A21.11

**A21.12** See A21.11, A21.12 & A25.35

**A21.22, D5.4 & D5.6** If a 247 HS enters a abandoned Tank as a temporary crew and later gets destroyed but passes the CS# DR. Does that 247 come out of the tank as a vehicular crew or as a 247 HS? If a 247 HS enters a abandoned Tank and later abandons it again, do it come out as a 247 or as a vehicular crew? Let us say multiple SMCs enter a tank as a temporary crew and that they do come out as the same multiple SMCs, pending the answer to question 1. Do they then take one or more CS# DRs?

A. In all cases, they exit as they entered. One DR. [K33]

**A21.22 & D6.5** a) Can a temporary crew repair the armaments (both MA and MGs) of a captured vehicle?

A. No.

b) If a temporary crew finds itself in a captured vehicle with a disabled MA, is it immediately under recall?

A. Yes.

c) May a crew abandon a vehicle into an enemy occupied hex?

A. Yes. [K33-ML]

**A22** Is a MOL TK attempt affected by cowering?

A. No. [Richie Crowe to Perry Cocke, forwarded to Scott Romanowski 20 Sep 2002]

**A22. & B25.63** Assume the Wind Direction die roll was a 1 Does "directly with the wind" in B25.63 mean the FT may fire long range only in direction 1? Or does that also include directions 6 and 2?

A. Direction 1 only. [K33]

**A22.2** Does the -1 FFMO apply to a Flamethrower attack? As a follow-on, does the -1 Runway TEM [B7.3] apply to a FT

attack?

A. Yes. No. [K33]

**A22.2** See A4.6 & A22.2

**A22.3** Can the same squad use both a FT and a DC in the same player turn?

A. No. [K33]

**A22.32** A22.32 seemingly limits FT attacks to adjacent hexes or 2 hexes away via “Otherwise, a FT can attack either an adjacent hex at full FP or a Location two hexes away with Long Range Fire.” Can an infantry flamethrower fire into its own Location for any reason other than reaction fire? An ADJACENT location directly upstairs/downstairs within the same Hex?

A. Yes to both. In this rule “adjacent hex” subsumes both of those concepts. [K33]

**A22.32 & D3.6** A22.32 says, in part, “A FT which fires at an unarmored target two levels higher/lower than its own elevation uses 12 FP at normal range and 6 FP at long range.” Do vehicular FT use these same FP numbers? Or is this simply an example to indicate that, when firing at an unarmored target two levels higher/lower than its own elevation, any FT’s FP is halved at normal range and halved again at long range?

A. The vehicular FT of the Crocodile (for instance) would use 16FP and 8FP under those circumstances. [K33]

**A22.34** 1) A FT is fired vs a location containing enemy infantry. This location also happens to include a HIP closed top AFV. Is it revealed?

A. Not unless CE and the Collateral Attack against the PRC gives a PTC or better.

2) With or without concealment?

A. Without, if the CE PRC are affected.

3) Would the answer be different if it was CE or open topped?

A. See above.

4) Can a FT firing at a location state that it’s targeting a possible HIP vehicle, so to be able to affect and kill it?

A. Yes. [Øydis Wik Maxe to Perry Cocke, ASLML 7 Jun 2002]

**A22.34** Can a concealed AFV be pre-designated as a target for a FT attack against it?

A. Yes. [K33]

**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. [K33]

**A22.34, A22.612 & C3.9** Imagine a situation where you throw a MOL at an enemy AFV; TCA is front, Hull CA is Rear. You roll 2,3 on the MOL To Kill DR. I’d say it’s a Turret Hit, but the rules only mention TH DR.

A. TK DR serves as TH DR for Target Facing. Rules do need correcting in this regard. [K33]

**A22.34 & C3.9** As FT attacks makes no TH, do you use the FT Original TK# DR to determine the Location of the Hit (Hull, Turret), in order to know if Case A applies or not?

A. Yes, use the TK DR. [K33-ML]

**A22.34** See A7.9 & A22.34

**A22.6** See Index “Unarmed” & A22.6  
See A20.5, A20.551, A22.6, C13.3 & C13.7

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

A. Only the first pair is connected. [Bill Kohler to Perry Cocke, ASLML 12-13 Feb 2001]

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

A. Yes. [VFTT 27 Feb 1999]

**A22.611** Does the last part of the seventh sentence of rule A22.611, to wit, “. . .nor in both Defensive First Fire and later in Final Fire whether MOL were actually used in First Fire or not.”, mean that a MOL Check dr attempt may not be made in both in Defensive First Fire and Final Fire?

A. A unit can’t make a MOL Check dr both in in DFF and in DFPh.

There is a Finnish 1st Line 5-4-8 squad ADJACENT to a Finnish 2nd Line 4-4-7 squad. A Russian 4-4-7 squad non-assault moves adjacent in an Orchard hex. Both Finnish squads declare a FG to attack the Russian squad. The Finnish 5-4-8 squad declares it will make a MOL Check (A22.611) and is successful with a dr of 2 or less. During the DFPh (Final Fire), may the Finnish 4-4-7 squad attempt a MOL Check?

A. Yes, the 4-4-7 can make a MOL Check dr in DFPh, as it did not make one in DFF.

Does being part of a FG where another unit made a MOL check exhaust each participating unit’s MOL capability for that Player Turn or only the unit that actually made the MOL check, so others could make a MOL check on their own or in a FG in a later phase?

A. The latter. [K33]

**A22.611 & B30.2** May a unit inside a pillbox conduct a MOL attack vs a unit outside its pillbox? May a unit outside a pillbox conduct a MOL attack vs. units inside a pillbox?

A. A MOL attack must be part of a PBF/TPBF attack, so any attack must be through the CA. [K33]

**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. [K33]

**A22.6111** See A15.42 & A22.6111

**A22.612** According to the second and third sentences, if the AFV is eliminated by the MOL attack, the squad which conducted this MOL attack appears to be mandated to use its IFP (i.e., Small Arms) plus the 4 FP of the MOL to conduct a Specific Collateral Attack vs the AFV's vulnerable PRC.

Q1: If there was *no* vulnerable PRC at the time of the MOL attack, is the squad still mandated to use its IFP/Small Arms?

A. Yes.

Q2: If the answer to Q1 is a Yes, can this attack by the squad in which it is using its IFP cause a Sniper Activation dr?

A. Yes.

Q3: Does the squad/FG which conducts a Specific Collateral Attack vs vulnerable PRC because of a MOL attack leave Residual FP (RFP)?

A. The original Small Arms attack leaves RFP, not the Specific Collateral attack.

Q4: If the answers to Q1 & Q3 are yes — is the IFP of the squad halved as if conducting an attack vs a Concealed unit for RFP purposes?

A. If no non-armored unit was subject to the Small Arms attack, the RFP would be halved.

Q5: If a squad conducts a MOL attack, the cdr of the TK DR is a 1, the AFV is turned into a Burning Wreck, and the Location that the AFV is in contains Burnable Terrain, pursuant to A22.6111, is a Flame placed in the Burnable Terrain or does the AFV becoming a Burning Wreck count as placing a "Flame" in the Burnable Terrain?

A. The cdr of 1 does not automatically cause a Burning Wreck; regardless, it would place a Flame in the Burnable Terrain.

Q6: According to the third and fourth sentence of rule A22.612, an IFT attack using only the Small Arms FP is carried out against all non-armored units in the AFV's Location. If the attack is conducted during the MPh, are enemy non-armored units in that Location which were not moving ignored for this attack?

A. Yes.

Q7: The rule specifically refers to "Small Arms." However, if a Fire Group is conducting this attack and the FG is using a MG, is the use of the MG allowed?

A. Yes. [K33]

**A22.612, C.8 & C6.1** During the friendly PFPh a Gun fires at a Motion enemy vehicle and immobilizes it, keeping ROF. It fires again at the now-stopped enemy vehicle. Does the Case J DRM now apply?

A. Yes.

A friendly squad attacks this same enemy vehicle using a MOL. Is the effects DR modified by -2 vs Moving Target?

A. No, but the MOL's Basic TK# is reduced by 2. [K33]

**A22.612, D5.3 & D7** A German ht enters a hex with a Russian 447 that has MOL capability. The ht declares an overrun. The 447 rolls for a MOL as DF before the overrun and fails the MOL check dr. Does that mean the IFT attack vs the CE crew does not occur since the ht is armored or does the 447 still attack the CE crew with TPBF?

A. The IFT attack on the CE crew still happens. [K33]

**A22.612** See A15.46 & A22.612

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

See A22.34, A22.612 & C3.9

**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. [K33]

**A23.1** If a Concealed target of a placed DC attempt drops Concealment to defensive first fire on the placing unit, and if the DC is then 'operably placed,' will the (AFPh) DC attack resolve as Area Fire, or at full strength?

A. Full FP. It is 'operably placed' after all DFF vs. placer. [Perry Cocke to ASLML, 23 Nov 1999]

**A23.1 & A23.6** Does a Placed/Thrown DC attack *all* non-AFV units (even friendly units) in the target Location(s) at the time of detonation? Even if Thrown as Defensive First Fire?

A. Neither non-Melee friendly units, nor non-moving units in DFF, are attacked [*EXC: in Thrower's location*]. [Bruce Probst to Perry Cocke, ASLML 28 Mar 2001]

**A23.1 & B23.741** What TEM is used to resolve a placed DC in a factory hex 1) when the DC was placed by a unit within the factory? 2) when the DC was placed by a unit outside the factory?

A. Use the TEM that would be used if it were a fire attack.

[K33]

**A23.2** When placing a DC in the movement phase, is a unit regarded as moving or using a SW? Could a HS place a DC in its movement phase and then use its inherent firepower in the AFPh? Could a squad?

A. Both (with the SW considered used in AFPh). No. Yes.

[VFTT 18 Sep 1998]

**A23.2 & A23.7** Does A23.2 apply if the DC is Set by a non-Elite unit, and/or the DC being Set is captured? If the DC is Set prior to play by SSR, can a non-Elite unit be designated as the "detonator"? If so does A23.2 apply?

A. Yes to all.

Does a Set DC detonation attempt count as a SW usage by the detonating unit?

A. Yes.

Is there any penalty for failing a Set DC detonation NTC, other than being unable to detonate the DC?

A. It is use of a SW.

Is a unit that attempts a Set DC detonation NTC marked with any sort of fire counter if it (a) succeeds; (b) fails?

A. It is use of a SW so it might as well be marked (although it does not cause a gunflash at night). [K33-ML]

**A23.3** Would a unit receive Building TEM while Placing a DC from one building Location to another across a non-Building hexside?

A. Yes. [VFTT 27 Feb 1999]

**A23.3** Can a unit Place a DC in an ADJACENT (not just adjacent) hex, when both the Location the DC is Placed from, and the target Location, contain +3DRM Smoke such that there is no LOS between the two Locations?

A. Yes; A23.3. [K33]

**A23.3 & A23.6** May a DC be Placed in, or Thrown into, an empty Location solely to possibly cause flame/rubble creation?  
A. The Location may be empty. Flame/rubble creation would still be possible. [Bruce Probst to Perry Cocks, ASLML 25 Mar 2001]

**A23.3 & A23.6** Do these actions by themselves cause Concealment loss: Placing a DC? Detonating a Placed DC? Throwing a DC? Detonating a Set DC?

A. 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. [K33-d]

**A23.3 & 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?

A. 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)?

A. 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?

A. Yes. [K33-d]

**A23.3, B23.711 & B23.9221** Is it a requirement for the attacker to know of the Fortified status of a Building Location in order to be able to try creating a Breach by means of a DC?

A. No, the attempt can be made regardless.

If he may announce a Breaching attempt by DC without knowing whether the Building Location is Fortified or not, would the DC be resolved with the same strength as for a Breaching attack even if the Building Location is NOT Fortified?

A. Yes, using Area Fire, but with no breach possible. [K33]

**A23.3, B26. & B30.** Can a same level unit, in an adjacent ground level hex place a DC which will affect the occupants of a pillbox if the pillbox hex also contains a wire fortification?

A. Yes, essentially ignore the Wire. [K33]

**A23.3, B26.4 & B26.51** A pillbox is under a wire counter. Can a unit in an adjacent hex (in the CA of the pillbox) place a DC vs the pillbox without first going under the wire.

A. Yes; essentially ignore the Wire. B30.2 and B26.51 [barry5605@aol.com and Charlie Hamilton to Perry Cocks, 13-14 Dec 2005]

**A23.3 & B28.41** A unit is in a single building location, which also has a minefield. If unit in building places demo in adjacent hex outside building, would the unit be attacked by the minefield?

A. No, it is not exiting the hex. [K33-ML]

**A23.3 & B28.41** A squad with a DC places it in a hex that has a minefield in it. Is the squad attacked by the minefield?

A. No. [K33]

**A23.3 & B30.4** Does a unit trying to Place a DC against a pillbox have to pay the extra 1 MF for pillbox entry?

A. No. [K33]

**A23.3** See A4.12, A12.121 & A23.3  
See A7.7 & A23.3

**A23.4 & O11.6134** A German leader Throws a DC at a Russian squad. The 1st DR is a < 10 which attacks the Russian. The 2nd DR (used to attack the Thrower) is a 12. Does the German Retain the DC?

A. Yes; retained. [K33]

**A23.41, A23.6 & B24.11** A squad at 1<sup>st</sup> level of a building throws a DC in an adjacent road hex. Rolling the effects against itself, the DR is an Original KIA (i.e. 2 to 4). Here are the questions this situation arises: 1) Can a thrown DC create Rubble – cf. B24.11 dr? 2) Does anything happen to units at Ground Level of the building?

A. Yes, but only in the DC’s original target Location. No. [K33]

**A23.5 & C7.346** What phase is the Position roll made for DC vs. AFV? Movement phase or AFPh?

A. The Position DR for a Placed DC, that is made in the AFPh as part of the resolution of the attack. [K33]

**A23.5 & C7.346** If a DC is placed on an AFV through an unarmored target facing, is the DC Position DR skipped altogether and the attack resolved solely on the IFT?

A. No; Position DR made but then attacked on IFT.

Is the same true if the AFV is unarmored only in the turret?

A. Yes.

If placing the DC through an unarmored facing, must the AFV still be predesignated (A23.5)?

A. Yes.

C7.346 says, If placed through an unarmored target facing, make an IFT (rather than a To Kill) DR vs the vehicle as if it were unarmored (A7.308). Is the same true if the DC is thrown rather than placed?

A. Yes.

When a thrown/placed DC Position DR vs an enemy AFV is < 12, are all other enemy units in the AFV hex (aside from the AFV and its PRC) immune to the blast of the DC?

A. Yes.

When a thrown DC Position DR is < 12, are the units in the thrower’s location still attacked by the DC blast (with the usual +3/+4 DRM), (assuming of course no malfunction)?

A. Yes. [K33]

**A23.5, C7.346 & D.8** An AFV is in Melee with one of my HS. The HS is held in melee, but not the AFV and it can’t fire outside his hex for now. In my movement phase, I move a leader with a DC and I successfully place it on the AFV. Assuming the placement DR is ok, will the HS be affected by a collateral attack? If so how (new DR, position DR, TK DR...)?

A. The HS would only be attacked by the DC if the Final Position DR is  $\geq 12$ . [K33]

**A23.5, C7.346 & D2.401** A unit possessing a DC begins its MPH out of LOS of an enemy AFV. It spends 1 MF to move into the AFV’s LOS, then spends another 2 MF to place the DC on the AFV after passing a PAATC. The AFV declares a Motion attempt based upon the 3 MF (which includes 2 MF placing the DC) the Infantry has spent in LOS. If the Motion attempt is successful, does the +2 DC Position DRM (C7.346) apply?

A. No.

Or are the MF spent place the DC considered to take place prior to the Motion attempt and as such the DC is placed on a Stopped AFV?



A. Yes.

If a AFV makes a Motion attempt AND changes its VCA based on enemy MF spent placing a DC, is the hull Target facing for the DC Placement DRM based on the hull facing prior the Motion Attempt or the hull target facing after the Motion attempt?

A. Prior. [K33]

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

**A23.6** If Thrown from an upper-building/cliff Location into the ground level of the same or an adjacent hex, are *all* Locations (if any) at first level of the target hex (and/or throwing unit's hex) attacked? Does this mean a separate DR should be made against even empty affected building Locations to check for possible flame/rubble creation? May a DC be so Thrown into an empty ground level Location solely to attack units in first level Locations of that hex?

A. If Thrown from level two to ground level, no level one Location is attacked; if Thrown from level one, the Thrower's Location and all unarmored units therein are attacked. [Bruce Probst to Perry Cocke, ASLML 25 Mar 2001] {I suspect Bruce meant "first level" to mean "Ground Level", while Perry was reading it as "Level 1". SR}

**A23.6** May a DC be Thrown pursuant to A23.6 by any of the following ATTACKER units during its MPh: PRC? Cavalry? Infantry?

A. No to all. [K33]

**A23.6, A24.2 & E1.7** Does smoke in the thrower's or target hex provide a hindrance DRM to the resolution of a thrown DC? If so, does the extra +1 DRM apply to resolution in either/both the thrower's hex or the target hex if the smoke is in the thrower's hex? Does the night LV hindrance apply to resolution of a thrown DC in either the thrower's hex or the target hex, if otherwise applicable?

A. No to all. [K33]

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

A. From outside.

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

A. From inside. [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

**A23.6 & D7.2** Can a unit possessing a DC which is eligible for Street Fighting Reaction Fire both throw the DC at the vehicle and make a CC Attack against it on the same MP/MF expenditure?

A. No, because non-CC Reaction Fire (i.e., the DC attack) can be made only vs. an OVR (D7.2). [Kiri Naiman to Avalon Hill, 1990-1993]

**A23.6 & D15.6** May a unit in a sidecar throw a DC as Bounding First Fire (i.e., during the MPh)?

A. No. [K33]

**A23.6** See A8.1, A8.2 & A23.6  
See A8.2, A8.26 & A23.6  
See A8.2 & A23.6

See A15.431, A23.6, A23.61 & G1.612

See A23.1 & A23.6

See A23.3 & A23.6

See A23.41, A23.6 & B24.11

**A23.61** See A15.431, A23.6, A23.61 & G1.612

**A23.7** Can the ability to detonate a given set DC be transferred/recovered in the same fashion as a SW?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**A23.7 & G1.6121** Does passing the NTC to detonate the A-T Set DC automatically destroy the vehicle without any DC effects dice roll (meaning no possibility of malfunction)?

A. Malfunction is possible. [K33]

**A23.7** See A4.62, A23.7, B8.3, B21.41, B23.41, B24.7 & C10.3

See A7.212, A7.35 & A23.7

See A23.2 & A23.7

**A23.71** Does a Final KIA on a Set DC automatically rubble the building Location?

A. Yes. [VFTT 27 Feb 1999]

**A23.71** A23.71 speaks of a Set DC "destroying a bridge hex", so may it be set by a unit under the Bridge?

A. No, the DC must be Set in a Bridge Location to destroy the bridge. [K33]

**A24.** On board 61. Firing unit is in hex F5, Smoke in hex F6, target hex is H8. Does the Smoke hinder the shot? (Note: this is firing passed an adjacent same level hill hex with smoke in it to a lower level.)

A. Yes. [K33]



**A24. & E3.71** May SMOKE be placed during Falling Snow?

A. Yes. [K33]

**A24.1** If a MMC is Broken/Pinned in the act of placing SMOKE is the SMOKE placed?

A. Yes. [VFTT 27 Feb 1999]

**A24.1** Can smoke grenades be placed in adjacent (no caps) hexes from the upper levels of buildings?

A. No. [K33-ML]

**A24.1** Two squads in the same Location. If a first squad's Smoke attempt fails, can the defender First Fire at it before the second squad makes its attempt?

A. Yes, if they are not moving as a stack.

If yes, could the two squads initially declare that they are moving as stack, to avoid this possibility? Or can both squads declare (simultaneously) a smoke attempt to avoid First Fire before both managed their attempt?

A. They make move as stack and declare the expenditure simultaneously. [K33]

**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. [K33]

**A24.1, A24.31 & C8.6** Does “WP is placed” in A24.31 refer to: a) Infantry usage placement (per A24.1) only?, or b) Infantry usage placement (A24.1) and/or WP counters placed due to ATT hits (C8.6)?

A. b) is correct. (Thus, ordnance WP can affect out-of-LOS units when the WP is placed at the base level of a hex that has been hit via the ATT.) [K33]

**A24.1 & O6.** If Smoke Grenades are placed in a Cellar Location of a hex containing a Stairwell...does the subsequent Smoke “rise” up through the Stairwell to affect the Ground Level Location of this building? If Yes...does the Smoke remain “inside” the building and only have effect on actions within those Locations?

A. It rises to affect the Ground Level Location as well as the Cellar – and goes “outside” the building to affect the entire Ground Level Location. [K33-ARE]

**A24.1** See A4.2, A4.61, A12.121 & A24.1  
See A4.5 & A24.1  
See A8. & A24.1

**A24.2 & D2.3** Hex B1 has a Building. Hex B2 is Open Ground. Hex C2 is Open Ground. Hex D2 is Open Ground. Vehicle in Bypass of B1 on B1/B2 hex side CAFB B1/B2/C2. Smoke in hex B2. LOS comes through D2 then C2 to CAFB. Does the Smoke hinder shots to/from the CAFB along that LOS?

A. No. [K33]

**A24.2** See A9.22 & A24.2  
See A23.6, A24.2 & E1.7

**A24.31** 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 its 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?

A. No.

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

A. No.

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

A. 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?

A. Only if OBA. [K33-d]

**A24.31** May a MMC attempt to throw WP grenades into its own location? Into an adjacent location solely occupied by friendly units?

A. Yes to both; A24.31 [K33]

**A24.31 & A24.6** There will be no Smoke from a WP grenade during rain but will a unit have to take a MC in the hex you

throw it into.

A. No.

I asked earlier if WP Grenades made the target Location take a NMC and the answer is no, this time I need a clarification on the same but if it is Ordnance that fires WP into a hex. Does the target Location in that case take a NMC for the WP during Rain/-Fog.

A. No MC for WP in a Rain Location — regardless of whether it’s grenades or Ordnance. Fog is a different matter since it doesn’t disallow SMOKE (it just negates the Hindrance aspect of it) — so the WP NMC would still apply. [K33]

**A24.31 & C3.33** If a hex is hit by ordnance WP, and upper level units are hit by that shot, do those upper level units take the WP NMC since they were “hit by ordnance WP” even though the WP counter is placed in the base level of the hex? Or, is it only the base level that ever gets the WP NMC?

A. Yes. No. [K33]

**A24.31 & C3.71** Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g., NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)

A. Yes. [VFTT #13]

**A24.31 & C8.6** If an infantry unit enters a location already containing WP (e.g. WP OBA blast hex), must it take a MC?

A. It must take a MC if moving into a WP FFE. [K33-ARE]

**A24.31 & C11.4** C11.4 ends with “A CH automatically destroys both the Gun and its manning Infantry.” and A24.31 defines CH possibilities for WP OBA, Ordnance and grenades. Can a WP CH destroy a gun per C11.4 from OBA? Ordnance? Infantry Grenades? Or does the earlier part of C11.4 which requires an IFT roll preclude any form of CH with WP from automatically destroying a gun?

A. WP cannot destroy a Gun. [K33]

**A24.31** See A24.1, A24.31 & C8.6

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

A. Yes. [VFTT #11]

**A24.4** In the A24.4 EX unit A in I4 at level two has a +3 hindrance firing down at unit D at level zero in H3 because, although it is not itself in Smoke, its LOS passes through I3-level one. If unit A were instead in I4 at level one, it would seem that the LOS leaves I4 level one then goes through I4 level zero before entering hex H3. This would suggest that the hindrance from I4 level one to G3 level zero is +7. Is the hindrance +7? Or is it +4? Next assume that +3 Smoke is in hex H3 and not in hex I4. Is the hindrance from I4 level two to G3 level zero +6 (+3 for G3 level one, +3 for G3 level zero)? Or is the hindrance from I4 level two to G3 level zero +3? Similarly, is the hindrance from I4 level one to G3 level zero +6 (+3 for G3 level one, +3 for G3 level zero)? Or is the hindrance from I4 level one to G3 level zero +3?

A. None of this “extra” DRM apply. [K33]

**A24.4** The example states “Squad A fires at squad D with a +3 Smoke DRM for firing down through (but not out of) the Smoke

in I4". If squad A was at level 3, would it still incur a +3 Smoke DRM for firing down through the Smoke in I4? Would the +3 DRM for the aforementioned attack from level 2 apply regardless of the range to squad D? From level 3?

A. Yes to both. [K33]

**A24.4** Does SMOKE in a Ground Level Location rise to the Level 1 Location through the floor of an *Interior Multi-Story* building hex without a stairwell to create a Hindrance in the Level 1 Location? Does SMOKE in a Ground Level Location which rises to the Level 1 Location in an *exterior Multi-Story* building hex without a stairwell create a Hindrance in that Level 1 Location to fire/LOS traced solely *within* the building depiction?

A. Yes to both. [K33]

**A24.4, A24.61 & B10.1** If there is Smoke in F7, is the LOS between E7 and F8 hindered by that smoke?

A. Yes

If there is original Smoke in F7 that drifts to F8 and F9, is the LOS between E9 and G9 hindered by that drifting Smoke?

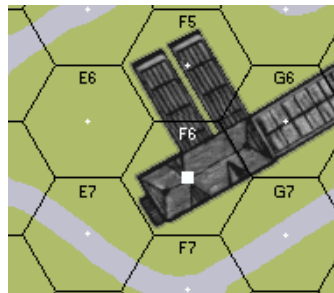
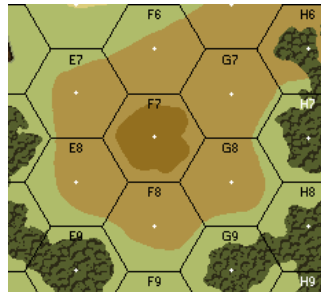
A. No

Is the base level of the drifting smoke Level 1 or Level 2?

A. Level 2.

If Level 1 of F6 is burning, does the smoke from that fire hinder LOS between E7 and G7?

A. No [K33]



**A24.4 & C8.52** Rule C8.52 states that when using the Area Target Type, SMOKE ammunition is placed at ground level of the target hex hit. If placing SMOKE in a Gully hex with Area Target Type (Crest status is Level 0, IN the Depression is Level -1), is the SMOKE counter placed IN the Depression, to be at Level -1, with a two level Hindrance measured from -1? Or is the SMOKE counter placed at Crest status, to be at Level 0, with Hindrance measured from 0?

A. IN; from -1. [K33]

**A24.5 & B25.2** Does a terrain blaze produce +3 smoke or +2 smoke like a wreck blaze?

A. +3 per A24.5. [K33]

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

A. No. [VFTT 27 Feb 1999]

**A24.6 & E3.73** When Deep Snow is in effect. Can smoke be placed in a building Location?

A. Only if it is placed from another adjacent building Location across a building hexside.

Can smoke be placed in a building Hex and exist outside the

buildings Locations? If a unit is in a Single Story House Location that contains smoke, does that unit receive Hindrance modifiers when firing out of that Location? Does that unit receive protective benefit vs fire coming into that Location? If a unit is in bypass of a building Location that contains smoke, does that unit receive protective benefit or firing Hindrance modifiers due to the smoke?

A. Naturally.

For smoke to be in a Single Story House in Deep Snow. The placing unit needs to be IN the Single Story House Location and be able to place or shoot it into its own Single Story House Location?

A. Yes, although you can't use the ATT (used to fire smoke) at range 0. [K33]

**A24.6** See A24.31 & A24.6

**A24.61** When applying the phrase in A24.61 that drifting smoke is "never a Hindrance at levels below the Location of the original SMOKE source." is it necessary that both the firer and target are below the location of the original SMOKE source? For example, assuming original SMOKE in 2L7 has dispersed and drifted to level 2 of 2M8 and 2N8, would fire from 2O8 to 2M10 be hindered by the smoke?

A. No. No. See the A24.61 Example and turn it upside down. [K33]

**A24.61** See A24.4, A24.61 & B10.1

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

A. +6 (+3+1+1+1) [VFTT 2 Feb 1998]

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

A. IN; from -1. [Bruce Bakken to Perry Cocke and reply, posted to ASLML 22 May 2003]

**A25.11** Do SS 5-4-8 squads have Assault FP capability pre-1944 since they are not included as SS squads in rule A25.11?

A. The counters stand on their own, so absent an SSR they have Assault Fire. Note also that SS 5-4-8 squads are so far officially used only in ABtF, IIRC. [K33-ARE]

**A25.11** Do 468, 447, 436 squads with printed SS insignia get Assault Fire benefits in/after 1944?

A. There are no 436 squads with printed SS insignia. The others get Assault Fire in/after 1944.

Do 468, 447, 436 squads specified by SSR to be SS get Assault Fire benefits in/after 1944?

A. Generally speaking, yes, although the SSR may override that. Do 468, 447, 436 squads that are specified to belong to a SS unit ("Elements of...") get Assault Fire benefits in/after 1944?

A. Not unless the SSR (or counter) specifies them as SS.

A. ALL of the above also applies to the characteristics described

below.

**A25.11** "...SS will not surrender to Russians via the RtPh method (20.21), do not become Disrupted while opposing Russians, and may perform Massacre (20.4)...". Are 468, 447, 436 squads and their HS with printed SS insignia entitled to the above characteristics? Are 468, 447, 436 squads and their HS specified by SSR to be SS entitled to the above characteristics? Are 468, 447, 436 squads and their HS that are specified to belong to a SS unit ("Elements of...") entitled to the above characteristics? [K33]

**A25.11** See A20.21, A25.24 & A25.11

**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. [K33]

**A25.221 & G1.41** Do two Commissars in the same Location (or Japanese leaders) with friendly units have a cumulative effect on the latter's morale, i.e., increase it by two?

A. No. [K33]

**A25.221** See A8.1, A10.7 & A25.221

**A25.222** What happens to a *squad* with underscored morale which fails to rally under the direction of a Commissar — does it suffer Casualty Reduction or is it merely Replaced by two broken HS as per A19.13?

A. A partisan squad would be reduced. There are no Russian or Japanese units with underscored morale. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**A25.222** See A1.23 & A25.222  
See A10.63 & A25.222

**A25.23 & G1.5** A player declares a banzai charge and designates a target unit. When the LOS is checked, it is determined that there is no LOS to the target unit. What are the consequences for the Japanese units declared for the Banzai charge? Can they move normally as if no banzai charge had been declared?

A. Having declared an intended target, LOS may be checked. If there is no LOS, a different (or no) target may be chosen. [K33]

**A25.234** When a unit was fired upon during D1F (or if fired upon during SFF/FPF) while expending its 8th MF, is that unit still considered a HW Unit and thus exempt from a pin result? If the same unit was fired upon during the DFPh, is this unit still considered to be a HW Unit? If the same unit was fired upon during the DFPh, is this unit eligible to be pinned?

A. Yes. No, but its Morale Level is still increased by one if not broken. Yes. [K33]

**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. [K33]

**A25.24** See A19.132 & A25.24  
See A20.21, A25.11 & A25.24

**A25.35** See A21.11, A21.12 & A25.35

**A25.62** Does the Italian 1st Line 3-4-7 BH into an Italian Elite 4-4-7?

A. Yes. [K33]

**A25.75** In certain cases, such as A25.75, the rules say captured use penalties do not apply. Is the weapon also able to be repaired due to no captured use penalties?

A. In the cited instance, yes. [K33]

**A25.8** "Due to the historical dislike Hungarians and Romanians had for each other, in all scenarios where Hungarians are fighting Romanians, the broken Morale Level of their MMC is one higher than printed..." Is this saying that only the Hungarian broken Morale Level is higher? Or is this saying both the Hungarian and Romanian broken Morale Level are higher?

A. Both. [K33]

**A26.11 & A26.13** X and Y are the opposing sides. Hex A contains a multi-level building. Side X controls the hex. There are no units of either side in the ground level of hex A. Side X (controlling side) has an armed unit on an upper building level of hex A. Side Y moves an armed MMC into (not in bypass) the ground level of hex A. Does side Y now control hex A?

A. No. [K33]

**A26.11** See A8.15 & A26.11  
See A11.2 & A26.11

**A26.13** See A26.11 & A26.13

**A26.14 & B23.71** If a friendly Good Order MMC uses Rowhouse Bypass while an enemy Good Order MMC is another Location of the same Rowhouse, does the enemy MMC gain Control of that building? (Assume these are the only two units in the Rowhouse.)

A. No. [K33]

**A26.14 & B24.1** 1) If a single hex of a multi-hex building is rubble, is that rubble hex still part of the building for purposes of building control in VC for example?

A. No.

2) For example, if 22F4 is rubble, and VC require "control" of building 22F4, then is control of the rubble HEX required to control the "building"?

A. No. [Perry Cocke, ASLML, 7 Jan 2001]

**A26.14 & O11.6066** The lower example on page O13 shows a German Control marker in the ground level Location of the building in hex G43, but wouldn't the Russian player gain control of the entire Building by having the sole occupying unbroken unit in the building, as per A26.14?

A. Ordinarily yes – but if a German MMC occupied and Controlled that Location during step O11.6031 but was eliminated in step O11.6041, Control would remain German. [Kiri Naiman to Avalon Hill, 1990-1993]

**A26.16 & O11.609** Is the responsibility for setting blazes, and control forfeiture of A26.16, carried over from scenario to scenario in the RB campaign game? If yes, when blazes are spread during refit step O11.609, is the control and perimeter modified at that time?

A. Yes. No. [K33]

**A26.21** See A20.5, A26.21 & A26.222

**A26.211 & A26.23** Do non-prisoner Unarmed Units count for Exit VP?

A. Yes. [K33]

**A26.212** If a malfunctioned  $\frac{5}{8}$ " ordnance counter is removed due to a "6" repair dr, is it considered eliminated for Casualty VP purposes?

A. Yes. [VFTT #10; K33] {Same question with different wording in K33. SR}

**A26.212** See A9.8 & A26.212

**A26.221 & D8.1** Do immobilized trucks with a Wreck side count for CVP?

A. Yes, once they are flipped to their wreck side.

**A26.222** See A20.5, A26.21 & A26.222

**A26.221** See A2.5 & A26.221

## • Chapter A Divider

**A11.4 Ambush Chart** The drm for Leadership omits the unpinned and Berserk restrictions listed in the equivalent table in A11.4. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**Support Weapons Chart** Under the "Squad" column, shouldn't note "A" also apply to FT & DC?

A. No, see A22.3. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**Support Weapons Chart** Under "Portage Costs", the EXC should read "Wounded SMC". [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

## Chapter B

**B.1** See A4.31 & B.1

**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. [K33]

**B.5 & B10.211** Does "alpine hills" block LOS down an continuous slope?

A. No. [K33]

**B.5 & B11.21** Does 8V8 have LOS to T7 due to the "All rules pertaining to same-level LOS also apply to Continuous Slope LOS" in B.5 Continuous Slope, or does the U8-T7 cliff hexside still cause a blind hex, blocking LOS?

A. No LOS. [K33]



**B.6** See A4.34, B.6, C.5B & C.5C

**B.6, B9.2 & B24.2** Does a unit firing along a wall that is in the same hex as rubble have a clear LOS?

A. No; the wall does not negate the LOS obstruction of rubble. (Contrast that to the effect of a wall on the LOS Hindrance of a graveyard – B18.1). [Steve McBee to Perry Cocke, ASLML 1 Jan 2003]

**B.10** If a unit has a LOS "INTO" a hex with a +6 LOS Hindrance (XHEAVY MIST), +4 of that being "BETWEEN" firer and target, is there a LOS blockage between firer and target?

A. Correct, no LOS exists. [VFTT 27 Feb 1999]

**B.10 & C1.57** Can FFE LOS hindrance add to the +6 LOS hindrance that renders anything behind "invisible"?

A. Yes, the FFE LOS hindrance counts as a "vision" hindrance that counts toward the B.10 LOS Hindrance Blockage. [K33]

**B.10 & E1.7** E1.7 States that "All night attacks are subject to a +1 LV Hindrance DRM". B.10 states that "vision (weather)" Hindrances contribute to the +6 DRM LOS loss (in addition, it may not be an attack that is being made). Does this mean that the Night LV hindrance does not apply to B.10? Additionally, does an Observer get the +1 Night LV hindrance if applicable (it's not an attack)?

A. The Night LV applies in both cases. [K33]

**B1.3 & C3.331** Is FFMO a TEM for Sniper Alternate Target hex selection? Is it applicable on the TH DR or on the IFT DR when using Area Target Type?

A. No. On the TH DR (or on both if a CH). [VFTT 2 Feb 1998]

**B2., B7. & C11.2** May Non Vehicular Guns set up Emplaced in Wide City Boulevards-Shell Hole combination hexes?

A. No. [K33]

**B2.1** If an FFE attack results in the placement of shellholes and the removal of an entrenchment, is that same attack resolved against units within that entrenchment using the TEM of the entrenchment or the TEM of the shellholes?

A. Entrenchment. [K33]

**B2.1, B13. & B14.** Does placement of a Shellhole counter eliminate woods? Does placement of a Shellhole counter eliminate or cause in-season orchards to become out-of-season orchards?

A. Eliminated in both cases. (See errata for rule B2.1 from ASL Journal 11 on page 168.) [K33]

**B2.1, D8.23 & E3.6** For printed shellholes does the in-hex terrain exist? If the road still exists and was a paved road, and E3.6 Mud was in effect, would the shellhole hexes be Open Ground per E3.65 with the possibility of E3.61/D8.23 Vehicle Bog?

A. Roads in printed shellholes still exist, and if paved would not suffer Mud penalties. [K33]

**B2.4 & B27.4** A unit is entrenched in a Foxhole hex. It spends 1 MF to exit the Foxhole. Does it now benefit from the shellhole +1 TEM?

A. Assuming the Foxhole is in a shellhole hex, yes. [K33]

**B2.4** See A4.133 & B2.4  
See A4.63 & B2.4

**B3.41** When a BU AFV enters a hex across a road hexside at a cost of 1 MP in a hex that would cost 1 MP to enter whether using the road or not which of the following is true?

a) The vehicle is assumed to not be using the road because nothing is gained by using the road.



b) the moving player has to state that he is not using the road.  
 A. b) the vehicle is assumed to be using the road unless stated otherwise (including perhaps some kind of blanket statement). [K33]

**B3.42, B6.1 & B6.4** A CE Tank is located on a bridge with a Wreck in the first road hex after the bridge. Is it possible to decline using the road and enter that hex for a cost of 1 MP for OG and +1 MP for the wreck. IOW, is it possible to decline using the Road Movement Rate.

A. No, the road must be used; per B6.1, the bridge is an extension of the road. [K33]

**B3.43** See A4.132, A6.12, B3.43 & G1.6121

**B4., B5. & G.1** When PTO terrain is in effect, G.1 tells us clearly that roads do not exist. However do the depression portions of a sunken road, and elevated/embankment (for lack of a better term) portions of an elevated road exist?

A. Yes. [K33] {Fixed in G.1 in *Rising Sun* and errata on G.1 in *Code of Bushido*. SR}

**B4.2** Board 41 features Sunken Roads in hill hexes. What procedure is used to trace LOS through (not INTO) such a hex [EX: V6 through AA5 to DD4]?

A. A Sunken Road in a level 1 hill hex is a level 0 Depression hex. LOS from units at level 0 (e.g., 41V6 and 41DD4) through a level 0 Depression hex (e.g., 41AA5) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41AA5. [VFTT 2 Feb 1998]

**B5.** See B4., B5. & G.1

**B6.** Should there be a Q & A which states at the end of rule B6.4, first sentence, that if a Bridge counter is placed and there is no road hexside, how units enter/exit the bridge?

A. The requirement for crossing a road hexside does not exist for “laid” bridges, but they can only be crossed across the hexside they are laid across. Unfortunately, application of these procedures does require using common sense.

If a Bridge is placed over an A-T Ditch but there are A-P Mines/A-T Mines in the hex with the A-T Ditch, does the placement of the Bridge counter cause a Mine attack against the bridge?

A. No.

If a Bridge counter is placed over an A-T Ditch or Trench and the bridge is eliminated, where is the stone rubble placed?

A. In the hex. [K33]

**B6. & B20.** A stream is in an Open Ground hex with a dirt road. For this example, the road — using the Sniper counter — enters the hex from 1 and exits at 4. The stream enters at 5 and exits at 2. The British place a Bridge counter over the stream but the bridge goes from 3 to 6. May a vehicle enter the stream using the road or does the Bridge counter now prohibit this?

A. Roads are immaterial for “laid” bridges, and you cannot enter IN a stream via a road.

An A-T Ditch or Trench is placed in an Open Ground hex with a dirt road. A Bridge counter is placed over that A-T Ditch or Trench. In the Fortification, is an enemy squad. The enemy squad is eliminated by 150+mm bombs with a 1KIA. This results in the elimination of the Fortification and the placement of shellholes. Is the Bridge also attacked by the bombs?

A. If attacked on the ITT. {Maybe this should be IFT? SR}  
 If the Bridge is still present, may any vehicle enter that hex without using the bridge? If yes, would the vehicle only be allowed to “Bypass” the bridge or be allowed to cross over/under the bridge?

A. Ignore the bridge. [K33]

**B6, B20.4, B20.7** If a stream/water obstacle is flooded and frozen, is the Bridge still a separate Location? May units enter the Bridge Location from directions other than the road hexside? May units be under the Bridge?

A. Yes. No. Yes. [VFTT 2 Feb 1998]

**B6. & B20.8** If a bridge has been changed to a Ford, does the hex *still* contain a road?

A. No. [K33-d]

**B6.1** See B3.42, B6.1 & B6.4

**B6.2** I’m having trouble parsing the third sentence of this rule (“However, ... Bridge.”) — is it correct as printed? (It looks like something has gone missing after the first “or”.)

A. Yes. (No.) [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001] {Bruce explains, suggesting it could be reworded as “However, a non-pontoon bridge does Hinder any LOS drawn through it between units at the same elevation as the Bridge (unless that LOS is traced only through the road depiction of the Bridge), or one end (only) of the LOS is below the level of the Bridge.” Perry agreed that the above is what the rule is *intending* to say.}

**B6.2** Does a unit under a bridge counter have a LOS/LOF to a unit on the road adjacent to and accessing the bridge counter? (i.e. ASL RB page B6.2 example ... a unit under the bridge in CC5 attacking a unit in DD5.)

A. YES a LOS exists. [K33]

**B6.3** When an infantry unit moves onto a bridge location containing residual firepower, does the -1 FFMO DRM apply to the residual firepower attack?

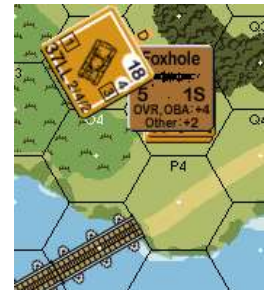
A. Yes, absent some other condition. [K33]

**B6.3** See A14.21 & B6.3

**B6.4** See B3.42, B6.1 & B6.4

**B6.41** Pontoon bridges are as indicated in the image. May a vehicle go directly from O4 to/from the pontoon bridge or does it need to use the road? If so, what is the cost? May an infantry unit go from O4 to/from the pontoon bridge or does it need to use the road?

A. In both cases, units can move directly to/from O4. [K33]



**B6.42 & B21.6** Regarding Ice covering a frozen Water Obstacle (B21.6), does the weight limit apply per hex, i.e., could a Water Obstacle of three hexes bear vehicles of a cumulative weight of less than 5 tons per hex but totaling less than 15 tons for all three hexes without the need of a Collapse DR?

A. Per hex. [K33]

**B6.42 & B21.6** If an AFV Sets up on a Frozen water obstacle, will the ice collapse DR be possible before start of play? If yes, when is the DR made as per ASOP? Which is the order DR is made if there are multiple vehicles with different weights set up on ice?

A. Check the heaviest first thing once the scenario starts. [K33]

**B6.431 & D10.42** What is the entry cost for entering the one bridge wreck location since a vehicle cannot enter the location except for wreck removal? ½ MP to remove wreck plus MP cost for entry of the wrecks hex?

A. COT (1 MP or ½ MP if CE) plus 4 MP. [K33]

**B6.431 & SSR KGP7** May StKK20 be entered without risking Bog, as it is impossible to enter it by a road hexside and still let the VCA contain an adjacent road hex (This question also applies to StKK26 when entered from StKK27)?

A. No, not even by using Reverse movement (since the Rear VCA is then treated as the VCA). [VFTT #9]

**B7.** Does the runway -1 TEM versus unarmored targets apply to a CE crew or the CE passengers of an armored halftrack? Does the runway -1 TEM versus unarmored targets apply to Riders on an AFV?

A. No. Yes. [K33]

**B7. & E1.53** Are Runways considered roads for the purposes of negating straying in Night scenarios?

A. No. [K33]

**B7. & Board 38** A. The board 38 runway is a runway in name only. The B7 rules do not apply to it.

**B7.** See B2., B7. & C11.2

**B7.3 & D10.3** 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)? or final TEM of 0 (+1 wreck & -1 runway both apply) against an attack that would otherwise qualify for the -1 runway TEM?

A. Incorrect. Correct. [K33-d]

**B8.1 & B31.1** Manhole location or not? (VotG Y24)

A. Y24 is a manhole location. [K33]



**B8.2 & B8.3** Can a unit in a Manhole Location fire during PFPH at a unit in a Sewer in its hex that was discovered during the previous Player Turn? Can a unit in a Sewer and which was discovered during its previous Player Turn Defensive Fire at an enemy unit in the Manhole Location of its hex?

A. No to both. B8.2 requires discovery earlier than Player Turn. [K33]

**B8.3** See A4.62, A23.7, B8.3, B21.41, B23.41, B24.7 & C10.3  
See B8.2 & B8.3

**B8.4** A scenario allows sewer movement, and one side is not granted Sewer Movement capability. For that side only, units accompanied by a leader that has passed a 4TC can enter the sewer. Is the 4TC made before forming a stack (i.e. the other

units will not begin their MPH until after the 4TC is made and passed and need not start their MPH if the 4TC is failed), or does the stack have to be declared (i.e. the other units have begun their MPH) then the 4TC is made?

A. The stack is formed first.

A unit that fails a TC cannot perform that task and may not perform another action in that phase. I assume the leader may not move using non-sewer movement if it fails the 4TC. If the other units must begin their MPH together with the leader and the leader fails the 4TC, are they also unable to perform another action? Or can they break off from the stack once the leader fails his 4TC to move without using sewer movement?

A. The other units can break off.

A higher morale leader may assist a leader with a TC. Can a higher morale leader assist another leader with the 4TC for sewer movement?

A. No. [K33]

**B8.4, B8.61 & B11.41** May a leader give his (unused) IPC to an MMC while participating in these activities?

A. 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. [K33-d]

**B8.42** See ASOP & B8.42

**B8.6 & B24.** A Japanese unit has moved from its pillbox through the tunnel to a stone building location. It is under a sewer marker and waiting to exit in the advance phase. In the defensive fire phase OBA rubbles the exit building location. What happens to the unit?

A. The Japanese unit can Advance out [*EXC: if a rubbled RF Cellar, it would be eliminated*]. [K33]

**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. [K33]

**B8.6 & B28.44** Does a unit entering/exiting a Minefield hex via a Tunnel suffer a Minefield attack?

A. No attack. [K33]

**B8.61** Can units of the same side enter a Tunnel from each end in the same MPH and exit from the opposite ends in the same APH as long as they don't exceed the Tunnel stacking limit specified in A5.6?

A. Yes. [K33]

**B8.61** See B8.4, B8.61 & B11.41

**B8.62** See A10.51 & B8.62

**B8.6-.61** See A5.6 & B8.6-.61

**B9.1** This states "The thick terrain depiction, as well as the hexside itself (inclusive of vertices), represents the wall/hedge and will affect any LOS through it ...". Is it correct to conclude that **any** fire at a hedge/wall vertex coming from **outside that**



**hex** (i.e., crossing no other hexside of that hex) must “cross the wall”, no matter what angle it’s coming from, even if the hedge/wall only exists along one hexside of the three meeting at that vertex? (This is significant when attacking a bypassing unit where there is a hedge/wall at that vertex, assuming that the bypassing unit would otherwise qualify for Wall Advantage.)

A. I think I am answering your question when I say: For units bypassing a wall/hedge hexside, that wall/hedge TEM would only apply if the LOS traced to the target vertex passes through a hex that shares that wall/hedge hexside with the target hex.

[Bruce Probst to Perry Cocke, ASLML 15 Sep 2003]

**B9.2 & B9.3** Assuming no building in Y3, hedges are hedge. Would a shot from BB6 against a target in Y3 receive +1 hedge TEM? Or is the shot blocked since the LOS doesn’t pass exactly (as B9.2 seems to indicate) down the hexspine of the hedge?

A. +1 TEM [K33]



**B9.2 & D2.3** An AFV is in bypass of hex L7. The Los is drawn from vertex L7/K7/L6 to J7. Is the LOS blocked by the wall?

A. Yes. Blocked. [K33]



**B9.2** See A8.15, B9.2, C.5 & C.5C  
See B.6, B9.2 & B24.2

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

A. Yes. [Tactiques #6]

**B9.21 & B9.32** Do the restrictions of LOS and WA across a wall/hedge/bocage hexside that apply to “entrenched” units also apply to: units in Pillbox; in Shellholes; in Crest status; Emplaced Guns?

A. No to all (note that B9.21 says “in an entrenchment” in line 1). [Tactiques #6] {Changed to B9.21 instead of 9.31. Edited for v2.}

**B9.3** A broken squad is in an open ground hex. A Good Order enemy squad is in an ADJACENT Building Hex on level 0. There is a Wall on the hexside between these two hexes (between the two units). The Good Order squad is not claiming WA it is in the building. If the Good Order squad in the building fires at the broken squad. does the broken squad still get the +2 TEM for the wall even though it cannot claim WA and the firing squad also does not have WA?

A. Yes, the firer must have WA to deny TEM. [K33]

**B9.3 & B9.32** 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?

A. Yes to both, though neither 658 would be able to claim WA. [K33-d]

**B9.3 & B10.1** Would a vehicle in 50I9 be Hull-Down to a shot originating from E9 due to the wall? In this case, I9 is on Level 1 while E9 is ground level and the I9/H8 hexside has a wall which begins on Level 1 and crosses the crest line before hitting the vertex at Level 0 where the LOS intersects the wall. What rule actually governs such a wall which crosses a crest line?

A. Yes. The vertex is at Level 1 along with the rest of the hexside. [K33]

**B9.3 & B24.3** If a unit in a rubble (inherent terrain) hex, with a wall on one or more hexsides claims WA, and gets fired on by a unit whose LOS does not cross the wall, does the unit get the rubble (inherent) TEM?

A. No. [K33-ARE]

**B9.32** Is having Wall Advantage and using Wall/Hedge TEM considered the same for all purposes?

A. Having Wall Advantage vs. an ADJACENT unit is essentially the same as claiming Wall/Hedge TEM vs. that ADJACENT unit. [VFTT #11]

**B9.32** Can a Broken Infantry Unit ever claim or maintain WA when no other units are in the same Location?

A. No. [K33]

**B9.32** If a unit is in the same Location as a non-hidden, non-prisoner enemy unit (exception broken vehicle), can it claim WA over a hexside shared with an Adjacent enemy unit if that Adjacent enemy unit is not claiming WA? If a unit is in the same Location as a non-hidden, non-prisoner (exception broken vehicle), enemy unit can it ever claim WA as long as the enemy unit remains a non-hidden, non-prisoner enemy unit?

A. No to both. [K33]

**B9.32** 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?

A. If the Germans had WA, they will retain it. [K33-d]

**B9.32, B9.323 & B9.324** An enemy stack moves next to a friendly concealed-but-real stack. The friendly stack has wall advantage, but the enemy stack claims WA as it enters (if necessary, momentarily revealing a real unit). Per B9.324 (J8 errata) the friendly side “must then momentarily reveal one non-dummy unit or forfeit WA.” In my example, can the friendly player decline to reveal a non-dummy unit from the friendly concealed-but-real stack, thus giving WA to the moving enemy stack?

A. Yes. B9.324: “and the opposing side must then momentarily reveal one non-dummy unit or forfeit WA”—“reveal one non-dummy unit” or “forfeit WA”—i.e., a choice of what to do.

Even if WA is mandatory for the friendly stack?

A. Yes. Since B9.323 MANDATORY WA has an EXC for B9.324.

Or is the friendly player obligated to reveal a non-dummy unit if it is possible?

A. No.

If the friendly player has the option to decline to reveal a unit in general, may he choose to not reveal a unit (and so forfeit WA to the enemy player) if the friendly concealed-but-real stack contains one or more pinned, TI, or Immobile units?

A. No, since per B9.322: “A Pinned, TI, or Immobile unit cannot voluntarily claim or forfeit WA.” [K33]

**B9.32 & B9.5** If an GO Infantry Unit is in a hex (and is the only unit in the hex) with Bocage on all six hex sides with no other terrain in the hex (not Deluxe), will that unit lose WA as soon as it becomes broken? Will that unit then be immediately out of LOS of non-adjacent units? Would the same situation but with woods in the hex change the first two answers?

A. Yes. Yes. No. [K33]

**B9.32, B9.5 & B20.9** Do unit in Crest status get WA over a bocage hexside in their hex?

A. Units in Crest status can have WA over a bocage hexside of their hex, e.g., SaNN11. B9.32 prohibits WA to units “beneath an entrenchment counter”. [K33]

**B9.32, O11.6194b & V12.6214b** Can RB/VotG Reserves be setup with Wall Advantage?

A. They can set up with Wall Advantage but cannot change that status until placed on board. [K33]

**B9.32** See A12.15 & B9.32  
See B9.21 & B9.32  
See B9.3 & B9.32

**B9.321** In Deluxe ASL, is there any limit to the number of hexsides a single unit may claim for Wall Advantage?

A. 6 (heh heh). [Bruce Probst to AH, 20 Jun 1989] {Assumed that means ‘no’. Edited for v2.}

**B9.321** 1) In standard ASL, WA forfeiture/denial on any one hexside prevents a unit claiming any WA in that hex. Re DASL, there is this EXC: “WA is claimed/retained/lost per hexside – not hex.” This might be read as ‘one unit may claim WA over any number of (possibly unconnected) eligible hexsides in its hex.’ This might also be read as ‘one unit may claim WA on one (max) eligible hexside of its hex.’ Which reading is correct?

A. The former.

2) DASL hex eF2 is a single story stone house with a wall on its 1, 4, 5, and 6 hexsides. May a single Infantry unit (SMC or MMC) in eF2 claim WA over hexsides:

\* 1 & 4 (and not 5 & 6)?

\* 4 & 5 (and not 6 & 1)?

\* 1 & 5 (and not 6 & 4)?

\* all of the wall hexsides (1, 4, 5 & 6)?

A. Yes to all.

3) For the following, assume no SMOKE or weather/visibility-related TEM. Suppose a unit is claiming WA in eF2 over hexside 4 (only) and receives an IFT fire attack (non-adjacent firer) across hexside 1, 6 or 5. Would the TEM vs. that attack be zero?

A. No; vs. firers who do not have WA, will still receive Wall TEM.

4) Suppose a unit is claiming WA in eF2 over hexsides 1 & 5 (but not 6) and it receives an IFT fire attack (non-adjacent firer) across hexside 6. Would the TEM vs. that attack be zero?

A. It is allowed, but no; vs. firers who do not have WA, it will still receive Wall TEM.

5) Suppose an ADJACENT enemy unit, with WA over any hexside of eF2, fires on a unit in eF2 while that unit is claiming WA over any other hexside(s). Would the TEM vs. that ADJACENT unit be zero in all cases?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML 22 Feb 2001] {Minor editing. SR}

**B9.322** The rule states that Wall Advantage can be claimed during a unit’s MPh/APh (either as part of, or before/after MF/MP expenditures). This implies that a unit must expend MF/MP during these phases to be able to claim Wall Advantage. Can a unit that has prep fired claim wall advantage during its movement phase? Can a unit marked opportunity fire claim wall advantage during its movement phase? Can a unit that does not expend MP/MF claim wall advantage during its movement phase? Can a unit that does not expend MP/MF claim wall advantage during its advance phase?

A. No. No. Yes, if not marked per above. Yes. [K33]

**B9.322** The German units in EE4 moves to DD3. CC4 final protective fires, pinning the German squad and breaking itself. Per B9.322, a pinned unit cannot voluntarily claim or forfeit WA. Does it involuntarily claim WA per Mandatory Wall Advantage, per B9.323, during its MPh?

A. Yes. [K33]



**B9.322** May a unit claim WA in its MPh if it expends zero MF/MP during its MPh? May this unit be Defensive First Fired upon for doing so?

A. Yes. No. [K33]

**B9.323** Can a gun be Emplaced in a hex with a wall or hedge hexside?

A. Of course, and Emplacement has no effect on claiming WA, and claiming WA does not supersede the Emplacement TEM. Assuming a gun can be Emplaced in a hex with a wall or hedge hexside. Must it claim WA instead of its Emplacement modifier (+2) when an enemy unit becomes adjacent? Must it claim WA instead of its emplacement modifier (+2) if it has at least a +1 TEM (EX. woods) when an enemy unit becomes adjacent?

A. An Emplaced Gun in OG, etc., must claim WA (just like everyone else) and one in +1 TEM, etc., need not claim WA (just like everyone else). However, “when an enemy unit becomes adjacent” is not normally one of the times you can claim WA (unless you are losing HIP).

If an emplaced gun does claim WA does it receive its +2 Emplacement modifier vs units that are not adjacent?

A. It may claim +2 Emplacement TEM vs *all* units as usual. [K33]

**B9.323, D3.5 & D4.223** An AFV with 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 nevertheless declare a (non-effective; D3.5) BMG attack, so as to change the AFV VCA to that hexspine?  
A. No. [K33-d]

**B9.323** See B9.32, B9.323 & B9.324

**B9.324** If a Dummy unit is discovered by not being able to prevent an enemy unit from claiming WA is the Dummy removed?  
A. No. [K33]

**B9.324** See A12.34, B9.324 & C11.3  
See B9.32, B9.323 & B9.324

**B9.36** Using the 1<sup>st</sup> EX illustration on page B9, assume a vehicle in bypass along the O6/O5 hexside: Would a vehicle in P5 with WA be HD to the Bypass vehicle? If the Bypass vehicle were in Bypass in O5 (assuming a bypassable obstacle in O5) along the same hexside, would the vehicle in P5 with WA be HD to the bypassing vehicle?

A. The vehicle in P5 is HD to the firer in both situations. In both cases, fire is not being drawn to a vertex, so B9.42 is NA. [K33-ARE]

**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?  
A. Yes to both. [K33-d]

**B9.4 & D7.** During its MPH an Armored Car (AC) becomes ADJACENT to an known enemy infantry unit. The AC announces it will enter the infantry unit’s Location and conduct an Overrun, and announces the MP expenditure for the Overrun combined with the cost of entry into that Location. The hex side crossed by the AC is a Hedge hexside and so the AC must take a Bog Check DR which it fails. As per B9.4, the AC is now Bogged in the hex it attempted to leave. Does the announced Overrun still occur (albeit at half firepower as the AC is now Immobile [D7.11]) even though the AC has not entered the enemy unit’s Location?

A. No. [K33-ML]

**B9.5** In general, bocage is treated as wall hexsides. Does this mean that bocage TEM does not apply to non-Motorcyclist PRC?

A. Right. [Tactiques #6] {Edited for v2.}

**B9.5 & C6.5** Hexside J3-J4 is Bocage. The 747 moves to J2. Does the acquisition follow the 747?

A. Yes. [K33]



**B9.5, E8.22 & E8.23** Would a Bocage hexside on the side of an Avenue of Approach hex count as an obstacle in that hex? Would a Bocage hexside between two Avenue of Approach hexes count? if so, for which hex? Would a Bocage hexside between the ILH and the first hex of the Avenue of Approach

count? (this is the one case where it would apply a +2 to the Crash dr) Would a Bocage hexside between the last (furthest) hex of the Avenue of Approach, and the hypothetical sixth hex, count as an obstacle in the last hex?

A. Bocage creates a 1-Level obstacle behind it. Thus, if you cross over a bocage hexside in the Avenue of Approach, there will be a +1 drm to the Landing colored dr, and the hex behind the bocage hexside cannot count as one of the consecutive hexes clear of an obstacle. The hexside crossed as you enter the ILH only counts for the Crash dr, not the Landing DR. [K33]

**B9.5** See B9.32 & B9.5  
See B9.32, B9.5 & B20.9

**B9.521** A German squad IN a trench in an open ground hex (known as hex A). In an adjacent hex (known as hex B), across a bocage hexside, an American half-squad that does not have WA, (due to lack of WA against other German units in a different hex.) Does LOS exist between the German squad and the American half-squad even though neither of them have WA?

A. Yes.

If no, then is WA ALWAYS required for LOS to exist between UNITS through a bocage hexside?

A. NA.

Does LOS exist from a same level unit 2 hexes away from the location formed by the bocage hexside?

A. LOS does not exist to units in that Location without WA, but does exist otherwise.

If yes, would it be correct to think of the location behind a bocage hexside has always having WA, and therefore the LOCATION can always be seen, even if the sighting unit is not adjacent?

A. That is one way of thinking about it. [K33]

**B9.521** A Location with a Bocage hexside has no units with WA present within it. Can that Location be seen (i.e., “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?

A. Yes to both. [K33]

**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. [K33]



**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. [K33]

**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. [K33]

**B9.54 & D8.2** Does a fully tracked vehicle take a bog check on every VCA change in a bocage hex? On a bocage road hex? Are hts and trucks prohibited from making VCA changes in a bocage hex since they have a “NA” for bocage?

A. No to all three; one is not “within” a bocage hex but rather behind it. [K33]

**B9.541** Are there any other means to breach a bocage hexside (e.g., by Placed/Set DC)? Is it possible to breach a wall/hedge hexside in the same manner as bocage?

A. No to both. [Tactics #6]

**B9.55** A unit is in an open ground hex that is bordered by bocage. If all enemy unit which have LOS to the unit have it through bocage by virtue of B9.55 it is treated as being out of LOS and in concealment terrain for purposes of concealment gain. If the unit has no enemy with LOS to it, is it treated as being in concealment terrain for purposes of concealment gain or treated as being in non-concealment terrain.

A. Concealment Terrain; see also the B9.55 EX. [K33] {Changed ‘ring’ to ‘being’ in the last sentence of the question. SR}

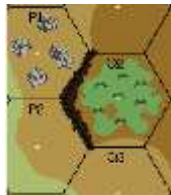
**B9.55** See A12.121-.122 & B9.55

**B10.1** If original SMOKE is placed on a level 2 hill hex with a crest line to level 1, does the SMOKE rise from both levels, e.g. assuming SMOKE in 2F7, will a shot from 2E7 to 2F8 be hindered by the SMOKE?

A. Yes (B.6 & B10.1), yes. [Jeff Barber to Perry Cocke, ASLML 23 May 2003] {This is identical to A24.4, A24.61 & B10.1 Q&A in K33, but this has the original source. SR}

**B10.1 & G3.** If a Brush hex with a Cliff hexside (such as 88Q2) becomes Bamboo, does the Bamboo exist along the lower level of the Cliff? In the picture below, if Q2 is Bamboo, is there LOS from P1 to Q3?

A. LOS is blocked. [K33]



**B10.1** See A24.4, A24.61 & B10.1  
See B9.3 & B10.1

**B10.211** See B.5 & B10.211

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

A. Yes. Yes. [VFTT #13]

**B10.31** What is the minimum elevation difference required for the +1 Height Advantage TEM of B10.31 to apply? Can HA apply when firing from a level-one hill at a 1.5-level rooftop? When firing across an upslope ¾-level hexside at a level-one hill? When firing across an upslope ¾-level hexside at a 1.5 level rooftop?

A. Some elevation difference. Yes. Yes to both, assuming a Base Level of 0. [K33]

**B10.31 & B13.31** Rule B13.31 includes the clause “regardless of the relative elevations of the firer/target...” Does this mean

that infantry movement through a woods-road hex—at the road movement rate and when LOS does not cross the hex’s woods terrain image—can *never* qualify for the HA negation of FFMO/Interdiction?

A. No; HA can apply. [K33]

**B10.31** See A8.26 & B10.31

**B11.2** Is the “serrated edge of a (non-Depression) cliff” an obstacle to LOS if **not** traced along a hexside?

A. IN the higher-level hex, the “serrated edge” is at the higher level; in the lower-level hex, the “serrated edge” is at the lower level. [Bruce Probst to Perry Cocke, ASLML 16-18 Jun 2003]

**B11.2** Is there LOS from E4 to C4?

A. Yes. [K33]



**B11.21** See B.5 & B11.21

**B11.41** See B8.4, B8.61 & B11.41

**B11.42** Is there LOS between climbing units in Level 3 of HH29, vertex GG29/HH28/HH29 and FF31? & GG28?

A. Yes to both.

If a unit was climbing the same vertex, also at Level 3, but was in hex HH28, would there be LOS between that unit and FF31? and GG28?

A. Yes to both.

If the climbing unit was at Level 4, Would any of the above answers change?

A. No change.

Would there be LOS between a climbing unit in HH29 and FF30?, a climbing unit in HH29 and GG27?, a climbing unit in HH28 and FF30?, a climbing unit in HH28 and GG27?

A. No to all. [K33]



**B11.42-43 & B28.41** A Russian 4-4-7 entered a 6 FP mine hex and underwent the attack with no ill effects, and survives the ensuing opponent’s Game Turn unscathed. His next MPh, he decides to CLIMB the adjacent cliff hexside. Does he undergo an exiting a minefield attack at the lower level in the hex in which he is attempting to Climb?

A. Yes.

Does he undergo this attack before resolving the climb or after?

A. Before. [K33]

**B11.43** See B11.42-43 & B28.41

**B13.** See B2.1, B13. & B14.

**B13.3** What TEM would apply to a unit that is hit by OBA/MTR (i.e. Indirect Fire) in a Woods Location and that unit would not be vulnerable to the –1 TEM for Air Burst (e.g. a non-CE, CT AFV)? Would the TEM be the normal +1 for woods? or perhaps zero (since B13.3 only mentions that the +1 applies to Direct Fire)?

A. +1 woods TEM. Yes. No. [K33]

**B13.3 & B30.3** B13.3 “Air Bursts” says that “This negative TEM is always applicable”. B30.3 says that “Pillbox TEM is not cumulative with any another +/- TEM”. Must one apply Air

Bursts TEM to a pillbox (modifying the NCA TEM) in woods or not?

A. No. [K33]

**B13.3-.31, C1.55 & D5.311** An OT AFV enters a woods-road hex using the road movement rate (specifically it enters 47H8 from I9). A 50mm SW mortar fires on the ATT at the moving AFV and scores a hit. The LOS from mortar to target does not cross a green woods symbol (specifically mortar is in 47H3, so LOS is H3 to H8). Does B13.31 only apply to the +1 woods TEM for Direct fire, or to both +1 Woods TEM and -1 Airburst TEM?

A. Only to +1 Woods TEM.

Does the -1 Airburst TEM apply as per B13.3 “All Indirect Fire vs unarmored, CE or OT (even if BU) targets in a woods hex receives a -1 TEM instead...”?

A. Yes, it is in a woods hex.

B13.3 says “All Indirect Fire... woods hex..”. A woods road hex is a woods hex which also contains a road (B13.1). Disregarding fire phase and irrespective of whether LOS crosses a green woods symbol, does the -1 Airburst TEM apply against vehicles on the road portion of a woods-road hex (i.e. a vehicle not beneath a partial Trail Break counter)?

A. It applies to their vulnerable PRC.

If Airburst TEM is applicable, the AFV crew will have a reduced CE DRM (D5.311) and the mortar will resolve its attack on the OT AFV as if the AFV is unarmored and Airburst TEM is NA for the attack on the vehicle (D5.311). Does the C1.55 DRM for -1 OT and -1 All AF  $\leq 4$  apply, if the attack on an AFV is resolved as if it were an unarmored vehicle due to a reduction of its normal CE DRM (D5.311)?

A. No. The vehicle is treated as unarmored using A7.308, and the C1.55 DRM only applies vs armored vehicles that are using C1.55 to determine its fate. [K33]

**B13.3 & C6.8** B13.3 says “All Indirect Fire vs. unarmored... targets in a woods hex receives a -1 TEM...”

1) A squad uses Bypass movement in a Woods hex. A Mortar fires at the squad using Area Target Type at one of the Bypass vertices. FFNAM and FFMO (Cases J3 & J4) apply to the TH DR and a hit results. Does the -1 DRM for airbursts in Woods apply to the IFT DR?

A. Yes.

2) A squad Bypasses a Woods hex and is fired on by a Gun using Direct Fire on the Infantry Target Type. FFNAM and FFMO (Cases J3 & J4) apply to the TH DR. Does the +1 woods TEM apply as Case Q on the TH process?

A. No. [K33-ML]

**B13.3 & C6.8** B13.3 says “There is a +1 TEM for all Direct Fire into a woods hex.” Should there not be an EXC for bypass movement, like B23.31 has for buildings?

A. The +1 TEM for all Direct Fire into a woods hex is NA vs bypass movement.

Should the -1 TEM for Air Burst also apply to units using bypass movement in a woods hex?

A. It does. [K33-ML]

**B13.3 & G3.3** Does bamboo receive the airburst modifier?

A. No, it gets the -1 TEM for HE Ordnance/OBA. [K33]

**B13.31 & C5.11** Are Case A TH DRM doubled for a vehicle in a woods-road hex but not on a TB? Do the CA restrictions for firing from woods/buildings apply?

A. No to both [VFTT 27 Feb 1999]

**B13.31, B14.6 & C11.2** In B14.6 it states “Otherwise, orchard roads are identical to orchards in every aspect.” Does this mean that a Gun can be emplaced in the Orchard portion of the hex, or is the gun considered to be in the Paved Road portion of the hex thereby denying Emplacement?

A. The latter.

B13.31 it is less clear. However, it does state that normal woods TEM is in effect. If there is a Paved Road through the Woods, can a Gun get Emplacement?

A. No. [K33]

**B13.31 & C10.3** If a Gun is pushed into a Woods-Road hex using the road movement rate, does the +1 Woods TEM still apply as a Manhandling DRM?

A. No TEM. [K33]

**B13.31** See A12.3 & B13.31  
See B10.31 & B13.31  
See B13.3-.31, C1.55 & D5.311

**B13.41** May a vehicle in a woods-road hex leave the road to enter the woods obstacle using all of its MP and then enter an adjacent hex in the same MP?

A. No. [VFTT 11 Mar 1997]

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

A. Yes. [Dave Perham to Perry Cocke, ASLML 8 Feb 2002]

**B13.41 & D2.14** If a vehicle blaze exists in a woods-road, can other units still use the road?

A. Yes. [VFTT 2 Feb 1998]

**B13.41 & D2.11** A vehicle crosses a Road hexside to enter a woods road hex (i.e.; driving on the road), using road rate, there is a wreck on the road, no other conditions apply. Is the cost 1½ MP, 2½ MP, or 4½ MP?

A. Assuming the vehicle is CE, the base MP cost is ½ MP. Per D2.14 this is increase by 2 MP since using the road movement rate. These 2 MP are then doubled per B13.41: “All MP penalties for entering a hex containing a wreck/vehicle... are doubled while in a woods hex.” So, cost is 4½ MP.

Same premise as Q1. Is the MP penalty for the wreck—not doubled, doubled, or doubled twice (IOW- doubled for road and again for woods road) ?

A. See above.

Can a vehicle avoid the Doubled MP penalty for a woods road hex with a wreck on the road by not claiming/using the road rate while crossing a wood road hexside?

A. Yes, but then it would be entering the woods at half MP and need to take a Bog Check.

Is the 2 MP cost to change the VCA in a woods location considered to be a 1 MP Penalty?

A. No. The “normal” VCA cost in woods is 2 MP per hexside. From Q4 Vehicle is on the road in a wood road hex. If it is a penalty is that doubled to a 2 MP penalty (total cost of 3 MP) for

changing VCA to/from/through (aka; across) a hexside that does not contain a road hexside?

A. Changing VCA across a non-road hexside while on a woods-road costs 2 MP. Normal cost 1 MP per D2.11, doubles to 2 MP per B13.41. {Added "1" in "cost MP". SR}

From description in Q 5.) what does it cost for a VCA change across a non-road hexside in a woods road hex?

A. 2 MP. [K33]

**B13.41 & D2.11** What does it cost an AFV on the road in a wood-road hex to change VCA across a non-road hexside?

A. 2 MP. This revises our prior answer of 4 MP. [K33]

**B13.42** May a vehicle on the road in a woods road hex exit via a non-road hexside by only taking a bog check and paying the COT of the hex to enter? Or must the vehicle first enter the woods at woods COT and take a bog check prior to being able to exit via a non-road hexside?

A. No. Yes. [K33]

**B13.421** Contrary to B13.421, do you use a partial TB counter to indicate that a non-fully-tracked vehicle is in the woods portion of a woods-road hex?

A. No. If you need a memory aid, use a handy counter.

If no VCA is performed as part of the move, how many MPs are needed for a fully-tracked/non-fully-tracked vehicle in the woods portion of a woods-road hex to re-enter the road portion of that hex? Is a Bog Check necessary for *the previous* question?

A. There is no MP/MF cost to regain the road in that Location.

No.

How many total MPs does it cost a vehicle in the woods portion of a woods-road hex to enter the next woods-road hex? (I assume 1 MP to start, 0 MPs to enter the road portion of its woods-road hex, plus road movement cost to enter the next woods-road hex.)

A. Nothing extra.

A non-fully-tracked vehicle is on the road in a woods-road hex. It wishes to enter an ADJACENT, connected woods (non-road) hex. Does this require 2 turns to do so (one turn to enter the woods in the woods-road hex, and another turn to enter the ADJACENT woods hex)? Assuming no VCA changes, how many Bog Checks are needed?

A. Two turns. Two Bog Checks. [K33]

**B13.421** A Fully Tracked AFV has entered a woods location, placing a partial TB counter and ending its MPH in that location neither immobilized nor as a wreck. A second fully tracked AFV wants to enter the same woods location via the partial TB with the intention to end its MPH there as well. Can the second fully tracked AFV use that partial TB free of a Bog check? Could the second AFV "complete" the partial TB by exiting the woods hex?

A. No to both (B13.4211-12); place a second partial TB when the second AFV enters (unless the first AFV had bogged, making it Immobile and removing its partial TB). [K33]

**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. [K33]

**B13.421 & B28.61** A fully-tracked AFV uses a preexisting TB to enter a minefield hex. The hex is open ground.

A). Is the MP cost ALL?

B). Is the MP cost two?

A. B (2)

If there is smoke in the hex as well.

C). Is the cost three MP?

D). Is the cost four MP?

A. D (4). [K33]

**B13.421 & B35.3** A fully-tracked AFV passes a +1 Bog Check and moves through a Light Woods hex using 1/3 of its MP, creating a Trail Break across two hexsides. A following fully-tracked AFV passes through the same hex, using the Trail Break to pass across the same two hexsides without making a Bog Check. What is the cost for this following AFV to move through the Light Woods hex?

A. Half its MP to avoid Bog or it can risk Bog at 1/3. [K33]

**B13.421 & D2.2** May a fully-tracked AFV, which has entered woods/jungle/bamboo and not Bogged and thus created a partial TB, use Reverse Movement to exit along the direction of the TB it created? If the answer is, Yes — is the partial TB removed or retained? What if into a Minefield?

A. Yes. Removed. The same.

May a fully-tracked AFV use Reverse Movement to enter woods/jungle/bamboo via a TB? What if into a Minefield?

A. Yes to both. [K33]

**B13.4211, B24.74 & B28.44** If a unit enters a hex containing a minefield and one hex of a multi-hex, multi-story building using the clearance rules to place a partial TB, and, at any point either before the clearance roll or after it fails to clear the minefield is it considered in the building (for TEM purposes, etc.)?

A. It is in the building hex and receives building TEM.

B13.4211 says that normal TEM applies to rubble and woods.

Only those? If Yes, can it exit the hex via a building hexside without being attacked by mines? Can it use a stairwell in the building location without being attacked by mines?

A. Unless it clears the minefield, it cannot exit the Location without being attacked by mines. [K33]

**B13.4211 & B28.61** An AFV carrying Riders entered a hex containing both A-P and A-T mines. The A-P attack had no effect, but the A-T mine attack was successful. A very high roll on the IFT, resulted only in immobilization (crew passed their Immobile and remained in the AFV). The same IFT roll was used as the half-FP collateral attack against the Riders which scored a PTC. The Riders failed the PTC and were forced to Bail Out. They broke on the Bail-Out MC and passed the 2MC they suffered when subsequently attacked by the A-P mines in the hex. Is there a TB into the A-P/A-T minefield?

A. No.

B13.4211 indicates that a Wreck or Immobilized AFV on a TB counter removes that TB (this is in the case of Woods). The Minefield rules are silent on whether a Wreck or Immobilized AFV have any effect on a TB into a minefield (B28.61). In the case of the broken unit now on the ground in the mine hex, if they rout away via the hexside the AFV used to enter the hex, are they attacked by the A-P minefield as they leave?

A. Yes. [K33]

**B13.4211** See B13.421-.4211

**B13.4212 & D2.14** Vehicular overstacking is allowed on a TB, correct?

A. No.

The D2.14 +1 MP per vehicle cost is doubled because the vehicle is in a woods hex (B13.41). Is it further increased in any other way?

A. Half (or ALL) +2. [K33]

**B14.** See B2.1, B13. & B14.

**B14.2 & B14.6** :Do in-season orchard hexes block LOS from differing elevations when sighting down an orchard-road. EX: 23S7 to 23AA3 Level 1.

A. No. That LOS is clear. [Sam Tyson to Perry Cocke, ASLML 19 Sep 2002]

**B14.2** B14.2 says “However, if the LOS is drawn from to/from a Location > one level higher than the base level of the out-of-season orchard hex, only one +1 Hindrance DRM applies, and only if the LOS crosses an orchard adjacent to the ground level target/firer.” Here surely “ground level” should actually say “lower level”?

A. The rule is indeed referring to the “lower level” target/firer. [K33-ML]

**B14.2, F6. & P2.** Can a unit at a ½-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)?

A. No to both. See also Q5.6. [K33-d]

**B14.6** Are paved Orchard Roads still considered “paved road hexes” for purposes of entrenchments, gun emplacement, etc., or are they treated as “orchard hexes”?

A. Paved Road. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

**B14.6** How much hindrance from the 467 to the 666?



A) +1 total. +1 for CC20 because the LOS does not stay within the road in CC20, but 0 for all the other orchard road hexes because the LOS stays within the confines of the road in those hexes.

B) +6 total (no LOS at all). +1 for every orchard road hex because if the LOS does not stay within the road for one of the orchard road hexes then all of the orchard road hexes have their hindrances counted.

A. A. [K33]

**B14.6** See A10.531 & B14.6  
See B13.31, B14.6 & C11.2  
See B14.2 & B14.6

**B16.43** In regard to the invention of marsh at level -1. Does B16.43 apply when the marsh is at level negative one, and the adjacent hex is level zero (ground level)?

A. Yes. [K33]

**B16.6, B16.8 & E3.72** A marsh hex adjacent to a SSR designated non-frozen flooded river hex and Ground Snow is present, does the marsh become a flooded river hex or an Open Ground hex?

A. The Marsh becomes River which becomes Ice because of the Ground Snow. [K33]

**B16.8** See B16.6, B16.8 & E3.72

**B18.** On board 5a/5b, hex F11 Graveyard, what level is the hex? Green background is not part of the B18.1 Graveyard description. Color would suggest level -1.

A. This is at level 1; although not so described in B18, the depiction in the illustration there (as in all the graveyard hexes throughout the system) is darker than open ground. [K33]

**B18.2** See A6.7, B18.2 & F4.51

**B18.4** Are Graveyard Roads Dirt, Paved, or Neither? Do they exist in the PTO? Under Mud EC?

A. Neither. Yes to both PTO and Mud. [K33]

**B18.41 & D8.2** Is a Bog Check required when changing VCA in a Graveyard Road hex? Does it make a difference if the VCA change is across a hexside not crossed by the Graveyard Road?

A. No Bog Check on road regardless of VCA. No Bog Check for leaving graveyard hex. [K33]

**B19. & B30.1** Can a pillbox (B30) be placed in a gully (B19)?

A. No. [K33]

**B19.1** (see also Chapter K, p. K10) If the firer and target are at different elevations an intervening gully-brush hex presents no Hindrance. [Pointed out in Bruce Probst to Scott Romanowski, 29 Jan 2001]

**B19.2** A lot of adjacent Gully hexes do not have a LOS across the gully hexside. They should have a LOS. [Perry Cocke (MMP), ASLML, Aug and Oct 1997] {EX: Nphum Ga F3 to F2. B19.2 says the LOS doesn't matter. SR}

**B19.2** See A6.3 & B19.2

**B20.** See B6. & B20.

**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. [K33]

**B20.4** See B6, B20.4 & B20.7

**B20.41, B20.7 & B20.8** By SSR all streams are shallow and frigid. There is a Ford on the stream. B20.7 treats all non dry streams as frigid water obstacles. B20.81 treats movement into a Ford as movement into a stream of depth one less than specified, i.e., Shallow stream becomes dry. Is the Ford still part of the frigid Water Obstacle with all the consequences?

A. Yes, the Ford stream hex is frigid. [K33]



**B20.41 & B33.11** Does B20.41 or B33.11 take primacy when a Stream is Dry? Would a unit moving along and IN a Dry Stream-Woods hex take a Bog check when entering the Stream-Woods hex?

A. The higher numbered B33.11 takes precedence. No Bog check while moving down the dry stream. [K33]

**B20.41** See A2.76, B20.41 & G.1

**B20.7, B21.6, E3.71 & E3.722** Is a stream considered to be “designated as frozen” automatically if Ground Snow or Deep Snow are present?

A. Yes.

If Falling Snow is possible but there is neither Ground Snow nor Deep Snow, does that mean each stream is a frigid Water Obstacle?

A. Yes, per E3.713.

Can a vehicle cause the ice in a frozen stream hex to collapse as per rule B21.6 ICE?

A. No; a frozen stream is treated as Dry (not Ice) regardless of depth. [K33]

**B20.7, B21.6, E3.722 & G13.42** When Ground Snow is in effect, is a unit in a shallow-OCEAN hex treated as being in a normal Shallow Stream? Frigid Shallow Stream? Frozen Shallow Stream?

A. Normal Shallow stream. [K33]

**B20.7** See B6, B20.4 & B20.7  
See B20.41, B20.7 & B20.8

**B20.8** See B6. & B20.8  
See B20.41, B20.7 & B20.8

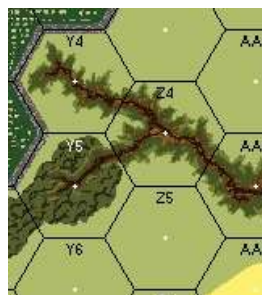
**B20.9** See A2.8, A6.3 & B20.9  
See B9.32, B9.5 & B20.9

**B20.91** May a unit *Advance* into Crest status using the method described in the 2<sup>nd</sup> sentence? Or may it only Advance into Crest Status if it *begins* the Advance Phase already IN the Depression, described in the 1<sup>st</sup> sentence?

A. Yes. No. [K33-ARE]

**B20.91** It cost 6 MF to move from IN Y4 INTO Y5 a total of 6 MF. Can a unit move from IN Y4 to Crest status in Y5?

A. One can enter crest in Y5 from Y4. While in Y4, you are outside of the Y5 Depression. [K33]



**B20.91 & B20.93** Per B20.93 and the Example at the end of the rule, a unit in Crest Status in a Depression hex may — during its APh — leave Crest Status and enter INTO the hex it had Crest Status in and also enter INTO an ADJACENT Depression hex. May the unit also claim Crest Status in that ADJACENT hex as part of its advance (assuming, of course, that the unit was not CX to start with)?

A. No.

May a unit in Crest Status on one side of a Depression hex advance INTO the Depression hex and also gain Crest Status on the opposite side of the Depression hex (assuming it was not CX

to start with)?

A. No.

Could a unit perform either of the above during the MPh (assuming it had sufficient MFs such as being able to go CX, having a Leader present, etc.)?

A. Yes. [K33]

**B20.92** See A14.21 & B20.92

**B20.93** See B20.91 & B20.93

**B20.94** See A15.4 & B20.94

**B20.95, C1.2 & C1.23** 1) May a Radio/Phone be used while in Crest status?

A. Yes.

2) Is a Phone (C1.23) eliminated if unpossessed while in Crest status, or if the possessing unit loses Crest status and moves INTO the Depression (or vice-versa)?

A. Yes (not sure what you mean by “vice-versa”; it could be left behind IN the depression if that was where it started). [Bruce Probst to Perry Cocke, ASLML 2 Sep 2003] {Bruce commented “The “vice-versa” was to cover the situation when someone starts a phone IN some Depression that happens to have LOS to some juicy hilltop or tall building target, and then the owner later wants to “move” it to Crest to use it on other targets. Perry’s answer indicates that this is not permitted, which is fine by me.” SR}

**B21.** See A4.3 & B21.

**B21.41** A broken unit that owns a 3PP assembled MMG is adjacent to a known enemy unit, and must rout. The only hex available is a fordable river hex. According to B21.41, any MMG carried into a fordable river hex must be dismantled. When the broken unit routs into the fordable river hex, must it drop the assembled MMG? If yes, does the broken unit drop the MMG in the hex where it begins the rout phase, or does it drop the MMG in the fordable river hex thus removing the MMG from the game?

A. It must drop the MMG before Forging. [K33-ARE]

**B21.41** See A4.62, A23.7, B8.3, B21.41, B23.41, B24.7 & C10.3

**B21.6** See B6.42 & B21.6  
See B20.7, B21.6, E3.71 & E3.722  
See B20.7, B21.6, E3.722 & G13.42

**B23., O1.2 & O5.42** In Red Barricades what is the MP cost for a fully tracked vehicle to enter a roofless factory hex from outside of the factory? Note this is not a VSE. Is it ½ of its MP for entering a building, ¼ of its MP for entering debris, or ¾ of its MP for entering a building and entering debris?

A. One-half of its MP. [K33]

**B23.23** See A2.9, B23.23 & B24.

**B23.25** Can a unit in Level 1 F4 building hex, move directly to level 1 E5 without going down to ground level?

A. Of course not. [K33]



**B23.32 & B31.2** Does a steeple provide an additional +1 DRM on Indirect Fire attacks for the building levels below it?

A. Yes. [K33]

**B23.41 & B23.9221** Does an AFV create a Breach along a Fortified Building hexside if it enters the fortified location through that hexside? Does the answer change if it Bogs or falls into the cellar?

A. Yes. No. [K33-d]

**B23.41, B26.53 & D14.21** If a 2 AFV Platoon enter the different hexes of a two he wooden building in the same impulse, is this considered a single Bog condition entailing a single Bog DR with RS being used if Bog occurs? (If a Bog occurs and a single vehicle is selected by RS and a 6 is rolled on the colored dr, is just the selected AFV for bog cellared or are both AFV Subject to cellaring? If no Bog occurs but a 6 is rolled on the colored dr are both vehicles cellared or is RS used to determine which?) If a 2 AFV Platoon enter the different wire hexes in the same impulse, is this considered a single Bog condition entailing a single Bog DR with RS being used if Bog occurs? (If a 1 on the colored die results in a wire removal are both wires removed or is it RS as to which is removed?)

A. Random Selection applies in *all* those circumstances: Bog, Cellar, Wire Removal. [K33]

**B23.41** See A2.9 & B23.41  
See A4.62, A23.7, B8.3, B21.41, B23.41, B24.7 & C10.3

**B23.424, E6.1 & H1.24** Does a Commando (H1.24) MMC that jumps from an upper Building Location into a Water Obstacle as per E6.1 and— provided it survives—is henceforth represented by an Unarmed Unit, retain its Scaling ability (B23.424) as to be able to climb up to the Cliff again from the Water Obstacle to re-take Control of the Building?

A. Unarmed units do not have Scaling ability. [K33]

**B23.71** 1) A unit in rowhouse location 20N3 (at ground level) moves to the adjacent rowhouse O3 by the N3/N2/O3 vertex. An enemy unit is in I3 at level 2. Does the enemy unit have a LOS to the vertex that the unit is rowhouse “bypassing”? The enemy unit has a clear LOS to N2 but N3 is a blind hex due to the building in M3. The LOS to the N3/N2/O3 vertex crosses the M3 building so I would have thought that the vertex (and the N2/N3 hexside) is also considered to be in a blind hex.

A. There is no LOS. A unit using Rowhouse Bypass does so in the Location it is leaving.

2) A unit in rowhouse M3 wants to move directly to rowhouse N3 using rowhouse “bypass” at the M3/N2/N3 vertex. Does an enemy unit in M2 that defensive first fires at this vertex have its FP doubled as PBF

A. Yes, for the same reason as in (1). [Perry Cocke, ASLML, 16 Aug 2000] {Edited for conciseness. SR}

**B23.71** Can a rowhouse vertex be bypassed if the black bar depiction touches the vertex?

A. Yes. [K33]

**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. [K33]



**B23.71 & B24.74** M10 and M11 are rowhouse. Can M10 enter M11 as per B24.74? I10 is rubble, can the MMC in I10 try to enter J10 as per B24.74?



A. No. Yes. [K33]

**B23.71 & B26.44** May a unit use Rowhouse “bypass” to move from the ground level of one Rowhouse hex to the next, if the third hex sharing the common vertex (to which LOS may be traced B23.71) contains wire?

A. Yes. [K33]

**B23.71 & C1.51** Picture two adjacent Rowhouse Hexes A and B with a black bar between them. Hex B is in an FFE Blast Area. The rule makes it seem to me that a unit in hex B moving to hex A by bypassing the black bar is attacked by the OBA during the bypass portion at 0 TEM. Is that correct?

A. Correct.

I am unclear if the rule applies similarly in the reverse situation. A unit in hex A moves to hex B by bypassing the black bar. Is this unit attacked by the OBA during the bypass portion at 0 TEM?

A. No. [K33]

**B23.71 & C6.51** Using the first example in B23.71, assume there is a German Gun in hex H8 (covered arc H7-I8), and that the Gun has acquisition on hex I7. When the broken Russian unit routs from I7 to H6 using Rowhouse bypass, does the acquisition track it to H6, or does the acquisition remain in I7 because the routing unit spent MF out of LOS when “rowhouse bypassing” at the I7-I6-H6 vertex?

Would the above answer be different if the Russian unit was Good Order and making this move in its MPH? In its Advance Phase?

A. ACQ remains on the unit since it was still in LOS after its single MF-expenditure. No. No. [K33]

**B23.71** See A4.32, A4.33, A8.1, A12.15 & B23.71  
See A10.51 & B23.71  
See A23.3 & B23.71  
See A26.14 & B23.71

**B23.711 & B23.9** An AFV that enters a Fortified Building automatically creates a Breach, even if it Bogs or falls into a Cellar. Does it also create a Breach if it exits the building?

A. No breach on exit.

If two adjacent building hexes are fortified, and a DC is used from Hex A to create a Breach into the Hex B, does this Breach also allow movement from Hex B to Hex A?

A. If two Fortified Buildings share a hexside, then breaching that hexside allows entry either way. [K33]

**B23.711** See A12.14, B23.711 & O5.33  
See A23.3, B23.711 & B23.9221

**B23.72** Does this apply to a two story house, like the one near the triangular woods on overlay 6?

A. No, the building has a ground and first level in each hex (similar to the B23.721 case). [Perry Cocke to ASLML, 10 Jan 2000]

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

A. No. [Jakob Nørgaard to Perry Cocke, 10 Jan 2000]

**B23.74 & B23.9** Do the TEM effects and entry restrictions of fortification apply to all hexsides of a Fortified Factory Building Location, or only to fire/movement from outside the building depiction?

A. To all hexsides (EXC: Indirect fire (O.4A)). [Kiri Naiman to Avalon Hill, 1990-1993]

**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. [K33]

**B23.74, B23.86, B24.11, B24.12, B25.66 & O5.46** Do intermediate vertical levels of a factory exist for the purposes of:

- 1) random selection of the rubble creation location in multiple-level buildings,
- 2) the +1 drm for falling rubble for each non-rooftop building level above ground level which was rubble?
- 3) What location, if any, is affected (and becomes rubble) if a playable rooftop location in a factory is rubble by HE attacks?
- 4) Is a rooftop a level for the purposes of random selection of rubble creation by HE area fire or OBA or by Fire Collapse?
- 5) Is falling rubble possible from a factory rooftop that is rubble?

6) Does a RB roofless factory hex have a rooftop location for the purposes of rubble creation in that location?

A. 1) No (factories don't have multiple levels; B23.74). 2) No. 3) Ground level (B23.86). 4) No. 5) No (see #1). 6) No. [K33]

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

A. No. [K33]

**B23.741** See A23.1 & B23.741  
See A23.6, B23.741 & B23.743

**B23.742** May a vehicle attempt to enter an enemy-Controlled Fortified Factory Location?

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**B23.742** If a Factory hex is a Vehicular-Sized Entrance due solely to a road into the factory does an infantry unit have to enter the hex across a road hexside in order to benefit from the vehicular sized entrance benefits of open ground movement cost?

A. No. [K33]

**B23.742** See A2.9 & B23.742

**B23.743** See A23.6, B23.741 & B23.743

**B23.8 & E7.3** What is the terrain DRM for the sighting task check for a unit on a rooftop? +3 building? +0 Open Ground/terrain not otherwise listed? +? other?

A. +0 [K33]

**B23.8** See B23.74 & B23.8  
See B23.74 & B23.8

**B23.82 & E1.31** May a unit on a Rooftop at Night remain “?”/-HIP if an enemy Good Order ground unit is within 16 hexes, at the same or higher level, and within NVR?

A. Yes. [K33-ML]

**B23.86** See B23.74, B23.86, B24.11, B24.12, B25.66 & O5.46

**B23.9 & D6.5** What happens if PRC of a vehicle in Bypass of a Fortified Building Location (occupied by a Good Order unpinned armed enemy squad) unload/bailout/survive destruction of their vehicle?

A. The answer is that the ex-PRC are “in the terrain of the vehicle’s CAFP for purposes of any Defensive First Fire vs them. Immediately after all such First Fire is resolved” (D6.5), they are forced back per A12.15-.151 to the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPH; if no such Location exists, it is eliminated. [K33]

**B23.9** See B23.74 & B23.9  
See B23.711 & B23.9

**B23.922** A unit in a minefield location attempts to advance into an ADJACENT location containing a squad which unbeknownst to the attacker is fortified. B23.922 indicates the unit “must remain in its present hex” in such a situation. Is the attacker attacked by the mines when attempting to exit the hex prior to learning their intended destination is fortified? Are the answers the same if OBA is falling in the originating hex of the advance?

A. No. Yes, although the unit could become more vulnerable in its starting Location. [K33]

**B23.922 & B28.41** If a unit it trying to enter a fortified building hex that has an AP minefield in the open ground portion of the hex is the unit attacked before it is denied entry of the hex due to its fortified status?

A. No attack. [K33-ARE]

**B23.922** See A12.15-.151, B23.922 & D6.5  
See A5.5 & B23.922  
See A12.121 & B23.922  
See A12.15 & B23.922

**B23.9221** See A23.3, B23.711 & B23.9221  
See B23.41 & B23.9221

**B24. & B31.21** Is the normal stacking limit of a rubble Steeple Location of a HS or three squads  
A. HS. [K33]

**B24 & B31.21** If a Steeple Location is rubble (and not the whole building), the level Location still exist but like a Rubble Location. B24 paragraphs never stipulate any stacking limit, so it a “standard” 3 Squads Equivalents, isn’t it?  
A. No; as a rubble Steeple Location, normal stacking remains one HS. [K33]

**B24.** See A2.9, B23.23 & B24.  
See B8.6 & B24.

**B24.1** B24.1 says: “A rubble Location is no longer a building Location”. Assume a three-hex building, and that the middle hex of the building is totally rubble.

- 1) Is the rubble Location and hex part of the building for control purposes?
  - 2) Do the two remaining, non-adjacent building hexes belong to the same building for control purposes?
  - 3) Since the two remaining building hexes are not adjacent, are they now treated as two single-story buildings?
- A. 1) No. 2) Yes. 3) No. [K33-ML]

**B24.1** See A26.14 & B24.1

**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. [K33]

**B24.11 & C13.** Can a BAZ rubble a building? Can a PSK rubble a building? Can a PF(k) rubble a building?  
A. Yes to all. [K33]

**B24.11** See A23.41, A23.6 & B24.11  
See B23.74, B23.86, B24.11, B24.12, B25.66 & O5.46

**B24.12** If an SSR states that a player may place rubble counters anywhere on a board prior to the start of play, and if that player places a rubble counter in a multi level building does he then roll for falling rubble and thus possible further building collapses?  
A. I think a good SSR would address this issue. Many do. In the absence of a specific scenario, my take would be “No.” [K33]

**B24.12** See B23.74, B23.86, B24.11, B24.12, B25.66 & O5.46

**B24.121 & D8.21** Assume Falling Rubble falls onto a vehicle are these all the modifiers that could apply depending on the vehicle?

- +1 Vehicle has Normal Ground Pressure,
  - +2 Vehicle has High Ground Pressure
  - +1 Vehicle is towing ordnance?? or trailer
  - +1 Ground is specified as soft??, mud??, or snow-covered??
  - +1 Ground is covered with Deep-Snow??/vehicle is crossing a Drift (E3.752)
  - +1 Vehicle is not fully-tracked
  - +1 Vehicle has Truck-type MP expenditure
- A. Those could all apply. [K33]

**B24.2** See B.6, B9.2 & B24.2

**B24.3** See B9.3 & B24.3

**B24.5** See B24.11, B24.5 & B28.

**B24.7 & B25.5** Does EC apply to clearance attempts in a Building?  
A. Yes. [Bill Kohler to Perry Cocke, ASLML 10 Nov 2001]  
{ Changed to 25.5 from 25.2. SR }

**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. [K33]

**B24.7 & E1.21** May a clearance task that requires expenditure of MF be performed by a unit without Freedom of Movement? May a clearance task that does not require MF expenditure be declared during the friendly MPH? During the friendly DFPh?  
A. No. Yes. Yes.  
Some clearance tasks (e.g. rubble, fire, and roadblock) are subject to Hazardous Movement. Per B24.7 a unit is engaged in the clearance task “until it makes a Clearance DR, is pinned, or is no longer Good Order.” Does the end of engagement in the clearance task also end the unit being subject to the Hazardous Movement DR?  
A. Yes.

Flame clearance is both declared and performed in same the friendly MPH or the same friendly DFPh. It does not seem to require any MF expenditure [B24.72]. The unit is subject to Hazardous Movement [B24.72], but since the declaration and the Clearance DR are performed in the same phase without the expenditure of MF, there would seem to be no opportunity to fire on a unit trying to clear flame subject to the Hazardous Movement DRM, assuming the unit is not subject to Hazardous Movement once its engagement in the clearance task ends. Does a unit attempting to clear flame expend any MF? If not can such a unit be fired on anyway as DFF before it rolls its Clearance DR and if so, how many times? Is there any possibility to fire at a unit making flame clearance during its DFPh?  
A. Correct. No. No. No. [K33]

**B24.7** See A4.62, A23.7, B8.3, B21.41, B23.41, B24.7 & C10.3

**B24.74** How many times may a unit Defensive First Fire vs. a squad and leader moving as a stack into a known minefield to attempt clearance by expending all MF and going TI?  
A. Six [VFTT 27 Feb 1999]

**B24.74** See B13.4211, B24.74 & B28.44  
See B23.71 & B24.74

**B24.8** See A12.141 & B24.8

**B25.11** See A22.611 & B25.11

**B25.14** When a vehicle in bypass becomes a burning wreck, does the smoke fill the hex being bypassed? I think it obviously does, but my opponent tried to say the wreck was just along the bypass side and so the smoke did not fill the hex. Does the smoke fill the hex?  
A. Yes. [VFTT #8]

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

A. Yes. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000]

**B25.14 & B25.651** A wreck blaze exists in an open ground hex with burnable terrain adjacent. Gusts are rolled and the only available fire is the wreck blaze. From B25.651: "A Wreck Blaze automatically spreads only to its own Burnable Terrain Location and is eligible for only a possible one-hex spread instead of a two-hex spread." Does this mean:

A, the blaze spreads to the burnable terrain regardless of the existence of burnable terrain within the wreck hex, or,

B, the blaze will not be spread by the gusts due to the lack of burnable terrain in the hex.

A. A; it spreads. [K33]

**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. [K33]

**B25.2** A moving vehicle is eliminated in defensive first fire with a TK DR less than half the Final TK number resulting in a burning wreck as per C7.6. According to B25.2 smoke automatically shrouds the hex up to four levels with a hindrance of +2. From what phase of the player turn does this smoke hinder LOS to/-through/from the hex?

A. Immediately. [K33]

**B25.2** See A9.22 & B25.2

See A24.5 & B25.2

**B25.4** A unit is inside a Pillbox when a Flame becomes a terrain Blaze. Per B25.4 a unit entering a terrain Blaze is eliminated. A unit in a terrain Blaze (including one in a Pillbox in that hex) must leave by the next RtPh or be eliminated. Can a unit in a Pillbox rout out of the Pillbox into the (outside) hex in order to leave the hex, or is that considered entering a terrain Blaze?

A. That unit will be eliminated. [K33]

**B25.5** See B24.7 & B25.5

**B25.62** Is rubble, as inherent terrain, "directly attached" to an adjacent building hex of the same building the rubble was created from? Is it "directly attached" to an adjacent building hex of a different building, where the building depiction touches the building/rubble hexside?

A. Yes. No. [VFTT #8]

**B25.62 & V4.1** If a Rail Car depiction is touching a Wrecked Rail Car hexside, is that Rail Car and Wrecked Rail Car considered attached as well if the Wrecked Rail Car is printed on the map? What if it's created during play?

A. If a rail car is straddling the hexside (per V4.1-.2), then the Wrecked Rail Car hex containing the wrecked part is still considered directly attached (for B25.62), even if wrecked during play. [K33]

**B25.63** See A22. & B25.63

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

A. Yes. [VFTT #8]

**B25.651** See B25.14 & B25.651

**B25.66** See B23.74, B23.86, B24.11, B24.12, B25.66 & O5.46

**B26. & D9.31** Squad and leader using Armored Assault move into Wire for 1 MF (AFV uses 1 + 2 = 3 MP). Assuming the AFV passes its Bog DR, is its further movement in any way affected by the infantry's Wire dr? 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?

A. No. Yes. [K33]

**B26** See A10.51 & B26.

See A23.3, B26. & B30.

**B26.4** An Infantry unit is on top of a Wire counter. There is a pillbox in the same hex. If the Infantry moves below the Wire and then into the pillbox, and later leaves the pillbox, is it placed on top of the Wire counter again?

A. Yes. [K33-ML]

**B26.4** Is a stack that has declared movement with a leader a "Unit" when moving under wire, so that only one dr is required for the stack?

A. No; each individual unit has to make its own Wire exit dr. [K33]

**B26.4** See A23.3, B26.4 & B26.51

**B26.42** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

**B26.43** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

**B26.44** A Woods hex is adjacent to an Open Ground hex. There is a Wire counter in the open ground hex. Can an infantry unit bypass the woods along the hexside shared by the two hexes?

A. No. [K33]

**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. [K33]

**B26.44** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

See B23.71 & B26.44

**B26.51** B26.51 "DC: A Placed DC can double as a bangalore torpedo and be used to remove a Wire counter with an Original KIA result on the IFT (i.e., an Original DR ≤ 5)." Is the FP of a DC subject to Area Fire effects vs. Wire if it is 1) placed from IN a stream [B20.6], 2) placed vs. a HIP Wire counter [perhaps due to E1.16] without any enemy units present, 3) placed vs. a HIP Wire counter with unconcealed enemy units present, 4) placed vs. an unconcealed Wire counter with concealed/HIP enemy units present?

A. A DC cannot remove (B26.51) a hidden Wire.

If the FP of a DC is subject to one or more Area Fire effects, is

Wire eliminated on an Original DR  $\leq 5$  or on an Original KIA on the final FP column?

A. An Original 5. [K33]

**B26.51** A Placed DC can double as a bangalore torpedo, does a DC thusly placed attack the same hex as a normal DC also? Can I place a DC as a bangalore in a Location that is occupied by a friendly unit (but not the placer)?

A. Yes to both. [K33]

**B26.51** See A23.3, B26.4 & B26.51

**B26.53** See B23.41, B26.53 & D14.21

**B27.** See A2.9 & B27.  
See A3.7 & B27.  
See A12. & B27.

**B27.1** Can a unit claim a foxhole larger than the size of the unit(s) that will set up therein when an SSR says “units in suitable terrain may set up Entrenched (B27.1).” Can a lone SMC claim a foxhole of any size by the above type SSR? Can dummies claim a foxhole of any size by the above type SSR?

A. No. Only a 1S. Only a 1S. [K33]

**B27.1** See A10.531, B27.1 & C1.51

**B27.11** May one or more unit(s) opt to be placed outside of a Foxhole upon making a successful Entrenchment DR as opposed to being required to be placed beneath a Foxhole counter, i.e. IN the Foxhole?

A. No, all must be IN foxhole. [K33]

**B27.13, C6.43 & C6.5** A Scenario Defender MMC possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (on some other hex). In a PFPh, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), would it retain an Acquisition? If the attempt fails (i.e., a Labor counter is placed on it and its possessed SW), is the weapon still Bore Sighted? Would it retain an Acquisition (had it had one)?

A. Yes to all. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000] {Edited for v2. Added reference to C6.5. SR}

**B27.13 & C6.5** If a MMC possessing an assembled SW Mortar is in an entrenchment and decides to move out of the entrenchment, does its SW mortar lose any previous Acquisition?

A. Not if it remains in its Location. [K33]

**B27.4** See A12.14 & B27.4  
See B2.4 & B27.4

**B27.5** See A4.63, B27.5, B27.56, O.2 SSR RF6 & V.3 SSR VotG6

**B27.51 & B27.52** Does placing a vehicle beneath a trench counter affect the Infantry stacking capacity of the trench?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**B27.52, C1.55 & D9.54** When resolving OBA or mortar fire against a DUG-IN AFV. Is there any TEM applied to this effect DR on the IFT other than the one listed in C1.55 by OT, or AF#s?

A. No.

When resolving OBA or mortar fire against a armored vehicle beneath a trench counter, is there any TEM applied to this effect

DR on the IFT other than the one listed in C1.55 by OT or AF? The same for a unarmored vehicle?

A. Yes to both; +4/+2.

Can a vehicle beneath a trench counter chose the +2 TEM against incoming Direct Fire in lieu of the HD status as per D4.2?

A. No. [K33]

**B27.52 & D2.401** Can a vehicle that is under a Trench counter (B27.52) make a Motion Attempt (D.2.401)?

A. No. [K33]

**B27.52** See B27.51 & B27.52

**B27.54, E3.723 & E3.733** If an Infantry squad is IN a level one Trench, moves from the level one Trench to a level two Trench, and Ground Snow is present in all hexes — does the E3.723 extra 1 MF expenditure apply moving between Trenches at different levels? As per Q1 but Deep Snow is present in all hexes — does the E3.733 extra ½ MF expenditure apply moving between both Trenches?

A. Yes to both. [K33]

**B27.55** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

**B27.56** Does an A-T Ditch extend to ADJACENT obstacles in the same manner as a Roadblock? Does it have the bypass restrictions/penalties like a Wire hex?

A. No. No, although that would be a good SSR, in fact we are using it for an upcoming scenario. [Richie Crowe to Perry Cocke, ASLML 12 Mar 2002]

**B27.56** The wording of this rule is that you must **always** pay the COT when entering or exiting an A-T Ditch, even when not changing Location. E.g., an A-T Ditch in a brush hex. Enter the hex from another hex, 2 MF (COT of brush). Enter the A-T Ditch in that hex: 3 MF (2 + COT). Total: 5 MF Is this correct? A. No. The 2 MF are in addition to whatever COT may be appropriate for entering a new hex. [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

**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 2 MF + 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 2 MF + 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. [K33]

**B27.56 & G15.21** Can a Dozer attempt Clearance of an AT Ditch as it can other Entrenchments?

A. No, it cannot. [K33]

**B27.56** See A4.63, B27.5, B27.56, O.2 SSR RF6 & V.3 SSR VotG6  
See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53



**B28.** See A2.9, A12.1 & B28.  
See B8.6 & B28.  
See B24.11, B24.5 & B28.

**B28.1** Does entering a Location with mines via a Trench or across a same-building hexside (i.e., no actual mine attack is made/checked for) reveal any minefield in that Location?

A. Mines can only be revealed by “susceptible” units. This means the unit actually checks for a mine attack (or possibility of such for AT mines). Units in Trenches, or crossing same-building hexsides thus are not “susceptible” and cannot reveal such mines. [K33]

**B28.1 & B28.53** Are A-T mines that set up in hard-surfaced terrain as per B28.53 placed onboard (as a minefield counter) at setup time?, or are they set up hidden (as normal minefields) and placed onboard when a GO enemy unit gains a LOS to the Location they are set up in? If they are placed onboard when set up, are they placed with the strength factor revealed as well?

A. They are placed as an AT Minefield counter — with the actual Factors only revealed when the enemy gains LOS to their Location. [K33]

**B28.41** Is a unit in a Building Location in a minefield attacked if it claims Wall Advantage?

A. No. [VFTT 27 Feb 1999]

**B28.41** 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?

A. One per stack. [Wayne Hadady to Perry Cocke, ASLML 28 Oct 2001]

**B28.41 & B28.61** For each situation below, does the vehicle face a possible minefield attack as it leaves the hex?

(a) A fully tracked AFV drives into an open ground minefield hex creating a partial TB as it does so. It survives the “entering a minefield” risk (B28.42), stops, re-starts in reverse, and backs out of the minefield along its partial TB.

A. No.

(b) Same situation as (a) only, instead of stopping and reversing, the AFV remains non-stopped, changes its VCA 180 degrees, and drives forward out of the hex back along its own partial TB.

A. No.

(c) A TB counter exists across an open ground minefield hex. A fully tracked AFV drives along this TB into the hex, remains non-stopped, changes its VCA 180 degrees, and drives back out of the hex through the same hexside that it entered by.

A. No.

(d) Two TB counters co-exist in an open ground minefield hex. A fully tracked AFV drives along one TB into the hex, changes its VCA, and drives forward out of the hex through a hexside covered by the other TB marker.

A. Yes.

(e) Would the answers to (c) or (d) change if the vehicle were a plain truck.

A. No. [K33]

**B28.41 & D5.6** If a crew passes its CS# and exits into a Minefield. Does it take the minefield attack?

A. No minefield attack. [K33]

**B28.41** See A23.3 & B28.41  
See B11.42-.43 & B28.41  
See B23.922 & B28.41

**B28.411** See A12.11 & B28.411

**B28.412** See A10.5, A15. & B28.412

**B28.413** See A10.51 & B28.413

**B28.44** On VOTG map Hex F38 is mined with AP mines and hex F39 rubble during play at ground level. Can Hex F38 be entered without mine attack on ground level from F39? Assume same situation as in Q1 but factory rules are not in effect. Can F38 be entered from F39 without mine attack?

A. Mine attacks occur in both cases. [K33]

**B28.44** See B8.6 & B28.44  
See B13.4211, B24.74 & B28.44

**B28.45** Is it always possible to use Known minefields or do they need to be designated as Known by SSR?

A. Known minefields require an SSR. [K33]

**B28.53 & O5.2** Is it possible to place an AP minefield in a Factory non interior hex that has a paved road vehicular entrance (ex. Hex M39 in the RB map)? I’m not sure if those factory hexes are considered also paved road hexes.

A. No; it is still a paved road hex. [K33-ARE]

**B28.53** See B28.1 & B28.53

**B28.531** Assuming road rate is not being used. Can a vehicle avoid Daisy Chain attacks by the player simply stating that he is not using the road when crossing a road hexside? Same question if crossing a non-road hexside entering a road hex?

A. The Daisy Chain attacks regardless of use of road rate or crossing a non-road hexside. [K33]

**B28.61** B28.61 states that a trailbreak may be created through minefields with an EXC stating “the TB may not be placed if that AFV is using VBM”. Is this referring only to the hex that the TB is meant to be created in?

A. Correct. [K33]

**B28.61 & D9.3** A stack of Infantry moving via Armored Assault wants to enter a hex suspected to contain an AP minefield. May the Infantry expend twice the MF (iaw B28.61) while entering the hex via Armored Assault in order to benefit from the new TB the AFV would create if there is a minefield there?

A. No. [K33-ML]

**B28.61 & O11.622** There is an existing minefield with trail break(s) in it. If that minefield strength is increased through fortification purchase points during the refit phase what happens to the trail break(s)?

A. Trailbreak is unaffected. [K33]

**B28.61** See B13.421 & B28.61  
See B13.4211 & B28.61  
See B28.41 & B28.61

**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. [K33]



**B28.9** Do Broken Units have to take PTCs for Booby Traps as per B28.9?

A. Yes. [K33]

**B28.9** Booby Trap Level C is in effect. An AFV CE crew is attacked on the IFT and the result is a PTC. The crew rolls a '12'. Does this generate a booby trap attack? If so...can the CE crew possibly be affected by that booby trap?

A. Yes. No. [K33]

**B28.9** See A10.1 & B28.9  
See B24.7 & B28.9

**B29.2** For purposes of revealing a HIP roadblock, is LOS to a roadblock traced to the hex center dot of the hex containing the roadblock counter, or is it traced to the roadblock hexside (including any extension to the center dots of adjacent building/-woods hexes)?

A. LOS to, and thus HIP loss of, a roadblock is dependent upon LOS to the hex the roadblock is in. However, if the roadblock (only) blocks LOS of a Good Order enemy unit to any Location, then the existence of the roadblock hexside must be disclosed (although not necessarily the hex it is in). In practice, it is easier to place the roadblock on board once a qualifying LOS has been blocked. [VFTT 2 Feb 1998]

**B29.2, B31.141 & P5.141** In determining whether a Narrow Street roadblock (P5.141) loses HIP, must LOS be considered to every point on the line between the center dots of the two hexes?

A. No – the LOS must be drawn to both vertices of the hexspine straddled. [Kiri Naiman to Avalon Hill, 1990-1993] {Edited for v2}

**B29.3 & C8.31** Is a roadblock considered a wall, allowing shaped-charge weapons to attack Infantry behind it? If so, is a unit in an extension location considered “behind a wall”?

A. Yes. Yes, if the LOF crosses the extension; see the B29.4 EX. [VFTT #13]

**B30.** See A7. & B30.  
See A23.3, B26. & B30.

**B30.1** See B19. & B30.1

**B30.112, B30.35 & C3.71** A gun fires at a Pillbox through the CA (B30.112) using AP (B30.35) and scores a CH. What is the reversed TEM (C3.71) that would apply to the IFT resolution of that CH?

A. The TEM to reverse is the TEM used, zero.  
For general CH application, is the reversed TEM of C3.71 always that TEM that applied to the shot that resulted in the CH?  
A. In this case, that is the case. [K33]

**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. [K33]

**B30.113 & C3.71** Both B30.113 and C3.71 indicate that the “applicable TEM” for a CH when firing AP through the NCA of a pillbox is “0”.

A. Both rules indicate the applicable TEM for *any* CH through the NCA is zero.

However, AP can also be fired through the CA of a pillbox (B30.35). Is the “applicable TEM” for a CH still “0” in such a case?

A. For shots through the CA, the TEM to be reversed is the TEM that was applied. If no TEM was applicable to an AP shot through the CA, then none would be reversed. [K33-ML]

**B30.113 & G17.41** Does an ATT attack with napalm vs the CA of a pillbox add the NCA TEM to the effects DR?

A. Yes it does. [K33]

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

A. Yes. [VFTT #13]

**B30.2** See A22.611 & B30.2

**B30.3** See B13.3 & B30.3

**B30.31** How is a DC Placed/Thrown inside a pillbox per the last sentence of B30.31?

A. If it is Placed/Thrown from within the pillbox (e.g., by a Japanese unit). [VFTT #13]

**B30.31** See A23. & B30.31

**B30.34 & C3.74** If WP grenades, or a LATW firing WP, score a CH on a pillbox hex, what procedure is used to determine which Location(s) are affected by that CH? [B30.34 requires a non-Indirect-Fire WP CH in the pillbox *hex* to possibly affect the pillbox Location. C3.74 describes only attacks on single Locations (not applicable here), or Area Target Type/OBA attacks (also NA).]

A. Non-mortar Guns using the Area Target Type are not using Indirect Fire. Therefore these non-mortar Guns using Area Target Type can get a CH vs the pillbox hex which might then affect the PB via C3.74. Smoke Grenades and LATW must attack Locations. In order to get a CH that might affect a PB they would have to predesignate that PB to affect it. [K33-ML]

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

A. 0. [Tactiques #6]

**B30.35** See B30.112, B30.35 & C3.71

**B30.4** See A23.3 & B30.4

**B30.44** See A19.12 & B30.44

**B30.5** See A10.5 & B30.5  
See A10.51 & B30.5

**B30.6** See A11.19 & B30.6  
See A11.4 & B30.6

**B30.7** See A9.4 & B30.7

**B30.8 & O.2 SSR RF6** B30.8 states “A bunker is treated as a pillbox in all respects except that a unit may move/rout/advance/Withdraw-from-CC between a bunker and such a trench as if the bunker were also a trench”. SSR RB6 references B30.8 for trenches connecting to RB buildings and Rubble. Since you are considered to be using trench movement for a bunker and RB building/rubble, does this also mean you can use Non-Assault

Movement into RB building-rubble locations without FFNAM or losing concealment if you came from a trench?

A. Yes. [K33] {Original Q&A was for SSR RB6}

**B31.1** Are the hexside roads present in hexes A5/A6 and GG5/GG6 on most boards also considered to be “narrow streets”?

A. No.

Or would a better definition be that the hexside road must have a building in both hexes shared by that hexside? (I haven't done an absolutely exhaustive check, but a quick overview of available boards featuring narrow streets didn't yield any counter-examples to that definition, other than PB X18, which is already covered by a dedicated rule.)

A. Buildings must be involved. [K33-ML]

**B31.1** See A11.8 & B31.1  
See B8.1 & B31.1

**B31.11 & D2.3** If a fully-tracked vehicle uses a narrow street to move up hill (assuming no add on MP costs) , is the MP cost five MPs?

A. Yes. [K33]

**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. [K33]

**B31.121** See B31.12-.121

**B31.126** Can Bypass take place along a Narrow Street hexside, when blocked by rubble per B31.126, if not using the road? Don't you have to use the road when Bypassing along a Narrow Street hexside?

A. Regardless, rubble blocks bypass along a Narrow Street hexside. [K33]

**B31.142** Can AT mines be placed in M14? (Map FB\_NE hex M14)

A. Yes.

Can the AT mines be hidden in hex M14 as per A12.33 & B28.53? Or will B31.142 take precedence?

A. The latter.

If B31.142 is in force will the mines be put on map before play commences, with known strength, even if all enemy forces enters from of map?

A. Yes. [K33]

**B31.2** Does a Steeple Location increase the obstacle height of the building that it is a part of? If so by how much? (Presumably the height is increased only in the hex containing the Steeple.)

A. Yes. By one full level. (Correct.) [K33-ML]

**B31.2** What is the height of a steeple, for LOS obstacle purposes as well as night LV?

A. One full level higher than the building below it. [K33-ML]

**B31.2** Let us say we have a multi-hex building with a steeple.

The steeple is at level 2 and connects directly to the ground level of that same hex. What is the cost in MF to go from ground level to level 2 steeple location? Is there an intermediate location at level 1 where you can be shot at? If there is an enemy unit at level 1, is it still possible to move directly from ground level to level 2 as they connect directly or not? If there is an intermediate level and you get shot there, are you then placed back where you started or at the level 1 Location (or anywhere else for that matter)? If there is an enemy unit at level 1, am I encircled in the steeple location as it does not connect to the level 1 location?

A. If the steeple is in a Single Story House, it is at Level 1, with an inherent stairwell connecting it to Level 0. If the steeple is in a Two Story House, it is at Level 2, with an inherent stairwell connecting it to Level 1 and connecting Level 1 to Level 0. If the Steeple is in a Multi-Story Building, it is at Level 3, with an inherent stairwell connecting it to Level 2, Level 2 to Level 1, and Level 1 to Level 0. [K33]

**B31.2** See B23.32 & B31.2

**B31.21** See B24. & B31.21

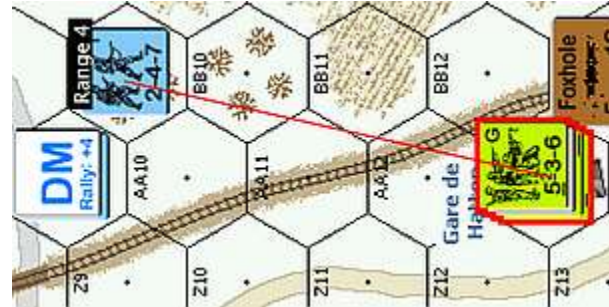
**B32.1** When you get a scenario that doesn't specify the type of railroad (B32.1), what is the default type? Is there a default type, even?

A. Absent an SSR (which is always required to define an EmRR), the terrain in the RR overlay defines what type of RR it is: GLRR, EIRR, or SuRR. [K33-ARE]

**B32.12** Does the 32.12 statement : “EmRR hexes are treated as Hillock (F6.) hexes for LOS, TEM, and COT purposes” mean that an EmRR is Inherent terrain, like a Hillock is?

A. Yes. [K33]

**B32.12 & HF2.2** Does los exist?



A. Yes. [K33]

**B33.11** See B20.41 & B33.11

**B35.3** See B13.421 & B35.3

**B36. & G2.22** A PFZ factor is used to convert a jungle hex to a PFZ Vineyard hex (B36.21). A vineyard hex is treated exactly the same as brush (B12.7). G2.22 specifies an interior dense jungle hex is one surrounded by “six other woods/brush/marsh hexes”. Does the PFZ vineyard “brush” hex (or brush hexes that by SSR remain brush, not bamboo) contribute to making a dense jungle hex an interior hex?

A. No.

Because of the PTO terrain transformations should G2.22 instead specify “six other woods/jungle/bamboo/marsh/swamp hexes”?

A. No; the assumption is that those hexes have been transformed by PTO Terrain. [K33]

**B36.1** Are PFZ factors (and, by connection, the counters created as a result of the side's spending of those factors) considered "terrain changes/alterations" for the purposes of the "PRE-GAME SEQUENCE" of the ASOP(rev)?

A. Essentially.

If an SSR specifies PFZs created "... may be setup hidden as if a Fortification ...", are those PFZs set up with that side's OB as other Fortifications would be?

A. The ability to set up PFZ HIP would not necessarily affect when the PFZ counter is recorded. [K33]

**B36.1 & 168 ("Forest Bastion")** In this scenario the Finns get a pre-registered hex for their OBA which must be determined prior to setup. However, the Russians have Prepared Fire Zones which according to rule B36.1 must also have their counters placed prior to setup. Which goes first, the pre-reg or the PFZ?

A. Both happen prior to set up. Essentially, that means PFZ first. [K33]

## Chapter C

**C.5** See A8.15, B9.2, C.5 & C.5C

**C.5B** See A4.34, B.6, C.5B & C.5C

**C.5C** See A4.34, B.6, C.5B & C.5C  
See A8.15, B9.2, C.5 & C.5C

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

A. Yes. [VFTT #9]

**C.8** See A22.612, C.8 & C6.1

**C1.2** See B20.95, C1.2 & C1.23

**C1.21 & D10.1** D10.1 states that a 'wreck may be attacked by either side, treating the wreck as if it were still the original vehicle'. Does that mean that it is treated as an 'enemy ground unit' for the purposes of C1.21?

A. No. [K33]

**C1.21 & V12.6214b** Are Reserve Cloaking counters ignored for OBA purposes (i.e., they cannot be the sole cause of an extra chit draw)?

A. No, Reserve Cloaking counters cause an extra chit draw. [K33]

**C1.21** See A12.3 & C1.21

**C1.22 & ASL Scenario 9 ("To The Square") SSR5** 1) If a scenario SSR provides an OB with mortar OBA, does that always imply that it is battalion mortar OBA?

A. No.

2) Is the mortar OBA in scenario ASL#9 SSR#5 battalion mortar OBA?

A. No. [Wayne Hadady to Perry Cocke, ASLML 16 Dec 2001]

**C1.22** Is the following situation considered "voluntary loss of Contact"? An FFE:2 is on board. The observer is eliminated before the fire phase in which the FFE:2 would be resolved.

A. No. [K33]

**C1.23** See B20.95, C1.2 & C1.23

**C1.3 & O5.4** May an AR counter be placed in a Roofless Factory Hex whose Ground Level Location is not in the Observer's LOS, but whose Rooftop Location would be in the Observer's LOS if it were present?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**C1.32** Can an Observer have LOS to a SR/non-WP FFE which lands in an interior Jungle hex if his elevation is > 2 levels above the base level of the Jungle hex and there are no obstacles to LOS > 2 levels above the base level of the Jungle hex (i.e., can the Observer see down into a Jungle hex enough to spot a SR/-FFE)?

A. Yes (see the first C1.62 EX, where it mentions the observer seeing the SR in W3). The Jungle is an obstacle up to two levels, and does not block LOS between any units or SRs that are at least on level 2. See section A6. [Kiri Naiman to Avalon Hill, 1990-1993]

**C1.32 & C1.62** Does "through the next two higher Levels" in C1.32 mean that a Ground Level SR/FFE rises up TO Level 2, but not beyond (say, to Level 2.5)? See the C1.62 example where the SR falls into W3. If the W4 woods were a continuation of the 2<sup>nd</sup>-level hill and there was a wall between W4-W5, would there be LOS from the Observer to the SR Blast Height?

A. Yes. No; blocked by wall. [K33]

**C1.32 & G13.4** An SR lands in a Shallow Ocean hex. Is it removed and a new AR must be placed in the next player turn? Is it played as if it landed off-board? Assuming it remains in play what level does the SR rise to?

A. The SR is handled the same as if in a land hex. [K33]

**C1.5-.51** A BU CT AFV is Stopped in Open Ground and inside a FFE Blast radius. Can the FFE attack the AFV for starting? For changing VCA/TCA? For becoming CE? Is this any different if it were an OT AFV?

A. No. No. Yes. No, unless receiving airbursts. [VFTT #13]

**C1.51** 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)?

A. No. [K33-d]

**C1.51, D5.6 & D6.9** A BU Halftrack with a leader and a squad gets hit with OBA. The result is 1KIA which destroys the BU ht. The leader and the squad survive the CS roll. Do they get hit by the OBA?

A. No. [K33]

**C1.51** See A10.531, B27.1 & C1.51  
See B23.71 & C1.51  
See C1.5-.51

**C1.54** See A20 & C1.54

**C1.55, D.8 & D5.5** A CE StuG is attacked by OBA resulting in a K/3 (hull hit - immobilization) versus the AFV and a 2MC versus the CE crew. Does the Immobilization TC take place before the collateral attack versus the CE crew?

A. The collateral attack occurs first. [K33]

**C1.55 & British Vehicle Note 38 Churchill Crocodile** A Crocodile is attacked by indirect fire. Its Armor Factors qualify for

the “+1 for All AF  $\geq$  8” in C1.55. However, its trailer has an AF of 6. Is the trailer canceling the +1 drm?

A. No. [K33]

**C1.55** See B13.3-.31, C1.55 & D5.311  
See B27.52, C1.55 & D9.54

**C1.57** Does a LOS traced exactly along a hexside of a FFE qualify for the FFE Hindrance?

A. Yes. [James Seafin & Alain Chabot to Perry Cocke, ASLML 16 Feb 2002] {Minor editing. SR}

**C1.57** See B.10 & C1.57

**C1.62** See C1.32 & C1.62

**C1.7 a)** In a scenario, can an OBA module ever use Smoke/-SMOKE if not expressly allowed, by SSR, to do so?

A. Yes.

b) If so, how does one determine whether or not Smoke/SMOKE is available to an OBA module?

A. If the module is not restricted in the SSR and Smoke/SMOKE was available at that time for that artillery, then assume it is available for the module.

c) How does one determine if “Smoke/SMOKE was available at that time for that artillery”? For example, does German artillery never have Smoke (because there is no such indication on the German OBA Availability Chart), or does it always get it (because there exist German MTR and ART game pieces of 80+ to 150+ mm size having depletable Smoke)?

A. German and Russian modules all have Smoke, unless the SSR specifically mentions what is available.

d) For any nationality: need a player only find one game piece (or OBA Availability Chart entry) of proper caliber, date, and depletable ammo type, to claim a Smoke/SMOKE capability for an OBA module?

A. Unless the SSR specifically mentions what is available.

e) Looks to me like one may need to study all the following:

\* Nationality OBA Availability Chart (if any)

\* Nationality Ordnance Listing

\* Nationality Ordnance Rarity Factor Chart (if any)

to determine capabilities of an OBA module. Is that correct?

A. Yes. Which is why SSRs of late have specified what is available. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000]

**C1.71** When using WP OBA, does one get a Critical Hit by treating it as a WP smoke grenade and any MC with a colored die of 6, gets the TEM added to the roll, or is there another mechanism for OBA CH?

A. No, use C3.76 (thus using 3.7). [Carl Nogueira to Perry Cocke, 16 Nov 2005].

**C1.81** Since “Bombardment potentially affects all the hexes of an entire mapboard”, must all non-spared hexes take a Bombardment MC to resolve effects on terrain? Or does the MC requirement only apply in those hexes occupied by units?

A. No. No, it also applies to hexes with building/bridge/Fortification. [VFTT #8]

**C1.82** Do concealed units taking a Bombardment MC in LOS of Good Order enemy ground units lose concealment even if they do not pin or break?

A. No; since this takes place prior to play, no such LOS exists. [VFTT #11]

**C1.82** Are MC DR for HIP units/Fortifications in a Bombardment done secretly?

A. The DR are not secret. One way to do this would be to record secretly each HIP unit/Fortification separately, and openly roll the Bombardment MC DR for the recorded units/Fortifications. [VFTT #11]

**C1.82** The order of Bombardment MC is not strictly defined. Do you roll for all terrain, then all units, then all equipment, etc.? Or do you roll for everything in each hex, continuing one hex at a time?

A. Where the order is not specified in C1.821 or C1.822, any mutually agreeable order is acceptable. [VFTT #11]

**C1.82** See A12.121 & C1.82

**C2.1** Can a full strength squad fire a Gun and also use its inherent firepower in the same fire phase?

A. Yes. [VFTT #13]

**C2.24 & C5.3** Assume an AFV spends 3 MP moving in to a hex and elects to Bounding First Fire (BFF) from that hex. Does the AFV get 1, 2, or 3 shots with its ordnance MA (assuming it retains ROF) based on the 3 MP required to enter the hex?

A. 1; C2.24 & C5.3.

If an AFV spent 1 MP in entering a hex and elects to BFF, could it “fire” more than once based on the 1 MP expenditure by using different weapons on the AFV (i.e., MA, CMG, BMG, etc.)?

A. Yes. [K33]

**C2.2401** The rule states “Neither the +1 DRM for a Gyrostabiliser nor the doubling of the lower dr of the TH DR for other Guns in Case C4 is included in this calculation.” Does this mean the Case C modifier of +1 for G (only) is ignored? The Case C4 modifier (only)? Or both?

A. Both. [Bruce Probst to AH, 20 Jun 1989]

**C2.2401** If an infantry unit declares a TPBF Defensive First Fire attack at a vehicle’s PRC as it enters the defender’s Location, can this become a Gun Duel situation? Is this different if the vehicle announces an attack as it enters? Do the Bounding (First) Fire drm apply to the MG’s Gun Duel calculation?

A. Yes, the vehicle may declare a Gun Duel (even if using only its MG) if not Overrunning. No, the defender always has an opportunity to intervene with fire first (although an Overrun can never be a Gun Duel). Yes. [VFTT 18 Sep 1998]

**C2.2401** A DEFENDER declares a DFF attack against a vehicle attempting BFF, which vehicle responds by declaring a Gun Duel. However, the vehicle is not eligible to fire first in a Gun Duel because its TH DRMs (computed in accordance with C2.2401) are greater than those of the DEFENDER. If the vehicle survives the DEFENDER’s attack, can another of the DEFENDER’s units declare a DFF attack and fire first upon the vehicle, subject to the vehicle declaring, if eligible, a Gun Duel against that unit?

A. No, ATTACKER’s declared BFF attack is resolved first.

If the declaration of a Gun Duel suspends all DFF opportunities by other units even if the attacking vehicle is not eligible to fire first, would the same be true if the reason the vehicle did not

qualify to fire first is one of the other conditions contained in the first sentence of C2.2401: that is, the vehicle would have to change CA, the DEFENDER's attack is Reaction Fire, or the vehicle is conducting an OVR?

A. It is not the declaration of a Gun Duel that suspends DFF opportunities, it is the declaration of BFF. If further MP need to be expended (e.g., change CA or OVR) before BFF can occur, other defenders may conduct DFF on those MP. [K33]

**C2.2401** After resolution of a Gun Duel, is the application of the ROF as a negative DRM to subsequent Gun Duel DRM calculations restricted only to cases where the two original Gun Duel participants engage again? If yes, then there must be an additional expenditure of MP for such a Gun Duel to take place, which would allow intervening DFF shots and possible Gun Duels, do such intervening Gun Duels impact on the later application of the ROF as DRM should the two original Gun Duel participants engage in another Gun Duel?

A. Yes. No. [K33]

**C2.2401 & C5.33** An AFV wishes to BFF at a stack of broken units the start of its movement phase for 0 MP in accordance with C5.33. Sitting beside the broken units and in LOS of the BFF AFV is another unit friendly to the broken stack. May the third unit declare a Gun Duel vs. the BFF vehicle or is the Gun Duel restricted to only the AFV and broken units?

A. Third parties cannot intervene. [K33]

**C2.2401, C5.33 & D7.21** A 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? If the Infantry Unit wins the Gun Duel can it use CC Reaction Fire (D7.21) as its attack?

A. Yes, if not held in Melee (e.g., vehicle was in Motion). Yes. [K33-d]

**C2.2401, D13.3 & C5.35** Is the fact that a Smoke Dispenser attempt is described as "firing" sufficient to permit the opponent's declaration of a Gun Duel (C2.2401, C5.33) vs. that usage attempt, assuming that the other conditions for a Gun Duel are met?

A. No. [Bruce Probst to Perry Cocke, ASLML 11 Aug 2003]

**C2.2401 & U.S. Vehicle Note R** Is the leadership modifier of a tank also halved FRD when determining the winner of a gun duel with a vehicle that uses American Multi-Applicable Vehicle Note R?

A. Yes. [K33]

**C2.6** Rule C2.6 says in part "Only mortars, AA Guns (2.22) and Guns capable of using AA fire may fire-at/affect a higher-level target if the range to that target is < the elevation difference between the firer's and the target's Location." Does "mortars" here include SW mortars? In other words, may a SW mortar fire-at/affect a higher-level target if the range to that target is < the elevation difference between the firer's and the target's Location?

A. Yes. [K33]

**C2.29** Does an IFE weapon Malfunction as if it was a SW MG?

A. Yes. [VFTT #9]

**C3. & C6.2** Assume the following situation: A Mortar is 6 hexes away from a building hex that contains a concealed enemy unit.

No To Hit DRM apply, so the Basic To Hit Number for the Area Target Type is 7 and vs. the concealed unit Case K (+2) applies. So I need a 5 or less to hit the concealed unit. If I roll a 6 or 7 I miss the concealed unit but do I still "hit" the building so I can roll an effects DR vs. it to possibly rubble it?

A. No.

The same situation but the building hex is empty and I want to try and rubble it. Do I have to add Case K in this case as well (hitting a potential HIP unit) before I can make an effects DR?, or do I "hit" building in this case with a TH DR <= 7?

A. You have to add Case K. [K33-ML]

**C3.1** See A12.3 & C3.1

**C3.2** Are you allowed to deliberately place a Gun with its barrel/vehicle front towards a hexside rather than a hexspine? The intention would be, in the case of a concealed Gun, to give the impression of the Gun having another CA than is actually the case.

A. No, unless you want to agree on a House Rule. [K33]

**C3.2** See A2.9, A12.3 & C3.2

**C3.22** If a Gun is incapable of firing because it is malfunctioned or disabled, can it make a CA change at the end of its friendly fire phase?

A. Yes, provided its manning Infantry could fire the Gun (per C3.22) if it were functioning. [VFTT #10]

**C3.22, D2.11 & D3.12** An AFV has fired its MA and lost rate. Can the AFV exercise the free VCA change based on a BMG that has not yet fired? Can the AFV exercise the free VCA change based on a CMG that has not yet fired? Can the AFV exercise a free TCA change based on a CMG that has not yet fired? Must the free CA change always require a Gun that does not have to Intensive Fire?

A. Yes. Yes. Yes. It does not require a Gun. [K33]

**C3.22 & Belgian Vehicle Note 14 VCL Mk VI/c47(b)** May a non-turreted vehicle which has not fired change its VCA at the end of the PFPh as per rule C3.22 so as to fire its Gun in the AFPh?

A. Yes

May a Belgian vehicle VCL Mk VI/c47(b) which has not change its VCA at the end of the PFPh as per rule C3.22 so as to fire its Gun in the AFPh, or is the PFPh and the AFPh counted as one phase for firing purposes for this vehicle?

A. Yes. No. {Added "to" in "as fire its Gun". SR}

May a Belgian vehicle VCL Mk VI/c47(b) which has not fired change its VCA during the MPh so as to fire its Gun in the AFPh or is the MPh and the AFPh counted as one phase for firing purposes for this vehicle?

A. It may change VCA as part of its MPh and fire in the AFPh. [K33]

**C3.31-.32 & C6.5-.51** Can an existing 1/2" acquisition in a location be used when firing solely at a concealed unit or HIP unit's probable location?

A. No. [K33]

**C3.32** See C3.31-.32 & C6.5-.51

**C3.33** Regarding the second [EXC:], can an unoccupied upper building location be considered a "non-hidden enemy target" for

purposes of this rule?

A. No. [VFTT #8]

**C3.33** Can units out of LOS be hit via Area Target Type?

A. Only if firing a mortar and it first hits that in-LOS unit that is hardest-to-hit. [VFTT #11]

**C3.33** Can a mortar use Area Fire to fire at a gully hex containing a unit IN the gully, if the mortar (or Spotter) does not have LOS INTO the gully, but otherwise has LOS to the gully hex (i.e. at any potential Crest unit in the gully)? Can the unit IN the gully be hit by such fire? What would the TH modifier be for hitting such an out-of-LOS unit IN the gully?

A. An out-of-LOS unit in a gully can be hit by a MORTAR only if an actual (and the hardest To Hit) in-LOS unit in that hex is hit. If firing SMOKE, the non-Known unit would require the use of Case K. [Bruce Bakken to Perry Cocke, ASLML 21 Jun 2003]

**C3.33** If there are no non-hidden enemy targets in a hex within LOS of a mortar, can that mortar fire and hit enemy units that are out of LOS in that hex? (e.g., units IN gully or lower level building Locations)

A. No. [K33]

**C3.33** 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.

A. You must. So let it be written, so let it be played. [K33-d]

**C3.33** It is my PFPh and I want to place SMOKE in a hex containing a squad and two vehicles that are in Motion: a Kfz 13 and a Panther. Which TH DRMs determine whether the SMOKE is successfully placed at the ground level of the hex?

A. Smoke is placed if one unit is hit. [K33]

**C3.33 & C5.6** Can a gun that has fired ATT and is marked with a fire counter intensive fire using ATT?

A. Yes. [K33]

**C3.33 & C5.6** Can a gun that has fired on the ITT/VTT and is marked with a fire counter intensive fire using ATT?

A. Yes. [K33]

**C3.33 & D10.1** Is a wreck considered to be an enemy target?

A. Not for purposes of whether or not a mortar can use a wreck as an “enemy target” in order to hit units that are out of LOS. [K33]

**C3.33** See A7.4, C3.33, C8.5 & C8.6  
See A24.31 & C3.33  
See B30.112 & C3.33

**C3.331 & C13.46** Are Case J, O, and P TH DRMs applicable when firing SMOKE using the ATT, i.e., must an occupant be hit and not just the hex to place SMOKE? Are Cases J, O, and P TH DRMs applicable to the BAZ45 firing WP?

A. Those three cases apply in both cases. [K33]

**C3.331** See B1.3 & C3.331

**C3.7** A situation occurs where three squads are in a single building location. A gun fires at them and scores a Critical Hit. Two of the three squads are selected to receive the Critical Hit through Random Selection. The Critical Hit result is “1KIA”. Are both of the critically-hit squads KIA?

A. Do another Random Selection between the two to see which gets KIAed or if both do. [K33]

**C3.7 & F11.7** When considering whether a Dust-modified Final TH DR is “the lowest Final TH DR possible for that shot (to) achieve a hit”, is the actual Dust Hindrance drm from the subsequent dr considered? Or is the lowest possible Dust Hindrance drm considered?

A. Yes. No. [K33]

**C3.7** See A13.5 & C3.7

**C3.71** An EXC in C3.71 makes it clear that the additional TEM for indirect fire vs. lower building levels is *not reversed* on a CH. Does that TEM therefore still apply as a positive DRM?  
A. No. [K33-ML]

**C3.71** A 50\* Mortar gets a CH on a unit in the ground level of a two story wooden building hex. C3.71 states that higher building level TEM is an exception to the reverse TEM applied to a CH. So what is the DRM for the CH — is it:

a) -2 (reversed ground level wooden building TEM) and +1 for the higher building level making a net -1?, or  
b) -2 for reversed ground level building TEM and ignore the higher level.

A. b) -2; ignore the higher level. [K33]

**C3.71 & C11.4** C11.4 says “A CH automatically destroys both the Gun and its manning Infantry.” (end of C3.71 says the same thing). Would “automatically” mean that one does not roll a subsequent IFT DR in that case (thus avoiding any Sniper activation [due to the IFT DR] and/or Fire or Rubble creation in appropriate terrain)?

A. No IFT DR if there is nothing else to affect. If there is something else to affect (i.e., terrain), make another DR. [K33]

**C3.71** See A4.63 & C3.71  
See A24.31 & C3.71  
See B30.112, B30.35 & C3.71  
See B30.113 & C3.71

**C3.74 & G11.85** Does a WP CH affect all units in a Cave, or only units determined by Random Selection?

A. Normal CH rules apply (i.e., use Random Selection). [Kiri Naiman to Avalon Hill, 1990-1993]

**C3.74** In the DFPh, a mortar attacks a hex that contains only a CE AFV and obtains a HE CH. How is the crew/(passengers/riders) affected?

A. Normally (i.e., as if a non-CH). [VFTT #13]

**C3.74** See B30.34 & C3.74

**C3.76** When using WP OBA, does one get a Critical Hit by treating it as a WP smoke grenade and any MC with a colored die of 6, get the TEM added to the roll? Or is there another mechanism for OBA CH?

A. No, use C3.76 (thus using 3.7). [K33]

**C3.76** Is this sentence saying that a separate (i.e., an additional) DR is conducted after the resolution DR but before the WP NMC DR or is the resolution DR also used to determine whether a Flame is created in the hex?

A. No. Yes. [K33]

**C3.8** Does the 37L firing a Steilgranate 41 get multiple hits?  
A. No. [K33]

**C3.8 & D4.2** A Gun capable of Multiple Hits per C3.8 fires on a hull down target and rolls a 3,3. This result is  $\leq$  the modified TH, so would normally hit the target and result in two to kill DR. The first hit is a hull hit, and has no effect vs. a hull down target. Do you make the TK DR solely for the purpose of the location of the second hit, or is the second hit forfeited because the first TK DR can have no effect?  
A. No; yes. [K33]

**C3.8** See A5.132 & C3.8  
See A14.1 & C3.8

**C3.9 & D4.3** An Underbelly hit occurs. Aerial armor factor is used and the result equals the to kill required. Is the result a Shocked vehicle (i.e., it did use the turret location mechanics to determine location)? Is the result an Immobilized vehicle (i.e., all underbelly hits are treated as hull hits for resolution effects)?  
A. Shocked. [K33-ML]

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

**C5** Do leadership modifiers (either Infantry or Armor Leaders — including inexperienced crews) apply as “Firer-Based” TH DRM (e.g., when calculating Gun Duel DRM per C2.2401)?  
A. Yes. [VFTT 27 Feb 1999]

**C5.** 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?  
A. No (although it sounds like Case J2 would also apply). Yes. [K33-d]

**C5.1, D8.2 & G2.** A tank in jungle tries to change VCA to fire BMG but fails and bogs. The MA which had correct TCA at start fires. Are there any VCA turning modifiers on shot?  
A. No CA change, no DRM. [K33]

**C5.11** I wonder whether the CA restriction is in effect even if a Tank fires its CMG out from a woods/building/rubble hex? In other words, after taking such a shot, may the tank change its TCA to fire the MA in another CA?  
A. No, unless the CMG is the MA. Yes. [K33]

**C5.11** See B13.31 & C5.11

**C5.2, C5.3 & D8.1** Assume an AFV begins the enemy player turn in Motion. During the enemy player Prep Fire, the AFV is immobilized. Per C6.1, the AFV would still be a Moving Vehicular Target even though it is no longer in Motion. Now the AFV wants to fire the MA in either First Fire or Final Fire during the same enemy player turn. Does the former Motion AFV pay Case B/C DRMs?  
A. No. [K33]

**C5.3** See C2.24 & C5.3  
See C5.2, C5.3 & D8.1

**C5.33** See A8.1-.12, C5.33 & D3.3  
See C2.2401 & C5.33  
See C2.2401, C5.33 & D7.21

**C5.35** Does Case B apply when Case C applies, even when the fire is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other than the AFPh?  
A. Yes. [VFTT 2 Feb 1998]

**C5.35, C13.8 & D6.1** If Passengers fire PF/PFK, BAZ or RCL using the Desperation penalty as per C13.8 fired from a Motion/-Non-Stopped vehicle, does the SW pay To Hit Case C<sup>4</sup>?  
A. Yes; rather than using the customary Case C<sup>3</sup>, these and the other SW ordnance [EXC: MG NA] would apply all the other Case C DRM as if a non-Stabilized NT Gun; and a +2 Mounted Fire DRM would also apply if not in an armored HT. [VFTT #9] {Edited for v2}

**C5.35 & D2.42** A vehicle is marked with a motion counter and in the DFPh fires its Main Armament at an infantry target (it does not have a stabilized gun). D2.42 states that Case C4 must be applied to the To Hit DR because the vehicle is in motion. When applying C4 which of the following is correct?  
A. The only modifier is the doubling of the lower dr because Cases C, C1 and C2 are only applicable in the vehicle’s own movement phase.

B. The lower dr should be doubled and Case C (including Case B) applies because in rule C5.35 the words “if applicable” only relate to Cases C1 and C2.

C. The lower dr should be doubled and Case C (including Case B) applies for some other reason I cannot find in the rules.

A. B. [K33]

**C5.35** See C2.2401, C5.35 & D13.3

**C5.5, D4.3 & F8.51** Is to hit case E (same hex fire ) applicable to a to hit attempt by a Gun overrunked in a Sangar vs that (fully tracked) AFV overrunning?  
A. Case E is NA to an Underbelly Hit attempt (D4.3). [K33]

**C5.51** Are weapons on a 5/8” counter *not* firing as ordnance (therefore not subject to Case E, C5.5) required to pay Case A penalties at enemy units within their own hex?

A. Only during DFF. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**C5.6** Several questions on Intensive Fire, fire phase and range limitations

1. A Gun Defensive First Fires in the opponent’s MOVEMENT PHASE. It loses ROF and is marked with a First Fire Counter. Later during the opponent’s MOVEMENT PHASE, the Gun wishes to fire again as Intensive Fire. May it fire at a moving target at a range greater then the closest armed Known enemy unit? [I think yes as A8.3 only applies to SFF attacks and the A8.4 limitation on same hex/adjacent targets only applies to Final Fire in the DFPh, not the opponents MPH].

A. Yes.

2. A Gun Defensive First Fires in the opponent’s MOVEMENT PHASE. It loses ROF and is marked with a First Fire Counter. In the DFPh may the Gun fire again using Intensive Fire? If yes, is the shot limited to an adjacent/same hex target as per A8.4? [I think yes to both parts of this question]

A. Yes. Yes.



3. At the start of the DFPh, a Gun is unmarked with any fire counter. It fires and loses ROF so is marked with a Final Fire counter. May it fire once more as Intensive Fire? If yes, is the shot limited to an adjacent/same hex target as per A8.4? [I think yes to both parts of this question]

A. Yes. Yes.

4. A gun fires in its Prep Fire Phase, loses ROF and is marked with a Prep Fire counter. It fires again as Intensive Fire. Are there any range and/or target limitations on this Intensive Fire shot?

A. No. [Jonathan Cole to Perry Cocke, 9 Feb 2006]

**C5.6, D3.3 & D3.51** In its MPh, an AFV Fires its MA and loses rate. It also fires all of its MGs from the same Location in accordance with D3.51. May the AFV declare an Intensive Fire (IF) shot? If so, may that IF shot be used to fulfill the EXC in the last sentence of D3.51 and fire that IF shot in another hex or would the IF shot limited to the Location which it has already fired from?

A. Yes. Limited. (That is, you can IF in BFF but not from a different hex.) [K33]

**C5.6, D3.3 & D3.51** In a Friendly MPh, can a vehicular MA fires using Bounding First Fire, loses its rate of fire, move to another hex and then intensive fire?

A. No. [K33]

**C5.6, D3.3 & D3.51** Imagine an AFV moves to hex A and B1F the MA and maintains ROF. Now it moves to hex B and fires the MA and loses ROF. Per Q &A, it cannot move back to hex A and fire and per D3.51, it can only fire ROF in a new hex. Per Q &A, IF is not a form of ROF. Taken as a whole, this leaves the AFV with no IF options. With this background: Is no Intensive Fire the intended outcome in such a situation? If not, is it better said that a vehicle could IF in the Location in which it lost ROF? Does firing the MG's change any of this? It is accepted that the MGs still must be fired in hex A per D3.51.

A. A vehicle can keep ROF, move, shoot and lose ROF, and then Intensive Fire from the second hex, but cannot move again and Intensive Fire. Whether the MG were fired from the very first hex (the only one possible) is not a factor. [K33]

**C5.6** See A8.1 & C5.6  
See C3.33 & C5.6

**C5.7 & C6.4** Can Case M (bore sighted location) be used with Case G (Deliberate Immobilization)?

A. Yes. [K33]

**C6.1** See A22.612, C.8 & C6.1

**C6.17** See A8.1, A8.14 & C6.17

**C6.2 & C13.5** If a MOL-P fires using the Infantry Target Type at a hex containing no non-HIP enemy units (perhaps in an effort to place Smoke), does the Case K DRM (C6.2) apply to its TH DR?

A. Yes. [K33]

**C6.2** See C3. & C6.2

**C6.4** A Scenario Defender records, as his Boresighted Location for a MMG/HMG, a hex to which he has no LOS to the center dot, but to which he has LOS, from the MMG/HMG, to one or

more Bypass Vertex. Is this allowed?

A. No. [Bill Kohler to Perry Cocke, ASLML 10 Nov 2001]

**C6.4 & C6.42** Can I Boresight an Aerial Location? I can't locate a clear answer in the rulebook, though the last sentence of C6.42 seems to imply I can't.

A. No. [K33]

**C6.4** See C5.7 & C6.4

**C6.42** Can I Bore-Sight a Location where I have LOS to a vertex but not LOS to the hex center dot?

A. No; must have LOS to Location (i.e., center dot in this case). [K33]

**C6.42** See C6.4 & C6.42

**C6.43** See B27.13, C6.43 & C6.5

**C6.43, C6.5, C10.3 & C11.3** A Crew of an Emplaced, Bore Sighted Gun with an Acquisition (on some other Location) attempts (but fails) to Push the Gun during a MPh (so a Labor counter is placed on the Crew, its possessed Gun, and any helpers the Crew may have had in the Push attempt). Does the Gun

a) lose Emplacement?  
b) lose Acquisition?

c) lose Bore Sight?

A. No to all. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000]

**C6.5** If a vehicle has two (or more) Guns, do each of these Guns have an independent Acquired-counter as if they were totally different Guns?

A. Yes. [VFTT #9]

**C6.5** Can a Gun maintain acquisition to a target in its own hex?

A. Yes, unless it is attacked in CC. [VFTT #11]

**C6.5** May an OT AFV maintain Acquisition while BU?

A. Yes. [VFTT 2 Feb 1998]

**C6.5** 1) Does a Light INF (½" counter) gain/use acquisition? Does a Light RCL (½" counter) gain/use acquisition?

A. No to both.

2) Does ½" Ordnance (e.g., a Light Mortar) lose acquisition if its manning infantry fires its IFP?

A. Yes. [Perry Cocke to Jeff Sewall, ASLML, 11 Aug 2000]

**C6.5** Acquisition is lost if "its crew/manning-Infantry...fire Inherent FP/SW". Does "Inherent FP/SW mean:

(a) Inherent FP and/or Inherent SW or

(b) Inherent FP and/or any SW?

A. (b)

Q. If the answer is (b), should there be errata to C6.5, changing "Inherent FP/SW" to "their inherent FP/any SW"?

A. Not needed.

Q. EXAMPLE 1: A squad possesses two SW mortars. It fires the first and gets ATT acquisition. If it then fires the second mortar, does it lose acquisition for the first mortar?

EXAMPLE 2: A squad possesses a SW mortar and a HMG. It fires the mortar and gets ATT acquisition. If it then fires the HMG, does it lose acquisition for the mortar?

A. Yes to both. [Jonathan Cole to Perry Cocke, 10 July 2005]

**C6.5** Regarding the clause “or they fire Inherent FP/SW” in C6.5 – A German MMC has a MTR and MG SW and acquisition on hex A1. Does it lose acquisition if it fires a PF? Does it lose acquisition if it fires the MG? That is, does the phrase mean all SW or just Inherent SW?

A. Yes to both. All SW. [K33]

**C6.5** During the MPh, squad A enters a Location occupied by the non-moving squad B, where it is fired on by a Gun using ITT. An acquisition marker is placed. Squad A then continues to another Location that is also in LOS of the Gun. May the Defender choose to leave the acquisition marker in the Location occupied by squad B?

A. No.

Same situation, but squad A ends its MPh in the Location of the shot. Later in the MPh, squad B moves to another Location in LOS of the Gun. May the Defender choose to track squad B with the acquisition marker?

A. No.

During the DFPh, a Gun fires at a Location containing a Known enemy unit and a concealed enemy unit, using ITT. The result of the shot is “no effect” on both. An acquisition marker is placed. A subsequent shot in the DFPh causes the concealed unit to lose concealment. During the APh, the two units advance to different Locations, both in LOS of the Gun. May the Defender choose to track the previously concealed unit with the acquisition marker?

A. Yes, when the unit lost concealment it became part of an acquired stack.

A squad and AFV are moving, using Armored Assault, and are fired on by a Gun using VTT. An acquisition marker is placed. Subsequently, the squad and AFV move to different hexes, both in LOS of the Gun. May the Defender choose to track the squad with the acquisition marker?

A. Yes since it was part of an acquired stack.

Same situation, but the Gun uses ITT instead of VTT on its shot. When the squad and AFV split, may the Defender choose to track the AFV with the acquisition marker?

A. Yes since it was part of an acquired stack. [K33]

**C6.5** 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.

A. Incorrect. [K33]

**C6.5** A Gun has acquisition on a unit and there are 4 hindrances between the Gun and the target hex. A vehicle moves and creates vehicle dust which momentarily causes the 4 Hindrances to be raised to 6 Hindrances thus blocking LOS (but only momentarily as the vehicle then continues to move and the vehicle dust moves with it). Is acquisition lost due to the momentary loss of LOS? The chart for Acquisition loss states that “A Guns Acquired target counter is removed if the target is no longer in the Guns LOS (see also C6.15)”. Rule C6.5 lists LOS loss due to the acquired target moving as a cause of acquisition loss, as does C6.15, but does not otherwise list LOS loss as a cause for acquisition loss.

A. Acquisition is not lost. [K33]

**C6.5** Does a gun lose its acquisition if its manning infantry is attacked and/or attacks in CC and eliminates all enemy units in its hex, and therefore is never in melee and thusly Good Order

throughout the ordeal?

A. Yes. [K33]

**C6.5 & C6.55** A non-gyrostabilizer vehicle with Acquisition goes into motion without leaving the location or changing CA. Provided the vehicle does not fire, is that Acquisition lost immediately? If no, can the vehicle change VCA if the Acquisition is from a turret mounted weapon that maintains the same CA and still retain its Acquisition? Would your answer be different if the weapon was bow mounted and the TCA was the one that changed?

A. Immediately. NA. No. [K33]

**C6.5 & D3.3** Can you gain Acquisition when using Bounding First Fire?

A. No Acquisition retained in BFF unless Stabilized. [K33-d]

**C6.5 & E1.93** Does a MTR lose acquisition when it fires an IR?

A. It does lose acquisition. [K33]

**C6.5** See A6.1, A6.12 & C6.5  
See A10.53, A10.532 & C6.5  
See B9.5 & C6.5  
See B27.13, C6.43 & C6.5  
See B27.13 & C6.5  
See C3.31-.32 & C6.5-.51  
See C6.43, C6.5, C10.3 & C11.3

**C6.51** May a ½” Acquired counter be left in a location when all target unit(s) move into a new location (still in LOS of the firer), or must it follow one of the target units?

A. It cannot remain and must follow one of the target units. [Kiri Naiman to Avalon Hill, 1990-1993; Bruce Probst to Perry Cocke, ASLML 2 Nov 2002] {Consolidated two Q&A. SR}

**C6.51** See B23.71 & C6.51  
See C3.31-.32 & C6.5-.51

**C6.52** Must a unit have been the target of a Gun to be tracked by that gun’s acquisition?

A. Yes, or it must have been part of a stack that was acquired. For example, if a unit moves into a location with an ½” acquisition counter and subsequently advances out of the location without being fired upon by the gun that has the location acquired, can/must that advancing unit be tracked?

A. It cannot, unless by moving into the location it became part of a stack that was acquired. [K33]

**C6.55** See C6.5 & C6.55

**C6.7 & C11.2** Are manning half-squads (rather than crew counters) considered gun crews as indicated in C11.2? Are manning squads (rather than crew counters) considered gun crews as indicated in C11.2? If yes to Q1, does gun target size apply when determining if the manning half- squad is hit by an ordnance attack? If yes to Q2, does gun target size apply when determining if the manning squad is hit by an ordnance attack?

A. While C11.1 is referring to manning Infantry, C11.2 refers only to a crew. Regardless, Target Size applies whenever a Gun is targeted by ordnance. [K33]

**C6.8** See B13.3 & C6.8

**C7.21** Rule C7.21 says “The Basic TK# vs an AFV hit (or attacked by FT...) in its armored Rear Target Facing is always

increased by one". HE & Flame TK Table says (Note B, for FT) that ONLY TK# modifiers are "Half if Long range, +1 if CE, +2 if OT" Does rule C7.21 really apply for FT/DC/MOL attacks vs AFV's?

A. Yes, since it is not specifically negated in C7.344.

If the answer is YES, does it apply the same if the AFV is fired through the Hull Rear Target Facing & Turret Front Target Facing (or vice versa), due to different VCA and TCA?

A. To see if the Rear Target Facing applies, you must use the VCA for a Hull Hit or use the TCA for a Turret Hit (C3.9). [K33]

**C7.34** Is a vehicular FT's Basic TK# halved for Motion Fire?

A. No. [Carl Nogueira to Perry Cocke, 16 Nov 2005].

**C7.344, D2.42 & D3.6** A Motion AFV with a bow FT which has a normal range of two and extended range of one fires at two hex range at a stationary, enemy AFV. Does the firing AFV pay the following penalties for its being in Motion, since it is attacking on the TK table, does it get to use the 8 TK #, or would it be halved for Motion to a 4?

A. TK is not halved for Motion fire. [K33]

**C7.346** See A23.5 & C7.346  
See A23.5, C7.346 & D.8  
See A23.5, C7.346 & D2.401

**C7.4** Do Shock/UK results apply to an Abandoned AFV? If so, what Morale does the AFV use for the NTC? What happens if a crew enters the Shocked/UK AFV?

A. Yes. The standard Morale for an AFV. The crew suffers the fate of the AFV. [VFTT #11; VFTT 27 Feb 1999] {Consolidated two Q&A. SR}

**C7.42** A squad in a ht that suffers a Shock result must BU. Assuming the Shock becomes UK, may the squad leave the ht during its next MPh?

A. No, not until the vehicle recovers. [VFTT 27 Feb 1999]

**C7.42** Does a passenger roll for crew survival after a failed UK recuperation ?

A. No CS. [K33]

**C7.42** See A10.5 & C7.42

**C8.1** When do you declare special ammo? Before the LOS thread or after?

A. As part of the attack declaration, before checking LOS. [K33]

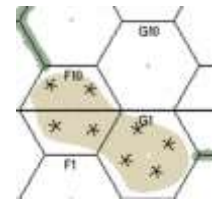
**C8.31 & German Ordnance Note 7 4.2cm lePaK 41** The APCNR of the German le PaK41 (40LL) uses the APCR TK table, and TH mods. What, though, is the HE equivalency of this not-APCR, not-AP shell? 1 FP or 2 FP?

A. 1 FP as if APCR. [K33-ML]

**C8.31** See B29.3 & C8.31  
See B23.741 & C8.31

**C8.4** If a canister shot is directed at G1/-G10/F10 vertex, can a Canister shot be aimed at that vertex? If yes above, what hexes are affected?

A. The firer should state at what level he wants the Canister to attack. Level 0: just attacks hex G10. Level 1: just attacks F10 and G1. [K33]



**C8.4** See A8.1 & C8.4

**C8.5** See A7.4, C3.33, C8.5 & C8.6

**C8.52 & C13.46** If a Bazooka is firing at the 2<sup>nd</sup> level of a multi-level building (with a ground, first, and second level) is the WP counter placed on the 2<sup>nd</sup> level of the building?

A. No, while WP may hit (and thus affect) the upper level, the WP counter is placed at ground level.

**C8.52** See A24.4 & C8.52  
See A24.8 & C8.52

**C8.6** This states, "...WP may be fired by ordnance during (but prior to any friendly unit firing anything other than SMOKE) any friendly fire phase – not just the PFPh/DFPh...". Does this allow WP to be used as Bounding First or Motion Fire by an AFV even though C3.3 last sentence states the Area Target Type cannot use Bounding First or Motion Fire?

A. No. [VFTT #8]

**C8.6** May the DEFENDER fire WP (either using Area Target Type or from a BAZ45) as Defensive First Fire against an AT-TACKER's moving unit (s)?

A. Yes (C8.6), however, the WP would still have to be fired before any non-SMOKE ammo in that phase. [K33]

**C8.6** See A7.4, C3.33, C8.5 & C8.6  
See A8.1 & C8.6  
See A24.1, A24.31 & C8.6  
See A24.31 & C8.6

**C8.9** An AFV announces a Special Ammunition attack and changes its TCA. If the DR exceeds the Depletion # without malfunctioning, does the turret return to its original CA with no Prep Fire counter placed? May the vehicle forego further Prep Fire attempts and move instead?

A. Yes. Yes. [VFTT 18 Sep 1998]

**C8.9 & D3.7** If a gun malfunctions by rolling 12 on the TH table during the PFPh, is it marked with the appropriate Prep Fire counter? What if the gun was attempting to use Special Ammo when it malfunctioned?

A. Yes to both. [K33]

**C8.9** See A6.11, A12.34 & C8.9  
See A12.34 & C8.9  
See A19.131 & C8.9

**C9.3** May you designate a new Spotter if the original Spotter escorts prisoners off the Friendly Board Edge?

A. No. [VFTT #11] {Edited for v2}

**C9.3** May a squad fire its inherent FP and spot for mortars? Does it matter in which order the shots are taken and/or alternated?

A. Yes, although any acquisition gained with the mortars will be lost when inherent FP is used. [VFTT #13] {Edited for v2}

**C9.3** 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 designating 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)?

A. Yes.

C9.31 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.?

A. 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.

A. It is possible. [K33]

**C9.3** May vehicles with MTR MA utilize Spotted Fire C9.31?

A. Yes. [K33-ARE]

**C9.3** The rules states that you “declare” a spotter. In what way do you do this? You state something like “This unit C will spot for MTR B.” Is it in any way secret?

A. Only if the spotter is hidden—then simply write something like “spotter for MTR B” next to its hidden status that you wrote on a paper for later verification.

Do you need to tell your opponent which mortar is declaring a spotter?

A. You should tell him the ID letter of the MTR and of the spotter.

Does the opponent have the right to know the ID letter of the spotter? To verify it’s not a dummy?

A. If either the MTR or the spotter is concealed or HIP, simply note the IDs on a paper for later verification. [K33-ML]

**C9.3** “... 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?

A. Counting DFF as part of the DFPh for this exercise, the Spotter may be recorded *any time* prior to the start of the firing phase, with that designation becoming *effective* at the start of the firing phase. [K33-d]

**C9.3** 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.)

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

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?

A. No; see ASOP step 3.11A. [K33-d]

**C9.3** Can a SMC spot for an infinite number of mortars (all firing at the same target, and all in an adjacent hex to the spotter)? If no how many can it spot for? Same question and conditions for a HS? Same question and conditions for a Squad?

A. SMC/HS/squad each can spot for an unlimited # of MTRs that are all in one hex firing at the same target. [K33]

**C9.3** See A1.31 & C9.3

See A7.25, A12.14 & C9.3

**C10.1** See A12.11 & C10.1

**C10.11 & C10.3** May a unit attempt to Push [C10.3] more than one Gun per MPh? May a second Gun be hooked up to a vehicle that already has a Gun hooked up to it?

A. No to both. [K33]

**C10.12 & D2.5** Can a vehicle ESB to gain enough MPs to unhook a gun? Does the gun crew (or gun) spend half MFs to unhook the gun and unload?

A. No. For most Guns (which require half MP to unhook). [K33]

**C10.3** Does a Gun pushed along a road trigger an AT mine attack?

A. No. [VFTT 27 Feb 1999]

**C10.3** See A1.6, C10.3, O5.331 & R3.331

See A4.51 & C10.3

See A4.62, A23.7, B8.3, B21.41, B23.41, B24.7 & C10.3

See B13.31 & C10.3

See C6.43, C6.5, C10.3 & C11.3

See C10.11 & C10.3

**C11.1 & C11.4** An infantry unit possesses at least 2 Guns in the same hex (assume not in a building, and non-Trench or Pillbox location). At least one of the Guns is not emplaced. When fired upon in the following cases, may the infantry receive the +2 emplacement DRM?

1. The hex is attacked by infantry firepower (or IFE), OBA or other non-ordnance firepower resolved on the IFT.
  2. The emplaced Gun is attacked by ordnance using the Infantry Target Type.
  3. The non-emplaced Gun is attacked by ordnance using the Infantry Target Type.
  4. The hex is attacked by ordnance using the Area Target Type.
- A. Assuming at least one Gun is emplaced and one is not, the crew receives the +2 in all four cases, but the non-emplaced Gun will be easier to hit (assuming sizes are the same) when both are attacked at the same time on the ITT. [K33]

**C11.2 & C11.3** If an Emplaced Gun is Disabled, can a Gun Disabled marker be placed on it in lieu of removing it from play to allow its crew to retain the +2 Emplaced Gun TEM?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**C11.2** See A10.531 & C11.2

See B2., B7. & C11.2

See B13.31, B14.6 & C11.2

See C6.7 & C11.2

**C11.3** See A12.34, B9.324 & C11.3  
See C6.43, C6.5, C10.3 & C11.3  
See C11.2 & C11.3

**C11.4 & C11.5** Does Indirect Fire from OBA have to originate within the guns current CA for the gunshield DRM to apply? Does Indirect Fire from on-board Mortars have to originate within the guns current CA for the gunshield DRM to apply?  
A. No to both; see 11.4; (“all forms of Indirect Fire” includes attacks which do not “originate within its current CA.”) [K33]

**C11.4** See A24.31 & C11.4  
See C3.71 & C11.4  
See C11.1 & C11.4

**C11.5 & D7.15** A non-emplaced Gun with a Gunshield is being Overrun in Open Ground. Does the -1 FFMO DRM apply in such a situation? Does the Gunshield DRM apply if the attacking vehicle is entering through the Gun’s CA? Does the Gunshield DRM apply if the Gun has to (and does) change its CA to contain the hexside through which the attacking vehicle is entering?  
A. The D7.15 -1 FFMO would apply, but Gunshield is NA for in-hex attacks (C11.5). [K33]

**C11.5** See C11.4 & C11.5

**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. [K33]

**C12.31** See C12.3-.31

**C13.** See B24.11 & C13.

**C13.3** See A20.5, A20.551, A22.6, C13.3 & C13.7

**C13.1** Is a MG attempting To Hit an AFV treated as a LATW?  
A. No. [VFTT 2 Feb 1998]

**C13.2** See A8.41 & C13.2

**C13.24** 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?

A. Yes to both. [K33]

**C13.24, C13.25 & D3.44** 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?

A. Yes to both.

If so, does the vehicle’s ATR MA benefit from PBF/TPBF (if applicable)?

A. Yes.

Is the ATR’s 1 FP included in the vehicle’s OVR FP calculation (presumably multiplied by 3/2 and added)?

A. No; see D7.11.

Does C13.25 allow a vehicle leader to apply his leadership modifier to any ATR MA attack on the IFT?

A. D3.44 allows an Armor Leader to modify an ATR MA TH or IFT DR. [K33-ML]

**C13.25** See C13.24, C13.25 & D3.44

**C13.3 & C13.31** May a passenger in a HT search for and fire a PF?

A. Yes. [K33]

**C13.31** 1) During the MPh, a Good Order German Infantry squad fires its inherent FP and checks for a PF to Defensive First Fire against an infantry unit moving behind a wall. It does not cower and is marked as having Defensive First Fired. As the MPh continues, an AFV and an enemy Infantry unit move adjacent to the German squad. The squad does not SFF or perform any other action during the MPh. During the DFPh, the squad is able to Final Fire. It “can still fire during their current fire phase” and so may “possibly fire a PF” per C13.31.

A. Well, no.

2) Can the squad check for a 2<sup>nd</sup> PF (the 2<sup>nd</sup> SW usage) to fire at the now adjacent AFV and forfeit its inherent FP until the CCPh per A7.351?

A. No.

3) Does the language in C13.31 “Provided a squad has not yet fired its inherent FP, it can attempt to fire a second PF in the same phase.” mean that the squad can not have fired its inherent FP in either of the MPh (as Defensive First Fire) or the DFPh? Or does it mean it has not yet fired in the DFPh exclusively?

A. The former. [Seth Fancher to Perry Cocke, ASLML 2 May 2003]

**C13.31 & C13.311** If the number of SEs available in the OB increase during play (e.g., a crew survival from an AFV, or a Field Promotion when 4 Leaders are already in the OB), is the number of available PFs increased accordingly?

A. Not in those instances. Reinforcements will have their own PF allocation. [Bruce Probst to Perry Cocke, ASLML 12 Mar 2003] {Edited. SR}

**C13.31** If a Squad has only fired its Inherent Fire Power and is marked with a First Fire counter, may it still fire one Panzerfaust?

A. Yes. [K33]

**C13.31** See A7.351 & C13.31  
See A8.31 & C13.31  
See A9.61 & C13.31  
See C13.3 & C13.31

**C13.36** In ASL Annual ‘96, on page 61, the Tips From The Trenches states, “Only a PF Original 12 DR on the IFT results in a “dud.””. Does this apply to a PSK?, BAZ?, PIAT?, a HEAT round?

A. No to all. [K33]

**C13.46** See C3.331 & C13.46  
See C8.52 & C13.46

**C13.5** See C6.2 & C13.5

**C13.7 & D7.213** A PzVIB moves ADJACENT to a British squad in an ABTF scenario and is eligible to be street fought. The squad passes its PAATC and moves into the road location. The squad then rolls for Gammon Bomb availability, rolls a 6, and is pinned. Does the squad still get to make its CCRF attack vs. the PzVIB? Basically, is the squad pinned in the commission of its attack, or prior to?

A. Yes. In the commission of its attack [K33]

**C13.7** See A20.5, A20.551, A22.6, C13.3 & C13.7

**C13.8, C13.81, D2.6 & D6.1** 1) Several models of HT come equipped with removable BAZ or PSK. May Passengers, or the vehicle Crew, make attacks with these weapons (while Passengers/Crew), before these weapons have been removed via Unloading/Abandonment?

A. Only the inherent crews of those vehicles to which U.S. Multi-Applicable Vehicle Note Z applies (e.g., German 251/10, U.S. M3A1 ht and M20 sc, British Carrier C, and French M5A1 ht) can do this.

2) Suppose a HT carries a CE Passenger in possession of a BAZ or a PSK. May the player cite the availability of that weapon to satisfy the D2.6 “5 TK” requirement for Stopping/ending ITS MPH in the hex of an enemy AFV?

A. Only the above-mentioned inherent crews would qualify. [Wayne Hadady to Perry Cocke, ASLML 15 May 2002]

**C13.8** See A7.35 & C13.8  
See C5.35, C13.8 & D6.1

**C13.81** See C13.8, C13.81, D2.6 & D6.1

## Chapter D

**D.8** Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?

A. No, ordnance weapons may not firegroup. [VFTT 27 Feb 1999]

**D.8 & D5.5** My opponent fires a mortar at my open top vehicle. The area fire attack results in immobilization of the vehicle. One of two things can happen next. Either:

A. An immobilization TC occurs. D5.5 says, “An immediate TC is required of the non-Shocked, non-Stunned Inherent crew of a vehicle that becomes immobilized by any non-CC attack.”; or

B. A general collateral attack occurs resolved with the same DR that resulted in the immobilization.

Which happens first?

A. Collateral attack first. [Jeff Barber to Perry Cocke, ASLML 1 Feb 2002] {Minor editing. SR}

**D.8** See A14.1 & D.8  
See A23.5, C7.346 & D.8  
See C1.55, D.8 & D5.5

**D1.22** See A7.308 & D1.22  
See A22.34, A22.612, A23.5, C3.9 & D1.22

**D1.322 & D1.33** Questions are about which ones are really 1MT AFVs and restrictions on those AFVs:

A: Are all vehicles recognized by a large thick square with no corners “1MT AFVs” even if MA is defined as Bow Mounted and so NT type by D1.33?

B: May a 1MT AFV with a Bow Mounted MA fire if CE, i.e., does this CE/BU status only affect turreted weapons?

C: Is a 1MT AFV with a Bow Mounted MA RECALLED if Stunned, or does this special Stun rules only affect if MA is turreted?

D: Is a 1MT AFV with a Bow Mounted MA Stunned limited to BU status for the remainder of its time onboard?

A. Yes to all. [K33]

**D1.33** See D1.322 & D1.33

**D1.83, D3.12 & D3.51** (a) If an AFV changes its TCA/VCA to fire some weapon, and then wants to fire its AAMG, does the AAMG then have to pay the Case A DRM?

A. No.

(b) May an AFV voluntarily change its VCA/TCA when firing its AAMG (by paying Case A DRM)?

A. No, unless firing an AAMG with a restricted CA (e.g., U.S. vehicle Note 30) that has to change its TCA/VCA to fire.

(c) If an AFV has an AAMG with a restricted CA, does it have to pay Case A DRM for the AAMG fire? Does it matter if the AAMG is the MA?

A. No. No.

(d) May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG?

A. No. [VFTT #9]

You answered the above question “No”. If the AFV can fire its MA and its AAMG, may it change its VCA or TCA?

A. Yes. [VFTT #11] {Edited. SR}

**D1.84** Does the “number provided in the game” refer to the # listed in the relevant Vehicle Listing or to the current counter mix including all available Historical modules (i.e., in G42 “The Youth’s First Blood” should the Germans get ten PzKfw IVH without AAMG or eight without AAMG, and 2 with AAMG)?

A. The # in the Vehicle Listing (i.e., use 2 PzKfw IVH with AAMG in G42). [VFTT 18 Sep 1998]

**D2.1 & D2.4** Assume the AFV enters the bypass Location from B2 and announces a MP expenditure of 2. As it does so, presume it has MPs remaining. May the AFV declare a desire to enter into D2 for more MPs than it has left, remain in C2 and place a Motion Counter?

A. No.

Assume the AFV has less than Half its MPs left. May it declare a desire to enter into D1, have insufficient MPs left, remain in C2 and place a motion counter?

A. No.

Follow up, to enter D1, it would have to continue to bypass around to the C2/D2 hexside. Assuming it has done so and now has less than half MPs left, may it now declare a desire to enter D1 without bypass and stay in C2 with a motion counter in accordance with D2.4?

A. Not if it has enough MP to enter in bypass.





Is an AFV *required* to enter a new hex/hexside if it is able to before falling back on D2.4?

A. It must be unable to enter the hex in its VCA (or RVCA if moving in reverse) it desires to enter.

Does D2.4 only kick in if the AFV has no movement options left that do not require ESB?

A. No; see above.

When you say “It must be unable to enter the hex in its VCA (or RVCA if moving in reverse) it desires to enter” what happens to the remaining MPs?

A. Those MP disappear (D2.4). [K33]

**D2.11** See B13.41 & D2.11  
See C3.22, D2.11 & D3.12

**D2.14** See B13.41 & D2.14  
See B13.4212 & D2.14

**D2.15, D2.24 & D8.21** A vehicle reverses into woods and thereby exceeds its MP allowance and therefore makes a Minimum Move. Is the Bog check modified by +3 in that case?

A. No.

Does it generally also apply to Minimum Moves into Stone Building but then +4 and Light Woods but then +1?

A. The DRM applies for Stone Building but not for Light Woods. [K33]

**D2.18** This reads (emphasis added) “A vehicle is not prohibited from expending more MP to enter a hex than the minimum required, and may, as it enters a new hex, declare a higher-than-necessary MP expenditure.” Should “hex” read instead, “hex/-hexside” (in two places)?

A. No, “hex” is correct. [Wayne Hadady to Perry Cocke, ASLML 5 Feb 2002]

**D2.18** Is a vehicle prohibited from expending more MP than the minimum required, to enter a new hexside of its current hex while using VBM?

A. Yes it is so prohibited. [K33-ARE]

**D2.18, D16.21 & G12.2** Can LC/amphibians spend more than 1 MP per ocean hex?

A. Yes. [K33]

**D2.2** See B13.421 & D2.2

**D2.21, E1.52 & SSR KGP5** The following all occur on Level 0 to Level 0; from Open Ground to Open Ground.

1) What is the Reverse Cost for a Fully Tracked AFV across a Wall Hexside?

A. 8

2) What is the Reverse Cost for a Fully Tracked AFV at Night?

A. 5

3) What is the Reverse Cost for a Fully Tracked AFV involving Soft Ground? (SSR KGP5)

A. 5. [Christopher Fleury to Perry Cocke, ASLML 16 & 17 May 2003]

**D2.21** Using the example in D2.21, how much would it cost in MPs for the BT-7 to continue its bypass of FF6 and come to a stop on the FF6 & EE7 hexside (see arrow)?

A. After having spent the 9 MP shown, it would cost 9 more MP to turn and put the CAFP at FF6-EE6-EE7 and a tenth to stop. [K33]

**D2.24** See D2.15, D2.24 & D8.21

**D2.3 & D2.5** A vehicle is spending its last two MP to do VBM. Hexside clearance proves to be insufficient (D2.3). According to D2.3, the vehicle must expend one extra MP to stop in its present position. As the vehicle has run out of MP, must the vehicle attempt ESB for that purpose?

A. It must attempt ESB to stop. If it cannot attempt ESB (e.g., D2.6 or already ESBed), it does not stop. [K33]

**D2.3 & D2.6** A vehicle enters the location of a vehicle he can't destroy or shock with a 5 TK (as per D2.6), then spends its last two MP to do VBM in an adjacent hex. Hexside clearance proves to be insufficient (D2.3). Shall the vehicle return to the vehicle's location, where it will end its MPh (since he ran out of MP)?

A. It must end its MPh non-stopped in the other vehicle's Location. Even if it had MP left it would not stop. [K33]

**D2.3 & D9.31** If Infantry that is using Armored Assault enters a woods/building obstacle, may the accompanying AFV use VBM?

A. Yes. [K33]

**D2.3** See A11.15, D2.3 & D5.6  
See A24.2 & D2.3  
See B9.2 & D2.3  
See B31.11 & D2.3  
See C.8 & D2.3

**D2.31** D2.31 says : “... VBM is not allowed along a hexside already containing another Bypass vehicle/wreck along that hexside.” Can a vehicle bypass a hexside, one of the vertices of which belongs to another hexside which contains another Bypass vehicle/wreck?

A. Yes. [K33]

**D2.321** A vehicle is stopped in bypass of a woods hex. An enemy unit moves into CC with it but fails to eliminate it, so a melee counter is placed. Originally, the vehicle's TCA was straight ahead. During the next fire phase, the vehicle wants to fire its IFE as TPBF. What firer-based modifiers apply? Does it need to change its TCA to the side facing to fire at a unit in its own hex and add case A? Does case E (+2 DRM for fire within same hex) apply only to hit DRs or will it add as a DRM to the IFT result?

A. Case A applies but Case E does not. [VFTT 27 Feb 1999] {Edited to change “CA” to “TCA” since the VCA can't change. SR}

**D2.33** A vehicle is in bypass of a hex (the “old” hex). It spends one MP to change CA and enters bypass of a “new” hex. This might be on a hexside parallel one of the “old” hex's hexsides, or it might be on a hexside that radiates from the “old” hex. The vehicle can be attacked on the one MP at the vertex where its CAFP was when it changed CA. In which hex is the one MP for CA change considered spent, the “old” hex or the “new” hex? This has implications for range when attacked on the CA change MP, which hex can use CC-RF, whether a BU OT vehicle can be attacked by small arms, etc.

A. If Defensive First Fired upon or Immobilized before it can complete its move, it is considered to be at the same CAFP and Target Facing last occupied before the VCA change. (D2.33). [K33]

**D2.34** See A2.9 & D2.34  
See A11.8 & D2.34

**D2.4** “A vehicle may end its MPH in Motion without expending all of its MP only if it has insufficient MP remaining to enter the next hex it wishes to enter.” May “unspent” MP be used to determine Defensive Fire opportunities? E.g.: Suppose an Armored Car wishes to enter a Brush hex (cost: 4 MP) but it only has 3 MP remaining unused in this MPH. Per D2.4, the AC may end the MPH in Motion with 3 MP left unspent. May the AC be attacked on those remaining 3 MP (or some fraction thereof) as if it had actually spent them? If the AC had only just entered an enemy unit’s LOS and had expended  $\leq 3$  MP in doing so, may the enemy unit wait for (some portion of) the “unspent” 3 MP to be “spent” so as to avoid the Case J1/J2 Limited Aim penalties?  
A. No to all. [K33-ML]

**D2.4, D2.401, D12.1 & E11.535** Can a wagon counter be marked with a Motion counter?

A. Yes.

Assuming yes, what is the mechanic for placing/removing the Motion counter absent the expenditure of a MP, does the player just say his wagon stops or remains in Motion and places the counter (or not) accordingly? Can this only happen during the MPH?

A. The player simply states that the wagon will remain In Motion and places a Motion counter – otherwise it is assumed to Stop. Wagons may make Motion Attempts (D2.401).

Are wagons vehicles for the purpose of to hit case J or can J<sup>3</sup> apply instead?

A. Case J (but never J<sup>1</sup>, J<sup>2</sup>, J<sup>3</sup>, or J<sup>4</sup>) will apply. [K33]

**D2.4** See D2.1 & D2.4

**D2.401** Can a vehicle in motion do a motion attempt to go from motion to reverse motion?

A. No. [K33]

**D2.401 & D13.2** Can a motion attempt be made in the same MPH following a successful firing of a Smoke Dispenser?

A. Yes. [K33-ML]

**D2.401 & D14.2** A 2-AFV platoon exists. At the start of the enemy MPH, an enemy squad is only initially in the LOS of one of them. The enemy squad moves next to the one that did not have LOS. A. Can this move trigger a Motion Attempt dr by the AFV who had no initial LOS, hence possibly granting Motion to the other AFV who did have LOS as well? (With the appropriate +drm platoon size modifier) or B. Or can the Motion Attempt not be triggered because (at least) one member of the platoon initially saw them from the start of the enemy MPH?  
A. A. [K33]

**D2.401** See A23.5, C7.346 & D2.401  
See B27.52 & D2.401  
See D2.4, D2.401, D12.1 & E11.535

**D2.42** See C5.35 & D2.42  
See C7.344, D2.42 & D3.6

**D2.5 & D8.3** Can a tracked vehicle make an excessive speed attempt if it expended more than its MP allotment becoming freed from bog?

A. Yes. [K33]

**D2.5** See A2.51, D2.5, D8.1, D8.2, E3.65 & E3.724  
See C10.12 & D2.5  
See D2.3 & D2.5

**D2.51** May a player make a Mechanical Reliability DR with a Concealed vehicle which is immune to Mechanical Reliability Immobilization/Stalling or a  $\frac{5}{8}$ ” Dummy stack, in order to provide misleading information about his OB to his opponent?  
A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**D2.6** Per D2.6 the TH possibility is of no concern when determining if it is allowed to stop a vehicle in an enemy AFVs hex. Only the TK calculation with a non depletable Ammo type at the moment of entry matters. Is it allowed to include the CH TK# in this calculation? To allow stopping is it enough to score a Possible Shock with a DR of 5?

A. No. No. [K33]

**D2.6 & D6.1-.2** Can a vehicle whose MA cannot comply with D2.6, stop in an enemy AFV’s hex if the vehicle’s Inherent crew has access to an inherent SW of the vehicle and that SW can comply with D2.6? A Passenger has a SW and that SW can comply with D2.6? A Rider has a SW and that SW can comply with D2.6?

A. Yes. No. No. [K33]

**D2.6** See C13.8, C13.81, D2.6 & D6.1  
See D2.3 & D2.6

**D3.12** Can the TCA be changed a free number of hexspines after one MP expenditure? (Or only one hexside?)

A. Yes. (No.) [VFTT #9] {Edited for v2}

**D3.12 & D6.2** May an AFV with riders change TCA as it spends MP to unload the riders? Will this force bail out MC?

A. Yes. No. [K33]

**D3.12** See C3.22, D2.11 & D3.12  
See D1.83, D3.12 & D3.51

**D3.3** May a vehicle fire its weapons upon the expenditure of a Stop MP, thus firing as Stopped without needing to expend any additional MP? Upon expenditure of MP to enter a Location?

A. Yes. Yes. [VFTT 18 Sep 1998]

**D3.3-.32 & D3.5** A vehicle fires its MA (only) during the MPH and keeps ROF. During its AFPh it fires one additional shot with its MA (only). Is this the only possible way a vehicle (including its PRC) can fire during both the MPH and the AFPh?

A. Yes. [VFTT #9]

**D3.3, D3.32 & D7.1** May a vehicle that voluntarily uses its MA only during an OVR and rolls  $\leq$  its ROF on the OVR attack, use its MA in a non-OVR attack during the MPH or AFPh?

A. No. [VFTT 2 Feb 1998]

**D3.3, D3.51 & D7.** An AFV fires its MA as bounding first fire during its MPH (retaining ROF) but does not fire its MG armament. According to Rule D3.3, the result is that it does not place a bounding fire counter but, per Rule D3.51, it is now prohibited from using its MGs after moving to a different hex. May the AFV now move to a different hex and conduct an OVR using only its base 4 FP given that Rule 7.1 only prohibits a vehicle covered by a bounding fire counter from carrying out such an

attack as opposed to a vehicle that has previously fired?

A. No OVR [K33]

**D3.3 & D3.53** Can a vehicular MG that is the vehicle's MA, fire a "AFV To Kill DR" as Bounding First Fire? If so, why does the portion of A9.61 that says "Such an attack must be made... without any form of halved FP penalty imposed..." not apply?

A. Yes, just as it can in AFPh. Because of D3.53. [K33-ARE]

**D3.3** See A8.1 & D3.3  
See A8.1-.12, C5.33 & D3.3  
See A8.1-.12 & D3.3  
See C5.6, D3.3 & D3.51  
See C6.5 & D3.3

**D3.32** See D3.3, D3.32 & D7.1

**D3.4, D5.341 & British Vehicle Note 36 Valentine Bridgelayer and Churchill Bridgelayer** May an Armor Leader be assigned to a Bridgelayer? If yes, would its Leadership modifier (D3.44) affect the bridge Placement Attempt DR?

A. Yes. No.

May a bridge be placed "across" Crags, rubble, mines? When a Bridgelayer AFV expends "delay" MP to place a bridge, may ESB be attempted as part of the "delay" MP? Does Extreme Winter lower the Placement Attempt X# by one for a Russian Bridgelayer in a scenario set in/before April 1941 (E3.741)?

A. No. Yes. No.

When a Bridgelayer AFV is under Recall, it is supposed to exit the playing area via a FBE by taking the quickest route in MP (D5.341). May this AFV avoid a Known minefield? A HE FFE? Must this AFV become CE when it enters and remain CE if it is able to use a road hex and thus the ½ MP expenditure in those road hexes or may this AFV remain BU or must this AFV remain BU?

A. No. No. CE. [K33]

**D3.4 & D6.65** Can an Armor or Passenger Leader direct the MA of a vehicle with a MG listed as the MA such as the 4 FP AAMG listed on a Jeep as the MA?

A. An Armor Leader cannot be in a Jeep but can direct MG MA of an AFV. A passenger leader can only direct the MG of an armored HT as part of a FG.

Can an Armor Leader influence/direct the MA on a M16MGMC when using IFE? Can an armor leader direct/influence the FT on a M3A1 Satan since it's listed as its MA?

A. Yes to both. [K33]

**D3.4** See A14.3, D3.4 & D5.34

**D3.41 & D11.1-.2** Are Armor Leaders assigned prior to making a DR on the Gyrostabilizer Availability Table (or Schuerzen Availability Table)?

A. No, they are assigned after; see ASOP (rev.). [VFTT 27 Feb 1999]

**D3.43 & D5.4** Can an armor leader abandon an immobilized or bogged vehicle other than as part of its crew?

A. No. [VFTT 2 Feb 1998]

**D3.44** Finally D3.44 indicates armor leaders may modify the MA's IFT rolls, but canister does not list armor leaders as a potential modification. Can armor leaders be used to modify a

Canister attack?

A. Yes. [K33]

**D3.44** See C13.24, C13.25 & D3.44

**D3.5** See A11.7 & D3.5  
See B9.323, D3.5 & D4.223  
See D3.3-.32 & D3.5

**D3.51 & E7.5** May an AFV use Bounding First Fire in one hex and then Light AA fire in a different hex (or vice versa)?

A. Only if it BFFs with MA, retains ROF, and then undertakes Light AA fire using MA only (but not vice versa). [VFTT 27 Feb 1999]

**D3.51** 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? Or MUST one fire the MA from the same hex as the MG, just hoping the ROF is maintained, so that the vehicle may move further and fire its MA from another hex?

A. No. Yes. [K33]

**D3.51** An enemy AFV starts its MPh to the front CA of my AFV. It's known to me and remains in my LOS. It is now flanking me to my right. I turn my TCA and fire my CMG. The enemy AFV continues to flank me to my right, so I fire my MA and retain ROF. The enemy AFV is now stopped, to my rear VCA, and outside my recently changed TCA. For the purposes of D3.51 and wanting to turn my TCA again to fire again at this enemy AFV, which is allowed?

A: this enemy AFV, in its new hex to my rear, is now "another target" which allows me to rotate my TCA again to fire again at this enemy AFV.

B: this enemy AFV, in its new hex to my rear, is NOT now "another target" which does NOT allow me to rotate my TCA again to fire again at this enemy AFV.

C: other.

A. A. [K33]

**D3.51** See C5.6, D3.3 & D3.51  
See D1.83, D3.12 & D3.51  
See D3.3, D3.51 & D7.

**D3.53** See D3.3 & D3.53

**D3.6** See A22.32 & D3.6  
See C7.344, D2.42 & D3.6

**D3.7** May a vehicle attempt weapon repair while holding enemy units in Melee?

A. Yes. [VFTT 2 Feb 1998]

**D3.7 & D5.341** Must the crew of an Immobilized AFV holding enemy infantry in melee whose MA is disabled Abandon the AFV?

A. Yes (bizarre as it may seem). [Kiri Naiman to Avalon Hill, 1990-1993]

**D3.7 & D5.341** May an AFV Recalled due to Disabled MA ever use Reverse Movement? If it is a BU CT AFV, must it become CE and use the Road movement rate?

A. Yes, if that is the quickest way off the board. Yes, if that is the quickest way off the board. [VFTT #9]

**D3.7 & D5.341** 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?

A. They would go as far as they can and then have to Abandon the AFV. [K33]

**D3.7 & D5.341** The last line of D5.341 states that if an AFV is under RECALL it eliminates any Armor Leader present in that AFV (EXC Inexperienced Crews). Does this Armor Leader count for CVP purposes? Would this also apply if the vehicle is Recalled due to Main Armament being disabled?

A. Yes. No. [K33]

**D3.7** See C8.9 & D3.7

**D3.71** An AFV with a printed B(11) suffers Ammo Shortage and is therefore marked with a Low Ammo counter. Is the 'original B(#)' in D3.71 its printed B(#)? (Making the AFV a B10 X11?)

A. Yes – as opposed to its original B#. (Yes.) [VFTT #9]

**D3.71** See A19.131 & D3.71

**D4.2** If a AFV is on a bridge, is it HD to direct fire whose LOF crosses the bridge depiction?

A. No. [K33]

**D4.2** See A12.11 & D4.2  
See C3.8 & D4.2

**D4.22** Is a Russian tank of American manufacture (such as a lend-lease M4/76(a)) subject to the +2 HD maneuver attempt DRM?

A. No. [K33]

**D4.22** Does the HD status of D4.22 apply if the LOS goes through a vertex of a HD hexside and non-HD hexside? That is, in the D4.22 example, if a vehicle is in Y4 with a HD counter marking only the Y4-Y3 hexside, would it be HD to fire from Z2?

A. Yes. [K33]

**D4.22 & D4.222** Is it possible to be HD across a cliff or double crest hexside by performing the HD maneuver dr?

A. No. [K33]

**D4.222** See D4.22 & D4.222

**D4.223 & Russian Vehicle Note 21 T-35** Can T-35 45L turreted SAs fire from a HD position? (Not marked as Bow weapon in the vehicle note list)

A. Yes.

Can T-35 2x2 turreted MGs fire from a HD position? (Marked as BMG in the counter)

A. No. [K33]

**D4.223** See B9.323, D3.5 & D4.223

**D4.3** Can the firer take a normal shot before an Underbelly shot with the same weapon? Can he take an Underbelly shot after a normal shot?

A. Yes. Yes. [VFTT 2 Feb 1998]

**D4.3** How many Underbelly shots may a weapon maintaining ROF take at an AFV as it exits a gully?

A. As many as MP expended for entering the new Location (less

any MP used to negate Case J DRM); see A8.14 and A9.2. [VFTT 2 Feb 1998]

**D4.3** See C3.9 & D4.3  
See C5.5, D4.3 & F8.51

**D5.1 & D6.631** May a vehicle whose crew Abandons it and Removes all armament retain an inherent driver, or is this only allowed when explicitly permitted by vehicle notes (EX: German Vehicle Note 59)?

A. The latter. [Kiri Naiman to Avalon Hill, 1990-1993]

**D5.3** See A22.612, D5.3 & D7.

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

A. No. [K33]

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

A. No. [K33-d]

**D5.311 & E7.43** Are crews of OT AFV considered to be unprotected against aerial MG attack the same way they would be against air bursts or "elevation advantage > range"?

A. No. [K33]

**D5.311** See B13.3-.31, C1.55 & D5.311

**D5.33** May a player announce a BU/CE change simultaneously with an MP expenditure or Bounding (First) Fire shot? If so, is the MP expenditure/Bounding (First) Fire shot handled as if conducted under the new BU/CE status?

A. Yes to both. [Bill Kohler to Perry Cocke, ASLML 12-13 Feb 2001]

**D5.33** Assume defender has indicated 'no shot' on the just-spent MP of an AFV. Would placement now of a CE counter allow defender to change his mind and declare D1F on a just-spent MP: 1) before that AFV expends a new MP?

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

2) before that AFV makes a B1F shot?

A. The moving player could announce that he is taking a B1F shot while going CE which would prevent D1F until after B1F. [Wayne Hadady to Perry Cocke, ASLML 10 Jul 2001]

**D5.33** A BU AFV enters a new hex whereupon the DEFENDER fires DFF on the AFV. Once that attack has been resolved and the DEFENDER indicates no further DFF, may the AFV go CE and fire with BFF without having to spend another MP?

A. Yes. [K33]

**D5.33** An ht (250/1) in BU status with a HS and a Ldr inside take a shot in his MPH resulting in a Immobilization. The crew doesn't pass the TC and goes outside the ht. May the Passengers go CE in the next APH?

A. Yes. [K33]

**D5.34** If a vehicle is stunned in its turn can its pinned or broken passengers disembark normally as if the vehicle wasn't under the effects of stun?

A. No, a Stunned vehicle cannot do anything. [K33]

**D5.34-341 & G14.232** Does an amphibious vehicle that is being recalled per G14.232 incur the +1 DRM of D5.34-5.341?  
A. No. [K33]

**D5.34** See A14.3, D3.4 & D5.34

**D5.341** Under this rule a vehicle that suffers recall must as its first action unload passengers. In regards to this application can the inherent passenger/crew of vehicles such as 251/sMG or a 251/2 unload their weapons before leaving due to recall or are they considered part of the vehicle for recall purposes?

A. Passengers may as long as they do not expend any additional MP to do so (e.g., 251/sMG). Crews cannot (e.g., 251/2). [K33]

**D5.341** A vehicle that is recalled must move to the Friendly Board Edge that costs the least amount of MP. Does this also require it to go CE to use road bonus, travel through hexes that contain enemy units, and bog hexes (even if avoidable normally)?

A. Yes to all. [K33]

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

A. No. [K33-d]

**D5.341, E1.53 & G2.22** Is a vehicle under any form of Recall subject to straying?

A. Yes; Straying applies normally. [K33]

**D5.341** See D3.4, D5.341 & British Vehicle Note 36 Valentine Bridgelay and Churchill Bridgelay  
See D3.7 & D5.341  
See D5.34-.341 & G14.232

**D5.342** Does this apply to a BU AFV that receives a second “Stun” result during the same phase (EX: BU Sherman M4 already marked with a “Stun” is hit again by MG fire from an aircraft during the same MPh which results in another “Stun”)? Does it apply even though the AFV is not CE and the first “Stun” has not been flipped to “+1”?

A. Yes to both. The second Stun effect results in Recall. [Tate Rogers to Perry Cocke, ASLML, 2 Mar 2000]

**D5.4** Can a vehicle start a scenario with its crew outside the AFV or with any of its weapons Scrounged/removed? Does it matter if that side is the Scenario Defender?

A. Only in certain CG. No. [VFTT #9]

**D5.4 & D6.5** Is it possible to abandon a vehicle and unload the Passengers in the same MPh?

A. No; Abandonment comes first and uses all the vehicle’s MP. [K33]

**D5.4 & D10.42** Can an abandoned vehicle be pushed?

A. No. [K33]

**D5.4** See A7.4 & D5.4  
See A21.22, D5.4 & D5.6  
See D3.43 & D5.4

**D5.41** Can a crew that voluntarily abandons its AFV scrounge that AFV immediately without penalty or must it obey the normal Scrounging rules (i.e., it must wait until the next RPh and become TI in the process)? Is a scrounging dr still required?

A. Immediately. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

**D5.41** May a vehicle be Abandoned (D5.41) if it is in Motion at the start of its MPh?

A. No. [K33]

**D5.42** A hex contains an Abandoned Jeep (9PP capacity) and a Half-Squad possessing a 3 PP SW. At the start of the MPh can the HS re-man the Jeep while at the same time placing the SW in the Jeep as well?

A. No. [K33]

**D5.42 & D6.631** How are “inherent” weapons such as the Carrier C PIAT re-loaded after they take counter form?

A. Per D6.631 and per D5.42.

Do they remain as counters, costing PP, rather than resuming “inherent” status?

A. No, they become inherent again.

Must the PIAT take counter form when it is fired by the inherent Crew from the vehicle?

A. It must take counter form to fire, thus requiring that there be room for the 1PP. [K33-d]

**D5.5, D5.6 & D6.1** If, due to failure of an Immobilization TC or Crew Survival, a unit is placed beneath its AFV/wreck during the MPh, is the unit considered to be using Hazardous Movement only during its MPh, or during the DFPh as well?

A. Its MPh only. [VFTT #9] {Edited for v2}

**D5.5** See C1.55, D.8 & D5.5  
See D.8 & D5.5

**D5.6** See A11.15, D2.3 & D5.6  
See A21.22, D5.4 & D5.6  
See B28.41 & D5.6  
See C1.51, D5.6 & D6.9  
See D5.5, D5.6 & D6.1

**D6.** See A12., A12.2 & D6.

**D6.1** See A9.8 & D6.1  
See C5.35, C13.8 & D6.1  
See C13.8, C13.81, D2.6 & D6.1  
See D2.6 & D6.1-2  
See D5.5, D5.6 & D6.1

**D6.2** See D2.6 & D6.1-2  
See D3.12 & D6.2

**D6.21** “A Rider on a turreted AFV must Bail Out if the AFV changes its TCA.” The TCA will normally change every time the vehicle’s VCA changes. Should this actually read “... if the AFV’s TCA changes relative to its VCA.”?

A. That is how it should be read. [K33-ML]

**D6.22** See A11.11 & D6.22

**D6.23 & G1.12-13** Are IJA Rider Squads forced to Bail Out if they are fired on and fail a MC?

A. No, unless they actually break (e.g., Casualty MC). [VFTT 27 Feb 1999]

**D6.24** Are Riders that are Bailing Out susceptible to Residual FP in that location? If so, what DRM are applicable?

A. Yes. See D9.3 +1 vehicle TEM. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

**D6.24** Can riders (i.e., an MMC on a tank) voluntarily bail-out? The rules say when they “have” to but don’t mention if they have an option to.

A. No. [VF TT #9]

**D6.24** Are units that are Bailing Out subject to the Hazardous Movement (A4.62) DRM?

A. No. [VF TT 2 Feb 1998]

**D6.24** If a Cavalry unit breaks as a result of an attack upon it that also eliminates its horse counter, does it take two Bail Out MC?

A. No. [VF TT 27 Feb 1999]

**D6.24** D6.24 says: “Bailing Out never costs the transport any MP but for Defensive First Fire purposes the Rider is considered to spend all remaining (but at least one) MF subject to FFNAM.” Is that MF expense considered as part of the resolution of the fire that caused the Bailing Out?

A. No.

Is then the residual fire of the shot that made the unit Bail Out placed after the MF expense?

A. No, before.

Would that mean that other DFF only occurs vs the rider after his Bailing Out, on the expended MFs (minimum 1 MF) of the Bailing Out, using FFNAM vs the unit which now is Infantry?

A. Follow-up DFF can occur against either the pre-Bail Out MP or against the post-Bail Out MF; the target would still have its post-Bail Out status though in either case.

If that MF expense is *not* considered as part of the resolution of the fire that caused the Bailing Out, could the Bailing Out riders be attacked by the residual fire that caused the Bailing Out?

A. Yes, if it is subject to more-negative/less-positive DRM (A8.22). Note though that in addition to FFNAM, the target will usually get AFV TEM as well.

Would such an attack by RF only occur if DRM are less than when the Rider was initially fired at, when still a rider?

A. Yes, a second attack by RF would require worse DRM basically.

Would that mean that other Defensive Fire could be taken against the Riders, before they Bail Out?

A. No, just like if a shot breaks a unit then for all other shots it is in its broken state. [K33]

**D6.24** The situation is that I have a scenario which says “Riders are Fanatic”. When does the Fanatic benefit cease? As soon as he bails out, or until all MF are spent? D6.24 suggests that he is still a Rider (and hence Fanatic) until all remaining MF are spent.

A. At the instant of Bailing Out, before the MF are spent. [K33]

**D6.24** See A10.2 & D6.24

**D6.4** Can a vehicle spend any MPs prior to load infantry not including 1 MP to bring a Motion vehicle to stop, if not a moving vehicle as per C.8?

A. No, it cannot spend any MP. [K33]

**D6.5** According to this rule, a Passenger/Rider may unload from an immobilized vehicle unless that vehicle has already expended

more than three-fourths of its MP allotment. Does this apply to all Immobile (D.7) vehicles?

A. Yes. [VF TT #9]

**D6.5** A Russian ZIS-5 Truck (21 MP allotment) spends 5 MP and an additional 1 MP to stop = 6 MP. There the Truck unload its passengers. Have infantry 1 MF already to spend, because the vehicle has expended more than ¼ and less than ½ of its MP allotment? or Have infantry 2 MF already to spend, because the vehicle has expended 6 MP (¼ of its MP allotment, rounded up)?

A. The (soon-to-be) Infantry have spent 2 MF prior to the actual unloading which costs 1 MF for a total of 3 MF. Thus it has 1 MF left as Infantry. [K33]

**D6.5** D6.5 permits Passengers of a Stopped vehicle to Unload in the MPh if that vehicle has Prep Fired (although they are prohibited from leaving the vehicle’s Location if they do so). In such a circumstance, for Defensive Fire purposes, how many MF are the Personnel considered to expend in the act of unloading? How many (if any) MP is the vehicle considered to have expended (or is the vehicle immune to Defensive Fire while the Passengers unload in this circumstance)?

A. One MF. Immune. [K33-ML]

**D6.5, D6.631 & D6.83** The last line of D6.631 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 D6.5? And if “Cs” as well as “Ps” can do it, where does that leave “Rs”?

A. 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. [K33-d]

**D6.5 & D8.1** If a vehicle bogs, can the PRC unload in the same phase when the inherent crew is not broken/stunned/shocked and the vehicle did not use more than 3/4 of its MP? D8.21 says the unit must end MPh immediately, D8.5 says that as long as the inherent is not broken/stunned/shocked, MP can be used for non-movement purposes — in the same MPh as the bog or not?

A. No unloading in the turn of bogging. [K33]

**D6.5 & D9.31** Leader and a squad are Passenger in a German 16 MP ht. A walking German MMC using armored Assault is the hex with the ht. The leader can use is Leadership movement bonus to assist the Armored assaulting MMC. The armored assaulting MMC declares Double time, giving him a total of 8 MF. The ht track expends 8 MP with the walking unit. Spends 1 to stop. Can the leader and the other Passenger in the ht dismount into the hex with the Armored Assaulting infantry?

A. Yes. [K33]

**D6.5 & G12.42** Multiple MMC on a halftrack have the choice to unload together or separately, using 25% of the vehicle’s MP (to unload together), or 50% of the vehicle’s MP (to unload separately) during the same Movement Phase. Am I correct in thinking that infantry passengers on a LC have the same options? Do vehicles that are passengers on a LC have the same options?

A. Infantry, yes. Vehicles, no. [K33]



**D6.5** See A4.32 & D6.5  
 See A4.42 & D6.5  
 See A12.15-.151, B23.922 & D6.5  
 See A21.22 & D6.5  
 See B23.9 & D6.5  
 See D5.4 & D6.5

**D6.6** In order to qualify as an “armored halftrack” to be part of a multi-unit firegroup as outlined in D6.64, must a halftrack have a passenger-carrying capability? I.e., may an American M16 (Vehicle Note 38) form a firegroup with infantry in the same location?

A. Yes. No. Per D6.6, an Armored Halftrack for these purposes must have Passenger capability. [K33]

**D6.6** See A7.53 & D6.6

**D6.631** Can a 3FP AAMG be Removed from a German halftrack as a 3-8 dm HMG, or only as a 3-8 LMG?

A. Only as a 3-8 LMG, except for the sMG halftracks (German Vehicle Note 58). [Kiri Naiman to Avalon Hill, 1990-1993]

**D6.631** May a crew Abandoning an armored halftrack Remove MG/Mortar armament such that the portage cost of the Removed weapons reduces the movement allowance of the crew to 0? (EX: a US LVT(A)2 has 7 pp of Removable MGs: two dm MMGs and a dm 12.7mm HMG).

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**D6.631** states that a crew abandoning an armored halftrack may simultaneously remove its MG/mortar armament as it does so. Does this apply to crews voluntarily abandoning other types of vehicles with SW that could normally be “scrounged”? (EX: A crew voluntarily abandons a PzKw IVH and removes both its BMG and AAMG. Is this legal?)

A. No. (No.) [VFTT #9]

**D6.631, U.S. Vehicle Note D & U.S. Vehicle Note O** Is a 12.7mm AAMG Removed from a vehicle as a dm .50-cal HMG, or as a dm MG with  $\leq$  FP to that of the inherent weapon?

A. It depends on the vehicle (e.g., does Note O apply too?). [Kiri Naiman to Avalon Hill, 1990-1993]

**D6.631** When abandoning, is it possible to Remove SWs in excess of Portage capacity?

A. Yes [EXC: SMC limited to 2 PP per A4.42] regardless of PP involved. [K33]

**D6.631** See D5.1 & D6.631  
 See D5.42 & D6.631  
 See D6.5, D6.631 & D6.83

**D6.64** Are Passengers/Riders “units”? If they are, does the D6.64 prohibition on multi-unit FGs include a single vehicle and its PRC?

A. Yes. No.

I.e., does the second sentence of D6.64 apply to ALL vehicle types? or only those that use the “carrier/armored halftrack” rules?

A. Yes; consider this second sentence to be an EXC to the first sentence’s total prohibition against multi-unit FG by vehicles other than Carriers/armored-HT, thus allowing all vehicles to FG their non-ordnance (and non-FT/IFE) weapons with their Passengers. No. [K33]

**D6.65** See D3.4 & D6.65

**D6.8** Does a Crewed unarmed Carrier have firepower and range as though an unarmed halftrack with a HS Passenger (or Infantry Crew passenger: Br MAVN U)?

A. A crewed Carrier with all of its armament malfunctioned/removed is an armed AFV with no FP. [K33]

**D6.82** Is a carrier half squad a specific unit type?

A. Carrier HS are different than non-Carrier HS. Only Carrier HS can operate a Carrier normally. [K33]

**D6.83** See D6.5, D6.631 & D6.83

**D6.9** See C1.51, D5.6 & D6.9

**D7. & D9.31** When an AFV and an infantry unit make an armored assault, can the AFV make an OVR during the same Movement Phase (with or without the infantry unit)?

A. Yes, presuming all the usual requirements are met, although the infantry would not ordinarily be able to enter the enemy-occupied Location during the MPh (with various exceptions). [K33]

**D7.** See A22.612, D5.3 & D7.

See B9.4 & D7.

See D3.3, D3.51 & D7.

**D7.1, D7.11 & D7.15** An AFV announces an Overrun before it enters an Open Ground Hex containing an enemy squad. It then enters and pays the MP cost for entry [COT +  $\frac{1}{4}$  of printed MP for OVR]. The AFV is destroyed by Defensive First Fire prior to the OVR resolution, becoming a burning wreck. As per D7.11, although the vehicle is destroyed, the OVR will still be resolved but with half FP. Will the enemy squad receive a SMOKE DRM to the OVR attack, as a result of the Smoke from the blazing wreck of the Overrunning vehicle?

A. No.

An Armored Car (AC) declares an OVR against an enemy squad in an ADJACENT hex across a Hedge hexside (that is, the AC crosses a hedge in entering the OVR hex containing the enemy unit). The OVR MP expenditure is announced as a combined expenditure with that for entrance of the hex, as the AC enters the OVR hex (D7.1). The AC must make a Bog Check DR. This is done prior to OVR resolution (D7.1). The Armored Car Bogs and as per B9.4, the AC will be Bugged in the hex it attempted to leave, not in the OVR hex it was trying to enter. Does the OVR still occur (at half firepower)?

A. No [K33]

**D7.1 & D7.2** If a CE American M3 ht enters an Open Ground Hex to OVR a known 467. Would the 467 be able to make an Inherent Fire Power Attack, before the OVR is resolved? Could it attempt a PF check before the OVR is resolved?

A. Yes to both. [K33]

**D7.1** See D3.3, D3.32 & D7.1

**D7.11** See D7.1, D7.11 & D7.15

**D7.15 & SSR KGP3** In a KGP CG scenario does Very Heavy Mist affect an overrun attack as a modifier? Is the modifier for an OVR in an Open Ground hex -1 (open ground), or 0 (-1 open ground, +1 very heavy mist)?

A. Yes. 0. [K33]

**D7.15** See C11.5 & D7.15  
See D7.1, D7.11 & D7.15

**D7.2** See A23.6 & D7.2  
See D7.1 & D7.2

**D7.21** Is a DEFENDING Infantry/Cavalry unit which fails its PAATC in an attempt to use CC Reaction Fire marked with a First Fire counter as well as a Pin counter?  
A. No. [VFTT 27 Feb 1999]

**D7.21** A Russian 4-5-8 w/ 5PP MMG elects to attack an ADJACENT AFV during the MPh with CCRF. It is attacking from a VotG gutted building — at night — (4 MF to return) does the squad return to the building hex? 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?  
A. Yes. No. No, not voluntarily. No. No. [K33-ARE]

**D7.21** Does “After completing its attack, that DEFENDER and all of its possessed SW (including those Inherent) and Guns are marked with a CC counter, if the vehicle has survived, to prohibit non-CC Reaction Fire attacks, and also with a First or Final Fire counter as appropriate for that attack.” mean:  
A) the unit is only able to conduct CC-Reaction fire going forward (non-(CC-reaction-Fire attacks))  
B) the unit is able to all forms of attack (subject to First/Final Fire marking limits) except the specific attack type non-CC-Reaction-Fire (D7.22, D7.221)  
A. B. [K33]

**D7.21** See A11.6 & D7.21  
See A18.12 & D7.21  
See C2.2401, C5.33 & D7.21

**D7.211** See A11.22, A11.8 & D7.211

**D7.213** See A11.622 & D7.213  
See C13.7 & D7.213

**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). [K33]

**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. [K33]

**D8.2 & D16.23** GPA carrying a 328/7-0 attempts to exit the river and bogs in the river hex it tried to leave.  
A. It bogs in the land hex. [K33]

**D8.1** See A2.51, D2.5, D8.1, D8.2, E3.65 & E3.724  
See A26.221 & D8.1  
See C5.2, C5.3 & D8.1  
See D6.5 & D8.1

**D8.2** If one has to pass three Bog checks in one hex, each with no DRM, does one take one combined Bog check with no DRM or does one take three separate checks?  
A. One Bog Check, no DRM (assuming Low Ground Pressure). [K33]

**D8.2 & D9.31** 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. 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?  
A. 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. [K33]

**D8.2** See A2.51, D2.5, D8.1, D8.2, E3.65 & E3.724  
See B9.54 & D8.2  
See B18.41 & D8.2  
See C5.1, D8.2 & G2.

**D8.21** Are the Bog DRM for “snow-covered” and Deep Snow cumulative?  
A. Yes. [VFTT 18 Sep 1998]

**D8.21** 1) If a Vehicle’s MPh ends “immediately” when it Bogs, can it still BFF and/or Unload?  
A. No.  
2) If a Vehicle’s MPh ends “immediately” when it Bogs, can it still be subject to Defensive First Fire?  
A. Yes. [mountainview@westelcom.com to Perry Cocke, ASLML 12 Jul 2002]

**D8.21 Bog Check DRM Table** Footnotes 2 and 3 say “in building hex” on the QRDC and chapter divider, while those in D8.21 in the rules say “in building”. Which is correct?  
A. “In building”. Which does not mean that it applies when entering a building across an open ground hexside. [Oliver Giancola to Perry Cocke, ASLML 20 Sep 2002] {Re-worded. SR}

**D8.21 & D8.23** A vehicle is moving in mud (or deep snow). The opponent makes a D8.23 secret Bog Check DR and dr. What D8.21 DRM apply?  
A. Only those that are not hex/situation specific, e.g., Normal Ground Pressure would apply but Abrupt Elevation Change would not.  
A vehicle is moving in mud (or deep snow). The opponent makes a D8.23 secret Bog Check DR and dr. Assume the DR is sufficient to Bog and the dr is not equal to one. The vehicle moves one hex in open ground then moves five hexes on a paved road, then five more hexes in open ground. The vehicle...  
A. Bogs when the hexes moved equals the secret dr not counting the paved road hexes. [K33]

**D8.21** See B24.121 & D8.21  
See D2.15, D2.24 & D8.21

**D8.23** Does a vehicle's Ground Pressure affect a Deep Snow bog check DRM?

A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993]

**D8.23 & E3.64-65** Does a unit pay the Mud MF/MP penalty when entering a paved road hex across an open ground hexside? Is a unit subject to the Mud bog (by secret dice roll) when entering a paved road hex across an open ground hexside (i.e., could a unit bog in a paved road hex when entering the hex across an open ground hexside)?

A. Yes to both. [K33]

**D8.23** See B2.1, D8.23 & E3.6  
See D8.21 & D8.23

**D8.3** Does an AFV with a red MP allotment attempting to assist an unbogging attempt have to roll for Mechanical Reliability as though it were expending a start MP? How about the vehicle being assisted?

A. No. "Both vehicles remain Stopped" says it all. [Kiri Naiman to Avalon Hill, 1990-1993]

**D8.3** What should the status be of a Bogged vehicle that expends its entire MP allotment or more becoming freed at the end of its movement phase? Stopped or in Motion?

A. Motion, since it didn't expend a Stop MP. [K33]

**D8.3** Last sentence: "One armor leader in either AFV also modifies the colored dr." If there is no other Mobile AFV assisting Bog removal attempt and the Bogged vehicle has an armor leader inside, does the armor leader modify the colored dr anyway?

A. Yes. [K33-ARE]

**D8.3** See D2.5 & D8.3

**D8.31** See B26.44 & D8.31

**D9.3, D9.4 & D9.5** Armored Cupolas are considered to be equivalent to an Immobile tank. Does this mean that Armored Cupolas that are not "Dug-In AFVs" provide TEM and Hindrance benefits?

A. Yes. [Bill Kohler to Perry Cocke, ASLML 12-13 Feb 2001]

**D9.3** Does a burning wreck in heavy winds provide a TEM of +1 to infantry in the same hex?

A. Yes (note the EXC for Heavy Winds in line 4 for D10.3). [K33-ML]

**D9.3 & D9.54** Does the wreck left by a Dug-In AFV provide a +1 TEM to Infantry? Does a wreck from a Dug-In AFV still cause the MP penalties for entering hexes with wrecks?

A. No. Yes. [K33]

**D9.31** Situation: An AFV, a squad and a leader are conducting armored assault. CX has not been declared. After spending 4 MFs and 8 MPs (due to bypass usage), the stack gets hit by First Fire. The result is: leader breaks, the squad HoB's and becomes berserk. Question: Can the AFV continue moving? If yes, for how many MFs?

A. The AFV can go as far as the leader (expending 6 MF) could have gone if it had continued to accompany the AFV. [K33]

**D9.3** See A12.1 & D9.3  
See B25.14 & D9.3  
See B28.61 & D9.3

**D9.31** When using armored assault along a road can an AFV not use the road, but the Infantry use it?

A. Yes. [K33]

**D9.31** Given that the ground location of a building/woods hex and any units occupying that location whether in the obstacle or in bypass thereof are in the same location and given the sizes of standard geo-board hexes and unit sizes, are the infantry units considered "beneath" that AFV for the purposes of determining if Armored Assault may be utilized? If the answer is "Yes", is there a difference for DASL?

A. Yes. No. [K33]

**D9.31** The infantry declare CX and the stack declares Armored Assault. It moves as shown with the red arrows, with the MFs and MPs shown in red text. At the end of the infantry's move, they are in P5 having spent 8 MF, while the tank has spent only 9 MP. Can the tank continue to P4?

A. No. [K33]



**D9.31 & D14.23** A player wishes to use armored assault with a radioless AFV using non-platoon movement. Must the armored assault status be declared prior to the AFV taking the non-platoon movement NTC?

A. No. [K33]

**D9.31 & D15.8** Is Infantry riding bicycles eligible to gain benefits if using Armored Assault?

A. Yes. [K33-ARE]

**D9.31** See A4.8, A12.152 & D9.31  
See A8.1 & D9.31  
See A12.15 & D9.31  
See A15.431 & D9.31  
See B26. & D9.31  
See D2.3 & D9.31  
See D6.5 & D9.31  
See D7. & D9.31  
See D8.2 & D9.31

**D9.4** D9.4 says "There is a +1 Hindrance DRM to a same-level LOS for firing through (not just into or out of) a hex containing one or more wrecks/AFV...". If firing at a target through a hexside containing a bypassing vehicle in the target hex, does a +1 hindrance apply in addition to any TEM in the target hex?

A. No. [K33]

**D9.4** See A4.6, A12.14 & D9.4  
See A12.3 & D9.4  
See B25.14 & D9.4  
See D9.3, D9.4 & D9.5

**D9.5** See A7.9 & D9.5  
See A9.22 & D9.5  
See D9.3, D9.4 & D9.5

**D9.52** May an Armored Cupola set up HIP as a Pillbox or do the sentence that an Armored Cupola is not eligible for Concealment overrule that?

A. An Armored Cupola is not a Pillbox and cannot ordinarily set up concealed, let alone HIP. [K33]

**D9.54** See B27.52, C1.55 & D9.54  
See D9.3 & D9.54

**D10.1** See C1.21 & D10.1  
See C3.33 & D10.1

**D10.3** See B7.3 & D10.3

**D10.42** See B6.431 & D10.42  
See D5.4 & D10.42

**D10.5** Does even a single Disabled counter (even if for a non-scroungable weapon) prevent scrounging of all non-MA AAMG/SW/non-Fixed-Mount-BMG?

A. No. D10.5 is talking about “a functioning SW”...i.e., each SW is being discussed separately. Scrounging may be attempted as long as 1+ Scroungable weapon exists. [K33]

**D11.1** When, by SSR, a unit has a Gyrostablizer, when is this information given to the opponent? (a) Upon scenario start, regardless of LOS; (b) upon loss of concealment; (c) upon first use, or (d) only when its use is necessary to change a miss to a hit, akin to an armor leader’s DRM?

A. If Gyrostabilizers are specified in an SSR, they are only secret if the SSR states so. If so, they are revealed upon first use. [K33]

**D11.1** See D3.41 & D11.1.-2

**D11.2** See D3.41 & D11.1.-2

**D12.1** See D2.4, D2.401, D12.1 & E11.535

**D13.2** When making a smoke dispenser usage attempt in the opponent’s MPH as if intervening with Defensive First Fire, must one place a First Fire counter?

A. No. [VFTT #13]

**D13.2** See D2.401 & D13.2

**D13.3** See C2.2401, C5.35 & D13.3

**D13.32** 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 1 MP 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?

A. Yes.

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

A. No.

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

A. Yes. [K33-d]

**D13.35** Does smoke in the target Location apply to the sM DR?

A. Yes; treat it as a hindrance. [K33]

**D14.2 & D14.23** Assume there are three radioless AFVs in hexes Z4, Z5 & Z6 of any board. It is the Prep Fire Phase. The tank in Z6 fires and is marked with a Prep Fire counter. It is now the MPH. May the tanks in Z4 and Z5 move off as a platoon, in effect removing the Z6 AFV from the platoon? Do they need to take a NTC to do so?

A. Yes. No.

The three tanks in Z4, Z5 & Z6 had formed a platoon at the start of their MPH in a previous turn (D14.2). Would this fact alter any of your answers?

A. No. [K33-ARE] {Added reference to D14.23 because there’s a later Q&A that duplicates the first question here. SR}

**D14.2** A side has four radioless AFVs that can enter on/after turn 1. Can they enter one at a time, e.g. on turns 1, 2, 3 & 4? A side has two radioless AFVs that have to enter on turn 1. Do they have to set up as a platoon?

A. Yes to both. [K33]

**D14.2** See D2.401 & D14.2

**D14.21** Is more than one Bog DR made when several AFV of a platoon is subject to Bog in different types of terrain?

A. No. [VFTT #9]

**D14.21** See B23.41, B26.53 & D14.21

**D14.23** Must a single radioless AFV use non-platoon movement penalties if it is the only AFV in the side’s OB?

A. Yes, once it is onboard. [Peter Manger, quoting Perry Cocke, ASLML, 22 Aug 2000]

**D14.23** See D9.31 & D14.23  
See D14.2 & D14.23

**D14.3** See A12.33, D14.3 & E1.16

**D15.2** Is the motorcycle portage capacity listed *in addition to* the portage capacity required to actually transport the Riders? E.g., is it true to say that a squad-sized cycle counter is limited to 10PP which may only be used to transport personnel, not SW? Similarly, is it true to say that a HS-sized sidecar counter has a portage capacity of 7PP, but 5 of those 7PP can only be used by personnel?

A. Essentially yes to all.

I.e., motorcycle Riders cannot carry any additional PP other than that amount granted by the size and type of the motorcycle counter, correct?

A. Correct. [K33-ML]

**D15.4 & D15.82** Since bicycles are portaged as one PP, Can a SMC Portage a squad sized bicycle counter, without loss of MF?

A. No; this part of D15.4 applies: “may not be moved by an Infantry unit smaller than that which it can transport (excluding extra SMC).” [K33]

**D15.41, D15.53 & D15.57** In the D15.41 EX, shouldn’t the leader be required to first Recover the cycle (at a cost of 1 MF and a successful Recovery dr) before mounting it?

A. Only enemy cycles need to be recovered. [K33]

**D15.5** In the CCPh are (a) Motorcycles with Riders attacked as vehicles? Or (b) are the Riders attacked?

A. (b).

If (b) is yes would the -1 drm for Street Fighting apply (if

appropriate) in addition to the -1 DRM vs Riders?

A. No. [K33]

**D15.5** Can motorcycles be targeted in CC? Are motorcycle Riders eligible for the unarmored vehicle/no usable MG/motion DRMs in CC? As they can neither use the IFT/CCT, at what strength would Motorcycle (/bicycle) Riders defend at? While in motion? Would they use the "...by in motion..." CC DRM?

A. No, only the Riders. No. Full strength, like everyone else in CC. No. [K33] {Added 'Full' which is in the original gamesquad post but missing in K33. SR}

**D15.53** See D15.41, D15.53 & D15.57

**D15.57** See D15.41, D15.53 & D15.57

**D15.6** See A23.6 & D15.6

**D15.8** See A15.1 & D15.8  
See D9.31 & D15.8

**D15.82** Do the principles of D15.2 apply to bicycles also, i.e., bicycle riders cannot carry any additional PP at all?

A. Correct. [K33-ML]

**D15.82** See D15.4 & D15.82

**D16.21** See D2.18, D16.21 & G12.2

**D16.23** See D8.2 & D16.23

## • Chapter D Divider (Original)

**D8.21 Bog Check DRM Table** Footnotes 2 and 3 say "in building hex" on the QRDC and chapter divider, while those in D8.21 in the rules say "in building". Which is correct?

A. "In building". Which does not mean that it applies when entering a building across an open ground hexside. [Oliver Giancola to Perry Cocke, ASLML 20 Sep 2002] {Re-worded. SR}

## Chapter E

**E.4, E1.53 & E1.6** E.4 explains how to work out the majority Squad Type for an OOB and for a stack but does not state how and when the majority squad type is to be used. E1.6 states that all units are classified as Lax, Stealthy or Normal at night and that Cloaking Counters are considered equal to the Majority Squad type of their side at scenario start. It also states that an SSR is the ultimate source of the definition (rather superfluously as that is the case with every rule). E1.53 deals with units/stacks that stray and refers to their classifications of Lax/Stealthy and Normal. A stack containing Stealthy and Normal units not under a cloaking counter is required to make a movement DR as per E1.53. An SSR states that the side's Majority squad type is Lax - what are the mechanics for determining the classification?

A) My opponent argues that the stack should use the Majority Squad Type of the OOB because this is defined by SSR.

B) I argue that it should use the majority squad type of the stack as defined by E.4, the SSR does not over-rule this as all it is doing is stating what the Majority squad type is for the OOB. Furthermore, if the Stack Majority Squad type is not to be used then there is no need to define it in the rules as it would never be used.

Which is correct A or B?

A. A is correct. You would use B when there is no SSR defining MST. [K33]

**E.5 & E1.1** Suppose NVR is 3. Suppose a drifted Parachute is two hexes from a light-AA-capable enemy unit with an otherwise clear LOS to that Parachute. Suppose there are no Starshell/IR counters close enough to matter. Does E.5 Aerial range limit NVR in this case? Specifically, is the Aerial Parachute beyond NVR of the light-AA-capable unit?

A. Yes, beyond NVR. [K33-CWF]

**E1.1** See E.5 & E1.1

**E1.101** 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)?

A. Unit in Illuminated hex is Adjacent, unit out of NVR is ADJACENT. [K33-d]

**E1.11** In a given scenario that is defined as being at Night (E1), and Cloud Cover and Moon are not otherwise defined, but the NVR is. Are Cloud Cover and Moon defined as None and No Moon?

A. Essentially.

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

A. No. [Neil Andrews to Perry Cocke, ASLML 24 Oct 2001]

**E1.16.** See A12.152, E1.16 & E2  
See A12.33, D14.3 & E1.16

**E1.2** Provided a MMC retains Concealment during a move, does any recorded (as being stacked with, and now moving with, the MMC) SMC/SW remain offboard (i.e., need not be revealed) since the recorded SMC/SW is *not* "in a different Location than that of the MMC at any point during the move"?

A. Correct. [K33-ARE]

**E1.2** E1.2 states this: "Neither the "?"/HIP units need set up in Concealment Terrain but lose "?"/HIP as if they were."

1. Does this mean that the SCENARIO DEFENDER can set up HIP and dummies in non-Concealment Terrain (including OG) and they only lose it as if they were in, say, a building (for example)—so they could sit out there HIP the whole time until they move/fire/get run into/etc.?

A. Yes.

2. If true, does this *only* apply to the dummies (somewhat implied by "?") and free HIP given to the SCENARIO DEFENDER? Or does it also apply to all of the concealed units that the SCENARIO DEFENDER sets up?

A. To all of the concealed (and hidden) units the Scenario Defender sets up.

3. If true, does the HIP/"?" part apply to additional HIP/"?" given to the SCENARIO DEFENDER, or just the 25% HIP/"?" in his allotment for it being Night?

A. It applies to all units setting up hidden/concealed and dummy stacks—regardless of how they are granted the ability to set up hidden/concealed.

4. If the SCENARIO ATTACKER has HIP (or can set up on board without cloaking), can they also do the same setup tricks?

A. No. E1.2 only applies to the Scenario Defender.

5. If an AFV or non-Emplaced Gun sets up in OG, does this allow them to not lose Concealment/HIP normally, even though

they actually would at Night otherwise (until they lose the original Concealment)?

A. A non-emplaced Gun loses “?”/HIP the same as Infantry does. AFV lose “?”/HIP at night just as if it were daytime, although the Scenario Defender is always considered to be in Concealment Terrain. [K33]

**E1.2** A leader is set up with a DEFENDER’s concealed MMC in a Night scenario, and side recorded and its counter is offboard (E1.2). Is the leader counter put on board if:

a) the leader directs the MMC fire and the MMC remains concealed and in the same Location (i.e., the firer is out of the LOS of the target and/or the target is not in Good Order)?

b) the leader fires a starshell and the MMC remains concealed and in the same Location?

A SW is set up with the a concealed MMC and its counter is offboard (E1.2). Is the SW counter put on board if MMC fires it and the MMC remains concealed (i.e. the firer is out of the LOS of the target and/or the target is not in Good Order)?

A. Yes to all. [K33]

**E1.2 & E1.3** E1.2 tells us that Concealed/HIP units lose Concealment/HIP as if they were in Concealment Terrain, regardless of what the terrain actually is. E1.3 then reminds us that Concealment Loss/Gain at Night is identical to that of day, barring the EXC in E1.31 (which deals with movement). Hence, any non-movement-related reason for loss of concealment during the day still applies during Night [EXC: *Fortifications E1.16*], correct?

A. Except that all terrain is considered Concealment terrain for Concealment Loss purposes; E1.2.

So, would Infantry that would *ordinarily* AUTOMATICALLY lose concealment/HIP during the day *solely* for not being in Concealment Terrain still do so at Night?

A. No. [K33-ML]

**E1.2, O11.621, P8.621, Q9.619 & R9.619** O11.621, P8.621, Q9.619, R9.619. In the referenced HASL CGs (RB, KGP, PB, ABTF), is there a limit to the number of squad equivalents that may be set up HIP during a night scenario?

A. No limit to purchased HIP at night. [K33]

**E1.21** May a unit on a No Move counter set a DC during its MPh?

A. No. [VFTT #8]

**E1.21** For purposes of E1.21 Freedom of Movement is elimination in Close Combat of a unit of the attacking side considered to be a concealment loss activity for the unit eliminated?

A. The eliminated unit is no longer concealed.

Was it momentarily unconcealed (before death) such that Defenders could lose freedom of movement.

A. Yes; FoM gained. [K33]

**E1.21** A unit on a No Move counter during a Night scenario is broken due to (e.g.) enemy Sniper or OBA. This in itself does not appear to remove the “No Move” counter. Is this correct? If so, and the unit routs, is the “No Move” counter removed, or does it stay with the unit as it routs?

A. Correct. It stay with the unit as it routs. [K33-ML]

**E1.21** Is an armor leader considered a leader for this purpose?

A. No. [K33]

**E1.21** See B24.7 & E1.21

**E1.3** 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”?)

A. 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?

A. Yes. It could be clearer. [K33-d]

**E1.3** See E1.2 & E1.3

**E1.31, E1.91 & G2.3 1)** An ATTACKER NAMs a Concealed unit within NVR of a DEFENDER (call the Location [or position] entered “A”). DEFENDER successfully places a Starshell to Illuminate the ATTACKING unit at “A”. Suppose the ATTACKING unit can, on its next MF/MP, directly enter another, non-illuminated, Location or position (“B”), possibly out of LOS/NVR of all DEFENDERS. If it does **not** End its MPh at “A”, but moves to “B”, does it lose Concealment at “A” (for failure to End its MPh there, as per E1.31)?

A. No.

2) A concealed unit enters a dark OG hex. A starshell goes up, illuminating the unit. It then moves, on the next MF/MP expenditure, to an adjacent, non-illuminated hex. Does that unit lose concealment before entering the dark?

A. No.

3) A concealed Infantry bypasses light jungle in the dark, along an OG hexside. A starshell goes up, illuminating the unit. It then spends MFs to move INTO the jungle, in that illuminated hex (where it is not illuminated: G2.3). Does that unit lose concealment before entering the dark?

A. No. [Wayne Hadady to Perry Cocke, ASLML 22 May 2001]

**E1.31 & E1.42** Does assembling a SW cause loss of Cloaking?

A. Yes. [VFTT #8]

**E1.31** A cloaking counter is using non-assault movement and causes a defender to fire a starshell which, subsequently, illuminates the Cloaking unit’s Location. 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?

A. Yes to both.

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)?

A. 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?

A. Yes, per usual. [K33-d]

**E1.31** See A12.141 & E1.31  
See A12.34 & E1.31  
See B23.82 & E1.31

**E1.32** A non-concealed friendly unit in a non-Illuminated Location in Concealment Terrain Prep Fires at a unit in an Illuminated Location. All enemy units are also in Illuminated Locations. During the CCPh, may the unit which fired gain Concealment?

A. Yes. [VFTT #8]

**E1.4** It states that cloaking counters “...has all the characteristics of a ‘?’ plus...”. Now does this mean that the dummy ‘?’ listed as available for purchase on the Fortification Purchase Chart can be used as dummy cloaking counters?

A. No. [VFTT #10]

**E1.4 & V.3 SSR VotG2 Q1:** Can a cloaking counter start HIP?

Q2: Must ALL ATTACKER’s infantry start cloaked, onboard and offboard?

Q3: How is an ATTACKER’s gun and its crew treated when starting onboard?

Q4: Does HIP observers need cloaking counters too?

Q5: Can a unit in a reserve cloaking counter activate and immediately fire a 4+ PP SW?

Q6: Can a Soviet dummy or cloaking counter enter sewers in VotG? What ML does it roll against?

A. 1. No. 2. Offboard, yes. Onboard, no. 3. They could set up cloaked or HIP (if otherwise allowed). 4. No. 5. No. 6. Yes; 7. [K33-ARE]

**E1.4** See A.9, A14.23 & E1.4

**E1.41 & E1.411** In a scenario which has an SSR that mandates that certain units start the scenario as Passengers/Riders/Cavalry, does the scenario attacker: receive one cloaking counter per squad-equivalent, or receive one cloaking counter per squad-equivalent that starts the scenario as Infantry?

In a scenario not bound by such an SSR, does the scenario attacker, but which contains potential Passengers/Riders/Cavalry, receive one cloaking counter per squad-equivalent, or receive one cloaking counter per squad-equivalent that starts the scenario as Infantry?

A. Squad-equivalents. [K33]

**E1.411 & Chapter E Divider** Where the Chapter E divider summarizes the Cloaking rules, it says “One Cloaking counter per squad equivalent (incl. HS/Japanese-crews)”. This implies that only Japanese crews are counted. The relevant rule, E1.411, says “The Scenario Attacker ...is allotted one Cloaking counter for each squad-equivalent in his OB...”. Given the definition of Squad Equivalent, wouldn’t a Scenario Attacker of any nationality also count its non-inherent crews in calculating its Cloaking-counter allowance?

A. Yes. [K33]

**E1.411** See E1.41 & E1.411

**E1.42** See E1.31 & E1.42

**E1.43** Night rules are in effect, and a unit under Cloaking fires at a KEU which is in an illuminated location. The firing unit is not in an illuminated location, and is out of the NVR of any enemy unit. Does the firing unit lose its cloaking status, and is it placed on board under a “?” indicating that it is still concealed because it fired outside LOS of any enemy unit?

A. Yes to both. [K33-ARE]

**E1.51** Does the use of a road or path in concealment terrain (such a wood-road or a brush-path) negate the mandatory additional MF cost when a non-cloaked unit moves in a location like this during night?

A. Roads: yes; Path: no; see the exception at the end of E1.51. [K33]

**E1.52** See D2.21, E1.52 & SSR KGP5

**E1.53** Can a Landing Craft Stray?

A. No, G13.83 (mostly). [Sam Belcher to Perry Cocke, ASLML 25 Feb 2003]

**E1.53** 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?

A. 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, or do units with MF left continue straying?

A. Yes. No. [K33-d]

**E1.53 & E1.531** A unit starts its MPh in LOS to a KEU (and not in/ADJACENT to a trench/bunker/road/path/gully/stream/river bank or Illuminated Location). It moves out of LOS to the KEU (and it is still not in/ADJACENT to a trench/bunker/road/path-gully/stream/river bank or Illuminated Location) and wishes to move further. Does it have to make a Movement DR?

A. Yes. [K33]

**E1.53** See B7. & E1.53  
See D5.341, E1.53 & G2.22  
See E.4, E1.53 & E1.6

**E1.531** Are units ever subject to Straying when moving on a Wide Boulevard?

A. No, like a road (E1.531). [K33]

**E1.531** See E1.53 & E1.531

**E1.54** At night, is a unit that begins the Rout Phase in a building, under DM and adjacent to a Known enemy unit forced to rout?

Is the answer the same for any type of concealment terrain? How about open ground?

A. No unit is ever forced to rout at night (E1.54). [Jeff Barber to Perry Cocke, ASLML 24 Sep 2002]

**E1.54** May a disrupted broken unit rout? May a broken unit rout out of a melee?

A. A disrupted unit at night must still be in the Open Ground, in a Water Obstacle, or adjacent to an armed Known enemy unit to rout. Units may still not rout out of Melee at night. [K33]

**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. [K33]

**E1.54** See A10.62, A15. & E1.54

**E1.55** See A12.11 & E1.55

**E1.6** In a Night scenario, a SSR defines the Majority Squad Type as Lax. A stack (Unconcealed) consisting in two SMC and a Russian half-squad rolls for Ambush. E1.61 tells us that SMC are “in general” Stealthy at Night.

a) Is the whole stack considered Lax (drm +1), because of the SSR?

b) Is the whole stack considered Normal (drm 0), because of E.4 (same US # of Normal and Stealthy units)?

c) Is the drm -1 because some units are Stealthy?

A. c; Majority Squad Type does not impact Ambush.

Now assume the same stack must roll for Straying.

d) Is it considered Lax, following the SSR?

e) Is it considered Normal, following E.4?

A. d.

This is Night, Majority Squad Type is set to Lax by SSR. A Cloaking counter containing a SMC rolls 6,1 for Straying.

f) Does it Stray?

g) Now if the SMC is Uncloaked, does it Stray?

A. Yes to both — Majority Squad Type is always used for Straying purposes — even when moving a single, non-Cloaked unit. Now a Cloaking counter containing a HS and a Leader wants to perform a Search attempt.

h) Is the drm +1 for Lax, following the SSR?

i) What is the drm if both units are Uncloaked?

A. No. In both cases the drm is -1 for Stealthy leader, and 0 (if Normal) or +1 (if Lax) for the HS, netting -1 or 0. Searching drm is per each single Stealthy or Lax unit, not per stack, so Majority Stack Type is irrelevant, just as for Ambush purposes.

j) In a Night scenario where the Majority Squad Type is defined per SSR, is there any situation where the players would use E.4?

A. No. Just as other rules are not used when overridden by SSR. [K33]

**E1.6** See E.4, E1.53 & E1.6

**E1.7 & E9.3** A Parachute above Open Ground can get -2 Haz, +1 Night LV = -1; Yes? A Parachute above Woods (Woods higher than shooter) gets only -2 Haz; Yes?

A. Yes to both. [K33-CWF]

**E1.7 & V5.21** VotG map, night scenario. A unit at ground level fires at a target in a Rubble hex containing black-bar artwork (Partially Collapsed Building). Since the height of the walls in the Rubble hex are at least 1 Level higher than the firer, is the +1 Night LV DRM negated?

A. Yes. [K33]

**E1.7** See A23.6, A24.2 & E1.7

See B.10 & E1.7

**E1.71** May a MG Bore Sight a hex outside the NVR at setup?

A. Yes. [VFTT #8]

**E1.71** Does the special Night Fire Lane have to be Bore Sighted on the hex where the FL ends? (i.e., may a MG bore sight a hex two hexes away when the FL only hits woods/buildings etc. six

hexes away?) Is this the same in a daytime scenario?

A. Yes. (No.) No. [VFTT #8]

**E1.76** What happens at night if your SAN has already been reduced to the printed SAN, and the enemy sniper attacks your sniper with a ‘1’ dr?

A. Nothing. [VFTT 2 Feb 1998]

**E1.76** See A8.31 & E1.76

**E1.77** Is Hand-to-Hand CC allowed at night?

A. Yes, under the usual conditions (e.g., Deluxe, Red Barricades, Japanese, SSR). [VFTT 2 Feb 1998]

**E1.91** E1.91 states “a Gunflash is placed due to an enemy FFE or an attack vs an enemy unit.” But the Chapter E divider states only a “Friendly Gunflash” is required. E.g. a Searching attacker suffers a Search CR so a Gunflash is placed in the Defender’s hex. If the Chapter E divider has precedence then it doesn’t matter and no further clarification is needed. But if rule E1.91 has precedence then the definition of “attack” matters. Is a Search CR an “attack”?

A. Yes; place a Gunflash. [K33-ARE]

**E1.91** 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?

A. 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. [K33-d]

**E1.91** Can a unit otherwise capable of firing a starshell/IR do so at an abandoned enemy AFV by claiming bullet point 2 of E1.91?

A. No; an abandoned AFV is not an enemy unit.

Can it do so to an enemy AFV which is Shocked, Stunned, or stunned?

A. Yes.

Can it do so to an enemy Dug-in AFV or one under a trench?

A. Yes.

Can it do so to an enemy Armored Cupola?

A. Yes. [K33]

**E1.91** See E1.31, E1.91 & G2.3

**E1.92** It is a Night scenario, and no Starshell/IR has been successfully fired in a previous Player Turn. May a unit that attempts (and fails) to fire a Starshell during the enemy MPH try again during the DFPh? Or is the MPH/DFPh considered one Phase for the purposes of attempting Starshell placement?

A. No. Yes [Bruce Probst to Perry Cocke, ASLML 13 Sep 2003]

**E1.92 & E1.93** May a crew possessing an IR-capable MTR make an IR usage dr in the same Phase that it makes a Starshell usage dr?

A. Yes. [As elucidated in *Bring On The Night*, IR attempts are in addition to the one Starshell attempt per hex.] [K33-ML]

**E1.921** When making a starshell usage dr (E1.921) does the player announce what kind of unit (Leader, MMC, etc.) is making the attempt?

A. No.

Does the player specify which hex contains the unit that is making a starshell attempt before making the usage dr?

A. Yes, unless Hidden.

Do these answers depend on whether or not the firing unit is Cloaked/Concealed/HIP?

A. See above for when it might.

A Cloaked/HIP unit loses that status when firing a starshell.

Does “firing” mean a successful usage dr, or does it include an attempted use?

A. Successful. [K33]

**E1.93** Can a mortar fire IR during the opponent’s MPh, similar to a starshell placement? Can it fire IR as Defensive First Fire during the opponent’s MPh? Is the ASOP correct in that it allows firing IR only at the beginning of the PFPh or DFPh, similar to ordnance firing SMOKE?

A. No. No. Yes. [K33]

**E1.93** See C6.5 & E1.93  
See E1.92 & E1.93

**E1.941** A two-level level building (ground and 1<sup>st</sup>) is fully ablaze. The Illuminated zone contains an “obstacle” which is a one-level building (ground) and finally a “target” three-level building (ground, 1<sup>st</sup> and 2<sup>nd</sup>). Can the level 1 obstacle create a “Shadow” (E1.941) which prevents Illumination of level 1 and 2 of the target building?

A. No, only the ground level.

The rule talks only about shadow “hexes”, but not Locations.

Can some Locations in a Hex be illuminated while other Locations in the same Hex are not Illuminated?

A. Yes. [K33]

**E1.94, E1.941 & R4.1** Does a blaze in a cellar illuminate adjacent hexes, such as Level 0 open ground? Or just ADJACENT cellar locations and the Level 0 building level directly above?

A. Illuminates hexes within 2 hexes of itself, plus all levels of its own hex.

If blazes exist in both a cellar and Level 0 of a multi-story building hex, is there a 2 or 4 hex illumination?

A. 4 hexes.

If an orchard is adjacent to a two level building blaze, is a shadow created?

A. Shadows would be created. [K33]

**E1.941** In the diagram, does the blaze illuminate hexes W13, W14 and W15?

A. No. [K33] {This shows the PB map, and Y14 is at level 0 while hexrows X and W are at level 1. SR}



**E1.941** See E1.94, E1.941 & R4.1

**E2** See A12.152, E1.16 & E2

**E2.24** This rule specifies “one application each of 2.21, 2.22, and 2.23.” Must they be implemented in this order?

A. No. [VFTT #8]

**E2.41** If a unit chosen to “receive” the information is concealed, does it lose its concealment if it receives false information by rolling a final 7 with its E2.42 dr and becomes TI within sight of an enemy unit? If so, does it also lose concealment if the interrogation dr is a 1-6?

A. No concealment loss.

What happens if the unit chosen to receive the information is a dummy stack and therefore not “good order” as defined in the rules? Can the attacker nominate it to receive the information in order to avoid being forced to reveal that is a dummy by bypassing it in favor of a more distant good order unit?

A. No. [K33]

**E3.1** Does a LV Hindrance, specifically a “dusk LV” apply in-hex, i.e., vs. an Overrun? If the Defender has an in-hex TEM available?

A. A universal “dusk LV” (its effect is not limited by range) will apply to an Overrun regardless of TEM. [Richie Crowe to Perry Cocks, forwarded to Scott Romanowski 1 Sep 2002]

**E3.1** Barring type specific (night, DLV, etc) hindrance restrictions, requirements and rule exceptions. Does a LV Hindrance as described in E3.1 apply at a range of one hex? Does it apply within the same hex? Does it apply within the same Location?

A. Yes to all. [K33]

**E3.6** See B2.1, D8.23 & E3.6

**E3.62 & E3.731** The Snow and Mud rules add a +1 TEM to HE attacks vs. infantry in OG. The effect of this is that the +1 TEM is added to the To Hit DR of Ordnance firing on the Infantry Target Type instead of to the IFT DR. Is this correct?

A. Yes. [VFTT #10]

**E3.64** See D8.23 & E3.64-.65

**E3.65** See A2.51, D2.5, D8.1, D8.2, E3.65 & E3.724  
See D8.23 & E3.64-.65

**E3.71** See A24. & E3.71  
See B20.7, B21.6, E3.71 & E3.722

**E3.712** See A12.3 & E3.712

**E3.72** See B16.6, B16.8 & E3.72

**E3.722** See B20.7, B21.6, E3.71 & E3.722  
See B20.7, B21.6, E3.722 & G13.42

**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. [K33]

**E3.723** See B27.54, E3.723 & E3.733

**E3.724** See A2.51, D2.5, D8.1, D8.2, E3.65 & E3.724

**E3.73** See A24.6 & E3.73

**E3.731** See E3.62 & E3.731

**E3.733** A squad is at crest level of a Gully, during Deep Snow. It must expend 3½ MF to move INTO the Gully (Gully: 2 MF, 1 Level down: 1 MF, Deep Snow: ½ MF). Correct?

A. No, the Snow and Deep Snow penalties are assessed per hexside crossed. [K33-d]

**E3.733 & E4.3** In deep snow, is the movement cost for a woods path 1 MF for Infantry? Do skis improve this?

A. Yes. No. [VFTT #13]

**E3.733 & E3.9** The squad in 3D9 below wants to bypass the Woods in 3C9. Deep Snow is in effect. What is the total additional MF cost attributable to the Deep Snow if it bypasses the Woods in 3C9 only as necessary to enter 3B9?, 3B8?, 3C8?

A. ½ MF, 1 MF, and 1½ MF, respectively. [K33]



**E3.733** See B27.54, E3.723 & E3.733

**E3.74 & E3.8** Does that make Extreme Winter rules for breakdown not applicable if such a weapon fires fully inside a building? Extreme Winter would then apply if a shot from a building fires at something outside the building?

A. Being in a building does not negate Extreme Winter breakdown. [K33]

**E3.741** For purposes of E3.741 is a radio considered a weapon? For any other purposes, are SW considered weapons?

A. Yes. Usually. [K33]

**E3.741** When a Finnish unit is using a Finnish-colored, Russian-made MG in Extreme Winter, does rule E3.741 apply to that MG?

A. No. [K33]

**E3.75** See ASOP & E3.75

**E3.8** See E3.74 & E3.8

**E3.9** See E3.733 & E3.9

**E4.21** In rule E4.21, fourth sentence — should “it began” be changed to “that unit begins”?

A. The “it” in “it began” refers to the new owner.

If a ski-capable squad uses a ski counter, then unpossess that ski counter, then a SMC who is ski-capable Recovers that ski counter—does the SMC Recover the entire ski counter?

A. Yes.

A ski-capable SMC uses a ski counter and then Transfers that ski counter to a ski-capable squad. Does the squad all have skis so they may now be Skiers (E4.2)?

A. Yes.

A non-ski capable Personnel Recovers a ski counter during the MPh by expending 1 MF. Is the “ski-use dr” considered part of the 1 MF expended during the Recovery?

A. The use dr is not associated with a MF expenditure; it comes after.

If a non-ski capable Personnel conducts a ski-use dr and the ski-use dr is a “1”, does this qualify that unit as being ski capable for the duration of the scenario or that this unit may use only this ski counter for the duration of the scenario?

A. Neither.

If a non-ski capable Personnel conducts a ski-use dr and this unit made a ski-use dr of “1”, must this unit conduct a ski-use dr every time it Recovers a ski counter? What if it Recovers the same ski counter?

A. Yes to both.

If a non-ski capable Personnel conducts a ski-use dr and this unit

made a ski-use dr of “2-6”, may that unit conduct another ski-use dr if it Recovers another ski counter or is that unit prohibited from conducting any further ski-use dr for the remainder of the scenario?

A. It may attempt another ski-use dr. [K33]

**E4.3** See E3.723 & E4.3  
See E3.733 & E4.3

**E4.31** Is going down from 0 lvl INTO a gully considered crossing a Crest Line – thus giving a skiing unit a 2 MF bonus?

A. No. [K33-ARE]

**E5.123 & W10.24** Are Passengers in a boat which are also in the Cloaking Box and in an Illuminated Location which is the target hex of a Searchlight treated as being Cloaked for rule W10.24?

A. No. [K33]

**E5.2** E5.2 says inter alia “All empty boats can be carried overland by Infantry using the Manhandling system (C10.3)” C10.3 says inter alia “A Gun cannot be pushed using Bypass, nor can it be hooked up to or unhooked from a vehicle in Bypass.” E5.2 goes on to say “A Large Raft may not be Manhandled into/out of a building [EXC: Factory Stairwell Location; B23.742] or around it via Infantry Bypass.”. Does this mean that a small raft may be manhandled into bypass?

A. Yes. (Look for errata on this shortly.) [See errata from *ASL Journal 11*] [See item under Chapter E errata on page 173. SR] If yes, what happens when a unit manhandles a small raft into bypass and then fails to move it further? Is the unit transported into the obstacle at the end of its movement phase along with the small raft?

A. Yes. [K33]

**E6.1** See B23.424, E6.1 & H1.24

**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. [K33]

**E6.2** See A4.5, A13.36, E6.2 & E6.5  
See A4.7, E6.2 & E6.5

**E6.4 & E6.41** Do swimmers remain as unarmed units after they exit the water obstacle into a land hex?

A. Yes, absent a Raft (E6.41). [K33]

**E6.41** See E6.4 & E6.41

**E6.5** 1) Swimming cavalry (E6.5) presumably still suffer the -2 cavalry vulnerability DRM, correct?

A. Yes.

2) Swimming cavalry have their horses eliminated but the Rider passes the Bail Out MC. Presumably they instantly become normal MMC swimmers (and thus become unarmed), correct?

A. No, they would be immediately eliminated per 6.1 (and thus would not take a MC). [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

**E6.5** See A4.5, A13.36, E6.2 & E6.5  
See A4.7, E6.2 & E6.5  
See E6.2 & E6.5

**E7** Is there a definition of “Ground Unit” or “Ground Target”? Is “Ground Unit” simply any non-aerial unit?

A. Not really. Essentially. [Sam Belcher to Perry Cocke, ASLML 25 Feb 2003] {Re-worded. SR}

**E7.25** An airplane passed a Sighting TC versus a Concealed Target (infantry or an AFV), does Case K (C6.2) apply to the TH DR?

A. Yes, unless the target is moving in open ground.

Is a concealed unit moving in open ground considered “entirely concealed” for purposes of the Sighting TC?

A. Not concealed for purposes of Sighting TC either. [K33]

**E7.25, E7.32, E7.41, E7.5 & E7.62** E7.32 Mistaken Attack: says “...attack...the Defender’s non-hidden onboard ground unit that is closest...to the aircraft’s initial target and not in a completely Blind Hex...” Does this refer to E7.25: “...an aircraft counter is theoretically able to see...any non-hidden unit that is not completely surrounded by LOS obstacles at least one level higher than its own Location”?

A. Yes, that is what “not in a completely Blind Hex” refers to. Or does it mean the same as for Observation Planes: E7.62: Mistaken Attack: “...and in the Observation Plane’s LOS”?

A. No.

E7.41 appears to contradict itself. It says: “No To Hit DR is necessary except vs an armored target, in which case a hit must be secured (with a separate DR...” It also says: “...an aircraft’s MG may attack other unarmored targets in the same hex as the AFV – using the Original To Hit DR vs the AFV as the IFT Effects DR vs any unarmored targets...”

A. Two DR are needed vs a vehicle: a TH DR and a TK DR. The TH DR serves as the IFT DR vs unarmored units. There is no conflict in the rule, and the article in *J3* (although not worded as elegantly as it might be) confirms this.

If a non-Motion vehicle that hasn’t yet moved in the MPH wishes to AA fire – does it have the choice to fire with or without the BFF halving penalty, its choice affecting whether or not it can move later in that MPH? Does it fire without the BFF halving penalty and retain the right to move later in the MPH regardless?

A. No. No, it fires without the BFF penalty and is marked Prep Fired (E7.5) – and then cannot move. [K33]

**E7.3** See B23.8 & E7.3

**E7.32** Can a Landing Craft be the target of a Mistaken Attack?

A. Not during Seaborne Assault/Evacuation; G14.34. [Sam Belcher to Perry Cocke, ASLML 25 Feb 2003]

**E7.32** See E7.25, E7.32, E7.41, E7.5 & E7.62

**E7.4 & E7.403** Is the first MG attack of a Stuka Point Attack halved for Dash? Is the second MG attack at full firepower since the unit is automatically pinned after the first MG attack? Do FFMO/FFNAM modifiers apply to the second MG attack?

A. Yes. Yes. No. [VFTT 27 Feb 1999] {Edited for v2}

**E7.4** An aircraft attacks a Location that contains both moving and non-moving units, including moving and non-moving leaders. All units are affected (either by MGs or by a bomb hit). Does the attack against all units make all of them a single stack and so non-moving leaders may help moving units and/or vice versa?

A. No

Or is the attack treated as vs. two separate stacks, i.e. non-moving leaders may affect only non-moving units and moving leaders moving units?

A. Yes.

Is the answer the same if the attack results in a LLTC/LLMC?

A. Yes. [K33]

**E7.4** See A8.2 & E7.4

**E7.401** When an Aircraft making a strafing run moves to the next hex along the pre-designated hex grain and makes another DR on a new target four hexes distant, must this new target hex be along the same hex grain as the moving Aircraft?

A. Yes. [VFTT 18 Sep 1998]

**E7.401** 1) A Fighter bomber may not make a Sighting TC against a Location devoid of enemy units. However, may a FB leave Residual FP in other empty hexes along its strafing run after making a successful Sighting TC against an enemy unit?

A. Yes.

2) If yes to 1), then for Residual FP placement, is the FB’s FP halved (as per normal residual placement) or quartered (halved for area fire against an empty hex then halved again for Residual)?

A. Quartered. [Johnathan Cole to Perry Cocke, forwarded to Scott Romanowski 4 Feb 2002]

**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. [K33]

**E7.403** Is becoming pinned in this manner considered a concealment loss activity?

A. No. [VFTT #8]

**E7.403** Does becoming pinned in this manner cause HIP units to reveal and lose concealment?

A. No. [Perry Cocke to Peter Manger, ASLML, 15 Aug 2000]

**E7.403** Per E7.403 a Stuka that attacks with its MGs in the first hex of a point attack clearly Pins its target. If the Stuka declines to attack (or perhaps is unable due to malfunctioned MGs) in the first hex of a point attack, is that target Pinned?

A. No.

If not, after declining in the first hex does a MG attack in the second hex of a point attack Pin the target? If not, after declining the MG attack in both the first and second hexes, does the bomb attack Pin the target if it scores a hit? If the bomb does not hit?

A. No to both. [K33]

**E7.403** The Stuka conducted its first MG attack vs two concealed units (only one which is moving), and the DR was a 9 (5.4). Rule E7.403 states my units which were attack by the Stuka in the hex become pinned. Does the MG attack both of my units or just the one who moved? Does a Concealed unit which becomes pinned due to the first MG attack during a Point Attack from a Stuka lose its Concealment automatically or only if an enemy ground unit has a LOS to the just attacked unit? If the answer to Q2 is the unit retains its Concealment because no enemy

ground unit has a LOS to it, is the unit considered Concealed or unconcealed for the second MG Point Attack (and any Bomb attack)?

A. Both. The automatic Stuka pinning does not cause Concealment loss. A PTC result or better on the attack would cause Concealment loss if in LOS of enemy ground unit. The status does not change from the first attack to the second. (If in open ground, the target might be treated as unconcealed.) [K33]

**E7.403** See E7.4 & E7.403

**E7.41** See A7.4 & E7.41  
See E7.25, E7.32, E7.41, E7.5 & E7.62

**E7.42 & E7.421** The Journal 3 article “Strafer Jones” seems to say that bombs use the Direct Hit/Near Miss mechanism (DR ≤ half Basic TH# means Direct Hit and full FP; otherwise DR ≤ TH# means Near Miss and half FP) for both Infantry and Vehicle target type. However, E7.421 seems to say that this mechanism is used only against Vehicle target type, and an Infantry attack would follow E7.42 and result in either full FP of the bomb or a miss. Is the article in error on this point?

A. Yes, the article is in error in indicating that the Direct Hit/Near Miss procedure applies to unarmored units. [Perry Cocke to ASLML 20 Apr 2002]

**E7.42 & E7.421** There is a concealed squad and an unconcealed squad in a building hex (or any other situation where the it would be possible to hit some targets and miss others in a building hex). A plane makes a Bomb attack using the ITT. You make one TH DR. How do you determine what is affected? Is it (1) Only the units hit are affected, as per the E7.421 EX, or (2) All units are affected if any are hit, as per the second sentence of E7.42 (“If attacking a building hex, the effect is resolved against all targets in LOS in the building hex with the same IFT Effects DR as a single attack vs that hex.”, note the “all targets”), or

(3) If any are missed, none are attacked, as per the last sentence of E7.42 (“A bomb To Hit attempt that results in a miss is not resolved vs any target.”, it doesn’t say “hits no targets”, just an attempt has to result in a miss. Missing one and hitting another is an attempt that resulted in a miss, as well as an attempt that resulted in a hit.)

A. (1) is correct. [Scott Romanowski to Perry Cocke, 30 Jul 2002]

**E7.421** See E7.42 & E7.421

**E7.43** See D5.311 & E7.43

**E7.5** A crew moves in the MPh into the location of an unpossessed AA gun (with IFE) and successfully recovers it. Later that same MPh, an enemy aircraft passes its sighting TC and makes a ground attack. E7.5 says AA Fire is possible if the weapon has not exhausted its fire capability for that Player turn. Can the crew fire the AA gun during the same MPh that it is recovered? If so, are there modifications to the FP and/or ROF?

A. It can fire in the MPh under the restrictions and penalties of AFPh, e.g., half FP, no ROF. [K33]

**E7.5** See A12. & E7.5  
See A12.3 & E7.5

See D3.51 & E7.5

See E7.25, E7.32, E7.41, E7.5 & E7.62

**E7.51 & E7.511** Per E7.51, “A MG loses its multiple ROF capability when it fires at an Aerial target and is subject to Covering, but no leader DRM may apply.” Does this apply to MG caliber (MA) Guns that are on five-eighths-inch counters such as the American M51 MG Carriage or the American M16 MGMC Halftrack? Can an armor leader modify the IFE DRM of such a vehicle-mounted MA MG when used for light AA?

A. If they are listed as MG then yes—but since those two specific units (M51, M16) have an MA in caliber-size and have IFE they will use the IFE portion of E7.51. No; E7.511. [K33]

**E7.511** See E7.51 & E7.511

**E7.61** Do aerial observers need to take further sighting TC when they want to correct their OBA away from the original unit/hex (E7.61)?

A. A new STC would be made if a new Battery Access is needed before correcting the OBA, or if the new OBA target unit is different from the original OBA target unit...or if the new OBA target hex is different from the original OBA target hex.

Are there any extra DRM to the sighting TC in regards to how far the SR/FFE is corrected? I.e. are there any beneficial DRM for only correcting the SR/FFE 3 hexes as opposed to correcting the SR more than 12 hexes (for example).

A. There are no STC DRM (either plus or minus) based on the distance of the OBA correction.

Do aerial observers have any beneficial DRM when attempting a sighting TC in/adjacent to a pre-reg hex?

A. There is no STC DRM for sighting in/adjacent-to a Pre-Reg. Hex.

Are concealed units in non concealment terrain given the sighting TC -2 DRM for unconcealed units because they are considered “known” to the observer (C1.6; E7.61)?

A. The -2 STC DRM for “not fully concealed” does not apply since the “Concealed units in non-Concealment Terrain” is only for strictly OBA consideration purposes...not STC purposes. [K33]

**E7.61** Old Q &A: “E7.61 Do aerial observers have any beneficial DRM when attempting a sighting TC in/adjacent to a pre-reg hex? A. There is no STC DRM for sighting in/adjacent-to a Pre-Reg. Hex.” Does this mean that no STC at all apply (e.g., there is no +3 DRM for the target being inside a building etc.) or does it just mean that the fact that the STC is taking place in/adjacent to the pre-registered hex makes no difference to the STC which otherwise apply?

A. The latter. [K33]

**E7.62** In relation to the same subject I have a further question about observation planes and mistaken attack E7.62. When this occurs does the opposing player place an AR on the nearest enemy unit closest in hexes to the original target of the STC, and then roll for accuracy for the mistaken attack FFE? If the initial FFE is not accurately placed is it possible for it to drift back to the units owned by the player directing the mistaken attack and attack them? For example; say the German in RB is using an observation plane and a mistaken attack opportunity arises. Does the Russian then place an AR on the nearest German units and roll for accuracy for the mistaken attack FFE? If the FFE is not



accurate can it drift back to the Russians own units and attack those?

A. Yes. [K33]

**E7.62** See E7.25, E7.32, E7.41, E7.5 & E7.62

**E8.22** See B9.5, E8.22 & E8.23

**E8.23** See B9.5, E8.22 & E8.23

**E8.3, E8.41 & U.S. Vehicle Note 51 LVT4** Once a glider has landed, in the DFPh and later it is treated as a truck with cs 7 for personnel when eliminated. If the eliminated glider has guns and/or vehicles as passengers, it is a little less clear what happens. If the glider is damaged then E8.41 is used, but there seems to be no corresponding rules for eliminated gliders. What happens to a passenger Gun when a glider is eliminated? What happens to a passenger unarmored vehicle when a glider is eliminated? What happens to a passenger armored vehicle when a glider is eliminated? If any of the above answers have surviving passengers, how are the passengers attacked after the glider is eliminated?

A. Follow the SURVIVAL procedure in U.S. Vehicle Note 51 (the LVT4). [K33]

**E8.41** See E8.3, E8.41 & U.S. Vehicle Note 51 LVT4

**E9.3** See E1.7 & E9.3

**E9.41** May a paratroop unit that lands off board gain concealment?

A. Yes. [VFTT 2 Feb 1998]

**E9.42** Is the intent to the third sentence apply to *all* parachute counters (i.e., both 1/2" and 5/8")?

A. Yes. "One" refers to all parachutes. [K33]

**E10.2** It seems as if all that is required of an Ammo Vehicle to benefit a Gun with a circled B# is to be in an accessible location. Is this benefit accrued to the Gun if either or both (if the Gun in question is a vehicular mounted one) are In-Motion/Moving/-Non-Stopped?

A. No. [K33]

**E10.4** An Ammo Vehicle is eliminated, but does not become a Burning Wreck (and thus does not explode per E10.5). Is the Ammo Supply counter simply removed? Or is it left on the wreck to signify the possibility of it exploding per E10.5?

A. Yes. No. [K33-ML]

**E10.5** If an Ammo Vehicle is in a Location that has a Blaze counter placed in it, and it cannot leave that Location per B25.4, does it explode?

A. No. [K33-ML]

**E10.6** This rule does not specify how an Ammo Dump is turned into a "Burning Wreck" per E10.5. Is it correct to assume that it's treated as an unarmored vehicle target and that Location TEM will apply vs. any attacks against it? If a Blaze counter is placed in the Location will the Ammo Dump explode as if it had become a "Burning Wreck"?

A. Yes. No. [K33-ML]

**E11.53** Since a single leader's MF bonus can apply to an entire "multi-hex stack" as per E11.52, can his leadership modifier also apply to the resolution of the initial attack (vs. the multi-hex

stack) that causes the column's disbandment? Or does "instantly" in this rule mean as soon as the initial attack is announced but before its effects are resolved?

A. No, Leadership DRM may only be applied in the actual Location the leader is in. No, the column disbands instantly after the resolution of all DFF attacks based on that MF expenditure. [VFTT #8]

**E11.535** See D2.4, D2.401, D12.1 & E11.535

**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). [K33]

## • Chapter E Divider

**Chapter E Divider** See E1.411 & Chapter E Divider

## Chapter F

**F.1C** Does this rule mean that a broken unit can rout TOWARD a known enemy unit if it is over 6 hexes away? Does interdiction still apply to a routing unit over 6 hexes away from an interdicator?

A. No. Yes. [VFTT #10]

**F3.31 & F11.73** Query regarding the number of MP that a halftrack needs to expend in order to negate the risk of immobilization in a Location that is accessible to hammada when heavy dust is in effect. How many MP does the halftrack need to expend to be deemed to have spent twice the total MP necessary to enter the hex?

A. 4 MP. [K33]

**F4.51** See A6.7, B18.2 & F4.51

**F5.42** An AFV with a printed MP of 14, which has already expended 10 mps, then attempts to move into crest status in a wadi. If the AFV fails its ESB attempt for 1 extra mp, is it nevertheless successfully in hull down crest status, though immobilized? If not, where is it?

A. Because the Stop MP is a requirement of this move, it is combined with the 4 MP to enter crest status. Thus, ESB would have to be declared before attempting the move and if failed would result in the AFV being IN the Wadi. [K33-ML]

**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?

A. 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. [K33-d]

**F6.** See B14.2, F6. & P2.

**F6.5 & F6.51** The first section seems to be saying that HD status is possible while F6.51 seems to be saying that AFVs cannot be HD on the hillock. Can AFVs be HD on hillock Locations?

A. An AFV behind a hillock may be HD. An AFV on a hillock hex may not make a HD Maneuver Attempt. [VFTT #10]

**F6.51** See F6.5 & F6.51

**F8.51** See C5.5, D4.3 & F8.51

**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. [K33]

**F11.611** This rule says that "...each TH (and non-ordnance IFT) DR [EXC: OBA; DC; FT; Fire Lane; Specific Collateral Attack] receives a +2 Sun-Blindness DLV Hindrance DRM..." This implies that, although otherwise treated as a DLV Hindrance, it only affects the DR specified above. Yet, in the fourth bullet point, the rule refers to "(Offboard-) Observer", which do not make TH or IFT DR. Does the Sun Blindness DRM also modify OBA Accuracy dr, like a normal LV Hindrance, or does it only modify the specific DR cited in the first sentence?

A. Yes. No. [K33-ML]

**F11.7** See C3.7 & F11.7

**F11.71 & F11.74** Is light dust automatically in effect if vehicle dust is in effect?

A. No. [VFTT 2 Feb 1998]

**F11.71** See A7.7, A10.62, F11.71 & F11.72

**F11.72** See A7.7, A10.62, F11.71 & F11.72

**F11.73** See F3.31 & F11.73

**F11.74** See F11.71 & F11.74

**F13.1** If a SSR specifies that Broken terrain exists on a Desert Board all hammada hexes become crag hexes that are also Half-Level Obstacles surrounded by Broken Ground. If this occurs on board 25, which includes both hammada and crag hexes, does this mean there are two types of crag in such a scenario, regular and transformed, or are all crag hexes treated as above?

A. Yes. No. [Bruce Probst to Perry Cocke, ASLML 12 Feb 2003]

**F13.1** If a board with printed Crag (i.e., not Hammada-turned-Crag) is specified as having Broken Terrain, do the non-Depression Open Ground hexes accessible to those "pre-existing" Crag become Broken Ground hexes?

A. No.

**F13.1** See F9.2 & F13.1

## Chapter G

**G.1** See A2.76, B20.41 & G.1  
See B4., B5. & G.1

**G.2** See A10.533, G.2 & G.4  
See A12.33 & G.2

**G.4** If the DEFENDER chooses to attack using TPBF and/or reaction fire with  $\geq$  one of his otherwise allowed stealthy HIP units in jungle/kunai/bamboo, may he choose to not attack with some of his remaining stealthy HIP DEFENDER units in that same Location in order to keep some of them HIP until the CCPh?

A. Yes. [VFTT #10]

**G.4** Does G.4 apply in the Rout Phase?

A. No.

Q. (1) May a hidden Stealthy Infantry DEFENDER remain hidden if an ATTACKER (either broken or a Good Order leader routing with a broken unit) routs into/through the HIP DEFENDER'S Location?

(2) May a HIP Stealthy Infantry ATTACKER (As per index definition) remain hidden if a DEFENDER (as per index definition, either broken or a Good Order leader routing with a broken unit) routs into/through the HIP ATTACKER's Location?

A. No to both. [Jonathan Cole to Perry Cocke, 10 July 2005]

**G.4 & G1.425** G.4 on concealment loss in PTO terrain. Based on this a T-H Hero never has to give up HIP status voluntarily until the CCPh. Yes or No?

A. Essentially.

If Yes, then G1.425 3<sup>rd</sup> sentence is not correct as it can never be held in Melee.

A. Wrong. If, for instance, enemy Infantry advance in on a THH, the THH is revealed, but does not attack its designated target, and if neither side is killed off in CC, Melee occurs.

Non-PTO terrain where G.4 does not apply? yes or no

A. Where G.4 does not apply, the THH will be revealed before the CCPh, but the rest is unaffected, assuming I am understanding your question. [K33]

**G.4** See A8.312, A12.151 & G.4  
See A10.533, G.2 & G.4

**G1.1** See A20.22 & G1.1

**G1.12-.13** See D6.23 & G1.12-.13

**G1.13** See A10.41, G1.13 & G1.132

**G1.132** See A10.41, G1.13 & G1.132

**G1.41** See A25.221 & G1.41

**G1.421 & G1.424** Does D-C Hero creations count against the total number of allowed T-H Hero creations allowed? Is the percentage of Heroes created applied separately for each type of Hero?

A. Yes. No. [K33]

**G1.421** See A11.31 & G1.421

**G1.423** See A8.31, A11. & G1.423

**G1.424 & G1.5** A Japanese Squad has spent 4 MF in a Banzai charge during MPh. Can this MMC attempt to create a DC Hero? If yes to Q1 how many MF does the DC hero have at this point? Must it charge the same target as its parent MMC?

A. Yes. 4 MF. No. The parent MMC conducting a Banzai Charge does not have a "target". [K33]

**G1.424** See A4.43 & G1.424  
See A7.81 & G1.424  
See G1.421 & G1.424

**G1.425** See G.4 & G1.425

**G1.5** See A25.23 & G1.5  
See G1.424 & G1.5

**G1.612** May a Japanese infantry unit, other than a DC hero, which possesses a DC and is in CC with enemy units detonate that DC in its own Location during the CCPh instead of making a CC attack?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**G1.612** Taking the wording of this rule verbatim ... if a Japanese unit places a DC in the normal manner in its own hex, the DC will only attack enemy/Melee units, terrain and fortifications. No mention is made of this DC attack affecting the placing Japanese unit in any way. Does this DC attack affect the placing Japanese unit?

A. No. [K33]

**G1.612** See A15.431, A23.6, A23.61 & G1.612

**G1.6121** See A4.132, A6.12, B3.43 & G1.6121  
See A23.7 & G1.6121

**G1.63** See A12.152 & G1.63

**G1.631 & HC3 (“Samurai Sunset”)** 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.) [K33]

**G1.65** When a Step-Reduced squad is exchanged for a HS, is this considered the equivalent of Casualty Reducing a Full-Strength squad to a HS for Casualty VP purposes?

A. Yes. [VFTT #9]

**G1.661** May HIP be purchased for Japanese AFV setting up beneath Trench counters? May BMGs be freely removed as per O11.6194 from such AFV?

A. No, those are CG rules only. [Kiri Naiman to Avalon Hill, 1990-1993]

**G2.** A Japanese light mortar (“knee mortar”) fires HE at a dense jungle hex at a range of 2 hexes. Chapter H indicates “Air Bursts are NA” at this range. Could you indicate whether we are treating this correctly:

A critical hit is achieved. Should we apply the inverted -2 Direct Fire TEM to the resulting IFT roll?

A. Yes.

Can it fire using the spotter rules at a range of 2 hexes if the target hex is otherwise out of the firing unit’s LOS?

A. Yes.

Do all indirect fire rules/capabilities other than Air Bursts apply to HE shots at range 1 or 2?

A. Yes. [K33]

**G2.** See C5.1, D8.2 & G2.

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

**G2.22** In scenarios with mixed jungle types (*Nphum Ga* or *Edson’s Ridge*), is a unit in a dense jungle hex subject to straying if at least one adjacent hex is light jungle assuming the rest of the adjacent hexes are dense jungle?

A. It would be in an interior Jungle hex and subject to straying. [K33-ARE]

**G2.22** See B36. & G2.22  
See D5.341, E1.53 & G2.22

**G2.3** See E1.31, E1.91 & G2.3

**G3.** When Dense Jungle is in play, should one ignore completely a small amount of Brush (Bamboo) in an otherwise Woods (Dense Jungle) hex?

When Light Jungle is in play, should one ignore a small amount of Brush (Bamboo) in an otherwise Woods (Light Jungle) hex? If not, should it be considered “non-inherent Bamboo” along the depiction (blocking Bypass and LOS along the hexside and so on)? If not, what is the correct treatment?

A. In both cases, treat it as jungle in the jungle hex. [K33]

**G3.** See B10.1 & G3.

**G3.1 & G7.1** When PTO Terrain is in effect, would a Bamboo hex transform an adjacent Marsh hex into a Swamp hex when that Marsh hex is not adjacent to any Jungle hexes?

A. Bamboo does not transform Marsh into Swamp. [K33]

**G3.2** See A12.15 & G3.2

**G3.3** See B13.3 & G3.3

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

**G5.5** Does a broken unit have to take a Collapsed Hut PTC? Would failure of the PTC cause a Pin counter to be placed on the broken unit? When would the Pin counter be removed from the broken unit?

A. Yes. Yes. At the end of the CCPh. [VFTT #13]

**G5.5** G5.5 says “...any KIA caused by a DC or HE attack...vs. a non-Collapsed hut Location...causes it to Collapse after fully resolving that attack...” Does “any KIA” mean

- 1) a KIA on the Original IFT DR, prior to any DRM (similar to Rubble creation) or
- 2) a KIA on the Final IFT DR, after any DRM for TEM/Hindrance/Leadership, etc or
- 3) Both of the above

A. 2) a KIA on the Final IFT DR, after any DRM for TEM/Hindrance/Leadership etc. [K33-ML]

**G5.6** In line 4 there is a square opening bracket “[“ after “HE attack” for the EXC but no square closing bracket “]”.

A. The correct reading is: “[EXC: AP HE Equivalency; a Collateral/Residual-FP attack]”. [Jonathan Cole to Perry Cocke, 9 May 2004] {Edited. SR}

**G7.1** See G3.1 & G7.1

**G9.11** Must each of a Panji counter’s covered hexsides contain concealment terrain for the Panji counter to be considered in concealment terrain, or is it sufficient for the Panji Location to contain concealment terrain?

A. All that's necessary is for the Panji Location to contain concealment terrain. [Kiri Naiman to Avalon Hill, 1990-1993]

**G9.13** Are there any restrictions concerning which nationalities may purchase Panji counters?

A. No, as long as the scenario uses PTO Terrain (G9.1). [Kiri Naiman to Avalon Hill, 1990-1993]

**G9.4** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

**G9.41 & G9.56** Are Prisoners subject to Panji MC?

A. Yes, except as mentioned in G9.43. [Kiri Naiman to Avalon Hill, 1990-1993]

**G9.422** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

**G9.46** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

**G9.53** See A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46 & G9.53

**G9.56** See G9.41 & G9.56

**G9.71** Does the last sentence of G9.71 apply to all kind of Clearance attempts (i.e., are all kind of Clearance attempts illegal while above a panji counter)?

A. Yes. [VFTT #9]

**G11.5-51** Based on the "Continuous Slope" rule as it applies to caves, can a 0 level cave have LOS into a -1 level gully hex at a range of two hexes? EXAMPLE - A cave in Kakazu Ridge Map hex J11 (covered arc towards J10) firing to J9.

A. No; see the G11.5 EX where Cave A has no LOS INTO depression hex DD2. Continuous Slope rules are NA to Gullies. [Mark Calhoun to Perry Cocke, ASLML 30 Aug 2002]

**G11.5-51** If a cave entrance hex has a cliff on the other side, does that cliff create blind hexes? For example if a cave is in 25CC5 facing 25DD4, is there a LOS from that cave to 25EE4 level one? To 25FF3? If the cliff were two levels tall, would there be a LOS to 25EE4 level zero?

A. The cliff does create blind hexes. No to all the examples. [K33]

**G11.5-51** A cave exists in hex 25BB5. Its covered arc faces BB4.

Does a LOS exist from the BB5 cave to hex BB2 along a continuous slope, with a hindrance DRM of +1.

Does a LOS exist from BB5 cave to hex CC1. If yes, does the craig hindrance apply?

Does a LOS exist from the BB5 cave to hex BB1. If yes, does the craig hindrance apply?

Does a LOS exist from the BB5 cave to hex 36D1. If yes, does the craig hindrance apply?

Does a LOS exist from the BB5 cave to hex 36E2. If yes, does the craig hindrance apply?

Does a LOS exist from the BB5 cave to hex 36E4. If yes, does the craig hindrance apply?



A. All the LOS are good (assuming no Jungle on board 36). The craig hindrance applies only to LOS to BB2 (Continuous Slope) and to E4 (same level as cave). [K33]

**G11.51** See G11.5-.51

**G11.83** 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?

A. No; G11.83 line 4 at the end of the EXC add "(but it may not use Spotted Fire; C9.3)". [Perry Cocke to ASLML, 9 Nov 2003]

**G11.85** See C3.74 & G11.85

**G11.86 & G17.4** Does the +6 TEM of the cave for Napalm attacks using the ATT affect the IFT DR? Is the result a flat 12 FP or a 12 FP +6 TEM?

A. 12 +6 TEM. [K33]

**G12.112** When a LC crew takes counter form as a vehicle crew that is Inexperienced Personnel, are they considered Green or Conscript as per their nationality's other Infantry types?

A. Yes. [VFTT #8]

**G12.112 & G14.232** May a LC crew voluntarily abandon its LC if immobilized after it has been Recalled in this manner?

A. No. [VFTT #8]

**G12.2** See D2.18, D16.21 & G12.2

**G12.401** If a LC is beached across a hexside in its VCA, may unloading passengers chose the LC's hex to unload into, rather than across the beached hexside?

A. No. [VFTT #8]

**G12.42** See D6.5 & G12.42

**G12.61** Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached unarmored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes.

... e.g.: A 12 FP small arms attack against an Unarmored LC is resolved on the \* Vehicle Kill line of the 6 FP column. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP. [VFTT #9]

**G12.61** Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached armored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes, but note that (ordinarily) only the Inherent crew is vulnerable and receives a +2 DRM.

... e.g.: A 12 FP small arms attack against an Armored LC has no effect vs. the LC itself but always results in a collateral attack vs. vulnerable PRC. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP vs. crew only. [VFTT #9]

**G13.4** See C1.32 & G13.4

**G13.42** See B20.7, B21.6, E3.722 & G13.42

**G13.421** Do infantry get subjected to a -2 Hazardous Movement DRM for Wading in shallow ocean hexes?

A. No. [VFTT 2 Feb 1998]

**G13.421** Is HE FP halved versus a wading vehicle when using the vehicle target type? Is HE FP halved versus a wading vehicle when using the area target type? Is HE FP halved versus a wading vehicle when using OBA?

A. No to all. [K33]

**G13.441** If a Swamping DR of 12 is rolled in the APh, will the Watercraft automatically swamp or will it swamp only after a subsequent dr of 1 (1 hex Drift move during APh)?

A. Only after a subsequent dr of 1. [Tactiques #6]

**G13.622** Assume a map with only level 0 OG hinterland hexes and beach/ocean hexes. Assume a low sea wall separates all hinterland and beach hexes.

Does the low sea wall block LOS from a hinterland unit to a beach/Ocean hex where the hinterland unit is entrenched and is adjacent to a beach hex?

Does the low sea wall block LOS from a hinterland unit to a beach/Ocean hex where the hinterland unit is not entrenched and is adjacent to a beach hex?

Does the low sea wall block LOS from an hinterland unit to a beach/Ocean hex where the hinterland unit is entrenched and is not adjacent to a beach hex?

Does the low sea wall block LOS from an hinterland unit to a beach/Ocean hex where the hinterland unit is not entrenched and is not adjacent to a beach hex?

A. No to all; the entrenchment status of the unit in the Hinterland hex is not a factor. [K33]

**G14.232** See D5.34-.341 & G14.232  
See G12.112 & G14.232

**G14.234 & S3.323** If I fire on the hex the LC is unloading into and leave 4 residual firepower or greater, do the remaining enemy S? continue to exit into that hex so as to unload as soon as possible as they are required to do (G14.234) or do they stay on the LC since they are prohibited to enter the residual (S3.323)?  
A. Get off the boat! Consider G14.234 to be a higher-numbered rule. [K33]

**G14.261** The last sentence of G14.261 states "While its SAN is thusly increased, the Assaulting side's Sniper counter is not an eligible target for the enemy sniper." Since the sentence is part of a DYO section, I ask does that sentence apply to only DYO scenarios?

A. Correct. [K33]

**G14.51** Do tetrahedrons in shallow ocean lose HIP as soon as an enemy unit within 16 hexes gains LOS to them?

A. Yes, provided it is a Good Order ground unit (including Passengers of a LC). [VFTT 2 Feb 1998]

**G14.63 & G14.68** Is a NOBA extra chit draw as per G14.68 conducted with a Draw Pile of 5 black chits or 4 black chits?  
A. 5. [K33]

**G14.65 & G14.67** When a NOBA module fires a WP FFE, is a WP counter placed in all nine hexes of the NOBA blast area? If it is placed in all nine hexes, is the counter that is placed in the 'extra' two hexes of the NOBA blast area the same strength/type of counter that is placed in the other seven hexes of the blast area?

A. Yes. Yes. [VFTT #10]

**G14.67** See G14.65 & G14.67

**G14.68** See G14.63 & G14.68

**G15.21** See B27.56 & G15.21

**G16.4** See A15.4, G16.4, G18.62 & J2.31

**G17.11** May two good order USMC 3-4-8 HS recombine into a 7-6-8 without the presence of a leader?

A. No. [VFTT 2 Feb 1998]

**G17.4** See G11.86 & G17.4

**G17.41** See B30.113 & G17.41

**G18.6** Does a Chinese Leader who voluntarily goes Berserk via the Dare Death method also force other non-Dare-Death units in his location to take a Berserk TC?

A. No. [VFTT 27 Feb 1999]

**G18.6** "The berserk MMC must then charge that enemy unit (now considered its Designated Target) and attempt to enter its Location." Does this mean that the now berserk dare death squad ignores the normal rules for a berserk charge? For instance, if during movement towards its target it has an LOS to a nearer enemy unit will it charge that unit instead of its original target?

A. It has a Designated Target, which is not influenced by other enemy units. [K33]

**G18.62** May a Dare-Death squad elect to engage on regular CC (i.e., not HtH) when it is the only squad of its side in a Close Combat?

A. No. [K33]

**G18.62** See A15.4, G16.4, G18.62 & J2.31

## Chapter H

### • Rules

**H1.2** In DYO scenarios, can other otherwise purchasable infantry be substituted for the inherent infantry specified for a vehicle (e.g., D6.82, U.S. Vehicle Note 30) by paying/receiving the difference in BPV for each unit substituted? If so, is this substitution done before or after RF BPV modifications?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993] {Edited. SR}

**H1.22** See A19.13 & H1.22

**H1.24** See B23.424, E6.1 & H1.24

**H1.461** Can an OP Tank (e.g., a U.S. OP Sherman) attempt radio contact (C1.2) and other OBA actions while in motion (C1.6)? While it is stunned/shocked? If it is Recalled?

A. Not during PFPh. No. No. [VFTT #10]

## • Vehicle and Ordnance Notes

**Belgian Vehicle Note 14 VCL Mk VI/c47(b)** See C3.22 & Belgian Vehicle Note 14 VCL Mk VI/c47(b)

**British Vehicle Note 11 Lee(a)** See A15.23, British Vehicle Note 11 Lee(a) & U.S. Vehicle Note 7 M3 Medium Tank

**British Vehicle Note 20 Cromwell VI and Cromwell VIII & Vehicle Note S** Does Multi-Applicable British Vehicle Note S apply to the Cromwell VI and VIII (British Vehicle Note 20)?  
A. Only the historical part applies. [K33]

**British Vehicle Note 36 Valentine Bridgelayer and Churchill Bridgelayer** See D3.4, D5.341 & British Vehicle Note 36 Valentine Bridgelayer and Churchill Bridgelayer

**British Vehicle Note 37 Churchill AVRE** A Fascine is placed into a Shallow Stream or Gully. Shellholes are subsequently are placed in that Stream/Gully hex. Is the Fascine removed?

A. Yes, if shellholes are even possible.

British Vehicle notes, under “FASCINE USAGE”, fifth paragraph, in the exception, it states a Fascine is removed if OBA eliminates the Trench/A-T Ditch it is “in”. Should “/Bomb/Bombardment or Cleared by a Dozer (G15.21)” be added after “OBA” in the exception?

A. If the trench/ditch is removed, so is the fascine.

A Fascine is placed during setup. A Bombardment is then conducted. The Fascine is not in a spared hex.

What is the Moral Level of a Fascine during a Bombardment?

A. The SSR allowing Fascine placement at start should address this.

British Vehicle notes, under “FASCINE USAGE”, fifth paragraph, in the exception, it states a Fascine is removed if rubble occurs in its Location. However, Falling rubble can be completely cleared and the Rubble counter removed. If the Fallen rubble is completely cleared and the Rubble counter removed, is the Fascine counter replaced “into”/INTO its previous Location?

A. No.

May more than one Fascine be placed into/INTO the same Location? If the answer is Yes, and a vehicle/wreck is on one of the Fascine counters, may the other Fascine counter be used by another vehicle?

A. Yes. No. [K33]

**British Vehicle Note 38 Churchill Crocodile** See C1.55 & British Vehicle Note 38 Churchill Crocodile

**British Vehicle Note 68 Ram Kangaroo(a)** Do the armored halftrack rules apply to Ram Kangaroos?

A. No. [Perry Cocke to ASLML 20 Nov 2001]

**British Vehicle Note S** See British Vehicle Note 20 Cromwell VI and Cromwell VIII & Vehicle Note S

**Chinese Ordnance Note 5 M2 4.2-in. Mortar and U.S. Ordnance Note 4 M2 4.2-in. Mortar** When this mortar makes a Critical Hit, is its FP “40” or “48”?

A. 48 (i.e., 36 plus heavy payload -1 DRM). [VFTT #9]

**French Vehicle Note C p.H122** [Note C] This note should also apply to the Pz35R(f) counters supplied in Paratrooper, correct?  
A. No – the Germans rebuilt the turrets. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

**German Ordnance Note 7 4.2cm lePaK 41** See C8.31 & German Ordnance Note 7 4.2cm lePaK 41

**German Vehicle Note 37.1 Sturmtyger** The “THIS TURN/-LAST TURN” counters are purple on white on the “LAST TURN” side. Does this indicate they are removed at the end of the DFPh, contrary to the rules?

A. The rule is correct. [Bruce Probst to Perry Cocke, ASLML 16 March 2003]

**German Vehicle Note 93 Goliath** May a Goliath set up in Wire/Rubble? If it may, is it Immobilised in that case?

A. Yes. Yes. [K33]

**German Vehicle Note 93 Goliath** See A2.9 & German Vehicle Note 93

**German Vehicle Note O & U.S. Vehicle Note 7 M3 Medium Tank M3 Medium Tank** Can the US M3 Medium Tank fire its AAMG using a BU Crew in the PFPh/DFPh (incl. DFF)/AFPh? Can German Vehicles whose Ch.H Entry cites German Vehicle Note O fire their AAMG using a BU Crew in the PFPh/DFPh (incl. DFF)/AFPh?

A. Both AFV can use the AAMG normally while BU regardless of phase, just not against aerial targets. The M3/Lee can fire while CE against all, even Aerial, targets. [K33]

**Russian Ordnance Note 2 82mm BM obr. 37** A Russian mortar BM obr. 37 (82mm) may fire ONCE before/after disassembling/assembling the weapon if the scenario is set after 1941. Two questions about this: I assume that means it is not possible to do this in 1941 but only in scenarios set 1942 and onwards? What about other nationalities using the same mortar after 1941, can they also use this ability, for example the Chinese?  
A. Correct. Not unless the specific Ordnance Note allows it. [K33]

**Russian Vehicle Note 21 T-35** Does the s9 Depletion number for the T-35 also apply to the 45L Guns?

A. No. [K33]

**Russian Vehicle Note 21 T-35** See D4.223 & Russian Vehicle Note 21 T-35

**Russian Vehicle Notes 48 Stuart III, 49 Lee, 50 Sherman III, 51 Matilda II, 52 Valentine II, V & VIII, 53 Churchill III, 54 M3A1, 55 M5 & M9A1, 56 M17, 57 Carriers, and 58 Trucks** These notes do not specify whether these vehicles use Red or Black TH’s when in Russian use. Do these vehicles have all applicable special ammo when in Russian use?

A. As long as you are using British vehicles, they would use black TH#s unless specified otherwise. Same with Ammo. [Bruce Probst to Perry Cocke, ASLML 4 Jul 2001]



**U.S. Ordnance Note 1 M2 60mm Mortar** Two 60mm mortars setup in area X and another one 60 mm setup in area Y. Areas X and Y are not overlapping. Can one do the conversion into a OBA battery and set up the resulting radio/phone is either of the two areas? Can one do the conversion at setup if one or more mortar enter as reinforcement?

A. Mortars that are all part of the initial on-map set may be exchanged even if in different setup areas (and the Radio can go in either setup area). Setup mortars cannot be combined with reinforcements (G17.5). [K33]

**U.S. Ordnance Note 4 M2 4.2-in. Mortar** See Chinese Ordnance Note 5 M2 4.2-in. Mortar and U.S. Ordnance Note 4 M2 4.2-in. Mortar under

**U.S. Vehicle Note 7 M3 Medium Tank** See A15.23, British Vehicle Note 11 Lee(a) & U.S. Vehicle Note 7 M3 Medium Tank

**U.S. Vehicle Note 7 M3 Medium Tank** See German Vehicle Note O & U.S. Vehicle Note 7 M3 Medium Tank

**U.S. Vehicle Note 50 LVT(A)2** The LVT(A)2 has 3 AAMGs. Note H seems to state there is no way to FG the AAMG's and gives a diagram for the LVT 4. Note Q states "these MGs may fire together as a FG" In which CAs may the LVT(A)2 FG its AAMGs?

A. The LVT4 restrictions do not apply to the LVT(A)2; the latter's MG can fire in any CA. [M. Kernan to Perry Cocke, ASLML 30 Jan 2002] {Minor editing. SR}

**U.S. Vehicle Note 51 LVT4** See E8.3, E8.41 & U.S. Vehicle Note 51 LVT4

**U.S. Vehicle Note D** See D6.631, U.S. Vehicle Note D & U.S. Vehicle Note O

**U.S. Vehicle Note E 1)** May MGs that may only be *fired* by Passengers as per this note (i.e., the FP is printed in Red) be also *Removed* by these passengers when they unload, or does D6.631 still apply (limiting all SW Removal to the vehicle's Inherent Crew)? In other words, does the errata that applies to the M3(MMG) and M3(HMG) – U.S. Vehicle Note 30 – that permits the Passengers to Remove the secondary MGs – also apply to those other ht/SC with secondary MGs?

A. These passengers may not remove.

2) If "no", may the abandoning crew Remove *all* of the vehicle's Removable SW?

A. Crews may remove. See for instance the note for the M3A1 SC. [Bruce Probst to Perry Cocke, ASLML 4 Jul 2001]

**U.S. Vehicle Note O** See D6.631, U.S. Vehicle Note D & U.S. Vehicle Note O

**U.S. Vehicle Note R** See C2.2401 & U.S. Vehicle Note R

**U.S./ROK/OUNC Vehicle Note 4 M4A3E8 Dozer and M4A3E8(105) Dozer** Should the M4A3E8(105) Dozer also have a slow turret?

A. Yes it should; expect to see errata. [K33]

## Chapter J

**J2.31** Must all attacking infantry in a Location use Hand-to-Hand CC if any attacking infantry are Berserk, or do only the

attacks which include the Berserk infantry use Hand-to-Hand?

A. All. [Kiri Naiman to Avalon Hill, 1990-1993]

**J2.31** See ASOP, A11.3, J2.31  
See A15.4, G16.4, G18.62 & J2.31  
See A20.22 & J2.31  
See A20.55 & J2.31

## Chapter S

**S3.323** See G14.234 & S3.323

## Chapter W

**W7.4231 & 215 ("Red Devils")** In Scenario ASL215 is hex 44M6 (listed in the VC as a point awarding hex for the CPVA) treated as a "VC hex" for condition "c" in rule W7.4231?

A. Yes.

Thus any hex(es) listed in Victory Conditions are de facto "target hexes" under condition "c" correct?

A. Usually. [K33]

**W7.6** W7.6 permits, "an Infantry OVR vs a lone Known enemy HS." Does this exclude HS stacked with an SMC?

A. Excluded. [K33]

**W10.24** See E5.123 & W10.24

## QRDC (Original)

**D8.21 Bog Check DRM Table** Footnotes 2 and 3 say "in building hex" on the QRDC and chapter divider, while those in D8.21 in the rules say "in building". Which is correct?

A. "In building". Which does not mean that it applies when entering a building across an open ground hexside. [Oliver Giancola to Perry Cocke, ASLML 20 Sep 2002] {Re-worded. SR}

## Unofficial Q&A: Other Items

### A Bridge Too Far

#### • Chapter R

**R1** Can mortars of all kind fire from/at the ground level of the Arnhem Bridge hexes?

A. Yes. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R1** Are these the correct DRMs? Indirect Fire (OBA) vs. Arnhem Bridge hexes: DRM on the Bridge +1(Bridge) -1(Wide City Boulevard) for total 0

A. Correct.

\* DRM under the Bridge +1(Bridge) +1(TEM of Location under the Bridge) for total +2

A. Correct. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R3.331** See A1.6, C10.3, O5.331 & R3.331

**R4.1** See E1.94, E1.941 & R4.1

**R4.3** This rule references B9.21 when discussing LOS. Does this mean that a unit two hexes away at ground level cannot see/fire into the cellar?

A. Only if a wall/hedge is involved. [Gary Torrenge and Scott Romanowski to Perry Cocke, 7 Sep 2001]

**9.2 & R9.619 Footnote F** Is a road hex only a “Frontline road hex” (9.2) if bordered by a Friendly Setup Area on the one and a Enemy Setup Area on the other side? In other words would a Location in a Friendly Setup Area adjacent to one/more road hexes only be regarded a Frontline Location if that road hex(es) would also be adjacent to an Enemy Setup Area (EX: Can I put mines/fortified-locations in GG4 in Block V (=Friendly Setup Area) if Block N is Uncontrolled)?

A. Yes. Yes to both. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.4 CG15** Do you roll for Sz on the DYO table for German AFVs?

A. Yes, if is an optional armament. [Russ Bunten to ASLML, 13 Jan 2000]

**R9.4 CG17** See A19.131 & R9.4 CG17

**R9.4 CG23** What happens with respect to CG23 (British HQ) if the British player is not able to get a LOS to the Bridge from any of the multihex buildings in the Blocks he controls before 18AM?

A. If the British player has no buildings which meet the requirements of CG23, then they cannot so declare one (i.e., the British have an HQ somewhere of course, but they do not get the benefit of CG23). [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.4 CG23** Can the British declare their HQ in a building they currently control (i.e. Brit. Location Control markers in all Locations) even though the building itself is in a at that moment Uncontrolled Block (CG23 only says “...multihex building he currently Controls”)?

A. Yes. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.51 & R9.53 CG I/III Initial Setup Areas** Are the initial setup areas in CG I/III considered separate even though not confined to blocks and partly overlapping?

A. The German forces are considered a single force for HIP/-Dummy purposes. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.51 & R9.53 CG I/III Initial SSR6** a) The Initial SSR #6 for CG I/III says the Germans control all Strategic Locations on/east of hexrow N at the start of the CG. As Block Control is determined **only** in step 9.605 of the RePh and that step is not executed before the Initial Scenario this means that the Germans do not have Control of a single Block on the map for the first scenario until Control is determined in the RePh thereafter, right?

A. Correct. This will lead to some (potentially) interesting situations as the first CG scenario nears its end. Both players will need to keep the RePh in mind when they maneuver their forces for the next day.

b) This means that if there are both British and German MMC in e.g. Block K at that point of the RePh after Scenario 1 (CG I/III) this Block will be Uncontrolled territory (whereas if the Germans were to have Block Control at the start of that scenario they would keep Control of that Block and force the British out).

A. Correct. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.53** See R9.51 CG I/III Initial Setup Areas & R9.53 See R9.51 CG I/III Initial SSR6 & R9.53

**R9.605** a) Are all the Control markers in Uncontrolled Blocks left on board once placed?

A. Yes. The only time they are removed is if they change hands due to Block Control (forfeiture).

b) If all the Control markers left on board as they were during the scenario can a multihex building in an Uncontrolled Block be occupied by both German and British Location Counters

A. Yes. Provided the Block remains uncontrolled. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.605** Is there any way to combine the Chapter R divider listed blocks into larger new blocks (i.e., joining of blocks)?

A. No. [Alan Bills to Perry Cocke, ASLML 9 Jun 2002]

**R9.6051** How do you initially gain control of an **uncontrolled** block? 9.6051 only talks about “Control of that Block switching to or remaining with the side occupying the Block.” Strictly speaking this seems not to apply to **uncontrolled** blocks.

A. It is done using the same mechanism (R9.6051). In this case, the block “switches” from Uncontrolled to German (or British) Controlled. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.6053** I had a HIP HS in P19/1 which popped up in the RePh. P19/0 contained a British Control Marker, O19/0 a German Control Marker. The Block was found Uncontrolled after steps 9.6051 and 9.6052. Can the HS be retained freely in 9.6053 even though the ground level in its hex contains an enemy control marker or does it have to Escape?

A. It is Retained. Escape is not required since it can trace a path of uncontrolled territory hexes (note that Location Control except as it may determine that a block is controlled – and thus no

longer uncontrolled territory – is immaterial). [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.6053** Should the last sentence in R9.5063 “Non-dm Guns in ... Uncontrolled Territory  $\geq 3$  hexes from a Friendly Setup Area, are left unpossessed in their current Location and the crew is then either Retained or must attempt escape” be read as a continuation of the sentence before and therefore be understood as “Non-dm (Emplaced) Guns ...”?

A. Yes [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

**R9.6053** Situation: 19AM ends. A German truck, carrying a crew and towing a 150 INF Gun, in motion, in hex U13 of BRITISH-controlled Block K. Germans control blocks O and P. Initially, the GUN is automatically unhooked, and the crew unloads. Now, what happens during R9.6053? Is the GUN, a “non-dm GUN”, simply abandoned in Block K, in U13, with the Truck and crew escaping? Is the gun “freely hooked up”, and “escaped” along with the truck and crew to either German controlled block, to be setup HIP anywhere in the block it is placed in, for 19PM? Does it “escape”, but must setup within 2 hexes of U13?

A. The Gun may freely hook-up and escape with the truck (and loaded crew). (R9.6053 is confusing and might read better if the EXC were moved 3 words to the right so it is after “at scenario end”.) [K33]

**R9.6053 & R9.6143** If a captured truck has to be turned into a wreck where does on the mapboard does it go? Step R9.6143 is after step R9.6053 when the truck was retained to the nearest setup area (in this case Block H). So, is the wreck generated from a captured unarmed vehicle in step R9.6143 of the ABtF Refit Phase placed in.

1) The hex it occupied at the end of the previous CG Date?

2) Any hex of the Setup Area that it was retained to in step R9.6053?

3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053?

4) Somewhere else?

A. 3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053. [K33-ML] {Minor editing. SR}

**R9.6143** Is the wreck generated from a captured unarmed vehicle in step R9.6143 of the ABtF Refit Phase placed in:

1) The hex it occupied at the end of the previous CG Date?

2) Any hex of the Setup Area that it was retained to in step R9.6053?

3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053?

4) Somewhere else?

A. 3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053.

**R9.6143** See R9.6053 & R9.6143

**R9.619** See E1.2, O11.621, P8.621, Q9.619 & R9.619

**R9.619 Footnote F** See R9.2 & R9.619 Footnote F

## • ABTF SSRs

**SSR ABTF18** This says that Smoke-eligible German ordnance is considered to also have “WP6 printed on the reverse of the counter”. Does this then mean that the actual Depletion Number is “7”, since the whole German OB is Elite (SSR ABTF20)?

A. Correct. Printed is 6. Raised by one for being elite. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

## Blood Reef: Tarawa

### • Chapter T

**T6.1** T6.1 states “No Gun or vehicle may enter/set-up-in any Location of a Command Bunker.” Does this prohibition include vehicular bypass movement in a hex containing a command bunker?

A. Prohibited. [K33]

**T6.51** Are guns firing from within a bombproof obliged to use area fire?

A. The FP of Guns is not halved and they are not affected by Area Fire. [Perry Cocke to ASLML, 24 Nov 1999]

**T7.4** The Soft Sand would have an OBA attack against the second-level tower Location. [Jim Torkelson to Perry Cocke, 27 Feb 2005]

**T9.2** 1) Does a wreck in an ocean hex hinder LOS between a Pier hex and a Hinterland hex?

A. Yes.

2) Does a wreck in a beach hex hinder LOS between a Pier hex and a Hinterland hex?

A. Yes. [Mike Rodgers to Perry Cocke, ASLML 22 Jan 2002]

**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?

A. No. Max is one squad-equivalent (unlike Steeple, e.g., which has a normal stacking limit of one HS). [K33]

**T15.4 CG3.4** Looking at the Pre-game sequence the OBA draw pile is assembled pre-game. Looking at CG3.4 first sentence the Marine NOBA draw pile is adjusted according to which “...Guns start a scenario on board, fully manned, and functioning...”. Looking at CG3.4 last sentence “The effects of Counterbattery Fire last throughout the scenario until the Gun is Captured or Eliminated.”. Can an OBA draw pile be adjusted during a game when CG3.4 is in effect?

A. Yes. [K33-ARE]

**T15.4 CG 5** 1) Is a SMC that is HIP with a wading MMC an eligible sniper target?

A. No.

2) Do wading units need to consider the PP of their HIP SW?

A. Yes [Mike Rodgers to Perry Cocke, ASLML 22 Jan 2002]

**T15.51 & T15.52** Are the 3-3-6 units in the 3<sup>rd</sup> Special Base Force (CG I) Korean Labor units? Are the 3-3-6 units in the Elements of Island Command (CG II) Korean Labor units?

A. Yes, all initial 3-3-6s are Korean Labor units. [K33]

**T15.52** See T15.51 & T15.52

## • Map

**Q.** The Pier/beach locations T33 and V33, are these pier or beach/hinterland locations?

A. Pier Locations.

**Q.** Is T33 a hinterland hex? If so, is it soft sand vice hard sand?

A. It is a Pier Location.

**Q.** Can an LVT enter T33 from T34, and if so what's the MP cost and bog rolls and DRMs, if any?

A. Vehicles and Guns cannot enter T33 from T34.

**Q.** If a 37 Gun enters T33 from U33, is it moving into sand or a pier location? (assuming in U33 was on the pier, not under it)

A. A pier Location.

**Q.** Does V33 have a below pier location? What about U33 and W33?

A. See T9.2. [K33]

## Drop Zone: Sainte-Mère Église

### • 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.

## Festung Budapest

### • Chapter FB

**FB17.6194b & German RG IG4** German IG4 group type purchased in reserve. This group is infantry but has some halftracks. Cloaking counter works only for Infantry, therefore which is the correct way to setup the halftracks?

A. They are cloaked and retain/lose that status per FB17.6194. [K33]

### • German RG Chart

**German RD IG4** See FB17.6194b & German RG IG4

## Hatten in Flames

### • Chapter HF

**HF2.2** See B32.12 & HF2.2

**HF3.3** Per 3.3, can CG I end at the conclusion of any scenario day that the Germans satisfy 3.51 victory conditions? Basically, is it correct that CG I does not have to go for the full five scenario days?

A. No to both. [K33]

**HF3.4, SSR CG6** Does the bombardment count as an OBA Module for CG6 purposes—i.e., will the use of a bombardment void use of OBA in the same scenario date?

A. Bombardment is not OBA module for CG6 purposes. [K33]

**HF3.6** May an armor leader shift from his original vehicle to another during refit phase? May a surviving crew that survived a

wreck creation replace the crew of another vehicle?

A. No to both. [K33]

**HF3.6** May a armor leader shift from his original vehicle to another during refit phase? May a surviving crew that survived a wreck creation replace the crew of another vehicle. If so must it be the same type as their original vehicle?

A. No to both. [K33]

## Kakazu Ridge

### • SSRs

**SSR KR 5.2** The Japanese spigot mortar SR can be placed  $\geq$  three hexes away from the spigot mortar cave. If it is not accurate, "no final target hex may be within 3 hexes of the mortar cave." Does this mean that a hex at exactly three hexes range may be the initial target but if a hex at range 3 is rolled as the target due to inaccurate dr it is not eligible and must be re-rolled? Or should the rule be read as, "no final target hex may be at range  $\leq$  2 hexes from the mortar cave"?

A. Should say "be within 2 hexes of". [K33]

## Kampfgruppe Peiper I and II

### • Chapter P

**P2.** See B14.2, F6. & P2.

**P3.2** May infantry using armored assault/trench movement cross a barbed wire fence hexside being currently CX?

A. CX Infantry cannot cross a barbed-wire fence using armored assault, but may if moving from trench to connected trench. [K33]

**P8.2** May a player ignore his HIP units for purposes of declaring control of a Strategic Location?

A. How could he? [VFTT #13]

**P8.4 CG5** May an on-map Cloaked non-dm SW be fired on the Player Turn it loses Cloaked status, or is it restricted by E1.42? A. E1.42 applies. [Kiri Naiman to Avalon Hill, 1990-1993]

**P8.4 CG5** Cloaking at Night in KGP. If a side chooses the Attack Chit it is the Scenario Attacker. As the Scenario Attack they MAY use normal cloaking per CG5 of P8.4. Does that mean that units (not cloaked units) may not be start HIP or Concealed if a side chooses to use Cloaking?

A. No.

If the answer to the above is no, how many Cloaked counters can a side get? Is it based on the total number of squad-equivalents in his at start OB (including both HIP/Concealed and non-HIP/non-Concealed)? Or, is it based on the total number of non-HIP/non-Concealed squad equivalents in his at start OB?

A. Yes. No. [K33]

**P8.4 CG11** Does being out of all possible LOS at set up allow a unit to set up HIP?

A. No. [VFTT #13]

**P8.51 I.3** After the CA of a Gun is determined by the dr, is the Gun considered to have been originally set up with this (new) CA for all purposes?

A. Yes (e.g., Case A NA if the Gun were then to fire within its CA). [VFTT #9]

**P8.613** See for O11.607 & P8.613

**P8.6204** When an M2 mortar is traded for a 60mm OBA module, may any retained HS in the same Setup Area be eliminated, or must a HS of the mortar's original RG be eliminated?

A. Any retained HS in the same Setup Area. [Kiri Naiman to Avalon Hill, 1990-1993]

**P8.6204 & SSR KGP 16** A player in *KGP I* elects to withhold three light mortars and the necessary HS/Crews to create an OBA module at the start on a CG scenario. Are the mtrs/crews/-HS 1) lost for the next CG scenario like a normally purchased OBA module, or 2) retained as reinforcements for the next CG scenario?

A. Half-squads & mortars are eliminated when traded. [VFTT #8]

**P8.6042** See O11.6042 & P8.6042

**P8.621** See E1.2, O11.621, P8.621, Q9.619 & R9.619

### • U.S RG Chart

The chart specifies that a Pre-Registered hex recorded prior to set-up is required for the Bombardment placement. Does a friendly unit need to have a LOS to the Bombardment Pre-Registered hex? Can the Bombardment Pre-Registered hex be placed anywhere regardless of LOS?

A. No. Yes [VFTT #11]

### • KGP I & II SSRs

**SSR KGP3** Does Mist LV DRM negate FFMO, Interdiction, or Residual FP?

A. No, unless it is Very Heavy or Extra Heavy (i.e., unless it is a LOS Hindrance). [VFTT 18 Sep 1998]

**SSR KGP3** See D7.15 & SSR KGP3

**SSR KGP5, D2.21 & E1.52** See unofficial entry.

**SSR KGP7** Does a vehicle have to enter the woods and thereby expend MP (and risk Bog) in order to OVR Infantry in a Single Lane Road hex? Is a HIP Infantry unit in a Single Lane Road hex revealed if a vehicle enters the road part of the hex?

A. No. Yes. [VFTT #9]

**SSR KGP7** May a vehicle move off-road in a Single-Lane Road/woods hex? May a vehicle change its VCA to two non-road hexsides in such a hex by making a Bog check?

A. Yes. Yes. {I never recorded the source of this Q&A. SR}

**SSR KGP7** See B6.431 & SSR KGP7

**SSR KGP8** KGP8 says AFVs setting up in a building must take a "Secret BOG DR". Do the cellar provisions of KGP8 apply to this setup Secret DR? i.e., fall into cellar of multi-hex buildings on dr  $\geq 4$ ?

A. Yes, an AFV falls into the cellar on an original colored dr of  $\geq 4$  on the Secret Bog DR.

Does the ground pressure DRMs apply to this setup Secret DR?

Does the "entering a building DRMs" (+3/+4) apply to this setup

Secret DR?

A. Yes to both for this SSR. [K33]

**SSR KGP16** Is the resulting radio subject to the same restrictions as any of the units that were withdrawn to generate the OBA battery? (i.e., in the CG II Initial Scenario may the American player withdraw one or more mortars from the purchased RG but enter the radio on turn 1)?

A. Yes. No. [VFTT #13]

**SSR KGP 16** See P8.6204 & SSR KGP 16

## Nhpum Ga

### • Map

Hexes I5, O6 and R7 are Dense Jungle; Q12 is Bamboo. [Perry Cocke (MMP), ASLML, Aug and Oct 1997] {And by inference, all other similar hexes. SR}

## Operation: Veritable

### • Chapter Z

**SSR RR8** If some of the passengers of a RAM break, how can either the broken or unbroken passengers meet the requirement of this rule to unload at the same time?

A. Broken Passengers do not "unload". They "rout". [Perry Cocke to ASLML 2 & 7 January 2003]

**SSR RR14** Why is there that EXC about the 6 on the colored dr for Bogs?

A. Unknown. Factories don't have cellars, B23.742. [Perry Cocke to ASLML 20 & 25 February 2003] {Re-worded. SR}

**Z2.2 & Z2.5056** I have a Crewed Immobile Carrier A in Uncontrolled Territory. This does not fit the listed options on page Z28, right-hand column. (It only lists "in enemy-controlled strategic location hex" and "in any other location".) This last option would seem to be the one but it says this would require the vehicle to then become a strategic location. However, the MA for the Carrier A is a BMG and the definition of a Strategic Location requires an MA  $\geq 20$ mm. What should we do in terms of this Carrier in the RePh?

A. For purposes of this rule the "Functioning MA" must be  $\geq 20$ mm. Treat the Carrier as if it did not have functioning MA. [K33-ML]

**Z2.3 CG6** What happens if one side controls one or more of the adjacent hexes and was the last to control the crossroads, but an immobilized vehicle, gun, or fortification controlled by the other side ends up in the the actual crossroads?

A. My opinion is that CG6 is controlling here. Regardless of who/what is in a crossroads hex. [Perry Cocke to ASLML 30 January 2003]

**Z2.42 Initial Canadian OB** Are the Carrier HS 2-4-7s or 2-4-8s?

A. 2-4-7. [Perry Cocke to ASLML 20 & 25 February 2003]

**Z2.42 Initial Scenario Special Rule I.2** Does that that mean they actually commence on Turn 1 with no possibility of pre game barrages or are the barrage still subject to the possibility of pregame stuff?

A. They can “start early”. [Perry Cocke to ASLML 20 & 25 February 2003] {Re-worded. SR}

**Z2.42 Initial Scenario Special Rule I.2** Do “pre-Game Turns” count towards the “Turn 6” lift of the Creeping Barrages (CB) given to the Canadians in SSR I.2? [EX: One of the given CB has 3 “pre-Game” turns before CG start. It thus “lifts” on Game Turn 3.]

A. No; it lifts on “Turn 6” not “after six turns of barrage.” [Tate Rogers to Perry Cocke, ASLML 18 April 2003]

**Z2.5056** See Z2.2 & Z2.5056

**Z2.5141c** This says that AFV under recall are eliminated, even in the entry area (offboard) at the end of a CG scenario. Does this really mean that Kangaroos are eliminated at the end of a CG day in which they were used and then exited after unloading (causing recall status), and thus one-shot items for the CG? Seems pretty harsh for just following orders.

A. Yes. They are eliminated. We asked this question during PT and your interpretation is correct. [Randy Yeates to ASLML 5 March 2003]

## Operation: Watchtower

### • Chapter Z

**Z1.3 CG15** Must a Pre-Game Bombardment (rule CG15) be parallel to one of the board edges?

A. No. [K33-d]

**Z1.518** U.S. Reinforcement Group “O2” is for a pre-reg. hex; the footnote specifies “Maximum of two pre-registered hexes per OBA module purchased.” May the U.S. player purchase pre-registered hexes for a 60mm OBA module obtained by exchanging three light mortars?

A. No. [K33-d]

### • RG Tables

**IJA RG I2, U.S. RG I5 & I6** Are the squads from these RGs Assault Engineers (H1.22)?

A. No. [Wayne Hadady to Perry Cocke, ASLML 31 Dec 2001]

**U.S. RG I5** See IJA RG I2, U.S. RG I5 & I6

**U.S. RG I6** See IJA RG I2, U.S. RG I5 & I6

### • Edson’s Ridge Map

In hexes where the crest lines run through the center dots, treat the hex as being at the higher elevation. The original map did not have this problem, but the revised (color-corrected) map does. The revised map also has some hexes that could be treated as either open ground or jungle – in general, they are jungle, but looking at the original map will give you the definite answer. [Eric Henyey to MMP, ASLML 2 May 2002]

What is the base level of hex R13, R14, S13 and S14?

A. R13, R14, and S13 are at level 1 (brown). S14 is at level 0. [K33]

## Pegasus Bridge

### • Chapter Q

**Q1.8** Q1.8 says “The kindling/Spread numbers of other terrain in an Irrigation Ditch hex are reduced by two.” Should that read “...are increased by two” instead?

A. What it should say is: “Q1.8 The Kindling/Spread numbers of other terrain in an Irrigation Ditch receive a -2 DRM.” [K33] {The -2 DRM applies to Kindling/Spreading Fire DR. SR}

**Q9.2 & Q9.6054** In several of the MMP games (e.g., *Pegasus Bridge*, *Kampfgruppe Peiper*, *Suicide Creek*), strategic locations affect all non-strategic locations within two hexes for determining no man’s land and/or setup areas. Is there any requirement to trace some kind of route from the non-strategic location to the strategic location, e.g., of enterable hexes, or of enterable and not enemy strategic locations?

A. No for *PB* and *KGP*.

In particular, on the *Pegasus Bridge* map assume that V20 is a strategic location (e.g., a glider landed there). Assume the British control all strategic locations east of the canal, and the Germans control all the strategic locations west of the canal as well as the bridge. Is hex V18 No Man’s Land because it is within two hexes of V20 (British-controlled) and W18 (German-controlled) despite the fact that it can only be reached on a path < 3 hexes long through the canal hex V19?

A. Yes.

The Q9.6054 example on page Q10 indicates that hex AA21 is German setup area despite being within two hexes of British strategic location Y20. Is this correct?

A. No; AA21 should be No Man’s Land. [K33]

**Q9.4 CG3** If the Germans declare NQ during a CG date (playing PB-II) does that stay in effect for the rest of the CG or is it just in effect for that CG date?

A. Just for that scenario. Contrast that to what happens if a Massacre occurs per CG SSR 3 (most CG have a similar SSR). [Gerard Morris to Perry Cocke, ASLML 21 Nov 2002]

**Q9.4 CG4** Do any clouds or moon exist for the campaign?

A. No. [VFTT 27 Feb 1999]

**Q9.4 CG4c** Must German SW setting up onboard be dm if Cloaked?

A. Yes. [VFTT 18 Sep 1998]

**Q9.4 CG4c** May the British use Cloaking in the Night III date in *Pegasus Bridge* CG I?

A. No. [K33]

**Q9.603 & Q9.605** In the PB CG, rule 9.605 says “Each side may, at any time during/after a CG scenario, place a friendly Location Control marker in a Strategic Location that it currently Controls.” Does this mean that, after a unit “rallies” in Refit 9.603, it can gain control of a Strategic Location?

A. Yes.

The part we’re not sure of is the definition of Control in A26.11. Here it says “During play, a side gains Control...” We want to verify that the Refit Phase of the CG is considered “Play”, which would mean that a recently rallied unit would be able to gain control in this Refit Phase.



A. Yes, “play” in this CG basically continues until the end of step 9.603. [K33-ML]

**Q9.605** See Q9.603 & Q9.605

**Q9.6054** See Q9.2 & Q9.6054

**Q9.609** What happens to terrain blazes that are in terrain other than buildings/-rubble? May vehicle blazes in other than building/rubble hexes spread to other burnable terrain in that Location?

A. The blaze counter is removed in this step. Not in the RePh. [Bruce Probst to Perry Cocke, ASLML 11 Aug 2003]

**Q9.61741 & Q9.62022** 1) May purchased dummies be used for on map set up? **Must** they be used for on map setup? (i.e. may they be entered from off-map?)

A. Yes. No (yes).

2) If they may enter from off-map, are dummies only permitted to enter using the same Entry Area as an actual reinforcement group?

A. No.

3) If dummies may enter by themselves, would they pay extra CPP cost if they use an Entry Area with a +x value in the arrow?

A. Yes. Dummy units of the M1 RG must pay the appropriate extra CPP regardless of whether or not they enter with another RG. [Matt Romey to Perry Cocke, ASLML 28 Oct 2002] {Original email mistakenly cites Chapter P. SR}

**Q9.62021 & Q9.62022** Can units be moved within a given set up area in the Refit Phase prior to start of the next CG scenario?

A. Yes. [VFTT 27 Feb 1999]

**Q9.62022** See Q9.61741 & Q9.62022

See Q9.62021 & Q9.62022

**Q9.619** See E1.2, O11.621, P8.621, Q9.619 & R9.619

## • Map

a) On the PB Map, does the Hedge at the X16/X17/Y17 Vertex exist at Level 1, Level 0, or both Levels?

A. Both levels.

b) Does a LOS exist between an Entrenched unit in X16 to Y19? From Y16 to V20?

A. No to all. [Wynn Polnicky to Perry Cocke, ASLML, 6 Jan 2000]

## Red Barricades

See *Red Factories* Chapter O Q&A on page 133.

## Red Factories

### • Chapter O

**O.2 RF SSR RF2** 1) This SSR 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)?

A. No.

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

A. Yes. [Janusz Maxe to Perry Cocke, ASLML 3 Jul 2001] {Minor editing. Original cited RB SSR RB2. SR}

**O.2 SSR RF6** See A4.63, B27.5, B27.56, O.2 SSR RF6 & V.3 SSR VotG6

**O.2 SSR RF6** See B30.8 & O.2 SSR RF6

**O1.2** What is the MP cost of entering/leaving a debris hex via a TB?

A. The Open Ground cost (or road rate if across a road hexside). [Kiri Naiman to Avalon Hill, 1990-1993]

**O1.2** See B23., O1.2 & O5.42

**O1.5** May a Trail Break counter be placed in a Debris hex? In a Factory Debris hex?

A. Yes. No. [VFTT 27 Feb 1999]

**O2.1** Note the D4-E5 and E5-F4 hexes on the RB map. Does the road MF bonus still apply when crossing the railway embankment through the road hexsides, if it would otherwise apply?

A. Yes. [Paul Bibler to Perry Cocke, ASLML 4 May 2001]

**O5.2** See B28.53 & O5.2

**O5.33** Can units being attacked by a DC which just breached an interior Wall adjacent to their Location claim the TEM of the wall? Can they immediately claim Wall Advantage, or can the attacking units?

A. No to all. [Kiri Naiman to Avalon Hill, 1990-1993] {Minor editing. SR}

**O5.33** See A12.14, B23.711 & O5.33

**O5.331** Does the halving of inherent FP apply to fire from Locations which are not adjacent to the Breached hexside to a Location which is adjacent to the Breached hexside? Similarly, does the restriction of one Gun per Location per Game Turn firing through a Breached hexside apply to guns which are firing through a Breached hexside from a non-adjacent hex?

A. Yes to both. [Kiri Naiman to Avalon Hill, 1990-1993]

**O5.331** Once a Breach is created in a Factory wall, it is treated as a Wall for many purposes, including LOS. Can Wall TEM be claimed by a target directly behind the wall hexside (as per B9.3)?

A. No. [VFTT #13]

**O5.331** In O5.331 when breaching a factory wall hexside it says “the hexside’s effects remain unchanged except as follows: units may move/rout/advance/Withdraw-from-Melee, and same-level (only) LOS may be drawn, across it as if it were a wall (exclusive of its vertices, whose status remains unchanged by the Breach);” Do units need to claim WA to see through the breach beyond the adjacent hex?

A. No, since a unit behind a Wall does not need this.

Does the breach provide HD status to an AFV adjacent to the breach if the LOS crosses through the breach? Does the breach prevent bow-mounted armament (BMG or FT for OT-34) from being used if LOS is treated as if being a wall? Does the breached factory wall provide a +2 TEM as a wall (assuming the hex just has factory TEM otherwise)?

A. No to all: The rule only says that LOS may be drawn as if it is a wall. No other Wall rules apply. [K33-ML]

**O5.331** What is cost for moving from a factory hex to another through a breached factory wall? 1 or 2 (for “WALL”)

A. 1 plus COT, as if a wall. [K33]

**O5.331** See A1.6, C10.3, O5.331 & R3.331

**O5.34** Does an interior factory hex that is rubble become a roofless factory with rubble TEM (not debris)?

A. It becomes a rubble hex. [VFTT 2 Feb 1998]

**O5.4** See C1.3 & O5.4

**O5.42** See B23., O1.2 & O5.42

**O5.46** See B23.74, B23.86, B24.11, B24.12, B25.66 & O5.46

**O6.** See A24.1 & O6.

**O6.1** Can a unit at ground level claim Height Advantage when fired on by units in a RB Cellar?

A. No. [VFTT 17 Feb 1999]

**O6.2 & O6.21** Does the O6.2 example exclude the connected Trench in D24 (or at least the 8-3-8 in it) as one of the Locations ADJACENT to C25? Is a RB Cellar ADJACENT to a unit in a connected Trench?

A. No. Yes. [K33]

**O9.1** Since the last sentence of O9.1 says that the storage tanks are not buildings for any purpose, are they immune to being rubble?

A. Yes. [Steve McBee to Perry Cocke, ASLML 5 Feb 2002]

**O11.2, O11.601, V12.2 & V12.601** Is it the Pillbox hex or the Pillbox itself that is a Strategic Location? The definition in O11.2/V12.2 could sort of go either way – the word Hex at the very end could belong to the word Shore or it could refer to each of the aforementioned Hex attributes (though, Hex is capitalized and “Shore Hex” is another definition, so it’s likely it belongs with Shore. If it’s the Pillbox itself, what happens when there are units of one side in the Pillbox and units of another side outside of it? Would they go through “conclusion of Melee” even though they aren’t actually in Melee? Would both sides be able to draw a Perimeter to that hex?

A. The PB itself is the SL, and units outside the PB need not be considered.

Further (and maybe this is the real question), what happens to “CC” hexes (e.g. hexes that contain only Concealed Units of one or both sides but both sides are in the hex and thus there is no Melee)? I assume it goes without saying that even though Vehicles are never considered to be in Melee, they go through the “Conclusion of Melee” phase?

A. Vehicles and concealed units in the same Location go through Conclusion of Melee. [K33]

**O11.4 CG9** Are the German entry hexes indicated in CG9 considered, on the dates given for those hexes, “Front Line Locations” regardless of whether they are German-Controlled? (For example, is hex A22 always considered a Front Line Location on October 20, even if the Russian Controls (A21/A22/A23)?

A. Yes. [K33]

**O11.4 CG10, O11.6142 & O11.6207** Are surviving AFV crews retained for use in the next scenario? Even if there isn’t an

available AFV for them to crew (i.e., they will be used in “infantry” mode)?

A. Yes to both.

May a surviving AL re-man another vehicle in his platoon? A vehicle from another platoon?

A. Yes, in the normal manner during the course of a scenario, until the Armor Leader’s Pltn is withdrawn.

Are these surviving crews Withdrawn if the remainder of their platoon is Withdrawn? Would you make a Withdrawal dr for a surviving crew if it is the sole survivor of its platoon?

A. No to both for crews. Yes to both for Armor Leaders. [K33-ML]

**O11.4 CG11** A Russian unit on a factory rooftop is to be considered fanatic? A Russian unit in bypass of a factory hex is to be considered fanatic?

A. Yes. No. [K33]

**O11.4 SSR CG11** Does RO CG11 (Russians fanaticism) in factories apply to non-CG scenarios?

A. No; only CG. [K33]

**O11.4 SSR CG11** See A19.12 & O11.4 SSR CG11

**O11.55** In RO CG I after the first scenario you play another scenario on the same day with “A complete refit phase is performed between the 1<sup>st</sup> and 2<sup>nd</sup> scenarios, just as if this second scenario were occurring on the NEXT CG Day.” What drm is used for the second scenario for both sides? The day that the scenario is played on or the NEXT CG Day drm? How is the number of infantry companies each side may purchase PER DAY affected by this “double” scenario day?

A. Both the drm and the available RG for the next day apply. [K33]

**O11.55-.58 & O11.606** In the RO CGs if the Russian onboard force has no access to any east map edge hexes (and he is cut off from the south edge too) then is his force isolated?

A. Yes, isolated. [K33]

**O11.58 & O11.616** I see where it says each RG purchase is made on a “per map group” basis...and those RGs must initially setup on or enter on that map group. No problem with that regarding Infantry/AFVs/Guns/Forts/OBA. What about SAN? Is it purchased per map group? If so...if you buy it on one map group... MUST you also purchase it on the other map group at the same time? Likewise...what about MOL-capability? Is it purchased per map group? If so...if you buy it on one map group... MUST you also purchase it on the other map group at the same time ?

A. Yes to all of the above. [K33]

**O11.6** Is there any way to repair a Breach in a Fortified Building Location during the Refit Phase?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**O11.601** This describes how to resolve existing melees at the end of a Red Barricades game. During the game’s last APH, enemy infantry advance into CC with an AFV. Neither is eliminated in CC. Is this situation resolved under the O11.601 rules, i.e. is this considered a melee? If the AFV does not have any MG armament (e.g. StuG III B), then is it in effect “automatically” eliminated? (The enemy infantry will eventually roll low

enough to kill it and it has no return attack capability without MGs.) Can an AFV elect to withdraw from the melee under O11.601 situations? Would AFVs be able to withdraw in general from CC (if the AFV rolled a “2” in CC for example)?

A. Yes, it is a melee. No, Crew Small Arms (A11.621) may still apply. No, the AFV cannot withdraw. No. [VFTT #8]

**O11.601** See O11.2, O11.601, V12.2 & V12.601

**O11.602** Should Stuka DB counters be included in the list of markers to be removed from the map in O11.602? (Aircraft counters are removed in P8.602(i) and T15.602(h).)

A. Wouldn't hurt, but CG10 does say (with some snippage) that RG used during a CG scenario are still available for the next CG scenario [EXC: Stuka], so that covers Stukas not being available for use in a second scenario. [Scott Stewart to Perry Cocke, ASLML 21 Apr 2002]

**O11.6042 & P8.6042** If the AFV successfully escapes a mine-field hex, is a TB counter placed?

A. No. [VFTT 2 Feb 1998]

**O11.605 & O11.6066** O11.605 says that with a properly determined perimeter “loop” you “will be able to start at any Front line Location, and by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at the starting Front Line Location.” Consider the Russian Pocket #1 in the EX: If you start at any Location in this pocket and move to adjacent Front Line Locations, you will have to re-enter hex H43 before you have ended up back at the starting Location. Is this example wrong?

A. No; single-hex-width pockets will always have this affect. [VFTT #9]

**O11.6052 & 11.6054** If a friendly AFV uses non-bypass movement to enter an enemy occupied/controlled factory hex...and then eliminates all enemy units (if any) in that hex...is a friendly control marker placed in that hex?

If so...is the friendly control marker removed should the AFV exit that hex?

If the AFV remains in that hex and the CG Day ends...can that friendly control marker be used for perimeter placement purposes in the subsequent refit phase?

A. Yes to all. [K33]

**O11.6054** See O11.6052 & O11.6054

**O11.606** Would it be true to say that units in an upstairs Location/RB Cellar Location that have no exit to Ground Level due solely to Rubble/Blaze are automatically Isolated, even if otherwise entirely within a friendly Perimeter? Being Isolated, such units would need to Escape (O11.6063) to be relocated?

A. Yes. Correct. [K33-ML]

**O11.606** See O11.55-.58 & O11.606

**O11.6062 & O11.6065** (a) When do Strategic Locations that are gained during this step count for VP purposes; the day they were gained (even though Victory determination is determined in O11.6031), the next day or not at all?

A. Not at all.

(b) If a Strategic Location is captured, but later the same day is eliminated (due to Rubble in a lower level of that building hex), is the Location counted for VP purposes?

A. No.

(c) If a Strategic Location is eliminated due to Rubble in a lower level of that building hex, is that Location counted for VP purposes?

A. No. [VFTT #9]

**O11.6065** See O11.6062 & O11.6065

**O11.6066** See A26.14 & O11.6066  
See O11.605 & O11.6066

**O11.607 & P8.613** Assume that a unit without scaling capability is in an upper level Location, and during play all paths down are eliminated. If the unit survives its encirclement MC, may it be repositioned like other units, or does it have to start the next CG day in the same Building?

A. Must set up in place. [K33-ML]

**O11.609** See A26.16 & O11.609

**O11.6134** (a) Are FT/DC retained if they are deliberately eliminated by the enemy?

(b) Are FT/DC retained if they are captured by the enemy, but eliminated in step O11.6135. (captured weapon dr)?

(c) Are FT/DC retained if they are captured by the enemy and then eliminated by an effects DR conducted by the enemy?

A. No to all. [VFTT #9] {Not all were fixed in *Beyond Valor 2e* Chapter O. SR}

**O11.6134** If I have at this point one non-Isolated Assault Engineer squad, can I Retain in this manner one friendly FT AND one friendly DC?

A. Yes, “and”. [K33]

**O11.6134** See A23.4 & O11.6134

**O11.6142** See O11.4 CG10, O11.6142 & O11.6207

**O11.615** When rolling an Original dr of 6 on the Fortification Removal Table, one suffers CR. Does this apply only to mine-field removal?

A. No. [VFTT 27 Feb 1999]

**O11.616** See O11.58 & O11.616

**O11.617** Do the RB CG day 1 OB-given Sturm and rifle Coys count as “purchased” for the purposes of the ELR roll?

A. No. [Paul Bibler to Perry Cocke, ASLML 4 May 2001]

**O11.6194** When a Cloaked Reserve unit is voluntarily activated by an enemy unit being in its LOS within 3 hexes and that Cloaked unit is in Concealment terrain, can it be placed on the map Concealed?

A. No. [K33-ML]

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

A. No; a gully is at ground level; it is usually below level 0 but that does not make it below ground level. IN the gully is the ground level. [K33-d]

**O11.6194b** Does a Reserve RG receive one Cloaking counter per squad-equivalent (E1.411), plus up to five Dummy Cloaking

counters, or one Cloaking counter per Location occupied by Reserve units, plus up to five Dummy Cloaking counters?

A. One per squad-equivalent. [Kiri Naiman to Avalon Hill, 1990-1993]

**O11.6194b** May reserve cloaking counters setup in non-concealment terrain?

A. Yes. [K33]

**O11.6194b & V12.6214b** Can Reserve cloaking counters prevent concealment gain within a range of 3 hexes? If they are dummies? How about outside of 3 hexes? Can they cause concealment loss?

A. Yes to all. No. [K33]

**O11.6194b** See A12.15 & O11.6194b

See B9.32, O11.6194b & V12.6214b

**O11.6194c** Is a Dug-In AFV allowed to set up in all Locations where a Gun may set up HIP? If not, may it set up in any terrain not mentioned in D9.52?

A. No. Debris, shellholes, and rubble (O.7 and O11.6194). [VFTT #9]

**O11.6194c** Can a Dug-In AFV setup in Rubble? In Buildings/-Factories?

A. Yes. No. [VFTT #13]

**O11.6194c** See A12.3 & O11.6194c

**O11.6206** 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?

A. Three leaders (in your fictional example); consider the OB-given RG to have been “purchased” for this purpose. [K33-ML]

**O11.6207** See O11.4 CG10, O11.6142 & O11.6207

**O11.621** Does the mine purchase expenditure limit of 90 FPP per CG Day include the FPPs available in the initial scenario, or are they considered to have been expended prior to the first CG Day?

A. Yes, they are included. No. [Kiri Naiman to Avalon Hill, 1990-1993]

**O11.621** Does footnote 6 apply to purchased HIP only, or are units that set up HIP due to setting up inside a pillbox included in the 10% limit as well?

A. Purchased HIP only. [VFTT #9] {Fixed in *Beyond Valor 2e* Chapter O. SR}

**O11.621** 1) Are infantry crews and SMC considered as equivalents in the total number of on board squads for the maximum of 10% FRU of squads that may set up HIP in a day scenario?

A. Yes.

2) Do SMC and infantry crews (that are not manning HIP guns) count as equivalents towards the maximum number of squads that may be HIP?

A. Yes. [Alan Bills to Perry Cocke, ASLML 13-14 Jul 2003] {Minor editing. SR}

**O11.621** Is the FPP cost of a HIP SMC who sets up in the same Location with a HIP MMC zero (i.e., free)? Or is it one?

A. No. It is one. [K33]

**O11.621** See A5.5 & O11.621

See E1.2, O11.621, P8.621, Q9.619 & R9.619

**O11.622** See B28.61 & O11.622

**O11.6235** The German (or Russian) Assault VC says: “... the Attacker wins if at scenario end he Controls  $\geq 24$  (if German) or  $\geq 12$  (if Russian) more Stone Locations than he has lost (or than he started with, if he has lost none) ...”. I assume the sentence should say: “... the Attacker wins if at scenario end he Controls  $\geq 24$  (if German) or  $\geq 12$  (if Russian) more Stone Locations than he started with ...”

A. Yes. [VFTT #9] {Minor editing. Fixed in *Beyond Valor 2e* Chapter O. SR}

**O11.6242** If a HS with Ammunition Shortage recombines with one without this condition, does the recombined squad suffer from Ammunition Shortage also?

A. Yes. [VFTT 18 Sep 1998] {Minor editing. SR}

**O11.6243** See A12.141 & O11.6243

## Singling

### • Chapter Z

**Z2.92** Should after the second CG date all American CVP be counted for, even those suffered during the first CG date?

A. Correct. [K33]

**Z3.2** One american leader became heroic. According to special rule 3.2 all heros will be removed at the end of the scenario and instead any one MMC will be Battle Hardened. What happens, will the leader also be removed, or will it just lose its heroic status?

A. The leader retains heroic status. [K33]

## Suicide Creek

### • Chapter Z

**SC3.1, SC3.2 & SC4.2** Is it correct then that stream-JD is *not* subject to the stream rules? In particular is fire from a stream-JD hex not halved as Area Fire [B20.6]? Can weapons besides Inherent, LATW, inherent SW, DC, LMG and FT fire from stream-JD [B20.6]? Is a stream-JD hex not a Depression [B20.2]?

A. Not to all. Units in Stream-Jungle Debris are always IN the stream (SC3.2).

In Suicide Creek stream-JD and non-ford stream hexes are never part of a setup area [SC4.2]. Would a non-strategic location still be considered within two hexes of a strategic location for purposes of determining no man’s land if the only path from the non-strategic location to the strategic location were over the stream?

For example assume all strategic locations north of the stream are American-controlled while all the ones south and in the stream are Japanese-controlled, and there are no strategic locations other than those printed on the map. Is hex E13 no man’s

land because it is within two hexes of both American-controlled D11 and Japanese-controlled E14? Does the stream “block” the “zone of control” for D11?

A. Yes. Yes. No.

Per SC3.1 Stream-Jungle Debris is treated as Jungle Debris. Per SC4.2, Jungle Debris is a strategic location. Is Stream-Jungle Debris a strategic location?

A. Yes. [K33]

**SC3.2** See SC3.1, SC3.2 & SC4.2

**SC4.2** See SC3.1, SC3.2 & SC4.2

**Z4.7071 & Z4.7072** A DC is set during play of a CG date. At the end of the CG date, what happens to it?

A. Set DC may be retained in a friendly Set Up area, either as Set or not. Otherwise, it is eliminated. We are considering the need for errata for this. [K33]

**Z4.7182** In the first line of the American Support Weapon Chart, does the chart mean that for each Rifle Platoon you roll 4 times with the first 3 rolls, for example, having a 50% chance to give a MMG and the 4th roll having a 33% chance to give a DC (only)? Or you roll twice, once for a MMG/MTR/BAZ and once for a DC?

A. Assuming a Full-Strength Rifle Platoon (RG I1) you first roll once for footnote a—getting either a MMG, a M2 60mm MTR, a BAZ43, or nothing. Then you make another dr per footnote b to see if you get a DC or not. [K33]

## Sword & Fire Manila

### • Chapter SF

**SF4.9** Are the Workshops never an obstacle (i.e., from higher level LOS) and a half level hindrance only in all LOS circumstances?

A. Never an obstacle. [K33]

**SF5.5** Are hexes 3Q12-3U10 unenterable for amphibious vehicles/boats/rafts?

A. Those hexes are unenterable. [K33]

**SF20.4 SSR CG7, CG12 & SF20.602d** Is the leader obtained with an OBA module removed when that OBA module is removed (part thereof), or is he retained?

A. Retained. [K33]

**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. [K33]

**SF20.4 SSR CG11 & SF20.51 SSR CGL2** 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. [K33]

**SF20.4 SSR CG12 & SF20.51** Per SF 20.51, the CG I playable area is only hexes north of the Pasig River. With regard to the playing area for CG I, CG12 says that Japanese off board

observers are at south edge hexes south of the Pasig River.

A. In CG I, Japanese Offboard Observers set up in the first hexrow (not in play) south of the Pasig. [K33]

**SF20.4 SSR CG12** See SF20.4 SSR CG7, CG12 & SF20.602d

**SF20.51** Per SF 20.51, the CG I playable area is only hexes north of the Pasig River. Can US LVT & Amphib RGs enter the Pasig River in CG I?

A. No. [K33]

**SF20.51** See SF20.4 SSR CG12 & SF20.51

**SF20.51 SSR CGL2** See SF20.4 SSR CG11 & SF20.51 SSR CGL2

**SF20.602d** See SF20.4 SSR CG7, CG12 & SF20.602d

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

**SF20.6067** If a unit in a cellar can reach the ground level via ADJACENT cellar hexes devoid of blazes or enemy units, is it in a pocket? Is it Isolated? The ground floor location above said unit is part of the enemy perimeter. The cellar unit is ADJACENT to the friendly perimeter.

A. Pocket. Isolated if no Escape. [K33]

**SF20.6123** For other than the CG Initial Scenario, how is it determined who won “the previous CG Day’s scenario”?

A. There is no “scenario winner” after the initial scenario. [K33]

## Valor of the Guards

### • Chapter V

**V.3 SSR VotG2** See E1.4 & V.3 SSR VotG2

**V.3 VotG6** Trenches connect to “cellars” per O6.21, the same as in *RB*. [Tom Morin to YASL Mailing List, 22 Mar 2008]

**V.3 SSR VotG6** See A4.63, B27.5, B27.56, O.2 SSR RF6 & V.3 SSR VotG6

**V.3 SSR VotG8** See A10.51 & V.3 SSR VotG8

**V4.1** See B25.62 & V4.1

**V5.21** See E1.7 & V5.21

**V7** OBA lands on a gutted building that has a cellar, ground level, 1<sup>st</sup> level and a 2<sup>nd</sup> level. What are the TEMs for each level?

A. They would be

Level 2 = +2 (Gutted Roofless Location)

Level 1 = +4 (+3 stone, +1 non-rooftop level above)

Ground = +5 (+3 stone, +2 non-rooftop levels above)

Cellar = +7 (+3 stone, +1 fortified, +3 non-rooftop levels above)

[Tom Morin to YASL Mailing List, 30 June 2013]

**V12.2** See O11.2, O11.601, V12.2 & V12.601

**V12.4 CG5 & V12.608** Does a breach in the Fortified Location nullify the set up restrictions for Guns (CG5) or AFVs (V12.608)?

A. No. [K33]

**V12.4 CG7** Can a Fortified Building be purchased (VotG 12.623 and RO 11.621) and added to an existing Fort. Building Location which has been Breached to effectively rebuild and thus

eliminate a Breach? If YES, does it matter who originally placed the F.B.?

A. No.

If a Breach exists in a non-Fort. Building Location, can a F.B.L. be purchased and placed in that location to eliminate the Breach?

A. No.

Assuming that it does not eliminate the Breach but can be placed there, do all other benefits for F.B.L. apply per B23.9221?

A. Yes. [K33]

**V12.54** *VotG CG IV* Is the starting force for each side CG II and CG III combined?

A. No. See the one-sentence paragraph below CG IV-2; “All Initial Scenario parameters are as per *CG II, Drive to the Volga* (12.52)”. [Carl Nogueira to YASL Mailing List, 14 Dec 2010]

**V12.601** See O11.2, O11.601, V12.2 & V12.601

**V12.608** See V12.4 CG5 & V12.608

**V12.6214b** Are Cloaking counters for reserves determined via #1 or #2 below:

1. Each unit/stack is covered with a Cloaking counter and 5/2/0 additional Dummy Cloaking counters (depending on the purchase) may be placed.
2. The allotment of Cloaking counters is determined as per E1.411 to be one per each squad equivalent.

A. #1 is correct. [K33]

**V12.6214b** See B9.32, O11.6194b & V12.6214b

**V12.6214b** See C1.21 & V12.6214b

**V12.6214b** See O11.6194b & V12.6214b

**V12.6253** The German player does not get Support CPP in a Russian Counterattack Scenario. [Tom Morin to YASL Mailing List, 13 Apr 2008]

**V12.6265** A night attack is declared by the Russians in CG IV...and he subsequently purchases some recon. Being a night scenario he can recon out to 8 hexes from a front line location. If the German player purchases some units as Reserves...which can be placed as close as 6 hexes to a front line location...are those Reserves eligible to be reconned by the Russian?

A. Yes; Dummies are removed, and Reserve units regain Reserve Cloaked status. [K33]

# Errata and Q&A for CGs and Scenarios

## Numbered scenarios

**2 (“Mila 18”)** The Germans *must* perform the Mopping Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations. [An89; An96; Mw23S] {Fixed in *Beyond Valor 2e*}

**3 (“The Czerniakow Bridgehead”)** Each unit eliminated due to SSR 2 counts as Casualty VP. [An89; An96; Mw23S] {Fixed in *Beyond Valor 2e*}

**4 (“The Commissar’s House”)** In SSR 3, the Russians should have Level A Booby Trap capability – not Level C. [An89; An96; Mw23S] {Fixed in *Beyond Valor 2e*}

**8 (“The Fugitives”)** In SSR 1 change “pre-designate” to “secretly record”. [An95w; An96; Mw23S] {Fixed in *Beyond Valor 2e*}

**8 (“The Fugitives”)** Re SSRs 1 and 7, which one is resolved first?

A. The German secretly records his entry hex, the Russian then places his Rubble counters, and the German then reveals his entry hex. [An95w; An96; Mw23S] {Fixed in *Beyond Valor 2e*}

**8 (“The Fugitives”)** Does SSR7’s reference to “six non-adjacent building hexes with a second level” mean:

- (a) Any multi-level building hex, OR
- (b) Any hex containing a Level 2 building Location?

A. The latter. {Unofficial errata that was fixed in *Beyond Valor 3rd* edition. SR}

**9 (“To The Square”)** The Russian radio should have contact values of 6/7/8 – not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting. [An89; An96; Mw23S] {Fixed in *Beyond Valor 2e*}

**9 (“To The Square”) & C1.22** See unofficial entry.

**10 (“The Citadel”)** The German (133<sup>rd</sup> Infantry Regiment) may setup “within four hexes of BB5” and/or “anywhere south of the canal”. For example, German units from that group can set up in both 23BB9 and 23A3. {Unofficial errata that was Fixed in *Beyond Valor 2e*. SR}

**10 (“The Citadel”)** In the *Beyond Valor 2e* version, in the Russian set up instructions change “23BB5 or on/within” to “23BB5 and not on/within”. This makes it match the versions from *Beyond Valor v1* and *Beyond Valor v3*. [Inspection prompted by post on gamesquad.com from user “pybarrondo”, 19 March 2023]

**11 (“Defiance On Hill 30”)** Reissued in *Yanks 2nd* edition with these changes: add a 3-3-7 HS and replace the 7-0 with an 8-1 in the American at-start OB. American reinforcements now enter on Turn 4 on a dr of 1-3; otherwise they enter on Turn 5. [J11; Mw23B]

**12 (“Confusion Reigns”)** Reissued in *Yanks 2nd* edition with these changes: replace the 8-0 with a 9-1 in the German OB. Delete two BAZ 44s from the American OB. [J11; Mw23B]

**13 (“Le Manior”)** Reissued in *Yanks 2nd* edition with these changes: decrease the game length to 7 Game Turns. Replace the 7-0 with an 8-1 in the German OB. [J11; Mw23B]

**14 (“Silence That Gun”)** Reissued in *Yanks 2nd* edition with these changes: in SSR 1, building 3N1 now has a ground level only. The *7.5cm PaK 97/38* can’t be eliminated by a BAZ CH. Delete two 4-3-6 squads from the German OB. (The German BI BPV number changes to [80].) Replace the 7-0 with a 9-2 in the American OB. Change the American Balance to “Delete one 4-3-6 squad from the German OB.”. [J11; Mw23B] The revised German BI BPV should be “[70]”, not “[80]”. [Y2; J12]

**15 (“Trapped!”)** Reissued in *Yanks 2nd* edition with these changes: German ELR is now 3/2. Change the American Balance to “In SSR 2, change “4-4-7” to “4-3-6”.”. [J11; Mw23B] Change “4-4-7” to “4-3-6” in SSR 3, *not* SSR 2. [Y2; J12; Mw23B] {SSR 2 and SSR 3 refer to the original *Paratrooper* scenario card. SR}

**16 (“No Better Spot To Die”)** Reissued in *Yanks 2nd* edition with these changes: in the VC, change “three building hexes” to “≥ 4 building hexes”. Add one 8-1, one 7-4-7, one *M2 60mm Mortar*, and one foxhole to the American OB. Change the American Balance to “≥ 5” and change the German Balance to “≤ 3”. [J11; Mw23B] The German Balance should change to “≥ 3”, *not* “≤ 3”. [Y2; J12; Mw23B]

**16 (“No Better Spot To Die”)** Errata to scenario reissued in *Yanks 2nd* edition is: in SSR 1 replace “[EXC: Cliffs do not exist]” with “[EXC: the J2-J3 cliff does not exist]”. [YPP; Mw23S]

**17 (“Lost Opportunities”)** In the VC should “stone” or “multi-hex” be inserted in front of “buildings”?  
A. No. [VFTT #13]

**17 (“Lost Opportunities”)** Reissued in *Yanks 2nd* edition with these changes: decrease the game length to 6 Game Turns. In the VC, change “four buildings” to “≥ 5 buildings”. Change the American Balance to “≥ 6” and change the German Balance to “≥ 4”. [J11; Mw23B] Additionally, the German VC occur “at game end”, *not* “instantly”. [Y2; J12; Mw23B] {The new VC have another change: “Provided they never have < 9 unbroken squad-equivalents in play (which results in an immediate American win), the Germans win at game end by Controlling ≥ 5 buildings on board 1.” SR}

**18 (“The Roadblock”)** Reissued in *Yanks 2nd* edition with these changes: decrease the game length to 10½ turns. American reinforcements now enter on a dr that is at least 3 < than the current turn number. The required number of German Exit VP is increased by 2 for each failed reinforcement dr (to a maximum of 4). Change the German Balance to “Increase the game length to 11½ turns.”. [J11; Mw23B]

**19 (“Backs To The Sea”)** Reissued in *Yanks 2nd* edition with these changes: replace the 9-1 with a 9-2 in the American OB.



Delete two 4-4-7s, two MMGs, one LMG, and one *5cm leGrW* 36 MTR from the German OB. (The German BI BPV number changes from [126] to [112].) Change the American Balance to “Delete one 4-4-7 squad from the German OB.” [J11; Mw23B]

**20 (“Taking The Left Tit”)** The Victory Conditions should read: “The Americans win if at game end they have Exited  $\geq$  four Good Order squads (or their equivalent) off the north edge of board 2, and currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans.” [An89; An96; Mw23S] {Fixed in *Yanks* 2<sup>nd</sup> edition}

**20 (“Taking The Left Tit”)** Reissued in *Yanks* 2<sup>nd</sup> edition with these changes: add a 9-1, two 4-6-7s, and 4 minefield factors to the German OB. [J11; Mw23B]

**21 (“Among The Ruins”)** U.S. tanks do not count towards the Victory Conditions. [An89; An96; Mw23S]

**21 (“Among The Ruins”)** Reissued in *Yanks* 2<sup>nd</sup> edition with these changes: In the VC, change “ten Good Order squads” to “ $\geq$  9 Good Order squad-equivalents”. Change the German Balance to “ $\geq$  11” and change the American Balance to “ $\geq$  7”. [J11; Mw23B]

**22 (“Kurhaus Clash”)** Reissued in *Yanks* 2<sup>nd</sup> edition with these changes: exchange five 6-6-6s for five 6-6-7s in the American OB. (The American BI BPV number changes from [187] to [202].) [J11; Mw23B]

**23 (“Under The Noel Trees”)** Reissued in *Yanks* 2<sup>nd</sup> edition with these changes: change the German Balance to “Delete the last sentence of SSR 3.” [J11; Mw23B]  
In SSR 3, at the end add “German 6-5-8s/3-4-8s are Elite (A1.25) units with Assault Fire (A7.36) but are not SS (A25.11), their broken morale level is one less than printed, and their Morale Factor is not considered underscored.” [Y2; J12; Mw23B]

**24 (“The Mad Minute”)** Reissued in *Yanks* 2<sup>nd</sup> edition with these changes:

1. Change VC to “The Germans win at game end by Controlling 22 buildings on board 12, provided they have  $\geq$  3 Mobile (D.7) fully-tracked AFV still in play.”.
2. Delete board 17 (Germans now enter from offboard). {Along the north edge. SR}
3. American *M10 GMC* may set up using HIP, and retain Concealment as Emplaced Guns when firing their MA.
4. In the American OB:
  - replace the 7-0 with a 9-2;
  - add an 8-1;
  - add two 7-4-7s (The American BI BPV number changes from [189] to [217].);
  - add one MMG;
  - exchange all BAZ 44 for BAZ 45;
  - add one Roadblock; and
  - add 4 Foxholes
5. In SSR 1, delete everything after the first sentence (buildings are now multi-level). Add “OB-given Foxholes may set up in Paved Road hexes.”.
6. Delete the first sentence of SSR 2. [J11; Mw23B]

**25 (“Gavin’s Gamble”)** The Scenario date should be 1944. [Inspection prompted by Bruce Probst]

**25 (“Gavin’s Gamble”)** Reissued in *Yanks* 2<sup>nd</sup> edition with too many changes to list. [J11]

**26 (“Tanks In The Street”)** In the second line of the Victory Conditions, change “by” to “at”. [An89; An96; Mw23S] {Fixed in *Yanks* 2<sup>nd</sup> edition}

**26 (“Tanks In The Street”)** Reissued in *Yanks* 2<sup>nd</sup> edition with these changes: in the VC, change “seven” to “ $\geq$  8”. American SW may set kept offboard and unit possessing them recorded. Change the American Balance to “In SSR 4, replace “three ‘44 FB” with “four ‘44 FB”.”. [J11; Mw23B] {The Balance change would be to SSR3 on the original card. SR}  
In the German Balance, change “six” to “ $\geq$  7”. [Y2; J12; Mw23B]

**27 (“The Liberation of Tulle”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Decrease the game length to 7 Game Turns. Delete one 3-3-7 squad from the board 22 Partisan force. (The Partisan BI BPV number changes to from [131] to [125].) [J13; Mw23B]

**28 (“Ambush”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Decrease the game length to 7 Game Turns. In SSR 2, change “ $\leq$  two squads” to “ $\leq$  three squads”. Grant Fanaticism (A10.8) to Partisans possessing functioning MG. [J13; Mw23B]

**29 (“The Globus Raid”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Add one 8-1 leader and one 5-2-7 squad to the to the Partisan OB. (The Partisan BI BPV number changes from [70] to [77].) Partisans are considered Elite (A23.2) for purposes of detonating a DC. [J13; Mw23B]

**30 (“Sylvan Death”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. In the VC, prisoners/captured-equipment count immediately but do not count double for either side. Add one 5-2-7 squad and one LMG and replace the 7-0 leader with an 8-1 leader in the Partisan OB. (The Partisan BI BPV number changes to [69].) In SSR 5, change  $\leq$  half (rather than 10%) of his squads” to “ $\leq$  four squads (in lieu of A2.9)”. [J13; Mw23B]

**31 (“The Old Town”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Partisans are Fanatic (A10.8). In SSR 2, change “one squad” to “ $\leq$  two squads”. Change the Partisan Balance to “Add one 3-3-7 squad *and* one MMG to the Partisan OB.”. [J13; Mw23B]

**32 (“Subterranean Quarry”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Decrease the game length to 8 Game Turns. Partisans treat subterranean Locations as Rally terrain (A10.61). [J13; Mw23B]

**33 (“The Cossacks Are Coming”)** For Victory Condition purposes the 50mm mortar has a FP value of “3”. The Cossack LMG have a FP value of “3”. [An93b; An96; Mw23S] {Corrected and reissued in *Armies of Oblivion* 2e}

**33 (“The Cossacks Are Coming”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Decrease the game length to 7½ Game Turns. The AXIS BI BPV number is “217”. [J13; Mw23B]

**34 (“A New Kind of Foe”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Decrease the game length to 10

Game Turns. Add 12 “?” counters to the Partisan/Russian OB. Change the Partisan/Russian Balance to “Add two 3-3-7 squads to the Partisan/Russian OB.” [J13; Mw23B]

**36 (“Rachi Ridge”)** Reissued in *Hollow Legions* 3<sup>rd</sup> edition with these changes. Add one 4-4-7 squad to the British Turn 3 reinforcements. [HL3; J13; Mw23B]

**38 (“Escape From Derna”)** Reissued in *Hollow Legions* 3<sup>rd</sup> edition with these changes. In the VC, change “≥ 50” to “≥ 42”. Delete one 2-2-8 crew and one 3.7cm PaK 35/36 AT Gun from the German OB. In the German Balance, change “≥ 50” to “≥ 42” and “≥ 55” to “≥ 47”. In the British Balance, change “≥ 50” to “≥ 42” and “≥ 45” to “≥ 37”. [HL3; J13; Mw23B]

**40 (“Fort McGregor”)** Reissued in *Hollow Legions* 3<sup>rd</sup> edition with these changes. Add one 4-5-8 squad, one MMG, and one 1S Foxhole to the British OB. (The British BI BPV number changes from [150] to [163].) Delete two LMG from the German OB. [HL3; J13; Mw23B]

**41 (“A Bridgehead Too Wet”)** Change the British Balance Provision to read, “In the Victory Conditions, change ‘≥ 7’ to ‘≥ 8’.” The Class on the German HS counter illustration should be “[E]”, not “1”. [An90; An96; Mw23S] {The British Balance Provision already has ‘≥ 8’. Was this just an error in early printings? SR}

Reissued in *Hollow Legions* 3<sup>rd</sup> edition with those changes. [HL3]

**42 (“Point of No Return”)** Reissued in *Hollow Legions* 3<sup>rd</sup> edition with these changes. British Turn 4 reinforcements enter on Turn 3, and replace its 8-0 leader with an 8-1 leader. [HL3; J13]

**43 (“Into the Fray”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Replace the Cavalry 7-0 with a second 8-1. Delete SSR# 3. [DB3; J8; Mw23B]

**44 (“The Gauntlet”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Decrease Exit VP from 18 to 17. [DB3; J8; Mw23B]

Note that there is an error on the *Doomed Battalions* 3<sup>rd</sup> edition: the German 5-4-8s are not SS; they should be regular 5-4-8s without underscored morale. [J10; Mw23S]

**45 (“Revenge at Kastelli”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Delete one Greek 4-3-7 (changes BI to 150). In SSR 3, replace “squads” with “squad-equivalent.” [DB3; J8; Mw23B] {There is an additional change removing the unnecessary rout rules from SSR 2. SR}

**46 (“Birds of Prey”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Add one Belgian 8-0. [DB3; J8; Mw23B] {Inspection shows the Belgian BPV for BI, 192, was added. SR}

**47 (“Rude Awakening”)** “1 0/2PP” and “1 2/3PP” on the Motorcycle counter illustrations should be “M10 0PP -1” and “M9 3PP -1” respectively. [An90; An96; Mw23S] {This was fixed in the DB3 version. SR}

**47 (“Rude Awakening”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Shorten game length by one turn. Change Yugoslavian Cavalry Leaders to 9-1 and 8-1.

[DB3; J8; Mw23B] {Inspection shows the Yugoslav BPV for BI, 224, was added. SR}

**48 (“Toujours L’audace”)** In SSR 6, change “German ... hostile” to “Germans are in a hostile, and the Belgians in a friendly.”. [An93b; An96; DB3; Mw23S] {This was fixed in the DB3 version. SR}

**48 (“Toujours L’audace”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Add two Belgian 4-5-8s (changes BI to 168). Replace the 4-6-8s with SS 4-6-8s (changes BI to 256). Replace SSR 4 with “All German units are SS (A25.11). [DB3; J8; Mw23B] {J8 mistakenly references A25.110. SR}

**49 (“Piercing The Peel”)** In the Victory Conditions, change “by” to “at”. [An89; An96; DB3; Mw23S] {This was fixed in the DB3 version. SR}

**49 (“Piercing The Peel”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Shorten game length by one turn. Add eight Wire counters. Change Dutch Balance to read “Delete the 8-0 from the German OB.” Change German Balance to read “Extend game length to 8 game turns.” In SSR 3, replace last sentence with: “Dutch fortifications may not set up hidden (contrary to A12.33).” [DB3; J8; Mw23B]

**50 (“Age-Old Foes”)** The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; DB3; Mw23S] {This was fixed in the DB3 version. SR}

**50 (“Age-Old Foes”)** On the Wagon counter illustration, “M ≥ 6 1S/5PP” should be “T6 15PP” and there should be two stars (not one). [An90; An96; DB3] {This was fixed in the DB3 version. SR}

**50 (“Age-Old Foes”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Add “Kindling is NA.” to the end of SSR 1. Add one Polish ATR. In the VC, wagons are worth 3 VP if exited, not 2. [DB3; J8; Mw23B]

**51 (“The Taking of Takrouna”)** Reissued in *Hollow Legions* 3e with these changes. Add one 2-4-8 HS to the British OB. [HL3; J13; Mw23B]

**52 (“Too Little, Too Late”)** “1 0/2PP” on the Cycle counter illustration should be “M10 0PP -1”. [An90; An96; Mw23S] Reissued with that fix and these changes in *Hollow Legions* 3e. In the VC, change “≥ 7” to “≥ 5”. Change the Italian Balance to “Delete the MMG from the German OB.”. In SSR 1, after the last sentence, add “Bore Sighting (C6.4) is NA.”. [HL3; J13; Mw23B]

**53 (“A High Price To Pay”)** The LMG counter shown in the British OB should be British – not Axis Minor. The British light mortar shown should be the standard (range 2-11) – not the Airborne-version. [An89; An96; Mw23S]

Reissued with those fixes and these changes in *Hollow Legions* 3<sup>rd</sup> edition. Decrease the game length to 7½ Game Turns. Italian Turn 2 reinforcements enter on Turn 1. Change the Italian Balance to “Increase the game length to 8½ turns.”. [HL3; J13; Mw23B]

**54 (“Bridge To Nowhere”)** The Class on both Russian HS counter illustrations should be “[1]”, not “1”. [An90; An96;

**Mw23S]**

For Victory Condition purposes, the 50mm mortar has a FP value of “3”. [Mw23S]

Reissued with those fixes and these changes in *Hollow Legions* 3<sup>rd</sup> edition. Add one 4-2-6 squad to the Russian “Village Garrison”. (The Russian BI BPV number changes from [64] to [69].) [HL3; J13; Mw23B]

**56 (“Half A Chance”)** The DVP values (F.3) are missing from the gun and vehicle counter illustrations. Rules D13.3 and D13.32 of the 1989 Errata supersede SSR 5. [An90; An96; Mw23S]

Reissued in *Hollow Legions* 3<sup>rd</sup> edition with those fixes and these changes. In the VC, change “≥ 56” to “≥ 50” and “≥ 28” to “≥ 25”. Add one 9-1 armor leader to the British OB. [HL3; J13; Mw23B]

**57 (“The Battle For Rome”)** Reissued in *Hollow Legions* 3<sup>rd</sup> edition with these changes. In the VC, change “excluding all prisoners and captured items” to “excluding captured items; prisoners do not count double”. [HL3; J13; Mw23B]

**58 (“Ci Arrendiamo”)** The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. “1 2/3PP” on the sidecar counter illustration should read “M9 3PP -1”. [An90; An96; Mw23S]

Reissued with those fixes and these changes in *Hollow Legions* 3<sup>rd</sup> edition. Add one 3-4-7 squad and one squad-sized sidecar to the Italian Turn 2 reinforcements. [HL3; J13; Mw23B]

**59 (“Smertniki”)** Reissued in *Rising Sun* with the following changes. Add an 8-1 leader to the Russian OB. In SSR 3, delete the last sentence. [J10; Mw23B] {Inspection shows some minor rewording in the VC, and add “Prisoners/captured-equipment count double immediately for Exit VP and CVP purposes.” to the end of the VC. SR }

**60 (“On the Kokoda Trail”)** Reissued in *Rising Sun* with the following changes. Add a 6-4-8 to the at-start Allied OB. Add a 7-0 to the Allied reinforcements. The Allied BI BPV changes from 121 to 135. In SSR 5, add “Field Promotion (A18.) is NA,” after “Captured.”. [J10; Mw23B]

**62 (“Bungle in the Jungle”)** Reissued in *Rising Sun* with the following changes. In the VC, change “35 VP” to “30 VP”. In the British Balance, change “35” to “30”, and change “30” to “27”; and add “British OBA has Plentiful Ammunition (C1.211).”. [J10; Mw23B]

**63 (“The Eastern Gate”)** Reissued in *Rising Sun* with the following changes. In SSR 3, insert before the last sentence: “Both the onboard Column and the Turn 2 Column have already expended 2 MF.”. In SSR 5, delete the last two sentences and add “(A25.43)” at the end of the first sentence. [J10; Mw23B] {Inspection shows other changes. Change “no Gurkha squad-equivalent” in the VC to “< 1 British squad-equivalent”, and change “Good Order Gurkha” to “Good Order British”. Delete SSR6. SR }

**64 (“Hazardous Occupation”)** Reissued in *Rising Sun* with the following changes. In the Muslim OB, add a 3-3-7 and replace the 8-0 with an 8-1. (The Muslim BI BPV number changes from

nil to ;60].) Change the Muslim Balance to read “Add a 3-3-7 and two Panji hexsides.” [J10; Mw23B]

**66 (“The Bushmasters”)** Does SSR4 imply that the reinforcements have to enter as one contiguous Banzai, or could they be set up in 2 or more clusters as long as each cluster meets the requirements for Banzai and this SSR?

A. One contiguous Banzai. [Mike Seningen to Perry Cocke, forwarded to Scott Romanowski 15 Jul 2002] {Re-worded. SR }

**66 (“The Bushmasters”)** Reissued in *Rising Sun* with the following changes. In the VC change “40 points” to “35 points”. In the American Balance, change “40” to “35”, and change “35” to “30”. [J10; Mw23B]

**70 (“KP 167”)** Delete the last Japanese Player Turn so that the game length becomes 10½ Game Turns. Add a 4-4-8 to the Japanese OB. (The Japanese BI BPV number changes from [292] to [308].) [J10; Mw23B]

**71 (“Jungle Citadel”)** Reissued in *Rising Sun*. Inspection found the following changes. In SSR 4, change “No bridges exist.” to “All Bridges are Fords.”. [Inspection]

**73 (“Hell or High Water”)** Delete a 6-6-8 from the American OB. In SSR 3, change “eight pillboxes” to “twelve pillboxes”. [J10; Mw23B]

**75 (“Strangers In a Strange Land”)** Reissued with these changes in *Croix de Geurre* 2<sup>nd</sup> edition. Add one 4-6-8 squad to the German at-start OB. [CdG2; J13; Mw23B]

**76 (“End Of The Ninth”)** The French armored cars should *not* have AAMGs. [An93a; An96; Mw23S]  
Reissued with that fix in *Croix de Geurre* 2<sup>nd</sup> edition. [CdG2]

**78 (“Encounter at Cornimont”)** Reissued with these changes in *Croix de Geurre* 2<sup>nd</sup> edition. Decrease the game length to 9 Game Turns. In the VC, change “≥ 14” to “≥ 16” and “≤ 35” to “≤ 30”. Exchange one PSW 222 with one PSW 221 in the German OB. [CdG2; J13; Mw23B]

In the version from *Croix de Guerre* 2<sup>nd</sup> edition, the nine cycle counters in the German OB should be sidecars. [CdG2PP; J13; Mw23S]

**79 (“Bridge Of The Seven Planets”)** In SSR 1, change “Hill 486” to “Hill 520”. Regarding SSR 3, if the leader in building 40oD1 undergoes Heat of Battle, the result is always treated as Battle Hardening. [An93a; An96; Mw23S]

**79 (“Bridge Of The Seven Planets”)** An offboard Crew attempts to push their Gun onboard, but rolls > the M#. Do they sit there waiting to try again in their next MPh, or are they lost? If they are lost, are they counted as eliminated for VP purposes?  
A. They sit there until the end of their turn and are then eliminated. Yes. [K33-ML]

**80 (“Play Ball”)** Reissued with these changes in *Croix de Geurre* 2<sup>nd</sup> edition. Add one BAZ 43 to the American OB. [CdG2; J13; Mw23B]

**81 (“Fratricidal Fighting”)** Reissued with these changes in *Croix de Geurre* 2<sup>nd</sup> edition. Add one 4-5-7 squad and four “?” counters to the Vichy OB. (The Vichy BI BPV number changes from [140] to [148].) [CdG2; J13; Mw23B]

**81 (“Fratricidal Fighting”)** Broken Terrain (F13.1) is in effect for all non-hill (thus including hillock) hexes. If a hammada hex is also a hill hex, are adjacent non-hill open ground hexes treated as Broken Terrain? Does Broken Terrain apply to hillock hexes? A. No. Yes. [K33] {Minor editing. SR}

**83 (“An Uncommon Occurrence”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Replace one *PzKfw IIA* with one *PzKfw IIIF* and add one 9-1 Armor Leader. [DB3; J8; Mw23B]

**84 (“Round One”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Add one Fortified Building Location (see SSR 5) and one ATR to the Polish OB. [DB3; J8; Mw23B]

**85 (“No Way Out”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Shorten game length by one turn. Delete two 4-5-7s from the Polish OB (changes BI to 128). [DB3; J8; Mw23B]

The *TKS(L)* in the Polish OB in the DB3 revision should not have a BMG; the counters and Chapter H are correct. [J10; Mw23S]

**86 (“Fighting Back”)** The contact number shown on the scenario card for the Polish radio should be 7, as is shown on the actual radio counter. [DB3; Mw23S] {This was fixed in the DB3 version. SR}

The *TKS(L)* in the Polish OB in the DB3 revision should not have a BMG; the counters and Chapter H are correct. [J10; Mw23S]

**87 (“Good Night, Sweet Prince”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Increase game length by ½ turn. Add one dm MMG and one LMG to the German OB. Change German Balance to read “Increase Game Length to 8½ turns.” In SSR 4, replace “Surrender may not be refused...” with “A Good Order unit may not refuse Surrender...”. [DB3; J8; Mw23B]

**88 (“Art Nouveau”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Increase game length by one turn. Replace German 8-0 with German 9-1. Change German Balance to read “Increase Game Length to 9½ turns.” [DB3; J8; Mw23B]

**89 (“Rescue Attempt”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. In SSR 2 replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex EIRR overlays). [Consider overlapping a hex of the two GLRR overlays (RR1 & RR2) which will keep all of overlay RR1 on board.] [DB3; J8; Mw23S] {J8 doesn't include the SSR RR overlay part. SR}

Change the VC to “The Belgians win at game end by amassing ≥ 13 VP, which are awarded as follows. At game end Good Order Belgian squads and HS are worth 2 VP and 1 VP respectively. AFV with any functioning MA/MG are worth 2 VP if within 5 hexes of 43O10, or 1 VP otherwise. Beginning on Turn 7, Belgian squads/HS may exit off the west edge on/between 33GG5 and 33GG1 and count for VP.”. [DB3; J8; Mw23B]

The reissued scenario card is missing the “This scenario has been updated from its original version.” text. [Mw23B]

**90 (“Pride and Joy”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition with the following changes. Delete SSR 2 (Ammo Shortage).

Delete one 3-4-6 from the Italian turn 5 reinforcements. [DB3; J8; Mw23B]

**93 (“Tavronitis Bridge”)** In SSR 2, replace “Q2-Q9” with “Q3-Q8”. [J11; Mw23S]

**110 (“North Bank”)** What is the effect of Ammo Shortage on the British 57L AT Gun?

A. It has a circled B11. [K33-ML] {See also unofficial Q&A for A19.131. SR}

**111 (“Balkan Sideshow”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Add one *38M Toldi I* to the Hungarian 2<sup>nd</sup> Armored Cavalry Battalion group. [J13; Mw23B]

**112 (“Out of Cowardice”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Add one *39M Csaba*, one 3-4-7 squad, and one LMG to the Hungarian OB. (The Hungarian BI BPV number changes from [66] to [72].) In the SSR 5 table, change “9-1” to “8-0” in the “Leaders” column in dr “4” row. [J13; Mw23B]

**112 (“Out of Cowardice”)** Are the Hungarian vehicles subject to the SSR 2 Mechanical Reliability DR while offboard?

A. No. [K33]

**114 (“Cautious Crusaders”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Delete two 4-4-7 squads from the Russian Turn 3 reinforcements. Add one *LT vs 38(t)A* to the Slovakian Turn 2 reinforcements. [J13; Mw23B]

**116 (“The Sixth Blow”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Add one *SU-85* to Russian Group B. Delete one 4-4-7 squad and one Horse counter from the board 2 Axis force. (The AXIS BI BPV number changes from [98] to [90].) [J13; Mw23B]

**117 (“With Tigers On Their Tail”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Add one *41M Turan II(r)* and one *StuG IIIG(g)* to the Hungarian Turn 1 reinforcements. [J13; Mw23B]

**119 (“Ancient Feud”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Replace the 7-0 lender with an 8-1 leader and add one 3-4-7 squad to the Romanian at-start OB. (The Romanian BI BPV number changes from [96] to [102].) Add one *TA CAM R-2(r)* to the Romanian Turn 3 reinforcements. [J13; Mw23B]

**120 (“Return To Sender”)** In the *Armies of Oblivion* 2<sup>nd</sup> edition version, in SSR1, replace “Turn 5” with “Turn 8. [J13; Mw23S]

**120 (“Return To Sender”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Delete one 5-4-8 squad, one LMG, and one *5cm leGrW 36 MTR* from the German OB. (The German BI BPV number changes from [219] to [206].) In SSR 3, change “German Player Turn 4” to “German Player Turn 7”. [J13; Mw23B]

**121 (“End Station Budapest”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Add one *Zrinyi II* to the Hungarian Turn 3 reinforcements. Delete two 3-4-7 squads from the Romanian at-start OB. (The Romanian BI BPV number changes from [204] to [198].) [J13; Mw23B]

**122 (“Extracurricular Activity”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition with these changes. Add two 3-4-7 squads and one LMG to the Hungarian OB. (The Hungarian BI BPV number changes from [84] to [96].) [J13; Mw23B]

**144 (“The Professionals”)** The reissued scenario card is missing the “This scenario has been updated from its original version.” text. [Mw23B]

**159 (“White Tigers”)** In SSR1 delete “-37X5”. [J13; Mw23S]

**160 (“Battlin’ Buckeyes”)** SSR 1 says: “PTO Terrain is in effect... All buildings are wooden and have a ground level only.” Board 41 has four stone building hexes that contain  $\geq$  two separate buildings, but no partial building depiction. These are hexes S4, Z3, Z4 & DD4. Upon conversion of these buildings to wooden buildings do they then become Huts in accordance with G5.1?

A. They are wooden buildings, not huts. [K33] {Minor editing, SR}

**168 (“Forest Bastion”)** SSR 2 states in part, “... must have LOS to a board 37 hex ...”. For the purposes of this SSR, do half-hexes shared with board 39 (e.g., 37D10, 37P10) meet the “board 37 hex” requirement?

A. Yes.

For the purposes of sequencing of SSRs 2, 3, and 4 per the ASOP (rev) PRE-GAME SEQUENCE is the following correct; Russian Player spends PFZ Factors and places the resulting PFZ counters per B36, the Finnish Player then selects the Pre-Registered hex (including the turn of entry and [a] alternate north-south Hex Grain, west-edge hex, and finally the Finnish Player selects the west-edge hex for his Offboard Observer.

A. First, PFZ Factors are spent, and any PFZ counters are placed on board. The OBA stuff comes after. [K33]

**168 (“Forest Bastion”)** See unofficial entry B36.1 & 168 (“Forest Bastion”)

**172 (“The Last Attack”)** In SSR 1, replace “52R8-EE6” with “52R6-EE6”. In SSR 2, second sentence, replace “units in each group” with “counters in each group”, and replace the third sentence with “Crews and Guns from Groups 6-8 must set up in woods/Light-Woods/hill hexes on board(s) 17/44; other counters from these three groups must set up with Groups 1-5.” [J12; Mw23S]

**181 (“Gavin Take”)** Some copies of the scenario are missing the red text showing counter quantities. There should be the following numbers of each:

German: 4  $\times$  4-6-7, 3  $\times$  4-4-7, 1  $\times$  9-1, 1  $\times$  8-1, 1  $\times$  8-0, 2  $\times$  MMG, 3  $\times$  LMG.

American, Gavin-Maloney Force: 6  $\times$  7-4-7, 1  $\times$  10-3, 1  $\times$  8-0  
Ostberg Force: 4  $\times$  7-4-7, 1  $\times$  10-2. [Errata in *Yanks* 2<sup>nd</sup> edition box] A corrected version is available for download from the product page, and was reprinted on cardstock in J12. [YPP]

**183 (“The Pouppeville Exit”)** SSR 1 states, “All hexes of Hills 534 and 547 are ground level marsh.” Does the marsh conform to the printed level 1 crest line? If the answer to Q1 is No, is the marsh Inherent Terrain?

A. Yes. NA. [K33] {Minor editing, SR}

**192 (“Shoot-N-Scoot”)** The German OB instructions reads “... enter on Turn 1 along the east edge, each unit having already expended  $\frac{1}{2}$  (FRU) of its MF/MP allotment...”. If infantry enter on a road hex, and move along contiguous road hexes for the remainder of their movement allotment do they receive the road bonus? How many additional MF would be received for declaring double-time at the beginning of a unit’s MPh? How many if declared after MF have been spent? If a unit spent 2 MF to enter during the APH, would the unit be marked CX?

A. Yes. 2;1. No. [K33]

**195 (“Rocket’s Red Glare”)** The American player has four “PF” counters in his OB. If the German player captures these PF, is the German side subject to a PF Check dr to use these “captured” PF? Does use of a “captured” PF by the German side count against the total number of PF that the German player may use?

A. No to both. [K33] {Minor editing, SR}

**204 (“Human Bullets”)** In the VC, change “(see SSR 6)” to “(see SSR 5)”. [FWPP; J13; Mw23S]

**211 (“Task Force Faith Breakout”)** SSR 2, after the last sentence, add “Foxholes may not set up in playable road hexes.” [FWPP; J13; Mw23S]

**215 (“Red Devils”)** See W7.4231 & 215 (“Red Devils”) in Chapter W on page 127

**216 (“Centurions Reverse! ”)** In the CPVA setup instructions, change “81T4” to “83T4” [FWPP; J13; Mw23S]

**232 (“Chance d’Une Affaire”)** In the German OB set up instructions for Infanterie-Regiment 1, change “R4” to “N4”. [CdG2PP; J13; Mw23S]

**288 (“All Roads Lead To Rome”)** Does the SSR 4 TC, and its possible side effects, apply to rolled-for Italian reinforcements awaiting entry offboard on the turn the German chooses to use it?

A. No. [K33]

**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.

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” (1<sup>st</sup> 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. [K33] {Minor editing. SR}

**298 (“The Dead And The Dying”)** The 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.

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. [K33]

**301 (“St. Kilian’s Bloody Sword”)** The VC refer to the “16aN14-O15-18aB15-1C15 road”. Is the “1” before “C15” an error and should it be ignored? Entry instructions for the Northern German group are “between 16aA15 and 16aF1”. Should that be 16aF0?

A. Yes to both. [Bill Cirillo to gamesquad.com, 4 July 2024]

## AH/MMP HASLs

**Optional Armament in HASLs** In *DZ:SME* the US gets some Jeeps in the CG. How do you know if they're armed or not?

A. No Jeep armament. Every HASL that allows optional armament has an SSR to that effect. Every HASL that does not allow optional armament does not have such an SSR. [Perry Cocke’s reply on gamesquad.com to user “carlsson”, 30 May 2023]

**Strategic Locations** See Q9.2 & Q9.6054 in *Pegasus Bridge* Chapter Q on page 132

## Lettered The General scenarios

### • Alphabetic Scenarios (A-W)

**GEN A (“The Guards Counterattack”)** A7.72 supersedes SSR 2. [Corrected in *ASL Classic* and PDF versions] [An89; An96; Mw23S]

**GEN B (“The Tractor Works”)** A7.72 supersedes SSR 2. [Corrected in *ASL Classic* and PDF versions] [An89; An96; Mw23S]

**GEN C (“The Streets of Stalingrad”)** A7.72 supersedes SSR 3. The date, of course, should read “1942”. [Corrected in *ASL Classic* and PDF versions] [Gen25.1; An89; An96; Mw23S]

**GEN C (“Streets Of Stalingrad”)** SSR 2 instructs players to use the “exact” Order of Battle and Set Up restrictions provided in *ASL Scenarios A and B*. Does “exact” Order of Battle prohibit the Russian player from making further at-start commissar exchanges? If not, may the Russian player create a 9-0 commissar as part of the Scenario B Order of Battle (for a total of two, including the 9-0 provided in the Scenario A Order of Battle)? May the German player deploy squads at start as per A2.9?

A. No. Yes. Yes. [K33] {Minor editing. SR}

**GEN D (“The Hedgehog of Piepsk”)** A7.72 supersedes SSR 4. [Corrected in *ASL Classic* and PDF versions] [An89; An96; Mw23S]

**GEN E (“Hill 621”)** In the version appearing in “Classic ASL”, the Russian reinforcements shown as entering of Turn 3 should instead enter on Turn 5. [Corrected in PDF versions] [Mw20; Mw23S]

**GEN H (“Escape From Velikiye Luki”)** In SSR1 of the PDF version, the sentence “The Majority Squad type of both sides is Normal” is conflicting with the next sentence “All German units are Stealthy while all Russian units are Lax.” Should the first sentence be deleted?

A. No. Majority Squad type is used for ?/cloaked stacks with regards to straying, Stealthy and Lax for all other purposes. [K33] {Minor editing. SR}

**GEN J (“The Bitche Salient”)** In SSR 4, the 80mm+ OBA should have *normal* ammunition. [Corrected in *ASL Classic* and PDF versions] [Gen25.1; An89; An96; Mw23S]

**GEN L (“Hitdorf On The Rhine”)** Reissued as scenario 202 in *Yanks 2<sup>nd</sup>* edition. {Comparing cards shows one change: instead of all four Turn 6 *Pz IVH* having 3/5/2 MGs, two have 3/5/2 and two have 3/5. SR}

**GEN M (“First Crisis At Army Group North”)** Reissued as scenario 125 in *Beyond Valor 3<sup>rd</sup>* edition with changes: increase the game length by one turn and add one 447 and LMG to the Russian OB. In Russian balance, replace “8 Turns” with “9 Turns”. [Mw23B]

**GEN R (“Burzevo”)** The last sentence of SSR 4 reads “The 88L FlaK Gun must be set up adjacent to a building hex.” [An93a; An96; Mw23S]

**GEN R (“Burzevo”)** In SSR 2 there is no mention of the Moon Phase. What is the Moon Phase for this scenario?

A. Many night scenarios do not discuss the Moon Phase, meaning that the moon has no effect on NVR change. [K33] {Minor editing. SR}

**GEN S (“The Whirlwind”)** In SSR 5, change “German ... friendly” to “Germans are in a friendly, and the Americans in a hostile, “. [An93b; An96; Mw23S]

**GEN U (“Chance d’une Affair”)** In SSR 4, change “the MPH” to “Movement Phases”. [An97; Mw23S]  
Reissued as scenario 232 in *Croix de Geurre 2<sup>nd</sup>* edition with that fix and these changes. Add one 4-3-7 squad to the French OB. (The French BI BPV number changes from [72] to [78].) [CdG2; J13; Mw23B]

### • Deluxe Scenarios

{These are listed in ROAR as GD-A to GD-C. SR}

**GEN DASL A (“To The Last Man”)** Add “Buildings cH2, aK2, and bE1 are Factories” to the end of SSR 5. [An95w; An96; Mw23S]

The VC state a player must have “sole control” of buildings to win. Interpret this as “building control”. [Perry Cocke to ASLML, 17 Jun 1999]

Reissued as scenario DASL34 in *Deluxe ASL* with the above fixes and these other changes. Exchange the two *IS-2m* that enter along the east edge for two *IS-2*. In SSR 4, at the end, add “German 5-4-8s/2-3-8s are SS (A25. 11), and as such have their

broken side Morale Level increased by one. Their Morale Factor is considered underscored.”. Replace SSR 7 with: “7. German AFV do not suffer Recall due to MA disablement; treat a Recall due to attack effects (D5.341-.342) as a Stun result only, and are abandoned after a second Stun result.”. [J13; Mw23B]

**GEN DASL B (“The Kiwis Attack”)** Reissued as scenario DASL26 in *Deluxe ASL* with these changes. Add six “?” counters to the German OB. [J13]; Mw23B

**GEN DASL C (“Smoke the Kents!”)** Reissued as scenario DASL20 in *Deluxe ASL* with these changes. Add one ATR to the base British OB. [J13; Mw23B]

## • Historical Scenarios

{This is listed in ROAR as GH-A. SR}

**GEN HASL A (“Ghosts in the Rubble”)** Reissued as scenario RB9 in *Red Factories* with these changes. In the VC, change “≥ 6” to “≥ 8”. Add one 4-6-8 squad, one 4-4-7 squad, five “?”, and one trench to the German OB. (The German BI BPV number changes to [154].) [J13; Mw23B]

## A) ASL Annual

**A1 (“Tavronitis Bridge”)** Reissued as scenario 93 in *For King And Country* with the following changes: add one 4-6-8 and a glider to the German OB. [FKAC; Mw23B]

**A1 (“Tavronitis Bridge”)** In SSR 2, replace “Q2-Q9” with “Q3-Q8”. [J11; Mw23S]

**A2 (“Bofors Bashing”)** Reissued as scenario 94 in *For King And Country* with the following changes: add one 4-6-8 and a glider to the German OB. [FKAC; Mw23B] {Comparing cards shows further changes. The BPV for BI were added: British 141 and German 169. SR}

**A3 (“Descent Into Hell”)** Reissued as scenario 95 in *For King And Country* with the following changes: add one 4-6-8 and a glider to the initial turn 1 force and also to the Turn 4 reinforcements. [FKAC; Mw23B] {Comparing cards shows further changes. In the VC, change “scenarios A1 and A2” to “scenarios 93 and 94”. Add BPV for BI: British 206, German 169. Delete “all ILHs (E8.2) must be on board 8” from the Turn 4 reinforcement entry instructions. Delete SSR 6. SR}

**A6 (“The Price Of Impatience”)** “-1 2/3 PP” on the Sidecar counter illustration should be “M9 3PP -1”. [An90; An96; Mw23S]

**A7 (“Slamming Of The Door”)** Reissued as scenario 129 in *Beyond Valor* 3<sup>rd</sup> edition with these changes: revise the circled numbers in the Turn Record Chart for the turn of entry of the German reinforcements and their relationship to the VC — circled numbers are now “2” in turn 2, “4” in turn 3, and “6” in turn 4, and the number of CVP the Russians must amass is increased by the circled number of the turn of entry of the reinforcements. [BVPP; Mw23B]

**A8 (“The Agony Of Doom”)** Reissued as scenario 136 in *Beyond Valor* 3<sup>rd</sup> edition with this change: in the VC, change “all multi-hex buildings” to “4 multi-hex buildings”. [Mw23B]

**A11 (“Silent Death”)** Finnish OB text should read: “27<sup>th</sup> Sissi Company [ELR:5] enters on turn 1 on any/all board edge(s), expending no more than half their MF allotment.” [An90; An96; Mw23S]

**A12 (“Savoia!”)** Reissued with changes as scenario 268 in *Hollow Legions* 3<sup>rd</sup> edition. [HL3] {Typo here found by ‘apbills’ on gamesquad.com/forums.}

**A15 (“Stand Fast The Guards”)** Reissued as scenario 92 in *For King And Country* with the following changes:

- In SSR 2 delete “and one AT Gun (and its crew)” and “Placement of SMC and SW is not restricted.”.
- In SSR 3, change “dr” to “DR”.
- Replace British balance with “SSR 4 and 5 are NA.”.
- Replace German Balance with “In SSR 3 replace “DR” with “dr”.”. [FKAC; Mw23B] {Comparing cards shows further changes. In the VC, the Germans win immediately by exiting, or at the end of any Player Turn by clearing the hill. SR}

**A16 (“On The Borderline”)** Reissued as scenario 124 in *Beyond Valor* 3<sup>rd</sup> edition. {The Russian MMC BPV, 182, is now listed. SR}

**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?  
A. No. [K33]

**A21 (“Counterattack On The Vistula”)** Reissued as scenario 134 in *Beyond Valor* 3<sup>rd</sup> edition with these changes: in the VC increase the German CVP cap from 19 to 24 and in the German balance increase the German CVP cap to 29. [BVPP; Mw23B]

**A22 (“The Crux Of Calais”)** Reissued as scenario 96 in *For King And Country* with the following changes:

- Add a 4-5-7, a LMG, and 6 “?” to the British OB.
- Replace the British Balance with “Add a 4-5-7 and an ATR to the British OB.”.
- In the German Balance, replace “three 4-6-7s” with “two 4-6-7s”. [FKAC; Mw23B] {Comparing cards shows further changes. The British BPV is 164. SR}

**A24 (“Regalbuto Ridge”)** In SSR 4, add “as if the gun were a mortar” after “apply”, and add “Range is drawn from any west-edge hex of board 3 (the firer may choose any such hex when he declares each shot)”, after “malfunction”. [An95w; An9; Mw23S 6]

**A24 (“Regalbuto Ridge”)** Reissued as scenario 100 in *For King And Country* with the following changes:

- Shorten the Game Length to 7 turns.
- Replace the Victory Conditions with the following: “The Germans win at game end if they have more Good Order squad-equivalents than the British on hill hexes of board 2. Good Order MMC on Level 3 hexes count double.”
- Replace SSR 4 with the following: “One German 8-0 possessing the radio *must* set up HIP to direct the fire on a single offboard 75\* *leIG 18* INF Gun (German Ordnance Note 15). Radio Contact must be gained/maintained normally, but Battery Access is NA. The 8-0 serves as a spotter (C9.3) and all principles of spotted indirect fire (C9.3-.31) apply [EXC: Gun



*Malfunction is NA*], including ROF decrease (C3.33) and target acquisition. For TH# determination purposes, range is counted from 3A5.”

- In the British balance replace “7 Turns” with “6 Turns”. [FKAC; Mw23B]

**A25 (“Cold Crocodiles”)** May the Canal be crossed as if a Frigid Stream (B20.7)? If not, what effect does it have that Water Obstacles are Frigid in this scenario?

A. No. Not much. [VFTT #9]

**A28 (“The Professionals”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition as 144 with the following changes. Kindling is NA {This was already the case, SSR 6. SR}. At the end of SSR 4 add: “Use either *Cannone da 47/32* (Italian Ordnance Note 5) or the *Bohler M35* (Allied Minor Common Ordnance Note 26) but without a gunshield” [DB3; J8; Mw23B]

**A35 (“Guards Attack”)** Reissued as scenario 108 in *For King And Country* with the following changes: Add a 2-4-8 to the German OB. [FKAC; Mw23B]

**A37 (“Dreil Team”)** Reissued as scenario 109 in *For King And Country*. [FKAC] {Comparing cards shows the British BPV for BI was added, 140. SR}

**A38 (“North Bank”)** Reissued as scenario 110 in *For King And Country* with the following changes:

- Add 8 “?” to the British OB.
- Add the following SSR: “5. Prior to play the British player may secretly record which units possess PIATs. The presence of a PIAT will be revealed when the possessing unit fires/transfers/drops the PIAT in LOS and within 16 hexes of an unbroken enemy unit, or is no longer in Good Order.”
- Replace the British balance with “Add one 3-3-8 to the British OB.”
- Replace the German balance with “Delete 8 “?” from the British OB.”

See that scenario for additional entries. [FKAC; Mw23B]

**A39 (“Showdown at Tug Argan Pass”)** Reissued with these changes as scenario 262 in *Hollow Legions* 3<sup>rd</sup> edition. In SSR 3, delete “with Scarce Ammunition”. [HL3; J13; Mw23B]

**A40 (“Ad Hoc At Beurains”)** Reissued as scenario 91 in *For King And Country* with these changes: In Victory Conditions replace “35 VP” with “30 VP”. [FKAC; Mw23B]

**A41 (“Op Hill”)** Reissued as scenario 157 in *Rising Sun* with the following changes. Add a 4-4-8 to the Japanese OB. In the British OB, delete the 7-0 from the reinforcements. (The Japanese BI BPV number changes from [265] to [281].) [J10; Mw23B]

**A43 (“Probing Layforce”)** Reissued as scenario 98 in *For King And Country* with these changes:

- In Victory Conditions replace “20 VP” with “17 VP”.
- Reduce the British OB by one 6-4-8.
- Replace German balance with “Delete a 9-1 from the British OB.” [FKAC; Mw23B] {Comparing the cards reveal more changes. The British BPV for BI is 155. In SSR 3, crossing a non-road hexside or using the non-road movement rate also results in immediate Bog. British 3-3-8s are also Commandos. SR}

**A46 (“Rattle of Sabres”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition as 138 with the following changes.

- In VC, Prisoners are NA for Exit VP, and required CVP are lowered from “≥ 12” to “≥ 8”.
- Polish forces are split into 3 groups. Three 4-5-8s & horse counters, 8-1, MMG, & two ATRs set up HIP (if in Concealment Terrain) on/west of hexrow U (see the new SSR 2). Seven 4-5-8s & horse counters & 9-2 enter Mounted on Turn 1 along west edge having expended 6 MF. Four 4-5-8s & horse counters & 8-0 enter on Turn 2 along west edge having expended 6 MF (see the new SSR 2)..
- Add a fourth LMG to German OB.
- Replace SSR 2 and SSR 3 with the following and add SSR 5: “2. The Polish player may elect to forego setting up on board any SW and 1 squad (and Horse counter), and instead enter the SW and 2 squads (and Horse counters) with the Turn 2 reinforcements.
- “3. German units must enter Mounted. German MMG must enter possessed by a crew, cannot be transferred among Cavalry, and require the possessing unit to spend ALL MF to (dis)mount.
- “5. Polish Elite and 1<sup>st</sup> Line squads have Assault Fire (A7.36) capability.”
- Replace Balances with:
  - “Polish: Add a 4-5-8 to the Polish on-board force.
  - “German: Extend the game length to 7½ turns.” [DB3; J8; Mw23B]

**A47 (“White Tigers”)** Reissued as scenario 159 in *Rising Sun* with the following changes. Add a 4-4-7, LMG, and DC to the Japanese OB. (The Japanese BI BPV number changes from [326] to [339].) In SSR 4, delete everything after “(A25.43),” and replace the comma with a period. [J10; Mw23B]

**A53 (“Smith & Wesson”)** The Annual ‘93a scenario entitled “Smith & Wesson” should be ASL Scenario “A53”, not “53”. [An93b; An96; Mw23S]

**A54 (“The Raate Road”)** The Finnish ATR should be the 20L Lahti – not the 20LL depicted. The Russian radio counter depiction should have Contact values of 6/7/8 – not 5/6/7. [An93b; An96; Mw23S]

**A58 (“Munda Mash”)** This was Reissued as scenario 152 in *Rising Sun* with the following changes. Increase the game length by 1 Game Turn, to 8½ Game Turns. In the American OB, add an 8-1. [J10; Mw23B]  
Inspection also shows that the BI BPV were added, 157 for the Japanese, and 155 for the American.

**A59 (“Death at Carentan”)** Are the hedges (bocage) along hexsides O1/N0 through O4/N4 covered by the overlay in play?  
A. Yes. [VFTT #11]

**A60 (“Totsugeki!”)** Both Chinese MMG Strength Factors should be “4-10”. [An93b; An96; Mw23S]

**A60 (“Totsugeki!”)** Reissued as scenario 153 in *Rising Sun* with the following changes. Add a 3-3-7 and four “?” to the Chinese OB. (The Chinese BI BPV number changes from [88] to [93].) [J10; Mw23B]

**A61 (“Across The Wire”)** Reissued as scenario 261 with these changes in *Hollow Legions* 3<sup>rd</sup> edition. Italian Turn 3

reinforcements enter on Turn 4, and Italian Turn 4 reinforcements enter on Turn 5. Change the British Balance to “Add one 9-1 *and* one 8-1 armor leader to the British reinforcements.” [J13; Mw23B]

**A63 (“Action at Balberkamp”)** The German cross in the Turn 2 box of the Turn Record Chart should be in the Turn 3 box, and the British roundel should be in the Turn 2 box; this supersedes the errata for this scenario appearing in the *'95w Annual*. [An96; Mw23S]

Reissued in *Doomed Battalions* 3<sup>rd</sup> edition as 141 with no symbols in the turn boxes. Add the following sentence to SSR4: “After the first player receives his reinforcements, the opposing player receives (when his reinforcements arrive) an extra reinforcement squad for each subsequent failed Reinforcement DR.” [DB3; Mw23B]

**A64 (“Chateau de Quesnoy”)** Reissued as scenario 244 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. In the VC, change “< 50” to “< 60”. Add one 4-6-8 squad and two 2-4-7 HS to the German OB. (The German BI BPV number changes from [323] to [344].) In the German Balance, change “< 50” to “< 60” and “< 60” to “< 70”. [CdG2; J13; Mw23B]

**A66 (“Counterstroke at Stonne”)** Reissued as scenario 234 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. Add one MMG and replace one 8-0 leader with one 8-1 leader in the German OB. Delete one 4-3-7 squad from the French OB. (The French BI BPV number changes from [208] to [202].) In SSR 3, delete “(leadership DRM is NA)”. [CdG2; J13; Mw23B]

**A68 (“Acts Of Defiance”)** Is Kindling allowed?  
A. Yes. [VFTT #10]

**A68 (“Acts Of Defiance”)** Reissued as scenario 135 in *Beyond Valor* 3<sup>rd</sup> edition. {The Russian setup now lists “DD8” instead of “DD”. SR}

**A69 (“Broich Bash”)** The American player must Control a building in order to get any points for it. [Perry Cocke to ASLML 5 & 8 Apr 2003] {Re-worded. SR}

**A69 (“Broich Bash”)** Rotate the north arrow 180 degrees. [different wording in Gen30.2; An96; Mw23S]  
Reissued as scenario 200 in *Yanks* 2<sup>nd</sup> edition with this fixed.

**A70 (“Wintergewitter”)** Does the wall covered by overlay OG2 exist?  
A. No. [VFTT #10]

**A71 (“Patton’s Prayers”)** Reissued as scenario 196 in *Yanks* 2<sup>nd</sup> edition with the following changes: replace an 8-0 with a 9-1 in the German OB. [J11; Mw23B].

**A72 (“Italian Brothers”)** The Republican “Balance” should read: “Delete SSR 5.” [Gen30.2; An96; Mw23S]  
In the Republican OB change “SSR 1” to “SSR 5” and change “or on south of hexrow C” to “on/south of hexrow C”. [J1; DB3; Mw23S] {These were fixed in the DB3 version. SR}

**A72 (“Italian Brothers”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition as 137 with the following changes. Replace the Italian 7-0 that enters on Turn 1 with Italian 8-1. Change Nationalist Balance to read “Add a dm MMG to the Nationalist OB.” [DB3; J8; Mw23B]

**A73 (“Not Out of the Woods Yet”)** Are the hedges/walls covered by the overlays meant to be in play, contrary to the normal provisions of G.9C.  
A. No. [VFTT 2 Feb 1998]

**A73 (“Not Out of the Woods Yet”)** The Americans set up first *and* move first; this supersedes the errata for this scenario appearing in *The General* 30.2. [An96; Mw23S] {Fixed when Re-issued. SR}

**A73 (“Not Out of the Woods Yet”)** Reissued as scenario 185 in *Yanks* 2<sup>nd</sup> edition with these changes: add one 2-3-8 HS to the German at-start OB. Exchange one 6-6-6 squad with one 5-4-6 squad and add one BAZ 44 to the American OB. (The American BI BPV number changes from [119] to [115].) Change the American Balance to “Exchange one 7-0 leader with an 8-1 leader *and* exchange three 5-4-6 squads with three 6-6-6 squads in the American OB.” [Y2; J12; Mw23B] {I found two additional items by comparing the cards. In the VC, change “Control 5” to “Control ≥ 5”. The Americans Sets Up and Moves First. SR}

**A75 (“Medal of Honor”)** In SSR 2, replace “Q2 to Q9” with “Q3 to Q8”. [J13; Mw23S] {As noted in J14, J13 mistakenly gives the ID as “A85”. SR}

**A76 (“Night Drop”)** The American “Balance” should read: “Delete SSR 5.” [Gen30.2; An96; Mw23S] The German “Balance” change “turn 4” to “turn 2”. [An97; Mw23S]

**A77 (“Hide & Seek”)** Rotate board 14 180 degrees. [Gen30.2; An96; Mw23S]

**A79 (“Mike Red”)** Ordinarily, Ocean overlays are placed on **Beach** overlays. Is the Beach overlay properly placed here on **the Ocean** overlay?  
A. Yes. [VFTT 27 Feb 1999]

**A79 (“Mike Red”)** Change the Allied nationality in the Turn Record Chart from “British” to “Canadian”. Delete the bracketed total MMC BPV in the Turn Record Chart; Battlefield Integrity never applies to the Assaulting side in a Seaborne Assault. [An96; Mw23S]

**A80 (“Commando Schenke”)** Reissued as scenario 126 in *Beyond Valor* 3<sup>rd</sup> edition with these changes: add one 4-4-7 to the Russian OB and decrease the German SAN to 2. [BVPP; Mw23B]

**A81 (“They Fired On Odessa ...”)** The Russians enter along the west edge. [Gen30.2; An96; Mw23S]

**A81 (“The Fired on Odessa ...”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 220 with these changes. Add one 4-5-8 squad and one 7-0 leader to the Russian OB. (The Russian BI BPV number changes from [132] to [148].) [J13; Mw23B]

**A82 (“Orange At Walawbum”)** Add three 50mm Mortars to the Japanese OB. [Gen30.2; An96; Mw23S]  
In the American setup instructions, change “37S9-37S10” to “36S9-36S10”. [An97; Mw23S]

**A82 (“Orange At Walawbum”)** Reissued as scenario 154 in *Rising Sun* with the following changes. Add a 4-4-8 and LMG to

the Japanese OB. (The Japanese BI BPV number changes from [262] to [278].) [J10; Mw23B]

**A83 (“Last of Their Strength”)** Reissued as scenario 158 in *Rising Sun* with the following changes. The Japanese reinforcements enter on Turn 3. Change the American Balance to read “Eliminate a 4-4-7 from the Japanese reinforcements and replace the 10-0 with a 9-0.” [J10; Mw23B]

Inspection shows that “(Note that units suffer Mud penalties when crossing a Path hexside.)” in SSR1 was deleted.

**A84 (“Endless Struggle”)** Only hexrows B-FF are playable. [Gen30.2; An96; Mw23S]

**A85 (“Airborne Samurai”)** Game length is 7½ turns. Delete the first sentence of SSR 3. [Gen30.2; An96; Mw23S]

**A85 (“Medal of Honor”)** See A75 (“Medal of Honor”).

**A86 (“Fighting Sparrow”)** Since the Japanese Morale is underlined in this scenario (SSR 3), these units are not subject to Unit Substitution. [An97; Mw23S]

Are the Australian troops of the 2/40 Infantry Battalion considered ANZAC (A25.44) for stealth purposes?

A. Yes. [VFTT 2 Feb 1998]

**A87 (“The Grand Canal”)** Victory Conditions should read as follows: “The Japanese win if they Control  $\geq$  30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five printed stone buildings.” [Gen30.2; An96; Mw23S]

**A88 (“Surprise Encounter”)** Rotate the north arrow 90 degrees to the right; board 34 180 degrees; rotate board 32 180 degrees; this supersedes the errata for this scenario appearing in *The General* 30.2. [An96; Mw23S]

**A90 (“Cutting Out a Strongpoint”)** The South African roundel in the Turn Record Chart should be in Turn 5 instead of in Turns 3 and 4. The DVP values for the South African vehicles should be listed in red; the *2pdr Portees* are worth 4 DVP each and the *Marmon-Herrington* ACs are worth 3 DVP each. [An96; Mw23S] {The DVP are also missing from the Italian Guns/-AFVs. They are: 47/32 AT Gun, 3 DVP; 81/14 MTR, 3 DVP; L3/35 tankette, 2 DVP; *Matilda II* heavy tank, 6 DVP. SR} Reissued with those fixes and these changes as scenario 267 in *Hollow Legions* 3<sup>rd</sup> edition. Add one 9-1 armor leader to “A Squadron” in the South African OB. Change the South African Balance to “Add one ATR to the South African OB.” [HL3; J13; Mw23B]

**A95 (“The Long Road”)** Are the roads in the bridge hexes in play (SSR2)?

A. No. [VFTT 2 Feb 1998]

**A96 (“In Rommel’s Wake”)** Add to the end of SSR 4 “A set DC may use HIP and would lose HIP status as a Fortification.”. SSR 6 should read “The German cycle counters represent bicycles (D15.8) which may portage one MG when in squad size.” [An97]

Reissued as scenario 236 in *Croix de Geurre* 2<sup>nd</sup> edition with those fixes and these changes. Decrease the game length to 9 Game Turns (move the circled “4” to the number “9” box on the TRC). Delete one 4-6-7 squad, one LMG, and one motorcycle counter from the German OB. Change the French Balance to

“Add one LMG and two 1S Foxholes to the French OB.”.

Change the German Balance to “Add one dm MMG to the German OB.”. [CdG2; J13; Mw23B]

**A99 (“To Clear A Roadblock”)** The scenario card erroneously shows the German *le Pak 41* anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordnance Notes, this weapon only has a 2 ROF. [An97; Mw23S] {The art inside the back cover of the binder also erroneously shows a 3 ROF. SR}

**A101 (“The Drive for Taizerhuang”)** Reissued as scenario 146 in *Rising Sun* with the following changes. In the VC, change “50” to “55”. In the Chinese Balance, change “50” to “55” and “58” to “60”. [J10; Mw23B]

**A102 (“On Silent Wings”)** Reissued as scenario 98 in *For King And Country* with these changes: Add a 5-4-8, a LMG, and a glider to the German OB. [FKAC; Mw23B] {Comparing cards found one more change: change the last sentence of SSR 3 to “British non-crew MMC (and any SMC/SW set up with it) in suitable terrain may set up entrenched (B27.1).” SR}

**A103 (“Mayhem in Manila”)** Can the U.S. win by entering one of the buildings before the Japanese get a chance to use Defensive First Fire? Can they win by advancing into CC before the CC is resolved? Can they win merely by virtue of one of the buildings being occupied by no one?

A. Yes. Yes. No. [VFTT #11]

Reissued as scenario DASL36 in *Deluxe ASL* with changes. [DeluxeASL]

**A105 (“Police Action”)** In SSR2 (and the board configuration) change “overlay 1” to “overlay 2”. [J1; Mw23S]

**A108 (“Sudden Death”)** Reissued as scenario 237 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. Add one 4-4-7 squad and one 1S Foxhole to the German OB. In SSR 4, after the last sentence, add “Additionally, the DEFENDER may declare H-t-H CC provided all ATTACKER units were Ambushed and/or are Withdrawing/Pinned. Hand-to-Hand CC by/vs pillbox-occupant(s) is NA.”. [CdG2; J13; Mw23B]

**A109 (“Scouts Out”)** Reissued as scenario 190 in *Yanks* 2<sup>nd</sup> edition with these changes: in the VC, change “23” to “28”. [J11; Mw23B] {Comparing the cards yielded one more: for SSR 4 the Americans are in a friendly country and the Germans are in a hostile country. SR}

**A110 (“Shanghai in Flames”)** Reissued as scenario 145 in *Rising Sun* with the following changes. Add a 4-4-7 and LMG to the Japanese OB. (The Japanese BI BPV number changes from [246] to [259].) [J10; Mw23B]

**A112 (“Gift of Time”)** Reissued with these changes as scenario 283 in *Hollow Legions* 3<sup>rd</sup> edition. Weather is Clear. [HL3; J13; Mw23B]

**A114 (“Hamlet’s Demise”)** SSR1 The wind blows from the southwest. [J1; Mw23S]

**A115 (“Blockbusters”), A116 (“Tangled Up In Blue”), A117 (“Maggot Hill”) & A118 (“The Waterhole”)** See *Nhpum Ga* (Annual 97) on page 191.

**A117 (“Maggot Hill”)** SSR2 says units of both sides may set up “entrenched” if in suitable terrain. Does this mean units may set up in trenches and/or foxholes, as B27 lists both these items as “entrenchments”?

A. Foxholes only. [Wynn Polnicky to Perry Cocke, ASLML, 24 Dec 2000]

## • Campaign Games

**Gavutu-Tanambogo Campaign Game** Add a 2-2-8 and *Type 92 Infantry Gun* to the Japanese OB. [J10; Mw23B]

## • Deluxe Scenarios (Deluxe A, AD)

**Deluxe A2 (“Last Act in Lorraine”)** There are, of course, 11 two-story buildings. Change the references to “seven” in the VC and American Balance Provision to “eleven”. [An90; An96; Mw23S]

**Deluxe A3 (“Back to School”)** Reissued as scenario DASL24 in *Deluxe ASL* with these changes. Increase the game length to 5½ Game Turns. Change the German Balance to “Add one 8-3-8 squad to the German OB.”. [J13; Mw23B]

**Deluxe A4 (“The Island”)** The North arrow should point to the right – not to the top – of the scenario card. [An95w; An96; Mw23S]

Reissued as scenario DASL28 in *Deluxe ASL* with the above fixed and these changes. In the VC, change “by twice” to “by 1.5 ×”. [J13; Mw23B]

**Deluxe A5 (“Intimate War”)** Reissued as scenario DASL35 in *Deluxe ASL* with these changes. Add one 8-0 leader, one 6-6-7 squad, and one MMG to the American OB. (The American BI BPV number changes from [215] to [229].) [J13; Mw23B]

**Deluxe A7 (“Lehr Sanction”)** Reissued as scenario DASL29 in *Deluxe ASL* with these changes. In the VC, change “Control more” to “Control ≥ 2 more”. Add one 4-5-7 squad and one LMG to the British OB. (The British BI BPV number changes from [115] to [125].) [J13; Mw23B]

**Deluxe A9 (“Royal Marines”)** Reissued as scenario DASL27 in *Deluxe ASL* with these changes. Add one LMG and one PSK to the German OB. [J13; Mw23B]

**Deluxe A10 (“The Tiger of Toungoo”)** Reissued as scenario DASL23 in *Deluxe ASL* with these changes. Add one 4-4-8 squad and one 3-4-7 squad to the Japanese OB. (The Japanese BI BPV number changes to [304].) In SSR 6, change “three initial” to “four initial”. [J13; Mw23B]

**Deluxe A11 (“Sicilian Midnight”)** The Italian 3-4-6 squads should have their “1” 1<sup>st</sup> Line status “unboxed”, to match the 3-4-6 counters. [Reissued in *Out of the Attic* as scenario OA12 and in *Deluxe ASL* as scenario DASL25] [Mw23S]

**Deluxe A12 (“Tussle at Thomashof”)** The British get a total of three Churchill VIIIs. (This scenario has been updated and re-released in *Operation: Veritable* as HS23.) [J4; Mw23S] {This must supersede the prior errata in An97. SR}

**Deluxe A13 (“The Mailed Fist”)** The “< 35” in the German balance should be “≤ 34”. [Inspection] {The two equations are identical for VC purposes. SR}

Reissued as scenario DASL19 in *Deluxe ASL* with these changes. Increase the game length to 8 Game Turns. Delete one 4-5-7 squad from the French OB. (The French BI BPV number changes from [119] to [111].) Add one 4-6-7 squad, one LMG, and one ATR to the German OB. (The German BI BPV number changes from [169] to [179].) [J13; Mw23B]

## • Historical Scenarios (Historical A, AH)

**HASL A1 (“Fire On The Volga”)** Add “[EXC: for Victory Condition purposes only, the river is **not** Flooded]” to the end of SSR 1. [An95w; An96; Mw23S]

Reissued as scenario RB8 in *Red Factories* with these changes. In the VC, change “≥ 20” to “≥ 18”. Add one 4-6-8 squad and two DC to the German OB. (The German BI BPV number changes from [209] to [222].) [J13; Mw23B]

**HASL A2 (“The Commissar’s House”)** Reissued as scenario RB10 in *Red Factories* with these changes. Exchange two 4-4-7 squads with one 6-2-8 squad and one 4-5-8 squad and add two LMG and six “?” in the Russian OB. (The Russian BI BPV number changes from [229] to [238].) Exchange five 8-3-8 squads with four 8-3-8 Assault Engineer squads and one 4-6-7 squad and delete one 8-1 leader and one 8-0 leader in the German OB. (The German BI BPV number changes from [328] to [326].) [J13; Mw23B]

**HASL A3 (“Grabbing Gavutu”)** Reissued as scenario 149 in *Rising Sun* with the following changes. Add a 2-2-8 and a *Type 92 Infantry Gun* to the Japanese OB. [J10; Mw23B]

**HASL A4 (“Tanambogo Nightmare”)** Reissued as scenario 150 in *Rising Sun* with the following changes. In the VC, change “8” to “6”. [J10; Mw23B]

**HASL A5 (“Take Two”)** Reissued as scenario 151 in *Rising Sun* with the following changes. Delete two Game Turns so that the game length becomes 8 Game Turns. In the Japanese Balance, change “9 Turns” to “7 Turns”. [J10; Mw23B]

## ABTF) A Bridge Too Far

**General SW Question** Do expended DC (and other SW) get replenished? In other CG (e.g., RB) as long as some units of the original owning formation still survived, you would get the DC back. I don’t see anything like this in ABTF. Am I just half blind, or is it not there — meaning that you get only one try with a DC (or FT)?

A. Once they are gone, they are gone. [Russ Bunten to ASLML, 6 Jan 2000]

**ABTF1 (“The Prize”)** In the British OB under the British Headquarters Defense Platoon and Troop B, Royal Engineers, add “on/-east of hexrow G” after “set up” and before “≤ 3 hexes from hex I6:”. [Mw23S]

**ABTF8 (“God Save The King!”)** The first four “?” in the British OB and the first two “?” in the German OB should be DC, i.e., the British should get four DC and twelve “?” and the German Group 1 should get two DC and zero “?”.

In SSR1, hex F20 starts ablaze, not hex F21.

In SSR2, There should be no rubble in hex M15. Hex M15 should contain shellholes. [J2; Mw23S]

## AP) Action Pack

**AP1 (“The Ring”)** In line 2 of the Victory Conditions change “3 CVP” to “5 CVP”. [An97; Mw23S]

**AP2 (“Storm of Steel”)** May infantry on board 43 set up in buildings (SSR3)?  
A. No. [VFTT 2 Feb 1998]

**AP2 (“Storm of Steel”)** 1) How many pillboxes do the Russians get: one, or ten?  
A. One.

2) Re SSR#3, may Russians set up on board #43 in locations where entrenchments are NA (such as in buildings)?  
A. No, they must set up entrenched. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001]

**AP3 (“A Breezeless Day”)** SSR4 reads “All German 4-4-7s/-2-3-7s are considered to have Assault Fire capability...”. Is the “2-3-7” listing is a mistake since no other HS type in the game has Assault Fire capability, and A7.36 says Assault Fire restricted to ‘squads’ (never mentions HS/MMC).  
A. No Assault Fire for the 2-3-7 HS. [Perry Cocke to ASLML 28 Nov 2002]

**AP3 (“A Breezeless Day”)** Reissued as scenario 198 in *Yanks* 2<sup>nd</sup> edition with these changes: replace the HMG with a MMG in the American OB. [J11; Mw23B] {Comparing cards yielded one more: the German MMG enter dm. SR}

**AP4 (“L’Abbaye Blanche”)** Would a U.S. Gun captured and exited by the Germans be worth 4 VP or 2 VP?  
A. 4 VP. [VFTT #13]

**AP4 (“L’Abbaye Blanche”)**  
Reissued as scenario 186 in *Yanks* 2<sup>nd</sup> edition. [YPP] {Comparing the cards yielded one change: the German MMG enters dm. SR}

**AP8 (“A Bloody Harvest”)** Delete the two Polish LMG. Polish Elite and 1<sup>st</sup> Line squads have Assault Fire. [Corrected in PDF version] [J1; Mw23S]

**AP11 (“Swamp Cats”)** The scenario mapboard configuration incorrectly shows overlay X21. The SSR correctly identifies overlay X27. [J4; Mw23S]

**AP11 (“Swamp Cats”)** To win, the Russians must “control the bridge” (among other things). Interpret this as “control the bridge Location”, i.e., not the hex nor the Location below the bridge. [Perry Cocke to ASLML, 17 Jun 1999]

**AP14 (“Ace In The Hole”)** Reissued as scenario 199 in *Yanks* 2<sup>nd</sup> edition with these changes: add a BAZ 45 and a Gyrostabilizer (see SSR 2) to the American OB. [J11]  
The Gyrostabilizer reference should be to SSR 3, *not* SSR2. [Y2; J12; Mw23B]

**AP15 (“Broken Bamboo”)** Reissued as scenario 156 in *Rising Sun* with the following changes. Add a 4-4-7 to the Japanese OB. [J10; Mw23B]  
Inspection shows that this changes the Japanese BI BPV to [166] and “All British units are Gurkhas (A25.43)” was added to the SSRs.

**AP16 (“Danger Forward”)** Reissued with these changes as scenario 286 in *Hollow Legions* 3<sup>rd</sup> edition. Decrease the game length to 6½ Game Turns. In the VC, at the end, add “on board 46”. Delete two 6-6-6 squads from the American OB. (The American BI BPV number changes from [176] to [154].) Add one 8-0 leader, one MMG, and one LMG to the Italian OB. Add new SSR: “4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.”. [J13; Mw23B]

**AP17 (“The Valley of Death”)** Reissued with these changes as scenario 274 in *Hollow Legions* 3<sup>rd</sup> edition. Delete one 50mm MTR and one ATR from the Russian OB. Russian Guns may not use HIP (but may still be Emplaced). Add to the end of SSR 3, “Immediately prior to the Axis Turn 1 MPh, the Russian player makes a dr to determine which SW in his OB starts the game malfunctioned. dr 1: ATR; dr 2: MTR; dr 3-4: easternmost (or northernmost if equally east, or topmost if in same hex) LMG; dr 5-6: other LMG.”. [HL3; J13; Mw23B]

**AP19 (“Winter of Their Discontent”)** Reissued with these changes as scenario 276 in *Hollow Legions* 3<sup>rd</sup> edition. In SSR 5, after “15 VP”, add “and a maximum of 25 VP”. [HL3; J13; Mw23B]

**AP20 (“Victory is Life”)** Reissued with these changes as scenario 277 in *Hollow Legions* 3<sup>rd</sup> edition. Add one 4-4-7 squad to the Russian OB. (The Russian BI BPV number changes from [145] to [152].) Delete one 4-4-7 squad and the hero from the Italian at-start OB. (The Italian BI BPV number changes from [152] to [144].) In SSR 3, line 1 after “MMC”, delete “are Fanatic and”. [HL3; J13; Mw23B]

**AP21 (“Red Don”)** Reissued with these changes as scenario 278 in *Hollow Legions* 3<sup>rd</sup> edition. Delete one LMG and one MTR from the Italian OB. [HL3; J13; Mw23B]

**AP22 (“Ghost Riders”)** Reissued with these changes as scenario 279 in *Hollow Legions* 3<sup>rd</sup> edition. Add one 4-4-7 squad to the Italian at-start OB. (The Axis BI BPV number changes from [107] to [115].) Add one LMG and exchange all three AFV for three *StuG III*G in the Axis Turn 2 reinforcements. [HL3; J13; Mw23B]

**AP23 (“Agony at Arnautovo”)** Reissued with these changes as scenario 280 in *Hollow Legions* 3<sup>rd</sup> edition. Add one 4-4-7 squad to the Italian at-start OB. [HL3; J13; Mw23B]

**AP24 (“Tridentina Avanti!”)** Reissued with these changes as scenario 281 in *Hollow Legions* 3<sup>rd</sup> edition. Add two LMG and exchange the two *PzKpfw IV*H for two *StuG III*G in the Axis OB. [HL3; J13; Mw23B]

**AP25 (“The Last Day of the Cuneense”)** Reissued these with changes as scenario 282 in *Hollow Legions* 3<sup>rd</sup> edition. Replace the 8-1 leader with a 7-0 leader in the Russian Turn 3 reinforcements. Add one 4-4-7 squad to the Italian OB. (The Italian BI BPV number changes from [112] to [120].) [HL3; J13; Mw23B]

**AP26 (“Flea Circus”)** Reissued with these changes as scenario 287 in *Hollow Legions* 3<sup>rd</sup> edition. Increase the game length to 7 Game Turns. Delete one 4-4-7 squad and one *L6/40* and replace the 9-1 leader with an 8-1 leader in the Italian reinforcements. In the German Balance, change “6½” to “7½”. In SSR 2, change

“Turns 3 and 4” to “Turns 3-5”, and “Turns 5 and 6” to “Turns 6 and 7”. [HL3; J13; Mw23B]

**AP27 (“All Roads Lead to Rome”)** Reissued with these changes as scenario 288 in *Hollow Legions* 3<sup>rd</sup> edition. Add two 3-4-6 squads to the Italian at-start OB. (The Italian BI BPV number changes from [71] to [81].) See that scenario for additional entries. [HL3; J13; Mw23B]

**AP30 (“Not Apt to Drag Feet”)** In SSR3, replace “they” with “any of them”. [AP4PP; Mw23S]

**AP36 (“Take a Bath”)** SSR3 refers to a German *SPW 251/10* halftrack, but the counter depiction shows a German *SPW 250/10*; the counter depiction is the correct vehicle. [AP4PP; Mw23S]

**AP39 (“Old Hickory”)** SSR 4 allows American units to setup on board 54. Can the gun and/or SW also setup with HIP units on board 54? Fortifications?

**A.** Guns and SW can set up on 54 but not fortifications. [K33] {Minor editing. SR}

**AP45 (“Reaping Rewards”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 223 with these changes. Add one 4-5-8 squad and one LMG to the Russian force entering along the south edge. (The Russian BI BPV number changes from [195] to [206].) [J13; Mw23B]

**AP49 (“Retrained And Rearmed”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 229 with these changes. Delete two 3-3-7 squads from the Slovakian Turn 1 reinforcements. Add one LMG to the German OB. Add new SSR: “4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.”. [J13; Mw23B]

**AP77 (“Texas Flood”)** In the VC, after “all buildings” add “that are both south of the board 6a/7 river and”. [J12; Mw23S]

**AP86 (“Milling About”)** In the VC, replace “prisoner do not count” with “prisoners count for neither CVP nor Exit VP purposes”. In SSR 4, add “; the side moving second may claim WA (B9.32) first” at the end of the third sentence. [J11; Mw23S]

**AP90 (“Smashing the Hook”)** In SSR 3, at the end of the last sentence, add “and are eligible for the Sapper Clearance DRM (B24.7) when attempting to clear a roadblock (B24.76). A DC Placed/Set by a Sapper receives an extra -1 IFT DRM vs a roadblock (B29.5).”. [J11; Mw23S]

**AP95 (“Operation Kutuzov”)** In SSR 3, replace the first sentence with “Russian AFV may only expend  $\leq \frac{1}{2}$  of their *printed* MP allotment during Game Turn 1, and must set up in Motion.”. [J12; Mw23S]

**AP95 (“Operation Kutuzov”)** Are the fortification purchases supposed to be secretly recorded by the purchaser?

**A.** The fortification purchases are to be recorded secretly. [K33] {Split into an entry for each scenario. SR}

**AP98 (“Last Laurels”)** Are the fortification purchases supposed to be secretly recorded by the purchaser?

**A.** The fortification purchases are to be recorded secretly. [K33] {Split into an entry for each scenario. SR}

**AP119 (“Konev Cross”)** In the Board Configuration, only hexes  $\leq 3$  on board 20 are in play. In SSR 5 “Friendly Bombardment”, change “units” to “hexes”. [J11; Mw23S]

**AP119 (“Konev Cross”)** Can Trenches be connected as per RB SSR 6?

**A.** No. [K33]

**AP123 (“Busting In Balta”)** In SSR 2, does the phrase, “LOS and range are determined” apply to direct fire directed by the Observer?

**A.** Yes.

Must both the Gun and the Observer have LOS to a target to permit direct fire?

**A.** Yes.

For Area Target Type shots, are all To Hit calculations (excluding application of Case A) made as if the shot originated from the Gun’s hex (for example, Case N)?

**A.** From the selected north-edge hex.

Does C6.52 (Bracketing) apply when changing from Area Fire to direct fire and vice versa?

**A.** Yes. [K33]

**AP138 (“Red Horse Recon”)** (Clarification) For purposes of SSR 4, the CE armor leader may be in any AFV. [J13; Mw23S]

**AP140 (“Misty Morning Mayhem”)** In the German Turn 1 entry instructions, change “south/west edge(s)” to “south/east edge(s)”; the entry area boundary hexes remain unchanged. [J13; Mw23S]

**AP141 (“Currie’s Favor”):** In the British entry instructions, change “south/west edge(s)” to “south/east edge(s)”. [J13; Mw23S]

**AP153 (“Across The Rio Grande”):** In SSR 1, replace “Level 0” with “Level -1”. [Corrected in later printings.] [J13; Mw23S]

**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. [K33]

**AP210 (“The Driven Draw Blood”):** The 37\* INF SW should be the Japanese, ROF 3 37\* INF SW. [davegin post on Gamesquad.com/forums 16 Sept 2024, citing conversation with Gary Fortenberry]

## ASL Journal Campaign Games

### • Mini-CG A Line in the Sand (Journal 5)

**SR2** In the first column, LitS SR 1, add at the end “The inherent HS of each SPW 250/sMG or SPW 251/sMG is a 2-4-8.” [J6; Mw23S] {Should this be its own rule because of the German balance provision? SR}

**Tables** In the “Operational Force Pool Tables” British Table A, Draw #2, replace “19 DVP” with “14 DVP”; British Table A, Draw #5, replace “4× Stuart II” with “4× Stuart I”; German Table A, Draw #1, replace “20 DVP” with “24 DVP”. [J6; Mw23S]

**Tables** Is it the intention that when playing the campaign, once a choice is made from a given table, that choice is no longer

available for the rest of the campaign?

A. Per LitSSR 5, chits are discarded once chosen, i.e. they are no longer available.

Q. Also, if I get 2 choices from table A for example, can I choose the same item twice?

A. See above. [Perry Cocke to ASLML, 11 Sep 2004]

Reissued with the above fixes in *Hollow Legions* 3<sup>rd</sup> edition. Additionally, inspection revealed one difference between the J5 and HL3 versions. In the HL3 version, in the “Operational Force Pool Tables”, German Table B, line 1, the MMG is dismantled. [HL3]

### • Mini-CG *Broadway to Prokhorovka* (Journal 3)

**BPSSRs** “The HS Passenger of any SPW 250/sMG or SPW 251/sMG is a 3 4 8.” In table 2, “Russian RePh1 Bonus EVP Chit Pool”, chit #4 reinforcements enter on turn 1, not turn 2. In Example of CG Play, column 2, line 7, replace “2 fatigue chits” with “1 fatigue chit”. [J4; Mw23S]

### • Red Barricades Campaign Game IV (Journal 1)

**CG IV (“Bled White”)** In Table 1 (Journal #1 p.20), change the German CG Maximum Purchase for the G2 RG from “7” to “1”. [J4]

## BoF) *Best of Friends*

**BoF12 (“Forging Spetsnaz”)** The Japanese have an infantry gun in their at start OB; can it set up using HIP?

A. Yes it may. [K33]

## BRT) *Blood Reef: Tarawa*

**BRT2 (“China Girl”)** In the US AFV setup instructions add “Ocean/Reef” between “in” and “hexes”. [J7; Mw23S]

**BRT3 (“Ryan’s Orphans”)** In lines 3-6 of SSR2, delete the references to “hut”, “Collapsed (G5.5)” counter, and “Collapsed hut”. Shellholes placed in a bridge hex do not rubble the bridge. [J7; Mw23S]

**BRT4 (“Rikusentai”)** In the Japanese set up perimeter “P23-M22-F23-K25-N26-N30-P31-P23” change “F23” to “K23”. In SSR2 add “Ignore the T15.6142 restriction on purchasing pill-boxes.” [J5; Mw23S]

**BRT5 (“Hell Wouldn’t Have It”)** SSR 1 says “first sentence of BRT7 is NA”. BRT7 only has one sentence. Is a different SSR intended?

A. No.

The last sentence of SSR2 reads: “Despite not being Scenario Defender, Marine SMC/SW may still set up HIP per E1.12.”

A. The rules reference should be to E1.2. [K33]

### • Blood Reef: Tarawa SSRs

**SSR 11** Even LVT that fired in the PPh must take this TC. [Perry Cocke to ASLML 21, 22, 24 & 28 December 2002] {And

by extension, so would stunned, STUNned and Shocked LVT. SR}

## D) *Streets of Fire and Hedgerow Hell* Scenarios

**D1 (“Guryev’s Headquarters”), D2 (“Berserk!”), D3 (“Storming the Factory”), D4 (“First to Strike”), D5 (“Little Stalingrad”), D6 (“Draconian Measures”), D7 (“With Flame and Shell”), D8 (“The Schoolhouse”), D9 (“Preparing the Way”), D10 (“The Final Battle”)** Reissued as scenarios DASL1 through DASL10 in *Deluxe ASL*, some with changes.

**D3 (“Storming The Factory”) and D8 (“The Schoolhouse”)** Shall the +2 for TK# with MOL in the AFPh be used in these scenarios or not? (It is a contradiction with the rules but the “note” suggests that the designer have just misread the rules and clarifies something that should not be used but I would like your ruling for it.)

A. Play them as the SSR says to. [K33]

**D8 (“The Schoolhouse”)** See D3 (“Storming The Factory”) and D8 (“The Schoolhouse”)

**D11 (“Ripe Pickings”), D12 (“Repulsed”), D13 (“Bogged Down”), D14 (“Buying the Farm”), D15 (“Barkmann’s Corner”), D16 (“Clay Pigeons”), D17 (“They’re Coming!”), D18 (“King of the Hill”)** Reissued as scenarios DASL11 through DASL18 in *Deluxe ASL*, some with changes.

## DASL) *Deluxe ASL Scenarios*

**DASL1 (“Guryev’s Headquarters”)** Reissued as scenario DASL1 in *Deluxe ASL* with these changes. In SSR 1, after the first sentence add “Building dL1 is Fortified (1323.9) at ground level.”. In SSR 4, at the end of the second sentence add “or the turn’s Reinforcement dr (whichever is less)”. Change the Russian Balance to “Add one 6-2-8 squad to the Russian at-start OB.”. Change the German Balance to “Exchange one German 8-1 leader with a 9-2 leader.”. [J13; Mw23B]

**DASL2 (“Berserk”)** Reissued as scenario DASL2 in *Deluxe ASL* with these changes. Exchange two 4-5-8 squads with two 4-4-7 squads in the Russian OB. (The Russian BI BPV number changes from [185] to [177].) In SSR 4, change “If he rolls a 1” to “On a dr ≤ the current Turn number”. Change the German Balance to “Add one 8-0 leader to 103<sup>rd</sup> Rifle Regiment.”. [J13; Mw23B]

**DASL3 (“Storming The Factory”)** Reissued as scenario DASL3 in *Deluxe ASL* with these changes. Add one MMG and replace the 9-1 leader with a 9-2 leader in the Russian OB. Replace the 9-2 armor leader with a 9-1 armor leader in the German OB. In SSR 2, delete the last sentence. [J13; Mw23B]

**DASL4 (“First To Strike”)** The Germans actually control ten (not nine) multi-hex buildings at game start. Does this affect the VC?

A. No. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

**DASL5 (“Little Stalingrad”)** The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; Mw23S] {Fixed when reissued}



Reissued as scenario DASL5 in *Deluxe ASL* with these changes. Decrease the game length to 8½ Game Turns. Add three 6-5-8 squads, one 2-2-8 crew, and one *7.5cm PaK 40* AT Gun to the German OB. (The German BI BPV number changes from [256] to [309].) Change the German Balance to “Add two 6-5-8 squads and exchange the German 7-0 leader with a 9-1 leader.” [J13; Mw23B]

**DASL6 (“Draconian Measures”)** Reissued as scenario DASL6 in *Deluxe ASL* with these changes. Add one 8-1 leader, one 4-5-8 squad, and one LMG to the Russian OB. (The Russian BI BPV number changes from [138] to [149].) Add new SSR: “4. The German player may change (or fake a change) of his Victory Condition option at the start of Game Turn 4 or upon the arrival of the Russian reinforcements (whichever occurs first).”. Change the German Balance to “8-3-8s/3-3-8s are Assault Engineers (H1.22) and add a 9-1 armor leader to the German Turn 2 reinforcements.” [J13; Mw23B]

**DASL7 (“With Flame And Shell”)** Reissued as scenario DASL7 in *Deluxe ASL* with these changes. Decrease the game length to 9 Game Turns. In the VC, after the last sentence, add “Prisoners/captured-equipment do not count for Exit VP and do not count double for CVP purposes.”. Change the Russian Balance to “Delete one 8-0 leader, one MMG, one LMG, and one DC from the German OB.” [J13; Mw23B]

**DASL8 (“The Schoolhouse”)** Reissued as scenario DASL8 in *Deluxe ASL* with these changes. Delete six 4-4-7 squads, one LMG, one DC, and two *KV-1S* from the Russian reinforcements. In SSR 5, change “ends five turns” to “ends four Game Turns”. In SSR 6, delete the second sentence. Change the German Balance to “Add one 10-2 armor leader and one FT to the German OB.” [J13; Mw23B]

**DASL9 (“Preparing The Way”):** In SSR1, line 1, add “single-hex buildings are Single Story Houses (1323.21) and all” between “All” and “multi-hex”; at the end of SSR 1 add “Kindling (B25.1 1) is NA.” [J13; Mw23B]

**DASL10 (“The Final Battle”)** Reissued as scenario DASL10 in *Deluxe ASL* with these changes. In the VC, change “ten unbroken squads (not equivalents)” to “≥ 8 squad-equivalents”. Delete four 4-3-6 squads and one MMG from the German OB. (The German BI BPV number changes from [261] to [241].) Add one 10-2 leader, four 6-2-8 squads, and one 9-1 armor leader to the Russian OB. (The Russian BI BPV number changes from [240] to [288].) [J13; Mw23B]

**DASL11 (“Ripe Pickings”)** Reissued as scenario DASL11 in *Deluxe ASL* with these changes. In the VC, change “≥ 22” to “≥ 20”. Replace the 8-1 armor leader with a 9-2 armor leader in the American OB. In the German Balance, change “≥ 24” to “≥ 22”. Change the American Balance to “Exchange the 7-0 leader with a 9-1 leader.” [J13; Mw23B]

**DASL12 (“Repulsed”)** Reissued as scenario DASL12 in *Deluxe ASL* with these changes. Add one 9-1 leader, three 4-4-7 squads, one MMG, and one LMG to the German OB. (The German BI BPV number changes from [99] to [1201].) In SSR 3, change “any one MMC” to “≤ two squad-equivalents”. [J13; Mw23B]

**DASL13 (“Bogged Down”)** Reissued as scenario DASL13 in *Deluxe ASL* with these changes. Add two 4-4-7 squads, one 2-2-8 crew, one LMG, and one *2cm FlaK 38* AA Gun to the German OB. (The German BI I311V number changes from [114] to [136].) [J13; Mw23B]

**DASL14 (“Buying the Farm”)** Reissued as scenario DASL14 in *Deluxe ASL* with these changes. Add one 9-1 leader and three 4-4-7 squads to the German OB. (The German BI BPV number changes to [87].) In SSR 4, Mistaken Attacks (E7.32) occur on a Final Sighting TC DR ≥ 10. Change the German Balance to ‘Add 12 A-P mine factors and eight “?” counters to the German OB.’ [J13; Mw23B]

**DASL15 (“Barkmann’s Corner”)** All U.S. units must enter in one Convoy and one Column. [An93a; An96; Mw23S] Reissued as scenario DASL15 in *Deluxe ASL* with that clarification. [Inspection]

**DASL16 (“Clay Pigeons”)** Reissued as scenario DASL16 in *Deluxe ASL* with these changes. In SSR 3, replace the last sentence with “The Majority Squad Type for the Germans is Normal and for the Americans is Lax.”. Change the German Balance to “Increase the game length to 8½ turns.” [J13; Mw23B]

**DASL17 (“They’re Coming!”)** In the *Hedgerow Hell* version: At the end of the American set-up instructions “board f or g” should read “board f or h”. [An91] In line 3 of SSR 1, change “dr” to “DR”. [An95w] [both in An96; Mw23S] Reissued as scenario DASL17 in *Deluxe ASL* with the above changes, and these changes. Add one 8-0 leader, one 4-6-8 squad, one 9-1 armor leader, and one *PzKpfw VG* to the German OB. (The German BI BPV number changes from [268] to [281].) [J13; Mw23B]

**DASL18 (“King of the Hill”)** Reissued as scenario DASL18 in *Deluxe ASL* with these changes. The Sherman wreck is placed with VCA facing F2/F3. [Inspection] {Not included in J13 Debriefing. SR}

**DASL19 (“The Mailed Fist”):** In the VC, change “hexes” to “Location”. [J13; Mw23S] {It should be “Locations”. SR}

**DASL24 (“Back to School”):** The year should be 1943, not 1942. [J13; Mw23S]

**DASL36 (“Mayhem in Manila”)** In SSR 2 change “≤ 6” to “≤ 2”. [J13; Mw23S] {As note in J14, J13 mistakenly lists this as being a change in SSR1. SR}

## DN) Dinant

**DN3 (“Rommel at The Meuse”)** At the beginning of the French setup instructions, add “All French Forces set up west of the River.” [CdG2PP; J13; Mw23S]

**DN4 (“Chateau de Meez”)** In SSR 2, change “E21” to “EE21”. [CdG2PP; J13; Mw23S]

**DN11 (“The Almost Men”)** In SSR 1, change “QQ45” to “QQ46”. [CdG2PP; J13; Mw23S]

## **FB) Festung Budapest**

**FB12 (“The Black Ravens Are Flying”)** In footnote \* of the Russian reinforcement table, change “45 FB” to “44 FB”. [J10; Mw23S]

**FB18 (“Red Banner Days”)** In the VC, add “of German units (*only*)” after “amassing  $\geq$  26 CVP”. [J11; Mw23S]

**FB19 (“War Brotherhood”)** In the Axis Balance, replace “ $\leq$  31” with “ $\leq$  35”. [J12; Mw23S]

## **G) G1-G46 from The General**

**G4 (“First Action”)** In SSR 3, delete “all”. [Gen25.1; An89; An96; Mw23S]

**G6 (“Rocket’s Red Glare”)** Reissued as scenario 195 in *Yanks* 2<sup>nd</sup> edition. See that scenario for additional entries. {Comparing cards found these changes: the American BPV for BI is listed, 168. The American player must secretly record which units will enter prior to setup. MMG which enter must be dm. The TD enters turn 1 on I1 or Y1. SR}

**G7 (“Bring Up The Guns”)** On the Wagon counter illustration, “M $\geq$ 6 1S/5PP” should be “T6 15PP” and there should be two stars (not one). [An90; An96; Mw23S]

**G8 (“Recon In Force”)** In the Victory Conditions, change “have ... total” to “currently Control one of those buildings and their Casualty VP is  $\geq$  triple that of the Axis side”. [An93a; An96; Mw23S]

Reissued with this fix and these changes as scenario 285 in *Hollow Legions* 3<sup>rd</sup> edition. Change the American Balance to “Add one 6-6-7 squad to the American OB.”. [HL3; J13; Mw23B]

**G9 (“Sunday Of The Dead”)** The DVP values (F.3) should be printed in red, not black. [An90; An96; Mw23S]

**G18 (“Goya”)** May the German LMGs be Bore Sighted?  
A. No. [VF TT #9]

**G19 (“A Tough Nut to Crack”)** There is errata for ASLUG3, the original version of this scenario, that says “Roll a die to determine Wind direction. Odd = NE, Even = NW.” [Scott Brady to Scott Romanowski, 27 Oct 1996] {Added here since the wind direction is still given as “from the north”. SR}

**G20 (“Camp Nibeiva”)** Reissued with these changes as scenario 263 in *Hollow Legions* 3<sup>rd</sup> edition. In SSR 6, lines 4 and 6, change “west” to “east”. [HL3; J13; Mw23B]

**G22 (“A Day By The Shore”)** Reissued as scenario 103 in *For King And Country* with these changes: in the German Turn 3 reinforcements replace “enter of Turn 3” with “enter on/after Turn 3”, and in the German balance replace “Turn 2” with “on/after Turn 2”. [FKAC; Mw23B]

In the VC add “assembled” after “Good Order”. [Mw23B] {My copy of G22 has “assembled, Good Order” in the VC. Comparing cards found one more change: remove “dm at owner’s choice” from the British balance. SR}

**G25 (“The T-Patchers”)** Reissued as scenario 180 in *Yanks* 2<sup>nd</sup> edition with these changes: German reinforcements enter on Turn 3. Change the German Balance to “The Germans receive

one *StuG III* on Turn 5 along the north edge.”. [J11; Mw23B] {Comparing cards shows the German BPV for BI should be 106, not 98. SR}

**G26 (“Parker’s Crossroads”)** Should the HS Passengers of the 250/sMG be a 3-4-8?

A. Yes. [VF TT 27 Feb 1999] {See notes on Reissued version below. SR}

**G26 (“Parker’s Crossroads”)** In the Victory Conditions change “and/or” to “and” (i.e., the Americans win if there is either a Good Order U.S. MMC, or a manned U.S. AFV with any functioning armament, or both, within six hexes of 43N8). [An97; Mw23S]

Reissued as scenario 197 in *Yanks* 2<sup>nd</sup> edition with the above erratum and these changes: increase the game length to 10½ turns. Change the German Balance to “Heavy Mist (E3.51) is in effect *and* the German radio may enter with *any* German group.”. [J11] {Comparing cards finds two other changes: the inherent Passenger HS of the *SPW 250/sMG* is a 3-4-8. The German BPV for BI is 187. SR}

**G28 (“Ramsey’s Charge”)** Reissued as scenario 148 in *Rising Sun* with the following changes. In the American OB, add a 6-6-7, LMG, and Horse counter to the reinforcements. [J10; Mw23B]

**G29 (“Shoot-N-Scoot”)** Reissued as scenario 192 in *Yanks* 2<sup>nd</sup> edition. See that scenario for additional entries. {Comparing cards found these changes: in the Victory Conditions, the Germans win immediately if they exit  $\geq$  70 VP. The American BPV for BI is 158. The German MMG enter dm. SR}

**G29 (“Shoot-N-Scoot”)** What are the intents of SSR2 and 3?  
A. All multi-hex buildings contain inherent stairwells as if 1-½ level obstacles. Vehicles are concealed only not HIP, but lose as if guns (on a TH cdr of 5 or 6). [Pete Shelling to ASLML, 29 Nov 1999]

**G30 (“Morgan’s Stand”)** After “GERMAN Moves First” add: “[0]”. The die roll in SSR 3 must be less than *or equal* to the circled number on the Turn Record Chart. [Gen30.5; Mw23S] Reissued as scenario 187 in *Yanks* 2<sup>nd</sup> edition with the above errata.

**G31 (“Point of the Sword”)** Reissued as scenario 102 in *For King And Country*. [FKAC] {Comparing cards found one more change: change “one squad-equivalent” to “ $\leq$  one squad-equivalent” in SSR 3. SR}

**G43 (“Kangaroo Hop”)** Reissued as scenario 106 in *For King And Country* with the following changes:

- In SSR 6 replace “150+mm OBA” with “100+mm OBA”.
- Replace British balance with “In German setup, delete “using HIP (regardless of terrain)” and delete SSR5.”. [FKAC; Mw23B]

**G45 (“Halha River Bridge”)** The counter depiction on the scenario card of the 37\* INF Gun in the Russian OB incorrectly shows it as having IFE. [J1; Mw23S]

**G46 (“Triumph Atop Taraldscikfjell”)** Reissued as scenario 241 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. Add one

French 4-5-8 squad and one Norwegian 4-5-7 squad to the Allied OB. [CdG2; J13; Mw23B]

## HC) Hell's Corner

**HC3 ("Samurai Sunset")** Reissued in the 2021 reprinting of *Rising Sun* with these changes. Change the VC to "The Japanese win immediately upon amassing  $\geq 14$  VP. They earn CVP normally and Exit VP for units exited off the west edge. Prisoners do not count for CVP or Exit VP purposes.". Delete the 2-3-8 HS from the American reinforcements. Add one LMG to the Japanese OB. Change the American Balance to "Add one 2-3-8 HS to the American reinforcements.". In the Japanese Balance, delete "one LMG and". [J13; Mw23B]

**HC3 ("Samurai Sunset")** See unofficial Q&A G1.631 & HC3 ("Samurai Sunset")

## HS) Historical Studies

### • HS1-HS16) Operation: Watchtower

**HS4 ("High Water Mark")** In the American setup instructions for C Company, replace "Hill 2" with "Hill 120" so that it reads "set up  $\leq 2$  hexes from any Level 4 Hill 120 hex". [J4; Mw23S]

**HS6 ("Just Fighting Through")** In SSR2 replace "E1.1-1.6" with "E1.1-1.16". [J4; Mw23S]

**HS8 ("Bailey's Demise")** Does the bridge on board 36 become a ford (it's not the "footbridge" designated by SSR) as per the PTO terrain conversion rules? If so, it would seem to allow the Marine an alternative to actually crossing at the One Log Bridge. Is this correct?

A. Bailey's Demise SSRs the stream into a river, and there are no Fords (B20.8) in a river. There is no alternate crossing. [Richie Crowe to Perry Cocke, YASL Mailing List 12 Mar 2003]

**HS10 ("Government Property")** Overlay Wd4 cannot be set up on Y7/Z8 as indicated since those hexes aren't adjacent. In SSR1 Replace "Y7/Z8" with "Y7/Y8". [J4; Mw23S]

**HS11 ("The Sand Spit")** The scenario card seems to contradict rule E1.22 in that it assigns the U.S.M.C. an ELR of 5 but by E1.22 it would seem that the U.S.M.C. ELR should be 4. Is the card correct?

A. The Marine ELR should be 4. [K33]

**HS13 ("The Ravine")** In the setup instructions, replace "board 35" with "board 36". The board configuration is correct as shown. [J4; Mw23S]

### • HS17-HS32) Operation: Veritable

**HS18 ("To The Matter Born")** The British are able to deploy three squads. [J5; Mw23S]

**HS18 ("To The Matter Born")** I presume that the British may deploy 3 squads, so as to have all his infantry loaded as passengers in the Ram Kangaroos (as the setup instructions require)? A. Correct. [K33] {Minor editing. SR}

**HS20 ("Married Up")** If an AFV attempts to enter one of the SSR3 'unenterable' hexes, does it end its MPh after expending

the stop MP, or can it continue to move pending available MP? A. The latter.

Q. Are the HIP occupants of a pillbox in addition to the two Squad-Equivalents allowed by SSR4?

A. Yes. [Richie Crowe to Perry Cocke, 24 Jan 2004]

**HS21 ("Hervost Hell")** Add "in the German setup area" at the end of the VC. [J5; Mw23S]

**HS21 ("Hervost Hell")** Is it the intent of "Destroying" in the VC to make Rubbling, or having a Blaze in, every Location of a building count for victory, or does the "Destroying" part only apply to the Pillboxes (B30.92)?

A. A rubble building would be destroyed. [Scott Romanowski to Perry Cocke, ASLML 13 Sep 2003] {Minor editing. SR}

**HS27 ("Lawless Ways")** SSR RR5 states "The Panzer Lehr Division is elite (C8.2)." The German OB references Kampfgruppe von Hauser, but not Lehr, although the historical write-up mentions that KvH is part of Lehr. Is the German OB elite?

A. No. [perry Cocke to ASLML 13 Sep 2003]

## J) ASL Journal

**J1 ("Urban Guerillas")** SSR5 should read: "Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario." [J4; Mw23S]

**J1 ("Urban Guerillas")** Will SS units surrender to Partisan units?

A. Yes, like in Mila 18. [Bruce Probst to Perry Cocke, ASLML 18 Apr 2001]

**J2 ("Battlin' Buckeyes")** Reissued as scenario 160 in *Rising Sun* with the following changes. Add a 6-6-7 and BAZ 45 to the at-start America OB. (The American BI BPV number changes from [151] to [165].) See that scenario for additional entries. [J10; Mw23B]

**J3 ("A Sunday Stroll")** The BAZ4 45 in the American OB should be a BAZ 44. [J4; Mw23S]

**J6 ("St. Barthelemy Bash")** The BAZ4 45 in the American OB should be a BAZ 44. [J4; Mw23S]

Reissued as scenario DASL31 in *Deluxe ASL* with that fix and these changes. Add one 6-6-6 squad, one BAZ 44, and six "?" counters to the American OB. (The American BI BPV number changes from [116] to [127].) [J13; Mw23B]

**J9 ("A Stiff Fight")** Reissued as scenario 147 in *Rising Sun*. Inspection found the following change: add an SSR saying "All British units are Gurkhas (A25.43)". [Inspection] {SR. Typo here found by 'apbills' on gamesquad.com/forums.}

**J11 ("In the Old Tradition")** Reissued as scenario D22 in *Deluxe ASL* with these changes. Add one 9-1 leader, one 4-4-7 squad, and one LMG to the British OB. (The British BI BPV number changes from [84] to [91].) [J13; Mw23B]

**J14 ("On the Hoss' Side")** The playing area extends through hexrow L, not K. [J4; Mw23S]

**J14 ("On the Hoss' Side")** Should L Company's setup area include I10 in the definition of the alternate hexgrain?

A. Probably. You can set up in I10 but not in I11. [Dave Reenstra to Perry Cocke, ASLML, 20 Apr 2000]

**J19 (“Merzenhausen Zoo”)** If I set up 5/8” dummies using the OB granted ? counters, are they required to take an NTC per the last sentence of SSR4?

A. Yes, but such 5/8” Dummy stacks need not be specified as to exactly which 5/8” stack is taking a NTC. [K33]

**J20 (“The Guns of Naro”)** The Balance Provisions appear to be swapped. [Inspection]

**J22 (“Oh Joy!”)** Reissued in *Red Factories* with the following changes: In SSR2, after the first sentence add “Each such unit loses its concealment (if any) *only* if the NMC causes it to lose Good Order status, regardless of enemy LOS.”. See that scenario for additional entries. [Mw23B]

**J25 (“The Weigh In”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition as 139 with the following changes. Increase CVP cap in the VC from 50 to 56. [DB3; J8; Mw23B]

**J26 (“Round Two”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition as 140 with the following changes. Add one 4-5-8 and one ATR to the Polish OB (changes BI to 149). [DB3; J8; Mw23B]

**J27 (“High Tide at Heiligenbeil”)** In SSR3, replace “ordnance” with “Gun/MA”. [J7; Mw23S]

**J27 (“High Tide At Heiligenbeil”)** SSR3 does not prevent German units from firing PFs. [Chas Smith to ASLML, 1 Mar 2000]

**J28 (“Inhumaine”)** SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground). [J4; Mw23S]  
In line 1 of SSR 3, before “counters” add “OB-listed”. [J7; Mw23S]

**J28 (“Inhumaine”)** Do HIP units count against the SSR 3 limit of six counter?

A. Yes, HIP counts towards the limit. [Curt Schilling and Perry Cocke to ASLML, Feb 2000]

**J29 (“The Capture of Balta”)** Add SSR 5: “5. The German 8-3-8s/3-3-8s are considered Assault Engineers (H1.22). The StuG IIIB has AP 10.” [J4; Mw23S]

**J30 (“Nocturnal Attrition”)** DVP are NA in this scenario since it does not specify DVP but rather CVP. The Guns do not count double when captured. [Richie Crowe to Perry Cocke, 15 Mar 2001] {Minor editing. SR}  
Reissued with those fixes and these changes as scenario 266 in *Hollow Legions* 3<sup>rd</sup> edition. In the VC, line 1, change “≥ 15” to “≥ 11” and captured equipment does not count for CVP purposes. Delete one 4-5-8 squad, one 4-5-7 squad, and one LMG from the New Zealand OB. [HL3; J13; Mw23B]

**J34 (“Men of the Mountains”)** In Italian set up, change “and/or” to “and”. [J4; Mw23S]

Reissued with this fix and these changed as scenario 265 in *Hollow Legions* 3<sup>rd</sup> edition. Add one MMG to the Italian OB. [HL3; J13; Mw23B]

**J35 (“Siam Sambal”)** The contact number shown on the scenario card for the French radio should be 7, as is shown on the actual radio counter. [J4; Mw23S]

Reissued as scenario 248 in *Croix de Geurre* 2<sup>nd</sup> edition with

that fix and these changes. Delete one 4-4-7 squad and one Horse counter from the Siamese reinforcements, and Siamese Air Support arrives on Turn 4. [CdG2; J13; Mw23B]

**J37 (“Tretten In Flames”)** In the German OB, the “Elements of the 138<sup>th</sup> Gebirgsjaeger Regiment” are shown as having three ski counters. There are three squads and one SMC. Should they have four ski counters (i.e., all four units are ski equipped), A. Yes. [Scott Romanowski to Perry Cocke, ASLML 4 Jan 2002]

**J38 (“Bitter Defense at Otta”)** Ice rules do not apply. [J4; Mw23S]

**J39 (“Indeed!”)** In SSR 2, replace “[EXC: H4-I4]” with “[EX: H4-I4]”. [J4; Mw23S]

**J42 (“Grebbe End”)** Reissued in *Doomed Battalions* 3<sup>rd</sup> edition as 143 with the following changes. Add one 3-4-7 to the Dutch OB (changes BI to 80). [DB3; J8; Mw23B]

**J47 (“They’re Here! Reverse!”)** Reissued with these changes as scenario 264 in *Hollow Legions* 3<sup>rd</sup> edition. Add one MMG and one AB 40 and exchange the two L6/40 with two M11/39 in the Italian OB. In the British Balance, change “one” to “two”. In the Italian Balance, change “L5/40s” to “M11/39s”. [HL3; J13; Mw23B]

**J48 (“Blood Eneimes”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 219 with these changes. Add one 4-5-7 squad, one 4-3-7 squad, and one LMG to the Yugoslavian OB. (The Yugoslavian BI BPV number changes from [80] to [94].) [J13; Mw23B]

**J52 (“Dress Rehearsal”)** BPSSRs apply (see Journal #3, page 60). [J4; Mw23S]

**J53 (“Setting the Stage”)** BPSSRs apply (see Journal #3, page 60). In the Victory Conditions, replace “33G6” with “33GG6”. [J4; Mw23S]

**J54 (“Showtime”)** SSR 4 seems to present a difficulty. If the German player chooses chit #3, he will NEVER play with the additional forces listed (Pz VIE or Squad + 9-2 Idr + MMG)! If 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.

A. Good thing, too. The Germans would kick butt with another Tiger. But at least they get to move first if they really want to. [K33] {So why list forces for German Chit #3 since they can never be received? SR}

**J56 (“A Burnt Out Case”)** The AMD 35 “loses HIP/? Status as if it were an Emplaced Gun.” If it is concealed, and fires its CMG within LOS and 16 hexes of an enemy unit, does it lose concealment automatically?

A. Yes. [Jeff Seawall to Perry Cocke, posted by Chas Argent to ASLML 10 Aug 2001]

**J57 (“Guards Artillery”)** In British setup, replace “any whole hex of board g” with “on board g”. (i.e., not on board f or hexes shared with board f, but half hexes of board g not shared with board f are OK). [J4; Mw23S]

**J58 (“No. 8 Platoon Overrun”** SSR2 states the gun can’t setup HIP, but may setup concealed. (Both sides start on board, and there are 8 concealment counters in the OB.) Does this mean:

1. The gun gets “free” concealment, leaving the 8 concealment counters for use elsewhere,

or

2. The gun may be concealed, but doing so at setup will use one of the OB-given concealment counters.

A. #1. [Sam Belcher to Perry Cocke, ASLML 14 Aug 2003]

**J60 (“Bad Luck”)** In the Victory conditions, replace the second instance of “Germans” with “Americans”. Also, scenario design should be credited to Mike Licari. [J4; Mw23S]

**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?

A. (b) [K33]

**J65 (“Brave Little Emchas”)** Reissued as scenario DASL37 in *Deluxe ASL* with these changes. Add one 6-2-8 squad, one LMG, and one DC to the Russian OB. [J13; Mw23B]

**J68 (“Unlucky Thirteenth”)** Are either the French SA-L mle 35 25LL AT Gun or the S35 tank treated as captured by the British forces?

A. No, neither is treated as captured. [Perry Cocke to ASLML 21, 22, 24 & 28 Dec 2002] {Re-worded. SR}

**J70 (“Just an Illusion”)** Reissued as scenario 247 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. Add one 4-5-7 squad to the Vichy reinforcements. [CdG2; J13; Mw23B]

**J77 (“Moses’ Blazes”)** The Germans on board 23 get 6 “?”. [J5; Mw23S]

**J77 (“Moses’ Blazes”)** SSR2 does not require the German player to set up in buildings. [Perry Cocke to ASLML 5 & 8 Apr 2003] {Re-worded. SR}

**J79 (“Rommel’s Remedy”)** Reissued with these changes as scenario 269 in *Hollow Legions* 3<sup>rd</sup> edition. Add one 3-4-7 squad and one 8-0 leader to the Italian OB. [HL3; J13; Mw23B]

**J80 (“Egypt’s Last Hope”)** Reissued with these changes as scenario 270 in *Hollow Legions* 3<sup>rd</sup> edition. Add one 4-6-8 squad and one 8-1 leader and exchange the three 5-4-8 squads with three 4-6-8 squads in the German at-start OB. (The German BI BPV number changes from [0] to [169 or 190 or 198].) [HL3; J13; Mw23B]

**J81 (“Twisted Knickers”)** Replace the 3 onboard *Stuart IIIs* with 3 *Stuart Is* (5 DVP each). [J6; Mw23S]  
Reissued with that fix and these changes as scenario 271 in *Hollow Legions* 3<sup>rd</sup> edition. Add one 4-5-7 squad and one ATR to the British at-start OB. [HL3; J13; Mw23B]

**J83 (“Bloody Nose”)** The railroad should be a GLRR. [Bruce Probst to ASLML, 5 Jan 2004] {Bruce wrote “I’ll accept the blame on this one, I helped proof that scenario and I didn’t notice the oversight. I guess all concerned just “assumed” that

unless otherwise specified the RR is ground-level, but you are correct, that is not spelt out in the rules.”}

**J83 (“Bloody Nose”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 222 with these changes. Add one 5-2-7 squad and two 2-3-7 HS to the Russian OB. (The Russian BI BPV number changes from [143] to [156].) [J13; Mw23B]

**J85 (“Ptichin’ In”)** The 2<sup>nd</sup> part of the Victory Conditions says “Otherwise, the Germans win at game end if they have  $\geq 13$  CVP (from the 35<sup>th</sup> Infantry Division only) west of the river.” Does this mean that the 35<sup>th</sup> Infantry Division had to be responsible for causing  $\geq 13$  CVP on Partisan units west of the river?, or does it mean that the 35<sup>th</sup> Infantry Division had to move  $\geq 13$  CVP of its units/equipment across the river to the west side.

A. This is not correct. This is correct. [K33-ARE]

**J87 (“Flames Of Unrest”)** The partisans have modified Fire extinguishers that work like FTs. These FTs only have a 1 hex range and 12 FP which is half of a normal FT. When firing these FTs at AFV do they have the full 8 TK# or is that also halved to 4 since they really aren’t true FTs?

A. It has the normal FT TK#. [K33-d]

**J89 (“Himmler’s House”)** In the German setup instructions, they set up south of a road, which is part runs from cH5 to cH1. That segment goes through cJ3; if it were to take the alternate path, then the intersection at cF3 would be listed in the path. [Perry Cocke to ASLML, 23 Jan 2004]

Reissued as scenario DASL38 in *Deluxe ASL* with these changes. {Note the above clarification still applies.} Add two 4-4-7 squads to the German OB. (The German BI BPV number changes from [268] to [282].) [J13; Mw23B]

**J90 (“The Time of Humiliations”)** Reissued as scenario 245 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. Add one 4-4-7 squad and one LMG to the Japanese OB. (The Japanese BI BPV number changes from [201] to [214].) [CdG2; J13; Mw23B]

**J92 (“Your Turn Now”)** Both sides amass VP per the hexes listed in SSR 3; if the Japanese do not earn the listed VP by clearing the set DC, then the Filipinos do. Filipino units do not Disrupt. [J7; Mw23S]

**J92 (“Your Turn Now”)** Are the values for the Filipino LMG correct? If not, what should they be?

A. No, they should be the 1PP, 2-6 values on the American LMG in Gung Ho! [K33-ML]

**J99 (“On To Florence”)** What is the cost of a Staghound Armored Car moving from one road hex to another road hex through a road hexside, assuming otherwise clear terrain and no elevation change? Is it 3 MP or 1 MP?

A. 3 MP. [K33-ML]

**J107 (“Operation Schwarz”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 226 with these changes. Replace the Croatian 8-1 leader with an 8-0 leader and add one 3-4-7 squad, one 6+1 leader, and one LMG to the Croatian OB. (The Croatian BI BPV number changes from [72] to [78].) Change the Croatian Balance to “Exchange the 6+1 leader with an 8-1 leader in the Croatian OB.” [J13; Mw23B]

**J108 (“Dancia Air”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 227 with these changes. Increase the game length to 6½ Game Turns. [J13; Mw23B]

**J110 (“The Prelude to Spring”)** The German reinforcements enter on turn 2. [J7; Mw23S]

**J112 (“Prelude To Dying”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 230 with these changes. Decrease the game length to 6½ Game Turns. The Partisan BI BPV number is “106”. [J13; Mw23B]

**J113 (“Maczek Fire Brigade”)** The *TKS(L)* in the Polish OB does not have a BMG; the counters and Chapter H are correct. [J12; Mw23S]

**J114 (“The Marketplace at Wormhoudt”)** In the British OB, contrary to the counter illustration, neither the *A10* nor the *Matilda* has an AAMG. In SSR 2, change “in the Marketplace” to “in building 12R7”. [J11; Mw23S]

**J123 (“Charging Chaumont”)** Reissued as scenario DASL32 in *Deluxe ASL* with changes. [DeluxeASL]

**J124 (“Cobra Kings”)** Reissued as scenario DASL33 in *Deluxe ASL* with these changes. In the VC, change “German MMC” to “German non-crew MMC”. Exchange two 6-6-6 squads with two 6-6-7 squads and add one 8-1 armor leader in the American Turn 1 reinforcements. [J13; Mw23B]

**J129 (“Mountain Hunters”)** Reissued in *Armies of Oblivion* 2<sup>nd</sup> edition as scenario 221 with these changes. Add one 5-2-7 to the Russian at-start OB. (The Russian BI BPV number changes from [117] to [124].) [J13; Mw23B]

**J130 (“The Art of Dying”)** Reissued with changes as scenario 272 in *Hollow Legions* 3<sup>rd</sup> edition. [HL3]

**J149 (“Taking A Stand At Rosario”)** There is no SSR about the HE ammo in that scenario. Do the four M3 Lt from the 192<sup>nd</sup> Tank Battalion HE ammo?

A. No HE. [K33] {Minor editing. The “no HE” is from a historical note in US Vehicle Note #2. SR}

**J169 (“Few And Far Between”)** The Russian instructions say “Enter on Turns 1/2”, yet there is no Russian reinforcement mark on Turn 2 in the game turn box and no mention in the SSRs of any possible delay in entry. Which is correct?

A. Russians can enter on turns 1 and 2. [K33]

**J172 (“Ramcke’s Redoubt”)** In SSR 2, after “M4A1 MT wreck” add “(on the bridge if in a bridge hex)”. [J12; Mw23S]

**J185 (“The Haunted Castle”)** Is it permissible to drop HIP status during setup of one or more of the Russian at start forces in order to deny German concealment?

A. You can decline HIP for a given unit during setup, but once HIP a unit cannot drop HIP until play has begun. [K33]

**J191 (“Rebels Without A Pause”)** SSR3 says “Partisan MMC are treated as SMC for building Control purposes.” Can they still do Mopping up for revealing HIP units?

A. The Partisans can Mop Up, but doing so only grants them Control of building Locations, not Control of the building itself. [K33] {Minor editing. SR}

**J192 (“Taking Some Flak”)** In the VC, last sentence, between “count” and “for” add “double”. [Errata slip in J12; Mw23S]

**J194 (“A Real War”)** In SSR6, change “10/210” to “10/200”. [J14; Mw23S]

**J205 (“Goats To Lure The Tiger”)** The Italian reinforcements enter on a cropped mapboard edge with a variety of base levels. The SSRs do not state that off-map terrain is in effect, should it?  
A. Yes, it supposed to be in effect. [K33]

**J211 (“Breakthrough in the Arctic”)** The German setup instructions are: “Set up in hexes numbered ≥ 4 on board 3a and/or ≤ 17 on board (see SSRs 2 and 3);” That probably should be “≤ 17 on board 6b”. [Inspection] {I emailed asl\_qa about this in June 2023 and never received an answer. SR}

**J215 (“Expendable Allies”)** The *Pz IVJs* in the German OB should have a 2-FP AAMG. [J14; Mw23S]

**J221 (“Hill 1277”)** The Strength Factors of the Communist Chinese 9-0 leader should be in red. [J14; Mw23S]

**J245 (“Factory Fodder”)** In 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).”. [K33]

**J246 (“Loser Takes All”)** SSR 1 says 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. [K33]

## JM) ASL Journal Solitaire Missions

**JM2 (“Bloody Omaha”)** In MSR 6.31, replace the three instances of “pillbox” (but not “pillboxes”) with “Trench”. [J5]

## KGP) Kampfgruppe Peiper I & II

### • Campaign Games

**CG III (“Decision at La Gleize”)** Do the Americans really only get 5 infantry platoons before the brown units are available?

A. Yes. [VFTT 2 Feb 1998]

**CG IV (“Prayers In The Dark”)** The CGSR state “For purposes of CPP replenishment, CG Maximums, etc., this CG is played as if it were CG I with the following exceptions:”. Are the “Initial Scenario” purchase restrictions for US RGs V2, V4, V6, V7, G4, G5, O2 and B1 (page P17<sup>96</sup>) that apply to CG I also in effect for this CG?

A. Those restrictions do not apply. [Chas Argent to Perry Cocke, ASLML 15 Sep 2001]

### • KGP1-KGP4) Kampfgruppe Peiper I

**KGP2 (“Festung St. Edouard”)** In SSR 4, add “(HE/WP)” after “OBA” in line 1, add “(HE/SMOKE)” after “OBA” in line 2, and delete “and may fire HE/SMOKE”. [An95w; Mw23S]

## • KGP5-KGP1) Kampfgruppe Peiper II

**KGP5 (“Marechal’s Mill”)** The jeep with the 4FP AAMG should have a ROF of 2. [An96; Mw23S]

**KGP5 (“Marechal’s Mill”)** Should the setup area read “on or south-of row P” instead of “south-of row P”?

A. No. [VFTT #10] {Removed Q&A addressed in An96. SR}

**KGP6 (“Probing the Villas”)** Replace one US dm MMG with a US dm HMG in the US OB. [An96; Mw23S]

**KGP10 (“Peiper’s Last Gasp”)** The German SAN should be 2. [An96; Mw23S]

## O) Special Ops Magazine

**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. [K33]

**O7 (“Broken Wings”)** Are the fortification purchases supposed to be secretly recorded by the purchaser?

A. The fortification purchases are to be recorded secretly. [K33] {Split into an entry for each scenario. SR}

**O16 (“Forced Crossing”)** In SSR1, after “Ground Snow (E3.72)” add “[EXC: the river is *not* frozen]”. [J13; Mw23S]

**O26 (“Drava Epic”)** The year should be 1945, not 1944. [Post by Tesgora on gamesquad.com, 30 October 2024]

## OA) Out of the Attic

**OA1 (“The Road to St. Lô”)** Reissued as scenario DASL30 in *Deluxe ASL* with these changes. Add two 5-4-8 squads to the German OB. (The German BI BPV number changes from [130] to [156].) [J13; Mw23B]

**OA2 (“Skirmish in the Snow”)** Treat the TK# for the 75’s “APCR” as if it were a 75L. [J5; Mw23S]

**OA6 (“Mounted Extraction”)** Russian reinforcements enter on/after Turn 1. [J5; Mw23S]

**OA7 (“Celles Melee”)** Setup is simultaneous and the Americans move first. [J5; Mw23S]

**OA11 (“Crocodile Rock”)** The balance provisions are reversed. [J5; Mw23S]

**OA14 (“Across The Aisne And Into Freineux”)** In the U.S. setup the four M5A1s of the 83<sup>rd</sup> Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2<sup>nd</sup> Platoon set up with their CA towards the southern hexspine (add “hexrow R” at the end of the setup instructions for the 83<sup>rd</sup> Reconnaissance Battalion and add “hexspine” at the end of the setup instructions for the 2<sup>nd</sup> Platoon. [J5; Mw23S] {Minor editing from J5 entry. SR}

**OA18 (“Parry And Strike”)** SSR 1 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”. [K33] {Minor editing. SR}

**OA21 (“Gunter Strikes Back”)** In SSR 3, replace “DRs” with “drs”. [J12; Mw23S]

**OA25 (“Side By Side”)** In SSR 1, after “Olive Groves (B14.8)” add “Contrary to B23.73, building 12R7 is a four-hex building with a Narrow Street (B31.1) in hex 12R7.”. [J12; Mw23S]

**OA28 (“Where Iron Crosses Grow”)** SSR 1 states 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. [K33] {Minor editing. SR}

## OB) Out of the Bunker

**OB6 (“First Clash in Tunisia”)** Change “see SSR 4” to “see SSR 2” in SSR 3. [Inspection]

**OB7 (“Crisis At Kasserine”)** Reissued with these changes as scenario 284 in *Hollow Legions* 3<sup>rd</sup> edition. In SSR 4, replace the last sentence with “5-4-6s/2-3-6s that Battle Harden (A15.3) become Fanatic (A10.8).”. [HL3; J13; Mw23B]

**OB10 (“The Men from Zadig”)** The map depiction shows board “a” with the ID letter at the bottom right. The road network drawn over it is configured as if the ID letter “a” is in the top-left. Is the ID letter correct and the road network wrong, or is the road network right and the ID letter wrong?

A. The ID letter is correct and the road network wrong. [K33] {Minor editing. SR}

## PB) Pegasus Bridge

**CG I** Do the 8-1 and 2-3-8 HS that enter on turn 2 have Freedom of Movement?

A. Yes. [VFTT 2 Feb 1998]

**CG 1 SSR I-5** Does the restriction of non-leader Germans not being able to place starshells apply only in the first turn?

A. No, the restriction does not only apply in the first turn. Non-leader Germans cannot fire starshells. [MMP to ASLML 3 Jun 2002] {Edited for clarity. SR}

**PB2 (“Howard’s Men”)** Does the mention in SSR 3 that the British are Scenario Defender mean that the Germans are Scenario Attacker and therefore allowed Cloaking? Or is there only a Scenario Defender for this scenario since a Scenario Attacker is not designated?

A. No. Correct.

Should it be interpreted that the British may use the rules for being Scenario Defender [EXC: *Freedom of Movement*] even though they are not Scenario Defender as per definition.

A. Yes. [K33-ML] {Two edited together. SR}

**PB5 (“Taylor Made Defense”)** For purposes of PB SSR 14, the forces in the British OB that belong to No. 1 Platoon, Company D, 2<sup>nd</sup> Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1. [J1; Mw23S]



## PK) Pocket Scenarios

**PK2 (“Reckless Raid”)** The name on the 20L AA Gun in the Axis Minor OB should be “*Flak 38(g)*”, not “*Flak 30(g)*”. [J14; Mw23S]

**PK2 (“Reckless Raid”)** For the VC, do the Germans also accumulate CVP for eliminating Romanian units that also adds to their total VP for eliminating Gliders?

A. No.

In SSR 4, does the entirety of E1.54 apply since the section is called 1.54 ROUTING? Specifically, do the capture/surrender and DM night changes in that section also apply to SSR 4?

A. No and no. [K33] {Minor editing. SR}

## RB) Red Barricades

**CG IV (“Bled White”)** a) What are the attack chit limits?

A. The same as normal CGs, so the Germans are unlimited and the Russians have 2.

b) SSR2 seems redundant; the standard rules already require that reserves set up  $\geq 6$  hexes from enemy setup locations.

A. This is to cover setup when the Germans can enter from the west edge.

c) Does SSR3 say Russian reinforcement RGs can’t enter the map on the initial scenario? In that case could RGs still be bought and kept off map for the entire scenario?

A. Yes. [Bob Walden to Eddie Zeman, 21-23 Jun 1999]

**CG IV (“Bled White”)** In Table 1, change the German CG Maximum Purchase for the G2 RG from “72 to “1”. [Mw23S]

**RB2 (“Blood & Guts”)** Reissued in *Red Factories* with this correction, in Victory Condition “b)”, change “initially ... Russian” to “within the Russian setup area”. [An93b; An96; Mw23S]

**RB4 (“To The Rescue”)** Reissued in *Red Factories* with these changes. In SSR 6, after “friendly” add “, non-berserk”. [J13; Mw23B]

The reissued scenario card is missing the “This scenario has been updated from its original version.” text. [Mw23B]

**RB5 (“The Last Bid”)** Reissued in *Red Factories* with this correction, in the German OB set up instructions after “rubble” add “and/or Trench adjacent to building/rubble”. [J5; Mw23S]

Reissued in *Red Factories* with these changes. Exchange six 8-3-8 squads with four 8-3-8 Assault Engineer squads and two 4-4-7 squads and delete one 8-1 leader and one 8-0 leader in the German at-start OB. (The German BI BPV number changes from [1026] to [1012].) Exchange three 8-3-8 squads with three 8-3-8 Assault Engineer squads in the German reinforcements. [J13; Mw23B]

The reissued scenario card is missing the “This scenario has been updated from its original version.” text. [Mw23B]

**RB6 (“Turned Away”)** Reissued in *Red Factories* with this correction, German Dummy counters set up IN gully hexes despite the fact that the latter are not Concealment Terrain. [An91; An96; Mw23S]

**RB7 (“The Red House”)** The Russian is the Scenario Attacker (despite setting up onboard), and the German is the Scenario Defender. Does this mean the Russian can use Cloaking?

A. Yes, because the Russian is declared the Scenario Attacker, he can use Cloaking. [K33-ARE]

**RB11 (“Oh Joy!”)** The reissued scenario card is missing the “This scenario has been updated from its original version.” text. [Mw23B]

**RB11 (“Oh Joy!”)** The Russians earn VP for the Trenches which in my view don’t count in the 10 (C)VP  $\geq$  the German requirement. Say the Russians cause 17 CVP and take one trench for 20 VP. The Germans cause 10 CVP casualties back. Did the Russians win? The Russians only have 7 CVP more than the Germans and the requirement is 10 CVP more than the German total. {Changed “>10” to “ $\geq 10$ ” to match VC, and “> one trench” to “one trench” to match the 20 VP total. SR}

A. Russians did not win.

There is an SSR (2) that states all German infantry take a NMC with their terrain TEM as a negative DRM. Does this cause loss of concealment?

A. NMC does not cause “?” loss. {Fixed in changes to SSR2 from the original J22 version. SR}

Additionally, the Germans have dummies. Since dummies are not infantry, they shouldn’t take the NMC which makes sense. However, the NMC is not specified as being secret, so by announcing the hexes getting attacked, the German is revealing the number of units therein and by not declaring attacks vs dummies, he essentially is revealing which hexes have dummies. How should this be played?

A. Apply A12.14: “A Dummy stack out of the LOS of all enemy ground units uses a Morale Level of 7 when attacked, or when taking a PAATC (12.41), or a Bombardment MC (C1.82). Any K/KIA result eliminates the stack. Otherwise, the owner declares how many DRs (at least one) he will make; any failed MC or Pin result eliminates the entire stack.” [K33]

## RO) Red October

**RO1 (“Blood On The Tracks”)** Replace VC with “The Germans win at game end if there are no Good Order Russian MMC on/west-of hexrow K and/or by Controlling  $\geq 1$  building on/east-of hexrow M.”. In SSR 3, at the end add “Place stone rubble in hex R33.”. [RF; J13; Mw23S]

**RO1 (“Blood On The Tracks”)** Does building M30 count for the VC even though 2 hexes of it is in hexrow L? Do partial buildings EX24 still count as a whole building for VC?

A. Yes. Yes, but R33 does not. (See also official errata for this scenario.) [K33]

**RO4 (“The Martinofen”)** SSR 4 references “Set DC (A23.7)”. That rule requires that a detonating unit be within 6 hexes and LOS to the DC. Is this prerequisite void for this DC?

A. No detonating unit is required. [K33]

**RO5 (“Men Of Steel”)** In the German OB set up instructions, after “Locations” add “and/or Trenches adjacent to building/rubble”. [RF; J13; Mw23S]

**RO6 (“The Playing Field”)** In SSR 1, delete the sentence “Place a Flame counter in hex F27”. [RF and errata sheet in *Red Factories*; J13; Mw23S]

## S) ASLSK Scenarios

**S39 (“Use Your Tanks And Shove”)** Are the fortification purchases supposed to be secretly recorded by the purchaser?

A. The fortification purchases are to be recorded secretly. [K33] {Split into an entry for each scenario. SR}

### SF) Sword & Fire Manila

**SF2 (“Power Struggle on Provisor”)** In the Japanese setup instructions, after “hexes” add “[EXC: Fortifications]”. [SaF; J13; Mw23S]

**SF5 (“No Safe Refuge”)** In SSR 3, in “RG received” column for White dr = 5, replace “20L ATR” with “LMG”. [SaF; J13; Mw23S]

**SF9 (“First Do No Harm”)** In the VC change “33W77” to “3W77”. [SaF; J13; Mw23S]

**SF17 (“Assault Across The Pasig”)** Exchange all 6-6-7 squads with 6-6-6 squads in the American OB. [SaF; J13; Mw23S] {J13 mistakenly calls this “Across the Pasig”. SR}

**SF25 (“A Change In Government”)** In the introduction, the blank line should read “followed by point blank fire from tanks, tank destroyers, and self-propelled mortars”. [SaF; J13; Mw23S]

### Solitaire ASL Missions

**Mission 6 (“The Fortress”)** The board 21 objective should be Z6 rather than P7, and the footnote applies to building Z6. [Corrected in *Solitaire ASL 2<sup>nd</sup> edition*] [J1; Mw23S]

**Mission 15 (“Pursuit”)** Bullet two of the “S? Placement/Exit” instructions, replace “or” with “of”, so that it reads “one in each road hex west of the Road Network bridge or, if the bridge is part of a predominantly east-west road (i.e., a non-Road Network road), on the EBE side of the non-Road Network side”. [J6]

### Squad Bleeder

**Squad Bleeder 6 (“Eviscerating Vienna”)** In Setup Direction 2, third bullet, replace “boards 46” with “boards 45”. In the “Vehicles/Ordnance” section of the Russian Purchase Charts, replace “GAZ-MM ZIS-5” with “GAZ-MM; ZIS-5”. [Errata slip in J11; J12; Mw23S]

### T) T1-T16 from The General

**T1 (“Gavin Take”)** Reissued as scenario 181 in *Yanks 2<sup>nd</sup> edition*. {Comparing cards found this change: the German setup road is 3N4-Q3-R2-U3-Q8-N4. SR}

**T3 (“Ranger Stronghold”)** The PDF version on your website has an American 10-2 but the version originally printed in the General has a 10-3. I assume the 10-2 is a typo.

A. Correct. 10-3 is correct. [Fred Ingram to Perry Cocke, ASLML 27 Jan 2002]

**T3 (“Ranger Stronghold”)** Reissued as scenario 179 in *Yanks 2<sup>nd</sup> edition* with these changes: replace the 9-2 with a 9-1 in the

German OB. Change the American Balance to “Exchange the German 8-1 leader with an 8-0 leader.”. [J11; Mw23B]

**T5 (“The Pouppeville Exit”)** In the German setup instructions, change “Locations” to “hexes”. [An93b; An96; Mw23S] Reissued as scenario 183 in *Yanks 2<sup>nd</sup> edition* with the above fix. See that scenario for additional entries.

**T7 (“Hill 235.5”)** The Germans may set up north of the road that determines the setup area, but *not on* it. [Variant in An93a; An95w; An96; Mw23S] Reissued as scenario 132 in *Beyond Valor 3<sup>rd</sup> edition* with this fix.

**T9 (“The Niscemi-Biscari Highway”)** In the German setup instructions, change “5Q5” to “5Q6”. [An93a; An96; Mw23S] Reissued as scenario 178 in *Yanks 2<sup>nd</sup> edition* with the above fix and these changes: the Americans may use HIP for ≤ one squad-equivalent (and any SMC/SW stacked with it). Change the American Balance to “Each German unit has only half of its MF/MP in the German Turn 1 MPH.”. [J11; Mw23B]

**T10 (“Devil’s Hill”)** Reissued as scenario 189 in *Yanks 2<sup>nd</sup> edition* with these changes: add an MMG to the American OB. Change the American Balance to “Exchange the German 9-1 leader with an 8-0 leader.”. [J11; Mw23B]

**T11 (“The Attempt To Relieve Peiper”)** Reissued as scenario 194 in *Yanks 2<sup>nd</sup> edition*. {Comparing cards found one change: the American BPV for BI is 140. SR}

**T12 (“Hunters From The Sky”)** Reissued as scenario 201 in *Yanks 2<sup>nd</sup> edition* with these changes: delete one 4-6-7 from the German at-start OB. Change the American Balance to “Delete one 4-6-7 squad from the German at-start OB and add one 4-6-7 squad to the Turn 4 reinforcements.”. [J11; Mw23B]

**T13 (“Commando Raid at Dieppe”)** The German units in 4R1 should set up in 5R1. [An95w; An96; Mw23S]

**T15 (“The Akrotiri Peninsula”)** The two 4-5-7 and the two leaders that belong to the 151<sup>st</sup> Heavy AA Battery are not bound by SSR 4. [An97; Mw23S]  
Are the squads in the security platoon allowed to use HIP?  
A. No. [VFTT #11] {This must refer to the 4-5-7s and leaders of “Elements of the 151<sup>st</sup>...”. SR}

**T16 (“Strayer’s Strays”)** Reissued as scenario 182 in *Yanks 2<sup>nd</sup> edition* with these changes: in the VC, replace “≥ 12” with “≥ 10”. Change the American Balance to “Delete one 4-6-7 squad from the German OB.”. [J11; Mw23B] {Comparing the cards found one more change: the German BPV for BI is 88. SR}

### U) A GI's Dozen

**U1 (“The French Decide to Fight”)** Reissued as scenario 250 in *Croix de Geurre 2<sup>nd</sup> edition* with these changes. Add one 6-6-6 squad to Group 1, one 6-6-7 squad and one 60mm dmMTR to Group 2, and one 6-6-7 squad to Group 3 in the American OB. [CdG2; J13; Mw23B]

**U2 (“Sweep For Bordj Toum Bridge”)** Does the American T19 HMC halftrack in the US OB start hooked up to its trailer as per its Chapter H vehicle notes?

A. Yes. [Jonathan Cole to Perry Cocke, ASLML, 5 Dec 2000]

**U3 (“The Factory”)** The victory conditions for “U3 The Factory” state “The Americans win at game end if they Control at least 6 of the 10 multi-level (B23.22-.23) buildings on board 12.” There are 11 multi-level buildings on board 12, but there are 10 multi-story buildings. Should the VC’s be revised to state  
 (a) “6 of the 11 multi-level buildings”, or  
 (b) “6 of the 10 multi-story buildings”, or  
 (c) something else?

A. a) 11 multi-level buildings is correct. [Jeff Sewall to Perry Cocke, ASLML 7 Feb 2002]

**U4 (“Climax at Nijmegen Bridge”)** The British infantry force is allocated an *Airborne* 51mm MTR. Is this correct?

A. Yes. [Bruce Probst to Perry Cocke, ASLML 18 Apr 2001]

**U4 (“Climax at Nijmegen Bridge”)** SSR 3 states that a reinforcement dr is made starting turn 4, at the beginning of “each” friendly Rally Phase. As it is written, it says that you keep rolling even after you have successfully gotten reinforcements. But the SSR also refers to “the” reinforcements, which sounds like the intention is to get them only one turn. What is intended? Keep rolling every turn — beginning in turn 4 till turn 7, or roll until you get reinforcements — and then stop.

A. You can keep rolling if you wish but you only get “the” one group of reinforcements. [Perry Cocke to ASLML 25 Jul 2001]

**U6 (“Action At Kommerscheidt”)** In SSR 2, overlay “OG1” should be overlay “OW1”. [J4; Mw23S]

**U20 (“Fighting at World’s Edge”)** Reissued as scenario 239 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. Add one French LMG to the French OB group. Add one 4-5-7 squad and one Allied Minor LMG to the Norwegian OB group. [CdG2; J13; Mw23B]

**U21 (“The French Perimeter”)** Reissued as scenario 243 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. Add one R35 to the French reinforcements and they enter on Turn 4. Delete one 9-1 leader and one LMG from the German OB. [CdG2; J13; Mw23B]

**U31 (“The Front In Flames”)** SSR7 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.  
 A. Correct. [K33-d]

## VotG) Valor of the Guards

**VotG5 (“The Specialist’s House”)** In line 8 of SSR 4, before the EXC add “(which negates Interdiction)”. [J8; Mw23S]

**VotG13 (“Escape From Komsomol Park”)** In line 3 or SSR2, before “being” add “(and any SW [EXC: DC] if possesses)”. [J8; Mw23S]

**VotG26 (“Bad Day For The Luftwaffe”)** The mapboard illustration should say “VotG” as the map ID. [Errata slip in J11; J12; Mw23S]

## W) MMP Downloads

**W2 (“The Front In Flames”)** Reissued as U31. See that scenario for additional entries.

## WO) Winter Offensive Bonus Pack

**WO1 (“French Toast and Bacon”)** In SSR 1, after “Water Obstacle” add “[EXC: it is *not* frozen (B21.6)]”. [J12; Mw23S]

**WO2 (“Failure to Communicate”)** Reissued as scenario 233 in *Croix de Geurre* 2<sup>nd</sup> edition with these changes. German reinforcements enter on Turn 2. Change the German Balance to “German reinforcements enter on Turn 1.”. [CdG2; J13; Mw23B]

**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. [K33]

**WO43 (“Hell’s Headache”)** Is APCR available for the PzKpfw IIIG (German Vehicle note 12)?

A. APCR 5. [K33] {Minor editing. SR}

**WO44 (“Little Village”)** In the VC, change “≤ 9” to “≥ 9”. [J14; Mw23S]

**WO45 (“Better Than Nothing”)** Exchange all M4A2 with Russian *Sherman III(a)* in the Russian OB. [J14; Mw23S]

## Errata: ASL Rulebook

You should download the free replacement pages for the 2<sup>nd</sup> edition rulebook from

<https://mmpgamers.com/asl-downloads-ezp-3#replacement>

I indicate where new rules, examples, and footnotes from those downloads are added but do not quote them. Please download the replacement pages yourself.

- A15-A16vB.pdf, pages A15-16 from the 2001 2<sup>nd</sup> edition rulebook printing
- 2006 replacement pages from *Armies of Oblivion*, pages A51-62, D21-26. Contrary to what the website says, this does not include pages S27-34.
- B7-B8vB.pdf, pages B7-B8 from the 2001 2<sup>nd</sup> edition rulebook printing
- B9-B10 replacement pages plus new pages B10A and B10B from *Action Pack #4*
- D5-D8vB.pdf, pages D5-D8 from the 2001 2<sup>nd</sup> edition rulebook printing
- You can ignore A53-A54vB.pdf since those two pages are included in the 2006 replacement pages from *Armies of Oblivion*.

## ASOP

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

**2.12A** Change “ordnance, SMOKE (“ to “ordnance-SMOKE- (“, and “MTR, IR (“ to “MTR-IR- (“. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

**3.38D** Change “))” to “)”. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

## Index

**Armed** In line 2 after “(A20.54)”, add “not possessing a functioning Gun/SW”. [J6; Mw21]

**CA** Replace “[Bocage: B9.531]” with “[Bocage: B9.53]”. {Rules inspection confirms Ron Mosher’s find. SR}

**Downhill Movement** Replace “[Rain: E3.52]” with “[Rain: E3.54]”. {Rules inspection. SR}

**FBE** In line 1, after “Edge;” add “in SASL.”. [J7; Mw21]

**Field Phone** Replace “O6” with “OCG6”. [Mw21]

**Fire Lane “Hard” Hindrance** After “Graveyard” add “/Light Woods”. [HP; Mw21]

**GT** In the ST sub-entry, change “(D1.322)” to “(D1.32)”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**Squad Equivalent** add “non-Inherent-” in front of “crews” and “crew”. [J8; Mw21]

**Sustained Fire** delete “[AFPh Restriction: A4.41, A7.25]”. [J7; Mw21]

**Unarmed** In line 2 after “Gun/SW”, add “or inherent crew”. [J6; Mw21]

## Chapter A

**A1.4** The green MMC illustration does not represent an actual unit. [Mw21]

**A2.3** In the second sentence, insert “/enter” after “up” (three instances). [J7; Mw21]

**A2.71** “West of Alamein” is not italicized. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**A2.9** In line 1, add “/weapon” after “unit”. [J8; Mw21]

**A4.12** replace entire section with “Any Good Order MMC which begins *the* MPH/APh and ends *its* MPH/APh stacked with a leader of the same nationality in the same Location, at the same level (2.8), and with the same Wire/entrenchment/panji/paddy status is eligible for a two MF bonus during that MPH/APh, provided it expends all its MF while moving in a combined stack with that leader, and does not expend any of its MF to mount, ride, or dismount any form of conveyance.” [J6; Mw21]

**A4.63** In line 2 after “Dash move” add “to a particular Location”. In the last line of the second example delete “either” and “or BB6”. [J4; Mw21]

**A5.5** In line 1, add “non-Inherent-” in front of “crews”. [J10; Mw21]

**A7.212** In line 4 replace “unarmed/-unarmored” with “unarmed, unarmored”. [J4; Mw21]

**A7.3** In the second sentence lines 5-6, replace “due to the effect of terrain, Hindrances, target characteristics, and/or leadership” with “as listed on the IFT DRM chart or in the appropriate rules section”. After the second sentence add “Each applicable entry on the IFT DRM chart is cumulative (A.17) and is applied only once per attack, unless indicated otherwise.” [J6; Mw21]

**A7.308** In lines 15-16, delete “[EXC: if HD the vehicle is unaffected by an Immobilization result]”. [AP4; J8; Mw21]

**A7.351** In lines 4-5, after “SW” add “/Gun”. [J11; Mw21]

**A7.4** In the last sentence, replace “); see C3.33 for Area Target Type” with “, Area Target Type vs enemy units [C3.33]”. [J11; Mw21]

**A7.5** In line 7, delete “Personnel”. [J12; Mw21]

**A7.52** In the second sentence line 3, delete “(Cowering/CX penalty)”. After the second sentence add “Should any member of the FG incur a detrimental DRM, it applies to the entire FG (cumulative as per A7.3).” [J6; Mw21]

**A7.531** at the end replace “treated as if he were firing” with “marked with an appropriate Fire counter”. [J7; Mw21]

**A7.55** In line 1, change “Good Order units/weapons” to “units/weapons capable of forming a FG with each other”. [J13]

**A7.7** In line 4, after “/ordnance” add “/vehicular armament”, [J13]

In line 17 add after “enemy” add “/Melee” then in the next to

last line on page A15 after “enemy” add “/Melee”. [A15-16vB; Mw21]

**A7.9** In line 11 after “Finns” add “[EXC: *Conscripts (25.7)*]”. [HP; Mw21]

**A8.1** At the end remove “[EXC: *Impulse Movement; 13.6; 25.232; D14.2; E11.2; E11.52.*]”. [J7; 2006Repl; Mw21]

**A8.10** Add the following optional rule after A8.1:

**\*8.10 OPTIONAL FIRST FIRE COUNTERS:** Special individual “FIRST FIRE—XX” counters are provided for players who wish to mark separately the units and weapons making Defensive First Fire attacks, e.g., “FIRST FIRE—INHERENT.” Other than how those units/weapons are marked, none of 8. DEFENSIVE FIRE PRINCIPLES changes. [Mw21]

**A8.22** In the 3<sup>rd</sup> bullet replace “Small Arms” with “Spraying Fire”. [J4; Mw21]

**A8.3** Add at the end “If a unit, or any SW/Gun it possesses, uses Subsequent First Fire (or Intensive Fire) then that unit and all its SW/Guns are marked with a Final Fire counter.” [J6; Mw21]

**A8.3** In line 1 after “A DEFENDING *Infantry* unit”, add “/(its MG/IFE-weapon)”. [J7; Mw21]

**A8.311** In line 2, replace “*unarmed/unarmored*” with “*unarmed, unarmored*”. [J11; Mw21]

**A8.41** EX second paragraph, lines 23-25 replace “...the 4-6-7 would then be marked with a First Fire counter while the LMG’s First Fire counter would be flipped to its Final Fire side.” with “the 4-6-7 and LMG would then both be marked with a Final Fire counter.” [J6; Mw21]

**A9.3** In line 8, delete “(or Prep; E7.5)”. [J7; Mw21]

**A9.52** Replace the second sentence with “Spraying Fire can be used against a moving unit and against a Location without a moving unit (halved again for Area Fire), although its only effect in the second Location would be to leave Residual FP.” [J6; Mw21]

**A9.74** In line 10, after “already malfunctioned” add “or it has an X#”. [J12; Mw21]

**A10 Comprehensive Rout Example** In the second paragraph of Rout Phase Russian Player Turn in lines 7-8 replace “be eliminated for Failure to Rout” with “surrender, or be eliminated for Failure to Rout if No Quarter had been in effect”. In the fourth paragraph of Rout Phase Russian Player Turn replace the second sentence with “It must rout towards building M7 since that building will bring it farther away from all KEUs (in J9, L8 and M9) [10.51]”. [J7; Mw21]

**A10.41** In line 2 after “Range” add “per A10.532”. [J5; Mw21]

**A10.5** In lines 15-16 delete “to increase the distance between itself and  $\geq 1$  nearest Known enemy unit(s)”. [J5; Mw21]

**A10.531** In line 3, replace “*any* Interdictor” with “the particular enemy unit(s)”. [J11; Mw21]

**A10.533** In line 8, delete “(or accepting its surrender; 20.21)”. [J7; Mw21]

**A10.6** In line 3 after “Finns” add “[EXC: *Conscripts (25.7)*]”. [HP; Mw21]

**A10.62** In line 4 add “CC/” before “WP”. [J5; Mw21]

**A10.62** In line 12, after “starts a RtPh” add “in a Blaze Location (B25.4) or”. [J12; Mw21]

**A11.15** In the last sentence, add “*Melee*” after “but all friendly”. [J7; Mw21]

**A11.16** In lines 1-2, delete “in the same Location with an enemy unit”. [J11; Mw21]

**A11.17** In line 3, before “Finns” add “Elite/1<sup>st</sup>-Line”. [HP; Mw21]

**A11.51** In line 5, replace “unbroken/unpinned, armed” with “unbroken, unpinned, and armed”. Lines 7-8 delete “in a halftrack”. [J6; Mw21]

**A11.52** EX In line 5 of the 4<sup>th</sup> paragraph of the Close Combat Comprehensive Example, change “woods” to “building”. [Inspection confirms Bill Kohler’s find]

**A11.52** In the last paragraph of the Close Combat Comprehensive Example “eliminate the its target” should be “eliminate its target” [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001] {To match the errata to Chapter A divider, Concealment Loss/Gain Table, Case A. SR}

**A12.122** Replace the two bullets with:

- A unit that is *within* 16 hexes of an unbroken enemy ground unit, is *not* in Concealment Terrain, and is *out* of the LOS of *all* unbroken enemy ground units (see the applications of Case K in the Concealment Table);
- An Infantry unit (not manning a Gun) that is *beyond* 16 hexes from all unbroken enemy ground units but in the LOS of *at least one* of them, and is *in* Concealment Terrain (see the application of Case I in the Concealment Table).” [J10; Mw21]

**A12.14** In line 6, before “breaks” add “fails a MC or”. [J10; Mw21]

**A12.15** In line 9 after “it will” add “lose Concealment and”. [J4; Mw21]

**A12.15** In line 5, delete “; *Human Wave (25.23)*”. [J10; Mw21]

**A12.2** In lines 9-10, replace “orchard-road” with “orchard-/brush-/grain-road”. In the antepenultimate sentence, after “TCA” add “, HD”. [J11; Mw21]

**A12.31** Add “or if placed on board voluntarily” to the end of the last sentence. [J13]

**A12.33** In line 11, after “hidden Fortification” add “(including Wire but not Panjis)”. [J7; Mw21]

**A12.34** In line 2, delete “/HS”. [J12; Mw21]

**A12.42** In line 5, replace “end the MPH” with “end its MPh”. [J10; Mw21]

**A13.32** The “EXC:...” is not italicized. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**A13.36** In line 5, replace “*is currently CX*” with “*was already CX this turn*”. [J12; Mw21]

**A15.1** The last line of the HOB Table should be “≥ 12”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**A15.1** At the end of the “\* Treat as Battle Hardening if:” line, add “/on a Pier”. At the end of the “† Treat as Battle hardening if:” line, add “of if Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32)”. [J7; Mw21]

**A15.2** In line 8, in the EXC after “(C13.31)” add “, ATMM Checks (C13.7),”. [Mw21]

**A15.22** This rule was incorporated in A17.2. [Inspection] {Comparison between ASLRBv1 and ASLRBv2. SR}

**A15.23** In line 1, replace “fire and carry a” with “use a non-MG”; line 3, replace “a SW” with “a MG (at full FP) or other SW”. [J7; Mw21]

**A15.42** After “Minimum Move (4.134),” add “Wounds (17.2),”. [Mw21]

**A15.5** In line 3, after “Good Order” add “armed”. [J13]

**A17.2** At the end of line 5, add “Good Order” after “A”. [J8; Mw21]

**A19.12** In line 10, after “Good Order” add “armed”. [J13]  
In line 12, after “rout unless in” add “a Blaze Location (B25.4) or”. [J12; Mw21]

**A19.12** In the penultimate sentence “(4.14). but” should be “(4.14), but”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**A19.131** In line 10 replace “all B#” with “all SW Original B#/X# [EXC: DC]”. [J5; Mw21]

**A19.132** In the fourth line change “4-3-6” to “4-4-7”. [Mw21]

**A20.21** In line 5 add “unconcealed” after “possible”. At the end of the first sentence add “[EXC: if pinned; 10.53 & G5.5].” [J5; Mw21]

**A20.55** In the next to last line, replace “non-Finnish Axis Minors [EXC: Hungarians in Hungary; see 25.8]” with “Axis Minors [EXC: within own national borders vs Russians; 25.82]”. [HP; Mw21]

**A22.612** In line 18, delete “Non-Stopped/”. [J10; Mw21]

**A22.612** In line 11, after “in that Location”, add “per 7.4”. [J11; Mw21]

**A24.1** In line 3, after “by any” add “Good Order”. [J11; Mw21]

**A24.31** In line 4 in EXC replace “non-moving units in MPH” with “non-moving units in First Fire”. [J5; Mw21]

**A24.31** In line 4, after “placed” add “(by any means)”. In lines 5-6, replace “WP on the Area Target Type” with “ordnance WP”. [J7; Mw21]

**A25.01** Add the new rule from replacement pages. [TOTR; DB4]

**A25.11** Add “with underlined morale” after “elite Class troops”. [2006Repl]

**A25.11** In the fourth sentence add “6-5-8” before “squads are entitled”. [TOTR; DB4] {The 2006Repl errata is incorporated on this page. SR}

**A25.111** Add the new rule from replacement pages. [TOTR; DB4]

**A25.13** Add the new rule from replacement pages. [TOTR; DB4]

**A25.2** Add “[EXC: 25.211]” after 5-2-7 in the last sentence. [HP]

**A25.211** Add the new rule from HP replacement pages. [HP]. In TOTR replacement pages, the footnote changes from “31A” to “31C”. [Inspection]

**A25.212** Add the new rule from HP replacement pages. [HP] In TOTR replacement pages, the footnote changes from “31B” to “31D”. [Inspection]

**A25.224** Add the new rule from replacement pages. [TOTR; DB4]

**A25.231** Change “choose a Hex Grain” to “choose one Hex Grain” in the first sentence. [2006Repl]

**A25.232** Delete “[EXC: a wounded SMC has 3 MF]” in the first sentence.

Replace the second sentence (“All HW Units...”) through the footnote 32 superscript with “The HW units must move using Impulse Movement (D14.3) [EXC: a wounded SMC has 3 MF without restricting the other HW units’ movement; if a wounded SMC has enough MF for its next action, but not as many MF as are being expended by the rest of the HW that Impulse, the remaining units may move as normal while the SMC instead expends its remaining MF for this action as if it were making a Minimum Move (4.134)—i.e., it becomes pinned and CX—even if it already entered a new Location this MPH].”

In line 12 replace “do one” with “do exactly one”.

Replace the last two sentences, “Any Panji/Wire/Entrenchment movement...” and “Prior to, and ...” with “In addition, it may perform non-MF-dependant actions as per D14.31.” [2006Repl]

**A25.2321** Replace “it cannot again increase” with “it cannot enter a hex that would increase”. [2006Repl]

**A25.233 DEFENSIVE FIRST FIRE** Delete this rule. Change rule number A25.234 to A25.233, and A25.235 to A25.234. [2006Repl]

**A25.233 ENEMY UNITS** (renumbered from A25.234 in 2006Repl) In the 4<sup>th</sup> line of the new A25.234 change “Accessible” to “enterable”. [2006Repl]

**A25.234 ENDING THE HUMAN WAVE** (renumbered from A25.235 in 2006Repl) In the 5<sup>th</sup> line, add “[EXC: if it uses the Impulse to move beneath an enemy-occupied Entrenchment counter]” after “armed, Known enemy unit”. [2006Repl]

**A25.234 ENEMY UNITS** Renumbered to A25.233 in 2006Repl. See any A25.233 entries.

**A25.235 ENDING THE HUMAN WAVE** Renumbered to A25.234 in 2006Repl. See any A25.234 entries.

**A25.235 EX:** in lines 21-22 [approximately] of the second paragraph, replace “but both pass the LLMC — the broken squad with a 7, the other with an 8.” with “which then passes its LLMC with a 7.”

In the 2<sup>nd</sup> and 3<sup>rd</sup> lines of the third paragraph (“In the second Impulse...”) change “25.234” to “25.233”.

In the 2<sup>nd</sup> line of the fourth paragraph change “25.235” to “25.234”.

[A53vB replacement page] {Corrected in 2006Repl. This was renumbered to A25.234 in 2006Repl. SR }

**A25.25** Add the new rule from replacement pages. [TOTR; DB4]

**A25.3** The broken side of the American 6-6-6 squad should not have its Morale Level encased in a square and its BPV should be “11” not “17”. [Mw20] {Corrected on replacement page PDF and on *AoO* replacement page. }

**A25.35** Change “*WEST OF ALAMEIN*” to “*FOR KING AND COUNTRY*”. {Comparison between ASLRBv2 and 2006Repl. SR }

**A25.35** Minor changes on the replacement pages in *Croix de Geurre* 2<sup>nd</sup> edition because of the new French-colored counters. [CdG2]

**A25.43** Add “/Rising Sun” after “Code of Bushido”. [HP]

**A25.45** Replace “F.8” with “25.53”. [2006Repl]

**A25.45** Minor changes in *Croix de Geurre* 2<sup>nd</sup> edition. [CdG2]

**A25.5** Minor changes in *Croix de Geurre* 2<sup>nd</sup> edition. [CdG2]

**A25.53** Replace this with the new rule from the replacement pages in *Croix de Geurre* 2<sup>nd</sup> edition. [CdG2]

**A25.54** Minor changes on the replacement pages in *Croix de Geurre* 2<sup>nd</sup> edition because of the new French-colored counters. [CdG2]

**A25.55** Minor changes on the replacement pages in *Croix de Geurre* 2<sup>nd</sup> edition because of the new French-colored counters. [CdG2]

**A25.56** Minor changes on the replacement pages in *Croix de Geurre* 2<sup>nd</sup> edition because of the new French-colored counters. [CdG2]

**A25.58** Add new rule from the replacement pages in *Croix de Geurre* 2<sup>nd</sup> edition. [CdG2]

**A25.64** Add “[EXC: 25.66]” before the period. [HL3]

**A25.65** Add “[EXC: 25.66]” before the period. [HL3]

**A25.66** Add new rule from the replacement pages in *Hollow Legions* 3<sup>rd</sup> edition. [HL3]

**A25.93-938** Add new rules from the replacement pages in *Hollow Legions* 3<sup>rd</sup> edition. [HL3]

**A25.7** Replace this rule with “25.7 FINNISH:<sup>37</sup> Finnish Personnel [EXC: *Conscript squads/HS (4-3-7/2-2-7)*] may attempt Self-Rally during any RPh, are immune to Covering results, and are Stealthy if Elite/1<sup>st</sup>-line. All Finnish units are ski-capable (E4.2).” [HP]

**A25.71** Add “+1” after “8-0” in the list of leaders. Replace “If leadership is present, Finns may Deploy normally (1.31).” with “In addition to Deploying normally, a squad may Deploy without a leader by passing a 1TC instead of a NTC (1.31). A leader is not required in order to Recombine (1.32).” [HP]

**A25.72** Replace this rule with rule from HP replacement pages. [HP]

**A25.73** Replace “which were ski-trained” with “that were hand-picked”. [HP]

**A25.74** Replace this rule with “25.74 1<sup>st</sup> Line: Finnish 1<sup>st</sup> Line Personnel may use FT and DC as if they were Elite (22.3, 23.3).” [HP]

**A25.75-.79** Add new rules from HP replacement pages. [HP]

**A25.8** Add footnote reference “38” after “Axis Minors:”. In the first sentence, change “Rumanian” to “Romanian” and add “Croatian,” before “and Bulgarian”; change “composed” to “comprised”; and change “Minor Allies” to “minor allies”. Replace the last two sentences with “As such, the broken Morale Level of all such non-elite squads is one less than their unbroken Morale Level. Any Axis Minor troops fighting within their own borders should generally be represented by Elite and 1<sup>st</sup> Line MMC with an SSR making their broken side Morale one higher than printed [EXC: *when fighting against partisans or Germans*]. Due to the historical dislike Hungarians and Romanians had for each other, in all scenarios where Hungarians are fighting Romanians, the broken Morale Level of their MMC is one higher than printed and No Quarter (20.3)<sup>39</sup> is in effect for both sides.” [2006Repl]

**A25.81** Add footnote reference “40” before “(including”. Replace “(including Inexperienced units)” with “(including Conscript units) [EXC: *1<sup>st</sup> Line Romanian MMC beginning 7/43*]”. [2006Repl]

**A25.82-.87** Add rules A25.82, A25.83, A25.84, A25.85, A25.86 and A25.87 from 2006Repl. {See errata to 25.87 below. SR } [2006Repl]

**A25.82** This is errata to the *AoO* replacement page (2006 Repl). In line 2, add “Non-elite” before “Axis Minor”. In line 3, replace “> 10” with “≥ 10”. [J7; HP]

**A25.87** In the first sentence, add “unbroken and” before “pinned”, and delete “, Good Order”. [HP]

**A25.9** Change the footnote reference at the end from “38” to “43”. [2006Repl]

**A25.9** Add a new paragraph before the “43” footnote. The footnote moves to the end of the new paragraph. “Polish elite and 1<sup>st</sup> Line MMC, as well as Infantry crews, with the Polish eagle in the upper left-hand corner have their broken Morale Level increased by one on the counter; such squads have their FP underscored signifying Assault Fire capability.” [TOTR; DB4] {The 2006Repl errata is incorporated on this page. SR }

**A26.13** Change “Only a Good Order” to “Only an armed Good Order”. [2006Repl]

**A26.131** Change “A Good Order” to “An armed Good Order”. [2006Repl]



**A26.212** Add “(even if dismantled)” after “non-vehicular Gun” in the first sentence. [HP]

## • Chapter A Footnotes

**Footnote 27** Delete “non-Finnish” before “Axis Minors”. [HP]

**Footnote 31A and 31B** Add these footnotes from the replacement pages in HP. [HP] These became 31C and 31D on the TOTR Replacement pages. [Inspection]

**Footnote 31A and 31B** Add these footnotes from the replacement pages in HP, and previous footnotes 31A and B became 31C and D. [TOTR; DB4]

**Footnote 33A** Add this footnote from the replacement pages. [TOTR; DB4]

**Footnote 35** Add new paragraph from the replacement pages in *Croix de Geurre* 2<sup>nd</sup> edition. [CdG2]

**Footnote 36A** Add this footnote from the replacement pages in *Hollow Legions* 3<sup>rd</sup> edition. [HL3]

**Footnote 37** Replace this with footnote 37 from the replacement pages in HP. [HP]

**Footnote 37A and 37B** Add these footnotes from the replacement pages in HP. [HP]

**Footnote 38 25.9 ALLIED MINORS** Change the number of this footnote from “38” to “43”. [2006Repl]

**Footnote 38 through 42** Add the new footnotes from 2006Repl. [2006Repl]

**Footnote 43** The replacement pages add a second paragraph to this footnote. [TOTR; DB4]

**Footnote 44** Add this footnote from the replacement pages in *Hollow Legions* 3<sup>rd</sup> edition. [HL3]

## • Chapter A Divider (Original)

**A11.11 Close Combat Table** In the list of CC FP or DR Modifiers, in the entry that begins “by unpinned Gurkha”, add “armed,” before “unpinned” and delete “(unless ambushed)”.

In the entry that begins “by Dare-Death MMC” add “armed, unpinned” before “Dare-Death”. [J7]

**A11.11 Close Combat Table** In the Sequential CC line, “AFV” should be “Vehicle”. [Inspection] {A11.31 confirms Bill Kohler’s find. SR}

**A12.121 Concealment Loss/Gain Table** In Note A, line 2 after “during the MPh/RtPh,” add “is forced back to its last Location via Detection (A12.15),”. [J4]

**A12.21 Concealment Loss/Gain Table** In line 1 of Case A in the EXC, replace “all defenders” with “its target” and in the next line replace “Bypass (A15.42)” with “Bypass (A12.42)”. [J7]

**A12.21 Concealment Loss/Gain Table** In Case C after “DC NTC;” add “claim/forfeit WA” to the list of exceptions. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

**A12.21 Concealment Loss/Gain Table** In Case E after “overstacked,” and in Case F after “Wounded,” add “fails a MC,”. [J10]

**A15.1 Heat Of Battle Table** Under “\* Treat as Battle Hardening”, add “or on a Pier” after “Beach Location”.

Under “† Treat as Battle Hardening”, add “Assaulting/Evacuating side in a Beach Location or on a Pier (G14.32)”. [J7]

**Support Weapon Chart** Change Note D to: “D. Hero fires by adding 1 to MG IFT DR (using full FP) or TH DR”.

In the “PF, Pfk” line, remove note “B” from the “1 IPC (2PP Max) SMC” column.” [J7]

## • Chapter A Divider (Reprinted)

**A11.11 Close Combat Table** The DRM for Gurkha/Japanese vs Infantry should be “-1” not “-2”. [J7]

**Support Weapon Chart** In the “PF, Pfk” line, remove note “B” from the “1 IPC (2PP Max) SMC” column.” [J7]

## Chapter B

**Page B1** At the end of Order of Presentation, add “35. Light Woods” and “36. Prepared Fire Zone”. [HP; Mw21]

At the end of Order of Presentation, add “37. Debris”. [TOTR; DB4]

**B2.1** At the end of the penultimate sentence add “; the in-hex terrain (and any Flame/Blaze already in it) is considered to no longer exist at all.” [J11; Mw21]

After “in-hex terrain” in the above addition, add “[EXC: roads]”. [J13]

**B3.4** In line 5, replace “(O1.3)” with “(O1.2)”. [J12; Mw21]

**B3.43** In line 5, replace “(O1.3)” with “(O1.2)”. [J12; Mw21]

**B3.5** In line 1 in the EXC delete “*rubble*!”. [J5; Mw21]

**B6.3** In line 3, after “regardless of LOF)” replace “is” with “and Residual FP attacks are”. [Mw21] {This supersedes errata to lines 3-4 from J7, and AP4 and J8. SR}

**B6.42** In line 6 after “bridge” add “Location”. [J5; Mw21]

**B8.61** In line 7 after “and is Fortified” add “but would instead be eliminated if the opposite entrance were an enemy-occupied pill-box”. [B7-8vB; Mw21]

**B9.21** In line 2, after “/hexspine” add “forming a part of the unit’s hex”. [J11; Mw21]

**B9.3** In line 5, after “road”, add “/gap”. [J11; Mw21]

**B9.31** In line 8, replace “wall/hex” with “wall/hedge”. [J8; Mw21] {Also in B7-B8vB.pdf download pages. SR}

**B9.321** In the first EX the 4-6-7 should be marked with a WA counter. [Mw21] {Already incorporated on the PDF downloadable pages for ASL Journal 3 errata.}

**B9.323** In line 2 after “as soon as possible” add “regardless of timing”. [B9-10B]

**B9.323** In line 3, after “forfeit it” add “[EXC: 9.324]”. [J8; Mw21]

**B9.324** In line 4 change “claim” to “gain”. [B9-10B]

**B9.324** In line the last line change “wants” to “attempts”. [B9-10B] {Rendered moot when this sentence was replaced by J8 and Mw21. SR}

**B9.324** (2008 version) Replace the last sentence with “A HIP unit that desires to claim WA during setup must secretly record such WA status [EXC: 9.323]. A HIP unit may forfeit WA (even if it had been mandatory) to an enemy unit claiming WA (even implicitly; 9.323) over a shared hexside and remain hidden but must be placed onboard (concealed) to deny an enemy unit from claiming WA, or to claim WA that is not mandatory and was not recorded, or to forfeit WA if no enemy is claiming it. Hidden units are not considered when determining if broken/unarmed units may claim WA (9.32).”. [J8; Mw21]

**B9.33** Replace the first sentence with “If a non-Aerial firer is at an elevation above the wall/hedge, the hexside TEM may be reduced. Determine the height of the firer above the base level of the target hex and reduce the TEM of that wall/hedge hexside by one for each full level by which the height difference exceeds the distance to the target hex (to a minimum TEM of 0).”. [B9-10B]

**B9.33 EX** In lines 5-6 delete “it is not a full level then the Half-Level obstacle and”, and add “advantages” after “its elevation”. [B9-10B]

**B9.35 second EX** In line 17 change “will receive hedge” to “receives hedge”. In line 27 change “from P6 and R6” to “from P6 or R6”. [B9-10B]

**B9.36** Replace the first sentence including the EXC with “Any vehicular target fired on by Direct Fire ordnance subject to wall TEM is considered HD (D4.2) instead of receiving the wall TEM. However, if also able to claim in-hex TEM (9.31), the player may choose in-hex TEM instead of HD benefits (D4.2)—after the attack declaration, but before the attack DR is made. If attacked by non-ordnance, the vehicle (but not its PRC) receives the wall TEM (or in-hex TEM).”. [B9-10B]

**B9.36 EX** In lines 4-5 after “are HD to” add “ordnance attacks from”. [B9-10B]

**B9.4 EX** Replace this with “See the 9.41 illustration. It costs three MF to move from 55H7 to I8 ( $1 + [2 \times 1] = 3$ ).” [B9-10B]

**B9.41** Add the new rule and example from B9-10B. [B9-10B]

**B9.42** Add the new rule and example from B9-10B. [B9-10B]

**B9.5** line 3 after “walls” add “[EXC: HEAT NA (C8.31)]”. [J5; B9-10B]

**B9.52** Add “LOS:” after the rule number. In the penultimate sentence replace “[EXC: 9.521]” with “[EXC: The number of blind hexes can be reduced to zero; 9.531]. LOS cannot be traced along a bocage hexspine as can be done with a wall (9.2).”. [B9-10B]

**B9.521** Replace this rule with the rule from B9-10B. [B9-10B]

**B9.521** Add new example from B9-10B. [B9-10B]

**B9.531** In line 2 add “hexsides” after “bocage”. At the end add “The number of blind hexes created by a bocage hexspine cannot be reduced below one.” [B9-10B]

**B9.54** Add “MOVEMENT:” after the rule number. In the last EXC: change “a road” to “an obvious gap (9.4)”. Delete the illustration and example following B9.54. [B9-10B]

**B9.55** Replace this rule and example with those from B9-10B. [B9-10B]

**B9.541** In line 7 change “do so using Reverse Movement” to “use Reverse Movement/carry-Riders”. In the last line change “it were Open Ground” to “the bocage did not exist”. [B9-10B]

**B10.1** In the fourth sentence, after “in question” add “for LOS purposes (but the actual Crest Line is always used for movement purposes)” and after “hill hex” add “[EXC: Newer boards may depict visible Crest Lines beneath this other terrain (EX: 61F8), in which case the actual Crest Line is used to determine LOS as is the case with Inherent Terrain]<sup>3A</sup>”. [J10; Mw21]

**B11.31** In line 2, replace “lower level hex” with “lower level Location”. [J12; Mw21]

**B11.32** In line 3, replace “higher level hex” with “higher level Location”. [J12; Mw21]

**B13.3** In line 2, add “[EXC: vs. bypass movement]” after “hex” and before “. All”. [J7; Mw21]

**B13.421** In line 14 between “woods” and “hex” delete “road”. [J4; Mw21]

**B14.2** line 6 before “higher” delete “one level”. [J5; Mw21]

**B15.5** In the last sentence change, “section 25” to “Section 25”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**B16.71** at the end of the first sentence add “; 16.4 does not apply”. [J5; Mw21]

**B16.72** at the end add “and pay double Open Ground COT”. [J5; Mw21]

**B18.43** In line 1 change “ordnance” to “Gun”. [J11; Mw21]

**B20.3** In line 2, after “provided a LOS” change “to” to “INTO”. [J11; Mw21]

**B20.41** Replace “marsh hexes on the same board” with “adjacent/connected marsh hexes (B16.6)”, [J13]

**B20.43** In line 2, after “CX” add “[EXC: broken/Berserk units]”. [J12; Mw21]

**B20.93 EX** At the end of the penultimate sentence add “and if pinned or broken in T3 would be placed IN the Depression at the end of its MPH”. [J11; Mw21]

**B23.211** line 5 after “(A10.61),” add “Victory Conditions (A26).”. [J5; Mw21]

**B23.25** At the end add “LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/1X4).” [Mw21 adds to J5]

**B23.922** In line 2, add “armed” between “Good Order,” and “enemy”. [J12; Mw21]

**B23.71** In the last line of the second example, change “04-P3” to “O4-P3”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001. In the original print version, it was obviously a zero, not a capital O. SR]

**B23.74** At the end, add footnote “<sup>3C</sup>”. [TOTR; DB4]

**B23.712** Add new rule from replacement pages. [TOTR; DB4]

**B25.141** Add a period at the end. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**B27.6** Change existing footnote “3A” to “3B”. [J10; J11]  
Change the footnote from “3B” to “3D. [TOTR; DB4]

**B27.6** In line 6, after “higher-elevation trench/sangar” add “(as if moving from a connecting Trench)”. In line 8, after “Controls the trench/sangar” add “Location”. In lines 12-14, delete the fourth sentence, which begins “A Snap Shot taken...”. [J12; Mw21]

**B28.1** In lines 6-7 delete “*Known Minefields (28.45-47)*” from the EXC. [J5; Mw21]

**B28.61** In line 5, add “Infantry/Cavalry” between “but” and “are”. [J8; Mw21]

**B29.2** In line 4, after “wood/building” add “/Rail-Car-(32.5)”. [TOTR; DB4]

**B29.5** In line 4, after “results in a” add “*Final*”. In line 14, replace “Placed/Thrown” with “Placed”. [J11; Mw21]

**B30.34** In line 2 delete “Residual FP”. [J4; Mw21]

**B30.35** “AP:” should be bold. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**B30.6** In line 11, after “be attacked” add “(nor attack)”. [J11; Mw21]

**B32.11** After the first semicolon in the EXC add “*Streetfighting, Manhole Locations,*”. [J8; Mw21]

**B32.5-.6** Add new rules from replacement pages. [TOTR; DB4]

**B33.11** Add a “)” after “or a dry stream-woods hex”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**B35** Add rules from HP replacement pages. [HP]

**B36** Add rules from HP replacement pages. [HP]

**B37** Add rules from replacement pages. [TOTR; DB4]

## • Chapter B Footnotes

**Footnote 3A** Change existing footnote “3A” to “3B” and add new footnote:

“**3A. 10.1 HILLS:** In addition to having visible Crest Lines beneath some terrain, newer boards are much better at depicting where Crest Lines actually are by using gaps in the terrain. In many areas of the board, most players will be able to agree on where the Crest lines actually are underneath the other terrain of grain, brush, woods, or buildings even without visible Crest Lines. When players can so agree, we encourage them to use the

actual Crest Lines to determine LOS.” [J10; J11; Mw21] {This errata also applies to page B43 provided in *Hakka Päälle!*}

**Footnote 3B** Change Footnote 3B (see 3A above) to 3D. [TOTR]

**Footnote 3B** Add new footnote from replacement pages. [TOTR; DB4]

**Footnote 3C** Add new footnote from replacement pages. [TOTR; DB4]

**Footnote 16A** Add new footnote from replacement pages. [TOTR; DB4]

**Footnote 19, 20, 21** Add these Footnotes from HP. [HP]

**Footnote 22** Add new footnote from TOTR. [TOTR]

## • Chapter B Divider (Original)

**Chapter B Terrain Chart** In row “2. Shellholes” delete “unless BU” in the Notes section. [Mw20] {Corrected on revised dividers.}

In row “3. Road” in the “Truck” column after “½” add “[BU:1]”. [J5]

In row “6. Bridge” in the “TEM” column replace “LOS” with “FFMO”; in the “Notes” column replace “If” with “FFMO if”. [AP4; J8]

In row “14.8 Olive Grove”, in the “LOS Obstacle/Hindrance” column, replace “■ Hindrance” with “■ Level-One or Hindrance”. [J11]

**A24 Smoke Summary** In the two WP rows, replace “U.S./British” with “U.S./British/Japanese/Chinese”; in the Mild Breeze column of the “WP +2” row, delete note “K”. [J7]

**A24 Smoke Summary** The white Dispersed WP counter should have “NMC” on it. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

**B25.65 Wind Change Chart** In line 4 of NOTE replace “Mild Breeze” with “No Wind”. [J7]

## • Chapter B Divider (Reprinted)

**A24 Smoke Summary Chart** In the fifth row of this chart (White Dispersed WP) replace “U.S./British” with “U.S./British/Japanese/Chinese”. [J7]

**A24 Smoke Summary Chart** The fifth (white WP) and sixth (gray WP) rows of this chart should show a “Dispersed +1” counter, not a full-strength “WP NMC +2” counter. [J7]

**Terrain Chart** In row “14.8 Olive Grove”, in the “LOS Obstacle/Hindrance” column, replace “■ Hindrance” with “■ Level-One or Hindrance”. [J11]

## Chapter C

**C.7** At the end (before the EX) add “The Original DR for rubble creation (B24.) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73].” [Mw21] {This replaces Q&A that said the same thing in J4. SR}

**C.8** In line 5, replace “moving” with “a moving target”. [J7; Mw21]

**C1.6** In line 5, at the end of the EXC add “; *vs unit capable of claiming bocage TEM vs Observer*”. [J12; Mw21]

**C1.7** At the end add “[EXC: *IR Missions must be declared prior to the Mission’s first Battery Access draw*].” [J5; Mw21]

**C1.81** In lines 1-2 delete “(inclusive of units set up offboard)”. [J5; Mw21]

**C1.821** In lines 8-9 replace “breaks/suffers-” with “fails-a-MC/-suffers-”. [J10; Mw21]

**C1.823** Replace the entire section with “Whenever any Bombardment MC DR is an Original 12, place a Shellhole counter or a Flame at the Base Level of that hex, depending on which placement is legal. If both placements are legal, make a subsequent dr. If this dr is  $\leq 3$ , a Shellhole counter is placed; if this dr is  $\geq 4$ , a Flame is placed. Bombardment may place no more than one per hex.” [J11; Mw21]

**C2.29** In lines 9-10, delete “[EXC: *as per D6.64*]”. [J7; Mw21]

**C3.33** In line 11, replace “all vulnerable units/PRC hit by WP must take an A24.31 NMC” with “see A24.31 for a hit by WP or if in a Location where WP is placed”. [AP4; J8; Mw21]

**C3.331 EX** At the end add “See also B9.521 second EX for WP placement.”. [AP4; J8; Mw21]

**C4.2** In the penultimate line replace “Gun” with “weapon”. (All weapons  $\leq 40$ mm suffer this modification to their Basic To Hit #.) [Mw21]

**C4.3** In the last line the cross reference should be to C8.11, not C8.2. [J13]

**C5.35** In line 2 delete “in its MPH”. [J5; Mw21]

**C5.6** In line 3, replace “or stunned” with “stunned, or marked with a Final/Intensive Fire counter”. [J7; Mw21]

**C5.9** “[EXC: *Night E1.114*]” should be “[EXC: *Night E1.14*]”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**C6.8** After the “WP” in line 3 in the EXC, insert “; *HD (D4.2)*”. [Mw21]

**C7.7 AFV Destruction Table** (in Chapter C, on the blue Chapter C Divider, and on the blue-gray QRDC) In the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry. [J7; Mw21]

**C8.4** In line 15, after “of all hexes” add “per A7.4”. [J11; Mw21]

**C10.3 Manhandling DRM Chart** In the asterisk footnote, after “LOS Hindrance,” add “SMOKE,”. [J12; Mw21]

**C11.2** In line 2, after “which” add “set up manned by a crew and”. [J11; Mw21]

**C11.3** In line 1 delete “is”. [J5; Mw21]

In line 1, after “If a Gun” add “is a RCL or”. [J11; M2202104]  
After the last sentence, add “A Gun that sets up qualified for Emplaced status may nevertheless set up non-Emplaced, provided this fact is noted on a side record.” [J11; Mw21]

**C12.23** In line 2, after “pillbox,” add “cave,”. [J10; Mw21]  
In line 1, replace “inside an Emplacement,” with “a”. [J11; Mw21]

**C13.1** In line 7 replace “red” with “green”. (The “L” footnote on the To Hit table is in green.) [Mw21]

**C13.23** In line 1, delete “with gunshields”. [J11; Mw21]

**C13.3** In line 2, after “September 1943” add “(see A25.76 for Finnish use and A25.85 for Romanian and Hungarian use)”. [HP; Mw21]

**C13.31** In lines 31-33 replace “squads” with “squad-equivalents”. [J4; Mw21]

**C13.311** In lines 3-4 replace “squads” with “squad-equivalents”. [J4; Mw21]

**C13.7** In line 4, replace “Good Order (or Berserk)” with “unbroken”. [J10; Mw21]

## • Chapter C Divider (Original)

**C3 To Hit Table** Change “\* Gun”, “L Gun” and “LL Gun” to “\* weapon”, “L weapon” and “LL weapon”. [J7]

**C5 Firer Based DRM Table** In Case I replace “MA only” with “MA/SA only”. [Mw20]

**C5 Firer Based DRM Table** In case A add note “S”.  
In Case B add “(+3 if firer is in woods/building/rubbled)”.  
In Cases C, C1, & C2 add note “L”. [J7]

**C6 Target-Based Hit Determination DRM Table** In Case L after “target” add “/firer”. In Case M delete note “G”. [J7]

**C7.31 AP To Kill Table:** in the Unarmored Target line at the bottom of the Table, change “65-77mm” to “65-84mm”. [J7]

**C7.31 AP To Kill Table** The Axis Minor 40mm AP Basic TK Number is “9”. The Axis Minor 80L AP Basic To Kill Number is “17”. The Axis Minor 83L AP To Kill Number is “17”. [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

**C7.33 HEAT To Kill Table** The Axis Minor 40mm HEAT Basic TK Number is “26.” [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

**C7.33 HEAT To Kill Table** at the bottom, after “45+: 3”, add “(Germans only); Finns: 1”. [HP]

**C7.34 HE & Flame To Kill Table** Change “2, 3, 4: Only TK# Modifiers are:” to “2, 3, 4: Only TK# Modifiers are +1 if Rear Target Facing & :”.

In note 3 add “+1/+2 Elevation adv. (C7.22);”.

In note 4 at end add “; double if CH”. [J7]

**C7.7 AFV Destruction Table** In the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry. [J7]

**C10.3 Manhandling DRM Chart** In the asterisk footnote, after “LOS Hindrance,” add “SMOKE,”. [J12]

**C12.3** At the end add “If firing within hex, the zone is only in that hex.” [J13]

## • Chapter C OBA Firepower Chart

The “[U.S.]” entries on the 60mm+ Gun Caliber Size row apply to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. [An97]

The 100mm+ entry in the Barrage column should be “16”, not “12”. [J4]

## • Chapter C OBA Flowchart (Original)

The “Place IR either...” polygon in the IR section should also allow for the option 3 six-hex method of placement. [An97]

- 1) In the first column of chart, in the yellow oval, at end after “next” add “RPh” and change color to orange.
- 2) In the heading of the 2<sup>nd</sup> column replace “SSR” with “SR”.
- 3) In the Rocket OBA section, in the green oval at the bottom left replace “Access Lost, Remove AR” with “Resolve FFE:1, Replace with FFE:2”
- 4) In the Rocket OBA section, the white rectangle at the top right should say “Do you desire to Cancel FFE:2?”
- 5) In Note e, line 2, replace “of” with “or”. [Mw20]

In the “Converting an/or Correcting a SR” section, in the “If there are enemy units...” white box at the bottom, change “AR” to “SR”. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

In the “FFE:2 Correction and Fire” column in the Player aid V2, at the bottom of the column there should be an arrow leading from the “Make Direction/Extent of Error DR” ‘octagon’ to the “resolve FFE:2” oval. [J4]

In the Rocket OBA section, change “unknownd” to “unknown<sup>d</sup>”. The ‘d’ should be a superscript. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

Add footnote “z” to the first chit draw square under “Contact and Access”. After “Battery Access” in the second line of the “Firing Illuminating Rounds (IR) with OBA” box add “z. An IR Mission must be declared prior to drawing for Battery Access.” [J5]

In the last white rectangle in the “Converting and/or Correcting a SR” section, change “AR” to “SR”. [J11]

## • Chapter C OBA Flowchart (Original)

In the last white rectangle in the “Converting and/or Correcting a SR” section, change “AR” to “SR”. [J11]

## Chapter D

**Page D1** At end of Order of Presentation, add “17. Aerosans” [HP; Mw21]

**D.8B EX** In line 4, change “Armor Assault” to “Armored Assault”. [Rules inspection] {To make it match D9.31 and the index entry. SR}

**D1.81** In lines 2-3, delete “either” and delete “or in its own hex”. [J7; Mw21]

**D1.82** Change “supercrypt” to “superscript”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**D2.11** Replace the fourth sentence with “VCA changes (if not on a road) in difficult terrain (see Terrain Chart) require a Bog Check (D8.2).” [J11; Mw21]

**D2.21** In the example change “9 MP))” to “9 MP)”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**D2.3** In line 16: add “/hexside” after “hex”. {If a vehicle is trying to VBM a second hexside of the same hex, and is prevented, then the MP are spent in that hex, not in the previous hex.} [Correct in D5-8vB; Mw21]

**D2.41** In line 4 change “A22.611” to “A22.612”. [Inspection confirms Bill Kohler’s find]

**D2.5 ESB DRM Table** (in Chapter D, on the gray Chapter D Divider, and the blue-gray QRDC) In the “+1” row after “Russian(r)” add “, all Chinese”. {Also applies to D5-8vB replacement page PDF!} [J7; Mw21]

**D3.32** In line 6: append the following at the end: “if not in Motion; or Case C4/quartered FP, if in Motion.” Delete the sentence: “(See Example at the top of the next page.)” [Corrected in D5-8vB; Mw21]

**D4.2** In lines 3-4, replace “Direct or Small Arms/non-ordnance [EXC: DC, C7.346] fire” with “Direct Fire ordnance”. [AP4; J8; Mw21]

In line 7 replace “claim a” with “claim an in-hex” before “Case Q TH DRM”. [J6; Mw21]

**D4.21** In lines 1-2, add “ordnance” after “Direct Fire”. [AP4; J8; Mw21]

**D5.311** The parentheses were messed up in going from v1 to v 2.: Add a “)” after C3.9 in line 3, and delete the “;” at the of the line. Add a “(“ at the start of line 4. Delete a “)” after “[5.31]” in line 5. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

**D6.2** In line 5, after “SPA,”, add “SPAA,”. In line 6, replace “in addition” with “within those time frames”. [J11; Mw21]

**D6.21** In line 5, after “enter” add “/exit”. [J11; Mw21]

**D6.24** In line 11, after “unit breaks” add “or is eliminated”. [J11; Mw21]

**D6.5** In the last line add “/Recovered” after “unloaded”. [J4; Mw21]

**D7.13** In line 2, after “wood/building” add “/Rail-Car-(B32.5)”. [TOTR]

**D7.221** In the last line change “A8.3)” to “A8.31”. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

**D8.21** In the table, add a new row with “+1” in the “DRM” column and “Entry of Light Woods at one-third MP allotment” in the “Cause” column. [HP; Mw21] Add a new row with “+1” in the “DRM” column and “Entry of debris” in the “Cause” column. [TOTR; DB4]

**D8.23** In line 2, change “motorcycle; 15.47” to “motorcycle (15.47); Aerosans (17.24)”. [HP; Mw21]

**D14.2** Delete the example and replace the rule with the rule from 2006Repl. [2006Repl]

**D14.21** Replace the rule and examples with those from 2006Repl. [2006Repl]

**D14.211** Add the new rule from 2006Repl. [2006Repl]

**D14.212** Add the new rule from 2006Repl. [2006Repl]

**D14.22** Replace the rule and examples with those from 2006Repl. [2006Repl]

**D14.23** Replace the rule with the rule from 2006Repl. [2006Repl]

**D14.24** Add the new rule from 2006Repl [2006Repl]

**D14.3** Replace this rule with the rule from 2006Repl. [2006Repl]

**D14.31** Add the new rule from 2006Repl. [2006Repl]

**D14.32** Add the new rule from 2006Repl. [2006Repl]

**D14.33** Add the new rule and examples from 2006Repl. [2006Repl]

**D14.331** Add the new rule from 2006Repl. [2006Repl]

**D14.332** Add the new rule from 2006Repl. [2006Repl]

**D14.333** Add the new rule from 2006Repl. [2006Repl]

**D15.81** In line 2 change “four MF (as per A4.11-.12)” to “the same MF allotment as their Riders would if Infantry (including Leader Bonus and Double Time, if applicable)” [2006Repl]

**D16.12** In line 3, after “*orchard-roads*” add “*and brush-roads*”. [J11; Mw21]

**D17** Add these rules from the HP replacement pages. [HP]

## • Chapter D Footnotes

**Footnote 14 and 15** Add these footnotes from the HP replacement pages. [HP]

## • Chapter D Divider (Original)

**D2.5 ESB DRM Table** In the “+1” row after “Russian(r).” add “, all Chinese”. {Also applies to D5-8vB replacement page PDF!} [J7]

**D4.22 Hull Down Maneuver Chart** Add “Attempt at setup: -1” [Inspection prompted by J7 errata to reprinted divider]

## • Chapter D Divider (Reprinted)

**D4.22 Hull Down Maneuver Chart** Add “-1” before “attempt at setup”. [J7]

**D5.34-43 Stun/Recall & Shock/UK Chart** In the Shock/UK chart the rules reference C7.4 should be shown. In the 3<sup>rd</sup> bullet under “Results” in line 1 replace “CCPh” with “RPh”. [Mw20]

**D8.21 Bog Check DRM** In the table, add a new row with “+1” in the “DRM” column and “Entry of Light Woods at one-third MP allotment” in the “Cause” column. [HP; Mw21] Add a new row with “+1” in the “DRM” column and “Entry of debris” in the “Cause” column. [TOTR]

## • Chapter D Overrun Flowchart

In the “Vehicle may exit if able” box, in the third bullet after the “Staying in the Location:” header, replace “ends the MPH” with “ends its MPH”. [J11]

## Chapter E

**E1.14** In line 1, before “Non-Stopped”, add “in Motion?”. [J7; Mw21]

**E1.23** In the table, after “Japanese” add “, Finns”. [HP; Mw21]

**E1.531** At the end, add “A unit/stack entering from offboard in the MPH need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules.”. [J11; Mw21]

**E1.61** In line 2, before “Finnish” add “Elite/1<sup>st</sup>-line”. [HP; Mw21]

**E1.7** In line 8, replace “bocage TEM” with “WA (B9.32) over a bocage (B9.5) hexside”. [J11; Mw21]

**E1.931** At the end add “IR Missions must be declared prior to the Mission’s first Battery Access draw.” [J5; Mw21]

**E3.** In the fourth sentence, at the end add “and on page H186 for use in Finland and the Leningrad-Murmansk area”. [HP; Mw21]

**E3.6** Replace the third sentence with “On *unpaved* roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road.” [J5; Mw21]

**E3.712** In line 1, delete “Infantry”. [Mw21; HP mistakenly lists this under E7.312]

**E3.733** In line 1 delete “Ground?”. [J4]

**E3.7331** In line 5, after “per hexside.” add “Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside.”. [J5]

**E3.741** In line 1, replace “ordnance/SW” with “weapons”. [J8] In line 1, replace “except DC” with “[EXC: DC]”. [HP]

**E4.2** Change the fourth sentence from “Skiers are identified by being placed on ski counters.” to “Skiers are identified by placing the possessed ski counter with the “Skis” up.” Add “Switching mode is considered movement and is NA if pinned/TI.” before “There is no cost for switching”. After “costs two MF to switch from foot to ski mode”, add “[EXC: one MF for Finnish Infantry<sup>14A</sup>]”. [HP]

**E4.21** Add “with the “OFF Skis” side up” before “at a cost of one PP”. Add “Unpossessed skis are placed under all units in their Location.” at the end. [HP]

**E4.22** Add this new rule from the HP replacement pages. [HP]

**E4.3** Add “[EXC: Finns (4.2)]” between “expend two” and “more MF” in the penultimate sentence. [HP]

**E4.3** In line 5, after “rubble” add “or debris”. In line 6, after “benefits”) add “, Rail Car (B32.5”. In line 8, after “building” add “/Rail-Car”. [TOTR; DB4]

**E4.8** Add this new rule from the HP replacement pages. [HP]

**E5.2** In the penultimate sentence, after “Manhandled” add “via Infantry Bypass or”; delete “or around it via Infantry Bypass”; after the sentence, add “Other boats may be Manhandled using Bypass.” [J11; Mw21]

**E7.25** In line 19 after “one hex,” add “and to reduce any non-cliff Crest Line Blind hexes to zero if there is  $\leq 1$  level elevation difference (see B10.23).” [J4; Mw21]

**E7.3** In line 7-8 between “easiest” and “target” add “non-HIP [EXC: *Observation Planes may target “empty” hexes*]”. [J4; Mw21]

**E7.3** In the table, add a new row with “+2” in the “DRM” column and “Target is in Light Woods” in the “Condition” column. [HP; Mw21] In the “Condition” column in the +2 row, after “Light Woods”, add “or Rail Car”. In the first “+1” row, after “/graveyard” add “/debris”. [TOTR; DB4]

**E7.312** HP mistakenly list errata for E3.712 under E7.312. [Inspection]

**E7.4** In line 2 at end of EXC: add “and subsequent hexes of a Strafing Run”. [J4; Mw21]

**E7.5** In the antepenultimate sentence in the seventh line from the end after “marked with an AA counter” add “(and AAMG firing at Aerial targets)”. [J5; Mw21]

**E7.6** In lines 5-6 delete “is subject to malfunction/repair/disablement normally and”. [J4; Mw21]

**E9.12** At the end of the first sentence, add “and the hexgrain direction they will all share.” [J6; Mw21]

**E8.23** In the table, in the “Condition” column in the “+2” row, after “palm trees” add “, Rail Car, debris”. [TOTR; DB4]

**E9.42** In line 2, replace “cactus hedge” with “vineyard”. [J11; Mw21]

**E9.42** In line 2, after “olive grove” add “, Rail Car”. [TOTR; DB4]

**E11.2** In line 3 replace “AFV platoon movement (D14.2-D14.22)” with “Impulse Movement (D14.3)”. [J7; 2006Repl; Mw21]

**E11.21** In the last sentence of the example change “haftrack” to “halftrack”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**E11.52** In line 1 replace “Impulses” with “Impulse Movement (D14.3)”. In line 8, after “Human-Wave” add “/Armored-Assault”. [J7; 2006Repl; Mw21]

**E12.6** Add a period at end. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**E12.7** Change the beginning from “a creeping” to “A creeping”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

## • Chapter E Divider

**E7.3** In the table, add a new row with “+2” in the “DRM” column and “Target is in Light Woods” in the “Condition” column. [HP; Mw21] In the “Condition” column in the +2 row, after

“Light Woods”, add “or Rail Car”. In the first “+1” row, after “/graveyard” add “/debris”. [TOTR]

**E8.23** In the table, in the “Condition” column in the “+2” row, after “palm trees” add “, Rail Car, debris”. [TOTR]

## • Chapter E Footnotes

**Footnote 14A and 14B** Add these footnotes from the HP replacement pages. [HP]

## Chapter F

See Chapter F under *WEST OF ALAMEIN* or *HOLLOW LEGIONS* 3<sup>rd</sup> edition.

## Chapter G

See Chapter G under *Code of Bushido*, *Gung Ho!*, or *Rising Sun*.

## Chapter H

**H1.202** In lines 1 and 4, change “ski capability” to “skis”; in lines 5 and 12, change “ski capability” to “skis”; in line 8, change “ski capability has” to “skis have”. [HP; Mw21]

**H1.22** In the last sentence, after “Assault Engineer” add “squad”. [J11; Mw21]

**H1.25** MOL should be bold, not italicized. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

**H1.26** In the last line of the 4-6-8 example, change “x3[#)” to “x3[#])”?. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**H1.28** Below the ELR Chart, in the Axis Minor note, change “*Finns’ ELR always equals Germans*” to “*see page H187 for Finns*”. [HP; Mw21]

**H1.44** At the end, add “or an Ahkio, which costs 1 BPV”. [HP; Mw21]

**H1.53** Replace the “Finnish OBA Availability Chart” with “See page H187 for Finns.”. [HP; Mw21]

**H1.531** In the table, at the end of the † note add “See page H187 for Finns.”. [HP; Mw21]

**H1.6** In the Fortification BPV table, add a new row with “PFZ” in the “TYPE:” column and “8 per factor16” in the “COST:” column, and in the footnotes add “16: See B36.6; although PFZ are not a Fortification, list these in the Fortifications section of the DY0 Purchase Roster.”. [HP; Mw21]

**H1.72** The “1” in “1.72” should be bold. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**H1.82** last line, change ‘*a 12 DR equals “no effect” for a Finnish OB*’ to ‘*The Finnish player may add an 8+1 in lieu of making a Leader Exchange DR*’. In the table, add “8+1\*” in the “12” column of the Finnish row. [HP; Mw21]

**H1.83** Delete “-FINNISH” from the GERMAN SW ALLOTMENT CHART title and delete all the “/x” (slashes and the number following them) from that chart in the “# In Game” row. Add footnote 4 to the “ATR” heading in the RUSSIAN SW



ALLOTMENT CHART, and replace footnote 4 with “Not available until Dec. 1941.”. [HP; Mw21]

**Ordnance Listing Key** (page H24) Change “corresponding” to “indicated” in the explanation for “†” [eRB]

**Vehicle Listing Key** (page H11) Change “red” to “bold” in the “CS” and “MP” entries. [Rules inspection] {The printed vehicle listing tables use bold, not red-colored text. SR}

## • Chapter H Divider

**H1.28** Below the ELR Chart, in the Axis Minor note, change “*Finns’ ELR always equals Germans’*” to “*see page H187 for Finns*”. [HP; Mw21]

**H1.53** Replace the “Finnish OBA Availability Chart” with “See page H187 for Finns.”. [HP; Mw21]

## • Axis Minors Vehicle Notes

See *Armies of Oblivion* Vehicle Notes errata on page 178.

## • German Vehicle Notes

**General Notes** In the first line change “September 1 1939” “September 1, 1939”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**German Vehicle Note 6 PzKpfw 35t** Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8. [AoO; Mw21]

**German Vehicle Note 7 PzKpfw 38(t)A** Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8. [AoO; Mw21]

**German Vehicle Note 8 PzKpfw 38(t)E** Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8. [AoO; Mw21]

**German Ordnance Note 8 5cm PaK 41** Change “forseen” to “foreseen”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**German Vehicle Note 61 SPW 250/9** the depiction of the counter in Chapter H should have a thin white square around it, indicating it has a Slow Turret Traverse. The actual counter is correct. [J7; Mw21]

**German Vehicle Note 65 SPW 250/10** At the end of the first paragraph, add “See also U.S. Multi-Applicable Vehicle Note Z.”. [J11; Mw21]

**German Vehicle Note 67.2 mSPW S307(f)** In the fourth line from bottom of the EX, change “halftrack” to “halftrack”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**German Vehicle Note 92 2cm FlaK LKW and 3.7cm FlaK LKW** Both illustrations incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement. [Mw21]

**German Vehicle Note 93 Goliath** In line 14 of the second paragraph, add “BU” between “fully-tracked” and “AFV”. [Mw21]

**German Vehicle Note 97 SdKfz 2** In the second paragraph, at the end of the first sentence, add “regardless of time frame”. [J11; Mw21]

## • German Vehicle Rarity Factor Chart

**German Vehicle Rarity Factor Chart** The PzKpfw IVA is NA in 1941. [J5]

## • Russian Ordnance Notes

**Russian Ordnance Listing** Multi-Applicable Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note. [Mw21]

## • Russian Vehicle Notes

**Russian Vehicle Note 6 T-26S M37/39, 7 OT-133, 8 BT-5 M34, 9 BT-7 M37, 10 BT-7A** Russian Multi-Applicable Vehicle Note P applies to Russian Vehicle Notes 6, 7, 8, 9, and 10. [Mw21] {MAVN P is in *Hakkaa Päälle*. SR}

**Russian Vehicle Note 12 T-28E M40** The illustration incorrectly shows the side AF as boxed 2. The Vehicle Listing and the actual counter show the correct side armor AF as boxed 4. [J12; Mw21]

**Russian Vehicle Note 19 M4/76(a)** Russian Multi-Applicable Vehicle Note N applies to Russian Vehicle Note 19. [Mw21] {MAVN N is in *Hakkaa Päälle*. SR}

## • U.S. Vehicle Listing

**U.S. Vehicle Note 42 M8 AC** The Vehicle Listing in the eASLRB and pocket ASLRB accidentally omit the ● in the OT column. The vehicle is Open-Topped. [Inspection prompted by user David Goldman to gamesquad.com/forums on 18 Feb. 2023]

## Chapter J

**Page J2** Change “Cordinators” to “Coordinators” in three places. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

**Credits** In “ASL Rules 2<sup>nd</sup> Edition” under “Rewrite Assistants”, change “Romanowksi” to “Romanowski”. [SR]

## Chapter K (2000 copyright)

Page K16, column 1, paragraph beginning “it, cannot use Final Fire”, lines 4-5 change “but can fire during the MPh as FPF (A8.311), which is also dangerous to the firer.” to “except as FPF which is dangerous to both the firer (A8.31) and target.” [eRB]

Page K19, column 2, paragraph beginning “Suppose I attack alone.”, last line change “Now” to “And now”. [eRB]

Page K22 column 2, item number “2”, line 1, add “armed” between “Known” and “enemy” and in line 6 delete “/unarmed”. [J6]

Page K25 column 1, paragraph beginning “I rally, but you don’t...” lines 7-8, replace “instead being subject to the result of yours as if I were broken, except that” with “instead my life being subject to the result of your NMC – plus”. [J6]

Page K27, column 1, paragraph beginning “Large mortars are easier to get into awkward places” line 6, delete “≤ 82mm”, and line 9, delete “[EXC: roofless factory (O5.45)]”. [eRB]

Page 27, column 1, paragraph beginning “Okay, here in 2E2”, lines 5-6 delete “an over-scored Caliber Size indicate that” and “(C2.21)”. [eRB]

Page 28, column 1, delete the Case C bullet point. [eRB]

Page K29, column 2, last paragraph, delete “against the Level 2 Germans”, and change “are Concealed” to “were Concealed”. [eRB]

Page K30, column 2, paragraph beginning “Howdy boys”, after “from HS Able” delete “(C9.31)”. [eRB]

Page K31, column 2, paragraph beginning “In any scenario set in 1945”, delete “(Ammo depletion counters are available in *Doomed Battalions*)”. [eRB]

Page K31, column 2, paragraph beginning “When WP hits”, line 11, add “(’91 Annual)” between “Level 4 Hindrance” and “and during the AFPh”. [eRB]

Page K32, column 1, paragraph beginning “Here comes out target.” Change “*Vehicle Covered Arc (D3.11)*” to “VCA”. [eRB]

Page K32, column 1, last paragraph, “halved for area fire” should be “halved for Area Target Type”. [Inspection prompted by Discord post by user jrv]

Page K34, column 2, paragraph beginning “Being a crew”, change “(A19.1)” to “(A19.11)”. [eRB]

Page K35, column 2, paragraph beginning “One great thing”, line 12, add “is” between “colored die” and “5 or less”. [eRB]

Page K36, column 2, paragraph beginning “There are two kinds of Acquisition counters”, line 11, delete “other”. [eRB]

Page K38, column 2, paragraph beginning “All Direct Fire hits”, line 6, delete “(C7.34)”. [eRB]

Page K39, column 1, paragraph beginning “You might be wondering”, line 5, change “remains a Moving vehicle” to “remains a Moving target”. [eRB]

Page K39, column 2, paragraph beginning “So what do you need to hit?”, line 6, change “You missed your ROF” to “You lost ROF”. [eRB]

Page K41, column 1, paragraph beginning “So what are your modifiers?”, line 5, change “The King Tiger, it applies” to “The King Tiger applies”. [eRB]

Page K42, column 2, paragraph beginning “Okay, you have one more target”, line 1, change “type” to “category”. [eRB]

Page K44 column 1, paragraph beginning “No matter what...”, replace that first sentence with “No matter what, though, if you Hook Up a Gun both towing vehicle and Gun crew (Gun crew

only if Unhooking) are marked with a TI counter for the rest of the Player Turn.” [J6]

Page K44, column 1, paragraph beginning “Well, that’s it”, line 4, add “of” between “most” and “the points”. [eRB]

## **Chapter K (2005 copyright)**

Page K5, column 2, paragraph beginning “IN most Depression”, line 14, replace “H5-H5” with “H5-I5”. [J11; Mw21]

Page K9, column 1, paragraph beginning “Now you have”, lines 2-3, change “O4” to “Q4”. [J11; Mw21]

## **Incremental IFT**

**A7.37 IIFT TABLE** The “MOL” entry should be over the pink “4” column instead of over the white “4½” column. [J4]

## **QRDC (Original)**

**A11.11 Close Combat Table** The DRM for Gurkha/Japanese vs Infantry should be “-1” not “-2”. (This table on the pink divider correctly shows the DRM as “-1”.) [Mw20]

In the Sequential CC line, “AFV” should be “Vehicle”. {A11.31 confirms Bill Kohler’s find. SR}

**A11.11 Close Combat Table** In the list of CC FP or DR Modifiers, in the entry that begins “by unpinned Gurkha”, add “armed,” before “unpinned” and delete “(unless ambushed)”.

In the entry that begins “by Dare-Death MMC” add “armed, unpinned” before “Dare-Death”. [J7]

**A15.1 Heat Of Battle Table** Under “\* Treat as Battle Hardening”, add “or on a Pier” after “Beach Location”.

Under “† Treat as Battle Hardening”, add “Assaulting/Evacuating side in a Beach Location or on a Pier (G14.32)”. [J7]

**C3 To Hit Table** Change “\* Gun”, “L Gun” and “LL Gun” to “\* weapon”, “L weapon” and “LL weapon”. [J7]

**C5 Firer Based DRM Table** In Case I replace “MA only” with “MA/SA only”. [Mw20]

**C5 Firer Based DRM Table** In case A add note “S”.

In Case B add “(+3 if firer is in woods/building/rubbled)”.

In Cases C, C1, & C2 add note “L”. [J7]

**C6 Target-Based Hit Determination DRM Table** In Case L after “target” add “/firer”. In Case M delete note “G”. [J7]

**C7.31 AP To Kill Table:** in the Unarmored Target line at the bottom of the Table, change “65-77mm” to “65-84mm”. [J7]

**C7.31 AP To Kill Table** The Axis Minor 40mm AP Basic TK Number is “9”. The Axis Minor 80L AP Basic To Kill Number is “17”. The Axis Minor 83L AP To Kill Number is “17”. [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

**C7.33 HEAT To Kill Table** The Axis Minor 40mm HEAT Basic TK Number is “26.” [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

**C7.34 HE & Flame To Kill Table** Change “2, 3, 4: Only TK# Modifiers are:” to “2, 3, 4: Only TK# Modifiers are +1 if Rear

Target Facing & :”.

In note 3 add “+1/+2 Elevation adv. (C7.22);”.

In note 4 at end add “; double if CH”. [J7]

**C7.7 AFV Destruction Table** In the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry. [J7]

**C10.3 Manhandling DRM Chart** In the asterisk footnote, after “LOS Hindrance,” add “SMOKE,”. [Inspection prompted by J12 errata]

**D2.5 ESB DRM Table** In the “+1” row after “Russian(r).” add “, all Chinese”. {Also applies to D5-8vB replacement page PDF!} [J7]

**Support Weapon Chart** Change Note D to: “D. Hero fires by adding 1 to MG IFT DR (using full FP) or TH DR”.

In the “PF, PFK” line, remove note “B” from the “1 IPC (2PP Max) SMC” column.” [J7]

## **QRDC (reprinted)**

**D2.5 ESB DRM Table** In the “+1” row after “Russian(r).” add “, all Chinese”. [J7]

**D4.22 Hull Down Maneuver Chart** Add “-1 attempt at setup”. [J7]

## **A./G. National Capabilities Chart**

**Original & Reprinted versions, and Miscellaneous Tables on that Divider**

**National Capabilities Chart** The American Army 3-3-7 HS should have its morale underlined. The American Army 5-4-6 squad should have its FP underlined. The American USMC 6-6-8 squad should not have its Range underlined. [J7]

**National Capabilities Chart** In the Ordnance TH# Color the word “Black” should be bold in the German and Japanese entries. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

**Control Table** The last rules reference in note B should be “A26.132” not “A26.141”. [Inspection verifies Bill Kohler’s find]

## **ASL Rules Binder**

**Inside Back Cover** The artwork on the inside back cover erroneously shows the German *le PaK* 41 anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordnance Notes, this weapon only has a 2 ROF. [Inspection prompted by errata to scenario A99 “To Clear A Roadblock” in An97]

## Errata: Other Items

### A Bridge Too Far

#### • Chapter R

**R1.22** Example, in line 5: Change “(by 2.4)” to “(by 1.22)”. [J2; Mw24H] {J2 mistakenly says “line 4”. SR}

**R4.21** In line 1, after “open into” add “only”. [J10; Mw24H]

**R9.51 CG I Initial German OB:** the third group sets up  $\leq 3$  hexes from hex R22 not  $\geq 3$  hexes. The Turn 1 reinforcements enter on hex R0, not S1. [J2; Mw24H]

**R9.613 Shift Table DRM** Change “drm” to “DRM”. [Mw24H]

**R9.619** Note B in the fortification table has no explanation. What does it mean?

A. Add the following to the Fortification Purchase Table Notes: “B Only the British may purchase this Fortification type.” [J2; Mw24H]

**R9.6184 A6 Table** In the dr “5” row replace “6.2” with “6/2”. [Inspection]

#### • Chapter R Divider

**Retained Unit Boxes** All references on the retained unit boxes that are listed as “R9.071” should be “R9.6071”. [J2]

#### • Counters

**ABTF SCW Counters** On the TH table in the back of all the SCW counters in *ABTF*, where they should say “TH#” they instead say “TK#”. [Doug DeMoss to ASLML, 23 Nov 1999]

**British PIAT counters** The British PIAT counters in *ABTF* have “TK” rather than “TH” on the back. [An89; An96] {Corrected with Journal#2 countersheet. SR}

**German Black** a) The backs of MMG “K” and MTR “A” are switched.

c) The 2-3-8 HS should have their morale underlined. {Fixed with Journal#2 countersheet. SR}

d) The DC counters should show “Set: 36FP” on the back, instead of “30FP”. [Inspection prompted by Curt Schilling to ASLML, 11 Nov 1999]

#### • Map

**Turn Record Track** The circled number in the Turn 8 block should be a circled 8, not a circled 6. [J2]

#### • RG Charts

**German Reinforcement Group Charts Notes** In Note z, change the reference from footnote 20 to 17. [Inspection]

### AFV Data Cards

**U.S. M3A1 Scout Car AFV Data Card** The movement-type symbol should be for *truck*-type movement. [An95w; An96]

### Armies of Oblivion

#### • Chapter H Vehicle Listing

**Common Vehicle Listings** The “•” in the IF column for the FT-17M(f) should be in the line for the FT-17C(f) instead. [Inspection]

#### • Chapter H Vehicle Notes

**Slovakian Vehicle Note 23 SdKfz 2(g)** In the second paragraph, at the end of the first sentence, add “regardless of time frame”. [J11]

**Axis Minor Vehicle Note 30 (Common) FT-17C(f):** Remove the dot in the IF column of the Axis Minors Vehicles Listing table, and the “No IF” from the counter illustration. [Inspection prompted by the replacement counters in *Doomed Battalions* v4] {Klas Malmstrom explained that this was to match the French counters, which do not have “No IF”. SR}

**Axis Minor Vehicle Note 39 (Common) PzKpfw IVF1(g)** In the notes column, delete note “B”. [J7]

**Russian Vehicle Note 7.1 BT-2A** The depiction of the counter in Chapter H should have a white oval underneath the MP indicating it is fully-tracked. The actual counter is correct. [J7]

#### • Chapter H Ordnance Notes

**Croatian Ordnance Notes** In the introduction on page H160 in the discussion concerning the German-Croat Legion and the M28(75) ART, replace “Allied” with “Axis” before “Minor Ordnance Note 56”. [J8]

#### • Counters

**Axis Minor Vehicle Note 30 FT-17C(f):** Remove “No IF” from the counter. [Inspection prompted by the replacement counters in *Doomed Battalions* v4] {Klas Malmstrom explained that this was to match the French counters, which do not have “No IF”. SR}

**British Vehicle Note 76 Terrapin MK I** The British *Terrapin MK I* amphibious truck counters that are replacements for the original *West of Alamein* counters should show the white double circles behind the MP indicating that the vehicle is classified as a Truck for movement purposes. [J7]

**Hungarian 1-2-7 Vehicle crews** The Hungarian 1-2-7 Vehicle crews should have an unbroken Morale Level of 6. [J7]

### ASL Journal #1

**Page 7** The “Types of Smoke” table indicates that Japanese ordnance always fires dispersed WP. That’s only true of the 50mm MTR. The other Japanese WP-firing ordnance (and OBA) is not so restricted. [Bruce Probst to ASLML, 21 Feb 1999]

**Page 56** Delete all words between the “f” of column 3, line 6, word “f morale” and the “irst” of page 57, column 1, line 3, word “sceirst”. [Ken Katz to ASLML, 19 Feb 1999]

**Page 57** “Lesson Two” should be placed above the Jungle art in column 3. [Ken Katz to ASLML, 19 Feb 1999]

## ASL Journal #2

### • Counters

**Japanese 1<sup>st</sup> Line HS counters** These have “6” morale and “4” BPV on the broken side, instead of a “7” morale and “6” BPV. [Inspection prompted by Steve Linton to ASLML, 4 Feb 2000]

## ASL Journal #3

### • Article Errata

**Page 59** Example 1 replace lines 23-29 “the result...whatsoever.” with “the result is 8 or less (0 DRM), the German squad is attacked with 30 FP on the IFT.”. [J5]

**Page 62** In column 3, fourth paragraph of “GUNS” section, line 7 delete “AFPh and”. [J5]

**Page 63** In column 3, second full paragraph, lines 7-8 insert “half” between “≤” and “the” in both instances. [J5]

**Page 64** In column 2, first full paragraph, line 10 delete “unless it is in melee”. [J5]

## ASL Journal #4

### • Article Errata

**Page 8** In “Mount Up?” sidebar, third bullet “Firepower”: replace with “FP 2 at range 8; ROF 1 for Carrier A”. [J5]

**Page 12** In column 3, third full paragraph, line 13 replace “You” with “If enemy Infantry advances in, you”. [J5]

## Beyond Valor 1<sup>st</sup> edition

### • Counters

**German Ordnance Note 17 7.5cm LG 40** The counter should have a thin white circle representing a T Gun type. [German Ordnance Note 17]

**German Ordnance Note 18 10.5cm LG 42** The counter should have a thin white circle representing a T Gun type. [German Ordnance Note 17]

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

**German Vehicle Note 65 SPW 251/10** The counter should have “Pre 9/43: ATR; 9/43+: PSK” on the back of the counter. [German Vehicle Note 65]

**German Vehicle Note 69 PSW 221** The counter should show “BU FP NA” on the wreck side of the counter. All 1MT restrictions apply in the normal manner [EXC: *the crew must be CE to fire the CMG*]. [German Vehicle Note 69]

**German Vehicle Note 92 2cm FlaK LKW** The MA of the German 2cm FlaK LKW truck should be “20L”—not “20”. [German Vehicle Note 92]

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

## Beyond Valor 2<sup>nd</sup> edition

### • Chapter O

**O.3** Why does intervening rubble that rises from the Crest level of a gully-rubble hex block LOS between units of that same (i.e., Crest) level but not LOS from that level INTO the gully?

A. It should block the latter LOS also. Delete “, but only to same-level LOS” in O.3. [An93a; An95w]

**O5.41** In lines 5 after “O4” add “(EXC: if the firer’s LOS enters the target’s Roofless Factory Hex within the building depiction (see the EX at the bottom of this page))”. [An95w; An96]

**O6.21:** line 2, after “open into” add “only”. [J10]

**O11.4 SSR CG9** In line 19, add “non-East” before “edge”. [An93b; An96]

**O11.4 CG9 GERMAN INFANTRY/AFV RG:** line 3, delete “on/ between A9 and N0, as well as” from the exception. [J7]

**O11.601** In the second sentence, replace “the Location the unit is placed in contains” with “any Location contains opposing”. [J12]

**O11.6112** May a crew be Battle Hardened using this rule?  
A. No. In lines 4 and 6 add “non-crew” before “MMC”, and in line 7 delete “(as ... crew)”. [An92; An95w]

**O11.6194** The last sentence of the rule should read: “The listed cost of Infantry/AFV RG can be altered in up to three ways.” [An90; An95w; An96] {Fixed in later printings. SR}

**O11.6194 Note b):** line 19, before “on-map”, add “unconcealed”. [J7]

**O11.6205:** at the end of the EXC in the last sentence add “or if he sets up possessing a radio/field-phone per SSR CG6”. [J8]

### • Chapter O RG Charts

#### **Reinforcement Group Charts, Footnote P (pp. O17 & O18)**

Last two lines should read “... allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain Alignment (E12.11-.2).<sup>36</sup> See also SSR CG6 (11.4).” [An90; An95w; An96] {Fixed in later printings. SR}

**Russian Reinforcement Group Chart (p. O18)** For the MOL-P Pltn, change “x2” to “x3”, and the CCP Cost to “2”. [An90; An95w; An96] {Fixed in later printings. SR}

### • Counters

**German Ordnance Note 6 37L AT Gun** The counter name should be “PaK 35/36” and should have “H6[9]” in the lower right corner. [Inspection prompted by email from Bill Kohler, 7 Jan 2002]

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

**German Vehicle Note 45 Marder I (f)** The counters are missing the “(f)” in the vehicle name. (Corrected counters were supplied in *Pegasus Bridge*.) [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**German Vehicle Note 69 PSW 221** The Counter should show “BU FP NA” on the wreck side of the counter. [Mw20]

## **Blood Reef: Tarawa**

### • **Chapter T**

**T1.1** Delete the superscript 1 after “Betio” in the first sentence. [J2; Mw24H]

**T3.2** Can Pillboxes set up in a beach hex?

A. No, nor can trenches; add “in Soft Sand” in T3.2 line 1 after “(F7.4) are NA”. [J2; Mw24H]

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

A. No. Delete the word “counter” in lines 1 & 3 of T6.4. [J2; Mw24H]

**T15.4 CG2 Formation Table (and on Page T20)** In Note g, replace “at the Z33 pier Location” with “on a pier Location”. [J9; BRTG; Mw24H]

**T15.4 CG2.1** In line 3 replace “during” with “prior to initial”. [J2; Mw24H]

**T15.4 CG2.2** The last sentence of CG2.2 (and its EXC, along with the reference to CG2.3) seems to say that all non-Rifle-company formations may be attached to (i.e., transfer to) other Formations, since Rifle Companies are the only Formation *not* excepted. Is this correct?

A. No; in the last sentence of CG2.2, change the two occurrences of “Formation” to “BLT”. [J2; Mw24H]

**T15.4 CG2.3** In the first sentence after “assign” insert “all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning” and delete “for the current CG Date”. [J2; Mw24H]

**T15.4 CG2.3** first sentence of new paragraph after third bullet replace “Formation Creation Record” with “Landing Schedule Record.” [J2; Mw24H]

**T15.4 CG2.3** Per CG2.3; can > 1 Assault Wave enter on the same turn, in the same Entry Area?

A. No, only one Assault Wave may enter per turn per Entry Area. In CG2.3, at the end of the next to last sentence after “any CG scenario” add “one per turn per Entry Area. [J2; Mw24H]

**T15.4 CG3.2** Delete “for each CG scenario after the initial CG scenario”. After “setup.” add “200mm NOBA substitution is NA during 20 AM. [BRTG; Mw24H]

**T15.4 CG16** In the second sentence, replace “these CG” with “these scenarios”. [J9; Mw24H]

**T15.4 CG 18.13** Delete CG18.13 entirely. [J2]

**T15.5 CG II** In CG II the Japanese get 31 CAPP for Black Beach Two, but only 3 hexes of this beach are in play. I can not figure out how to legally place this many pillboxes with only 3 hexes of beach available.

A. In the Japanese OB for CG II for Black Beach Two change “31<sup>5</sup> CAPP” to “13<sup>5</sup> CAPP”. [J2; Mw24H]

**T15.5 CG II & CG III** In CG III the Marines get 40 × LVT1(m) (and in CG II they get 20). But I don’t have any LVT1(m) counters. I have 40 LVT2(m) counters.

A. In CG II and CG III, change “LVT1(m)” to “LVT2(m)”. [J2; Mw24H]

**T15.5 CG III SSR6** Why does the SSR 6 in CG III 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). [J2; Mw24H]

**T15.6131c** In the Stun Recovery Table, replace “Retain unwounded” with “Retain Unstunned”, and “Retain wounded” with “Retained Stunned”. [J9; BRTG; Mw24H]

**T16.6105** This rule should be numbered “15.6105”. [Inspection]

**U.S. Vehicle Note 59 LVT2(m)** The illustration on page T17 should show the vehicle is Open Topped (the actual counters are correct). Corrected in U.S. Vehicle Note 49.1. [Mw20; Mw24H]

### • **Counters**

**Japanese Ordnance Note 10 Type 92 Infantry Gun** The counters have WP8 while the original counters and Chapter H show WP5. [Steve Linton to ASLML 18 Nov 2001]

**U.S. DC** The counters should show “Set: 36FP” on the back, instead of “30FP”. [Inspection]

## **Code of Bushido**

### • **Chapter G (≤ section 10)**

**G.1** In the 8<sup>th</sup> bullet, replace the parenthetical phrase with “(all brush-roads and woods-roads are Paths, with no Open Ground in the brush-/woods-road portion of those hexes. Sunken Roads (B4.) & Elevated Roads (B5.) are still in effect but with the road treated as Open Ground)”. [J10]

**G.2** At the end, add “Tunnel entrances (B8.6) may be in jungle, kunai, or bamboo Locations.” [J10]

**G.7** After “phone” add “or Observation Plane [E7.61]”. [J10]

**G1.12 & G1.3** Add “, or ‘breaks’ due to a KIA result (A7.301), ” after “Reduction)” in G1.12 and after “MC” in G1.13. [An93a; An95w; An96]

**G1.13** Add “WP MC” after “landing”. [An93a; An95w; An96]

**G1.4** In line 9 at the beginning of the EXC add “Minimum Move (A4.134); Wounds (A17.2); “. [J5]

**G1.41** There are no Japanese 8-1 Leaders. [An91; An95w; An96]

**G1.422** In line 2, after “onboard” add “and there may be ≥ 1 AFV in the enemy OB”.

In line 4, after “manner” add “[EXC: if cannot affect Searching/-Mopping-Up casualties (A12.154)]”. [J10]

**G1.423** In line 5, after “1.424,” add “may not be a Spotter (C9.3), may not detonate a Set DC [EXC: 1.6121]”. [J10]

**G1.4231** In line 4, after “may” add “if unpinned”. [J10]

**G1.424** In line 4 of the second paragraph, after “his DC” add “(even if Pinned)”.

At the end of the EXC in the second paragraph, add “; if he is above a Wire counter, treat DC as Placed for purposes of Wire Clearance (B26.51) and as if Thrown for all other purposes”. [J10]

**G1.425** At the end of the first sentence of the second paragraph, replace “enemy unit” with “enemy AFV”. [J10]

**G3.2** In line 2, after “(A10.52)” add “, exiting a tunnel or pill-box”.

In line 6, after “Manhandling into” add “(but not setting up a Gun in)”. [J10]

**G3.4** Change B9.531 to B9.53 in the last line. [Inspection confirms Ron Mosher’s find]

**G3.5** After the first sentence, add “Bunkers (B30.8) are NA.”. [J10]

**G4.1** At the end of the rule, add “AFV Riders are allowed in palm tree hexes.” [An93a; An95w; An96]

**G5.6** In line 5, after “Collateral/Residual-FP attack” add a closing square bracket “]”. [J10]

## • Chapter H

**Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor** Add “† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP”. Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note. [An91; An95w; An96]

## • Counters

**Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor** See Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor under “Chapter H”

## Croix de Guerre 1<sup>st</sup> edition

### • Chapter H Vehicle Notes

**French Lend-Lease Vehicle, page H120** Dates for the Lend-Lease M4A3(76)W should be “8/44-5/45”. [An93a; An95w mistakenly lists page “11120”; An96]

**French Vehicle Note 1 FT-17 75BS Tankette** The French FT-17 75BS tankette counter (as well as its Chapter H illustration) should *not* have a CMG. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

**French Vehicle Note 36 Peugeot 202 Car** The French Peugeot 202 counter (both versions, as well as the Chapter H illustration)

should not have a Wreck depiction on the back. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

## • Counters

**French HMG** The back of counter “B” is incorrect. Corrected with *The General* 28.6 countersheet. [An93a]

**French Ordnance Note 2 60mm MTR** The back of counter “A” is incorrect. Corrected with *The General* 28.6 countersheet. [An93a]

**French Ordnance Note 4 ATR** The back of counter “C” is incorrect. Corrected with *The General* 28.6 countersheet. [An93a]

**French Vehicle Note 1 FT-17 75BS Tankette** The French FT-17 75BS tankette counter (as well as its Chapter H illustration) should *not* have a CMG. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

**French Vehicle Note 36 Peugeot 202 Car** The French Peugeot 202 counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

## Croix de Guerre 2<sup>nd</sup> edition

### • Chapter DN

See *Dinant* on page 181.

### • Chapter H

**Free French OBA Availability Chart, page H130A** The entry for DR 9 in the “12/43-5/45” column, change “80+” to “80+ M”. [CdG2PP; J13]

### • Counters

**French Vehicle Note 15 AM Dodge(a)** The counter with identity letter “F” should have a 2-FP AAMG. [J13] {Possibly fixed in later printings. SR}

## Dinant (from Croix de Guerre 2e)

**DN2.31** At the end, add “Contrary to B31.126, an Immobilized-vehicle/wreck-(including a Burnt-Out Wreck) may be removed per D10.4 as long as the tracked AFV is in an adjacent/same-hex road Location directly connected to the hexside.”. [CdG2PP; J13; Mw24H]

**DN4.4 SSR CG10** In lines 14-15, replace “nor may it be removed from play as per D10.4 [EXC: 3.232; 3.53]” with “but may be removed from play as per D10.4 (see also 2.31, 3.232 and 3.53)”. [CdG2PP; J13; Mw24H]

**DN4.51 Special Rule I.3** In line 3, change “must” to “may”. [CdG2PP; J13; Mw24H]

**German Reinforcement Group Chart RG G4** In the OB column, change “3 × 2-2-8, 3 × 2cm FlaK 30, 2 × Opel 6700” to “2 × 2-2-8, 2 × 2cm FlaK 30, 2 × Opel 6700”. [CdG2PP; J13; Mw24H]

**German Reinforcement Group Chart RG M2** In the Date Available column, delete “+”. [CdG2PP; J13; Mw24H]



## Doomed Battalions 1<sup>st</sup> edition

**Doomed Battalions Counters** Guns with “AP/HE LIMITED STOWAGE” (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Chas Smith to ASLML, 11 Aug 1999]

### • Chapter H Vehicle Listing

**Vehicle Listing 36 (Common) VCL Utility B(b)** Change dates column to read “35-3/42”, and delete the “t” in the MP column. [J8]

**Vehicle Listing 37 (Common) Heavy Truck CS** column should read “7”. (Italicized, non-bold) [J8]

### • Chapter H Vehicle Notes

**Vehicle Note 2 (Polish) Vickers Edw(b) & Ejw(b)** The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW). [Mw20]

**Vehicle Note 19 (Yugoslavian) T-32** Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

**Vehicle Note 31 (Common) L3/35(i)** The ““BMG HD FP OK” note is not needed by D4.223 (89 errata page). [Inspection prompted by letter from Charlie Hamilton & postings from Perry Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

**Vehicle Note 32 (Common) FT-17C(f)** The counter and listing should show “No IF” on the back. [Inspection prompted by letter from Charlie Hamilton & postings from Perry Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

### • Chapter H Ordnance Listing

**Ordnance Listing 5 (Polish) Ur wz.35** In the table, the Polish Ur wz. 35 ATR (Note 2) has no ROF. [J5]

**Ordnance Listing 34 (Common) Mitrailleur de 13.2 CAJ mle 30** The Common *Mitrailleur de 13.2 CAJ mle 30* should have an 11 in the B# column. [J10]

### • Chapter H Ordnance Notes

**Ordnance Note 28 (Common) 75mm wz.97** The text should refer to this Gun’s use as “towed AT guns”, not “towed AA guns”. [J1]

### • Counters

**Ordnance Note 35 (Common) Okerlikon 20mm** The limbered side should have a “B11” not a “B10”. [J1] {Corrected with *ABTF* countersheet. SR}

**Vehicle Note 19 (Yugoslavian) T-32** Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

**Vehicle Note 31 (Common) L3/35(i)** The ““BMG HD FP OK” note is not needed by D4.223 (89 errata page). [Inspection prompted by letter from Charlie Hamilton & postings from Perry

Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

**Vehicle Note 31 (Common) L3/35(i)** Insert a “&” on the back of the counter after “Stun=Recall”. In the dagger note that begins with “The M13/40 4FP BMG may be scrounged...” insert “L3/35 and” in front of “M13/40”. [J8]

**Vehicle Note 32 (Common) FT-17C(f)** The counter and listing should show “No IF” on the back. [Inspection prompted by letter from Charlie Hamilton & postings from Perry Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

## Doomed Battalions 2<sup>nd</sup> edition

**Doomed Battalions Counters** Guns with “AP/HE LIMITED STOWAGE” (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Chas Smith to ASLML, 11 Aug 1999]

### • Chapter H Vehicle Listing

**Vehicle Listing 29 (Dutch) Marmon-Herrington III(b)** Add a dagger to the MP column on the vehicle chart. [J8]

**Vehicle Listing 31 (Common) L6/40(i)** Change start date in vehicle listing to “4/41”. [J8]

**Vehicle Listing 31 (Common) M13/40(i)** Change start date in vehicle listing to “12/40”. Change AF column in vehicle listing to “3”. [J8]

**Vehicle Listing 33 (Common) R-35(f)** Change dates to “9/39-4/41”. Add a 1 next to “E” in the Notes column of the vehicle listing. Add a “\*” before the AAMG line on the back of the counter. [J8]

**Vehicle Listing 35 (Common) C-K P17(f)** Delete the dagger in the notes column after the “35”. [J8]

### • Chapter H Vehicle Notes

**Vehicle Note 1 (Polish) TKS & TKS(L)** Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

**Vehicle Note 2 (Polish) Vickers Edw(b) & Ejw(b)** In the first dagger note, insert “[*EXC: FGJ*]” after “Each turret’s CMG rolls its TH/TK/IFT DR separately”. [J8]

**Vehicle Note 5 (Polish) Peugeot 1918(f)** Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

**Vehicle Note 6 (Polish) wz.29 “Ursus”** Change “vehicles RCA” to read “vehicle’s rear TCA”. [J8]  
The errata in J8 is incorrect, it should read “vehicle’s rear VCA”. [J11]

**Vehicle Note 10 (Polish) 302T** Delete MAVN “Q”. Add the following second dagger note: “The MA may use neither Motion Fire nor Bounding (First) Fire within the vehicle’s VCA—as signified by “No Bnd(F)F VCA” on the counter.” [J8]

**Vehicle Note 13 (Polish) Horse-Drawn “Taczanka”** Change “CS3” to “cs3” on the counter, and in the CS column of the

Vehicle Listing change “3” to”3”. Delete the paragraph starting with “D12.4 GALLOP:”. Delete “Wrck Chck dr 6=Elim” from the back of the counter as unnecessary. [J8]

**Vehicle Note 23 (Yugoslavian) AEC II(b)** The Front AF should be circled (inferior turret). Change TA column in the Vehicle Listing to read “-F”. [J8]

**Vehicle Note 24 (Danish) Nimbus** In the second dagger note, after the text “This vehicle starts each scenario with two 2-2-8 crews as Riders” insert “(or as dismounted Infantry possessing the Nimbus)”. Replace each instance of “cyclist” with “motorcyclist”. In the dagger note beginning with “The 20mm AT Gun...” insert “(C10.11-.12)” after “may be (un)hooked”. In the example’s first paragraph, insert “to W5/W6/X5” between “changes its VCA” and “(2 MP)”. After the text “and fires again” insert “retaining ROF,”. In the last paragraph of the example add “(becoming TI)” after “2 MF” in the first line. At the end of the dagger note that begins with “D15.6 The AAMG of a Nimbus” add the following to the end of the note: “Dismounted *unbroken* Infantry may retain possession of a Nimbus that is in Bypass of an obstacle, and (contrary to A4.32-.33) are considered to remain in Bypass at the CAFP for so long as they continue to possess the Nimbus.” [J8]

**Vehicle Note 30 (Dutch) Jeep(a)** Delete “\*” next to the MP on the counter. [J8]

**Vehicle Note 32 (Common) FT-17C(f)** Delete the CMG on the FT-17C(f) counter and illustration. [J8]

**Vehicle Note 34 (Common) M3A1(a) Scout Car** In the first dagger note after “Remove either of its MG” insert “[ERRATA: this is also true for the U.S. M3A1 Scout Car]”. After the last sentence of the first dagger note, insert “[EXC: the Partisans can opt to use the Russian .50-cal HMG/British-colored MMG(a)]”. At the end of second dagger note replace the text “Since the ROF applies on to the ... only if those MG are firing together as a FG.” With “ROF applies only to the MA, (A9.2)”. The value in the AF column of the Vehicle Listing should be “0”, not “0/0”. [J8]

**Vehicle Note 35 (Common) C-K P17(f)** In the dagger note, delete “/Belgian”. [J8]

## • Chapter H Ordnance Listings

**Ordnance Listing 7 (Belgian) M76A** Delete “QSU+” from the M76A’s “Special” column. [J8]

**Ordnance Listing 8 (Belgian) 7.6cm FRC** In the 7.6cm FRC Notes column, add a dagger after “8”. [J8]

**Ordnance Listing 24 (Common) 37mm Bofors AT** In the “RF” column, the “1.3” should be “1.2”. [J8]

**Ordnance Listing 26 (Common) Bohler M35 47mm** In the “RF” column, the “1.4” should be “1.5”. [J8]

**Ordnance Listing 29 (Common) Bofors M34** In the Bofors M34 Dates column, change the dates to “34-3/42”. In the RF column change to read “1.2-1.6+”. [J8] {J8 mistakenly had BPV column. SR}

**Ordnance Listing 30 (Common) 75M 19S** The Dates column should read “19-5/40”. [J8]

**Ordnance Listing 32 (Common) 120mm wz.09/31** Dates should be “31-5/40”. [J8]

**Ordnance Listing 33 (Common) 155mm 17S** Dates should be “20-5/41”. [J8]

**Ordnance Listing 34 (Common) Mitrailieuse de 13.2 CAJ** Add “mle 30” to the end of the Name. [J8]

**Ordnance Listing 34 (Common) Mitrailieuse de 13.2 CAJ mle 30** The Common *Mitrailleuse de 13.2 CAJ mle 30* should have an 11 in the B# column. [J10]

**Ordnance Listing 35 (Common) 20mm Oerlikon** Date column should be “30-3/42”. [J8]

**Ordnance Listing 36 (Common) 40mm Bofors** Add “AA” to Name. Date column should read “38-5/40”. There should be a dagger in the “RF” column. In the Notes column, delete “Gr” and add “Ne”. [J8]

## • Chapter H Ordnance Notes

**Ordnance Note 4 (Polish) 100mm wz.14/19** Add “and Yugoslavian Ordnance Note 22)” after “Italian Ordnance Note 12”. [J8]

**Ordnance Note 6 (Belgian) DBT** Add an “\*” before the Gun size, and add “\*No Air Burst” to the disabled side of the counter. Change the dagger note to read “Due to the fuse delay, the DBT does not generate an Air Burst (B13.3) as indicated by “No Air Burst” on the counter. [J8] {J8 mistakenly said to add the “\*” after the Gun size. SR}

**Ordnance Listing 7 (Belgian) M76A** Delete “Unloading the mortar from the caisson required approximately 5 minutes and was a strenuous task at best. The gun could be manhandled by six men or dismantled and carried by nine.” From the Gun’s descriptive text. Delete “or Towed (as if a non-Mortar)” from the first sentence of the dagger note. [J8]

**Ordnance Note 14 (Belgian) M27 FRC** Add an asterisk before the Gun caliber. [J8]

**Ordnance Note 15 (Dutch) Solothurn s/18-1100** Add “(see Italian Ordnance Note 3)” after “Italians”. [J8]

**Ordnance Note 18 (Greek) 37mm Bofors AA** Change name to “3.7cm Bofors AA”. [J8]

**Ordnance Note 24 (Common) 37mm Bofors AT** Replace “See French Multi-Applicable Ordnance Note P” with “See C10.5”. [J8]

**Ordnance Note 28 (Common) 75mm wz.97** Change “towed AA” to “towed AT”. [J8]

**Ordnance Note 29 (Common) Bofors M34** Change BPV for the Norwegian berghanon/M11 and the Greek 75 “D” to 22. [J8]

**Ordnance Note 31 (Common) C105 L 13S** Corrected Gun silhouette. [J8]

**Ordnance Note 32 (Common) 120mm wz.09/31** At the end, add “Saw use in Norwegian heavy artillery batteries (RF 1.4).” [J8]

**Ordnance Note 34 (Common) Mitrailleur de 13.2 CAJ mle 30** Delete trailing asterisk after “\*Tow NA” on counter back. [J8]

## • Counters

**Ordnance Note 14 (Belgian) M27 FRC** Add an asterisk before the Gun caliber. [J8]

**Ordnance Note 31 (Common) C105 L 13S** Corrected Gun silhouette. [J8]

**Vehicle Note 27 (Dutch) Pantserwagen M.36** The counter should have a 2FP Rear BMG. [Perry Cocke, ASLML, 28 Sep 2000]. {Confirmed by comparing *Doomed Battalions* 2<sup>nd</sup> edition Chapter H and counters, to their *Doomed Battalions* 3<sup>rd</sup> edition versions. Corrected in J2 countersheet. SR}

**Vehicle Note 33 (Common) R-35(f)** Add a “\*” before the AAMG line on the back of the counter. [J8]

**Ordnance Note 34 (Common) Mitrailleur de 13.2 CAJ mle 30** Delete trailing asterisk after “\*Tow NA” on counter back. [J8]

## Doomed Battalions 3<sup>rd</sup> edition

**Doomed Battalions Counters** Guns with “AP/HE LIMITED STOWAGE” (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Chas Smith to ASLML, 11 Aug 1999]

**Allied Minor Support Weapon Allotment and ELR Chart**  
Add this line to the table on page 142B:

Nationality	LG	ELR	LMG	MMG	HMG
Ethiopian	9	3	10	16	20

.50 HMG	LT. MTR	ATR	DC	FT
—	12 <sup>9</sup>	22 <sup>7</sup>	3	—

{I split the line in two to fit here. SR} [HL3]

## • Chapter H Vehicle Notes

**Vehicle Note 32 (Common) FT-17M(f) & FT-17C(f):** The wreck illustration for the *FT-17M(f)* incorrectly shows the wreck illustration for the *FT-17C(f)*, and vice-versa. The actual counters are correct. [J11; Mw21]

**Vehicle Note 32 (Common) FT-17M(f) & FT-17C(f):** Delete “with a MG only, while the other 78 were armed” from the second sentence. [eRB]

This was a mistake in the eRB and will be corrected there. [email, 20 Feb. 2024, Scott Romanowski to Klas Malmström]

**Vehicle Note 36 (Common) VCL Utility B(b)** The illustration shows the wrong vehicle image; the counters are correct. [J10; Mw21]

**Vehicle Note 37 (Common) Medium Truck** Both the illustration and the six counters should have a lowercase “cs” instead of an uppercase “CS” on the back of the counter. [J11; Mw21]

## • Chapter H Ordnance Listing

**Ordnance Listing 34 (Common) Mitrailleur de 13.2 CAJ mle 30** The Common *Mitrailleur de 13.2 CAJ mle 30* should have an 11 in the B# column. [J10; Mw21]

## • Counters

**Allied Minor Heavy Truck:** One of the two counters with ID ‘A’; one should be ‘B’. [Inspection prompted by David Reinking’s post on gamesquad.com, 30 Dec. 2022]

**Allied Minor M3A1(a):** Both counters have ID ‘A’; one should be ‘B’. [Inspection prompted by email Robert Hammond to Perry Cocke, 12/7/2022. SR]

**German FlaK 18 o. 36 88L AA Gun:** Should have a large white circle around the Gun depiction representing 360° mount on the Limbered side. This was fixed in later printings. [J11]

**German JgPz VI:** Should not have the white dot beneath the front Armor Factor. This was fixed in *Hakkaa Päälle* and in later printings. [J11]

**German PaK 43 88LL AT Gun:** Should have a large white circle around the Gun depiction representing 360° mount on the Limbered side. This was fixed in later printings. [J11]

**German PSW 234/3 (ID letter “C” only):** Should have a “★” next to the CMF factor and the following text on the back: “★ MG:VCA only”. This was fixed in later printings. [J11]

**German PzKpfw IVF2:** Should not have an APCR Depletion # for 1944. This was fixed in later printings. [J11]

**German SdKfz 10/4:** Should have the halftrack movement-type symbol on the unhooked-trailer side. This was fixed in later printings. [J11]

**Gray Dispersed WP counters:** Should not say “NMC”, This was fixed in later printings. [J11]

## Doomed Battalions 4<sup>th</sup> edition

## • Chapter H Vehicle Notes

**Allied Minor Vehicle Listings** In the Polish *TKS* entry add “NT” in the GT column. In the Polish *Vickers Edw(b)* and *7TPdw* entries add a “†1” in the B# column.

In the Belgian *T-13 II(b)* entry change the CMG column to “2†”. In the Yugoslavian *M3A1(a)* and *M3A3(a)* entries change the RFs to “1.4-1.2”, add a “†1” after C3 in the Am column, and after the B in the Notes column.

In the Dutch *Marm-Herr.III(b)* add a “†” after CMG in the MA column, and delete the “†” from the CMG column.

In the Common *L3/35(i)* entry the MP should be bold. In the *FT-17C(f)* entry delete the dot in the IF column. [All from DB4 inspection]

**Vehicle Note 29 Marmon-Herrington III(b):** Add “This is signified by “2 TK DR” on the counter.” to the end of the first † note. [DB4 inspection]

**Vehicle Note H:** Replace the text of this note with “This vehicle is always CE (with all this entails) in the same manner as a British Carrier (D6.84)—as signified by “Always CE” on the counter.”. [DB4 inspection]

**Allied Minor Ordnance Listings** In the Polish “*Ur*”. wz. 35 entry change the range to “12”.

In the Belgian *DBT* entry add “Air Bursts NA” before the “†” in the Notes column. In the Belgian *M76 A* entry, the M# numbers should not be bold.

In the Dutch *Solthurn s/18-1100* entry change the range to “12”. In the Danish *Machinecannon 20mm M-35* entry add a “†” after the “11” in the B# column and after the “B10” in the Special column. [All DB4 inspection]

**Common Ordnance Note 34 Mitrailieuse de 13.2 CAJ mle 30** In the “†” note add “This is signified by “2 TK DR” on the counter.” before “Maximum range for”. [DB4 inspection]

## Drop Zone: Saint-Mère-Église

**Optional armament** See Optional Armament in HASLs under “AH/MMP HASLs” on page 145

**SM1. SSR SM5** In line 3, replace “2-2-7” with “2-3-7”. [J14; Mw24H]

**SM4.3 CG20. Civilian Interrogation** Change the reference from “E3.4” to “E2.4”. [Post on gamesquad.com by user “zgrose”, 15 April 2023]

**SM4.5 SSR CGI.2** (page SM11) In the 3<sup>rd</sup> bullet replace “FaTT14” with “FaHH14”. [J14; Mw24H]

**SM4.5 SSR I-1.2** (page SM11) In line 2, after “On a”, add “Final”. [J14; Mw24H]

**SM4.5 Campaign Game I, 1-1 German Morning Purchases** (page SM12) In the “3-points” column of the “Leadership” section, the “8-1 × 2” entry should read “8-0 × 2”. [J14; Mw24H]

**SM4.6 Campaign Game II, II-2, II-3 and II-4** Change “July” to “June”. [Post on gamesquad.com by user “lightspeed”, 24 April 2023]

**SM4.7 Campaign Game III-1** (page SM17) Add new SSR: “III-1.5 During the CG III-1 RePh, use the Sa map section on/south-of hexrow K and the entire Fa map section for determining CG Victory Conditions and Setup Areas, with the Germans Controlling all Strategic Locations south of hexrow FaF and the Americans Controlling all such Strategic Locations north of Hex Grains SaEE1-EE23-Z23-Z28.”. [J14; Mw24H]

**SM4.7 Campaign Game III, III-1 German Morning Purchases** (page SM18) In the “3-points” column of the “Leadership” section, the “8-1 × 2” entry should read “8-0 × 2”. [J14; Mw24H]

**SM4.7 III-2 GERMAN MID-MORNING REINFORCEMENTS** (page SM19) In the first OB group, delete “in any Setup Area(s)”. [J14; Mw24H]

**SM4.7 Campaign Game III, III-5, III-6, III-7, and III-9** Change “July” to “June”. [Post on gamesquad.com by user “lightspeed”, 24 April 2023]

**SM4.7 Campaign Game III SSR III-2.5** (page SM19) In lines 2 and 10, replace “III-2” with “III-3”. [J14; Mw24H]

## Festung Budapest

### • Chapter FB

**FB3.4 EX (2<sup>nd</sup> column on page FB4)** In the last sentence of the last example, replace “DRM of 0” with “DRM of +1”. Delete “-1 [WCB TEM (4.2)]”. [J11; Mw24H]

**FB6.1242 EX (on page FB5), entry for “Hungarian squad H”** After “Russian squad C” add “, Hungarian squad G.”. [J11; Mw24H]

**FB6.14** At the end of the first sentence add “[EXC: it does not “connect” to ADJACENT building/rubble Locations (SSR FB14)]”. [J11; Mw24H]

**FB12.1** In the last sentence, delete “thus it cannot be rubble”. [J10; Mw24H]

**FB13.9** After the last sentence, add “An ACM MMC that Battle Hardens Becomes Fanatic.”. [J10; Mw24H]

**FB15.1** In lined 10-11, delete “even though their ELR can be < 5 (A19.13)”. [J10; Mw24H]

**FB17.2 Stone Location** For **CG II**, replace “440 ground level” with “461 ground level”; for **CG III**, replace “10 Factory” with “12 Factory” and replace “404 ground level” with “414 ground level”. [J10; Mw24H]

**FB17.4 SSR CG8 Russian Infantry/AFV RG section** In the last sentence of the first paragraph, delete “, as these are always considered Front Line Locations”. [J10]

**FB17.4 SSR CG8 Axis Infantry RG section** . In the last sentence of the first paragraph, delete “, as these are always considered Front Line Locations”. [J10; Mw24H]

**FB17.4 SSR CG8 Axis Infantry RG section** For **CG II**, replace “2 February” with “1 February” and replace “A10” with “A4”; for **CG III**, replace “10 February” with “9 February”. [J10; Mw24H]

**FB17.4 SSR CG13** Replace “on any subsequent CG Day” with “during the ensuing RePh step 17.607”. [J10; Mw24H]

**FB17.4 SSR CG16** After “table”, add “[EXC: those with an underscored Morale Factor]. The Scenario Defender’s ELR at night is 1 less (E1.22)”. [J10; Mw24H]

**FB17.51 Special Rule CG I.1** In line 1, replace “For all non-Idle CG Days” with “If the previous CG Day was non-Idle”. [J10; Mw24H]

**FB17.51 Initial Scenario Special Rule I.3** In the second sentence, after “-J39” add “[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]”. [J10; Mw24H]

**FB17.51 Initial Scenario Special Rule I.5** Replace the first sentence with “All map-edge hexes [EXC: A35] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.”. [J10; Mw24H]

**FB17.52 CG II Victory Conditions** Replace both instances of “P0” with “A3-B2-E5-G4-K2-O5” and replace “Level 5” with “Level 6”. [J10; Mw24H]

**FB17.52 Special Rule CG II.1** In line 1, replace “For all non-Idle CG Days on/prior to the 27 January CG Day” with “On/prior to the 27 January CG Day, if the previous CG Day was non-Idle”. This supersedes the J10 erratum for this rule. [J11; Mw24H]

**FB17.52 Initial Scenario Special Rule II.4** In the second sentence, after “-J39” add “[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]”. [J10; Mw24H]

**FB17.52 Initial Scenario Special Rule II.6** Replace the first sentence with “All map-edge hexes [EXC: A35] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.”. [J10; Mw24H]

**FB17.53 CG III Victory Conditions** Replace both instances of “BBB2-FFF0” with “BBB5-FFF3” and replace “Level 5” with “Level 6”. [J10; Mw24H]

**FB17.53 Initial Scenario Special Rule III.4** After the second sentence, add “All Axis purchased RGs/Fortifications setting up on-map must set up east of the Russian Perimeter and ≥ 3 hexes from the west edge [EXC: all map-edge hexes are treated as Front Line Locations].”. [J10; Mw24H]

**FB17.601** In the penultimate sentence, replace everything after “may” with “immediately attempt to Escape (17.6063)”. Delete the last sentence. [J11; Mw24H]

**FB17.6021** In item e, after “Labor” add “[EXC: 17.6131]”. [J10; Mw24H]

In item g, delete the 2<sup>nd</sup> sentence. In item h, replace “Non-Isolated, still-HIP” with “Still-HIP”. [J11; Mw24H]

**FB17.6022** In line 1, delete “NON\_ISOLATED”. In line 2, delete the two instances of “non-Isolated”. At the end of the first sentence, add “; such units/Fortifications must be set up in their current Location in the next CG scenario, but may do so at no cost in FPP (see also 17.6071)”. [J11; Mw24H]

**FB17.6023** Replace the entire section with “See 17.6071.”. [J11; Mw24H]

**FB17.6063 Escape Table** In the fifth DRM entry, replace “-2” with “-1”. [J10; Mw24H]

**FB17.6066 EX (page FB27)** In the fourth paragraph, last sentence, replace “Axis Perimeter Area” with “Russian Perimeter Area”. [J10; Mw24H]

**FB17.6071** At the end, add “Isolated, still-hidden units are placed on the map concealed. Isolated, hidden Fortifications, including all Fortified Building Locations, are revealed.”. [J11; Mw24H]

**FB17.6132** In line 2, replace “malfunctioned non-Captured Retained Weapon” with “non-Captured, Retained malfunctioned Weapon and disabled vehicular FT (D1.8)”. [J10; Mw24H]

**FB17.6171 Change Table** Delete the first DRM entry “-2 For any CG Day set prior to 28 January”. [J10; Mw24H]

**FB17.6194 EX (page FB32)** In line 1, change “19 January” to “29 January” and on the last line change “20 January” to “30 January”. [J10; Mw24H] {And “CG I” should be changed to “CG II” to match the dates. SR}

**FB17.6205 Russian Leadership Table** For a Final DR of 4, in the Leaders Received column, replace “9-1, 9-1, 8-0” with “9-2, 9-1, 8-0”. [J10; Mw24H]

**FB17.6235** In line 3, replace “CGs I and II” with “CGs I and III”; in line 4, replace “CG III” with “CG II”; and in lines 5-6 replace “9 February” with “1 February” and replace “1 February” with “9 February”. [J10; Mw24H]

**German Reinforcement Group Chart** In RG HWG3, HWG4, and all AFV RG (AG1-AG11), replace superscript “i” with superscript “a”. [J10; Mw24H]

**German Reinforcement Group Chart** In RG GG5, replace “2cm FlaK 38” with “2cm FlaKvierling 38” in all three Strength columns. [J10; Mw24H]

**German Reinforcement Group Chart** In RG MG2, in the CG Max. I column, change “9” to “6”. In the CG Max. III column, change “6” to “9”. [J11; Mw24H]

**German Reinforcement Group Chart** In RG OG1, in the CG Max. II column, add superscript “m” to the number “3”. [J10; Mw24H]

**Hungarian Reinforcement Group Chart** In RG IH5, delete superscript “h”. [J10; Mw24H]

**Hungarian Reinforcement Group Chart** In RG IH6, delete superscript “a”. [J10; Mw24H]

**Hungarian Reinforcement Group Chart** In RG IH7 and all AFV RG (AH1-AH5), replace superscript “h” with superscript “a”. [J10; Mw24H]

**Footnote 25** In line 1, replace “five” with “six”; in line 3, after “PP13,” add “the railway engine house in XX13.”. [J10; Mw24H]

## For King and Country

### • Chapter H

**British Multi-Applicable Ordnance Note D** Change “Gun (including the U.S.-color 75mm pack howitzer)” to “weapon”. [eRB]

**British Ordnance Listing** In the “OML 2-in. Airborne Mortar” row, add “, D” after “1” in the Notes column. [eRB]

**British Ordnance Listing** In the “OML 2-in. Mortar” row, add “, D,” after “A†,” in the Notes column. [eRB]

**British Ordnance Listing** In the “OML 3-in. Mortar” row, add a “†” after the 76\* in the Csize column. [eRB]

**British Ordnance Note 1 OML 2-in. Mortars** Change the “See also” line to “See also British Ordnance Notes A and N and P (all three *Standard* (“[2-11]”) version only), D.” [eRB]

**British Ordnance Note 2 OML 3-in. Mortar** Add this paragraph before the paragraph discussing the mortar’s 6-36/3-63 range:

“† **ERRATA:** As discussed in *ASL JOURNAL 7*, the correct Caliber Size of the 3-in. mortar is 81mm, not the 76mm indicated by the name “3-in.” and originally assigned to them. Counters with this corrected Caliber Size are included for those who wish to use them instead and for scenarios that call for them.” [eRB]

**British Ordnance Note 16 OBL 4.5-in. & 5.5-in. Gun-Howitzer** In the “See also” paragraph at the end, add “(OBL 5.5-in. Gun-Howitzer only)” after “P”. [eRB]

**British Vehicle Listing** In the *Humber III LRC SC* row (for Vehicle Note 45) add “Opt BATR†<sup>2</sup>” in the SA column. [eRB]

**British Vehicle Listing** In the *Morris C9 AC* row (for Vehicle Note 46) delete “Opt BATR†” from the SA column. [eRB]

**British Vehicle Note 51 Humber IV AC** The entry for the vehicle indicates that this vehicle has truck -type movement, but the counters indicate AC-type movement. The counters are correct. [J6]

**British Vehicle Note 1 Light Tank Mk VIB & Mk VIC** In the “See also” paragraph, add “(both *Mk VIB* only)” after “P”. [eRB]

**British Vehicle Note 2 (A17) Tetrarch & Tetrarch CS [Light Tanks Mk VII & Mk VII CS]** In the “See also” paragraph, add “(*Tetrarch CS* only)” after “S”. [eRB]

**British Vehicle Note 3 Stuart I(a) & III(a)** In the first “†” paragraph add “(a)” after “*Stuart I*” and “*Stuart III*”. Change the “See also” paragraph from “See also British Vehicle Notes A, C, G, N, P.” to “See also British Vehicle Notes A, C and G (both *Stuart III(a)* only), N, P.”. [eRB]

**British Vehicle Note 6 A9 & A9 CS [Cruiser Tanks Mk I & Mk I CS]** In the “See also” paragraph, add “(*A9 CS* only)” after “S”. [eRB]

**British Vehicle Note 7 A10 Mk IA & Mk IA CS [Cruiser Tanks Mk IIA & Mk IIA CS]** In the “†” note starting “BMG RF”, change “CS number” to “CS #”. In the “See also” paragraph add “(A10 Mk IA only)” after “B”, and add “(*A10 Mk IA CS* only)” after “S”. [eRB]

**British Vehicle Note 8 A13 Mk I, Mk II, & Mk II CS [Cruiser Tanks Mk III, Mk IVA, & Mk IVA CS]** Change the “See also” paragraph to “See also British Vehicle Notes B (A13 Mk II only), K, N (*A13 Mk II* and *A13 Mk II CS* only), S (A13 Mk II CS only).” [eRB]

**British Vehicle Note 9 (A15) Crusader I, II, I CS, & II CS [Cruiser Tanks Mk VI, Mk VIA, Mk VI CS, & Mk VIA CS]** In the “See also” paragraph add “(*Crusader I CS* and *II CS* only)” after “S”. [eRB]

**British Vehicle Note 26 (A12) Matilda II & II CS [Infantry Tank Mk II]** In the “See also” paragraph, add “(Matilda II

only)” after “B”, and add “(*Matilda II CS* only)” after “S”. [eRB]

**British Vehicle Note 36 Valentine & Churchill Bridgelayers** In the “See also” paragraph add “(*Valentine Bridgelayer* only)” after “P”, and add “(*Churchill Bridgelayer* only)” after “CC”. [eRB]

**British Vehicle Note 42 Daimler & Lynx Scout Cars** In the “See also” paragraph, add “(*Lynx SC* only)” after “L”, and add “(*Daimler SC* only)” after “N”. [eRB]

**British Vehicle Note 45 Humber III & Otter Light Reconnaissance Cars** In the “See also” paragraph add “(*Humber III LRC* only)” after “N”. [eRB]

**British Vehicle Note 48 Marmon-Herrington II ME, III ME, & III MFF Armoured Cars** Change the “See also” paragraph to “See also British Vehicle Notes L, N and T (both *Marm-Herr. II ME* and *III ME* only), P (*Marm-Herr. III MFF* only), Q.”. [eRB]

**British Vehicle Note 49 Marmon-Herrington IIv & IIIv Armoured Cars** Change the “See also” paragraph to “See also British Vehicle Notes K and T (both *Marm-Herr. IIIv* only), L, N, AA (*Marm-Herr. IIv* only).” [eRB]

**British Vehicle Note 50 Humber II & III Armoured Cars** Change the “See also” paragraph add “ and P (both *Humber III AC* only)” after “K”, and delete “, P”. [eRB]

**British Vehicle Note 53 AEC Armoured Cars** In the “See also” paragraph add “ and Y (both *AEC II* only)” after “J”, add “(*AEC I* only)” after “N”, and delete “, Y”. [eRB]

**British Vehicle Note 54 Staghound I(a) & II(a) Armoured Cars** In the “See also” paragraph change “C, G” to “C and G (both *Staghound I(a)* only)”, and add “(*Staghound II(a)* only)” after “S”. [eRB]

**British Vehicle Note 62 Humber AA & Staghound AA(a) Armoured Cars** Change the “See also” paragraph to “See also British Vehicle Notes A and F and X (all three *Staghound AA(a)* only), L and N and O (all three *Humber AA* only), AA.”. [eRB]

**British Vehicle Note 63 M5(a), M5A1(a), M9(a), & M9A1(a) Halftracks** In the “See also” paragraph add “(*M5(a)* and *M9(a)* only)” after “N”. [eRB]

**British Vehicle Note 64 Carriers A, B, & C** In the “See also” paragraph add “(*Carrier B* only)” after “Q”. [eRB]

**British Vehicle Note 65 Carriers, MMG A & B** Change the “See also” paragraph to “See also British Vehicle Notes N and Q (all three *Carrier MMG A* only), U, BB (*Carrier MMG B* only).” [eRB]

**British Vehicle Note 67 Carrier, 3-in. Mortar** After the first paragraph, add this paragraph:  
 “† **ERRATA:** As discussed in *ASL JOURNAL 7*, the correct Caliber Size of the 3-in. mortar is 81mm, not the 76mm indicated by the name “3-in.” and originally assigned to them. Counters with this corrected Caliber Size are included for those who wish to use them instead and for scenarios that call for them.”  
 In the first “†” note add “ or “dm 81\* MTR” ” after “ “dm 76\* MTR” ” [eRB]

**British Vehicle Note 68 Priest(a) & Ram Kangaroos** In the “See also” paragraph add “ (*Ram Kangaroo(a)* only)” after “K”. [eRB]

**British Vehicle Note 70 IP Carriers Mk IIA, Mk IIB, & AOV** In the “See also” paragraph add “ (*IP Carrier Mk IIA* and *Mk IIB* only)” after “N”, and add “ (*IP Carrier Mk IIB* and *AOV* only)” after “Q”. [eRB]

**British Vehicle Note 71 IP Carrier, 3-in. Mortar** After the first paragraph, add this paragraph:  
“† **ERRATA:** As discussed in **ASL JOURNAL 7**, the correct Caliber Size of the 3-in. mortar is 81mm, not the 76mm indicated by the name “3-in.” and originally assigned to them. Counters with this corrected Caliber Size are included for those who wish to use them instead and for scenarios that call for them.” [eRB]

**British Vehicle Note 72 Wasp & Badger(a)** In the “See also” paragraph add “ and M (both *Badger(a)* only)” after “A”, delete “M, ”, and add “ (*Wasp* only)” after “U”. [eRB]

**British Vehicle Note 73 Buffalo Mk II(a) & Mk IV(a)** In the “See also” paragraph add “ (*Buffalo Mk IV(a)* only)” after “E”. [eRB]

**British Vehicle Note 74 2pdr Portee** In the second “†” note add “Multi-Applicable” before “Vehicle Note”. [eRB]

**British Vehicle Note 78 Morris C9/B** In the first “†” note change “May not use” to “The *Morris C9/B* can use neither”, and add “First nor Motion” before “Fire—”. [eRB]

**British Vehicle Note 80 Quad FAT** In the first “†” note add “*FAT*” after “*Quad*”. [eRB]

## Forgotten War

### • Chapter H

**BCFK SW Allotment Chart** On page H215, in the Canadian entry for the “M2 60mm LT. MTR”, delete the superscript “6”. [Mw21; J13]

**U.S./ROK/OUNC Vehicle Note 3 M4A3E8(105)** The Vehicle Listing indicates that this vehicle has a Fast Turret, but the counters indicate a Slow Turret. The counters are correct. [Mw21; J13]

**U.S./ROK/OUNC Vehicle Note 4 M4A3E8(105) Dozer MTv** The Vehicle Listing and the Note illustration indicate that this vehicle has a Fast Turret, but it should show a Slow Turret. The counters are also incorrect. [J13]

**U.S./ROK/OUNC Vehicle Note 5 POA-CWS-H5 MTv** The Vehicle Listing and the Note illustration indicate that this vehicle has a Fast Turret, but it should show a Slow Turret. The counters are also incorrect. [J13]

**U.S./ROK/OUNC Vehicle Note 21 M37 HMC SPA** The Vehicle Listing and the Note illustration indicates that this vehicle has a main armament mounted in a Fast Turret, but it should show a Non-Turreted main armament. The counter is also incorrect. [Mw21; J13]

### • Chapter W

**W.7C** In line 8, after “eliminate a Pillbox (B30.92),” add “reduce a Foxhole (F7.42),”. [Mw21; J13]

### • Counters

**CVPA Vehicle Note 24 47mm Type 1 Machine-Moved Gun** The counters should not have “h-d” on the back of the counter. [FW]

**U.S./ROK/OUNC Vehicle Note 4 M4A3E8(105) Dozer MTv** The counter should not have the large white circle, representing a Fast Turret, but should have a thin white square, representing a Slow Turret. Corrected counters are in *Sword & Fire: Manila*. [J13]

**U.S./ROK/OUNC Vehicle Note 5 POA-CWS-H5 MTv** The counter should not have the large white circle, representing a Fast Turret, but should have a thin white square, representing a Slow Turret. Corrected counters are in *Sword & Fire: Manila*. [J13]

### • Divider

**National Capabilities Chart** in the KMC entry, in the “ORDNANCE TH# Color OBA ACCESS FINAL ACC dr” column, change “9/50+: Black” to “8/50+: Black”. [FWPP; J13]

**Korea Terrain Chart** in the row “W1.33 Steep Hills Road” in the “Terrain (Rule)” column, “Steep Hills Road” should be in black—not red. [FWPP; J13]

## Gung Ho!

### • Chapter G (≥ section 11)

**G11.1** In line 1 of the third paragraph, after “Infantry” add “-(including Dummies)”. [J10]

**G11.2** In the last sentence, after “Infantry” add “-(including Dummies)”. [J10]

**G11.7** In line 4, add “/Dummies” at the end of the parentheses after “prisoner[s]”. [J10]

**G11.83** In line 3 in the EXC after “cave” add “(but may not use Spotted Fire; C9.3)” [J5]

**G11.833** In line 10 of the first paragraph, and the second entry in the “drm-listing” in the table in the rule and Chapter Divider, replace “moving/Motion” with “Non-Stopped/Motion”. [J10]

**G11.84** In lines 3-5, delete “the center...GG5/6” and replace with “its Ocean hex (14.62) or the center of the firer’s Friendly Board Edge (FBE)”. [J10]

**G11.85** In the third paragraph, at the end of the first sentence, add “or a SW’s own TH Table”. [J10]

**G12.111** In line 3, at the end of the second sentence, add “, cannot break, and can only be eliminated if the LC is eliminated (see 12.691)”. [J10]

**G12.2** In line 5, add “(even at night)” after “entered”. [An93b; An96]



**G12.211 MIRE**: Change rule number to 12.2111 [An92; An95w]

**G12.61** In the last sentence before the EX, after “Collateral Attack” add “(at halved FP unless the LC is Beached)”. [J10]

**G13.15** In line 3, change “14.251” to “14.261”. [An93a; An95w; An96]

**G13.445** Change “unit” in line 6 to “target”. [An93a; An95w; An96]

**G14.32** In the first paragraph, in lines 3, 4, 5, 7, & 10, and in line 1 of the second paragraph, after “Beach” add “/pier”. [J10]

**G14.55** In line 2, change “Hard Beach-Sand Beach” to “Hard-Sand Beach”. [J10]

**G14.6 & G14.65** The colors of the NOBA counter illustrations are wrong. The actual counters are correct. [An95w]

**G14.64** At the end of the first sentence add “[EXC: *Offboard Observer (14.68; E7.6)*]”. [J10]

**G14.65** See G14.6 & G14.65

**G15.12** in the illustration for the armored bulldozer, and on the actual counters, delete “+2 vs non-Ord DirF in VCA”. [J11; Mw21]

**G17.151** In lines 6-7 replace “Paramarine squads...Raider squads” with “either Paramarine or Raider squads”. [J10]

**G17.41** In line 2 of the first paragraph, after “TH purposes” add “(including adding the NCA TEM of a pillbox to the TH DR)”. In the third paragraph, at the end of the last sentence, add “or Spread (B25.6), but B25.4 otherwise applies”. [J10]

**G18.6** In line 19, after “enemy unit” add “; Leader Consequences (A15.41) are NA”. [J10]

**G18.62** In line 3, before “Dare-Death” add “armed, unpinned”. [J7]

## • Chapter H

**Chinese Vehicle Note 13 VCL Mark IV Carrier(b)** British Multi-Applicable Vehicle Note BB applies to this vehicle. [J5]

**LC Note 6 LCT(4)** The AFs are missing from the counter illustration. The actual counters are correct. [An95w; An96]

**LC Rarity Factor Chart** The line for U.S. PTO use of the LCT(4) should show a RF of 1.5 – not 1.4. [An93a; An95w; An96]

## Hakka Päälle!

### • Chapter B Divider

In the A24 Smoke Summary chart, in the sixth (gray Dispersed WP) row, the counter illustration should not say “NMC”. [J11]

### • Counters

**Russian Vehicle Note 44.2 LANO AA**: The LANO AA should have “MA:AA” on the back of the counter. [HP]

## Hatten in Flames

### • Rules

**HF1. HF Scenario Special Rules** After SSR HF12, add a new SSR “**HF13 U.S. 60mm MTR/OBA**: 60mm OBA module per U.S. Ordnance Note 1 is NA.”. [HF; J13; Mw24H]

**HF3.3** Replace the third sentence with “The CG continues until the last CG Day of that CG.”. [HF; Mw24H]

**HF3.51 Initial Scenario Special Rule I.2** After “RGs” in line 1, add “[EXC: “O” and “M1” types]”. [HF; J13; Mw24H] {This should also reference M2, a “Fortifications” RG like M1. SR}

**HF3.6137** In line 2, replace “Gun” with “Weapon”. [HF; J13; Mw24H]

**HF3.619 Fortification Purchase Table** In the HIP row, replace superscript “2” with superscript “3”. [HF; J13; Mw24H]

**HF3.6214 Onboard/Offboard Setup Rules table** In the American TD row, replace “≥ one hex from all American Front Line Locations” with “≥ two hexes from all German Front Line Locations”, and in the German AFV row, replace “≥ six hexes from all German Front Line Locations” with “≥ seven hexes from all American Front Line Locations”. [HF; J13; Mw24H]

### • Counters

**American 9-1 leader “Lt. Rogers”** This counter should have a broken Morale Level of 9. [HF; J13]

## Hollow Legions 1<sup>st</sup> edition

### • Chapter H

**Italian Multi-Applicable Ordnance Note A** Replace the body with “This Gun may be Animal Packed (G10.)”. [HL3]

**Italian Multi-Applicable Ordnance Note C** Replace this note with the simpler note from HL3 since the rules for *en portee* are in C10.5. [HL3]

**Italian Multi-Applicable Ordnance Note H** Delete the errata since it is now incorporated into the Chapter C Divider. [HL3]

**Italian Multi-Applicable Vehicle Note E** Delete “The BMG, if present, *may* fire while the vehicle is HD—as signified by “BMG HD FP ok” on the counter.”. [HL3]

**Italian Ordnance Listing** Add note “A” to the Notes column of the *Mortaio da 45* and the *Mortaio da 81/14*. [HL3]

**Italian Ordnance Note 1 Mortaio da 45 “Brixia”** In the “See also” paragraph at the end, change “Note N” to “Notes A, N”. [HL3]

**Italian Ordnance Note 2 Mortaio da 81/14** In the “See also” paragraph at the end, change “Note N” to “Notes A, N”. [HL3]

**Italian Ordnance Note 3 Fucile-cc S** Delete the errata about the AP Basic TO Kill numbers. [HL3]

**Italian SW Allotment Chart** Change the numbering of notes 4 through 9 to be 5 through 10. Add a new note 4, “+3 Eritrean [EXC: *ATR and FT NA*]”. [HL3]

**Italian Vehicle Listing** In the line for the *L6/40*, change the RF to “1.6-1.2†”. In the line for the *M15/42*, change the RF to “1.2-1.4†”. In the line for the *Semovete L40 da 47/32*, change the RF to “1.6-1.2†”. In the line for the *AS 42*, change the RF to “1.5-1.4†”. In the line for the *AS 42 aa*, change the RF to “1.6-1.5†”. In the line for the *AS 42 cc*, change the RF to “1.6-1.5†”. In the line for the *AB 41*, change the RF to “1.5-1.3†”. In the lines for the *TL 37*, *TM40*, and *TP 32* add “M, ” before “N” in the Notes column. [HL3]

**Italian Vehicle Note 3 L3 aa** In the first note, add “, but the BMG is always treated as MA for purposes of HD FP” at the end of the first sentence. [HL3]

In the second † note change “is in neither Motion nor Melee, and its Inherent crew is/becomes CE.” to “is neither in Motion nor Melee, and its Inherent crew is or becomes CE.” Add “C, ” after “See also Italian Vehicle Notes ”. [eRB]

**Italian Vehicle Note 5 L3 Lf** At the end of the first paragraph, add “(British Vehicle Note 38)”. At the end of the first † note, add “The BMG may fire while the vehicle is HD-as signified by “BMG HD FP ok” on the counter.”. [HL3]

In the second † note change “is in neither Motion nor Melee” to “is neither in Motion nor in Melee”. [eRB]

**Italian Vehicle Note 12 Semovente M40 da 75/18 and Semovente M41 da 75/18** Add “(German Vehicle Note 33) after “Sturmgeschuetz III” in the first line. [HL3]

**Italian Vehicle Note 16 Semovente M41M da 90/53** Add “(Italian Ordnance Note 20)” after “90mm AA gun” in the first sentence. In the first † note, add ““No Case E” and” before “CE: +1”. [HL3]

Move “See also Italian Vehicle Note D.” from the end of the first † note to its own paragraph at the end of the Vehicle Note. [eRB]

**Italian Vehicle Note 17 AS 42, AS 42 aa & AS 42 cc** In the “See also” paragraph, add “M, ” after “L, ”. [eRB]

**Italian Vehicle Note 18 Lince** Add “(British Vehicle Note 42)” at the end of the first sentence. [HL3]

**Italian Vehicle Note 21 AB 40 & AB 41** In the “See also” paragraph, add “A, I, ” after “Vehicle Notes ”. [eRB]

**Italian Vehicle Note 23 Autocannoni da 20/65(b) & 65/17(b)** Add “, R, AA” after “N” in the “See also Italian Vehicle Notes” paragraph. [eRB]

**Italian Vehicle Note 25 TL 37, TM 40 & TP 32** Add “† Ammunition of  $\geq 100$ mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP. Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note.” Add “M, ” after “L, ” in the “See also” paragraph. [An91; An95w; An96; eRB] {Fixed in HL3. SR}

**Italian Vehicle Note 27 Fiat 508 MC** In the dagger note for the optional AAMG, delete “See also Italian Vehicle Note A.”. [eRB]

## • Counters

**Italian Vehicle Note 25 TL 37, TM 40 & TP 32** Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note. [An91; An95w; An96]

**Wagon/Sledge** On the two Wagon/Sledge counters provided in HOLLOW LEGIONS, “ $M \geq 6$  1S/5PP” and “ $M \geq 7$  1S/5PP” should be “T6 15PP” and “T7 15PP” respectively, and each should contain two stars (not one). [An90; An96]

## Hollow Legions 2<sup>nd</sup> edition

{The 2<sup>nd</sup> edition is the 2000 MMP reprint of *HL*. The above errata may still apply; I don’t have a copy so I can’t check. SR}

## • Counters

**Italian Ordnance Note 4 Cannone-cc da 37/45** Delete “H6(9)” on the counter and replace the Gun Name “PaK 35/36” with “37/45”. [Mel Falk to ASLML 12 Dec 2002]

**Italian Ordnance Note 11 Cannone da 75/32** These counters were mis-printed. The front is that of the German 7.5cm leFK 16na but the backs are correct. [James Maffei and Robert Holmstrom to ASLML 17 Nov 2001]

**Italian Ordnance Note 16 Cannone da 149/40** Replace the “Gun depiction” on the frontside with the “Gun depiction” from the backside of the counter. Replace the Gun name “K18” with “149/40”. The Gun Caliber size should be “overscored”. [Mel Falk to ASLML 12 Dec 2002]

**Italian LMG** Delete the counter depiction on the backside of the counter it should be the same depiction as the front side. [Mel Falk to ASLML 12 Dec 2002]

**Italian MMG and HMG** Delete the counter depiction on the backside of the counters it should be the same depiction as the frontside. Delete the special note “no dm” on the counters. [Mel Falk to ASLML 12 Dec 2002]

## Kampfgruppe Peiper I

### • Chapter P

**P8.6053** Delete the second sentence (“A ... Territory.”). [An95w; An96]

**P8.6198** Add “and “HW”” after “I” in description of Objective Hex. [An96]

**Page P21** In the blue box, change “TT29” to “TT28”. [An95w; An96] {Corrected in *KGP II*, p.P21<sup>96</sup>. SR}

### • Chapter P Divider

LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM. LG Hex E1, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96]

**KGP SSR3 Chart** Add “Unless *all* fire originates in-hex, *all* such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26).” to the end of the footnote. [OpV]

## • Counters

**German Vehicle Note 80 sIG 38(t)M** The three counters (ID letters “A”, “B”, and “C”) should have a square box around their ID letters signifying Low Ground Pressure. The correct counters are in *KGP II*. [An96]

## • U.S RG Chart

**U.S Reinforcement Group Chart (p.P17)** Note “S” in the U.S. RG Chart is incorrect. 80+mm OBA can fire only HE/WP. [An95w; An96] {Corrected in *KGP II*, p.P17<sup>96</sup>. SR}

## Kampfgruppe Peiper II

### • Chapter P

**P8.53** In the “INITIAL SCENARIO VICTORY CONDITIONS:” replace “bridge location R46” with “hex R46”. [An96; Mw24H]

**P8.61421** After “≤ 4, that SW” add “or mounted FT of a manned, mobile AFV”. [An96; Mw24H]

**P8.615** In line 3 of the second paragraph, change “are are” to “are”. [Inspection]

**P8.6162 Example** In line 2, change “In®” to “In”. [Inspection]

**P8.6198** Add ‘and “HW”’ after “I” in description of Objective Hex. [An96; Mw24H]

### • Chapter P Divider

LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM. LG Hex E1, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96]

**KGP SSR3 Chart** Add “Unless *all* fire originates in-hex, *all* such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26).” to the end of the footnote. [OpV; Mw24H]

## • Counters

**German PSK** The German PSK should have a FP value of 12, not 8, and a range of 4 not 5. Corrected in *Doomed Battalions* 1<sup>st</sup> Edition. [An96]

**German PSK** The German PSK should be “X10”, not “X11”. Corrected in *Doomed Battalions* 1e. [Inspection prompted by Ted Kim to ASLML, 19 & 21 August, and 8 Oct 96]

**German purple counters** The mis-colored German ?, crew, SS squads and HS, and MG counters were reprinted in DB. [Inspection]

**U.S. 5-4-6 Squads** The U.S. 5-4-6 second line squads should have a broken side morale of 7 not 8. Corrected in *Doomed Battalions* 1e. [An96]

**U.S. 2–2–7 Infantry Crews** Their BPV should be 7, not 6. Corrected with DB. [An97; J1] {J1 says their BPV should be 6 but this must be wrong. SR}

## • Map, Cheneux

- \* Delete the slope in hex FF8 on the FF8/FF9 hexside.
- \* Hex AA10 should contain a Steeple Location, making 14 LVP on the map.
- \* Hex A10 arrow should be green, not blue.
- \* Hex S20 arrow should be green, not blue. [An96; Mw24H]

## • Map, La Gleize

- \* SS29 is a Pine Woods hex. [An96; Mw24H]
- \* Hex K57 Arrow, entry time should be “19PM” not “19AM”. [An96; Mw24H]
- \* Hex R0 Arrow, blue half should be gray, should read “19PM” with a German cross. [An96; Mw24H]
- \* Hex R0 Arrow, the 23AM half of arrow should be brown (tan), not red. [An96; Mw24H]
- \* Hex E1 Arrow, blue half should be gray, should read “19PM” with a German Cross. [An96; Mw24H]
- \* Hex E1 Arrow, the 23AM half of arrow should be brown (tan), not red and should contain a US star. [An96; Mw24H]
- \* The M29-N28 hexside is a slope hexside on both map sheets. [An97; Mw24H]

## • Map, Stoumont

**KGP I St Map IMPORTANT:** Note the existence of a Level 8 Crest Line in “St” hexrows TT28-OO31-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ54-JJ56. Also, the Level 3 Crest Line in StM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road N51-O57. [p.P21; An95w; An96; Mw24H] {The An96 claims this appeared in the An95w, but I cannot find it. SR}

## Mapboard 38

See B7. & Board 38

## Mapboard 47

Hex J6 is considered a water obstacle; L5 and AA6 are considered stream hexes. [Mw02]

Hexes H2, G3, & F3 should be level two hexes. [Corrected in later printings.] [J13]

## Nhpum Ga (Annual 97)

### • Map

Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex “U1.5”. [J1; Mw23S; Mw24H]

All Interior Jungle hexes *are* Dense, but in most cases, however, the “oversized colored center dot” in a Jungle hex designates *Light* Jungle [EXC: hexes U9-U11]. [J1; Mw23S; Mw24H]

There is no LOS from D8 to F9, etc, [J1; Mw23S; Mw24H]

Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13. [J1; Mw23S; Mw24H]

## Operation: Veritable

### • Chapter Z

**RR2** Add at end “All on-map terrain that is not in play in a given scenario remains in effect for “offboard” movement/entry purposes during that scenario.” [J5; Mw24H]

**Z2.42 Initial Scenario Setup Sequence for the RR CG “Milk Factory”** The Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72. [J5; Mw24H]

### • Counters

**British Wasp** Four counters should have red crew survival numbers not black. [J5]

**German 88LL PaK 43 AT** On its limbered side this should be B11 not B10. [J5] {Minor editing. It should also have the ID letter ‘a’ on the limbered side. SR}

## Operation: Watchtower

### • Chapter Z

**ER7 & ER8** The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine HS (6) supersede the values listed in G17.151 only for scenarios played on the Edson’s Ridge mapsheet. [J4; Mw24H]

**ER8** See ER7 & ER8

**Z1.11** Replace “DRs” with “drs”. [J4; Mw24H]

**Z1.41** The duller green hexes (EX: OO18) are at Level 0, the brighter green hexes (EX: OO17) are at level higher (Level 1), and the light brown hexes (EX: OO16) are at Level 2. The brighter green Level 1 hexes are considered “hill hexes” for the purpose of footnote b in the CG Victory Conditions. [J4; Mw24H]

**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). [J4; Mw24H]

### • Edson’s Ridge Map

The original mapsheet had poorly-distinguishable colors for the different elevations. This was fixed with the revised mapsheet. Hexes like MM10 and OO17 should clearly show different levels on the revised mapsheet. [J4 p.38]

## Overlay Bundle

**Sheet 13:** on overlay 6, the two-hex wooden building on the Level 1 hill should have a black bar along the hexside indicating it is a Rowhouse. [OBE]

**Sheet 14:** overlay labeled (front and back) “RR11” should be labeled “RR12”, and vice-versa. [OBE]

**Sheet 15:** overlay labeled (front and back) “RR3” should be labeled “RR4”, and vice-versa. Overlay labeled (front and back) “RR7” should be labeled “RR8”, and vice-versa. [OBE]

## Paratrooper

### • Counters

**German Vehicle Note 45 Marder I (f)** The counters are missing the “(f)” in the vehicle name. (Corrected counters were supplied in *Pegasus Bridge*.) [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

**Motion Counters** The Motion counters included in *PARATROOPER* should not contain the words “No Ordnance”. The Motion counters in the various other modules are correct. [An89; An96] {Add “TH: 2x↓dr” to these and to the one other counter that are missing the phrase. SR}

## Pegasus Bridge

### • Chapter H

**Supplemental German Vehicle Listing** In the Notes column for vehicles 38H 735(f) and 35-S 739(f), notes 101 and 102, delete the reference to Multi-Applicable Vehicle Note c. In the Notes column for 35-S 739(f) the “, f” at the end should not be a superscript. [Comparison by SR with *Beyond Valor* 3e]

### • Chapter Q

**Q1.5** In the first line change ‘E7.33’ to ‘E3.73’. [Perry Cocke, ASLML, 21 Dec 1998]

**Q1.8** Change “reduced” to “increased”. [Wayne Hadady to Perry Cocke, ASLML 5 Jun 2002]

**Q2.5** In the second line change ‘E3.7’ to ‘E7.3’. [Perry Cocke, ASLML, 21 Dec 1998]

**Q3.51** In the last line of the example change ‘2.54’ to ‘3.54’. [Perry Cocke, ASLML, 21 Dec 1998]

**Q8.2** In the example, under squad E, add “A, ” between “except” and “B”. [An97]

**Q9.4 CG4a** Add “Treat the three German setup areas separately for purposes of E1.2 and A2.9.”. [An97; Mw24H]

**Q9.605-.6058** Example hex Y14 should be No Man’s Land. [An97; Mw24H]

**Q9.6061** Example In line 10 change “8” to “10”; in line 11 change “+3” to “+1”, delete “and” and after “Isolated” add “, and -2 for being adjacent to a Friendly Setup Area”; in line 13 change “+3” to “+5” and in line 14 before “and” add “+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area.”. The section should now read “The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM (“+1 per HS-equivalent > one HS using the same Escape DR”, +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5

Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated).” [This supersedes the errata for this section in the 1997 ASL Annual.] [J1]

**Q9.6152** The British receive a Sherman III(DD), not a Sherman V. [J1; Mw24H]

**Q9.61741 CPP ENTRY COST TABLE** Delete the entry for hex A15 and change hex A8 to A7. [An97; Mw24H]

### • Pegasus Bridge Map

Change the grid coordinate for the hex between KK10 and KK12 from “KK10” to “KK11”; change the second “10” to an “11” in hexrows II and MM also. [An97; Mw24H]

Hex C9 should have a square, white staircase symbol indicating it is a Tower. [An97; Mw24H]

## Primosole Bridge (Journal 6)

### • Chapter Z

**Page Z41**, after SSR PBr19, add new SSR: “**PBr20 RCL: RCL** may set up using HIP as if Emplaced (A12.34).” [J11; Mw24H]

**Z3.6179 PrB British RG Chart** In the line for RG II Lgt Inf Coy, change the CG Date Max value from “4” to “2”. [J7; Mw24H]

## Red Barricades

### • Chapter O

See entries under *Beyond Valor* 2<sup>nd</sup> edition.

### • Chapter O RG Charts

See entries under *Beyond Valor* 2<sup>nd</sup> edition.

## Red Factories

### • Chapter O

**O.2 SSR RF6** add this sentence before the last sentence “A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM.” [J13; Mw24H]

**O5.7** In line 12, replace “ROW13-W14” with “ROW14-W15”. [RF; J13; Mw24H]

**O11.57** In the INITIAL GERMAN OB, replace “20L(8) AA × 2” with “20L(6) AA × 2”. [RF; Mw24H]

**O11.58** After the paragraph which begins “Combined CG Victory Assessment”, add new paragraph: “**CG Initial Scenario SAN:** Russian CG Initial Scenario SAN is 4, and German CG Initial Scenario SAN is 3.” [RF; J13; Mw24H]

**O11.6143** In lines 3-4, after “dr of” add “≤” so the third sentence starts “A dr of ≤ the current turn...” [RF; J13; Mw24H]

**O11.6231** In line 1, delete “RUSSIAN”. In line 1, after “each CG” add “[EXC: RO CG III]”. Line 6, delete “; CG III: 4”. After the last sentence, add “This limit applies to the Germans in RO CG III, in which they have a maximum of 4 Attack chits.” [RF; J13; Mw24H]

**O11.6234** At the end of the first sentence, add “[EXC: maximum of 4 in RO CG III]”. [RF; J13; Mw24H]

**O11.6235, German (or Russian) Assault** In line 3, after “German” add “[or Russian in RO CG III]”. In line 4, after “Russian” add “[or German in RO CG III]”. [RF; Mw24H]

### • RB Map

Hex U17 is a Manhole Location. [RF; J13; Mw24H]

## Rising Sun

### • Chapter G

**G15.12** In the illustration for the armored bulldozer, and on the actual counters, delete “+2 vs non-ord DirF in VCA”. [Mw21]

### • Chapter Z

See *Sand and Blood* on page 193.

## Sand and Blood (from Rising Sun)

**SSR GT11** In line 3 change “*Hinterland*” to “*Island*”. [J11; Mw24H] {This should also be changed on the list of GT SSRs on the back of the scenario card for 63 The Eastern Gate. SR}

### • Counters

**G15.12** In the illustration for the armored bulldozer, and on the actual counters, delete “+2 vs non-ord DirF in VCA”. [Mw21]

## Solitaire ASL 1<sup>st</sup> Edition

**S3.322** The labels in the crossed-out left rosette in the example should be “≤ 3” and “≥ 4”, not “3” and “4”. [Comparison with 2<sup>nd</sup> edition prompted by ‘Mr Segundas’ to gamesquad.com/forums, 17 Dec 22]

**S17.82** The information shown in this rule should also be shown on the Squad replacement Table on the Chapter S Divider. [Gen30.2; An96]

### • Chapter S Divider

**Chapter S Divider** The Squad Replacement Table is missing the text. When referring to this table, please see rule S17.82, which has the correct information. [Gen30.2; An96]

**Chapter S Divider** The Company Leader Type (S17.81) is missing the “**Generic**” **drm** entries, and the Russian **drm** should be +1 for “1941-9/42”. The 42-45 Russian Rifle Company (S18.1) note omits the positive CGP requirement and that “2-3-7 × 1” becomes “2-4-8 × 2”. [Inspection prompted by Ted Kim to ASLML, 19 & 21 August, and 8 Oct 96]

## • Solitaire ASL Tables

**Table A4b: Advance Attitude** The left movement rosette should be labeled “≤ 3” and “≥ 4”, not “3” and “4”. [Comparison with 2<sup>nd</sup> edition prompted by ‘Mr Segundas’ to gamesquad.com/forums, 17 Dec 22]

## Solitaire ASL 2<sup>nd</sup> Edition

**S12.871** Insert “eligible” before “ENEMY unit”. [AoO; J7]

**S17.45:** Add this new rule:

“**17.45 SHOCK/UNCONFIRMED KILL (UK):** All Shocked/-UK AFV (FRIENDLY and ENEMY) must undergo ≥ one recuperation attempt (C7.42) until the marker is removed or the AFV is eliminated.” [AoO; J7]

**S17.73** In line 5 change “-1 drm” to “+1 drm”. [AoO p.S27]

**S17.821** After the first (only) sentence, add “If the Company consists of more than one version of MMC (such as a late war Russian mixed company with 4-4-7 and 5-2-7), the version received is determined by random dr, so long as the company would not exceed its allotted number of that version of MMC.”. [AoO p.S28]

**S17.85** Add new rule 17.85. [AoO p.S28]

**S18.5** New company types and rules have been added. [AoO pp.S29-S33]

## • Solitaire ASL Tables

**Allied Minor Generation Table L2 Squad Type:** The DRM should read “+1 if Mission takes place in Yugoslavia or the PTO”. [AoO; J7]

**British Generation Table (non-PTO) B6a SPG:** In the 1940-41 column, all Crusader CS and Matilda CS results should include footnote #1. [AoO; J7]

**U.S. PTO Random Event Table:** In Event 12-13, the DRM should be U2 only and n/a for M2. [AoO; J7]

## Sword & Fire Manila

### • Chapter SF

**SF1, SSR SF5** In line 1, replace “Hidden-” with “Non-hidden”. In the last sentence, after “road” add “, shellholes, Palm Tree Stump [17.2]” [SaF; J13; Mw24H]

**SF1, SSR SF10** Replace the second sentence with “Mortars and AA Guns with an  $M\# \geq 10$  may set up in a rooftop Location.” [SaF; J13; Mw24H]

**SF1, SSR SF11** After the penultimate sentence, add “Every SMC stacked with a Commando MMC has scaling abilities, and every SMC generated by a Commando (via leader determination [20.6215] for American RG “I3”), or via Hero creation (A15.21) or Leader creation (A17.), is a Commando.” [SaF; J13; Mw24H]

**SF4.43** Add at the end of the first sentence “and to/from units *beneath* a “connecting” Trench (SSR SF6) and as per B8.2”. [SaF; J13; Mw24H]

**SF4.5** In line 4, after “MG”, add “, Residual FP, Fire Lane”. [SaF; J13; Mw24H]

**SF4.6** At the end, add “A Steel-walled building is treated as a stone building for Bog Check (D8.21) purposes.”. [SaF; J13; Mw24H]

**SF4.10** After rule SF4.9 add new rule “**4.10 FACTORIES:** Each building on the SF maps that has ≥ one road/RR entering it is a Factory (B23.74). A non-rubbled Factory Location that as a road/RR entering it (EX: 4E16) is considered a Vehicular-Sized Entrance (B23.742). Rubble that is connected to a Factory (EX: 4M52) is Factory Rubble (B23.743).”. [SaF; J13; Mw24H]

**SF9.11** In the last sentence, after “Accessible” add “(COT and FFMO as if open ground)”. [SaF; J13; Mw24H]

**SF17.2** At the end of the second sentence add “and are treated as open ground (B1.) except as stated otherwise”. [SaF; J13; Mw24H]

**SF20.4, SSR CG 11, Japanese RG section** In line 4, delete “(Walls, Stairwells, Gates hexes NA)”. [SaF; J13; Mw24H]

## Twilight of the Reich

### • Counters

The broken Morale Level of the Russian Assault Engineers should be 8, not 9. [Perry Cocke on gamesquad.com, 20 Feb. 2024]

## Valor of the Guards

### • Chapter V

**V.3 VotG21** In line 7, after “Ground” add “; all on-map terrain that is not in play in a given scenario remains in effect for “off-board” movement entry purposes during that scenario”. [J8; Mw24H]

**V.3 VotG22** In line 8, after the third sentence add “An NKVD MMC that Battle Hardens becomes Fanatic.”. [J8; Mw24H]

**V7.7** In line 3, after “Indirect Fire” add “(including non-SW mortars in upper-level Locations)”. [J8; Mw24H]

**V10.2** At the end, add “VotG5 applies as if the City Square were a paved road.” [J8; Mw24H]

**V12.2 “Pocket”** In line 2, after “any” add “friendly”. [J11; Mw24H]

**V12.4 CG10** At the end, add “Each OBA module is Retained with its *original* draw pile and the radio *or* field phone it started with (even if eliminated during play); any field-phone/Offboard-Observer/Pre-registered-Hex may start in a new legal Location.”. [J11; Mw24H]

**V12.51 SSR CG I-4 Game End** Replace “+1 drm” with “-1 drm”. [J8; Mw24H]

**V12.601** In the last sentence, replace “the Location the unit is placed in contains” with “any Location contains opposing”. [J12; Mw24H]

**V12.6066** In line 14, after “nor any” add “friendly (12.6068)”. [J11; Mw24H]

**V12.6068** In line 1, after “adds a” add “friendly”. [J11; Mw24H]

**V12.6154** In line 1, after “Each” add “non-Captured”. [J11; Mw24H]

**V12.619** At the end of the fifth sentence, add “[EXC: those with an underscored Morale Factor]”. [J11; Mw24H]

**V12.621 Russian RG Chart** In footnote c, replace “Each MG” with “Each SW”. [J8; Mw24H]

**V12.6214b** In line 4, after “on-map” add “(HIP is NA)”. In line 16, after “enemy” add “ground”. In line 20, after “(if any)” add “unconcealed”. [J11; Mw24H]

## • Counters

**Assault Boat counters** The Assault Boats do not have ID letters. [J8]

**Crew counters** Various crew counters do not have their ID number on their broken side. [J8]

**Russian Vehicle Note 14 T-34 M41** The six T-34 M41 counters should have a thick white RST square, not a thin white ST square. [J8]

**Squad counters** Various squad counters have ID lettering on their broken side that does not match their unbroken side. [J8]

## • Map

There are missing stairwell symbols in hexes Q27 (missing on the northern map) and LL24 (missing on the southern map); both hexes should have a large white center dot. [J8]

## West of Alamein

### • Chapter F

**Several Rules** have been replaced with references to rules in other chapters. Replace the body of the following rules with “See” and the appropriate reference:

- F.4 Axis Vehicles, D2.52
- F.7 Minefields, B28.45
- F.7A, B28.46
- F.7B, B28.47
- F.7C, B28.48
- F.8 Free French, A25.53
- F.8A Pre-12/43 Equipment, A25.54
- F.8B 12/43-5/45 Equipment, A25.55
- F.8C French-Built Equipment, A25.56
- F.8D DYO, A25.57
- F.9 U.S.-Built, British-Color SW, A25.35
- F.10 Vehicular Smoke Grenades, D13.35
- F.11 Reverse Motion, D2.24
- F8.6, B27.6
- F10, B9.6
- F12.2, A2.73
- F13.3, B9.7
- F13.4, B14.7

- F13.5, B14.8
- F13.6, B12.7. [HL3]

**F.1A** in line 3 change “HIP” to “hidden”. [1992Repl]

**F.2A** in line 4 add “; *an Alternate Terrain Type (13.) takes precedence*” after “can still apply”. [1992Repl]

**F.3 EX** in line 1 add “/armor leader” after “crew”. In line 2 change “worth four” to “worth a maximum of four”. In line 3 change “worth two” to “worth a maximum of two”. In line 5 add “(or Inherent HS)” after “Crew”. At the end delete “(or one point if an Inherent HS)”. [1992Repl]

**F.4** in line 2 insert “(as defined in 11.2)” between “African” and “scenarios”. [1992Repl]

**F.7** In line 10 change “their” to “the”. [1992Repl]

**F.7A** In line 11 change “one minefield on one strength” to “one A-P/A-T minefield”. [1992Repl]

**F.7 EX** In line 2 add “or” before “three” and “four”. [1992Repl]

**F.7B** In line 5, delete “enemy”. [An93b; An96; Mw21]

**F.8 Free French** Replace this rule with “Use British counters and rules for Free French Personnel [EXC: *Free French squads have Assault Fire (A7.36) capability in/after 12/43; the A25.45 immunity to covering never applies to Free French*]. Free French OBA (including Accuracy and Draw Pile) is always treated as if British [EXC: *DYO purchase; F.8D*]. See also F.8A-9 and the French section of Chapter H.” [1992Repl]

**F.8A Pre-1944 Equipment** Replace this rule with “**PRE-12/43 EQUIPMENT:** For scenarios set prior to 12/43, Free French use (without Captured penalties) certain British [/British-color “(f)”]; F.8C] SW, vehicles and Guns, and the rules covering them.” [1992Repl]

**F.8B 1944-45 Equipment** Replace this rule with “**F.8B 12/43-5/45 EQUIPMENT:** For scenarios set in/after 12/43, Free French use (without Captured penalties) British-color “(a)”/“(f)” SW (see F.8C and F.9), certain U.S. [/U.S.-color “(f)”]; F.8C] vehicles and Guns, and the rules covering them [EXC: *Free French Inherent crews are considered British when determining their morale as per D5.1*].” [1992Repl]

**F.8C** Add this rule “**F.8C FRENCH-BUILT EQUIPMENT:** Certain French-built SW/vehicles/Guns are provided in *CROIX DE GUERRE* for Free French use. They are in the U.S./British color, and are identified by having “(f)” in their piece name, An “(f)”-type, or French-color, SW/vehicle/Gun suffers Captured penalties when being used by other than (Free/Vichy) French.” [1992Repl]

**F.8D** Add this rule “**F.8D DYO:** Free French use their own SW Allotment, OBA Availability and Rarity Factor, Charts for DYO scenarios. Use H1.463 for a Free French OP tank. Free *and* Vichy French cannot be purchased by the same side.” [1992Repl]

**F.9** Replace this rule with “U.S. MMG, HMG, .50-cal HMG, M2 60mm mortars and BAZ 44 are provided in the British color in *WEST OF ALAMEIN*. They are identified by having “(a)” in their piece name, and are used by Free French as per F.8B. The BAZ 44(a) is also used to represent a BAZ 44 Scrounged



(D10.5) from a U.S.-built vehicle/wreck [which includes one with “(a)” in its piece name] by Free French (only); other nationalities would Scrounge a U.S.-color BAZ 44. The appropriate MG(a) is also used to represent one Removed (D6.631) from a U.S.-built vehicle by a British (as defined in A25.4) unit. A MG Scrounged by any nationality from a U.S.-built or British-built vehicle/wreck takes counter form as a standard British LMG, with no Captured penalties when being used by a U.S. or British (A25.4) unit. Captured penalties do not apply to the use of U.S.-color MG by British (A25.4) units, nor to U.S./British-(A25.4) use of British-color “(a)”-type SW [EXC: *non-Free-French British treat all, while Free French treat no, type(s) of U.S. MTR/BAZ as Captured*]. [1992Repl]

**F.10** In line 6 change “closed-topped” to “CT”. In lines 9-11 replace “successfully placed smoke grenades use a ½” Smoke counter, treated as per A24.11, and;” with “if successfully placed, a ½” Smoke counter is placed in the vehicle’s own Location and treated as per A24.11;” [1992Repl]

**F.11** in line 2 change “have been” to “are”. [1992Repl]  
In the fifth line, add “Movement” after “Reverse”. [eRB]

**F.12** in line 1 change “OTHER CHAPTERS” to “CHAPTERS A-E”. In the last sentence change “one or more color bars” to “≥ one vertical bar”. [1992Repl]  
Delete the sentence mentioning the 1987 Errata. [eRB]

**F2.2** line 3, delete “concealment (2.3),”. [J7; Mw21]

**F3.31** Add “[EXC: *Wagon*]” after “Each vehicle” in the first line. [HL3]

**F5.1** Change “12.41” to “A2.76” in the last sentence. [HL3]

**F5.427** Add “non-wadi” before “Depression”. [HL3]

**F6.3** last sentence, after “E3.54” add “/E3.723”. [J10; Mw21]

**F6.44** Add “A hillock hex blocks all Fire Lanes through it that are not ≥ the topmost height of that hillock hex.” After “[EXC to all: 6.43.]”. [HL3]

**F6 EX** At the end of the “**Squad A**” entry, add “The only occupied Locations that squad A could potentially affect with a Fire Lane are those of squads C, D, and F.”. [HL3]

**F6.5** Add “The +1 TEM vs Direct Fire provided by the hillock is not cumulative with any other applicable in-hex or hexside TEM.” before “A hillock (hex) provides no TEM or”. [HL3]

**F6.6 EX** In the “Squads E and F” paragraph, in line 7, change “in in” to “in”. [Inspection]

**F8.6** In line 7, after “higher-elevation trench/sangar” add “(as if moving from a connecting Trench)”. In line 8, after “Controls the trench/sangar” add “Location”. In lines 13-14, delete the fourth sentence, which beings “A Snap Shot taken...”. [J12; Mw21]  
Rendered obsolete with HL3 change, replacing this rule with “See B27.6. 16”. [HL3]

**F9.2** Change “A track does not” to “As opposed to a road (9.3), a track does not”. [HL3]

**F11.611** If an ATTACKER enters a DEFENDER’s Location during the MPh across a hexside (or from a vertex) that lies

within the latter’s Sun Blindness Zone, the Sun Blindness DLV Hindrance *does* apply to each attack made during that MPh by the DEFENDER vs that ATTACKER. [An91; An95w; An96; Mw21]

**F11.612** Add “[EXC: *11.6111 is NA*]” at the end. [HL3]

**F11.7** In the last line change “11.61” to “11.6”. [HL3]

**F11.71** Add “Residual FP; ” after “FT; ” in the second EXC. [HL3]

**F12** Add “(See also A2.7-.76)” as a separate paragraph before rule 12.1. [HL3]

**F12.1** Replace this with the abbreviated rule from HL3, which eliminates mention of orientation ‘1’s and ‘2’s, adhesive, and plexiglass. [HL3]

**F12.5** Replace this rule with the one from HL3. [HL3]

**F12.501** Add this rule from HL3. [HL3]

**F12.51** Delete “When using Overlay E1, ” and change “thereon” to “on board 25e”. [HL3]

**F12.52** Delete “When using Overlay E1, ” and capitalize “Treat”. Change “25” to “25e”. [HL3]

**F13.7** Add this rule from HL3. [HL3]

**Footnote 2** Replace the body with “See Footnote 5A in Chapter D.”. [HL3]

**Footnote 16** Replace the body with “See Footnote 3B in Chapter B.”. [HL3]

**Footnote 24** Replace the body with “This overlay is used in scenario **51 The Taking of Takrouna**.”. [HL3]

## • Chapter F Divider

**Desert Terrain Chart** In the Notes column of the Wadi line add “; HD possible if in Crest” after “all units”.  
HL3 adds a line for Candelabra Trees. [HL3]

## • Chapter H

**British Vehicle Note 6 A9 and A9 CS** The illustration for the twin bow turret MG arcs was corrected to make them symmetrical; this is changed in *FKAC*. [J5]

**British Vehicle Note 18 Centaur IV** This vehicle now has normal ground pressure; this is changed in *FKAC*. [J5]

**British Vehicle Note 21 Challenger** This vehicle now has fast turret traverse and ROF 1; this is changed in *FKAC*. [J5]

**British Vehicle Note 22 Comet** This vehicle now has fast turret traverse; this is changed in *FKAC*. [J5]

**British Vehicle Note 51 Humber IV AC** The entry for the vehicle indicates that this vehicle has truck -type movement, but the counters indicate AC-type movement. The counters are correct. [J6]

**British Vehicle Note 64 Carriers A, B & C,  
65 Carriers, MMG A & B,  
66 Carrier, 2-in. Mortar,**

**67 Carrier, 3-in. Mortar,**  
**68 Priest(a) & Ram Kangaroos,**  
**69 White (a) Scout Car,**  
**70 IP Carriers Mk IIA, Mk IIB & AOV,**  
**71 IP Carrier, 3-in. Mortar,**  
**72 Wasp & Badger(a), and**  
**73 Buffalo Mk II(a) & Mk IV(a)** The counter art overrides the (incorrect) Chapter H illustrations. [An95w] {The illustration should show the vehicles as OT. SR}

**British Multi-Applicable Vehicle Note BB** In line 1 replace “or” with “and/or”. This change also applies to the Chinese VCL Mark IV Carrier(b) (Chinese Vehicle Note 13). [J5]

**British Multi-Applicable Vehicle Note CC** This note was added in *FKAC* and should be added to *WoA*. It applies to all Churchill tanks except as noted.  
 “CC. Churchill tanks had unique transmissions allowing them to make steep climbs easier. Therefore, a Churchill tank [*EXC while the Bridgelayers is carrying a bridge, the AVRE is carrying a fascine, or the Crocodile has its trailer hooked up*] pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51) instead of the normal 4 MP, and can cross a Double-Crest hexside (B10.52) but must check for Bog (D8.21) with a +3 DRM.” [J5]

## • Counters

**British Vehicle Note 27 Valentine II** The British *Valentine II* tank with ID “A” should be marked as a Small Target (i.e., +1 TH; D1.74). [An89; An96] {Corrected in later printings. SR}

**British Vehicle Note 76 Terrapin MK I** The British *Terrapin MK I* amphibious truck should have “REV × 2” on the back of the counter (i.e., Reverse movement should cost it twice its normal hex entry cost). [An89; An95w; An96]

**British Vehicle Note 79 Loyd Carrier** Add “† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP”. Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note. [An91; An95w; An96]

## Yanks 1<sup>st</sup> edition

### • Chapter H

**U.S. Vehicle Note 7 M3 Medium Tank** In the third paragraph, third line, replace “multiple ROF” with “multiple-ROF/armor-leader-direction”. [An96]  
 Either the MA or SA can claim armor leader direction, but only the one that fires first in a phase (treating Defensive First and Final Fire as one phase) can actually use it. See British Vehicle Note 11. [Mw20]

**U.S. Vehicle Note 30 M3(MMG) & M3(HMG)** After “VCA.” in the next-to-last line of the final paragraph, add “In addition to Removal as per D6.631, the AFV’s Passenger(s) may Remove its secondary AAMG as (a) dm MMG [for the M3(MMG)] or (a) dm HMG [for the M3(HMG)]. The MA of both AFV may be removed (but *only* as per D6.631) as a dm .50-cal HMG.” [An93b; An96]

**U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack** The *M4 MC*, *M4A1 MC*, and *M21 MC* ht start each scenario manned by an Inherent Infantry (e.g., 2-2-7) crew and should have “InfCrew” on the counter. When such a crew exits its vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. [p.H66, British Vehicle Note H; An96] {Corrected counters for M4A1 MC are in *KGP I*. SR}

**Vehicle Note 32 M4A1 MC Halftrack** See U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack

**Vehicle Note 33 M21 MC Halftrack** See U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack

**U.S. Vehicle Note 39 M3A1 Scout Car** This vehicle can retain any unpossessed SW aboard it (D6.4), and its Passengers’ FP is not subject to halving for Mounted Fire (D6.1). See British Vehicle Note 69. [Mw20]  
 In line 2 of the first section, change “3-3-6” to “3-4-6”. [An97]  
 In last line of the first †, replace “crew” with “crew/Passengers”. [J8]

**U.S. Vehicle Note 41 T8 reconnaissance Vehicle** The U.S. *T8 SC* should have a 2FP BMG. [An89; An95w; An96]

**U.S. Vehicle Note I** Change “See” to “Each MG may be removed as this given type (i.e., as a .50-cal. or MMG respectively). See also”. [An93a; An95w; An96]

**U.S. Vehicle Note L** Add “the colored dr of” between “from” and “its” in the last line. [p.H66 (British Vehicle Note 84); An96]

## • Counters

**U.S. Vehicle Note 31 M4 MC Halftrack** See U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack under “Chapter H”

**U.S. Vehicle Note 32 M4A1 MC Halftrack, 33 M21 MC Halftrack** See U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack under “Chapter H”

**U.S. Vehicle Note 33 M21 MC Halftrack** See U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack under “Chapter H”

**U.S. Vehicle Note 41 T8 reconnaissance Vehicle** The U.S. *T8 SC* should have a 2FP BMG. [An89; An95w; An96]

**U.S. Vehicle Note 46 LVT(A)1** The Illustration should show the LVT as CT, not OT. The actual counters are correct. [An93a; An95w; An96]

**U.S. Vehicle Note 49 LVT2, 50 LVT(A)2, and 51 LVT4** The fully-tracked-movement symbol is missing from the counter illustration preceding each Note. The actual counters are correct. [An95w]

## Sources

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<https://web.archive.org/web/20230305203756/https://mmpgamers.com/beyond-valor-3rd-edition-p-46>

CdG2..... *Croix de Guerre* 2<sup>nd</sup> edition

CdG2PP ..... *Croix de Guerre* 2<sup>nd</sup> edition product page,  
<https://web.archive.org/web/20200727183401/https://www.multimanpublishing.com/tabid/58/CategoryID/6/ProductID/372/Default.aspx>

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<https://web.archive.org/web/20230305223753/https://mmpgamers.com/support/asl/D5-D8vB.pdf>

DB3..... *Doomed Battalions* 3<sup>rd</sup> edition

DB4..... *Doomed Battalions* 4<sup>th</sup> edition

DeluxeASL . *Deluxe ASL*

eRB ..... Electronic ASL Rulebook, version 1.04 and later

FKAC..... Insert in *For King And Country* listing the scenario updates. Also downloadable at  
<https://web.archive.org/web/20080808135720/http://www.multimanpublishing.com:80/downloads/fkac-scen-errata.pdf>

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FW..... *Forgotten War*

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HL3 ..... *Hollow Legions* 3<sup>rd</sup> edition

HP ..... *Hakaa Päälle*

J1 ..... ASL Journal #1

J2 ..... ASL Journal #2. The errata is on page Z2 of the *Kakazu Ridge* rules.

J4 ..... ASL Journal #4

J5 ..... ASL Journal #5

J6 ..... ASL Journal #6

J7 ..... ASL Journal #7

J8 ..... ASL Journal #8

J9 ..... ASL Journal #9

J10 ..... ASL Journal #10

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J12 ..... ASL Journal #12

J13 ..... ASL Journal #13

J14 ..... ASL Journal #14

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Mw21 ..... Multiman Publishing web site,  
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Mw23S ..... Multiman Publishing web site, scenario errata  
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## **Unofficial Sources**

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- Comparison ..... Comparing the two items to find differences.  
 gamesquad.com.. The ASL forums at  
[www.gamesquad.com/forums/index.php](http://www.gamesquad.com/forums/index.php)
- Inspection ..... Close reading of the item which discovered a typo.
- K33 ..... Klas Malmström's compilation of ASL Q&A/errata originally posted on GameSquad forum in the "The Unofficial Perry Sez Collection".  
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 This is further broken down into sub-sources below.
- K33-ARE ..... Items in K33 that were originally posted on the GameSquad forum in the "ASL Rules & Errata" section.
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- K33-d ..... Items in K33 that were formerly available at [dicetower.com](http://dicetower.com).
- Tactiques #6 ..... Compilation of Q&A that appeared in Tactiques #6
- VFTT ..... View From The Trenches published compilations of ASL questions, downloadable from  
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