Version History

Ver.	Date	Description
1	2010-02-14	Initial version.
2	2010-02-14	Added 3 Q&A.
3	2010-02-22	Added 3 Q&A.
4	2010-04-26	Added 9 Q&A. Added Index & Obsolete Q&A sections. Changes in rule references and ordering of the Q&A.
5	2010-07-16	Added 15 Q&A.
6	2010-11-14	Added 7 Q&A. Added version number on the pages.
7	2011-03-09	Added 17 Q&A.
8	2011-08-10	Added 6 Q&A + 51 Q&A from source {1}.
9	2011-12-22	Added 10 Q&A + 85 Q&A from source {2}.
10	2012-06-26	Added 16 Q&A + three Q&A from source {3} + 67 Q&A from source {4}.
11	2012-09-27	Added 7 Q&A.
12	2012-11-28	Added 6 Q&A.
13	2013-03-18	Added 9 Q&A. Removed one Q&A. Moved six Q&A to Obsolete section.
14	2013-09-11	Added 13 Q&A.
15	2013-12-20	Added 10 Q&A.
16	2014-05-22	Added 14 Q&A + one Q&A from source {3}. Updated 1 Q&A.
17	2015-02-17	Added 25 Q&A. Moved one Q&A to Obsolete section. Discontinued the Index.
18	2015-05-27	Added 16 Q&A.
19	2016-02-29	Added 18 Q&A. Added three Obsolete Q&A. Moved 17 Q&A to Obsolete section.
20	2016-10-17	Added 20 Q&A. Added description of Obsolete section.
21	2017-04-24	Added 30 Q&A. Added two Obsolete Q&A. Moved one Q&A to Obsolete section.
22	2017-09-27	Added 27 Q&A. Moved one Q&A to Obsolete section.
23	2018-07-13	Added 21 Q&A.
24	2018-12-28	Added 33 Q&A.
25	2019-05-21	Added 32 Q&A. Moved one Q&A to Obsolete section.
26	2020-03-27	Added 45 Q&A.
27	2021-02-23	Added 44 Q&A.
28	2021-09-12	Added 47 Q&A.
29	2022-01-17	Added 20 Q&A. Added one Obsolete Q&A. Moved 2 Q&A to Obsolete section. Corrected x-ref. in 1 Q&A.
30	2022-10-19	Added 38 Q&A. Corrected x-ref. in 1 Q&A. Removed one duplicate Q&A.
31	2023-08-07	Added 96 Q&A. Updated answer on one older Q&A. Moved four Q&A to Obsolete section.
32	2024-01-07	Added 38 Q&A. Moved one Q&A to Obsolete section.
33	2024-07-24	Added 45 Q&A. One new answer to old Q&A.
34	2025-06-03	Added 39 Q&A.
35	2026-01-10	Added 36 Q&A.Moved three Q&A to Obsolete/superseded section.

*Sources:**
{1} Posted on the GameSquad forum in the “ASL Rules & Errata” section.
{2} Posted on the ASL Mailing List (2004 – 2009).
{3} Posted on the ConsimWorld Forum.
{4} Q&A formerly available at dicetower.com.

* The source is given within {} after the answer. If no source is given it was posted on the GameSquad forum in the “The Unofficial Perry Sez Collection” sub-section.

Chapter A

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

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.

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.

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

The Random Selection DR is 6, 5, 5, 3. How many are eliminated?
A. 3.

The Random Selection DR is 6, 6, 5, 5. How many are eliminated?
A. 2.

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]).

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

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.

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.

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?

A. Yes to both.

A1.31 & C9.3
Can a leader Deploy a Spotter? If, yes, could the spotting duty be taken over by only one of the resulting HSs, freeing up the other HS for other purposes?
A. Yes. Yes. {1}

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.

A2.3 & F.2 EX
F.2 EX shows woods affecting wadi (gully) vehicular movement when woods appear in one half hex and a wadi in the other half hex of abutted mapboards. In abutted hexes like this, should players treat the woods as being IN the wadi/gully for movement/LOS/TEM/Air Bursts/Rout Destination purposes? Should players treat the non-wooded bank of the combined hex as having woods for movement/Crest status/Air Burst purposes?
A. Yes. It is still a woods-gully(wadi) hex.

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.

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.

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 1I1 have to setup off board in hexes of the row I, or may they setup in hexrows H and J and merge into 1I1 before entry?)
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. {4}

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.

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.

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. {2}

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).

A2.6 & A11.2-.21
A German squad ends its APh in a woods hex next to the north board edge. In the following 1/2 turn, the US ends up advancing a squad into CC with said Germans. If the Germans win the ambush, is the offboard hex next to them Accessible for ambush withdrawal, and thus EVP? If there is no ambush and the US initially rolls a 6,6, can the German squad Infiltrate into the offboard hex next to them?
A. Yes to both; the offboard hex is Accessible for this purpose (A2.6).

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.

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.

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.

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

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.

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 5/8" 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 5/8" 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.

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.

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.

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.

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

A2.9 & German Vehicle Note 93
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.

A3.1 & A4.431

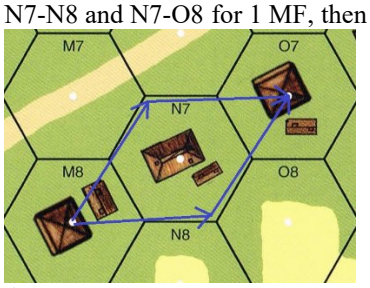
May a leader transfer a SW in the Rally Phase and then attempt to rally one or more units?
A. No.

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.

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.

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.

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 2MF 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.

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 5MF covering 5 OG hexes, none of them using CX while doing so. The HS with MTR stays behind in the 5th OG hex, while Leader and the single HS continue to move into the 6th OG hex for the 6th MF. Now, in the 6th OG hex, both Leader and HS declare late CX. Can the Leader and HS continue to move on to a 7th OG hex for a 7th MF?
A. No.

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.

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.

A4.132 & B3.4

In the second example of A4.132, may the infantry unit use its road bonus to enter the building of 5I9?
A. Yes, road bonus.

May an infantry unit moving along the road in 51U4 use its road bonus to enter factory 51U3? Would answer change if 51U3 was a roofless, debris-covered hex?
A. Yes, road bonus regardless of whether or not building is factory. No.

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.

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.

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.

A4.14
Can a Good Order unit enter a location containing a enemy unarmed truck?
A. If that is all that is there, yes.

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.

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.

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.

A4.15
A MMC announces it will enter a Location which contains a concealed (under "?" or HIP) SMC and another concealed unit. The SMC becomes unconcealed through random selection, and the MMC can attempt an immediate Infantry OVR [A12.15]. If the MMC declares the Infantry OVR is the DEFENDER required to unconceal the second unit right away, or can the DEFENDER wait until he sees the result of the Infantry OVR NTC per A4.15 before revealing the second unit to force return per A12.15?

A. Second unit must be revealed right away.

A MMC announces it will enter a Location which contains a concealed (under "?" or HIP) SMC with no other units. The MMC passes its NTC. The SMC declines to be pushed away and accepts that "normal CC immediately ensues during that MPh." Is the "normal CC" a full round of CC, i.e. do both ATTACKER and DEFENDER make CC attacks (if otherwise allowed), or is the CC conducted by the ATTACKER only?
A. Both sides attack.

A MMC announces it will enter a Location which contains a concealed (under "?" or HIP) SMC with no other units. Concealment can be removed at any time [A12.14]. If after announcement but before execution the DEFENDER player removes concealment on the SMC does this change the MF cost of the expenditure? If so can the moving player retract his announced move and perform a different move in light of the change of cost? If the player can't retract his announced move, would the unit be forced to make a late CX if it needed the extra MF to complete the move?
A. Having announced the move, the moving unit's option are to either bounce per A12.15 or attempt an OVR.

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.

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.

A4.15 & B27.3
If the target of the Infantry OVR is in an entrenchment, which TEM is used as DRM for the NTC, +2 or +4?
A. TEM for NTC is +2.

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.

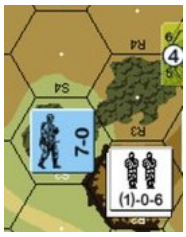
Several units are moving as a stack. Can two of them try to place a Smoke grenade on the same MF expenditure? If so, does the second have to announce the attempt before the first's dr? Does it have to announce which hex it is targeting before the first's dr?
A. Yes to both. No.

A4.2, A8.1, A23.3, & A24.1

Presume a stack with a squad and a SMC are in the same hex. The stack then spends 2MF (2MF from the MMC to place smoke grenades in an adjacent hex, 2MF from the SMC to place a DC into a Woods hex) to throw smoke into EE7 and place the DC into EE7. Assuming the smoke attempt is successful. Would the SMC actually have to spend 3MF to place the DC since there was smoke placed in the same "impulse"? Would the "simultaneous" smoke attempt into EE7 affect a potential DFF shot from the 4-4-7 (4*2=8; -1 FFNAM +3 firing out of smoke => 8+2)?
A. No. Yes.

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.

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?

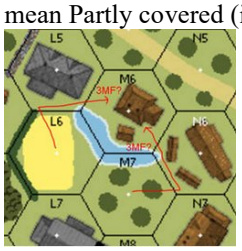


A. No.

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.

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.

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.

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.

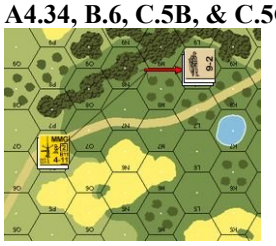
A4.32 & A4.33
A German unit breaks while in bypass of an obstacle. The obstacle contains a HIP stack of a British SMC and MMC. At the end of its MPh, the German unit is put in the obstacle. Is the entire HIP stack revealed and put on board? Does the broken German unit remain in the location with the revealed unit(s)?
A. Yes to both.

A4.32-.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 (ala 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.

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.

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 w/out inherent terrain and other hexes w/ inherent terrain, must the LOS pass through the actual hex w/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.

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.

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."

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.

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.

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.

A4.43, A4.44, & ASOP
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. {1}

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.

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.

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.

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. {1}

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.

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.

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.

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 +1MF DT declared after the unit begins to move)?; 3) Can a CX Cavalry unit ever declare Gallop (even the +4MF 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.

A4.5, A13.36, E6.2, & E6.5
May Infantry/Cavalry declare Double Time/Gallop at the start of their MPh while still in a water obstacle swimming but their first move is out of the water?
A. Infantry may declare Double Time, Cavalry may not Gallop.

A4.5 & 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.

A4.51 & C10.3
Is there a +1 DRM per being CX when rolling the Manhandling DR to push a gun?
A. Yes.

A4.6
Are Riders, moving in the open, in the spirit noted in A4.6, subject to FFMO?
A. No

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.

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.

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.

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 2MF, while MMC(b) places smoke grenades in D4 during the same expenditure.
1. Does MMC(a) lose concealment?
2. Does MMC(b) lose concealment?

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 4MF.
3. If MMCs (a) and (b) retained concealment, do they continue to do so?
4. Does the leader as well?
5. If there were no woods, but a wall/hedge between E5 and E6, would concealment also be retained?

The leader attempts to recover an SW for a total expenditure of 5MF, 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?
7. If MMCs (a) and (b) retained concealment, do they continue to do so?

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?
a. mounting/dismounting a vehicle
b. mounting/dismounting horses
c. moving under Wire
d. SW recovery
e. DC placement
f. smoke grenade placement

A.
1. Yes - DC placement is a "?"-loss activity - falls under Case C ("any other activity").
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.

3. NA.
4. Yes, the leader is using AM and hasn't conducted any "?"-loss activity yet.
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 "?"

6. No - attempting to recover a SW is a "?"-loss activity - falls under Case C ("any other activity").
7. NA.

8a. NA - only Infantry can use Assault Movement - not Riders/Passengers.
8b. NA - only Infantry can use Assault Movement - not Cavalry.
8c. Moving under Wire is not a "?"-loss activity, IMO - it is normal MF-expenditure movement.
8d. SW Recovery is a "?"-loss activity - it is not mentioned in EXC in A12.141.
8e. DC placement is a "?"-loss activity - it is not mentioned in EXC in A12.141.
8f. Smoke placement is a "?"-loss activity - it is not mentioned in EXC in A12.141 - but instead specifically mentioned as a "?"-loss activity.

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 ordinance get FFMO and FFNAM on its To Hit attempt and an additional -2 DRM on its IFT DR?
A. Yes. No FFMO/FFNAM. {4}

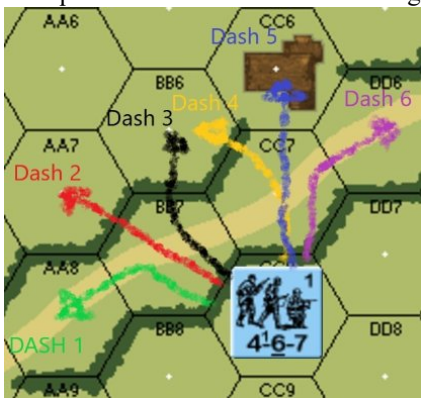
A4.62, A23.7, B8.3, B21.41, B23.41, B24.7, & C10.3
Do all Clearance attempts receive the Hazardous Movement penalty until the Clearance DR is made?
A. The appropriate Clearance attempts do.

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 Fording as long as the unit is in that terrain?

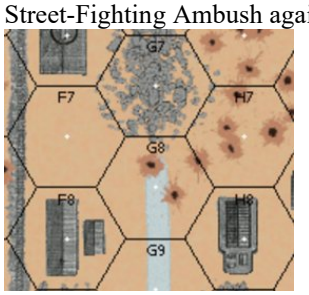
A. Yes.

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.

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.

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.

A4.63, B27.5, B27.56, SSR RF6, & SSR VotG6
In RF/VotG a Trench/A-T Ditch can be setup in a paved road hex with shellholes or a dirt road. These Trenches/A-T Ditches "connect" to the adjacent buildings (cellars if present...otherwise ground level). Can a unit in the connected level dash through the Trench/A-T Ditch to the other building?
A. No; unit is in the Trench, not in the road.

A4.63 & 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. {2}

A4.7
A Good Order American squad during its MPh enters a Kunai Location that contains a HIP Japanese 1st 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.

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.

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.

A4.7, E6.2, & E6.5
When Cavalry are swimmers can they advance?
A. No.

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 5MF to enter?
A. Yes (unless already CX). Only if the HMG's PP is ≤ the unit's IPC (A11.21). {1}

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 CS status?
A. The Dummies may place a CX counter as if making an advance vs. difficult terrain.

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.

A4.8 & A11.2
May a TI unit withdraw?
A. Yes. {2}

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.

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.

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 a1-squad stacking capacity, or beneath a pier (T9.2), and a MMC creates a through HoB or a leader through Leader Creation.
A. The SMC is not created.

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. {2}

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. {4}

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.

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.

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).

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 5/8" acquisition marker?
A. No; none of the situations in A6.12 apply.

A6.1, A6.2, & D2.3
Do printed shadows on any ASL Map block LOS? Do printed shadows on any ASL Map affect VBM?
A. No to both.

A6.1 & A7.
Can I declare and roll for a fire attack at less than 1 FP to check LOS?
A. No.

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.

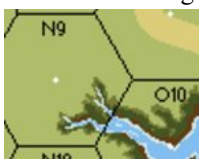
Must a moving unit be in LOS of a specific Defender's unit which fires at it, or is it only necessary for the moving unit to be in possible LOS of ANY of the Defender's units, in order for a Defensive First Fire attack to made (even if a subsequent LOS check per A6.11 shows the firing unit not to have 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. {1}

A6.11 & A9.22
A unit is bypassing an obstacle. A shot is taken at that unit and a fire lane is declared. The hex being bypassed is in LOS. Subsequent LOS check determines the bypass vertices are out of LOS and the attack had no effect. Is the FL still valid and in effect?
A. No. You have to resolve a First Fire attack to lay a Fire Lane *[EXC: night]*.
Note: new answer to old Q&A.

A6.11, 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."

A6.3
Are the following examples of Depression hexsides? O10-N9. I9-I10, L5-K5.



A. No to all.

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.

A6.7, B18.2, & F4.51
Is a graveyard hex a half-level hindrance for purposes of F4.51?
A. Yes.

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.

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.

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.

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.

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.

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.

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).

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).

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.

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.

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.

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. {1}

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.

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.

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.

A7.4, A24.3, & C1.5
Can one's own side fire WP at a hex containing known/unconcealed/concealed/HIP Friendly units with those units IN LOS/OUT of LOS of the friendly firer?
A. Only if an enemy unit is being attacked; if so, friendly units may also be attacked by ordnance WP.

Would the same be true of OBA WP in each instance?.
A. OBA WP may attack friendly units without the presence of an enemy.

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 halfsquad clearly undergoes a 1MC. 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.” {2}

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. {2}

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.

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.

A7.4 & E7.41
Does Aircraft MG fire affect friendly units not in melee for non-mistaken attack targeted hexes?
A. No.

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. {4}

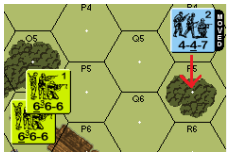
A7.53 & D6.6
May a Leader on foot direct a Halftrack MG fire attack?
A. Yes.

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]*.

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 then 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.

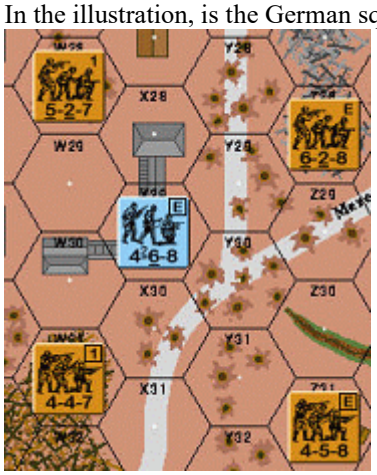
A7.55


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.

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 Cowering?
A. No; Mandatory FG still applies. No.

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.

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 cower... 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.

A7.7
All German units combine as a Fire Group to take a 30/+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.

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.

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 dr 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.

A7.7 & A12.11

Can a Dummy stack become Encircled by attacks that don't inflict PTCs or better, but satisfy the potential NMC condition? Will a Dummy stack become Encircled if it moves/advances into an Encircled Location?
A. Dummies can only become Encircled via A7.72 UPPER LEVELS.

A7.7 & A12.11
Can a stack of dummies that has been fired on and technically encircled by fire, but such fire never yielded a loss of "?" result, then when exiting its location claim and pay the 2x COT for leaving an encircled location so as to maintain its "not known enemy unit type" status?
A. The dummies are not encircled and cannot spend more MF than needed.

A7.7 & A23.3
Does a placed DC attack count for encirclement (using the hexside it was placed through as its direction)?
A. No.

A7.7 & B8.41
When an Encircled unit(s) in a non-sewer location enter a sewer are they pinned and CX regardless of which turn they advance out of the sewer, or only if they advance out in the same Turn they entered the sewer?
A. Only the same turn.

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.

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.

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.

A7.81 & A9.2
A unit fires a SW HMG during the PFPh 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.

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.

A7.9
If a Fire Group (FG) that contains units immune to Cowering and units that are not (e.g., 1st Line and 2nd Line British units) what happens when the IFT attack DR is an Original "Doubles"? I presume: the attack cowers (shift 1 column left) & Random Selection to determine which units cowered is applied only among units not immune to cowering, right?
A. Correct.

Besides, if a FG formed by Inexperienced units and other units (none being immune to cowering) rolls Original "Doubles", I presume the attack must be resolved with a 2 column shift.
A. Correct. {1}

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 Cowering.

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.

A7.9 & A9.22
Squad A with an LMG and Squad B Defensive First Fire as a Fire Group, not directed by a leader. Squad A states that it will place a Fire Lane. The DFF DR is (non breakdown) doubles, which indicates that cowering occurs. Random Selection designates Squad B as being marked by Final Fire. Can Squad A still place its FL ? (In other words, is it considered as having cowered, pertaining to the placement of a Fire Lane?)
A. Yes. (No.)

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.

A7.9 & A22.34
Imagine an elite MMC with a Flamethrower attacking an AFV. Per A7.9, cowering 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.

A7.9 & D9.5
Is an Armored Cupola manned by an Infantry Crew subject to Cowering? May an Armored Cupola with an Infantry Crew lay down a Fire Lane?
A. Yes to both.

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.

A8.1
A8.1 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.

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 it' 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.

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 ≤ 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.

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 SCA because the target was eliminated)?
A. Residual is also left if the AFV is targeted and destroyed. {2}

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. {4}

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.

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.

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. {1}

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.

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 1/2 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.

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.

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.

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.

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.

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.

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.~~

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.

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.

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.

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.

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. {1}

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). {1}

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). {1}

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). {2}

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.

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. {4}

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.

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.

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.

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.

A8.3
May an unmarked ATR fire as Defensive First Fire firegrouped 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.

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. {4}

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". {4}

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.

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.

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.

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. {4}

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.

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.

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. {2}

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.

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.

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.

A9.21
If an HMG in woods fires at a unit entering its own hex is its CA
a) restricted to the direction that the unit entered the hex?
b) restricted to the HMG's own hex for future shots?
c) restricted to a hexside of the owner's choice?
d) 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.

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.

A9.22
Is it possible to place a fire lane when you take a shot at an enemy unit in bypass of a hex even if the firing unit does not have LOS to the center dot of the target hex?
A. No.

A9.22 & 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.

A9.22 & A24.2
Does SMOKE Hindrance DRM (or if SMOKE has a TEM, its TEM DRM) apply to an Fire Lane attack (other that 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.

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).

A9.22 & Index
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.

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. {2}

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.

A9.222
When a firelane is placed versus a Human Wave [see A9.222, 1st 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).

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.

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.

A9.6
May a player make a To Hit attempt with an MG versus an unarmored vehicle?
A. No.

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.

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.

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.

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.

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.)

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.

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.

A9.8 & D6.1
May Passengers assemble/dismantle SWs while transported as long as within PP capacity?
A. No (as they cannot fire such weapons).

Can a dismantled German MMG/HMG (that can be fired as a LMG) be assembled by a Passenger? Can an assembled German MMG/HMG be dismantled by a Passenger?
A. No to both.

A10.1 & 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.

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.

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.

A10.2 & A10.62
If a Leader rolls 6.6 on a Self-Rally DR and is stacked with an already broken 4-4-7 that will incur a LLMC. The broken 4-4-7 passes the LLMC but is it now also DM?
A. No.

A10.2 & 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).

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 [A11.141 - reference Letter151].)

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.

A10.2 & A17.11
In the RPh a broken 8-1 leader rolls 12 then rolls 6 on wound severity check during a rally attempt. Must any/all units with a morale of 7 or less take a LLMC? Is the eliminated leaders morale/DRM reduced prior to invoking a LLMC on units in the same hex location with a lower morale?
A. Yes. No.

A10.2 & 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.

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).

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 have to Bail Out and take a NMC that he fails. Do the squad then need to take a LLTC?
A. No.

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. {4}

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. {4}

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.

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. {4}

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. {2}

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)

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

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.

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.

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.

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 2MF 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.

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 ≥ 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.

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.

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.

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.

A10.5 & A20.21
When a routing unit expends its last MF, is its RtPh immediately over and Surrender therefore prohibited from that position/Location?
A. No. Surrender could be possible in that situation.

If the crew of a VBM, partially-armored vehicle breaks, it routs under the vehicle in the RtPh, expending all of its initial-RtPh MF to do so (D5.311). If there're Known, Good Order, armed enemy Infantry in the Obstacle being bypassed, will the broken crew automatically be eliminated for Failure to Rout—or will it offer to Surrender?
A. Surrender.

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 is 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. {2}

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.

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.

A10.51

In the diagram, is D1 an allowed rout destination for the broken unit in C1?
A. Yes; expect errata to clarify that such ADJACENCY must be to the unit.

A10.51
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.

A10.51
A broken unit begins its RtPh DM in a woods hex with no ADJACENT woods/building hexes. There are no KEU in LOS. Since the nearest woods hex is its own at zero MF, must it choose its own hex as its target?
A. No.

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).

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

A10.51 & B28.413
Must a unit that is routing rout 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.

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.

A10.51 & B30.5
Is a hex containing a pillbox considered a building hex for rout purposes and therefore units have to rout toward that hex as it´s rout destination? Is such a hex still considered a building hex if the pillbox is fully stacked?
A. Yes. No.

An empty pillbox is located in a hex and a routing unit can get to the hex but would not be able to pay the MF cost to get INTO the pillbox, is the pillbox hex in that case considered a building hex?
A. It is not a reachable building Location: A10.51.

A10.51 & B33.1
Is a Stream-Woods hex a valid "woods hex" when choosing a rout destination?
A. Yes.

A10.51 & 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.

A10.52
Does the Low Crawl rule allow a wounded SMC having 3MF to rout into a hex that requires, in the movement phase, more than 3MF?
A. Yes. {1}

A10.52
When a unit uses low crawl, is it required to use the shortest path in MF towards its destination?
A. No.

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.

A10.531
A concealed unit advances into an OG hill hex that is devoid of cover or SMOKE/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.)

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).

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 {4}

A10.533, A12.15, & G1.422
PTO terrain is *not* in effect. If a broken unit routs in a hex containing a HIP THH...what happens to those two units?
A. The THH is revealed and eliminated (G1.425). Nothing happens to the broken unit.

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 the routing unit is repulsed and eliminated for Failure to Rout per A10.533 and its example.

A10.6 & A10.7
Can a Cavalry Leader Rally other Personnel in his Location?
A. Yes.

A10.6 & A11.15
Can a broken unit be rallied while in CC or melee?
A. Only via HOB. {4}

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.

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. {1}

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 it's original ML.

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. {2}

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.

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.

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.

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 S5.2. 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. {4}

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. {2}

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. {2}

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. {2}

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. {4}

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. {4}

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.

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.

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.

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.

A11.15, A12.14, & ASOP
Are Melee counters placed in ASOP step 8.31B, or are they placed in ASOP steps under 8.4 End of CCPh? Is there time between the last CC DR in 8.24B and the "End of Location's CCPh" to voluntarily drop concealment?
A. Step 8.31B. Yes (A12.14).

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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. {4}

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.

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.

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.

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.

A11.3, J2.31, ASOP
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 fist attack but after the German one;
c. Before any Russian attack;
d. He cannot declare HtH.
A. a. (first).

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.

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.

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.

A11.4 & A11.41
An Infantry, that has ambushed an enemy, decides to withdraw. Does the ambushed enemy still lose its concealment?
A. Yes.

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.

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.

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.

A11.5 & D7.2
Assume a squad stacked with a leader in SFF CC-RF. Is the total CCV for a squad and an accompanying leader in SFF CC-RF reduced by one or two units? The squads CCV is reduced by one but is also the leader's added CCV also reduced into 0?
A. Reduced by one.

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". {4}

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.

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.

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 it's 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.

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. {4}

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;").

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."

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. {2}

A11.8
For explanation, since VotG isn’t out yet, a “gutted” building costs one extra MF when entering the location. A Russian 458 w/5PP MMG elects to attack an ADJACENT AFV during the MPh with CCRF. It is attacking from a VotG gutted building – at night – (4MF to return) does the squad return to the building hex?
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. {4}

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 2nd 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.

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 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.

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 vehicles movement phase?
A. “Stationary Bypass” (D2.34) is outside of the MPh (in Motion or not); “using VBM” is during the MPh.

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 "?".

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.

A12. & E7.5
If a defender's HMG wishes to set up in "AA Mode" must this counter be placed on top of the "?"? Or is the 2AA Mode" counter placed under the concealment counter itself? Or is the "AA Mode" recorded on a side record and the counter itself placed onboard when the manning infantry and HMG lose concealment? (Would the same apply to a AA Gun that had to set up non-HIP and wanted to be in AA Mode?)
A. Absent a SSR, the "AA Mode" counter is placed under the concealment counter; the same would apply to a AA Gun that had to set up non-HIP.

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).

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.

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.

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.

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.

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.

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.

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.

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. {1}

A12.11 & W7.423
May a Dummy Stack take the NTC DR of W7.423 so as to appear as if it was a stack of just plain squad(s)/HS?
A. No; fake DR are not allowed.

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.

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.

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.

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.

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.

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.

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. {3}

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).

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.

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.

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.

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.

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 be come DM? Would that unit lose cloaking and become concealed? etc?
A. No to all.

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.

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.

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 PFPh, 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.

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.

A12.14 & A14.21
May a player reveal a HIP unit after an enemy Sniper counter has been relocated (by the A14.2 Random Location DR) to a new hex that is devoid of friendly units but before that Sniper counter is moved to an alternate target as per A14.21?
A. No.

A12.141 & O11.6243
Is the ammo shortage removal rule O11.6243 a concealment loss activity?
A. Yes, concealment loss.

A12.15
An unconcealed 458 and a concealed 8-0 are in a jungle hex entered by a Japanese banzai. May the 8-0 keep concealment?
A. No.

A12.15 exempts Human Waves from causing concealment loss via the normal entry procedures and presumably overrides the "attempts to enter" phrasing on the Concealment Loss Table despite the lack of reference back to A12.15.
A. No. Delete "Human Wave (25.23)" in line 5 of A12.15.

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 it's last off-board location and available for advance into the board, very possibly into the formerly concealed unit's location?
A. Yes. {2}

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). {2}

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.

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. {1}

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.

A12.15 & B27.4
An American squad is in a Foxhole in Open Ground adjacent to a Concealed German unit in Woods. During the MPh:
(1) The American squad uses non-Assault Movement to exit the Foxhole for 1 MF and then attempts to enter the Woods.
(2) The American squad uses non-Assault Movement to exit the Foxhole for 1 MF, then attempts Smoke Grenade placement for 1 MF, and then attempts to enter the Woods.
(3) The American squad makes one combined expenditure of MF using Assault Movement to exit the Foxhole and enter the Woods.
In all cases the American squad is forced back into its initial hex via A12.15. In the above cases, is the American squad under the Foxhole for Defensive Final Fire?
A. Case 3 only.

If the answer to any of the above is yes, can the American squad—on returning to its initial hex—decline being placed back in the Foxhole?
A. No option exists.

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.

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.

A12.15 & O11.6194(b)
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).

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?
a) the HS is returned to the last location entered;
b) a CC counter is put in the hex and the HS cannot move/spend MF any more;
c) 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.

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.

A12.152
After a Search dr has been made allowing to search more than one hex, are the to be searched hexes specified and search results for the given hex revealed in a one-by-one sequence rather than first specifying all to be searched hexes and then afterwards receiving all search results together?
A. After the dr, choose the hexes you are not Searching and then reveal the contents of all the others.

A12.152, A12.154, E1.21, & E1.8
A concealed Chinese unit in R5 is on a No Move counter in an Illuminated location and therefore does not have LOS to the un-illuminated Japanese unit in Q5. The Japanese unit in Q5 declares a Search and successfully searches R5, revealing the Chinese unit. Is this Search action considered an Attack on the Chinese unit, releasing it from the No Move counter per E1.21?
A. Neither Search nor Search Casualties are an attack.

Does the Casualty Reduction (A12.154) cause the placement of a Gunflash counter (E1.8) in the Chinese squad's Location or the Japanese HS's Location or no Gunflash counter is placed?
A. If there are Search Casualties, a Gunflash in placed in all the Searched concealed/broken DEFENDER's Locations.

Does the Casualty Reduction happen in the un-illuminated hex Q5 or the illuminated hex R5?
A. Search and Search Casualties occur in the Searcher's Location.

Does the Chinese squad gain LOS to the Japanese HS during the Search attempt or when the Casualty Reduction happens or the Chinese squad never gains LOS to the Japanese HS during these two events?
A. LOS is unaffected by Searching.

A12.152 & Index (Subterranean)
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. {1}

A12.152, E2, & E1.16
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.

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. {1}

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.

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.

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.

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.

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.

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. {1}

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.

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.

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.

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 a 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.

A12.33
How should roadblocks be played at night?
A. The roadblock specific provisions of A12.33 apply at night.

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.

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.

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 (ie either an entrenchment or a pillbox) that prevents the concealed unit from being affected by the shot?
A. Reveal the pillbox.

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 unconcealed.

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.

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. {2}

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. {2}

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.)

A13.5 & C3.7
Does the -2 IFT DRM vs. Cavalry apply to a CH resolution vs. it?
A. Yes. {4}

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. {2}

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. {4}

A13.7
Can infantry lead a horse counter while advancing to a new hex ?
A. No.

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.

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.

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.

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.

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.

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. {4}

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. {1}

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.

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.

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".

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. {4}

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.

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.

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).

A15.1 & D15.8
Given that Riders are Personnel transported on the outside of an AFV, Cavalry, and motorcyclists, and that bicycle counters are considered SW, not vehicles, are bicyclists subject to HOB?
A. Yes.

A15.21 & H1.22
Is a hero created from an Aslt Eng. MMC treated as such for CCV?
A. No, unless a counter is specifically provided like in Dinant (DN15).

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.

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.

A15.23 & D1.83
Does a Hero firing an AAMG receive a +1 To Hit/IFT DRM? Is this in addition to its normal -1 Heroic DRM?
A. +1 and -1.

A15.23, U.S. Vehicle Note 7, & British Vehicle Note 11
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.

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.

A15.4 & B20.94

In the diagram, the berserk unit in P11 enters Q12 through the protected crest front of the 237 that is located there. Is defensive first fire by the 237 halved as area fire per B20.94? Assuming that both units survive to the CCPh, will the CC DRM described in

B20.94 apply (ie does the term “just entered the hex through a protected Crest hexside” only apply to APh movement or can it rewind to the MPh)?
A. Yes, halved. CC DRM apply.

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.

A15.431
If the only Known enemy unit has been eliminated by other than the Berserk unit (after it completed it’s 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.

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.

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.

A15.431
A unit becomes Berserk. During its first MPh, the Berserker identifies a Location to charge and by the end of that first MPh it will either have reached it or have failed to do so. At the start of its 2nd MPh , what happens? If it reached its charge Location during the previous MPh but there are presently no Known enemy units (KEUs) in its LOS, does it:
(a) remain in its current Location and return to normal at the end of its MPh, or
(b) remember the last KEU to have been in its LOS across the preceding two Player Turns since its last MPh, and charge the last Location in which it last saw a KEU?
A. b.

If it did not reach its charge Location during its previous MPh, and if there are no KEUs closer to the Berserker than that charge Location, and if the charge Location does not currently have any KEUs in it, does it:
(a) retain that Location as its charging target and continue charging toward it, or
(b) forget its previous charging target altogether and figure a new one (as A15.43 and E1.533 suggest)?
A. It charges the closet KEU; If none, then the old target hex.

A15.431 & A20.4
A Japanese squad acting as a Guard to Chinese prisoners declares an Assault Move into a building location (2 MF). The squad goes Berserk due to Defensive Fire. Does the Japanese squad
A) Massacre the prisoners immediately, returning to normal.
B) Wait until the AFPh when it massacres the prisoners and returns to normal.
C) Charge the nearest Chinese unit in LOS, dragging the prisoners along? and then what?
D) Something else?
A. C; it will then eliminate the prisoners in AFPh and return to normal.

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.

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.

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.

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.

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.

A18.12
Are both attacks re-figured after Leader creation if the CC is non-Sequential?
A. Yes. {4}

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.

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.

A18.12 & D7.21
Can Field Promotion occur as a result an Original 2 DR in CC Reaction Fire?
A. Yes.

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.

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. {1}

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. {1}

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). {2}

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.

A19.13, B20.7, & D6.21
If an infantry unit with underlined morale enters a frigid stream, does it reduce in quality or is it simply replaced with two unbroken half squads?
A. A squad would become two HS. A HS would Disrupt.

Are vehicles permitted to enter a frigid stream notwithstanding its designation as a water obstacle? If so, is it permitted for them to carry riders?
A. Yes. Yes.

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.

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.
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.

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.

It would seem that vehicular MGs are not affected by Ammo Shortage unless they are the vehicle's MA. Is this correct?
A. Yes.

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 $D6^{J4E}/7^{5}$)?
A. Yes.

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.

A19.31 & W7.421
How many MF do Green MMC have when moving in an IPM Group with a participating leader, but not in the same stack as that leader?
A. Since use of IPM by Green troops requires an SSR, such SSR can spell this out. Absent such an SSR, treat the Green troops using IPM with a leader as if stacked with a leader.

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. {1}

A19.132
In any scenario where the only MMC in a side's OB have underlined morale but the OB given ELR is ≤ 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 then the OB given ELR (given no SSR in effect for unit replacement)?
A. Yes. {4}

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.

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 Cowering 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 1st-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 1st-line squad's attack. Is the Green squad's CCV reduced by 1?
(d) A19.35 Capture penalty.
EX: A leader, a 1st-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 1st-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.

A20.
Can a guard abandon their prisoners during the MPh?
A. No, only during RPh/APh.

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.

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.

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.

A20.22
May this (capture during the CCPh) be attempted by a side which earlier invoked No Quarter?
A. Yes. {4}

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 halfsquad and an uncaptured halfsquad (i.e. the stripe disappears), 2) A captured halfsquad only, or 3) an uncaptured halfsquad only?
A. 1) a captured halfsquad and an uncaptured halfsquad.

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 ≤ *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. {2}

A20.4 & A20.53
If an Abandoned prisoner subsequently rearms (20.551), is it still protected by A20.4?
A. No. {2}

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. {2}

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.

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.

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.

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. {4}

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.

A20.53
Are escaped Prisoners which do not rearm ALSO subject to the Protection of A20.3-20.4?
A. No.

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.

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. {2}

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. {4}

A20.551
This rule says "Escaped SMC are always Armed." Are Abandoned SMC prisoners also always Armed?
A. Yes. {2}

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.

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.

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.

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.

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. {2}

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.

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.

A22.3
Can the same squad use both a FT and a DC in the same player turn?
A. No.

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 it's 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.

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.

A22.34
Can a concealed AFV be pre-designated as a target for a FT attack against it?
A. Yes.

A22.34, A22.612, A23.5, C3.9, & D1.22
For MOL/DC/FT is the TK DR used to determine Hit Location (C3.9)?
A. Yes, although for DC it is the Position DR.

When a MOL/DC/FT attacks a partially armored AFV through an unarmored Target Facing, does the Target Aspect hit determine if the attack against the AFV is against an armored or unarmored vehicle?
A. Yes; if hit in an armored Aspect, the attack against the AFV is treated like any other armored vehicle. If hit in an unarmored Aspect, the AFV is attacked in accordance with A7.308.

Assume the target is partially armored and survives the original attack against it, how is the Special Collateral Attack against the Crew resolved? Does the answer change if the hit location is an armored Aspect?
A. The attack is against an unarmored Target Facing and resolved per D5.311; No.

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.

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. {2}

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.

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.

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.

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.

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.

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.

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.

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.

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). {2}

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.

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. {4}

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. {4}

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.

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.

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. {2}

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.

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.

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.

A23.41, A23.6, & B24.11
A squad at 1st 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.

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.

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.

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 oustside 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 ≥ 12.

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.

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.

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.

A23.6 & B10.31
A DC is thrown down in elevation at a target. Does the thrower qualify for height advantage TEM from the resulting DC attack?
A. Yes, the thrower may qualify for Height Advantage TEM.

A DC is thrown across hexside TEM (e.g. wall, hedge, etc.). Per B9.3 the TEM applies to both attacks. Does Wall Advantage state matter, i.e. is Wall Advantage necessary to get the hexside TEM?
A. No, Wall Advantage does not matter.

A23.6 & D15.6
May a unit in a sidecar throw a DC as Bounding First Fire (i.e., during the MPh)?
A. No.

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.

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.

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.

A24. & E3.71
May SMOKE be placed during Falling Snow?
A. Yes.

A24.1
Can smoke grenades be placed in adjacent (no caps) hexes from the upper levels of buildings?
A. No. {2}

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.

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.

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.)

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. {1}

A24.11, E3.6, & E3.734
Can SMOKE be placed/fire into paved roads (including bridges) and runways during mud?
A. Paved roads are not subject to Mud movement penalties or the HE DRM. But Smoke cannot be placed therein.

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 CAFP B1/B2/C2. Smoke in hex B2. LOS comes through D2 then C2 to CAFP. Does the Smoke hinder shots to/from the CAFP along that LOS?
A. No.

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. {4}

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

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.

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.

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. {1}

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 w/WP from automatically destroying a gun?
A. WP cannot destroy a Gun.

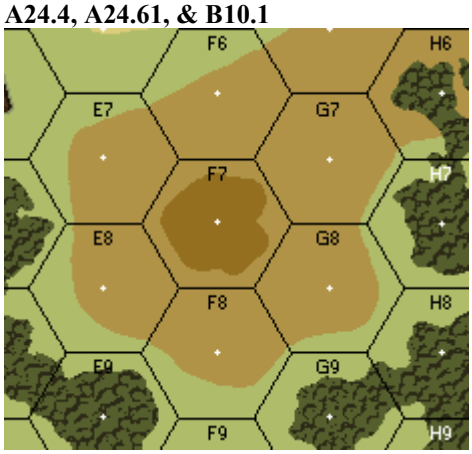
A24.4
In the A24.4 EX unit A in I4 at level two has a +3 hindrance firing down at unit D at level zero in H3 because, although it is not itself in Smoke, its LOS passes through I3-level one. If unit A were instead in I4 at level one, it would seem that the LOS leaves I4 level one then goes through I4 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.

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.

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.

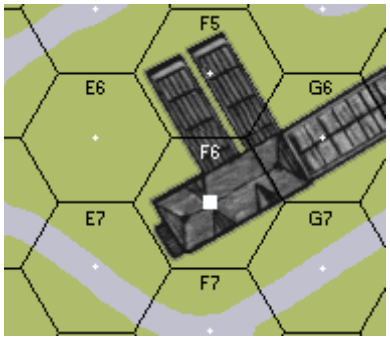
A24.4, A24.61, & B10.1



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

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.

A24.5 & B25.2
Does a terrain blaze produce +3 smoke or +2 smoke like a wreck blaze?
A. +3 per A24.5.

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.

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.

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. {1}

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?

A25.22
Is it possible to exchange a 8-0 Leader for a 9-0 Commissar if there already is a 9-0 Commissar in the OB? IOW, is it possible to have multiple Commissars with the same rating in the same OB?
A. Yes.

A25.221 & G1.41
Do two Commissars in the same Location (or Japanese leaders) with friendly units have a cumulative effect on the latters' morale, i.e., increase it by two?
A. No.

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.

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.

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.

A25.62
Does the Italian 1st Line 3-4-7 BH into an Italian Elite 4-4-7?
A. Yes.

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.

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.

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.

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.

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.

A26.211 & A26.23
Do non-prisoner Unarmed Units count for Exit VP?
A. Yes.

A26.212
Side A has a 5/8" Gun that malfunctions. Side A then rolls a 6 on a subsequent repair attempt thereby eliminating the Gun. Does Side B receive 2 CVP for the elimination of that Gun?
A. Yes.

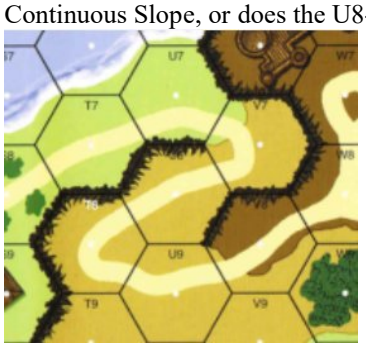
A26.221 & D8.1
Do immobilized trucks with a Wreck side count for CVP?
A. Yes, once they are flipped to their wreck side.

Chapter B

B.5
If in a building at level 1 and that building is on a level 2 hill. A LOS is drawn to level 2 hill hex adjacent and then further on to level 1 and then level 0. Does that constitute a continuous slope? If not, is it required that a Continuous Slope crosses Crest lines?
A. No. Essentially.

B.5 & B10.211
Does "alpine hills" block LOS down an continuous slope?
A. No.

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.

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.

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.

B2., B7., & C11.2
May Non Vehicular Guns set up Emplaced in Wide City Boulevards-Shell Hole combination hexes?
A. No.

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.

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 in ASL Journal 11.)

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.

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.

B2.4 & D6.5
Can Passengers be unloaded directly into Shellholes?
A. Yes, with no additional MF.

B2.4 & SF18.1
Would the cost for entering a woods-shellhole hex be three MF if shellholes are not used, i.e. the one MF cost for shellholes hex without entering shellholes? Or is the cost for entering a woods-shellhole hex be two MF if shellholes are not used, i.e. when entering a shellhole hex it is treated as Open Ground (i.e. not cumulative) when shellholes are not used?
A. Cost is 2 MF w/o using shellholes; 3 MF if using them.

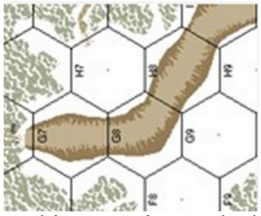
Would the cost for shellholes be doubled for moving to a higher elevation when using shellholes, e.g. is the cost to move from 3D14 (a ground level hex) to 3C13 (a bridge ramp adjacent to a bridge and treated as a level one elevated road) three MF (one MF for open ground doubled for higher elevation plus one MF for using shellholes) or four MF (two MF for open ground using shellholes doubled)?
A. 3 MF. See the B2.4 EX.

B3., B16.43, B20.8, G.1, & G7.31
By PTO rules, a Bridge across a Stream has been turned into a Ford. ADJACENT to both sides of the Ford are Road hexes that in non-PTO terrain would connect to the Bridge. ADJACENT to the Ford is Marsh/Swamp. Is a Bog Check required for a vehicle moving from one Road hex crossing the Ford to the Road hex on the other side in the Ford hex due to ADJACENT Marsh/Swamp?
A. A Bog check is required; a ford is not a road, even when roads in PTO do exist by SSR.

B3.4, B3.41, & SaP6.1
Is the MP cost for a fully tracked CE AFV moving from EE43 to EE44 2 MP? Is the MF cost for infantry moving from EE43 to EE44 2 MF?
A. 1.5 MP. 2 MF (road bonus not negated).

B3.41
When a BU AFV enters a hex across a road hexside at a cost of 1MP in a hex that would cost 1MP 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).

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.

B4. & B5.

In this scenario, roads do not exist by SSR. What happens to the sunken portions of hexes G7, G8, H8 and I9?
A. Absent some further elucidation in the SSR, treat is as a Sunken Road (B4.) with the road being Open Ground.

Would the same answer apply if PTO terrain were in effect?
A. Yes; treat is as a Sunken Road (B4.) with the road being Open Ground.

Elevated Roads (B5), in PTO or when SSR specifies roads do not exist, should Elevated Road hexes should be treated as Elevated Road, with the road being Open Ground?

A. Yes (G.1).

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.

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.

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.

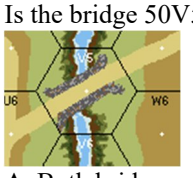
If the Bridge is still present, may any vehicle enter that hex without using the bridge? If yes, would the vehicle only be allowed to "Bypass" the bridge or be allowed to cross over/under the bridge?
A. Ignore the bridge.

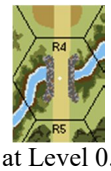
B6. & B20.8
If a bridge has been changed to a Ford, does the hex *still* contain a road?
A. No. {4}

B6.1 & B29.1
May a roadblock be set up in a bridge Location?
A. Yes.

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.

B6.2
Is the bridge 50V5 level one or at level zero? At what level is a bridge like 36R4?





A. Both bridges are at Level 0.

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.

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.

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.

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.

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? 1/2 MP to remove wreck plus MP cost for entry of the wrecks hex?
A. COT (1MP or 1/2 MP if CE) plus 4 MP.

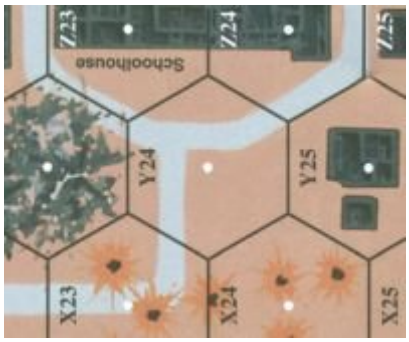
B7.
Does the runway -1 TEM versus unarmored targets apply to a CE crew or the CE passengers of an armored halftrack? Does the runway -1 TEM versus unarmored targets apply to Riders on an AFV?
A. No. Yes.

B7. & E1.53
Are Runways considered roads for the purposes of negating straying in Night scenarios?
A. No.

B7. & board 38
A. The board 38 runway is a runway in name only. The B7 rules do not apply to it.

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. {4}

B8.1 & B31.1



Manhole location or not? (VotG Y24)
A. Y24 is a manhole location.

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 that Player Turn.

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.

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. {4}

B8.42 & ASOP
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. {2}

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].

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.

B8.6 & B28.44

Does a unit entering/exiting a Minefield hex via a Tunnel suffer a Minefield attack?
A. No attack.

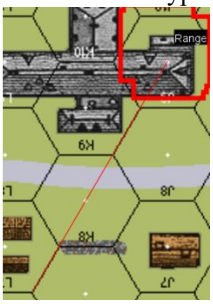
B8.61
Can units of the same side enter a Tunnel from each end in the same MPh and exit from the opposite ends in the same APh as long as they don't exceed the Tunnel stacking limit specified in A5.6?
A. Yes.

B9. & B24.2
Assuming a level-0 Open Ground map, if one hex also contains a Wall hexside and a Rubble counter, does the Rubble block LOS along the Wall hexspine? Or does LOS exist along that Wall hexspine (between the hexes at either end of it)?
A. No LOS.

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

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.

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.

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. {4}

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.

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. {1}

B9.32
Can a Broken Infantry Unit ever claim or maintain WA when no other units are in the same Location?
A. No.

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.

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. {4}

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."

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.

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".

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.

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.

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.

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.

B9.323
Can a gun be Emplaced in a hex with a wall or hedge hexside?
A. Of course, and Emplacement has no affect 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.

B9.323
Suppose that a squad is in an open ground hex with a wall hexside, such as 11N2. It has wall advantage. An enemy tank enters its hex. The squad loses wall advantage. Now suppose that the tank crosses the wall to an open ground hex such as N3. Which unit gets wall advantage?
A. The squad would claim WA. Although perhaps not explicit, that should be fairly intuitive.

B9.323, D3.5, & D4.223
An AFV w/functioning BMG (*not* its MA) has Mandatory WA (B9.323) over the Wall hexsides of its hex. The AFV is not in Bypass. There are no enemy units in the hex. In a fire phase, the AFV player wishes to declare a fire attack to change the VCA of the AFV to a spine defined by two Wall hexsides. Because the AFV has (non-forfeitable) WA, its BMG may make no attack

through either hexside (D4.223). May the AFV player never-the-less declare a (non-effective; D3.5) BMG attack, so as to change the AFV VCA to that hexspine?
A. No. {4}

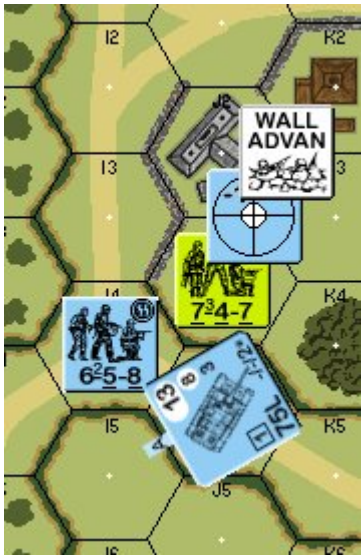
B9.324
If a Dummy unit is discovered by not being able to prevent an enemy unit from claiming WA is the Dummy removed?
A. No.

B9.36
Using the 1st 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. {1}

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. {4}

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. {2}

B9.5 & C6.5



Hexside J3-J4 is Bocage. The 747 moves to J2. Does the acquisition follow the 747?
A. Yes.

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 colord 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.

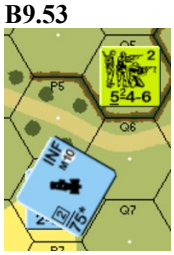
B9.521
A German squad IN a trench in an open ground hex (known as hex A). In an adjacent hex (known as hex B), across a bocage hexside, an American half-squad that does not have WA, (due to lack of WA against other German units in a different hex.) Does LOS exist between the German squad and the American 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.

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.

B9.53


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

B9.53
Gun at level 2 with Bocage hexside (with ground level between Bocage and Hill) changes CA to fire at enemy unit at level 1 (or higher). Is this allowed or not? Gun at level 1 with Bocage hexside (with ground level between Bocage and Hill) changes CA to fire at enemy unit at level 1 (or higher). Is this allowed or not? Gun at ground level but do not have WA with Bocage hexside, is it allowed to change CA and fire at adjacent enemy that have WA?
A. Yes. Yes. No.

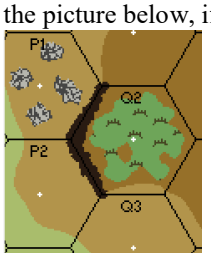
B9.53
B9.53 prohibits a CA change and a shot through a bocage hexside for a non-vehicular Direct-Fire Gun in the same fire phase. Is that true for said Gun in a non-fortified building that does not claim WA?
A. Yes.

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.

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 ring in non-concealment terrain.
A. Concealment Terrain; see also the B9.55 EX.

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.

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.

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?

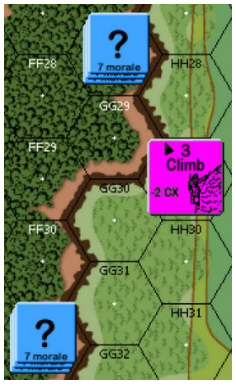
A. No; HA can apply.

B11.2

Is there LOS from E4 to C4?

A. Yes.

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.

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.

B12.7, B36.21, & B36.3
Since Vineyard is inherent terrain, even in a hex with a playable road, are vehicles moving along that road in a PFZ Vineyard hex required to take a Bog Check?
A. No.

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.

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.

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 ≤ 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.

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. {2}

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. {2}

B13.3 & G3.3
Does bamboo receive the airburst modifier?
A. No, it gets the -1 TEM for HE Ordnance/OBA.

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.

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.

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 1 1/2 MP, 2 1/2 MP, or 4 1/2 MP?
A. Assuming the vehicle is CE, the base MP cost is 1/2 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 4 1/2 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 3MP) 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 MP per D2.11, doubles to 2 MP per B13.41.

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.

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.

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.

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.

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).

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.

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).

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.

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.

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.

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 Immob. TC 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.

B13.4212 & D2.14
Vehicular overstacking is allowed on a TB, correct?
A. No.

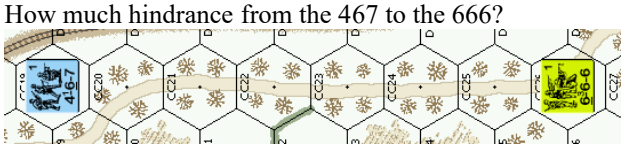
The D2.14 +1 MP per vehicle cost is doubled because the vehicle is in a woods hex (B13.41). Is it further increased in any other way?
A. Half (or ALL) +2.

B13.6 & E3.733
What is the Infantry COT to enter a woods hex along a path in Deep Snow?
A. One.

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. {2}

B14.2, F6., & P2.
Can a unit at a 1/2 Level (on a Hillock) see through an In Season Orchard to a unit (assuming no Continuous Slope) at ground(0) level? And can a unit at 3/4 level (Slope) see through an In Season Orchard to a unit (assuming no Continuous Slope) at ground (0)?
A. No to both. See also Q5.6. {4}

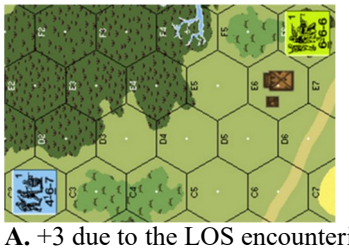
B14.6
How much hindrance from the 467 to the 666?



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.

B14.6
How are the “confines of the road depiction” determined for a LOS through EE40 on the SaP map, left-to-right and vertical?
A. The orchard symbols designate the hex as an orchard hex, but are otherwise immaterial. The road depiction is the road depiction.

B16.2
What is the Hindrance from the 6-6-6 to the 4-6-7?



A. +3 due to the LOS encountering Marsh symbology in hexes E5, E4/D4, and D3.

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.

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.

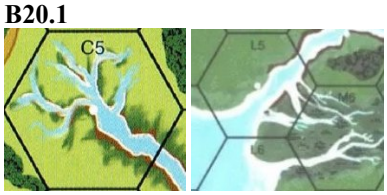
B18.
On board 5a/5b, hex F11 Graveyard, what level is the hex? Green background is not part of the B18.1 Graveyard description. Color would suggest level -1.
A. This is at level 1; although not so described in B18, the depiction in the illustration there (as in all the graveyard hexes throughout the system) is darker than open ground.

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.

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.

B19. & B30.1
Can a pillbox (B30) be placed in a gully (B19)?
A. No.

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.

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.

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.

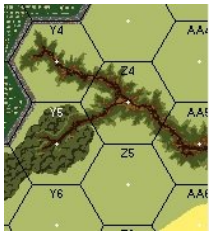
B20.7, B21.6, E3.71, & E3.722,
Is a stream considered to be "designated as frozen" automatically if Ground Snow or Deep Snow are present?
A. Yes.

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.

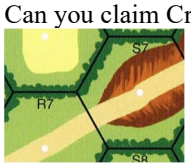
Can a vehicle cause the ice in a frozen stream hex to collapse as per rule B21.6 ICE?
A. No; a frozen stream is treated as Dry (not Ice) regardless of depth.

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.

B20.91
May a unit *Advance* into Crest status using the method described in the 2nd sentence? Or may it only Advance into Crest Status if it *begins* the Advance Phase already IN the Depression, described in the 1st sentence?
A. Yes. No. {1}

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.

B20.91
Can you claim Crest status in 55S7 with the middle hexside 55S7-R7?


A. No; 55S7-R7 should be treated like 14V4-W5, even in PTO.

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 it's 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 it's 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.

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 Fording. {1}

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 1/2 of its MP for entering a building, 1/4 of its MP for entering debris, or 3/4 of its MP for entering a building and entering debris?
A. One-half of its MP.

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.

B23.32 & B31.2
Does a steeple provide an additional +1 DRM on Indirect Fire attacks for the building levels below it?
A. Yes.

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. {4}

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.

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 retake Control of the Building?
A. Unarmed units do not have Scaling ability.

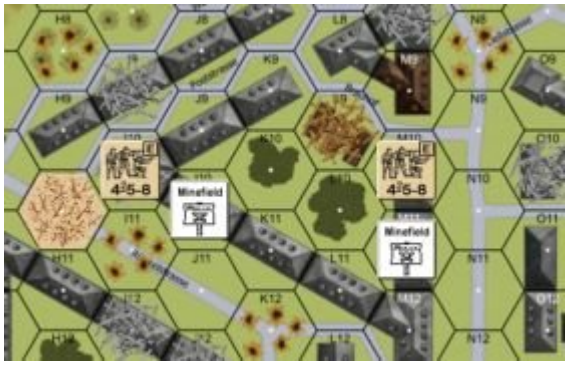
B23.71
Can a rowhouse vertex be bypassed if the black bar depiction touches the vertex?

A. Yes.

B23.71
Movement/Advance/Rout is allowed directly from V18 to U19 for a cost of 3 MF or 4 MF (due to black bar "bypass")?
Movement/Advance/Rout is allowed directly from U19 to V18 for a cost of 2 MF or 3 MF (due to black bar "bypass")?

A. 3 & 2 since "bypass" is not involved.

B23.71 & B24.74



M10 and M11 are rowhouse. Can M10 enter M11 as per B24.74? I10 is rubbled, can the MMC in I10 try to enter J10 as per B24.74?
A. No. Yes.

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.

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.

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 it's single MF-expenditure. No. No.

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.

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.

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 rubbled?
3) What location, if any, is affected (and becomes rubble) if a playable rooftop location in a factory is rubbled 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 rubbled?
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.

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

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.

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

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. {2}

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.

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.

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. {1}

B24.1
B24.1 says: "A rubbled Location is no longer a building Location". Assume a three-hex building, and that the middle hex of the building is totally rubbled.

1) Is the rubbled 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. {2}

B24.11 & B24.121
When a building location is rubbled, are Fortifications in same hex eliminated? Is the answer the same if all the locations of the building are rubbled?
A. Yes, but note also that a ground-level Fortified Building Location is not affected (B24.5).

B24.11, B24.121, & C1.822
A two-story building is completely rubbled (i.e. both Ground and First Floor). An AP minefield is in the hex. Is the minefield eliminated? If an SSR allows minefields to be placed in Rubble? C1.822, if the Rubble was created by a Bombardment, does the Minefield still roll a NMC?
A. Yes. No. No.

B24.11, B24.5, & B28.
A single hex/story Wooden Building contains an AP minefield. An fully-tracked AFV enters the building and rolls a 1 on the colored die which rubbles the building. Is the minefield removed since a minefield cannot be placed (or exist) in a rubble location?
A. They are eliminated.

B24.11 & C13.
Can a BAZ rubble a building? Can a PSK rubble a building? Can a PF(k) rubble a building?
A. Yes to all.

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."

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.

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.

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.

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.

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.

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.

B25.2 & D9.4
An AFV wreck in bypass is a +1 Hindrance across that hexside as per D9.4. If it burns, does B.6 mean smoke from the bypass wreck blaze fills the entire hex?
A. The entire hex.

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.

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.

B26., B27.56, & British Vehicle Note 37
Is placement of the Fascine into the A-T Ditch allowed if there is Wire in the same hex as the A-T Ditch? Is placement of the Fascine into the A-T Ditch allowed if there is Wire in the same hex as the Churchill AVRE? Is placement of the Fascine into the A-T Ditch allowed if the A-T Ditch is ADJACENT but at a different level?
A. Yes to all three.

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.

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. {2}

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.

B26.4
I have a unit in an Open Ground hex beneath a wire counter, and a SW above the wire counter. How can the unit move above the wire counter (in order to recover the SW)? Must it leave the hex and re-enter the hex?
A. Yes.

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.

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.

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 ≤ 5 or on an Original KIA on the final FP column?
A. An Original 5.

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.

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.

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.

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.

B27.4
If the FH is in otherwise OG and the Adjacent Location being exited or entered is not OG does a concealed unit using AM entering the FH NOT lose concealment since they are no longer "moving" in the OG for most DF purposes? Or are they still moving in OG and therefore lose concealment even though they can't be fired upon there?
A. The latter.

Is the answer is the same if the concealed unit is in the FH and uses AM to enter the Adjacent none OG Location?
A. Yes.

If there are 2 Adjacent FH can a unit use AM to exit one and enter the other without being fired upon without the benefit of a FH *[EXC: OBA; Residual FP; Mines]*.
A. Yes.

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.

B27.52 & D2.401
Can a vehicle that is under a Trench counter (B27.52) make a Motion Attempt (D.2.401)?
A. No.

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 1/2 MF expenditure apply moving between both Trenches?
A. Yes to both.

B27.56
Let us say we have a AT-Ditch in OG, an Infantry unit moves into the hex for 1 MF and then wants to go INTO the AT-Ditch, is the cost 2 MF or 3 MF because the rule states 2MF + COT? Let us say we have a AT-Ditch in Wheatfield, an Infantry unit moves into the hex for 1.5 MF and then wants to go INTO the AT-Ditch, is the cost 2 MF or 3.5 MF because the rule states 2MF + COT? IOW is the Terrain inside the AT-Ditch considered to be OG? Is the same principle true for any other terrain like Kunai or Brush for example?
A. 2 MF in all cases.

B27.56 & G15.21
Can a Dozer attempt Clearance of an AT Ditch as it can other Entrenchments?
A. No, it cannot.

B27.6
Does rule B27.6 still apply when the two hexes are more than one level different (i.e., there is an Abrupt Elevation Change going from one hex to the other)?
A. Yes, as long as the Location is Accessible.

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.

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.

B28.41 & B28.61
For each situation below, does the vehicle face a possible minefield attack as it leaves the hex?

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.

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.

B28.44
On VOTG map Hex F38 is mined with AP mines and hex F39 rubbled 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.

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.

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. {1}

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.

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.

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. {2}

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.

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.

B28.9
Do Broken Units have to take PTCs for Booby Traps as per B28.9?
A. Yes.

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.

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.

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.

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. {2}

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.

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. {2}

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 ≥ 50mm and with non-* barrels"; the turrets restricted by B31.122 are "those ≥ 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.

B31.21 & B24
Is the normal stacking limit of a rubbled Steeple Location of a HS or three squads
A. HS.

B31.21 & B24
If a Steeple Location is rubbled (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 rubbled Steeple Location, normal stacking remains one HS.

B30.8 & SSR RB6
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.

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. {2}

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.

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.

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.) {2}

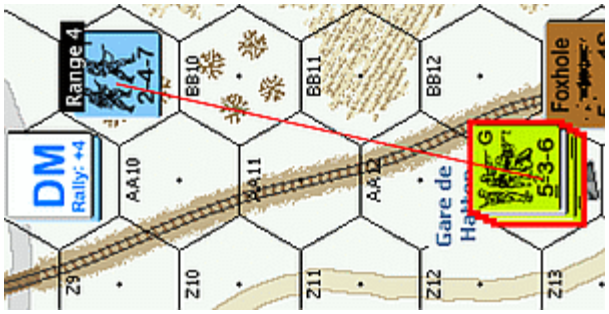
B31.2
What is the height of a steeple, for LOS obstacle purposes as well as night LV?
A. One full level higher than the building below it. {2}

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. ElRR, or SuRR. {1}

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.

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.

B32.12 & HF2.2
Does los exist?



A. Yes.

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.

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.

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.

Chapter C

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.

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.

C1.22
Is the following situation considered "voluntary loss of Contact"? An FFE2 is on board. The observer is eliminated before the fire phase in which the FFE2 would be resolved.
A. No.

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 2nd-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.

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.

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. {4}

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.

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.

C1.55 & British Vehicle Note 38.
A Crocodile is attacked by indirect fire. Its Armor Factors qualify for the "+1 for All AF ≥ 8" in C1.55. However, its trailer has an AF of 6. Is the trailer canceling the +1 drm?
A. No.

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 it's 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.

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.

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.

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.

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. {4}

C2.2401 & U.S. MAVN 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.

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.

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. {2}

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.

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.

C3.22 & Belgian Vehicle Note 14
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 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.

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.

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.

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.

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. {4}

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.

C3.33 & C5.6
Can a gun that has fired ATT and is marked with a fire counter intensive fire using ATT?
A. Yes.

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.

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.

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.

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.

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.

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. {2}

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.

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.

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).

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.

C3.8
Does the 37L firing a Steilgranate 41 get multiple hits?
A. No.

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 ≤ 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.

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. {2}

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. {4}

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.

C5.11
I wonder whether the CA restriction is in effect even if a Tank fires it's CMG out from a woods/building/rubble hex? In other words, after taking such a shot, may the tank change it's TCA to fire the MA in another CA?
A. No, unless the CMG is the MA. Yes.

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.

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.

C5.5, D4.3, & F8.51
Is to hit case E (same hex fire) applicable to a to hit attempt by a Gun overrunned in a Sangar vs that (fully tracked) AFV overrunning?
A. Case E is NA to an Underbelly Hit attempt (D4.3).

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.)

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.

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.

C5.7 & C6.4
Can Case M (bore sighted location) be used with Case G (Deliberate Immobilization)?
A. Yes.

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.

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.

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).

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.

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.

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.

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.

C6.5
Does a gun lose its acquisition if it's 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.

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.

C6.5 & D3.3
Can you gain Acquisition when using Bounding First Fire?
A. No Acquisition retained in BFF unless Stabilized. {4}

C6.5 & E1.93
Does a MTR lose acquisition when it fires an IR?
A. It does lose acquisition.

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 1/2" 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.

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.

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).

C7.344, D2.42, & D3.6

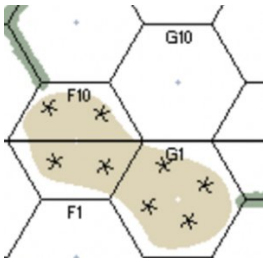
A Motion AFV with a bow ft which has a normal range of two and extended range of one fires at two hex range at a stationary, enemy AFV. Does the firing AFV pay the following penalties for it's being in Motion, since it is attacking on the TK table, does it get to use the 8 TK #, or would it be halved for Motion to a 4?
A. TK is not halved for Motion fire.

C7.42
Does a passenger roll for crew survival after a failed UK recuperation ?
A. No CS.

C8.1
When do you declare special ammo? Before the LOS thread or after?
A. As part of the attack declaration, before checking LOS.

C8.31 & German Ordnance Note 7
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. {2}

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.

C8.52 & C13.46
If a Bazooka is firing at the 2nd level of a multi-level building (with a ground, first, and second level) is the WP counter placed on the 2nd level of the building?
A. No, while WP may hit (and thus affect) the upper level, the WP counter is placed at ground level.

C8.6
May the DEFENDER fire WP (either using Area Target Type or from a BAZ45) as Defensive First Fire against an ATTACKER'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.

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.

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.

C9.3
May vehicles with MTR MA utilize Spotted Fire C9.31?
A. Yes. {1}

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. {2}

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 *anytime* prior to the start of the firing phase, with that designation becoming *effective* at the start of the firing phase. {4}

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 *anytime* 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. {4}

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.

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.

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).

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.

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.")

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).

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 firs?
A. No.
In the last three cases, only the Location of the RCL should be affected.

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.

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. {2}

C13.3 & C13.31
May a passenger in a HT search for and fire a PF?
A. Yes.

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.

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.

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 it’s 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 it’s attack

Chapter D

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.

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).

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.

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. {1}

D2.18, D16.21, & G12.2
Can LC/amphibians spend more than 1 MP per ocean hex?
A. Yes.

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.

D2.24 & D2.401
Can a Stopped vehicle, during its DFF, declare to be in reverse Motion after a successful Motion Status Attempt?
A. Yes.

D2.3 & B31.11
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.

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.

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.

D2.3 & D9.31
If Infantry that is using Armored Assault enters a woods/building obstacle, may the accompanying AFV use VBM?
A. Yes.

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.

D2.321
If a vehicle in bypass have the turret facing the side CA and changes back to coincide with VCA and takes a shot at a non-acquired target. Does the extra +1 DRM apply?
A. No.

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).

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 ≤ 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. {2}

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^3 apply instead?
A. Case J (but never J^1, J^2, J^3, or J^4) will apply.

D2.401
Can a vehicle in motion do a motion attempt to go from motion to reverse motion?
A. No.

D2.401 & D13.2
Can a motion attempt be made in the same MPh following a successful firing of a Smoke Dispenser?
A. Yes. {2}

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.

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.

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.

D2.6
A T-34 enters and ends its MPh in a location containing a stationary halftrack that cannot destroy or shock it with a TK DR of 5 (D2.6). Is the halftrack compelled to attempt to start in its next MPh with a view to leaving its location?
A. No.

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.

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.

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

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. {1}

D3.3 & D6.4
May former Infantry, that has loaded during its MPh into a Halftrack to become CE Passengers contribute FP to a Bounding Fire attack subsequently made by this Halftrack in the same MPh?
A. They may not Bounding First Fire (in the MPh), but may Bounding Fire (in the AFPh).

D3.4, D5.341, & British Vehicle Note 36
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 and thus the 1/2 MP expenditure in those road hexes or may this AFV remain BU or must this AFV remain BU?
A. No. No. CE.

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.

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.

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.

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.

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.

D4.2
If a AFV is on a bridge, is it HD to direct fire whose LOF crosses the bridge depiction?
A. No.

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.

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.

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.

D4.223 & Russian Vehicle Note 21
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.

D5.311
Is the Inherent Crew of a BU OT AFV which is hit by (non-Air Burst) Indirect Fire Vulnerable?
A. No.

D5.311
Is the Inherent Crew of a BU OT AFV Vulnerable to Aerial fire?
A. No. {4}

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.

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.

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.

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.

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.

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).

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.

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. {4}

D5.341 & D3.7
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.

D5.341, E1.53, & G2.22
Is a vehicle under any form of Recall subject to straying?
A. Yes; Straying applies normally.

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.

D5.4 & D10.42
Can an abandoned vehicle be pushed?
A. No.

D5.41
May a vehicle be Abandoned (D5.41) if it is in Motion at the start of its MPh?
A. No.

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.

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. {4}

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. {2}

D6.21 & D6.24
A turreted AFV with riders changes TCA (relative to the VCA) and the rider must bail out according to D6.21. Must this rider take a bail out MC? The text in D6.24 could look like that such a NMC is only if bail out is due to terrain or combat results.
A. It must.

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 it’s 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 it’s broken state.

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.

D6.24, D5.5, & D5.6
Should the text in D5.5 and D5.6 be written as in D6.24 which instructs that “at least one MF is spent”?
A. It should be read that way.

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.

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 1/4 and less than 1/2 of it's MP allotment? or Have infantry 2 MF already to spend, because the vehicle has expended 6 MP (1/4 of it's 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.

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. {2}

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. {4}

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.

D6.5 & D8.5
May a abandoned vehicle that still have Passengers in it unload those Passengers?
A. Yes.

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.

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.

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.

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.

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.

D6.8
Does a Crewed unarmed Carrier have firepower and range as though an unarmed halftrack w/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.

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.

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.

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).

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 + 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 Bogged 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

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.

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.

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 – (4MF 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. {1}

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.

D7.221
Can an ordnance SW or a FT be used in non-CC RF if the possessing unit is marked with Final Fire and the weapon has already been used earlier in the MPh?
A. No.

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

Can a DC be thrown by a unit marked with Final Fire in non-CC RF? Rule A23.63 seems to deny this use.
A. Only if Japanese (and only in non-CC RF).

D7.221
As per D7.221 does an MMC carrying with an ordnance SW (ATR, Piat, Caz, PSK etc) marked with a final fire counter have the ability to use such in FPF RF? Is this only for SW equipped which have no already fired or does it also apply to already fired ordnance SW?
A. Yes if the ordnance had not fired before.

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).

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.

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.

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.

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.

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. {1}

D8.4
D8.4 says "A vehicle bogged/immobilized .. during a MPh ... is considered a moving target for the rest of that MPh". Should this read "through the end of the DFPh"?
A. D8.4 is incomplete, not wrong. And "through the end of the DFPh" is also incomplete, since it is only after the AFPh the vehicles is considered non-moving and starts to be a TEM/Hindrance. A better wording might be "is considered a moving target per C.8".

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). {2}

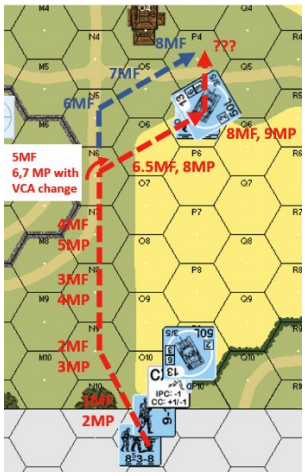
D9.3 & D9.54
Does the wreck left by a Dug-In AFV provide a +1 TEM to Infantry? Does a wreck from a Dug-In AFV still cause the MP penalties for entering hexes with wrecks?
A. No. Yes.

D9.31
Situation: An AFV, a squad and a leader are conducting armored assault. CX has not been declared. After spending 4MFs and 8MPs (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.

D9.31
When using armored assault along a road can an AFV not use the road, but the Infantry use it?
A. Yes.

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.

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 8MF, while the tank has spent only 9MP. Can the tank continue to P4?



A. No.

D9.31

Assume a MMC with a leader and an AFV do armored assault for five MF/MPs. The Infantry ends their movement but the AFV moves one more hex. Can the infantry be fired on as Defensive First Fire w/o the protection of the AFV as the AFV moves into the new hex?

A. No.

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.

D9.31 & D15.8

Is Infantry riding bicycles eligible to gain benefits if using Armored Assault?

A. Yes. {1}

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.

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.

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.

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.

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 1MP to delay and makes use of the free CA change. What penalties does it pay for its sM attempt.

The vehicle is moving/Stopped, so does it pay the +2 DRM as if it had remained moving/Non-stopped?
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. {4}

D13.35
Does smoke in the target Location apply to the sM DR?
A. Yes; treat it as a hindrance.

D14.2
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. {1}

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.

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.

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. {2}

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).”

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.

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.

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. strength, like everyone else in CC. No.

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. {2}

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.

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. {3}

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. {4}

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. {1}

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.

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.

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.

E1.21 & E8.
At night, is LOS to a non-crashed loaded Glider (with a Cloaked Jeep, ATG+Crew) or an empty non-crashed Glider. Enough to gain Freedom of Movement?
A. No; Gliders are not "units." Units come on board in AFPh.

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. {2}

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.

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. {2}

E1.21
Is an armor leader considered a leader for this purpose?
A. No.

E1.23
Does the Scenario Attacker while conducting a Recon (E1.23) choose either all hexes simultaneously to be subject to a Recon or each hex sequentially to be subject to a Recon, waits for the results on each sequentially chosen hex before choosing the next allowed hex?
A. Sequentially.

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. {4}

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. {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.

E1.4 & 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. {1}

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.

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. {1}

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.

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. {4}

E1.53 & E1.531
A unit starts it's 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.

E1.531
Are units ever subject to Straying when moving on a Wide Boulevard?
A. No, like a road (E1.531).

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.

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.

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.

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. {3}

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.

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. {1}

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. {4}

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 so do to an enemy Armored Cupola?
A. Yes.

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.] {2}

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.

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.

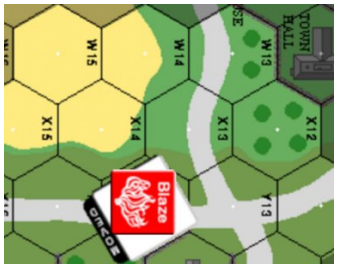
E1.941
A two-level level building (ground and 1st) is fully ablaze. The Illuminated zone contains an "obstacle" which is a one-level building (ground) and finally a "target" three-level building (ground, 1st and 2nd). Can the level 1 obstacle create a "Shadow" (E1.941) which prevents Illumination of 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.

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 it's 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.

E1.941


In the diagram, does the blaze illuminate hexes W13, W14 and W15?
A. No.

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.

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.

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.

E3.724 & E11.2
Since the normal minimum road cost for a Convoy is 2MP, is it increased to 3MP during Ground Snow?
A. Only if one of the vehicles is non-tracked.

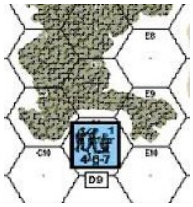
E3.732

Condition are: Deep Snow and Plowed Roads, are AT Mines placed on such a road hex considered to be one less than normal? Does the +1 DRM to such attacks still apply on a plowed road?
A. Yes. No.
(The +1 for HE attacks does not apply, but the +1 for mine attacks still applies.)

Same conditions as above, but now it is AP Mines placed on such a road, are the factors still halved?
A. Yes.

E3.733
A squad is at crest level of a Gully, during Deep Snow. It must expend 3 1/2 MF to move INTO the Gully (Gully: 2 MF, 1 Level down: 1 MF, Deep Snow: 1/2 MF). Correct?
A. No, the Snow and Deep Snow penalties are assessed per hexside crossed. {4}

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.

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.

E3.741
For purposes of E3.741 is a radio considered a weapon? For any other purposes, are SW considered weapons?
A. Yes. Usually.

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.

E3.741 & E7.223
Are aircraft MGs affected by the E3.741 increased B#/X#?
A. No, it is not a true B#.

E3.75 & ASOP
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.

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.

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. {1}

E4.31
Since Depressions are marked by "contour lines," not Crest Lines the 2 MF bonus for skiing from a higher elevation into a hex with lower elevation does not apply, correct?
A. Correct.

E4.81
An infantry crew portaging a 5PP SW and accompanying leader enter a new hex in their MPh for a cost of 2MF. There the crew recovers an Ahkio, expending a third MF. Assuming neither the leader nor the crew double-time, how many MF remain to the crew in this MPh, two, three or other?
A. Three.

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.

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*]

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.

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.

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).

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.

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.

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.

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.

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.

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.)

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.

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 Cowering, but no leader DRM may apply." Does this apply to MG caliber (MA) Guns that are on five-eights-inch counters such as the American M51 MG Carriage or the American M16 MGMC Halfltrack? 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.

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.

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.

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.

E8.3, E8.41, & U.S. Vehicle Note 51

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).

E9.3
Assume multiple parachute counters occupy the same hex: if a unit first fires at the hex, and gets a result may it subsequent first fire or use ROF at the same hex if it excludes the original parachute counter(s) that was affected previously?
A. No; targets Cannot be excluded.

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.

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.

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. {2}

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. {2}

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. {2}

E12.5
Is an HE Barrage FFE treated as a "Concentrated HE FFE" for purposes of removing minefields/Wire, reducing minefield strength, or creating shellholes as per the annotations of the A7 IFT as printed on the back cover of the ASLRB Pocket Edition?
A. It is not an HE Concentration FFE, and so does not count as a "Concentrated HE FFE" as used on the A7 Infantry Fire Table (IFT).

Chapter F

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.

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. {2}

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. {4}

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.

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. {2}

F13.1
If a board with printed Crags (i.e., not Hammada-turned-Crags) is specified as having Broken Terrain, do the non-Depression Open Ground hexes accessible to those "pre-existing" Crags become Broken Ground hexes?
A. No.

Chapter G

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 3rd 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.

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.

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".

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.

G1.631 & HC3
SSR 2 in HC3 says that the Japanese can begin cloaked even though they are setting up onboard which in this scenario would give them 13 Cloaking counters. G1.631 says the Japanese in a night scenario are allowed to HIP up to 25% of their OB SE which in this case would give them up to 4 HIP SE. Does this mean the Japanese player can use the 4 Cloak counters no longer needed for the HIP units and use them as "Dummy" counters instead?
A. Setting up any units hidden, does not affect the number of Cloaking counters the Japanese receive. (And the Japanese may create many "Dummy Cloaking" counters by putting up to 3 squads in a Cloaking counter's box.)

G1.632
May a player rightfully declare his Japanese pillbox tunnel exit to be outside of his pregame setup perimeter?
A. No.

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.

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. {1}

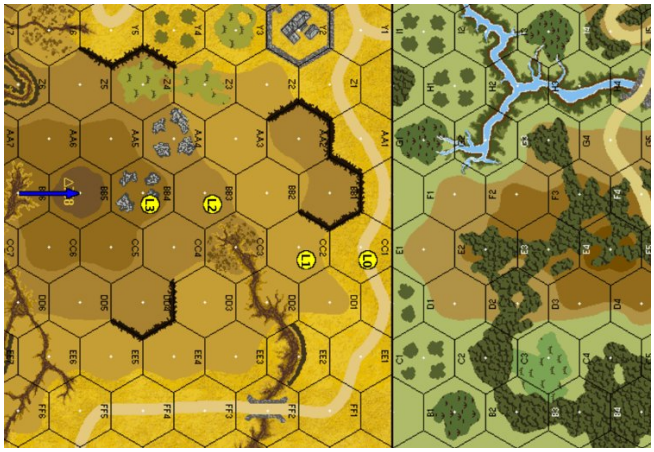
G3.
When Dense Jungle is in play, should one ignore completely a small amount of Brush (Bamboo) in an otherwise Woods (Dense Jungle) hex?
When Light Jungle is in play, should one ignore a small amount of Brush (Bamboo) in an otherwise Woods (Light Jungle) hex? If not, should it be considered "non-inherent 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.

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.

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. {2}

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.

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 crag hindrance applies only to LOS to BB2 (Continuous Slope) and to E4 (same level as cave).

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.

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.

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.

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.

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.

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.

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.

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.

Chapter H

German Vehicle Note 93
May a Goliath set up in Wire/Rubble? If it may, is it Immobilised in that case?
A. Yes. Yes.

German Vehicle Note O & U.S. Vehicle Note 7
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.

Russian Vehicle Note 18
Are the sD on T-34/85 by SSR only?
A. No.

Russian Vehicle Note 21
Does the s9 Depletion number for the T-35 also apply to the 45L Guns?
A. No.

Russian Vehicle Note 43 & U.S. MAVN V
U.S. Multi-Applicable Vehicle Note V states that the vehicles' weapons are "treated as a single weapon for malfunction/repair." Should the same principle apply to the GAZ-4M-AA tr (43)? To the extent that other nationalities also have vehicles/guns with dual- or quad-mounted weapons of the same make/caliber, should the "treat as single weapon" principle apply in all cases?
A. The same principle applies to all such weapons, since (absent some instructions in a Note) there is no other way to handle them.

Russian Ordnance Note 2
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.

U.S. Vehicle Note 32
If the crew abandons the vehicle and takes the 81mm mortar with them...can the halftrack then move during that same phase since it has a retained inherent driver (per Note M)?
A. No.

U.S. Ordnance Note 1
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).

British Vehicle Note 20 & 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.

British Vehicle Note 37
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.

U.S./ROK/OUNC Vehicle Note 4:
Should the M4A3E8(105) Dozer also have a slow turret?
A. Yes it should; expect to see errata.

Chapter O

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. {2}

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.

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.

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.

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.

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. {2}

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.

O11.4 SSR CG11
Does RO CG11 (Russians fanaticism) in factories apply to non-CG scenarios?
A. No; only CG.

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 1st and 2nd 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.

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.

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.

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.

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. {2}

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. {2}

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".

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. {2}

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. {4}

O11.6194b
May reserve cloaking counters setup in non-concealment terrain?
A. Yes.

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.

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. {2}

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.

Chapter P

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 ≥ 4?
A. Yes, an AFV falls into the cellar on an original colored dr of ≥ 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.

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.

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.

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 is should say is: "Q1.8 The Kindling/Spread numbers of other terrain in an Irrigation Ditch receive a -2 DRM.".

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.

Q9.4 CG4c
May the British use Cloaking in the Night III date in Pegasus Bridge CG I?
A. No.

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. {2}

Chapter R

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".)

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. {2}

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.

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.

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).

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. {1}

T15.51 & T15.52
Are the 3-3-6 units in the 3rd 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.

BRT: Map
The Pier/beach locations T33 and V33, are these pier or beach/hinterland locations?
A. Pier Locations.

Is T33 a hinterland hex? If so is it soft sand vice hard sand?
A. It is a Pier Location.

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.

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.

Does V33 have a below pier location? What about U33 and W33?
A. See T9.2

Chapter V

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.

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.

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.

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.

Chapter W

W7.11 & W7.41
A CPVA LMG fires at a non-ADJACENT target (or it uses Oppty Fire) during the Early War period (W7.11). Is the LMG attack NOT treated as Area Fire as per W7.41 because it is not Good Order per W7.11? Or does W7.41 only to Squads/HS?
A. No. The status of the MMC determines the applicability of the rule.

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.

W7.6
W7.6 permits, "an Infantry OVR vs a lone Known enemy HS." Does this exclude HS stacked with an SMC?
A. Excluded.

Chapter Z

Kakazu Ridge

SSR KR 5.2
The Japanese spigot mortar SR can be placed ≥ 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 ≤ 2 hexes from the mortar cave"?
A. Should say "be within 2 hexes of".

Edson's Ridge (*Operation Watchtower*)

Z1.3 CG15
Must a Pre-Game Bombardment (rule CG15) be parallel to one of the board edges?
A. No. {4}

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. {4}

Map
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.

Riley's Road (*Operation Veritable*)

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 ≥ 20mm. What should we do in terms of this Carrier in the RePh?
A. For purposes of this rule the "Functioning MA" must be ≥ 20mm. Treat the Carrier as if it did not have functioning MA. {2}

Singling

Z2.92
Should after the second CG date all American CVP be counted for, even those suffered during the first CG date?
A. Correct.

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.

Suicide Creek

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.

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.

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.

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.

Chapter HF

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.

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.

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.

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.

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.

SF5.5
Are hexes 3Q12-3U10 unenterable for amphibious vehicles/boats/rafts?
A. Those hexes are unenterable.

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.

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.

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.

SF20.51, SSR CGI.2 & SF20.4 SSR CG11
Can the Americans enter on the north edge west of 4H1 even if the Japanese control some or all of those board edge hexes? NB that CG11 says:
A. No.

SF20.51 & SF20.4 SSR CG12
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.

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.

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.

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.

Chapter SaP

SaP1., SSR SaP6
Does the second paragraph apply to trenches ADJACENT building/rubble/gully Locations as well? (i.e., such “connections” do not exist if the hexside separating the trench and the other Location is an Railway Embankment hexside).
A. Yes.

Index

Scenario Attacker/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.

Scenarios

C Streets Of Stalingrad
SSR 2 of ASL Scenario C, "The Streets of Stalingrad," 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.

H Escape From Velikiye Luki
Scenario H - Escape from Velikiye Luki (PDF version), SSR1, 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.

R Burzevo
In scenario 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.

79 Bridge Of The Seven Planets
Playing scenario 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. {2}

81 Fratricidal Fighting
SSR3: 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.

110 North Bank
What is the effect of Ammo Shortage on the British 57L AT Gun?
A. It has a circled B11.

Article "When Bad Things Happen to Good Weapons" [General 30.5] states that a Gun with an original B11 will during Ammo Shortage have an X11 (i.e., disable on an 11 or 12) and a Low Ammo number (LA#) of 10. However there has been recent errata in Journal 5 stating "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. With this errata it would seem to be that a Gun with an original B11 will, when Ammo Shortage is in play, have a B11 (i.e., malfunctions, not disables on 11 or 12) and a LA# of 10. Likewise a Gun such as the British 57L AT with an Original B12 will malfunction on a 12 and have a LA# of 11 when Ammo Shortage is in effect. Is the above correct or am I missing something?
A. Yes.

It also would seem that with the J5 errata to A19.131 that vehicular MGs are not affected by Ammo Shortage unless the MG is the vehicle's MA.
A. Correct.

This conflicts with the previous (unofficial) Q&A 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#).
A. That has been superseded.

So to clarify the recent A19.131 errata in J5, the British 57L AT Gun normally has B12. When Ammo Shortage is in effect it has a circled B11, meaning that the Gun will disable (not malfunction) on an Original TH DR of 12 and have a Low Ammo counter placed on an Original TH Dr of 11. Correct?
A. Correct. {2}

160 Battlin' Buckeyes
SSR 1 for ASL 160 Battlin' Buckeyes says: "PTO Terrain is in effect... All buildings are wooden and have a ground a ground level only." Board 41 has four stone building hexes that contain greater than or equal to 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.

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.

183 The Pouppeville Exit
In scenario 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.

192 Shoot-N-Scoot
The German OB instructions reads "... enter on Turn 1 along the east edge, each unit having already expended 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.

195 Rocket's Red Glare
In scenario 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.

204 Human Bullets
In the VC there is a siting of "see SSR 6"—my card has SSRs 1-5, but no 6. Can you state what is missing—or should it be SSR 5 which discusses the vehicles?
A. SSR 5.

292 Four Stars Of Valor
In the WFP for Hungarian OBs, when one purchases an "LMG" is it a 3-8(g) in Hungarian colors?, or a 2-6(f) in Hungarian colors?, or the 2-7 in Hungarian colors? Player's choice?
A. Unless an "LMG(g)" is specified, it would be the standard Hungarian LMG.

Same question on Lt.Mtr....the 50 [2-13?] or the 50 [3-20] version?
A. The standard Hungarian MTR.

Same type of question on the US 60 MTR...is it the M2? or the M19? or player's choice?
A. The M2, as also shown in American OB.

On 292 the sniper purchase has a slash through it in US/British colors, clearly the SAN increase applies to the "Allies" at large if purchased. However, it is not clear who bares the cost for this increase as the purchase is found only in the US WFP Table and not the British Table. Does this mean that if such a purchase is to be made it must come from one of the "US bank accounts" (1st Platoons or 2/3 Platoons)?
A. Where both Nationalities can purchase, the sniper is shown in only one WFP box but can be purchased by either Nationality.

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

Same scenario, Axis balance...when it says “add two WFP Points to the Axis OB.” Is that 2 point to each OB? or is that 1 point to each table? or 2 points to one of the 2 tables?
A. Two points added to the Axis OB— distributed as the Axis player sees fit.

DASL 3 Storming The Factory and DASL 8 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.

DASL36 Mayhem In Manila
In DASL36, SSR 2 has “The Japanese may designate ≤ 6...”. The scenario card does not mention it was updated since it was released as A103. The SSR in A103 has “≤ 2”, not 6. Should it be 2 on DASL36?
A. It should still be 2.

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. {1}

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.)

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.

PB2 Howard’s Men
Does the mention in SSR 3 of PB2 that the British are Scenario Defender mean that the Germans are Scenario Attacker and therefore allowed Cloaking? (as would be the case in the equivalent CG Scenario of CG I) Or is there only a Scenario Defender for this scenario since a Scenario Attacker is not designated?
A. No. Correct.

PB2 Howard’s Men
Does the mentioning in SSR 3 that the British is Scenario Defender mean that the Germans are Scenario Attacker and therefore is allowed Cloaking?
A. No.

Or 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. {2}

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.

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.

HS11 The Sand Spit
The scenario card for HS11 The Sand Spit 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.

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.

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.

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.

J22 Oh Joy!
The Russians earn VP for the Trenches which in my view don't count in the 10 (C)VP > 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.
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.

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."

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 ldr + 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.

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 rubbled location?
A. (b)

J85 Ptichin' In
2nd part of the Victory Conditions… ".... Otherwise, the Germans win at game end if they have ≥ 13 CVP (from the 35th Infantry Division only) west of the river." Does this mean that the 35th Infantry Division had to be responsible for causing ≥ 13 CVP on Partisan units west of the river?, or does it mean that the 35th Infantry Division had to move ≥ 13 CVP of its units/equipment across the river to the west side.
A. This is not correct. This is correct. {1}

J87 Flames Of Unrest
In the scenario 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#. {4}

J92 Your Turn Now
Are the values for the Filipino LMG in "Your Turn Now" correct? If not, what should they be?
A. No, they should be the 1PP, 2-6 values on the American LMG in Gung Ho! {2}

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. {2}

J149 Taking A Stand At Rosario
There is no SSR about the HE ammo in that scenario. The four M3 Lt from the 192nd Tank Battalion. Do those tanks have HE ammo?
A. No HE.

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.

J185 The Haunted Castle
In scenario J185 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.

J191 Rebels Without A Pause
In J191, "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.

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.

J245 Factory Fodder
In scenario J245 Factory Fodder SSR 2. Is there/should there be any errata for the way Entrenchments are revealed? As it stands if an HIP unit sets up in a Foxhole, LOS to the Foxhole will immediately disclose the presence of an HIP unit.
A. Yes, add to this to the end of SSR 2: "Foxholes are revealed as if Night (E1.16).".

J246 Loser Takes All
J246 says in SSR 1 that "Rowhouse black bars do not exist…". What does "do not exist" mean in this sense? Are the Black Bars open ground allowing LOS within the black bar depiction and mean each hex is now its own building? Or are they just part of the building depiction, block LOS and form 1 contiguous building?
A. No; that would require specific wording. Yes.

PK2 Reckless Raid
VC: Do the Germans also accumulate CVP for eliminating Romanian units that also adds to their total VP for eliminating Gliders?
A. No.

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.

AP27 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.

AP39 Old Hickory
The SSR 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.

AP95 Operation Kutuzov, AP98 Last Laurels, O7 Broken Wings, & S39 Use Your Tanks And Shove
Are the fortification purchases called for in scenarios AP95, AP98, O7, S39 (ASLSK) supposed to be secretly recorded by the purchaser?
A. The fortification purchases are to be recorded secretly.

AP119 Konev Cross
In AP119 Konev Cross, can Trenches be connected as per RB SSR 6?
A. No.

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.

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.

BoF12 Forging Spetsnaz
The Japanese have an infantry gun in their at start OB; can it set up using HIP?
A. Yes it may.

OA18 Parry And Strike
In scenario OA 18 Parry and Strike the SSR states that Mud is in effect in gully hexes. Is the extra movement cost (E3.64) for Mud paid: If moving to a gully hex from an OG hex? If moving from a gully hex to an OG hex? If moving to/from a gully hex from/to an OG hex? Only if moving from gully hex to another gully hex?
A. Yes. No. See above (i.e., previous answers). Not "only".

OA28 Where Iron Crosses Grow
In scenario O28 the SSR state that RB Cellars (O6) exist in building P6. Does that also mean those cellars connect to adjacent Trenches as per RF SSR 6 or do they not connect since it is not stated that RF SSR 6 is in effect?
A. No; RF SSR 6 is not invoked.

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 correct and the road network wrong.

WO7 Hell For The Holidays
SSR 4. Where it states Crew Survival is NA, does that apply to any Passengers too? Or does it only refer to the AFV Crews of the previous sentence?
A. Crew Survival only.

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.

WO43 Hell's Headache
I am wondering APCR is available for the PzKpfw IIIG (German Vehicle note 12) in WO43 Hell's Headache?
A. APCR 5.

W2 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. {4}

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.

Mapboards

Mapboard 47
What level are hexes H2, G3, and F3 on board 47?
A. Level 2; expect hex-specific errata.

Obsolete/superseded Q&A

Q&A in this section have either been invalidated by errata or errata has been issued to the same effect.

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. {4}

[See A3.1 & A4.44 Q&A]

A7.4 & A22.612

A7.4 indicates that normally fire at same location targets only affect enemy units, barring certain exceptions and preclude attacking your own units unless "specifically allowed", but A22.612 indicates MOLs & their accompanying IFT attack "...all other non-armored units in the AFV's Location."

If an enemy tank is in a location w/friendly units, can an ADJACENT unit make a MOL attack vs. the AFV? Or does A7.4 preclude attacking your own units and thus prevent the attempt entirely? If allowed, in First Fire will the MOL attack and accompanying required IFT shot, affect the friendly infantry? In Final Fire?

A. Yes, the ADJ may attack the AFV with MOL. No, A7.4 doesn't preclude that attack. The attack will not affect friendly units regardless of phase.

[See errata from *ASL Journal 11*]

A7.4 & C3.33

A7.4 says "A unit/weapon may purposely attack a friendly unit(s) only if specifically allowed to by the rules governing a particular circumstance (e.g., Prisoners, Melee, OBA); see C3.33 for Area Target Type." Does this reference to C3.33 mean that Area Target Type is *also* one of those "particular circumstances"? (If so, wouldn't it make more sense to move the C3.33 reference inside the parentheses?) May a Gun use the Area Target Type to attack a hex containing *only* friendly units?

A. Yes. (Probably.) No. {2}

[See errata from *ASL Journal 11*]

A7.4, C8.4, & C8.41

C8.4 indicates that Canister "affects all occupants of all hexes at that elevation", does that include friendly units? If yes, does A7.4 preclude firing at a vertex aiming point which could affect friendly units?

A. No (unless they are in Melee). NA.

C8.41 also allows Canister to attack the adjacent hex at half firepower, will that attack friendly units? If Yes, is the overall attack then precluded by A7.4?

A. No (unless they are in Melee). NA.

[See errata from *ASL Journal 11*]

A7.5 & D6.64

Can adjacent/ADJACENT halftracks in Locations devoid of any *Personnel* (e.g., Passengers/Riders/Infantry/Cavalry) combine to form a Multi-Location Fire Group in contravention of the stipulation of A7.5 that states: "provided each Location in the FG contains a Personnel unit that is participating in the attack." as long as the potential FG meets all other criteria set forth?

A. Yes.

[See errata from *ASL Journal 12*]

A7.55

Must a Squad an ht in the same Location form a FG to attack an eligible target on the IFT?

A. Yes (if both want to attack).

Now imagine a squad and a tank/AC/Armed Truck which is not included in D6.64 or otherwise allowed to FG by SSR wishing to attack the same target. Would one unit have to forego it's attack per A7.55 if each wished to attack on the same MF?

A. No. They can attack separately.

Would one have to forego its attack in Final Fire if they each wished to attack the same unit?

A. No. They can attack separately.

If you can FG together, then you must. If you cannot FG together, then you can fire separately. Expect to see errata to clarify A7.55.

[See errata from *ASL Journal 13*]

A7.55
Are GO units/weapons that aren't allowed to form a Firegroup exempt from the restrictions of A7.55?
A. Yes.

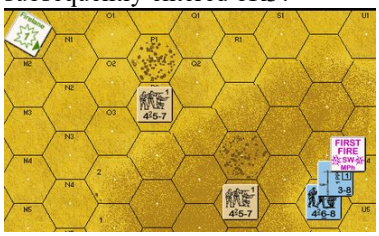
Example: During the PFPh, can the BMG of a tank and a MMC (wanting to use its inherent FP) in the same location both fire separately at the same enemy unit?
A. Yes.
[See errata from *ASL Journal 13*]

A7.531
Does the last A7.351 sentence have any consequences besides marking the leader with a fire counter, and treating it as it has fired, after the attack?
A. None spring to mind.

If yes, does it mean that a leader directing fire, is making a fire attack himself, thus participating in the FG he directs? Does it mean that a leader cannot direct an MG that uses its Bore Sight DRM (since C6.44 requires all elements of a FG to have Bore Sighted a Location to use the DRM)? Does it mean that a leader is marked with First Fire after having directed one shot (even an MMG that retains ROF) during the MPh, and thereafter restricts any leader-directed fire to the closest Known enemy unit?
A. No. NA. NA.
[See errata from *ASL Journal 7*]

A8.15
A squad assault moves from bL3 to K3. Firers in M2, L1 and M1 each want to take a separate snap shot. Are any of these firers affected by hedge TEM?
A. No; A8.15.
[See replacement pages from *Action Pack 4*]

A9.22 & F6.44
Can the LMG lay a fire lane when it shoots at the 4-5-7 as it enters P2? If so, how would it affect the 4-5-7 in oR4 if it subsequently entered oR3?



A. No; look for clarification in the revised Chapter F F6.44 coming in Hollow Legions 3.
[See replacement pages from *Hollow Legions 3*]

A9.74
If a US crew with a bazooka takes a KIA result, and the subsequent dr for the SW results in a malfunction (K/#), is the bazooka eliminated?
A. Yes.
[See errata from *ASL Journal 12*]

A11.16 & B30.6
When attacking (via Close Combat) a broken unit IN a Pillbox, does the -2 for CC vs. a broken unit apply?
A. The -2 applies.
[See errata from *ASL Journal 11*]

A11.4 & B30.6
If the +2 ambush modifier is not used, may a unit IN a pillbox attack in CC an enemy unit which itself is engaged in CC with the friendly screening unit, even though the enemy unit (as per B30.6) may not attack the pillbox occupants?
A. No; expect errata to that effect in the next Journal.
[See errata from *ASL Journal 11*]

A12.34, C11.2, & C11.3

Can a Gun, manned by an ad-hoc HS crew set up Emplaced and thus also set up HIP?
A. A Gun must be manned by a crew to set up Emplaced, but an already-Emplaced Gun manned by a HS will receive the +2 TEM, but one manned by a squad will not. {1}
[See errata from *ASL Journal 11*]

A15.431 & A24.1
A berserk unit makes its charges...enters an enemy-occupied hex...and has MF remaining. Can that berserk unit use those MF to attempt SMOKE Grenade placement in its own hex? Or an adjacent hex (if they have 2 MF or more remaining)?
A. No to both.
[See errata from *ASL Journal 11*]

A19.12 & A20.21
Unarmed Units are Good order but not armed. A19.12 does not say the unit needs to be armed, only Good Order. Do disrupted units Surrender to ADJACENT, known, Unarmed Units?
A. No (see also A20.21); look for errata to both A19.12 and A15.5 to add "armed".
[See errata from *ASL Journal 13*]

A22.612
A22.612 states: "...A MOL's Basic TK# is reduced by two vs a Non-Stopped/moving vehicle (C.8)..." while the QRDC and Ch. C Divider lists: "-2 vs Moving Target" for MOLs. Which is correct? i.e. if a Vehicle spends a Start point to become Non-Stopped, does it lower the MOL's TK# by 2 per A22.612? Or must the target actually be "Moving" (having entered a new hex or previously been in motion) and not just "Non-Stopped" to receive the lowered TK# per the charts?
A. Delete "Non-Stopped". (We may also change the remaining "moving vehicle" to "moving vehicular target".
[See errata from *ASL Journal 10*]

A25.23 Example
In Diagram #2 in this example it shows 2 FP Residual Firepower counters in hexes O2 and P2. However, since the MMG kept rate in the example. Are these counters placed in error?
A. Yes, they are in error.
[See replacement pages from *Hakkaa Päälle!*]

B2.1
If a shellhole is created in an Open Ground, orchard, brush or grainfield (B2.1), is the terrain now:
A) a shellhole hex ?
B) an orchard/shellhole hex... ?
Does the hindrance of the original terrain still exist ? If answer B to question 1: is the terrain movement cost cumulative (2.5MF to enter a grainfield/shellhole without shellhole protection...) ?
A. When shellholes are created in an orchard hex, it becomes an orchard hex with shellholes in it and the hindrance remains. The COT for not using the shellhole does not change, e.g., the COT for not using the shellhole in a grain hex with shellholes is 1.5 MF. However, this rule is being reviewed; stay tuned for errata in the next Journal that may over turn this answer.
[*Invalid*— See errata from *ASL Journal 11*]

B9.55 & C1.6
Assume an American on board observer has a LOS through a Bocage Hex side to a Concealed German unit in open ground. Is the Concealed German considered Know to the observer?
A. The German would be considered in Concealment Terrain *if* he is capable of claiming Wall Advantage vs the Observer. Expect to see some errata clarifying this shortly.

Is Bocage considered Concealment terrain for all purposes as long as the LOS crosses a Bocage Hexside?
A. Not for *all* purposes.
[See errata from *ASL Journal 12*]

B13.4212 & B28.61
B13.4212 says "whenever Infantry/Cavalry specifically use a TB to enter a hex at a reduced MF cost () or to escape minefield attack (), it is subject to a special -1 Defensive First Fire DRM due to its restricted movement options…"
B28.61 says "Units may enter a minefield hex via a TB at twice the normal MF/MP cost without coming under minefield attack, but are subject to the TB Defensive First Fire -1 DRM."
Does the TB DFF DRM ever apply to vehicles? (B13.4212 implies no, B28.61 implies yes [the MP comment].) If it applies to vehicles, does it also apply to To Hit rolls?

A. Delete "/MP" from B28.61 (which refers back to B13.4212, making it controlling). And that DRM is missing from the charts.
[See errata from *ASL Journal 8*]

B16.6 & B20.41
A stream on one board is dry. There is no stream on an adjacent board. Is a marsh that is not adjacent nor connected by other marsh to the dry stream but on the same board as the dry stream treated as mudflats?
A. No.

Is a marsh that is not adjacent nor connected by other marsh to the dry stream but half on the same board as the dry stream and half on the adjacent board treated as mudflats?
A. No.

Is a marsh that is adjacent or connected by other marsh but on the board without the dry stream treated as mudflats?
A. Yes.
[Expect errata to conform B20.41 to B16.6.]
[See errata from *ASL Journal 13*]

B20.93
Units in crest status in a Depression hex want to leave that hex. They must first "move (or advance) out of Crest status within the same hex they presently occupy," which makes them eligible for Defensive First Fire in the current hex but without the benefit of Crest status. If a unit pins, does it immediately return to crest status before additional Defensive First Fire prompted by the MF expenditure? Does it return to crest status after additional Defensive First Fire (where it would remain for DFPh & following)? Does it enter INTO the Depression (pinned) before (or after) additional Defensive First Fire? Does it enter into the adjacent hex (where it was heading, pinned) before (or after) additional Defensive First Fire? Does it remain where it is (at crest elevation but not in crest status) until it leaves that position and status, e.g. the broken unit would rout out during the rout phase, etc. Same questions but this time assume the unit breaks instead of pins.
A. The affected unit(s) enter INTO the Depression after all DFF prompted by the initial MF expenditure, whether pinned or broken.
[See errata from *ASL Journal 11*]

B23.41 & D8.2
A Perry Sez as of 2007 stated that the +3/+4 bog check for an AFV also applies for turning VCA in a building (where it doesn't for Woods since a Vehicle can also enter woods with no modifier). Does this mean that a vehicle can also fall into the cellar/rubble a building when turning VCA?
A. Cellar/rubble only apply upon entry. And I am not so sure about the DRMs applying for VCA change in a building.
[See errata from *ASL Journal 11*]

B23.742 & O5.2
In Red Barricades are Factory hexes with printed stairwells and no road hexside Vehicular-Sized Entrance hexes?
A. Yes.
[See rule O5.2 from *Red Factories* Chapter O]

B29.5
Does the Roadblock's TEM apply to a DC attack against a Roadblock (in other words, the KIA against the Roadblock has to be an Original KIA or a Final KIA)?
A. A Final KIA is required, but note that hexside TEM is NA if Placed/Set (A23.1). (So a Thrown DC cannot remove a Roadblock.)
[See errata from *ASL Journal 11*]

B32.12, E3.54, E3.723, & F6.3
For a unit to pay the MF penalty of Ground Snow (E3.723) for elevation level change, does "per level" change need to be a full level or is a half level (Hillock F6; EmRR B32.12) sufficient? The similar Rain MF penalty (E3.54) is N/A for Hillocks (F6.3) but no mention is made regarding Ground Snow. As a possible reference, both Rain (E3.54) and Ground Snow (E3.723) are applicable to Slopes (P2.54, Q3.54).
A. The penalty is NA for Hillocks. In F6.3 after "E3.54" add "/E3.723".
[See errata from *ASL Journal 10*]

C2.7
Would like clarification whether the 88 Pak43 can set up unlimbered in a building?

A. The PaK 43 cannot set up in a building. A2.9 would apply; errata to follow.
[See errata from *ASL Journal 8*]

C11.2 & C12.23
Must a Gun set up emplaced if not on a paved road? May it decline to set up emplaced? In particular, may a RCL decline to set up emplaced so as to avoid the restrictions of C12.23? If a Gun can decline emplacement, would this have to be decided (and recorded) at setup?
A. A Gun can decline emplacement only on a Desert Board via F.1A or in Festung Budapest. RCL cannot be emplaced.
[See errata from *ASL Journal 11*]

C13.31
For purposes of determining the total number of available panzerfausts (C13.31), are the Inherent Crews of vehicles in the OB counted towards the total squad-equivalents of the OB?
A. No; Inherent Crews do not count towards squad-equivalents. We are considering clarifying errata along the lines of: add "non-Inherent-" in front of "crews" in line 1 of A5.5 and in the Index for Squad Equivalent.
[See errata from *ASL Journal 10*]

C13.7
C13.7 stipulates that a unit must be GO to look for an ATMM to be used in CC. A unit that is in melee is not GO. Does this mean that an infantry unit cannot look for an ATMM if it is in melee in a location with an AFV?
A. No; in line 4 of C13.7, delete "Good Order (or Berserk) and".
[See errata from *ASL Journal 10*]

D2.11 & D8.2
D2.11 says "Bog penalties for entry of difficult terrain are also applicable to VCA changes in that terrain if not also on a road (see Terrain Chart)." while the bog chart in D8.2 says "Entry of Woods etc. at half MP allotment." applies a +3 penalty to the bog roll. During the movement phase does a vehicle which changes VCA in woods pay the +3 DRM on the bog roll as if entering woods at half movement?
A. No (though it would pay +3 or +4 for a building).

If yes, would the vehicle have the option to spend ALL movement to perform the VCA change and avoid the +3 bog penalty?
A. NA.

If instead the VCA change was made as part of Prep Fire or Defensive Fire, would the +3 bog DRM still apply to the bog check?
A. Not in woods.

Finally if on entry the vehicle paid "half MP + 1" could it avoid the +3 DRM for entry of woods at half MP allotment, or contrary to the chart must the vehicle really spend ALL to avoid the +3 bog DRM?
A. No (yes).
[See errata from *ASL Journal 11*]

D2.11 & D8.21
D2.11 says (in part) "Bog penalties for entry of difficult terrain are also applicable to VCA changes in that terrain if not also on a road...." D8.21 indicates that there is a +3 DRM for entry of woods at "half MP allotment", but +0 DRM for entry of woods for "ALL MP" (B13.41-.42). Which of these two possible "entry DRM" are applicable to the Bog DR when a vehicle changes VCA while in a woods hex (which is expending neither "half" nor "all" MP?
A. +0 DRM for changing VCA in woods or building or graveyard or rubble. The +3/+4 DRM are strictly upon entry. {2}
[See errata from *ASL Journal 11*]

D6.2
Can a German SPAA (FlaK PZ IV/20) carry riders just like a SPA? The index doesn't contain an entry for SPAA. Riders are allowed on a SPA. So is a SPAA just one kind of SPA?
A. Riders are allowed. SPAA is a subset of SPA.
[See errata from *ASL Journal 11*]

D6.21
Can an AFV in a building hex with squad, load that squad as a rider and then move out of that hex? Can an AFV set up in a building with a squad as a rider?

A. An AFV can set up with riders and can load riders, but it cannot leave the building hex with riders other than per the usual exceptions (e.g., via a road or vehicle-sized entrance within a factory).
[See errata from *ASL Journal 11*]

E1.53
Given that a unit entering from off board is not onboard at the start of its movement phase, is it required to make a straying DR during that turn of entry?
A. Once it is on board, it is subject to straying.
[See errata from *ASL Journal 11*]

E1.7
A German 4-6-7 is in an open hex with bocage hexsides.
An American half-squad has Wall Advantage over the hexside shared with the German squad. The target hex contains no terrain ≥ one level higher than the shooter therefore the attack is resolved as 6 FP (point blank fire) and +1 Night LV since the target is not claiming bocage TEM. Correct?
A. Yes.

The German squad has Wall Advantage in its hex. An American 6-6-6 squad (within NVR) fires at the German unit through an open hexside. The target hex contains no terrain ≥ one level higher than the shooter therefore the attack is resolved as 6 FP +0 DRM since the target is claiming bocage TEM (but is receiving no benefit from it). Correct?
A. Yes.
[See errata from *ASL Journal 11*]

F5.427
An SSR says all gullies are Wadis. Are Russian CT AFV claiming crest HD status in the wadi subject to a -1 drm to the TH DR's colored dr for Location of Hit purposes?
A. No, the -1 does not apply to Russian AFV in wadi.
[See replacement pages from *Hollow Legions 3*]

G1.4231
Japanese SMC do not Pin except as Collapsed Hut PTC/Pin [G5.5], Minimum Move [A4.134] or Wounds [A17.2]. A Japanese T-H Hero making a charge in its MPh is wounded in the Location containing its designated target, having spent > 3 MF. As such it is Wounded and Pinned as per A17.2. C13.7 says ATMM can be used by any Good Order (or Berserk), *unpinned* German Infantry unit. However G1.4231 does not have being *unpinned* as a requirement for a Japanese T-H Hero to try for an ATMM. May the Pinned T-H hero roll for an ATMM [G1.4231]?
A. Yes, it is not actually an ATMM.
[See errata from *ASL Journal 10*]

G5.6
In G5.6, line 4 there is a square opening bracket "[" after "HE attack" for the EXC. However there is no square closing bracket "]". Should lines 4-7 of G5.6 read:
a) Any Small Arms PBF/TPBF, MOL, MG, IFE, DC or HE attack *[EXC: AP HE Equivalency; a Collateral/Residual-FP attack vs any hut Location (even vs a Bypassing unit therein)]* causes a Flame in that hut if the Original colored dr of its Effects DR is a 1.
or
b) Any Small Arms PBF/TPBF, MOL, MG, IFE, DC or HE attack *[EXC: AP HE Equivalency]*, a Collateral/Residual-FP attack vs any hut Location (even vs a Bypassing unit therein) causes a Flame in that hut if the Original colored dr of its Effects DR is a 1.
I.e., is the EXC for AP HE Equivalency only or is it for AP HE Equivalency *and* Collateral/Residual-FP attacks vs any hut Location (even vs a Bypassing unit therein)
A. The correct reading is: "*[EXC: AP HE Equivalency; a Collateral/Residual-FP attack]*". {1}
[See errata from *ASL Journal 10*]

Allied Minor Vehicle Note 37
The six Allied Minor Medium Truck counters (A through F) from Doomed Battalions 3rd edition as well as the corresponding Allied Minor Vehicle Note 37 on page H139 (copyright 2009) show an uppercase "CS". Should they have a lowercase "cs" instead?
A. Correct. The counters and Chapter H illustration in DBv3 should show "cs" rather than "CS".
[See errata from *ASL Journal 11*]

112 Out of Cowardice
Are the Hungarian vehicles subject to the SSR 2 Mechanical Reliability DR while offboard?
A. No.
[See errata from *ASL Journal 15*]

DASL19 The Mailed Fist
The VC in the 2019 version of Deluxe A13 The Mailed Fist is conditional upon woods/building hexes ADJACENT to the defined road, while the original VC is conditional upon woods/building Locations. Is the change deliberate? If not, should "hexes" in the DASL19 VC be replaced with "Locations"?
A. It should be "Locations." Expect errata.
[See errata from *ASL Journal 13*]

AP86 Milling About
Do the Brits get first dibs on Wall Advantage for the G14/15 cactus hedge? Or does the side not moving first?
A. The side not moving first.
[See errata from *ASL Journal 11*]

AP119 Konev Cross
In the set up instructions it states that board 20 has only hexes numbered ≥ 3. In setting up it looks like this should be ≤ 3. Is the original correct or should this be changed?
A. It should change as you suggest.
[See errata from *ASL Journal 11*]