

Chapter A Official Q&A

A.8 Is a unit on ground level ADJACENT to a unit on level 2 in an adjacent building hex?

A. No. [97]

A15 Since the MPH and DFPh are considered one phase for Defensive Fire purposes, can an AFV fire (e.g.) its CMG as Defensive First Fire and later fire its MA in the DFPh?

A. Yes (and if it changed CA to fire the MG, the appropriate Case A DRM would still apply to its MA shot; D3.51). [96]

A1.11 Is a leader without a functioning SW considered "armed" for all purposes?

A. Yes, unless he is currently being held as a prisoner. [96]

A1.123 Are vehicular crews in counter form (e.g. 1-2-7) considered to be elite units?

A. No, but Churchill AVRE crews (Assault Engineers per British Vehicle Note 37) may use DC as if elite. [J1]

A1.32 & A10.8 If a Fanatic HS Recombines with a HS that is not Fanatic, is the resultant squad Fanatic?

A. No. [96]

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

A. Yes. [96]

A2.8 The rule says that a leader on one level cannot affect the performance of units on another level, but I am not sure what is meant by "performance" since A2.8 is not given as an exception in Rules A10.2, A10.21, A10.6, A10.63, A10.71 or A15.41. Thus, if a leader is on one level of a Depression hex and there is a MMC on another level of that hex, can the leader: assist the MMC with a MC/TC; cause the MMC to take a LLMC/LLTC; cause the MMC to become berserk; rally the MMC if it breaks IN the Depression hex and the leader is at Crest level?

A. No to all. [96]

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

A. LOS may be thusly checked only by a Scenario Defender who sets up first [EXC: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes]. [96]

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

A. Yes, so long as the provisions of A4.12 are not violated. However, since the leader and Infantry must move as a stack, the leader in the second case would have to be on an AFV using Armored Assault with that Infantry. [96]

A4.12 & A4.7 Does a leader's bonus MF apply in the Aph too?

A. Yes. [96]

A4.12 Does the leadership bonus apply if a leader and MMC begin the MPH one in Crest and one in non-Crest status? One in and one out of an entrenchment? One above and one below a Wire/panji counter? One IN a rice paddy and one on a Bank?

A. No to all. [J1]

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

A. Yes. Yes. No, any point on the hexside where the road crosses it. [97]

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

A. Yes. [J1]

A4.134 Suppose a squad is carrying six PP, leaving it with one MF, and it uses a Minimum Move to move into an adjacent building hex. For Defensive First Fire purposes, is it considered to have spent only one MF in that building hex--or two?

A. Two MF. [96]

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

A. Yes. [96]

A4.15 Does the doubled cost of Infantry OVR double the cost of hexside terrain (e.g. wall)? Double the cost of SMOKE?

A. Yes to both; this doubling occurs after all modification. [J1]

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

A. No, "otherwise incapable of movement." [96]

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

A. Yes. [96]

A4.151 Can a SMC being Infantry OVR move if it is on a horse/skis/bicycle? On an unarmored vehicle/motorcycle/wagon?

A. Yes. No. [J1]

A4.151 If a MMC enters a Location expending twice the normal MF in order to conduct an Infantry OVR, is Defensive First Fire versus it emanating from some other Location conducted before or after the SMC enters an Accessible Location? Before or after the Infantry CC attack (if any) is resolved?

A. After. Before. [96]

A4.2 If a stack of units is moving together, and a unit in the stack expends MF to place a SMOKE grenade/DC or to Recover a SW, then must other units in the stack also expend the same MF if they are to continue to move together as a stack?

A. Yes. [96]

A4.2 When a stack of units is moving together, can the different units in the stack perform different actions in their hex when simultaneously expending one MF (i.e., one unit attempts SMOKE placement, one unit recovers a SW, one unit places a DC on an ADJACENT target)?

A. Yes, but for each MF expenditure, he must designate all actions at the same time. [97]

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

A. Yes. Yes. Bicyclists may; motorcyclists cannot. Only via platoon movement (for AFV) or Convoy (including motorcycles and unarmored vehicles). [J1]

A4.3 May a unit bypass a gully-woods hex?

A. No. [97]

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

A. Yes. [96]

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

A. Yes. [96]

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

A. No. [96]

A4.41 How do the U.S. and French 37mm INF SW fire during the AFPh?

A. They may not fire in the AFPh if they moved, and otherwise must add Case B. [97]

A4.41 May a HMG or MMG fire in the AFPh if it has not changed Locations but did enter/exit a Fortification, (un)load, (dis)mount, move under Wire/Panji, or change Crest status or position in a rice paddy?

A. No, it has not remained stationary. [J1]

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

A. No. One SMC must possess the weapon and, even though the other SMC raises the first's IPC by one, the possessing SMC "may never portage more than two PP." [96]

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

A. It would do so at no MF cost--but it could then become the (non-moving) target of Defensive First Fire. [96]

A4.43 Can an Infantry unit abandon a SW as it advances during its Advance Phase?

A. Yes; see A4.43 in the 1987 Errata. [96]

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

A. Yes. [96]

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

A. No. [96]

A4.44 How many SW/Guns may be Recovered per phase by a Good Order, unpinning SMC from 3 one unit eliminated/surrendering/roting in his Location?

A. One. [96]

A4.44 Can a leader apply his leadership modifier to another unit's Recovery dr?

A. No. See A4.44 in the 1987 Errata. [96]

A4.44 Can a Cavalry SMC recover a SW from a Cavalry MMC?

A. No. [J1]

A4.44 & A4.4 SEE PRIOR ENTRY

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

A. Yes. [96]

A4.5 If Infantry enters terrain that requires "ALL" of its MF allotment, may it then declare Double Time to gain an extra MF?

A. No. [96]

A4.5 May Bicycle Riders (D15.81) and Skiers (E4.3) Double Time?

A. Yes. They are not riding a form of conveyance. [96]

A4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than "if a unit breaks") only effective "in the next player turn"?

A. Yes. [J1]

A4.6 The rule states that units in Trenches are not subject to FFNAM. Would units that are attacked as they move from outside the Trench to inside the Trench be considered "units in a Trench"?

A. No. [96]

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

A. No. [97]

A4.63 May a Dashing unit expend an extra MF in the road Location (e.g. to Recover a SW) and still receive Dash benefits if it otherwise qualifies for them?

A. A Dashing unit may expend no MF in the road beyond the minimum required to enter it. [96]

A4.63 For an infantry unit to make a Dash, must it have enough MF left (after deducting for PP in excess of its IPC) to cover the normal cost of the two-hex movement?

A. Yes. See A4.63 in the 1987 Errata. [96]

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

A. Yes, using eight MF (three MF if wounded) minus whatever MF it has already expended. [96]

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

A. Quartered. No. [97]

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

A. Yes--provided it meets all the requirements for both Dash and Berserk movement. [96]

A4.63 & B7.4 May a unit declare a Dash in order to cross a runway (or "boulevard") hex?

A. No. [96]

A4.63 & D9.31 May Infantry use Dash and Armored Assault simultaneously?

A. No. [96]

A4.63 May a unit attempt to Dash through Wire?

A. No. [J1]

A4.63 May Dash and Bypass be combined in a woods-road hex or building-road hex?

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

A4.7 May Infantry advance if they are marked with a CC counter, or if they have no available MF after deducting for PP > their IPC?

A. No to both. [96]

A4.7 & A4.12 SEE PRIOR ENTRY

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

A. Yes. [96]

A5.132 Suppose German vehicles have exceeded the vehicular stacking limits in a hex which also contains a Russian T-34. If a Russian weapon other than the T-34 fires on a German target in the hex but misses, does this mean that the Russian T-34 can be hit as a secondary target even though it is not overstacked?

A. Yes. [96]

A5.5 & A16. Can Battlefield Integrity rules be used in a scenario where one side has less than ten squads but more than ten squad-equivalents?

A. Yes. [96]

A6.11 & A2.9 SEE PRIOR ENTRY

A6.21 & A6.4 Does a unit at Level 2 have a LOS over a Level 1 1/2 obstacle six hexes away to an enemy unit at Level 1 in the hex directly behind the obstacle?

A. Yes. [96]

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

A. Yes. (4.) No. (Yes.) [97]

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

A. Yes. [97]

A7.2 If a Gun uses Intensive Fire, is the manning infantry allowed to Subsequent First Fire thereafter?

A. No, although it could use FPF. [J1]

A7.21 Is the FP of MG and/or SW ATR doubled (tripled) for PBF (TPBF) attacks?

A. Yes. [96]

A7.212 If a unit's Location is occupied by an enemy unarmored vehicle, it is still free to attack other targets. Is this true even if the vehicle has vulnerable PRC?

A. No [96]

A7.212 If a Bypassing friendly AFV occupies a hex that contains an enemy unit at a higher level, do the firing restrictions of this rule apply to that enemy unit? Do they apply if a BU friendly AFV, regardless of whether or not it is in Bypass or is OT, occupies a Location that contains an enemy unit?

A. Only if the AFV is CE/OT. Yes. [96]

A7.24 If the attacking unit is firing a SW, is that SW's FP halved?

A. Yes, unless the SW is a FT, DC, or MOL, or is being fired as ordnance. [96]

A7.301 If a hex containing a HS, a broken squad and an unarmed unit is attacked and the IFT result is "1KIA", and Random Selection results in the elimination of the HS, do the broken squad and unarmed unit suffer Casualty Reduction, just like berserk/heroic units would?
A. Yes. [96]

A7.301 & A22.4 How is a K/# result resolved vs a stack of three Personnel units, two of which possess a FT? What if all three possessed a FT?
A. Each of the FT-bearing units suffers a 1KIA, and the third unit suffers the K/#. Each of them would suffer a 1KIA. (The -1 FT DRM is unique in that for attack resolution purposes it applies in this separate, individual manner to each possessing unit.) [96]

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

A. No--the number of units chosen by the original Random Selection is the number the CH is resolved against. [96]

A7.302 If a SMC is wounded by a K/# result, must he also take the resulting MC?
A. No (e.g., see the A.9 example). [96]

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

A. No--at least one of those hexes/Locations must contain a moving enemy unit. [96]

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

A. No. It can use its LMG or its inherent FP in Subsequent First Fire; for PPF, it must use its LMG and cannot use its inherent FP. [96]

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

A. Yes, halved. [96]

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

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

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

A. The side that did not conduct that attack. [96]

A7.52 & A9.52 If multiple units/weapons in the same Location wish to use Spraying Fire as a FG, must each of them attack the same two Locations or is it sufficient for the target Locations to merely overlap such that each firer shares one target Location with 2 one other firer?

A. All units and weapons firing must attack the same two Locations. [96]

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

A. Only if all the units/SW involved are the same ones he had directed in that previous First Fire attack. [96]

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

A. Yes. [97]

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

A. No--the two are synonymous in all cases. However, if leader direction is used for an attack/action to whose DR/dr "triangle" applies, that leader's DRM/drm cannot apply to that DR/dr. [96]

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

A. No, because the hero is not in the same Location as the leader. [96]

A7.7 Can an ordnance hit on the Area Target Type be considered a hit for Encirclement purposes (as opposed to one on the Infantry Target Type)?

A. Yes. [96]

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

A. No. [96]

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

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

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

A. Yes, except for units immune to "upper-level" Encirclement. [96]

A7.72 & B23.424 Is a unit with Scaling ability immune to "upper-level" Encirclement?

A. Yes, provided the unit is in Good Order and would not have to Scale to/past a Location containing a Blaze or unbroken, armed, unconcealed enemy unit. [96]

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

A. No, and even during Interdiction the condition only lasts until the end of the RfPh. [97]

A7.831 Can a Leader that is pinned apply his leadership for ambush?

A. No. See errata for A11.4 [97]

A8.1, A24.31, C3.33 & C3.4 If ordnance Defensive First Fires WP at a Location that contains moving and non-moving units both friendly and enemy, which of them can be affected by a hit?

A. Only those that are both moving and hit, but regardless of whether they are friendly or enemy. [96]

A8.1 & A7.1 SEE PRIOR ENTRY

A8.11 If the DEFENDER declines to use Defensive First Fire versus a unit after it moves into a certain hex and the ATTACKER subsequently announces that he has finished moving that unit, can the DEFENDER then change his mind and use Defensive First Fire (before another unit has physically moved)?

A. Yes. [96]

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

A. The order of such attacks is up to the DEFENDER. [96]

A8.15 May a Snap Shot be made versus a unit that is exiting the playing area?

A. No. [96]

A8.15 If hexes G7, H7 and I7 in the illustration comprised a Level 1 hill, would both Snap Shots described in the example be subject to Height Advantage TEM?

A. Yes. [96]

A8.15 If a unit moves into a building (or other terrain feature) and undergoes (and survives) Defensive First Fire in that hex (utilizing the TEM of that terrain feature), can it then be fired at by a different unit using a Snap Shot as they entered that hex and therefore no TEM (or that of the rest of the hex)? Or must a Snap Shot be taken first before any fire at the unit while IN the terrain feature?

A. Yes. No. [J1]

A8.15 & A4.63 SEE PRIOR ENTRY

A8.15 & A12.15 May a Snap Shot be made vs. a unit that has been forced back to its off-board hex by the mechanism of A12.15?

A. No. [97]

A8.15 & A23.3 Would a unit Placing a DC across an Open Ground hexside be subject to a Snap Shot?
A. No. [96]

A8.15 & B27.54 If Infantry is moving from beneath one Trench counter to directly beneath an adjacent one, does Trench TEM apply to any Snap Shot vs it?

A. Yes. [96]

A8.2 & B23.741 Does an attack from outside a Factory vs a Location of that Factory leave the same Residual FP as an attack of the same type and strength made from within the Factory, considering the different TEM applicable to the attacks? Which TEM applies to a Residual FP attack in a non-rooftop Factory Location?

A. Yes. Building TEM applies if the moving unit/stack is entering the Location by crossing a non-building hexside or Bypassing in the hex; otherwise, Factory TEM applies. [EXC: J2.23.] [96]

A8.2 If a concealed unit and a non-concealed unit move together as a stack and are attacked (with different FP because of the concealment), is the Residual FP based on the highest FP or the lowest FP used in the attack?

A. The highest. [J1]

A8.2 Is the Residual FP left by a Critical Hit based on the normal, not the doubled FP? Does an Area Target Type attack leave Residual FP based on half of the halved FP attack?

A. No, it is based on doubled FP. Yes, it is based on halved FP. [J1]

A8.2 Does a unit/its-vulnerable-PRC bypassing a buildings/woods Location containing Residual FP counter receive building/woods TEM for the Residual FP?

A. Yes [EXC: Deluxe (J2.231)]. [J1]

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP--true or false?

A. False. The Small Arms Attack is actually made versus the entire Location, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP; see the last sentence of A.14B [96]

A8.26 Is Residual FP lowered by one IFT column if the firer is CX or being directed by a +1 leader?

A. Yes. [96]

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

A. Yes, the -1 TEM for Air Burst is already accounted for by the increase of Residual FP by one column. [96]

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

A. Yes. [97]

A8.31 If a FG of 3 two units rolls an Original 2 (or 12) for its FPF attack, does each of those units make a Heat of Battle DR (or suffer a Casualty MC)?

A. No--use Random Selection. [96]

A8.31 & A7.353 SEE PRIOR ENTRY

A8.312 Does "immediately" mean before any Residual-FP/minefield/OBA attack vs that ATTACKER? Before any DEFENDER in another Location fires at that ATTACKER? Before any attack versus any ATTACKER in another Location in the Impulse?

A. No. Yes. Yes. [96]

A9.21 & A8.3 SEE PRIOR ENTRY

A9.22 May a MG counter suffering from Ammunition Shortage create a Fire Lane?

A. No, since A9.22 states that it must be in Good Order to do so (see the definition of "Good Order" in the Index). [96]

A9.22 May a Fire Lane be placed along a(n Alternate) Hex Grain that at the time of placement contains no moving enemy unit?

A. Only as per E1.71 (Bore-Sighted Fire Lane at night). [96]

A9.22 May a MG firing as ordnance (e.g., TH vs an AFV) also declare a fire lane?

A. Yes. [97]

A9.223 Must a Fire Lane attack be rolled even when the attack cannot get any result vs the moving enemy unit (e.g., a BU fully-armored AFV or an attack which receives too many positive DRM to be able to get any effect)?
A. No. [97]

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

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

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

A. Yes, unless it is a BU CT AFV, in which case the MG/its-manning-infantry may cancel the Fire Lane to attack the AFV. [J1]

A9.5 & C8.4 If Spraying Fire (regardless of its source) or canister used vs > one Open Ground Location yields a 1KIA result, does the 1KIA apply separately in each such Location?

A. No, use Random Selection once for all targets eligible to receive the 1KIA in those Locations. (Each such target that Random Selection exempts from the 1KIA suffers a break result.) [96]

A9.52 & A7.34 SEE PRIOR ENTRY

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A9.61 Are Guns (including vehicular MA) of 12.7 Caliber Size treated as MG for TK purposes (D5.34)? Are .50 caliber SW MG?
A. No. Yes. [J1]

A9.72 & D10.5 Can a MMC attempt to Repair a SW and Scrounge a vehicle in the same RPh?
A. No; see A3.1. [96]

A9.73 Can a unit marked with a First Fire counter destroy a MG during the DFPh if there is an adjacent enemy unit? If there is no adjacent enemy unit?
A. Yes. No. [J1]

A9.8 May even one SMC dismantle or assemble a weapon?
A. Yes. [96]

A9.8 May a weapon that has fired and retained ROF be dismantled or assembled?
A. No [EXC: the Russian 82mm mortar after 1941]. [97]

A9.8 Do dismantled malfunctioned weapons have the same Repair Number as if they were not dismantled?
A. Yes. [97]

A10.2 If an attack results in a 1MC and this causes the elimination of a leader, do the other units in the target Location take the 1MC before taking the required LLMC.
A. Of course. [96]

A10.2 Suppose an attack that causes a leader to break also causes his morale/leadership-modifier to be lowered by one due to ELR Replacement(A19.13). For purposes of determining which other Personnel units must take the LLTC and what DRM (based on the negative leadership modifier being reversed) to the LLTC will be, is the leader's "current" morale level and leadership modifier considered to be those he had before being Replaced/wounded?
A. No. [96]

A10.21 Re the last sentence of this rule: would a unit subjected to a LLMC/LLTC still have its Morale Level raised (A25.221) by an unbroken Commissar (or Japanese leader) currently in its Location?
A. Yes. [96]

A10.31 If a berserk/unarmed squad or an already-wounded hero suffers a Casualty MC, is it eliminated?
A. Yes. [96]

A10.31 If an unbroken 4-6-7 squad suffers a Casualty MC that also exceeds its ELR, does it

undergo Replacement before or after Casualty Reduction?

A. It is first Replaced, then it suffers Casualty Reduction, then it becomes broken. [96]

A10.31 & A19.13 If an unbroken 6-5-8 SS squad (with its normal 5 ELR) suffers a Casualty MC that also exceeds its ELR, is it Replaced by a broken 3-4-8 SS HS?

A. Yes. [96]

A10.5 If a broken unit starts its RtPh in Open Ground in the LOS, but beyond the Normal Range, of a Known enemy unit that possesses a functioning SW or Gun, is that broken unit still forced to rout if it is within the Normal Range of that SW/Gun?

A. Yes, provided the unit possessing it is neither broken nor in Melee. For the Gun's Normal Range, see also A10.532. [96]

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

A. No--Low Crawl must be used. [96]

A10.5 Is a leader always an armed unit? An AFV without functioning weapons? A shocked AFV? An abandoned AFV?

A. Yes (unless currently a prisoner), although without Normal Range. Yes. Yes (although without functioning MG armament--A11.51). No. [97] (The first parenthetical phrase has been modified from the original answer.)

A10.5 Is a shocked AFV an "unbroken and armed" unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?

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

A10.51 ROUTING: In any scenario, a broken unit forced to rout but unable to reach a woods/building hex in that RtPh may rout to any terrain hex consistent with A10.51 but is not required to rout to the nearest woods/building hex. [F.1C]

A10.51 If a DM broken unit that must rout is within six MF of the nearest woods/building, must it attempt to reach that woods/building in a single RtPh?

A. Yes, unless it uses Low Crawl, but it need not take the shortest route (in hexes/MF) to do so. Even if it uses Low Crawl, however, it must still do so toward that woods/building (i.e., at no time may it increase the hex range between itself and that woods/building, and must end that RtPh closer to it than it was at the start of that phase). [96]

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

A. No. It must continue (assuming it is otherwise able to). [97]

A10.51 & A5.11 SEE PRIOR ENTRY

A10.51 & A10.61 Are the rubble Locations of a partially rubble building still considered building Locations for rout/rally purposes?

A. No. [96]

A10.531 Does an Infantry unit lose its "?" if it Assault-moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit, even if it is beyond the Normal Range of all such enemy units? Even if out of the CA of all Guns/AFV manned by those enemy units?

A. Yes to all. The viewing unit's Normal Range, CX status and Gun CA are irrelevant to "?" loss/gain. [96]

A10.531 May an Infantry unit in Open Ground (in a hex devoid of TEM and SMOKE, with no intervening Hindrances and no Height Advantage) three hexes away from a 6-2-8 declare a Dash across an ADJACENT road to another such Open Ground hex since, as per A10.531, those two hexes would be considered non-Open Ground due to their being beyond the 6-2-8's Normal Range?

A. No. The 6-2-8's Normal Range is irrelevant to the determination of whether or not those hexes are Open Ground. [96]

A10.531 Must a routing unit not using Low Crawl ignore an entrenchment and instead use the Open Ground cost in order to get to a woods/building hex in one RtPh?

A. No; as long as it is otherwise using the shortest path in MF, it may enter the entrenchment even though doing so would prevent it from reaching its rout hex in this RtPh. [97]

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

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

A10.532 May a MTR Interdict using Spotted Fire?

A. No. [96]

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

A. No, such halving does not carry over into the RtPh. [96]

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

A. Yes. [96]

A10.532 May an Encircled unit Interdict?

A. No [97]

A10.6 & A4.44 SEE PRIOR ENTRY

A10.61 & A10.51 SEE PRIOR ENTRY

A10.62 DESPERATION MORALE: Units also become DM if they start a RtPh in Open Ground in the LOS and Normal Range of a Known enemy unit. [p.K20]

A10.64 If a squad's Rally DR is an "Original 12", can that DR (given sufficient negative DRM) still rally the surviving HS?

A. No--an Original 12 DR never rallies a unit. [96]

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

A. Yes [96]

A10.72 & A7.53--531 SEE PRIOR ENTRY

A10.8 & A1.32 SEE PRIOR ENTRY

A11.14 If two SMC combine their inherent FP (without a MMC) in CC, do they Automatically defend together as a single stack? Or can their opponents single out one of them for an individual CC attack?

A. They defend as a single stack. [96]

A11.14 If two SMC attack/Withdraw together, must they defend together?

A. Yes. [96]

A11.14 & A18.12 If a MMC both attacks and is attacked in simultaneous CC, and in its own CC attack it rolls an "Original 2" and creates a leader, what effect does that leader have on those two CC attacks?

A. Unless one or both sides Withdraw(s) due to Infiltration (A11.22), both attacks must be resolved using both of the same Original DR and the new leader's Inherent-FP/leadership just as if he had been present all along. Note that if the "2" DR that allowed leader creation was made for > one MMC engaging in a combined attack, Random Selection must be used to determine which MMC that leader will defend with. [96]

A11.141 May a leader direct the CC attack of one other SMC only?

A. Yes. [96]

A11.15 If a concealed unit in a Melee Location loses its "?", is it immediately in Melee?

A. Yes, after resolving all effects of the action that caused it to lose its "?". [96]

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

A. Yes. [96]

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

A. It is eliminated for Failure to Rout if still Disrupted and in Melee at the end of that CCPh. [96]

A11.17 If a stealthy unit (regardless of type or nationality) loses Good Order status, is it still stealthy?

A. No (i.e. not until it is in Good Order again). [96]

A11.18, A15.4 & E1.53 BERSERK: A berserk unit is always Lax (even in daytime) but is not subject to Straying. [E1.533]

A11.2, A11.22, & A19.12 May a Disrupted unit attempt to Withdraw from CC/Melee?

A. No. [96]

A11.31 & C13.7 Can a player make his ATMM availability dr before declaring the order of his CC attacks versus a vehicle?

A. No. [96]

A11.4: AMBUSH: ...whenever a hidden unit is placed onboard as per A11.19, an Ambush can occur. [G.4]

A11.4, A12.122, A12.154 & A16.2 Can a player decline the use of a poor leadership modifier in an Ambush dr if the leader is not alone?

A. No; neither may he decline its use for Concealment (A12.122), Search Casualties (A12.154), nor an Integrity Check (A16.2). [97]

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

A. Yes. [96]

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

A. No. [J1]

A11.41 If a force qualifies for an Ambush, can part of the force decline CC (by Ambush Withdrawal), while part of the force attacks the enemy units in CC?

A. Yes. [96]

A11.41 Can't Ambush Withdrawal be made to another Location within the CC hex that is Accessible?

A. Yes. [96]

A11.41 & A11.8 May Infantry using Street Fighting CC withdraw?

A. Only if they actually Ambush (A11.4) the vehicle in the CCPh. (Although they qualify for all the other benefits of Ambush, unless they actually Ambush the enemy, Infantry Street Fighting in a road hex must return to the building hex from where they came and Infantry Street Fighting a vehicle in Bypass remain in the Bypassed obstacle. Likewise, no Ambush benefit accrues to Street Fighting Infantry who are Ambushed.) [97]

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

A. No, because withdrawal occurs during the CCPh, while sewer movement occurs only during the MPh (which means that the sewer Location is not Accessible as defined in the Index). [96]

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

A. Assuming the vehicle is Stopped, the attacking unit applies a +1 Capture Attempt DRM to its CC DR (in addition to other applicable DRM). If it captures the vehicle, it may man it as per A21.22; the captured crew becomes unarmed, and a prisoner if the captor side can Guard it. (If that vehicle is not manned, it may be captured as per the second sentence of A11.52.) [96]

A11.62 May a vehicle with turreted 12.7 MA (e.g. U.S. M16 MGMC Halftrack) or one with a turreted 15mm MA (e.g. British Mk VIC) use it in CC? One with turreted 20L MA with IFE?

A. Yes, use its IFE FP as if it were CMG FP. No. [J1]

A11.622 May a unit being attacked by a Nahverteidigungswaffe claim a TEM?

A. No. [96]

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

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

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

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

A11.8 & D7.211 May Street Fighting CC Reaction Fire be used by a unit marked with a First Fire counter?

A. No, see Errata for A11.8. [97]

A11.8 & A11.41 SEE PRIOR ENTRY

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

A. No. A "?" can exist in Open Ground in LOS of enemy units provided they perform no concealment-loss activity. [96]

A12.11 May a concealed stack comprising a "?", MMG and MMC split into two concealed stacks, one containing the MMG and the other the MMC?

A. No--an unpossessed SW cannot gain/retain a Concealment counter. [96]

A12.11 May a Dummy stack comprising three "?" be split into two stacks of two "?" each? If yes, what happens when they recombine into one stack?

A. Yes. One stack must lose one of its "?". [96]

A12.11 & A12.2 If a scenario OB gives a side a number of "?" counters, can the player choose 5/8-inch "?" counters even if the OB pictures only a 1/2-inch "?" counter?

A. Yes. [96]

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

A. No. [97]

A12.12 When one side begins with all forces offboard, the opponent may conceal all his onboard units. In this situation, may he place a "?" on an already-concealed unit (including a Dummy stack)?

A. No. [96]

A12.12 If a player's OB contains a number of "?", may he place one of them beneath a Personnel/vehicle unit during his setup?

A. No. [96]

A12.12 & A12.122 If an Infantry unit possessing a Gun/Horse counter makes a Concealment dr, which US#--the Infantry's or the Gun/Horse's--applies as a dr?

A. The Gun/Horse's. However, if the Infantry is Stealthy or Lax, that dr would apply as well. [96]

A12.12-121, A12.2, B13.31, B14.6 Is a vehicle that sets up in a woods-road (or orchard-road) hex considered to be in Concealment Terrain?

A. Yes, for the purposes of placing OB-designated "?" (A12.12) and of using SSR-allowed HIP--but thereafter it is considered to be on the road (B13.31) and thus in Open Ground to a clear LOS traced to it along the road. [96]

A12.122 Can overstacked Good Order Infantry gain concealment if in LOS of an unbroken enemy ground unit greater than 16 hexes away?

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

A12.122 & A12.12 SEE PRIOR ENTRY

A12.122, A11.4, A12.154, & A16.2 SEE PRIOR ENTRY

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

A. To the unit(s) actually attacked, and to any that break due to a LLMC caused by that sniper attack. [96]

A12.14 This rule says that a player may remove any concealment from a friendly unit(s) at any time. In this context, would it be legal for him to reveal a hidden unit in order to "draw off" a sniper attack that otherwise would have occurred vs. some other unit?

A. No. A unit may not be voluntarily revealed in the time between when a Target Hex DR (A14.2) is made and the Sniper counter is relocated. [96]

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

A. Yes, except for PAATC and the NTC to detonate a Set DC. [97]

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

A. Yes, via a clear LOS to that vertex. [96]

A12.14 & C1.82 If a Concealed stack containing dummy counters is attacked by Bombardment on the IFT with a result of a PTC or greater, are the dummy counters eliminated?

A. A K/KIA eliminates the stack; otherwise the dummy owner declares how many DRs more than one he will make, using Morale 7; failure of a MC by any dummy reveals all dummies in that stack. [97]

A12.141 Is dropping a SW or taking a NTC to detonate a Set DC a concealment-loss activity? Is Placing a DC (or attempting to place SMOKE grenades) a "?"-loss activity even if the unit is using Assault Movement?

A. No. Yes. [96]

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

A. Yes. [97]

A12.141 Are LLTC/LLMC considered actions for case C concealment purposes? ? Is triggering Mopping-Up casualties?

A. Yes. No. [97]

A12.15 In a night scenario, would zero NVR affect Detection?

A. Only in that whenever the moving ATTACKER's NVR is zero (regardless of the concealed DEFENDER's NVR), that ATTACKER unit/stack would not be returned to its just-exited Location, thus making it vulnerable to TPBF from that DEFENDER unit/stack. If attacked by the DEFENDER in the latter's Location, that ATTACKER unit/stack cannot leave that Location in the current MPh (mark the units with a CC counter). [96]

A12.15 & A8.15 SEE PRIOR ENTRY

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

A. Yes, as long as the unit is subject to Defensive First Fire it has not ended its MPh, so it can become berserk in the hex it was returned to and consequently continue movement with any remaining MF. [96]

A12.151 & B23.922 If a unit/stack is forced by Detection to return to the hex it was attempting to exit, but cannot end its MPh in this hex (e.g., because it had Bypassed a Fortified building therein that contains a hidden/concealed enemy squad), what happens to it?

A. It is considered to be in Bypass (on the last hexside it Bypassed along) in the hex it is returned to, and is there subject to Defensive-First/Residual-Fire/mines, etc. (in any) in the normal manner--after which Detection applies again, forcing it back yet another hex. [96]

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

A. Yes, but the presence of the minefield allows the DEFENDER to make a Casualty dr (A12.154). [96]

A12.152 May a unit Search its own hex?

A. A Search automatically includes its own hex. Moreover, the Searcher's hex cannot be counted as a hex that may not be Searched. [96]

A12.152 Can Searching reveal tunnel entrances?

A. No. [96]

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

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

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

A. Yes. [96]

A12.153 Are units attempting to Mop Up a building required to be within two hexes of any completely rubble hexes of the building? Of any Blaze hexes of the building?

A. No. No. [96]

A12.153 Would a Fortified Building Location containing an unpinned, Good Order enemy squad be considered Accessible despite the fact that the searching unit could not enter it in the APh?

A. Yes. [97]

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

A. Yes. [96]

A12.154 If more than one Searched Location contains anything that can cause Search casualties, is one Search Casualty dr made for each such Location?

A. No; only one such dr can be made per Search dr. [96]

A12.154, A11.4, A12.122, & A16.2 SEE PRIOR ENTRY

A12.2 & A12.11 SEE PRIOR ENTRY

A12.2, A12.12-.121, B13.31, & B14.6 SEE PRIOR ENTRY

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

A. Only if the attack is OBA, and/or if the AFV is CE. [96]

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

A. It may retain its "?" (if otherwise allowed to), but once unconcealed cannot regain a "?" while abandoned. [96]

A12.2 Do 5/8" dummies lose concealment as if they were Infantry or as if they were a vehicle?

A. Except when moving, 5/8" dummies are treated the same as 1/2" dummies (i.e., Infantry) for concealment loss purposes. [97]

A12.33 & B9.21 Since LOS is reciprocal, B9.21 seems to imply that a hidden entrenchment directly behind a wall/hedge cannot be seen across that wall/hedge by a non-adjacent, same-level unit. Is this correct?

A. No, the required LOS to the entrenchment's Location is all that is necessary to reveal it. [96]

A12.34 During setup, if a player places a unit with LOS to an Emplaced, HIP enemy Gun not in Concealment terrain, when is the Gun placed onboard under the "?" ? Can HIP be lost during setup, or not until all forces have finished their setup?

A. At the start of the first RPh. After setup. [97]

A12.34 If an Emplaced Gun sets up HIP, does the manning crew/HS also set up HIP? May the manning crew/HS of a HIP Emplaced Gun possess non-inherent support weapons?

A. Yes. No. [J1]

A13.31 May Infantry mount a Horse counter that has already moved during the MPh?

A. No. [96]

A13.7 May broken Infantry "lead" horses during the RPh?

A. No. [96]

A14.1 For SAN purposes, which Player makes MC/TC/Entrenchment DR for prisoners?

A. No Player is considered to control the prisoners, and no Sniper Activation will occur. [96]

A14.2 If some/all of the possible targets of a sniper attack in a Location are concealed, how does the sniper player determine its target(s)?

A. First, if the eligible possible targets include both concealed and unconcealed units, treat the concealed stack as one possible target (regardless of how many units it actually contains) for Random Selection purposes. Then, if (or whenever) a concealed stack is chosen as the sniper's target, the sniper player's opponent must declare the number (only) of eligible possible targets that stack contains. If it contains none (i.e., is a Dummy stack), it is automatically eliminated (A14.3). If it contains one, that unit is attacked. If it contains two or more, the sniper player rolls for Random Selection accordingly. [96]

A14.21 If two building hexes/Locations of the same wooden or stone construction type are equidistant possible sniper targets but, unknown to the sniper player, one of them is Fortified, can/must the opponent declare that Fortified status to increase its TEM?

A. He may do so. [96]

A14.21 Is the CE DRM considered an "in-hex TEM" for Sniper alternate target selection purposes?

A. No. [J1]

A14.22 & A15.42 Since berserk units can't be pinned or broken, are they still eligible targets for Sniper attacks?

A. Yes, they will ignore pin results, but if broken they will suffer Casualty Reduction instead. [96]

A15.2 May a Hero rout with broken troops?

A. Only if it is also a leader. [96]

A15.2 This rule says a hero never goes berserk. Rule A15.41 says that when a leader goes berserk he must attempt to change any friendly units in his Location to berserk status; and A25.223 says that if a Commissar goes berserk, all friendly Infantry in the same Location automatically becomes berserk. Can any type of leader who goes berserk cause a hero to become berserk?

A. No. Nor can they cause any other unit (including inherent and Temporary crews) that is immune to Heat of Battle to go berserk. [96]

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

A. No. [96]

A15.2 If a broken leader becomes Heroic, does he automatically rally too?

A. Yes--a Hero can never be broken. [96]

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

A. He is eliminated. [96]

A15.2 & A20.54 If a hero or an unarmed MMC enters a Frigid Water Obstacle without a bridge, would this cause it to suffer Casualty Reduction since such units never break?

A. Yes. [96]

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

A. Yes. Note, however, that a Heat of Battle DR that results in both the Battle Hardening of, and the creation of a hero from, a non-Fanatic MMC does not create a Fanatic hero (because the hero was not created from a Fanatic unit; rather, the Fanaticism and Hero Creation occurred simultaneously). [96]

A15.22 & A17.2 Does the A15.22 penalty (being Pinned if wounded during its MPh after having expended 3 MF) apply to non-Heroic SMC?

A. Yes. [96]

A15.23 Does a hero using a SW that normally requires two men to operate fire it at full FP (aside from PBF, Long Range, etc.)? If yes, could he instead opt to fire it using Area Fire and the -1 Heroic DRM but not the extra +1 DRM?

A. Yes. No. [96]

A15.24 Can the -1 Heroic DRM be used to modify a FT/DC attack?

A. No. [96]

A15.24 & A7.531 SEE PRIOR ENTRY

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

A. 9-1. 10-0. [97]

A15.4, A11.18, & E1.53 SEE PRIOR ENTRY

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

A. The 9-2 must take his NTC next, using the berserk leader's -1 DRM (but not his own -2 DRM; A10.7). If the 9-2 becomes berserk, the squad then takes its NTC using his -2 DRM. If he does not become berserk, the squad still takes its NTC but is subject to the DRM of the 8-1 only. [96]

A15.42 Regarding the last sentence of this rule, may a Good Order leader direct the IFT attack of a berserk unit? Even if the latter is part of a same-Location FG containing a Good Order unit?

A. No to both. [96]

A15.42 May a Good Order leader apply his leadership dr to an Ambush dr in conjunction with a berserk unit? Even if another Good Order friendly unit is part of that Ambush attempt?

A. No to both. [96]

A15.42 May a Good Order leader apply his leadership DRM to a CC attack made in conjunction with a berserk unit? Even if another Good Order friendly unit participates in that attack?

A. No to both. [96]

A15.42 & A14.22 SEE PRIOR ENTRY

A15.42 & A17.3 Rule A15.42 states that a berserk unit's Morale Level is never lowered for any cause; A17.3 says that a wounded SMC has his Morale Level lowered by one. Does a berserk, wounded leader have a Morale of 10 or 9?

A. 10. [96]

A15.43 If a berserk wounded leader and a friendly berserk MMC begin their MPh in the same Location, must they move together as a combined stack even though the wounded leader has only 3 MF?

A. No. [96]

A15.43 & A4.63 SEE PRIOR ENTRY

A15.431 If a berserk unit is already in Melee at the start of a friendly MPh, must it at that time drop all excess SW it possesses?

A. No. [96]

A15.431 & A12.15 SEE PRIOR ENTRY

A15.432 & A11.4 SEE PRIOR ENTRY

A15.432 May a berserk MMC conduct an Infantry OVR (A4.15)?

A. Yes, and A4.152 applies automatically. That is, the MMC is subject to neither the NTC nor the increased MF expenditure normally required for an Infantry OVR, and the SMC does not have the option to enter another Location. If it eliminates the SMC, the MMC returns to normal (A15.46) and may continue its MPh if otherwise able and allowed to do so. [96]

A15.5 If a unit is subject to No Quarter (and therefore will not surrender via the RPh method), what happens if it rolls a Heat-of-Battle Surrender result?

A. It becomes berserk. [96]

A16 & A5.5 SEE PRIOR ENTRY

A16.2 Does the DRM for "Unopposed Armor or Air Support" apply if the AFV/Aircraft is under Recall?

A. No. [96]

A17.11 & A15.2 SEE PRIOR ENTRY

A17.2 & A15.22 SEE PRIOR ENTRY

A17.3 & A15.42 SEE PRIOR ENTRY

A18.12 & A11.14 SEE PRIOR ENTRY

A18.2 & A15.21 SEE PRIOR ENTRY

A18.2 & A25.22 May an 8-0 or 8-1 generated by Leader Creation be exchanged for a Commissar?

A. No. [96]

A19.12 If a Disrupted Infantry unit is in/ADJACENT-to both enemy Infantry/Cavalry and an enemy vehicle, does it still surrender? Can a Disrupted unit surrender while in Melee?

A. Yes, unless in Melee. No. [96]

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

A. No; it becomes disrupted. [96]

A19.12, A11.2, & A11.22 SEE PRIOR ENTRY

A19.12 & A20.21 Must a Disrupted unit surrender to an ADJACENT but non-Known enemy? Must a Disrupted unit surrender to an ADJACENT Good Order enemy unit in a Known Minefield or FFE? Is a surrendering unit attacked by FFE/mines in either its Location or its captor's?

A. No. Yes. No. [97]

A19.13 & A10.31 SEE PRIOR ENTRY

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

A. 9-1. 10-0. [97]

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

A. It is Replaced by its two unbroken HS. [96]

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

A. No, only the SW is affected (i.e., it is eliminated). [96]

A20.21 & A19.12 SEE PRIOR ENTRY

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

A. It surrenders. [96]

A20.21 When a stack of units must surrender during the RtpH, do they do so simultaneously or one unit at a time?

A. Simultaneously, and they must be accepted or rejected as a stack. [96]

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

A. Yes. [97]

A20.21 If the only possible guarding unit is too small to guard all of a surrendering stack (e.g. 2 broken squads surrendering to a SMC), what happens to the "excess" surrendering units?

A. Once all surrendering units in the Location have been accepted, the guarding player decides which units (within his means) he will guard. The remaining unarmed units are under the control of the opposing player. See A20.5. [J1]

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

A. No--it is eliminated for Failure to Rout. [96]

A20.5 If a Guard forces a prisoner to attempt Entrenchment or to clear rubble/Flame/road-block, is the Guard automatically considered to be TI? Is the Guard considered to be using Hazardous Movement if it is forcing the prisoner to attempt to clear rubble/roadblocks? Does the Guard have to expend MF to force a prisoner to attempt rubble clearance?

A. Yes. Yes. Yes. [96]

A20.5 If a crew is captured, an unarmed HS counter is substituted for it. However, doing so makes it impossible to tell whether the unit is worth one or two VP. Should an unarmed HS counter's ID be noted on a side record if it represents a crew?

A. Yes. [96]

A20.54 If a Guard and its prisoner both undergo a MC, what are the possible outcomes of Pin results?

A. A prisoner is not subject to pinning directly. However, if its Guard pins, then the prisoner automatically becomes pinned too. A

non-prisoner, unarmed unit is subject to pinning in the normal manner. [96]

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

A. Yes, (and may even conduct an Overrun attack). [97]

A20.54 & A15.2 SEE PRIOR ENTRY

A20.55 May Prisoners attack without a NTC once a Melee exists within its hex?

A. No. See errata [97]

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

A. Yes, provided no other enemy unit is in that Location. [96]

A21 CAPTURED EQUIPMENT: (See F.9 for U.S./British/Free-French applications/exemptions.) [96]

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

A. No. [96]

A22.4 & A7.301 SEE PRIOR ENTRY

A22.611 & A7.353 SEE PRIOR ENTRY

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

A. Yes--and the A22.611 effects of the "6" dr apply too. [96]

A22.612 Does the -2 reduction to the basic TK# for MOL vs. Moving/Motion vehicle apply to a Stopped vehicle that qualifies as a Moving Target per C.8? To a Non-Stopped vehicle that is not a Moving Target?

A. Yes. No. [96]

A22.612 & A22.34 SEE PRIOR ENTRY

A23.1 When a DC detonates in a hex, does it attack its hex or its Location?

A. Its Location. [96]

A23.3 If a placed DC is detonated, does the TEM of a wall hexside in the target Location affect the attack?

A. No. [96]

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

A. No, the hero is Pinned (A15.22). [J1]

A23.3 If a unit goes Berserk (A15.431) as a result of First Fire for the MF(s) it uses to Place a DC, is the DC Placed successfully?

A. Yes. [J1]

A23.3 & A8.15 SEE PRIOR ENTRY

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

A. No. Yes. [96]

A23.4 & C7.346 If a CX unit Places/Throws a DC versus an AFV, does the +1 CX DRM apply to the DC's Position or TK DR?

A. To the Position DR only. [96]

A23.6 If a DC is thrown across a wall hexside, can the wall's TEM affect the DR of the attack on the target Location? ... of the Thrower's Location?

A. Yes, to both. [96]

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex? Can either/both Effects DR for a Thrown DC cause its malfunction?

A. Yes. No, only the first such DR. [96]

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

A. Only if ADJACENT. No. [96]

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

A. No. No--when the squad Deploys, record on a side record the ID of one HS that retains the ability. [96]

A23.7 Is the FP of a Set DC halved versus a concealed unit?

A. Yes. [96]

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

A. Yes, versus a moving target (A8.1). Yes--12 FP. [96]

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

A. It doesn't attack the AFV itself, but does attack any Vulnerable PRC in/on it. Otherwise, it can affect the AFV only via Rubble-creation. [96]

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

A. Yes, if a unit under that wire or IN that Depression could advance into that adjacent (actually thus ADJACENT) hex. [96]

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

A. No. [97]

A24.3 Does this rule's prohibition on pre-'44 use of WP by the British apply only to grenades or to all WP ammo?

A. Only to grenades. [96]

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

A. No. [96]

A24.31, A8.1, C3.33 & C3.4 SEE PRIOR ENTRY

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

A. Yes. Only if hit by a mortar. [97]

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

A. No, level 1 (i.e., two levels above level -1). [96]

A24.4 Does "Level 2" (as printed on the counter) Smoke placed at Level 0 rise to (i.e. up to but excluding) Level 2, or through Level 2 (i.e. up to but excluding Level 3)?

A. Up to but excluding Level 2. [96]

A24.4 Since Smoke placed at Level 0 rises up to but not through Level 2, would a LOS traced from Level 2 to <Level 2 be affected by Smoke placed at Level 0 in that Level 2 unit's hex? If yes, would that unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?

A. Yes. No. [96]

A24.4 Does ground level SMOKE extend into Cellars (O6.3)? Would LOS traced from a Cellar Location to a Level 0 be affected by SMOKE at Level 0 in that Cellar unit's hex? Would that Cellar unit also suffer the extra +1 Hindrance DRM for viewing out of SMOKE (A24.8)?

A. No. Yes. No. [J1]

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

A. No. Yes. Yes. [96]

A25.22 & A18.2 SEE PRIOR ENTRY

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

A. No, a leader cannot affect his own performance (A10.7). [96]

B2.4 & B19. GULLIES & SHELLHOLES: Shellholes occur only IN a depression--not at its Crest level. The MF cost to enter a gully-shellhole location is as per B19.4. {O.3A} [96]

B3.4 If a MMC enters a shellhole hex through a road hexside, can it retain the extra MF for crossing only road hexsides if it enters the shellhole hex by expending 2MF (in order to gain the shellhole's terrain benefits)? By expending only 1MF?

A. No. Yes. Note too that the extra MF is also negated if the unit enters SMOKE/Deep-Snow/woods as it moves on the road. [96]

B3.4 & A4.132 SEE PRIOR ENTRY

B3.4 & B24.121 ROAD NEGATING TERRAIN: Infantry may not claim the extra-MF road bonus during a MPh in which they expend extra MF to derive protection of shellholes/woods--nor may they claim it if they choose the non-Open Ground cover of an orchard in preference to the Open Ground of a road. A road covered by rubble/debris is treated as non-existent [EXC: for Street Fighting (A11.8) purposes; if Cleared (B24.71)]. Therefore, Dash (A4.63), road bonus (B3.4) and the 1/2-MP road rate are not allowed in a road hex covered by rubble or debris except via TB. {O.1}

B6.2 How is a non-pontoon Bridge counter treated for LOS purposes?

A. As per B6.2, but each such counter is also Inherent Terrain (B.6) [EXC: a LOS into/through its hex does not incur the bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex]. In addition, all non-pontoon Bridge counters and printed bridges are one-and-a-half level LOS Hindrances rising from one level <that of the bridge Location [EXC: no bridge Hinders LOS drawn either along the bridge's road depiction or from and to Locations that are lower than the bridge's Location; no LOS exists from a bridge Location to any other Location beneath that bridge, even if that bridge is multi-hex in length]. [96]

B6.3 Is the -1 TEM for a bridge shown on the Chapter B divider in addition to FFM0?

A. No, it represents the possibility of FFM0; there is no additional minus DRM for being on a bridge. [J1]

B6.33 & B6.45 Is an underwater pontoon bridge's +2 TEM (for purposes of bridge destruction) in addition to its having a +1 TEM for being a pontoon bridge--a cumulative +3 TEM?

A. No, +2 cumulative. [96]

B6.44 Can a bicycle be ridden onto/across a foot bridge?

A. No. [96]

B6.45 & B6.33 SEE PRIOR ENTRY

B7.4 & A4.63 SEE PRIOR ENTRY

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

A. Yes. [97]

B8.4 Can a dummy enter the sewer although not being Good Order?

A. Yes. See Errata. [97]

B8.4 & A11.41 SEE PRIOR ENTRY

B8.41 The rule states that a unit in a Sewer hex must move during its MPh. But if the unit is completely surrounded and thus unable to move, is it eliminated?

A. Yes. [96]

B8.41 & A11.15 SEE PRIOR ENTRY

B8.42 Does the drm for enemy units in "adjacent sewer hex" mean "adjacent sewer Location" or "adjacent Manhole Location"?

A. The units must be in an adjacent sewer Location. See Errata. [97]

B8.44 & B23.922 SEWERS & FORTIFIED BUILDINGS: A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. A sewer Location may never be Overstacked. {O.2}

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

A. Only during AFPh—not Final Fire. [96]

B8.6 If a SSR lists one Fortified Building Location by hex coordinate (as opposed to merely specifying the capability of Fortifying one building Location), may that Location's Fortified status be traded for a tunnel?

A. No. [96]

B8.61 & B23.922 TUNNELS & FORTIFIED BUILDINGS: Only a unit of the side that constructed the tunnel may use that tunnel to enter a Fortified Building Location and may do so even if that Location is enemy-occupied. [O.2A]

B9.21 & A12.33 SEE PRIOR ENTRY

B9.31 If a unit claims the in-hex TEM as per B9.31 in his opponent's PFPh when no enemy unit is adjacent, can that same unit then claim Wall Advantage in his opponents MPH if an enemy unit moves adjacent?

A. No. [97]

B9.31 & B9.32 A unit is in a ground-level building Location (that also has a wall hexside over which it has wall advantage) claims the building TEM vs incoming fire. Can this unit choose to use the wall TEM vs other shots later in that same Player turn? Would the unit have to wait till the next Player Turn before being able to once again choose the wall TEM (assuming that no enemy Infantry has moved ADJACENT)? Would this mean that receiving the wall TEM is synonymous with claiming WA?

A. No. Yes. No; a unit not choosing in-hex TEM (e.g. one in Open Ground) would still receive wall TEM vs a non-adjacent firer despite not having WA. [97]

B9.31 & B9.521 Can an in-hex TEM of zero (e.g., Open Ground, Brush, etc.) be claimed as "applicable TEM to use against incoming fire" instead of hexside TEM?

A. No. [96]

B9.32 May a unit on a bridge claim Wall Advantage?

A. No. [96]

B9.32 Must there be an adjacent enemy unit to allow Wall Advantage? Can a unit that is not claiming in-hex TEM (e.g. one in Open Ground) voluntarily forfeit Wall Advantage when an enemy unit becomes/is ADJACENT?

A. No. Only if it chooses a non-zero in-hex TEM (B9.31) [97]

B9.32 Is a Good Order unit without adjacent enemy units considered to have Wall Advantage unless it has chosen in-hex TEM (B9.31) that Player turn?

A. Yes, even over Bocage (B9.521) [97]

B9.32 If a Player Turn starts with two adjacent Good order enemy units sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?

A. At setup, the side setting up first does; thereafter, the ATTACKER does. [97]

B9.32 & B9.31 SEE PRIOR ENTRY

B9.32 & B23.93 WALL ADVANTAGE & FORTIFIED BUILDINGS: A Gun in a Fortified Building (or Pillbox) Location may never claim Wall Advantage. Its manning Infantry could claim it by first dropping possession of the Gun. Such a Gun can, however, have a LOS to non-adjacent same-level Locations over the wall hexside(s). [O.2B]

B9.32 & C8.31 May a unit with Wall Advantage use HEAT against an ADJACENT unit behind that wall?

A. No. [97]

B9.32 & C13.8 If a unit claiming Wall Advantage in a building hex fires a BAZ/PF/PSK, is it subject to the backblast penalty?

A. Yes, unless it uses the Case C3 TH DRM or Opportunity Fire. [96]

B9.34 Versus Indirect Fire, is moving Infantry claiming a +0 hedge TEM in a hex that is otherwise Open Ground subject to FFMO?

A. Yes [EXC: a mortar whose LOF enters the target hex via that hedge hexside]. [96]

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

A. No (nor would it be subject to RtPh Interdiction in that hex by that mortar), even if the mortar's LOF does not cross the wall hexside; however, FFMO would still apply for "?"-loss purposes vis a vis the mortar firer's LOS (as well as for an Interdiction attempt by that unit possessing the mortar, but not by the mortar itself). [96]

B9.35 HILLSIDE WALLS & HEDGES: (See F10-10.3 pp.F11-F12). [96]

B9.4 If a halftrack or armored car bogs due to crossing a hedge, is it left in the hex it was exiting or the one it was entering?

A. In the hex it was exiting. [96]

B9.521 & B9.31 SEE PRIOR ENTRY

B9.521 Must a ground-level unit behind Bocage have Wall Advantage to see past that Bocage hexside to (and be seen from) a non-adjacent hex?

A. Yes [97]

B9.55 Since Bocage is not listed as Concealment Terrain on the Chapter B divider, how does a unit in an Open Ground hex behind Bocage gain concealment?

A. If all enemy LOS crosses (without benefit of Wall Advantage) Bocage hexsides of a unit's hex, that unit is considered out of LOS and in Concealment Terrain, thus automatically gaining concealment at the end of the CCPh (if in Good Order). [96]

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

A. Two. [96]

B13.3, C3.71 & G2.2 What is the DRM for resolution of a CH by OBA or indirect fire on an unarmored unit in a woods hex? Similarly, what is the DRM of a CH vs an unarmored unit in a dense jungle hex?

A. In a woods, a -1 DRM applies. In Dense Jungle, the DRM is -2 for Direct Fire, -1 for Indirect Fire. See Errata for C3.71. [97]

B13.31, A12.12-121, A12.2 & B14.6 SEE PRIOR ENTRY

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

A. From the center dot to either hexside in its current VCA (or "rear" VCA if using Reverse movement). [96]

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

A. Only if it declares a Minimum Move. [96]

B13.421 If a fully-tracked AFV sets up in woods, may it place a TB? If the answer is "No", then if it exits that hex without changing its VCA, must it undergo a Bog DR for "exiting the woods without using a TB"?

A. No to both questions. [96]

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

A. No. On the road. [96]

B13.4212 & B13.43 May Infantry/Cavalry enter woods by using an existing TB in that hex?

A. Yes. The cost for Infantry to do so is 1 1/2 MF, while that for Cavalry is 3 MF. [96]

B13.6 Is a path depiction in an otherwise Open Ground portion of a hex considered woods or Open Ground?

A. The path depiction within the woods contour is woods; outside the woods contour in otherwise Open Ground portions of the hex it is Open Ground [EXC: inherent terrain, e.g., Dense Jungle and Bamboo]. [J1]

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

A. The orchard would be a LOS Hindrance along the Continuous Slope. [96]

B14.6, B13.31, A12.12-121, & A12.2 SEE PRIOR ENTRY

B18.43 The rule says that ordnance in the form of a 5/8" counter can enter a graveyard only via a graveyard road hexside. If such ordnance wishes to leave a graveyard hex, must it do so through a graveyard road hexside?

A. No--unless of course it is also entering another graveyard hex. [96]

B19. & B2.4 SEE PRIOR ENTRY

B19. & B24.2 GULLIES & RUBBLE: A combination gully-rubble hex is a LOS obstacle at both its Crest and Depression levels [EXC: rubble bridge; B6.331]. A unit IN such a hex must expend four MF to enter Crest status in that hex (B20.91). A Crest unit in such a hex always receives rubble TEM -- not entrenchment benefits. All other Crest rules apply unchanged. [O.3]

B19.1 GULLIES: Whenever brush or woods are depicted on both sides of a gully depiction in a gully hex, they are considered part of that gully depiction (thus for example, hindering or blocking LOS along the level -1 gully depiction). (p. K10) (This does not apply in streams; P4.1 & B33.11) [96]

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

A. No. [96]

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

A. Yes. [96]

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

A. Yes. [96]

B20.93-94 & A24.1 SEE PRIOR ENTRY

B21.6 Is a frozen Water Obstacle treated as Open Ground land? If it is, may Fortifications be placed in it?

A. Yes. Yes, except for entrenchments, pillboxes and hidden mines. [96]

B23.424 & A7.72 SEE PRIOR ENTRY

B23.71 & A12.14 SEE PRIOR ENTRY

B23.71 & A26.12 SEE PRIOR ENTRY

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

A. Only if the enemy units were actually Concealed. [97]

B23.74 & B23.86 If a rooftop can never be rubbled, is there any way an Interior Factory Location can be rubbled by Indirect Fire or by any attack made from a height >= that of the roof?

A. For any such (including Aerial) HE attack versus any playable rooftop, check for rubble as if the rooftop Location were a non-rooftop building Location. If rubble occurs, the building level directly beneath that rooftop Location is considered rubbled (check for falling rubble also). Note that OBA can cause rubble only during the PFPh/DFPh (C1.51). [96]

B23.741 FACTORY TEM/HINDRANCES: Normal building TEM (usually +3) applies to Indirect Fire vs. a non-Rooftop Factory Location (unless Roofless; O5.45). The extra +1 TEM for a Fortified Factory Location does not apply vs. Indirect Fire. For Sniper Target Selection (A14.21) a unit in a stone Factory is considered to have a +3 TEM (+2 if wooden). Factory Hindrance is a half-level LOS Hindrance. See also O5.41. [O.4A]

B23.741 & A8.2 SEE PRIOR ENTRY

B23.742 The rule states that a fully-tracked AFV within a non-stairwell Factory Location may exit the building at normal building entrance costs. Are the MPs considered to be expended in the Factory Location it is attempting to exit? Must it also expend MPs to pay for the cost of the hex being entered? Must it also pass a Bog check to exit the hex?

A. Yes. Yes, as per B23.41. Yes.

[96]

B23.742 FACTORY MOVEMENT: A vehicle that changes its VCA in any Factory Location is subject to Bog. A vehicle that becomes Immobile in a

Vehicular-Sized Entrance (O5.2; B23.742) does not negate Entrance benefits. Any unit may use the Open Ground entrance benefits of a Vehicular-Sized Entrance -- but only when entering it from outside that Factory and not if that Entrance is Roofless (see O5.42). Such use of OG entrance benefits does not negate that hex's factory TEM. [O.4]

B23.742 & B23.8 FACTORY ROOFTOP ACCESS POINTS: Aside from Scaling (B23.424), a Factory Rooftop can be reached from ground level only via a non-rubbled, non-roofless (O5.4) Factory Rooftop Access Point; i.e., a printed stairwell or a Location of the factory that contains a road hexside. A Factory that contains neither of these Rooftop Access points must have at least one such Point designated by SSR if its Rooftop is to be usable. The ground and Rooftop levels of a Factory Rooftop hex are ADJACENT (see entry for "Squad K" in the EX at the top of page O4); intermediate vertical levels do not exist [EXC: for MF-expenditure, LOF, and Residual-FP purposes; see O.4C]. Infantry expend two MF (for a 1-1/2-level Factory) or three MF (for a 2-1/2-level Factory) to ascend to the Rooftop or vice-versa. [O.4B]

B23.8 FACTORY ROOFTOP ACCESS POINTS ATTACK EFFECTS: Infantry changing levels via a Factory Rooftop Access Point may be attacked at ground level (if descending) and/or Rooftop level (if ascending) in the normal manner. However, they may also be attacked at the first-level (and/or second-level if a 2-1/2-level Factory) "quasi-Location" of that hex by a unit that has LOS to that quasi-Location. Such a quasi-Location is not considered Open Ground, but such an attack vs. it receives no TEM [EXC: non-Fortified building TEM applies if firing from outside the Factory] and neither Factory nor debris Hindrance DRM. The target is assumed to expend one MF per level changed; if pinned or broken while at that quasi-Location it reverts to the level it was attempting to leave (and may be attacked by any Residual FP counter on the appropriate level as it re-enters it). The Residual FP left by an attack vs. such a quasi-Location remains at that level (place the Residual FP counter on the appropriate Level counter) to attack each unit subsequently entering that level in that hex during the same MPH a unit at rooftop level in a Factory Rooftop Access Point being attacked by a same-hex ground-level unit receives the Height Advantage +1 TEM (B23.81), while the ground-level unit receives Factory TEM (and no additional TEM for a Fortified Building Location) if attacked by that Rooftop unit. Both units may use PBF (since they are ADJACENT; A7.21). [O.4C]

B23.82 ROOFTOPS: A Rooftop Location is Concealment Terrain only for setup purposes. Once the first RPh has been completed B23.82 comes into effect. A Rooftop Location is not considered a building Location for rout and Victory Condition purposes. A Gun may never be Emplaced (C11.2) on a Rooftop. [O.5]

B23.86 & B23.74 SEE PRIOR ENTRY

B23.922 Are adjacent, unpinned, Good Order opposing squads inside and outside a Fortified building Location considered ADJACENT?

A. Yes, despite the fact that the outside unit could not normally advance into that building Location. [96]

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

A. Yes, if the squad is still marked with a Wall Advantage counter. [96]

B23.922 & A12.151 SEE PRIOR ENTRY

B23.922 & B8.61 SEE PRIOR ENTRY

B23.922 & B8.44 SEE PRIOR ENTRY

B23.9221 What is the MF cost to Place (A23.3) a DC against a Fortified Building? Does it differ if that building Location cannot be entered by the placing unit?

A. The normal two MF for building entry. No. [96]

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

A. Yes—even if that hexside is a Factory Interior Wall. {96}

B23.93 & B9.32 SEE PRIOR ENTRY

B24.11 & B25.13 If an Area-Target-Type/OBA attack versus a multi-level building rolls an Original KIA, is each building level checked separately for Rubble/Flame purposes?

A. No—use Random Selection. However, only those levels in the LOS of the firer can be eligible for Random Selection if that attack was made by non-mortar ordnance. {96}

B24.11 & B25.13 For Rubble/Flame determination, does a Gun using the Area Target Type (or OBA using Barrage or Harassing Fire) use the IFT column corresponding to the normal (i.e., reduced) FP for that type of attack?

A. Yes—even if a CH occurs. {96}

B24.121 & B3.4 SEE PRIOR ENTRY

B24.2 If Rubble is in a hex with a wall or hedge hexside, is the wall/hedge movement cost still applicable?

A. Yes. {96}

B24.2 If a building with >= one wall/hedge hexside is rubble, do those wall/hedges still exist?

A. Yes. {96}

B24.2 & B19 SEE PRIOR ENTRY

B24.4 RUBBLE & SEWERS: Entrance/exit of a sewer through a rubble Manhole Location is allowed if the Manhole is in a road hex that can be crossed (not just entered) along the road via a full TB. {O.6}

B24.72 The rule states that Flames can be extinguished in the MPH/DFPH. The Advanced Sequence of Play Chart states that Flames can be extinguished in Phase 2.26A of the PFPH. Can Flames be extinguished during a unit's Movement Phase? Prep Fire Phase?

A. Yes. No, this listing is in error. {96}

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

A. No. {96}

B24.74 If an Infantry unit creates a partial TB to attempt minefield Clearance, may other units freely use that TB?

A. No! The second half of the rule clearly states that only the unit(s) that placed the TB can receive its special benefits. Consider the TB non-existent for all other units. {96}

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

A. No. {96}

B24.8 Suppose a squad fails an attempt to accomplish a Task and, as a result, is placed beneath a Labor (-1 DRM) counter. If the next time it attempts the Task it is joined by a new squad that tries to help it, does the combined attempt still get a -1 DRM? If they fail the combined attempt, are both squads now placed under a Labor (-2 DRM) counter?

A. Yes to both. {96}

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

A. No. Yes. {96}

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

A. Yes. {96}

B25.13 & B24.11 SEE PRIOR ENTRY

B25.15 Can more than one Flame ever exist per Location?

A. Yes (see B24.72 and the B25.7 example). {96}

B25.2 If Heavy Winds are in effect, does a Burning Wreck remain a LOS Hindrance?

A. Yes, since the smoke "has no effect" (B25.63), it cannot replace the Wreck Hindrance DRM. {96}

B25.4 Why must a berserk/heroic unit die in a Blaze if it is unable to exit the Location prior to the RtPh?

A. If caught in a Blaze during the RtPh, a unit that cannot break voluntarily (A10.41) may be moved at that time by its owner into an Accessible Location just as if it were Withdrawing from Melee (A11.2-.21). A berserk unit may be moved thusly even though it is not normally allowed to Withdraw from Melee, but any unit that is pinned or actually in Melee may not (even if berserk). Since this occurs in the RtPh, such units are vulnerable to Interdiction (as well as minefield/OBA attack) and ATTACKER units must still be moved first. {96}

B27. ENTRENCHMENTS: A trench (including an A-T Ditch) may not occupy the same Location as a foxhole. {O.8}

B27.11 If a squad makes a successful Entrenchment Attempt during its PFPH, can a leader who applied his leadership modifier to the attempt DR be immediately placed under the squad's Foxhole counter in that PFPH?

A. Yes. {96}

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

A. Yes {96}

B27.51 TRENCH: Infantry beneath a Trench or Sangar counter may move/rout/advance/withdraw-from-CC directly to any Accessible, non-Crest-status lower elevation Location without first having to exit above that trench/Sangar (and vice versa). (See F8.6 for further information). {96}

B27.54 & A8.15 SEE PRIOR ENTRY

B27.54, B28.41, F8.6 & SSR RB6 If a trench hex contains mines, does movement to/from an adjacent trench without first exiting the trench ignore the mines?

A. Yes. {96}

B28 MINEFIELDS: (see F.7-F.7C) {96}

B28.1 How are hidden mines treated for solitary play?

A. Use double the factors originally provided, but set up all mines onboard revealed. {96}

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

A. No. {96}

B28.41 & A12.11 SEE PRIOR ENTRY

B28.41, B27.54, F8.6, & SSR RB6 SEE PRIOR ENTRY

B28.41 & B28.52 When resolving a minefield attack, is a partially armored vehicle treated the same as an AFV whose lowest hull AF is zero?

A. Only if the vehicle has a "0" hull AF, or if both its sides and rear are unarmored. {96}

B28.44 & B24.74 SEE PRIOR ENTRY

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

A. No. {96}

B28.52 & B28.41 SEE PRIOR ENTRY

B28.53 May the presence of A-T mines on a paved road be marked with a counter that does not display the number of mine factors?

A. Yes. {97}

B28.53 When A-T mines in a paved road Location are cleared by Infantry expending an additional MF, are they cleared at the end of the unit's MPH or at the end of the MPH.

A. At the end of the MPH. {97}

B30.111 For the purposes of pillbox stacking capacity, how many squad-equivalents do <=4 SMC represent?

A. None. See A5.1 and A5.6. {J1}

B30.2 May a pillbox occupant use FPF against a moving enemy unit in an adjacent ground-level location within the pillbox's CA even though those two units are not ADJACENT?

A. Yes—and the attack would be considered PBF (as would an attack from that adjacent Location versus the pillbox occupant). In

addition, if that enemy unit starts the RtPh broken in that same hex, it would also be subject to DM and forced to rout (assuming the pillbox occupant is Known, armed and unbroken). {96}

B30.6 Is a Pillbox Location ADJACENT to the adjacent ground level Locations in its CA? Can a unit advance out of a pillbox to an adjacent hex or vice versa?

A. They are considered ADJACENT for firing/DC-placement purposes only. No {EXC: Bunkers}. {97}

C.4 How is ordnance penalized when firing from terrain in which Area Fire applies (e.g., a LATW firing from marsh or shallow stream)?

A. TH Case K applies. Such use would be cumulative with any other application of Case K for firing at a target that is not Known to the firer. {96}

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter or use a radio/field phone?

A. A Guard cannot perform these functions if his US# is < the total US# as his prisoners. {AP1}

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

A) He chooses not to place any AR/SR onboard after gaining Battery Access (C1.3).

b) He chooses not to place any AR/SR or convert a FFE:C, thus removing the FFE:C counter.

c) An extra chit has to be drawn, and this extra chit is red so that the AR/SR is removed (C1.21).

d) An AR to correct an FFE:2 (or to immediately place a FFE:1 after dispensing with the SR) is placed out of the Observer's LOS and the opponent decides that the current Fire Mission is Cancelled (C1.3).

e) Radio Contact is "voluntarily" lost.

f) The player cancels the SR without placing an AR/SR.

A. All. {AP1}

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

A. Yes. {AP1}

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

A. As long as the absence of Radio Contact is not voluntary, the SR remains onboard in its present hex until otherwise corrected or canceled. {AP1}

C1.22 & C1.6 When is the absence of Radio Contact considered "voluntary"?

A. Failing to roll when the Observer has no LOS to the SR's/FFE's Blast Height (C1.22) or when loss of Contact was due to voluntary rout (C1.6). {AP1}

C1.33 & C1.4 After maintaining Radio Contact, may an Observer leave a SR in place as his OBA action for that phase?

A. Yes, if the Observer has a LOS to its Blast Height. {AP1}

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

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

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

A. No; he can Cancel the SR and place an AR (C1.336). {AP1}

C1.336 & C1.343 Do you have to attempt to place an AR after you have cancelled the SR (C1.336) or removed the FFE:C (C1.343)? Assuming Radio Contact was maintained, what would happen in the

next PFPH/DFPH when there is no SR/FFE onboard?

A. No. You must attempt to gain Battery Access. {AP1}

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

A. C1.343. {AP1}

C1.343 & C1.336 SEE PRIOR ENTRY

C1.4 & C1.33 SEE PRIOR ENTRY

C1.51 Assume a rowhouse Location within an FFE Blast Area. If Infantry in that Location exit the hex using "rowhouse bypass" (B23.71), are they attacked by the FFE as they leave the hex? If Infantry enter the rowhouse Location using "rowhouse bypass", are they attacked by the FFE with Open Ground TEM or building TEM?

A. No. Open Ground TEM. {AP1}

C1.54 Do units in a friendly Bombardment suffer a drop in morale level?

A. Yes. See Errata {97}

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

A. In both cases the FFE Hindrance DRM would be "+2". Each HE Concentration/Barrage is a separate Hindrance. {AP1}

C1.6 & C1.22 SEE PRIOR ENTRY

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

A. No to both. {AP1}

C1.7 Is the type of Fire Mission announced when a SR is predesignated for Conversion to an FFE:1 per C1.332, or only when the FFE:1 actually appears on board?

A. Besides when an FFE:1 is actually placed, the type of Fire Mission must also be announced each time a SR is predesignated for conversion to an FFE:1, even if it does not actually convert. {AP1}

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

A. No. {AP1}

C1.71 & A24.1 SEE PRIOR ENTRY

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

A. No. {AP1}

C1.731 & C1.732 If one chooses to place a SR in a Pre-Registered hex instead of a FFE:1, does C1.732 still apply to the accuracy of the SR?

A. Yes. {AP1}

C1.732 & C1.731 SEE PRIOR ENTRY

C1.732 What is the Accuracy dr required for a pre-registered Offboard Observer (C1.63)?

A. 4 or less. {J1}

C1.82 & A12.14 SEE PRIOR ENTRY

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

A. Yes. {AP1}

C1.9 May a rocket OBA module be assigned a Pre-Registered hex, in order to halve its Extent-of-Error dr?

A. Yes. {AP1}

C2.24 & C8.4 Do Guns firing Canister still have their normal ROF?

A. Yes. {97}

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

A. Yes. {96}

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

A. No; it could only use Sustained Fire, and only if also using Subsequent-First/Final-Protective Fire or Final Fire (since the use of Sustained Fire is permitted only to a DEFENDER MG/IFE-Gun and only during the MPh/DFPh). [96]

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

A. Yes; except during the MPh if the hex is entered from outside the CA, when, even if the moving target expends MP for some other purpose (e.g. firing sD or stopping and unloading Passengers), the Gun would still have to turn its CA to include the direction from which the hex was entered, or if the bow-mounted weapon of an Immobile vehicle (D8.5); see C5.51. Yes. [J1]

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

A. No. [J1]

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

A. Yes, the existence of an actual vehicle is not required. Yes. No. [J1]

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

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

C3.33 & A24.31 SEE PRIOR ENTRY

C3.33, C3.4, A8.1, & A24.31 SEE PRIOR ENTRY

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

A. No--the non-CH FP column is used. [96]

C3.74 & A7.301 SEE PRIOR ENTRY

C3.8 May a Gun that, as per a pertinent Vehicle/Ordnance Note, is allowed to make two TK DR per hit also be able to achieve Multiple Hits?

A. No, regardless of whether or not its TH DR was made versus an armored target. [96]

C4.1-3 Do these rules also apply to MTR and INF type SW?

A. Yes--and to 20mm ATR as well. [96]

C4.1 Does the Barrel Length TH# Modifier apply to SW ordnance?

A. Yes. [97]

C4.2 Does the Small Caliber TH# Modifier apply to SW ordnance?

A. Yes. [97]

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

A. Yes; except that MG use is NA. Yes. [97]

C5.11 & D3.51 If an AFV in a rubble/building/woods hex fires a Gun as Bounding First Fire and that Gun retains its Multiple ROF, then I believe (as an EXC to C5.11) that the Gun would not have its CA fixed for further Bounding Fire in the same phase (i.e., the AFV could expend MP to change the Gun's CA in the same hex and fire it again from the new CA). Am I correct?

A. Yes. [96]

C5.11 Does a Gun Defensive First Firing during the MPh from a woods/building/rubble Location have its CA fixed for the remainder of the MPh or through the DFPh?

A. The MPh, or, if Pinned, the DFPh. [J1]

C5.35 MOTION FIRE: No Gun Counter--regardless of nationality--may use Motion Fire while being carried en porte. [p.H127]

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

A. Yes, if it is MA. Such a weapon is considered a Gun (C2.1) [96]

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

A. Yes, unless otherwise prohibited. [96]

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

A. Yes. Yes. [96]

C6.43 Does a Bore-Sighted weapon that enters or exists an entrenchment retain its Bore-Sighting if it otherwise remains in the same Location?

A. No--nor could it if it changed Crest status, became dm and/or was loaded/hooks/Packed onto some form of conveyance in its Location. [96]

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

A. No. No. [96]

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

A. Nothing requires the CA to change--the target remains acquired as long as it is in LOS, and the Acquisition DRM will negate part of the Case A DRM when the CA does change. [96]

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

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

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

A. No. [96]

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

A. Yes. [96]

C7.346 & A23.4 SEE PRIOR ENTRY

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

A. They roll for survival (D6.9). Yes. [97]

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

A. An armed-vehicle/weapon in a printed scenario is considered "elite" for this purpose only if the historical formation to which it belongs is either SS or Russian Guards; otherwise it must be specified as "elite" by SSR. For a DYO scenario it is considered "elite" only if the Majority Squad Type of its side's total OB is Elite. Note that such an armed-vehicle/weapon would have all of its Depletion Numbers--not just those for APCR/APDS--raised by one. Note too that such "elite" status would apply to any applicable armed-vehicle/weapon with >= one Depletable ammo type (i.e., not just to AFVs). [96]

C8.31 Can HEAT potentially cause rubble regardless of its Caliber Size?

A. Yes, even if fired by a SCW (i.e., the 70+mm restriction of B24.11 does not apply to HEAT). [96]

C8.31 & B9.32 SEE PRIOR ENTRY

C8.31 & C13.24 May an ATR use the Infantry Target Type to attack Infantry using AP HE Equivalency? Could it thus achieve a CH?

A. Only if it is a 20L (i.e. 20mm) ATR. [96]

C8.4 Can Intensive Fire be used to fire Canister with the normal +2 TH DRM applying as an IFT DRM instead?

A. No; Intensive Fire may be used, but halves the FP instead. [97]

C8.4 Does a Canister attack require a LOS to the vertex aiming point? Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?

A. No. Yes. Each Location. [97]

C8.4 & A9.5 SEE PRIOR ENTRY

C8.4 & C2.24 SEE PRIOR ENTRY

C8.6 Within the restrictions of C8.6, can WP be fired at a moving enemy unit during the enemy MPh? If yes, would only the moving unit(s) in the target Location be subject to the NMC?

A. Yes to both. However, the WP would still have to be fired before any non-SMOKE ammo in that phase. [96]

C8.9 & D3.71 If a Gun with a circled B# attempting to fire Special Ammunition makes a TH DR that is > that ammo type's Depletion # and >= that B#, is the shot (as per C8.9) assumed to not have occurred, or (as per D3.71) is a Low Ammo counter placed on the Gun?

A. The shot is assumed to have occurred, and a Low Ammo counter is placed; i.e. such a shot counts for both Malfunction and Low Ammo purposes. [96]

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

A. Yes. [96]

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

A. Yes. No. [96]

C9.3 & C1.2 SEE PRIOR ENTRY

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

A. No. [96]

C10.11-12 May a unit change a Gun's CA as it unhooks that Gun?

A. Yes, and its CA may also be changed as part of the hooking-up procedure. [96]

C10.111 If Infantry (i.e. not unloading Personnel) wish to unhook a Gun from a vehicle, must they first Recover the Gun?

A. Yes; however, a Gun (or dm SW counter) carried in the vehicle (e.g., a 76-107mm MTR; C10.1) can be unloaded only by a Passenger as per the last sentence of D6.5. [96]

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

A. No. No. [96]

C10.3 If a unit successfully pushes a Gun into a new hex, may it also change the Gun's CA in the new hex? May it change the CA if it fails to push the Gun?

A. Yes. No. [96]

C10.3 & E5.2 What is the C10.3 "+Y" DRM for Manhandling a boat into marsh (B16.4) or a fordable Water Obstacle (B21.41)?

A. Just like a Gun, a boat may not be Manhandled into such terrain, although one could of course be Beached in such terrain (if the marsh were flooded) in the normal manner. (An96)

C10.41 TRAILERS: A trailer, regardless of type/towing-vehicle, never leaves a wreck when it is destroyed. [p.H59, British Vehicle Note 38]

C11.2 May a Gun that is set up manned by a squad/HS/SMC be Emplaced? May a squad/HS/SMC manning an already-Emplaced Gun claim Emplacement TEM?

A. No. No for the squad, but yes otherwise. [96]

C11.4 If Infantry manning a Gun, and >= one other Infantry unit in the Gun's Location, are hit by an ordnance/OBA attack that causes a K or KIA result, does the Gun automatically receive a Direct Hit?

A. No--use Random Selection to determine the recipient(s) of the K/KIA. [96]

C11.51 If the FP of a FG attacking a Gun includes both MOL and Small Arms Fire, could a gunshield DRM modify the attack?

A. Yes, but the FG could opt to decline its Small Arms FP and attack only with the MOL to avoid the gunshield DRM. [96]

C12.21 The rule says that leadership DRM can never apply when firing a RCL; can't a leader apply his leadership DRM to a RCL attack being made by a MMC in his hex?

A. No. [96]

C12.24 May a RCL use acquisition in the DFPh against a Stopped vehicle that qualifies as a Moving Target per C.8?

A. No, not even if firing at that target again after retaining ROF. [96]

C13.24 & C8.31 SEE PRIOR ENTRY

C13.42 If using a BAZ 45 to fire WP, does the target's TEM apply both to the TH DR and to any resulting WP MC?

A. No, in this case it applies only to the WP MC. [96]

C13.6 & C13.8 Given the last sentence of C13.6, does C13.8 apply to a PIAT?

A. No. [96]

C13.7 & A11.31 SEE PRIOR ENTRY

C13.8 & B9.32 SEE PRIOR ENTRY

C13.8 May a pinned unit use the Case C3 TH DRM in order to avoid the backblast attack?

A. No. [96]

D1.81 BOW MG: In all AFV with a "#x2" multiple-BMG arrangement, both BMG malfunction, and are repaired or disabled, individually. If the player has no appropriate AFV card, all such occurrences must be noted on a side record. [p.H52]

D2.1 VEHICULAR MOVEMENT: Since a vehicle is not prohibited from expending more MP to enter a hex than the minimum required, it may, as it enters a new hex, declare a higher-than-necessary MP expenditure in order not to create Vehicle Dust. [F11.74]

D2.12 When expending a Start MP, is it necessary to declare if it is for Reverse movement?

A. Yes (i.e., forward movement is assumed unless Reverse is declared at that time). [96]

D2.32 & D3.2 If a vehicle in Bypass is hit by an ordnance weapon from within the same hex, is the Target Facing that is hit the side, or is it determined randomly?

A. Side; the Target Facing of a turret hit would depend on which way the TCA was pointing. [97]

D2.32 Is LOS drawn from the front CAFP in all cases for both fire from and to the vehicle in Bypass? Even if the vehicle is in Reverse Motion?

A. Yes. Yes. [J1]

D2.321 If a vehicular weapon fires IFE or Canister vs the same Target in the same Target facing as last fired on, does it still have to pay Case A for these shots from the Bypass side-CA?

A. No, see Errata. [97]

D2.321 Do the Case A penalties and the extra +1 DRM for firing out of the side CA while in Bypass apply only to TH attempts and/or only to MA?

A. No, they apply to all non-CC attacks by all turreted weapons at a non-Acquired target [EXC: CMG attacks vs same target in same target facing as last fired on]. [J1]

D2.401 May a Motion Attempt dr be made at the end of the opponent's MPh using the MF/MP expenditure of any qualifying enemy unit?

A. Yes. [96]

D2.401 What happens to the TCA when the VCA is changed after a successful Motion Attempt?

A. The TCA may be adjusted to any desired hexspine. See Errata. [97]

D2.5 Can a tracked amphibious vehicle attempt an ESB DR while using amphibious movement?

A. No—but it could be used to gain land MP in the same turn that it used amphibious MP. [96]

D2.5 If a tracked AFV enters terrain that requires "ALL" of its MP allotment, may it then attempt ESB to gain extra MP?

A. No. [96]

D2.51 If a vehicle with red MPs wishes to make a Motion attempt(D2.401), must it also make a Mechanical Reliability DR?

A. Yes. For Mechanical-Reliability/Still purposes, treat the vehicle as if it were expending a Start MP [EXC: if it Stalls, it simply fails to go into Motion, no ensuing Delay-MP DR is made]. [96]

D3.2 & D2.32 SEE PRIOR ENTRY

D3.51 & C5.11 SEE PRIOR ENTRY

D3.71 & C8.9 SEE PRIOR ENTRY

D3.71 If a Gun with a circled B# fires using IFE with an attack DR >= of that B#, is a Low Ammo counter placed on the Gun?

A. Yes. [96]

D4.3 & B20.8 SEE PRIOR ENTRY

D5.1 FREE FRENCH: Free French Inherent crews are considered British when determining their morale as per D5.1. [F.8B]

D5.31 If an AFV uses different CE DRM against attacks from different directions (e.g., see German Vehicle Note G), which one applies vs a Residual FP attack?

A. The one that applies to the greatest number of individual turret/upper-superstructure Target Facings for that AFV (e.g., +2 for the sIG IB, which has a +3 CE DRM for its upper-superstructure front Target Facing, a +2 CE DRM for its two upper-superstructure side Target Facings, and no CE DRM ["*"] for its upper-superstructure rear Target Facing) [EXC: vs a Fire Lane attack, use the CE DRM that applies to the turret/upper-superstructure Target Facing "hit" by that attack]. [96]

D5.31 May PRC that are CE claim TEM instead of CE DRM when subjected to a General Collateral Attack (A.14B)? A Specific Collateral Attack (A.14A)?

A. Yes. No. [J1]

D5.32 & C3.32 SEE PRIOR ENTRY

D5.411 Is there any way to self-destruct a vehicle that cannot have an Inherent Crew?

A. No. [96]

D5.6 & D6.9 What happens to any SW possessed by Passengers/Riders that fail their CS roll? Unpossessed SW?

A. Both possessed and unpossessed SW are eliminated. [97]

D6.1 May a broken Passenger remain aboard a vehicle that has no Inherent Crew until otherwise forced to rout? What is the procedure for a broken Passenger that wishes to rout out of a vehicle whose Inherent Crew is unbroken (or that has only an Inherent Driver)?

A. Yes. Once the vehicle is Stopped, each Passenger routs beneath it as per D5.311. [96]

D6.2 & C7.42 SEE PRIOR ENTRY

D6.21 Must a Rider Bail Out if its AFV moves through bocage via a Breach?

A. No. [96]

D6.24 The rule says that if a Bailing Out unit does not break, any SW it is carrying must still be removed from the vehicle; does the unbroken Bailing Out unit retain possession of the removed SW?

A. Yes. [96]

D6.4 If an Infantry unit enters an Abandoned vehicle to become its inherent crew (D5.42), is the vehicle considered to be "expending" all its MP so that it can be Defensive First Fired upon just as any vehicle that is loading Personnel units?

A. Yes, but not as a moving target of course. [96]

D6.4 If a vehicle is attacked as a result of MP expenditure for loading a Personnel unit, is the Personnel unit considered Vulnerable PRC with respect to that attack so that it would suffer a Specific Collateral Attack from it?

A. Yes—if the vehicle is unarmored or if the Personnel become Riders or CE in an AFV; no—if they load as BU AFV Passengers. [96]

D6.5 May you only unload infantry in Bypass if they have sufficient remaining MF to enter the obstacle?

A. No. [96]

D6.5 May Passengers or Riders be Unloaded with the use of Movement Points gained by ESB (D2.5)?

A. No; once a vehicle has spent > 3/4 of its printed MP allotment, the Personnel will have spent > 3/4 of their MF allotment, leaving no MF left to unload. [97]

D6.63 If a Passenger fires during its AFPh from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing during the AFPh?

A. No. [96]

D6.631 If a vehicle has armament that is Removable by a Passenger (e.g., the German SPW 251/sMG), is that armament Removed as part of the normal D6.5 unloading cost?

A. Yes. [96]

D6.631 & D10.5 SW REMOVAL & SCROUNGING: (See F.9 for British/U.S. vehicles) [96]

D6.64 May Cavalry (A13) riders form Fire Groups?

A. Yes. [J1]

D6.82 & A26.21 SEE PRIOR ENTRY

D6.9 & D5.6 SEE PRIOR ENTRY

D7.1 When a vehicle declares an OVR, may its DEFENDER target attack it before the OVR is resolved? If yes, would that DEFENDER have to use Reaction Fire?

A. Yes. No -- it would be Reaction Fire only if conducted after the OVR resolution (see the last sentence of D7.2). [96]

D7.11 If Passengers/Riders participating in a declared OVR attack become Pinned, broken or eliminated before the OVR is resolved, is there any effect to their OVR FP?

A. No. [97]

D7.11 If a vehicle's crew is eliminated or breaks after it had declared an OVR attack, is there any effect on the FP of the OVR? If it is Pinned, or forced to BU?

A. Yes, since the vehicle is now Immobile, the OVR FP is halved. No. [J1]

D7.13 If an armed vehicle conducts an OVR, may it still fire its MA later in the same MPh?

A. Only as part of another OVR (i.e., as per D7.14). [96]

D7.2 Can an Infantry unit attack an enemy AFV in its Location (after passing a PAATC) during the Infantry unit's PFPh?

A. No—not with Reaction Fire anyway. [96]

D7.21 If an AFV moves into a road hex that is ADJACENT to building hexes on both sides of the road, can Infantry units on the ground level of those buildings who have Final Fire counters on them attack the AFV using Reaction Fire as their PFPh?

A. No. [96]

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

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

D7.211 & A11.8 SEE PRIOR ENTRY

D7.22 Is a CC marker placed immediately after a non-CC Reaction Fire (or any other same-Location TPBF) attack? Is the CC marker removed when only one side occupies the Location?

A. No, not until the armed vehicle (or unit) ends its MPh in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43, and G1.423). Yes. [J1]

D8.3 When multiplying the wdr by the cdr to determine the number of Start MP used to start a Bugged vehicle, is the Original cdr used or is the Final cdr used?

A. The Original cdr. [J1]

D9.3 Since a Stopped AFV which had been a Moving Target earlier that Turn provides a +1 TEM following the AFPh, would it also present a +1 Hindrance as if it hadn't moved?

A. Yes. [96]

D9.3 Does the AFV TEM DRM apply to units Abandoning the AFV due to Immobilization TC (D5.5) or Crew Survival (D5.6) even if the AFV is considered Moving?

A. Yes. [J1]

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

A. Yes. No (but note that Motion status does not apply until the end of the Vehicle MPh). [96]

D9.31 During the DFPh, does Infantry which Armored Assaulted with an AFV that MPh receive a +1 TEM if still stacked with that AFV? Does other Infantry stacked with that AFV?

A. Only if the AFV is Stopped. No. [96]

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

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

D9.31 & A4.63 SEE PRIOR ENTRY

D9.4 Is a concealed vehicle a LOS Hindrance? Must its owner show that it is not a Dummy stack?

A. Yes. Only if it would turn a hit into a miss (or no effect into an effect), or vice-versa. [96]

D9.5 ARMORED CUPOLA: Since it is treated as an Immobile tank, CC vs. an armored cupola requires the use of PAATC and CCV in the normal manner. An armored cupola set up directly behind a wall/hedge is always assumed to have Wall Advantage over those hexsides (even if set up after an enemy unit that is ADJACENT to it across such a hexside(s)) unless it is Abandoned or its Inherent crew is shocked/stunned. If an armored cupola is set up using HIP, it is revealed when an enemy unit enters its Location (or attempts to claim Wall Advantage while ADJACENT to it). If this occurs in the APH, the entering unit must immediately take a PAATC (if normally required to do so), failure of which Pins it in the armored cupola's Location. An Armored Cupola may also be placed in shellhole or debris terrain. An armored cupola, if considered a Dug-In tank, can become a burning wreck. [96]

D10.1 May a non-burning wreck be attacked, e.g., in an attempt to set it Ablaze?

A. Yes [EXC: if it is a Burnt-Out Wreck], and by either side. For attack and resolution purposes, treat the wreck as if it were still the original vehicle [EXC: for CC purposes it does not necessitate PAATC, cannot be Ambushed, and is considered CE, Immobile, Abandoned, and with no useable MG]. When first placing a wreck counter, be sure to retain the VCA of the original vehicle when it was destroyed (but, for simplicity, assume its TCA to be the same as its VCA). [96]

D10.5 When a wreck/abandoned vehicle that has more than one type of scroungeable weapon is successfully scrounged, are the weapon(s) that are being scrounged selected by Random Selection, or can the scrounger chose which weapon(s) that are scrounged?

A. The weapon(s) are selected randomly. [97]

D10.5 & A9.72 SEE PRIOR ENTRY

D10.5 & D6.631 SEE PRIOR ENTRY

D10.51 SCROUNGING: Any functioning CMG that may be repositioned as an AAMG may be Scrounged. (See French Vehicle Note A.) Scrounging a Fixed-Mount (D1.81) BMG is NA. (See French Vehicle Note B). [p.H121] & [p.H122]

D13.32 May a sM be fired from inside a building or from within dense jungle?

A. No. [96]

D13.32 Does the +2 DRM for firing the sM of a "moving/Motion AFV" apply to a Stopped vehicle that qualifies for being a Moving Target per C.8?

To a Non-Stopped vehicle that is not a Moving Target?

A. Yes. No. [96]

D14.21 What is the procedure when more than one AFV in a platoon is subject to Bog, but with different Bog DRM?

A. Make one DR, then determine, based on the applicable DRM, which AFV would bog, and then use Random Selection among the AFV. [97]

D14.22 & D14.23 Must a radioless AFV that is using Platoon Movement take a NTC when its sole platoon-mate becomes Immobile or is eliminated?

A. No, it may continue to move normally in that MPh. [96]

D14.23 If a radioless AFV fails its non-platoon movement NTC, may its Crew then Abandon that AFV in that MPh? May it Bounding First Fire?

A. No. No. [96]

D14.23 Must radioless AFV enter in Platoon?

A. Yes; only on-board radioless AFV may use non-platoon movement. [J1]

E.5 An Aerial Range of "zero" is unchanged by doubling it. Read "PBF/TPBF is NA" as "PBF/TPBF (including TH Cases E and L) is NA". [p. E26]

E1.1 For the effects of NVR on LOS within a Factory, See O5.311. [p. E26]

E1.11 A dr result of "Overcast" on the NVR Table does not itself invoke Overcast weather (E3.5). [p. E26]

E1.16 A pillbox is also revealed if a non-Dummy enemy ground unit enters its hex. A roadblock is also revealed if it affects (as per B29.4) the Bypass movement of a non-Dummy enemy ground unit. [p. E26]

E1.16 What happens if a vehicle declares MP expenditure to enter a Location containing a HIP Fortification and:

a) The Vehicle is not allowed to enter the Location due to the Fortification (e.g. A-T Ditch)?

A. The Fortification is revealed, and the vehicle expends the declared MP in its current Location and must expend one extra MP (if available) to Stop.

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

A. The Fortification is revealed and the vehicle expends, if available, the

Additional MP to enter. If the sufficient MP are not available, the vehicle must expend its remaining MP to Stop.

c) A Bog Check is required?

A. The Fortification is revealed and the Bog Check is taken. [J1]

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

A. Yes. Yes. [J1]

E1.2 SMC/SW whose setup Locations are recorded are otherwise treated as having used HIP, even though they are not restricted to being set up in Concealment Terrain. [p. E26]

E1.2 & E1.31 Units [EXC: non-entrenched vehicles (B27.52)], SW and Guns [EXC: non-Emplaced Guns] setting up hidden at night may do so in non-concealment terrain, and are then considered to be in Concealment Terrain for HIP-loss purposes. [p. E26]

E1.2 & E1.41 The HIP and Dummy allotments given in this rule are in addition to any purchases as per H1.6, and are based on the number of squad-equivalents (using squads and HS only [EXC: Japanese include crew MMC too]) in the Scenario Defender's onboard-setup OB. The number of Cloaking counters allotted by E1.411 is determined by the squad-equivalency of all MMC in the Scenario

Attacker's at-start OB. In both cases, if the Scenario Attacker/Defender receives reinforcements he may determine their squad-equivalency and allot Dummy/Dummy-Cloaking counters to them in the same (i.e., his respectively applicable) manner. [p. E26]

E1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. A No Move counter cannot be removed due to being fired on by a friendly unit/FFE; however, a unit marked with a No Move counter may make a free LOS check to determine if it can see a Known enemy unit. [p. E26]

E1.21 Is making a Freedom of Movement dr a concealment-loss activity as per A12.141?
A. No. [96]

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

A. For all such determinations, the "best" or "highest quality" leader is the one having the currently highest morale (ignoring all berserk leaders). If more than one leader has the same morale, the one among these which has the best leadership modifier counts as the "best" one. The one exception to all this is that Commissars are always considered superior to non-Commissar leaders (A25.221). [96]

E1.21 Do armed but unarmored vehicles gain Freedom of Movement as if they were AFV?
A. No. [96]

E1.31 & E1.2 SEE PRIOR ENTRY

E1.41 At night, if a side is designated by SSR as the Scenario Attacker but sets up all his forces onboard, does he still get to use Cloaking?
A. Yes. [97]

E1.41 & E1.2 SEE PRIOR ENTRY

E1.42 May a Cloaked SMC portage a 1 PP SW? May a Cloaked MMC portage two 2 PP dm 50mm mortars totaling 4 PP?

A. Yes. No; except as specified for 4 PP and 5 PP SW that cannot be dm, a unit cannot portage greater than its individual non-CX IPC while Cloaked. [J1]

E1.51 Bocage is not considered Concealment Terrain for purposes of this rule. [p. E26]

E1.53, A11.18, & A15.4 SEE PRIOR ENTRY

E1.53 A Straying unit/stack also becomes TI if the next Location it must enter is part of a HE/WP FFE Blast Area and/or it contains an ADJACENT Known minefield (F.7C), or if it would be subject to a Known minefield attack for exiting its present Location. [p. E26]

E1.531 A unit/stack that wishes to move within/ADJACENT-to connecting trenches/bunkers or along a TB is exempt from making a Movement DR in the same manner as if on/ADJACENT-to a road, path, etc. A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules (E1.53-.533). If the first AFV to move in a radioless AFV platoon Strays, the remainder of the platoon simply follows it using normal Platoon Movement. [p. E26]

E1.54 A DM broken unit/stack wishing to rout at night may do so only by using Low Crawl [EXC: an Inherent crew abandoning its vehicle; See E1.54]. If marked with a No Move counter it may still Low Crawl (if otherwise able to), but must take its No Move counter with it. A unit/stack routing (i.e., using Low Crawl) at night may do so ADJACENT to a Known enemy unit (provided it is not moving closer to that unit). [p. E26]

E1.55 Any FFE resolution permits the occurrence of Jitter Fire thereafter. [p. E26]

E1.552 Jitter Fire does not bestow Freedom of Movement. [p. E26]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. If the target is behind a bocage hexside whose TEM it can claim, then the Night LV DRM does not apply. [p. E26]

E1.71 Does a MG laying a Bore Sighted Fire Lane at the start of the enemy MPh need to make a DR to check for malfunction/cowering/Sniper activation?
A. No. [J1]

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

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

E1.8 Does assembling or dismantling a SW create a Gunflash?

A. No. [J1]

E1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). A Prep/First/Final Fire counter placed solely due to Spotting (C9.3), or due to the use of a radio/phone (C1.6) or an Ammo Vehicle's B# benefit (E10.21), is not considered a Gunflash. [p. E26]

E1.91 The resolution of an enemy FFE also permits the firing of starshells/IR. The "friendly unit" mentioned in the first two conditions must fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does not allow some other friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p. E26]

E1.921 Neither an Aerial unit nor one in a pillbox may fire a starshell. [p. E26]

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

E1.931 An onboard mortar that fails its usage dr for firing an IR is treated as not yet having fired. Since OBA fires an IR in the same fashion as a SR, its FFE:1/2/C status is kept track of only for Battery Access purposes. [p. E26]

E1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p. E26]

E1.932 When a 5/8" mortar fires an Illuminating Round, must its initial placement hex be in the mortar's CA? May the CA be adjusted freely to allow placement in a hex outside its CA?

A. No, it need not. No, it may not. [97]

E1.932 & E1.922 SEE PRIOR ENTRY

E2.1 Are Personnel subject to Interrogation when they surrender (as opposed to captured)?
A. Yes. [96]

E2.41 Is Civilian Interrogation still possible if the ATTACKER'S Sniper counter has been eliminated?
A. Yes. The ATTACKER places the Sniper counter back onboard within six hexes of six enemy-occupied hexes, etc. (as per A14.2); make and resolve the Random Location DR, and then remove the Sniper counter. [96]

E3.1 & A6.7 SEE PRIOR ENTRY

E3.1 & A10.531 SEE PRIOR ENTRY

E3.311 Does Fog negate FFMO (like a LOS Hindrance such as Smoke-E3.311) or does it not negate FFMO (like a LV Hindrance-E3.1)?
A. Fog negates FFMO like Smoke. [J1]

E3.6 During mud, do unpaved roads still exist for Dash purposes?

A. Yes -- and for immunity-to-Straying, Street Fighting, and LOS purposes (E1.531) as well. [96]

E3.6 Unless not in play (e.g., as per G.1), unpaved roads still exist for Movement/Straying DR purposes (E1.53-.531). [p. E26]

E3.62 & E3.731 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/Hindrance DRM. [p. E26]

E3.65 The presence of Height-Advantage/entrenchments does not alter the effects of Mud in Open Ground. [p. E26]

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

A. No -- because E3.65 refers to "otherwise Open Ground hexes". Note, however,

that mud effects would apply in an unpaved orchard road (and in Open Ground shellhole hexes as well). [96]

E3.731 & E3.62 SEE PRIOR ENTRY

E3.732 Note that a minefield's attack strength is also modified as per B28.3 or B28.51. [p. E26]

E3.8 Weather is also always "Clear" for units in a building viewing/firing-at a non-Bypassing target in their own Location. [p. E26]

E5.121 If there are two MMC on a three boat small raft when it is reduced, a HS (or crew) is eliminated from the Passengers. How is the eliminated Passenger chosen?

A. Randomly. [J1]

E5.2 & C10.3 SEE PRIOR ENTRY

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

A. Yes. Yes. [J1]

E7.2 This dr is made in the RPh Step 1.11A, and must be made until the Air Support arrives. [p. E26]

E7.31 Recall will occur at the end of the DFPh if the Original 12 Sighting TC DR was made during that phase. [p. E26]

E7.4 Aircraft cannot Interdict routing units. [p. E26]

E7.421 A bomb attack vs an AFV which results in a Near Miss (thus halving the Basic TK#) is also halved on the IFT for the Specific Collateral Attack vs the AFV's Vulnerable PRC. [p. E26]

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

A. No [96]

E7.43 The principles of D53.3 still apply to changes of BU/CE status made as per this rule. [p. E26]

E7.5 AA fire is not subject to leader direction (). [p. E26]

E7.51 Is Light AA fire subject to Cowering? May it be directed by a leader?

A. Yes; i.e., A7.9. Yes, but no leader DRM can apply (triangle). [96]

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

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

E7.61 If no Known enemy unit is in/adjacent to the hex that contains the AR of an Observation Plane, what DRM apply to its Sighting TC? In this situation, must an extra black chit be drawn for battery access?

A. DRM apply as if attempting to sight a hidden unit (regarding concealed units, note also the second sentence of C1.6.). Yes. [96]

E8.11 German gliders become available for DYO use in 5/40; U.S. and British gliders in 7/43. [p. E26]

E8.21, E8.3, E9.3 & E9.43 Neither Glider/Parachute counters nor their contents can cause enemy units to lose concealment. [p. E26]

E8.232 & E9.42 A glider/parachute always lands beneath any Wire counter in its hex. [p. E26]

E8.3, E8.21, E9.3, & E9.43 SEE PRIOR ENTRY

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

A. As per E8.3, but also treating the glider as a Stopped truck (of "0" Target Size), and using the proper TK Table and Unarmored TK# (or IFT <star>Vehicle Line for a mortar). A DFPh ordnance attack versus a glider that landed in the preceding MPh would also use TH Case J. [96]

E8.3 How is CC versus a glider and its Passengers conducted?

A. As if it were an unarmored vehicle. [97]

E8.41 & E9.33 Can glider/parachute Personnel suffer ELR Replacement?

A. Yes (if multiple parachute Personnel fail a MC by their ELR, use Random Selection to find the one(s) that must be Replaced). [96]

E9.1 If the contents of a parachute are placed on the board before the APH (e.g. a failed E9.42 landing TC), are they still considered paratroops (e.g. for purposes of E9.5 or 9.6)?
A. Yes. [J1]

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

A. Only after it lands onboard (and is in the LOS of an enemy unit); however, its contents cannot be inspected by the opponent until the Parachute counter is removed from play. [96]

E9.12 May each Wing have a different Hex-grain alignment?

A. No -- all must run parallel to each other, using a Hex-grain alignment secretly recorded by the paratroop player prior to scenario setup. [96]

E9.2 Drift occurs after all ground units have completed their MPh. [p. E26]

E9.3, E8.21, E8.3, & E9.43 SEE PRIOR ENTRY

E9.33 & E8.41 SEE PRIOR ENTRY

E9.4 Each 1/2" parachute that lands in a building hex is instead moved directly downward to the first non-building hex it encounters. [p. E26]

E9.42 If a parachute fails its Landing NTC, any broken units Inherent in it are still subject to the applicable effects of that NTC. If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind. [p. E26]

E9.42 & E8.232 SEE PRIOR ENTRY

E9.43, E8.21, E8.3, & E9.3 SEE PRIOR ENTRY

E9.7 A 5-4-8 squad in its pre-armed 2-2-8 state has no Assault/Spraying Fire or smoke grenade capabilities. [p. E26]

E10.1-.11 In some cases the pertinent Chapter H Vehicle Note will specify the exact Ammo Vehicle to be used [p. E26]

E10.2 An armed vehicle receiving the B# benefits of an Ammo Vehicle still suffers Special Ammunition Depletion (C8.9) in the normal manner. [p. E26]

E11.21 Bog too can cause a Gap. [p. E26]

E11.52 A Column may use neither Human Wave nor Dash movement. [p. E26]

E11.53 A sniper attack vs a Column unit causes that Column to Disband. [p. E26]

F.10 May an Inherent crew place vehicular smoke grenades into an adjacent location? May it place WP grenades? If the crew fails a smoke-grenade placement attempt, may it still attempt to fire the vehicle's Smoke Dispenser in the same phase?

A. No to all--nor may the crew attempt to place smoke grenades in the same phase in which it has attempted (whether successfully or not) to fire its Smoke Dispenser. [96]

F8.6, B27.54, B28.41, & SSR RB6 SEE PRIOR ENTRY

F11.611 If an ATTACKER enters a DEFENDER's Location during the MPh across a hexside (or from a vertex) that lies within the latter's Sun Blindness Zone, the Sun Blindness DLV Hindrance does apply to each attack made during that MPh by the DEFENDER vs that ATTACKER. [96]

G.7 Does this rule apply to the radio of an Observation Plane?

A. No. [96]

G.9B-.9D If two or more overlays overlap -- even if just along one of their exterior hexsides -- each should be placed onboard in the order it is mentioned in the pertinent SSR. Once

positioned onboard, only the overlay's (or topmost overlay's, should two or more overlap) hexsides and vertices -- not those covered by it -- matter for rules purposes. In addition, treat any extraneous terrain (e.g., a sliver of a wall/hedge/building not completely covered by an overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by an overlay. [96]

G1.422 Can a Hidden T-H Hero cause Search/Mopping-Up casualties?
A. No. [96]

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

A. No, because he cannot be set up possessing a SW (G1.423). [96]

G1.423 May a hidden T-H Hero be designated as a mortar spotter?
A. No. [96]

G1.423 May a T-H Hero detonate a Set DC?
A. Only an A-T Set DC (G1.6121). [96]

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

A. Yes (but he would not be pinned as a result). [96]

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

A. Yes -- and may also exit into kunai (since it is treated as brush). [96]

G2.2, B13.3, & C3.71 SEE PRIOR ENTRY

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

A. No to both. [96]

G3.4 May a Gun set up in a Bamboo hex that does not contain a trailbreak?
A. Yes. [96]

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

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

G11.7 May a Gun set up in a cave that is not Accessible to a Cave Complex?
A. Yes; see G11.92. [J1]

G11.7 May Japanese Dummy units enter caves?
A. Yes. [J1]

G11.84 How is NOBA LOF (G14.62) traced for the purpose of attacking caves?
A. From its designated Ocean hex (G14.62) [97]

G11.85 May a BAZ45 fire WP into a cave?
A. Yes, and G11.85 applies unchanged except that the BAZ uses its own TH table. [96]

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

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

G12.43 What happens if a Passenger vehicle aboard a fully loaded LC is destroyed but its PRC survive, thus causing the LC's PP capacity to be exceeded?
A. Nothing--the ex-PRC remain aboard the LC at no penalty. [96]

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

A. Yes--in fact any vehicle may (un)load and fire in this manner unless otherwise prohibited. [96]

G12.671 & G12.13 SEE PRIOR ENTRY

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

A. Yes -- and the second paragraph of G14.32 applies to them as well. [96]

G17.41 Does a Napalm Blaze force units to exit the hex/Location as per B25.4?
A. Yes. [96]

G17.41 Can a Napalm Blaze possible Spread (B25.6) before it becomes -- or even if it cannot become -- a Terrain Blaze?
A. No. [96]

G17.41 Is the NCA TEM of a pillbox added to the TH DR of a napalm attack using the Infantry Target type? Is it added to the Effects DR?
A. Yes. No. [J1]

H1.22 Does an Assault Engineer HS have a SMOKE Exponent of "2"?

A. No (only a squad can place SMOKE anyway; A24.1) [96]

German Vehicle Note 93 Does a Goliath on a road pay MP as a BU or CE AFV?
A. BU. [97]

U.S. Multi-Applicable Vehicle Note V Can such a weapon (i.e., one that cannot fire in the VCA at the same level) attack in OVR?
A. No. [J1]

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle:

a) May the two crews of a Nimbus start a scenario dismounted?
A. Yes, but not with its weapons Removed.

b) If dismounted Infantry possesses a Nimbus that is in Bypass of an obstacle, does the Infantry occupy the obstacle (per A4.3-332)?

A. No, in this particular instance, the Infantry would be considered to be at the CAFP along with the Nimbus.

c) Can broken dismounted Infantry possess a Nimbus that is in Bypass of an obstacle?
A. No, the broken Infantry must drop possession when it occupies the obstacle. [J1]

J2.31 Does the statement in this rule that units engaging in Hand-to-Hand must be stacked together mean that each side's units can attack or defend only as a stack?

A. No -- they are stacked together only to indicate their use of Hand-to-Hand (see J2.3), and thus can still make individual CC attacks. [96]

J2.31 If a non-Hand-to-Hand Melee already exists in a Location, may the ATTACKER still declare Hand-to-Hand?
A. Yes. [96]

O1.2 What is the cost for a fully-tracked AFV to enter a roofless Factory hex through a Vehicle-sized entrance?
A. One-quarter of its MP. [96]

O5.33 Does Breaching a Factory Interior Wall that is a hexside of a Fortified Building Location permit entrance of that Fortified Building Location just as if the latter itself had been Breached?

A. Yes--but the effects given in O5.331 also apply. [96]

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

A. Inside. [97]

O5.33 & B23.9221 SEE PRIOR ENTRY

O6.1 & A12.152 SEE PRIOR ENTRY

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

A. No--it can fire at a vertex only to attack a Bypassing unit. [96]

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

A. No. [97]

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

A. No, it is restored to the number of black and red chits it had at the start of the previous scenario. [96]

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

A. Yes--but choosing a radio to replace a field phone (or vice-versa) is NA. [96]

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

A. Yes. [96]

O11.6057 If a German Perimeter Area contains no map-edge hex along the north/west edge of the map, is that Perimeter Area a Pocket?

A. Yes, even if it does contain >= one map-edge hex along the east/south edge. Conversely, the same is true of a Russian Perimeter Area that contains no map-edge hex along the east/south edge. [96]

O11.617 Do the German 8-3-8 have the same ELR as the other German forces? If they fail their ELR, are they Reduced to two HS or a 4-3-6?

A. No, their ELR is always 5. Two half-squads. [97]

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

A. No. Players should mutually agree on the substitution of other types for those lacking if they do not have enough counters between them. [96]

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

A. No. [96]

O11.6194(b) Does a Stuka cause activation of a Reserve unit by being within 3 hexes of it? Are Stukas free to attack Reserve units?

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

O11.6205 & O11.619 SEE PRIOR ENTRY

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

A. No; see footnote 9. [J1]

O11.6234 As the Scenario Attacker, may the Russians use Cloaking for onboard as well as offboard units? How would the number of Cloaking counters be determined?

A. Yes. One per squad-equivalent in that side's at-start OB. [96]

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

A. No. [97]

SSR RB6, B27.54, B28.41, & F8.6 SEE PRIOR ENTRY

P3.3 Is a SdKfz 2 Kettenkrad considered a motorcycle for the purposes of this rule?
A. Yes. [96]

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

A. Yes--Riders are not affected by the woods/orchard while they are IN the stream (see also B33.11). [96]

P5.11 What is "half the normal Bypass MP expenditure"?

A. One MP if on paved road (i.e., half of the normal two MP for Bypassing in Open Ground), or 1 1/2 MP if on an unpaved road (i.e., half of the normal three MP for Bypassing in Soft (as per SSR KGP 5) Open Ground). [96]

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

A. The LOS must be drawn to both vertices of the hexside straddled by the roadblock. [96]

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

A. He may secretly record the status, but must reveal the existence of the FT as soon as the AFV is unconcealed and in LOS of and within 16 hexes of a Good Order enemy ground unit. [97]

Q5.1 How is a gully/irrigation-ditch hex (e.g., PB R22) treated?

A. Like a gully hex. [J1]

Q8.2 Can squad E see squad A?

A. No; see Errata. [97]

Q9.1 Does the German control all Strategic Locations at the start of CGI?

A. Yes. [97]

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

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

Q9.4 & CG4c Can German units in Benouville which remain under a "No Move" counter at the conclusion of CG Night II set up in Night III with Freedom of Movement in any hex of the same Friendly Setup Area? Or must they set up in the same hexes they were in at the conclusion of CG Date Night II?

A. Yes. No. See Q9.6058. [J1]

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

A. It is removed. [J1]

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

A. No; HIP, Dummies, and deployment should be calculated separately for each of the three setup areas. (See Q9.4 CGSSR4a Errata.) [97]

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

A. The entry arrows on the PB map. (See Errata.) [97]