

Advanced Squad Leader 2nd Edition

Questions and Answers, Clarifications, and Errata

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Introduction

cross-references. Please email me at scott-gamer@comcast.net about any mistakes in this document.

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

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

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

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

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

Items from unofficial sources are for reference and information only. They are not official until published in an official source. The source(s) of each item is shown in square brackets ([]). Notes are enclosed in braces ({ }). Notes flagged with an "SR" are my own clarifications and

Official Q&A: Rulebook

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

A. The Examples are part of the rules. If (emphasize the “If”) the rules are internally inconsistent anywhere, errata is needed.

[Perry Cocke to ASLML 30 Mar 2003]

ASOP

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

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

Chapter A

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

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

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

A. Yes. [An92; An95w; An96]

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

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

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

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

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

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

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

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

A. Yes, so long as the provisions of A4.12 are not violated. However, since the leader and Infantry must move as a stack, the

leader in the second case would have to be on an AFV using Armored Assault with that Infantry. [An90; An95w; An96]

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

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

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

A. Yes. [J1]

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

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

A4.15 & A4.134 See prior entry.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A. No. One SMC must possess the weapon and, even though the other SMC raises the first's IPC by one, the possessing SMC "may never portage more than two PP." [An96]

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

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

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

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

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

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

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

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

A4.44 & 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. [An95w; An96]

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

A. No. [J1]

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

A. No. [An97]

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

A. The appropriate Clearance attempts do.

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

A. Yes.

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

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

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

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

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

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

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

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

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

A. Quartered. No. [An97]

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

A. No. [An95w; An96]

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

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

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

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

A6.11 & A2.9 See prior entry.

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

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

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

A. Yes. [An97]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A. Yes. [An97]

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

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

A7.531, A7.53 & A10.72 See prior entry.

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

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

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

A. No. [An96]

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

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

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

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

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

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

A8.1 & A7.1 See prior entry.

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

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

A8.15 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. [An92; An95w; An96]

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

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

A8.15 & A4.63 See prior entry.

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

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

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

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

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

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

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

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

A8.31 & A7.353 See prior entry.

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

A. Yes. Yes. [An93b; An96]

A9.21 & A8.3 See prior entry.

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

A. No; the attack that *creates* a Fire Lane uses the FP it would normally apply to a regular Defensive First Fire attack vs. that target, and only after that attack is resolved can the Fire Lane come into effect. [An91]

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

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

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

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

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

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

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

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

A9.52 & A7.34 See prior entry.

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

A. No. Yes. [J1]

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

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

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

A. Yes. No. [J1]

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

A. Yes. [An95w; An96]

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

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

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

Location?

A. Yes. [An93a; An95w; An96]

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

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

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

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

A10.51 & A5.11 See prior entry.

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

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

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

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

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

A. Yes. [An96]

A10.6 & A4.44 See prior entry.

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

A. Yes. [An95w; An96]

A10.72 & A7.53-.531 See prior entry.

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

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

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

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

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

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

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

A. No. [J1]

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

A. No, because withdrawal occurs during the CCPh, while sewer movement occurs only during the MPh (which means that the

sewer Location is not Accessible as defined in the Index).
[Gen25.6; An90 (both mistakenly cite A11.81); An95w; An96]

A11.52 How does Infantry capture an *armed* and manned, un-armored vehicle?

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

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

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

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

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

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

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

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

A. No. [An97]

A12.122, A5.1 & A12.14 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. [Gen25.6; An95w; An96]

A12.14, A5.1 & A12.122 See prior entry.

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

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

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

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

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

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

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

A. Yes. [An97]

A12.15 & A15.431 Suppose an Infantry unit attempts to enter a Location containing a hidden enemy unit and is therefore returned to the previously occupied hex, but then goes berserk

during the Defensive First Fire. Can it then charge back into the previously hidden unit’s hex during that MPH?

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

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

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

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

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

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

A. Yes. [An93a; An95w; An96]

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

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

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

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

A12.34 If an Emplaced Gun sets up HIP, may the manning crew of a HIP Emplaced Gun possess non-inherent support weapons?
A. No. [J1] {Edited for v2.}

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

A. Yes. [J1]

A13.3 & A4.12 See prior entry.

A13.33 & A4.44 See prior entry.

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

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

A15.2 May a Hero rout with broken troops?

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

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

A. No. [An92; An95w; An96]

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

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

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

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

A15.24 & A7.531 See prior entry.

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

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

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

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

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

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

A15.43 & A4.63 See prior entry.

A15.431 & A12.15 See prior entry.

A15.432 & A11.4 See prior entry.

A17.11 & A15.2 See prior entry.

A18.2 & A15.21 See prior entry.

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

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

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

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

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

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

A19.13 & A10.31 See prior entry.

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

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

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

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

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

the rout rules?

A. Yes. [An97]

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

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

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

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

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

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

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

A. No. [An95w; An96]

A22.4 & 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. [An93a; An95w; An96]

A22.612 & A22.34 See prior entry.

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

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

A23.3 & 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 losses its “?” prior to the DC's detonation, is the DC attack still resolved as Area Fire?

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

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

A. Only if ADJACENT. No. [An96]

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

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

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

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

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

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

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

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

[An93b; An96] {Added B26.31 reference. SR}

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

A. No. [An97]

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

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

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

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

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

A. No. Yes. No. [J1]

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

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

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

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

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

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

[Gen24.6, Gen25.2; An89; An95w; An96]

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

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

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

A. Yes. [An95w; An96]

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

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

A25.61 & A19.13 See prior entry.

Chapter B

B3.4 & A4.132 See prior entry.

B8.3 & Chapter B Terrain Chart See prior entry.

B8.41 & A11.15 See prior entry.

B8.4 & A11.41 See prior entry.

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

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

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

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

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

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

A. Two. [An93b; An96]

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

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

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

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

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

be in the woods or still on the road?

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

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

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

B18.43 The rule says that ordnance in the form of a ⅔” counter can *enter* a graveyard only via a graveyard road hexside. If such ordnance wishes to *leave* a graveyard hex, must it do so through a graveyard road hexside?

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

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

A. No. [An93a; An95w; An96]

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

A. Yes. [An93b; An96]

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

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

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

B23.31, A8.2 & D2.38 See prior entry.

B23.71 & A12.14 See prior entry.

B23.71 & 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. [An95w; AP1]

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

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

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

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

B23.922 & B8.44 See prior entry.

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

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

B24.74 If a unit begins its MPh in a known minefield Location, must it expend MFs (making it vulnerable to Residual FP/-

Defensive First Fire) in order to declare a minefield Clearance attempt in that Location?

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

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

A. No. [An96]

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

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

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

A. Yes. [An95w; An96]

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

B26.4 How does wire affect Human Wave movement?

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

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

A. Yes. [An96]

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

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

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

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

B28.41 & A12.11 See prior entry.

B28.44 & B24.74 See prior entry.

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

A. No. [An96]

B30.44 & A4.15 See prior entry.

B30.6 & A11.4 See prior entry.

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

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

• Chapter B Terrain Chart (Original)

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

Movement?

A. Yes. [An97]

Chapter C

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

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

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

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

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

- 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. [Variants in An93a, An95w, An96; AP1]

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

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

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

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

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

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

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

A. C1.343. [AP1]

C1.343 & C1.336 See prior entry.

C1.51 & B23.71 See prior entry.

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

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

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

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

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

A. No. [An93b; An96; AP1]

C1.71 & 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. [An95w; An96; AP1]

C1.731 & C1.21 See prior entry.

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

A. Yes. [An95w; An96; AP1]

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

A. No. [Gen24.2]

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

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

C2.2401 & C2.24 See prior entry.

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 MPPh/DFPh). [An92; An95w; An96]

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

BMG/CMG?

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

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

A. No. [J1]

C3.31 & C.9 See prior entry.

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

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

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

A. Yes. [Gen24.2]

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

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

C3.74 & A7.301 See prior entry.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

C7.11 & C3.7 See prior entry.

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

A. No. [An96]

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

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

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

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

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

A. Yes. Each Location. [An97]

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

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

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

A. Yes. No. [An96]

C9.3 & C1.2 See prior entry.

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

A. No. [An92; An95w; An96]

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

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

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

A. Just like a Gun, a boat may not be Manhandled into such terrain, although one could of course be Beached in such terrain (if the marsh were flooded) in the normal manner. (This supersedes the prior answer to this question in the *An95w*). [An96]

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

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

C13.42 If using a BAZ45 to fire WP, does the target's TEM apply both to the TH DR and to any resulting WP MC?

A. No – in this case it applies only to the WP MC. [An93b; An96]

Chapter D

D.8 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (D.8B)? A Specific Collateral Attack (D.8A)?

A. Yes. No. [J1]

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

D1.81-2, C3.2 & D8.5 See prior entry.

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

A. Yes. Yes. [J1]

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

A. Side; the Target Facing of a turret hit would depend on which way the TCA was pointing. [An97]

D2.38, A8.2 & B23.31 See prior entry.

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

A. No – but it could be used to gain land MP in the same turn that it uses amphibious MP. [Gen24.1; An95w; An96]

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

A. No. [An92; An95w; An96]

D3.2 & D2.32 See prior entry.

D3.7 & D1.81 See prior entry.

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 p.F2⁹²; An96]

D5.31 & D.8 See prior entry.

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

A. Yes. [Gen24.1]

D5.32 & C3.32 See prior entry.

D5.34 & A9.61 See prior entry.

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

A. No. [An95w; An96]

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

A. Yes, but not as a moving target of course. [Gen24.1; An95w; An96] {Expanded to also reference D5.42. SR}

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

A. Yes. [J1]

D5.6, D5.5 & D9.3 See prior entry.

D6.2 & C7.42 See prior entry.

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

A. Yes. [Gen24.1; An95w; An96]

D6.4 & D6.5 A gun's crew pays no extra MF to (un)load from/-onto a vehicle while (un)hooking its GUN. Can a crew that is (un)loading from/onto a vehicle while (un)hooking its Gun be attacked by Defensive First Fire?

A. Yes, based on the crew's (un)hooking MF expenditure. See the D5.43 example. [Variants in Gen24.1 and An91; An92; An95w]

D6.4 & D5.42 See prior entry.

D6.5 & D6.4 See prior entry.

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

A. No. [Gen24.1; An90; An95w; An96]

D6.64 & A13. See prior entry.

D6.631 & D10.5 SW REMOVAL & SCROUNGING: (See F.9 p.F2⁹² for British/U.S. vehicles). [An96]

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

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

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

A. Only as part of another OVR (i.e., as per D7.14). [An91; An95w; An96]

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

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

D8.5, C3.2 & D1.81-2 See prior entry.

D9.3, D5.5 & D5.6 See prior entry.

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 MP in Motion?

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

D9.31 & A4.63 See prior entry.

D9.31 & A8.3 See prior entry.

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

D10.5 & A9.72 See prior entry.

D10.5 & D6.631 See prior entry.

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

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

Chapter E

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

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

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

b) A Bog check is required?

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

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

A. Yes. Yes. [J1]

E1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. [p.E26⁹⁰; An96] {Edited for v2.}

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

A. No. [An92; An95w; An96]

E1.21 & A25.221 See prior entry.

E1.55 Any FFE resolution permits the occurrence of Jitter Fire thereafter. [p.E26⁹⁰; An96] {Since the hexes of a FFE are considered Gunflashes per E1.87. SR}

E1.552 Jitter Fire does not bestow Freedom of Movement. [p.E26⁹⁰; An96]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. [p.E26⁹⁰; An96] {Note that the ASLRBv2 added an exception to E1.7 saying the Night LV DRM does not apply if the target is in the same hex as the firer. That exception did not exist in ASLRBv1, which is where this Q&A came from. SR}

E1.71 & ASOP See prior entry.

E1.8 A concealed unit that creates a Gunflash retains its “?” if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). [p.E26⁹⁰; An96]

E1.91 The “friendly unit” mentioned in the first two conditions *must* fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that “friendly unit” meets one of those conditions does *not* allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p.E26⁹⁰; An96] {This clarifies the odd “and fires” phrasing in those conditions. SR}

E1.922 & E1.932 The three methods listed in E1.922 are not mutually exclusive; e.g., a unit wishing to fire a starshell/IR and able to use method 2 *may* use method 3 instead. [p.E26⁹⁰; An96]

E1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p.E26⁹⁰; An96]

E1.932 & E1.922 See prior entry.

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. [An95w; An96]

E3.1 & A6.7 See prior entry.

E3.1 & A10.531 See prior entry.

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

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

E5.2 & C10.3 See prior entry.

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

A. Yes. Yes. [J1]

E5.53 & E5.52 See prior entry.

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

A. No. [An91; An95w; An96]

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

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

E8.21, E8.3, E9.3 & E9.43 Neither Glider/Parachute counters nor their contents can cause enemy units to lose concealment. [p.E26⁹⁰; An96]

E8.232 & E9.42 A glider/parachute always lands *beneath* any Wire counter in its hex. [p.E26⁹⁰; An96]

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

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

E8.3, E8.21, E9.3 & E9.43 See prior entry.

E8.41 Can glider Personnel suffer ELR Replacement?

A. Yes. [An95w; An96]

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

A. Yes. [J1]

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

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

E9.3, E8.21, E8.3 & E9.43 See prior entry.

E9.42 If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind. [p.E26⁹⁰; An96] {Edited for v2.}

E9.42 & E8.232 See prior entry.

E9.43, E8.21, E8.3 & E9.3 See prior entry.

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.E26⁹⁰; An96]

Chapter J

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

A. Yes. [An95w; An96]

Official Q&A: Other Items

A Bridge Too Far

• Chapter R

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

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

• Map

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

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

LOS Does the pillar artwork (and the rowhouse hexsides) block LOS from units on the bridge to units below the level of the bridge (e.g., does a unit on the bridge in hex R19 have a clear LOS to a unit at level 0 in hex Q18)?

A. Yes (no). [J2]

Blood Reef: Tarawa

Is PTO Terrain (G.1) in effect?

A. No. [J2]

• Chapter T

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

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

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

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

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

A. Yes to both. [J2]

T15.4 CG2 So let me get this straight. All At-Start Formations (e.g., in CG III, the 3/2, 2/2, & 2/8 BLTs) are assigned to Assault Waves prior to start but after Japanese setup. The base Formations (F1-F5) cannot switch between BLTs. At-Start auxiliary Formations (F6+) can switch between At-Start BLTs, but not between Reinforcement BLTs (i.e., Follow-On Battalion, Regimental Reserve, or Divisional Reserve) and vice versa. All Formations of a Reinforcement BLT are assigned to Assault Waves in the RePh preceding the CG Date in which the first element of that Reinforcement BLT will enter. No Reinforcement BLT may enter before all of the base At-Start Formations have entered. The Follow-On Battalion (but not the Regimental Reserve or Divisional Reserve) may enter before all of the At-Start auxiliary Formations have entered, but once the Follow-On Battalion has started to enter no more At-Start auxiliary Formations may enter until all of the Follow-On Battalion has entered. Since it is a

Reinforcement BLT, the Follow-On Battalion does not have to be assigned to Assault Waves before start, but if you want to bring the Follow-On Battalion on before all of the At-Start auxiliary Formations enter, you are going to have to leave room for it on the Landing Record Table.

A. Yes. [J2]

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

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

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

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

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

A. Correct. [J2]

T15.5 CG I SSR2 When CG I SSR2 says “Only the 1st Bn, 6th Marines need to enter in Assault Waves”, is “need to” superfluous?

A. You don’t need to have those words; there are no other Formations to assign to Assault Waves. [J2]

T15.5 CG I SSR 4 When CG I SSR4; says the Air Support arrives per E7.2 not per CG6, is it excepting all of CG6 or just the arrival mechanism?

A. Just the arrival mechanism is excepted. The rest of CG6 still applies. [J2]

T15.6141 & CG I Gun Purchase Points; is the Max Per Beach doubled for the ‘Elements of 3rd SBF’?

A. No. [J2]

T15.6141 & T8.1 See prior entry.

Code of Bushido

• Chapter G (≤ section 10)

G.9B-.9D If two or more overlays overlap – even if just along one of their exterior hexsides – each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay’s (or topmost overlay’s, should two or more overlap) hexsides and vertices – not those covered by it – matter for rules purposes. In addition, treat and extraneous terrain (e.g., a sliver of a wall/hedge/building not completely covered by an overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by an overlay. [*Gung Ho* Overlay; An95w; An96]

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

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

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

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

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

A. No. [An91; An95w; An96]

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

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

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

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

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

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

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

A. No to both. [An95w; An96]

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

A. Yes. [An96]

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

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

Doomed Battalions

• **Chapter H**

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

A. Yes, but not with its weapons Removed.

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

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

Festung Budapest

• **Frequently Asked Questions**

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

A. SS units [*EXC: SS Assault Engineers*] are treated as if their Morale Factor is not underscored and are handled per FB15.1;

their ELR in a CG is described in SSR CG16 (FB17.4). All other units with an underscored Morale Factor [*EXC: Arrow Cross Militia units in scenario FB12*] always have an ELR of 5 [*EXC: ELR of 4 if a Scenario Defender in a Night CG scenario*] and Deploy into two HS when they fail a MC by more than their ELR. [J10]

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

A. Only per SSR CG18 (FB17.4) or if specifically designated, [J10]

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

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

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

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

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

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

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

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

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

A. Yes. [J10]

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

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

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

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

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

A. No; all map-edge hexes are considered Front Line Locations

(FB17.605; FB17.6053) so only “F”. type Fortifications may set up in them. Yes. [J10]

Gung Ho!

• **Chapter G (≥ section 11)**

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

A. Yes; see G11.92 [J1]

G11.7 May Japanese Dummy units enter caves?

A. Yes. [J1]

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

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

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

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

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

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

G12.13, G12.111 & G12.671 See prior entry.

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

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

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

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

G12.671, G12.111 & 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. [An93b; An96]

G14.62 & G11.84 See prior entry.

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

A. No. [An92; An95w; An96]

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

A. Yes. [An92; An95w; An96]

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

A. Yes. No. [J1]

Kampfgruppe Peiper I and II

• **Chapter P**

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

A. Yes. [An95w; An96]

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

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

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

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

P5.141 & B31.141 See prior entry.

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

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

• **Kampfgruppe Peiper I & II SSR**

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

Pegasus Bridge

• **Chapter Q**

Q5.1 How is a gully/irrigation-ditch hex (e.g., PB R22) treated.

A. Like a gully hex. [J1]

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

A. Yes. [An97]

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

A. Yes; see Q9.6058 [J1]

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

A. Yes. No. See Q9.6058. [J1]

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

A. It is removed. [J1]

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

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

Q9.6058 & Q9.4 CG4b See prior entry.

Q9.6058 & Q9.4 CG4c See prior entry.

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

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

• Map

What level is hex Z8 at?

A. Level -1. [An97]

• Pegasus Bridge SSR

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

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

Red Barricades

• Chapter O

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

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

O5.33 Does Breaching a Factory Interior Wall that is a hexside of a Fortified Building Location permit entrance of that Fortified Building Location just as if the latter itself had been Breached?

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

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

A. Inside. [An97]

O5.33 & B23.9221 See prior entry.

O6.1 & A12.152 See prior entry.

O6.3 & A24.4 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. [An95w; An96]

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

A. No. [An97]

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. [An92; An95w; An96]

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. [An92; An95w; An96]

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. [An93a; An95w; An96]

O11.6057 If a German Perimeter Area contains no map-edge hex along the north/west edge of the map, is that Perimeter Area a Pocket?

A. Yes, even if it does contain \geq one map-edge hex along the east/south edge. Conversely, the same is true of a Russian Perimeter Area that contains no map-edge hex along the east/south edge. [An92; An95w; An96]

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

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

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

A. No. [An93b; An96]

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

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

O11.6205 & 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. [An93a; An95w; An96]

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

A. No. [An97]

West of Alamein

• Chapter F

F.10 & D13.35 See prior entry.

Yanks 1e

• Chapter H

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

A. No. [J1]

Yanks 2e

• Chapter H

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

A. No. [J1]

Unofficial Q&A: Rulebook

ASOP

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

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

or

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

or

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

or

d) Some other sequence?

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

Index

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

~~A. Yes. Yes. [Bruce Probst to Perry Cocke, ASLML 16 Jan 2003] {Deleted because in Klas’s compilation v30. SR}~~

Index “ADJACENT” & A20.21 Are units in the same Location considered ADJACENT? Are they considered ADJACENT for purposes of paragraph A20.21? (If not, would a broken unit that is unable to rout away in the circumstances described in A20.21, namely, without risking Interdiction etc., surrender to an enemy Infantry/Cavalry unit that is in the same Location?)

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

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

a) a non-Heroic SMC,

A. No.

b) a Heroic SMC, or

A. No.

c) two SMCs

A. Yes.

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

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

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

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

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

A. Until it can scrounge up some, it has no inherent weapons.

[Tom Repetti to Perry Cocke, copied to SR 11 & 14 May 2001]

{Minor editing. SR}

Chapter A

A.5, A.9 & A7.301 How are differing KIA results resolved vs. multiple units in a Location? For example, if a Location which contains six Good Order HS: A, B, C, D, E and F, is affected by an IFT attack which results, owing to differences in TEM/concealment, in a 1KIA vs. HS A and B, a 2KIA vs. HS C and D, and a 3KIA vs. HS E and F, how do I determine which HS are eliminated and which are broken?

A. Each result applies to each group.

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

C and D suffer a 2KIA and are eliminated.

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

A.7, A9.22 & Index “Good Order” See prior entry.

~~**A.8 & Index “ADJACENT”** See prior entry.~~

A.9, A.5 & A7.301 See prior entry.

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

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

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

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

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

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

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

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

2) Does this rule allow a player to attempt to enter the board on a

hex occupied by a concealed enemy unit in the MPh when that hex is one of many hexes that is specifically listed for entry by the off board forces, e.g. P1, Q1, R1?

A. The attacker may do so.

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

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

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

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

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

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

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

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

A4.152 If an SMC being overrun is marked with a First Fire counter, what effect is there on its CC attack vs. the MMC?

A. None. [VFTT 18 Sep 1998]

A4.2, D9.31 & D14.2 May more than one stack of infantry move simultaneously using Armored Assault if several vehicles are using Platoon Movement?

A. Not ordinarily (e.g., only if using Human Wave, Banzai, or Column). [VFTT #9; Tom Repetti to Perry Cocke, ASLML 1 Apr 2002]

A4.3 Can a unit bypass just a hex vertex, e.g., assuming walls are bocage, could an infantry unit in 3U4 bypass in hex T4 along the T4-T3-U4 vertex, and enter T3 at a cost of 3 MF, instead of crossing the T3-U4 hexside for a total cost of 4 MF?

A. No, a unit must bypass along an entire hexside; but in this situation, the unit could bypass along the T3-T4 hexside to the T3-T4-S4 vertex and then enter T3 at a cost of 3 MF. See the A4.31 Example. [VFTT 18 Sep 1998]

A4.3 May an Infantry unit bypass a hexside and then return to its prior hex along that hexside?

A. No; see the A4.31 Example. [VFTT 18 Sep 1998]

A4.3 If several defender units fire at a bypassing unit at different vertices, must each vertex be fired on in order or is the order unimportant?

A. The order is unimportant. [VFTT 18 Sep 1998]

~~**A4.31** In the A4.31 EX, if the squad in D3 expends 1 MF to bypass the C4/D4 hexside (only), may it then move directly into hex C4 at a cost of 2 MF?~~

~~A. Yes. See page K6, top right. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001] {Deleted because in Klas's compilation v30. SR}~~

A4.32 & D6.5 When Infantry that was stuck in Bypass during its MPh (e.g., pinned, broken, unloaded without sufficient MF, etc.) automatically enters the obstacle after the end of its MPh, may

the Defender First Fire at it?

A. No, he must wait until DFPh. [VFTT 27 Feb 1999]

~~**A4.41** A unit with a MMG attempts to place smoke in an adjacent hex and rolled a 6. Can it then fire its MMG in the AFPh? A. No, the MMG has “moved”. [Mark Warren to Perry Cocke, ASLML 18 Mar 2003] {Deleted because in Klas's compilation v30. SR}~~

A4.44 Can more than one Infantry unit attempt to Recover the same SW/Gun during a single MPh/RPh?

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

A4.44 A broken leader is stacked with a broken HS that possesses a LMG. In the RPh, the leader self-rallies and then tries to rally the HS. The HS rolls boxcars and dies. Can the leader attempt to recover the LMG in this same RPh that he just self-rallied in?

A. Yes.

Q. If he is allowed to do this, I assume he'd have to roll for it and that it is not automatic?

A. Correct. [Mike Pierzchala to Perry Cocke, 13 Dec 2003]

A4.5 & A24.1 If a CX unit rolls a 5 on its SMOKE placement dr, is its MPh over? (In other words, is it an “Original” or a “Final” dr of 6 that ends a unit's MPh?)

A. No. Original. [Bill Kohler to Perry Cocke, 12 Oct 2001]

A4.51 & A11.11 If two stacks are in close combat, and one stack has one CX squad and two non-CX squads, does the other side get the -1 CX CC DRM against the whole stack or only the CX squad?

A. Only the CX squad. [Mark Calhoun to Perry Cocke, ASLML 28 Aug 2002]

A4.8 & A10.711 Can a TI Leader Voluntary Rout? (Reference: A.3; A4.8; A10.711)

A. Yes. [Christopher Fleury to Perry Cocke, ASLML 22 Aug 2003]

A5.132 Can non-moving vehicle(s) be hit by an “overstack hit” during DFF – i.e., do the overstack rules negate the Defensive First Fire rules on eligible targets?

A. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995; Bruce Probst to Perry Cocke, ASLML 16-18 Jun 2003] {Edited for v2.}

A5.132 & C3.8 Does a Gun of the appropriate caliber which rolls an Original Doubles TH DR which misses the intended target vehicle but hits another vehicle in the same Location as a result of vehicular overstacking score Multiple Hits?

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

A7.301, A.5 & A.9 See prior entry.

A7.34 & A9.5 If directed by a Leader, does the Leader's DRM affect every location affected by a spraying-fire attack?

A. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

~~**A7.35 & C13.8** Assume a German Squad has not fired its inherent Firepower and it fires a PF and takes the Backblast attack. Assume the squad is casualty reduced and the HS passes it MC (so it remains in good order). Can the HS fire attempt to fire a second SW? (e.g. a second PF).~~

~~A. No, the HS is considered to have fired, and is so marked.~~

~~{Sam Belcher to Perry Cocke, ASLML 25 Feb 2001} {Deleted because in Klas's compilation v30- SR}~~

A7.351 & C13.31 Does C13.31 supercede A7.351? More clearly, with C13.31 & A7.351 in mind, can a Squad First Fire its Inherent FP and First Fire some other type of SW (including Inherent SW) during the MPh, then try for another PF in the DFPh?

A. No. [Christopher Fleury to Perry Cocke, ASLML 2 May 2003]

A7.352 & A8.4 1) A HS fires its PSK in the MPh and is marked with a First Fire counter. In the DFPh, may that HS attempt a PF shot vs. an ADJACENT vehicle?

A. No, per the SW Chart, a HS can only fire one SW.

2) Is the answer any different if the HS had fired its Inherent FP in the MPh, instead of the PSK?

A. No. [Bill Kohler to Perry Cocke, ASLML 10 Feb 2002]

A7.7 If a firegroup consists of units within normal range of a target and also units firing at long range, does the attack qualify for encircling fire if the units within normal range do not have the strength by themselves to possibly cause a morale check, but the attack as a whole does?

A. No. [VFTT 18 Sep 1998]

A7.7 & A20 Do Prisoners share the Encircled status of their Guard, or can one be Encircled by enemy fire without the other being encircled?

A. No; yes. [Tom Repetti to Perry Cocke, copied to SR 11 & 14 May 2001] {Minor editing. SR}

A7.8 & A7.82 If the Inherent crew of a vehicle is pinned in the act of movement, must the vehicle immediately stop moving? Or may it continue movement, although perhaps BU?

A. No. Yes. [VFTT #13]

A7.82 & A7.8 See prior entry.

~~**A8.1, A10.7 & A25.221** Can a non-moving leader use its leadership DRM to assist moving unit(s) with a MC/PTC caused by Defensive First Fire? Does a non-moving Commissar increase the ML of moving unit(s)?~~

~~A. No. Yes. [Bill Kohler to Perry Cocke, ASLML 10 Nov 2001] {Rephrased & condensed. SR} {Deleted because in Klas's compilation v30- SR}~~

A8.2 Does a DC that attacks in Defensive First Fire (i.e., Thrown) leave Residual FP? One exploded by a moving DC Hero?

A. Yes. No. [VFTT 27 Feb 1999]

A8.3 Can an ATR SFF? (On the IFT as Small Arms Fire)

A. No, ATR should probably be listed in the EXC with MOL. [Perry Cocke to ASLML 16 May 2002]

A8.3 Can a unit drop its concealment to void a possible Subsequent First Fire attack after the declaration to SFF has been announced by the Defending player?

A. No; ASL is not a race to see how fast one can roll the dice. [Jim McLeod to Perry Cocke, ASLML 26 Feb 2003]

~~**A8.3** Can a squad SFF a MG outside the IFP range of the Squad, but within the Normal Range of the MG?~~

~~A. Yes. [Seth Semenza to Perry Cocke, ASLML 9 Jun 2003] {Deleted because in Klas's compilation v30- SR}~~

A8.3 & A8.4 If a SW is not capable of Subsequent First Fire (EX: ordnance SW), can it fire vs. an adjacent/same-hex unit as Final Fire during the DFPh if marked with First Fire?

A. No. [VFTT #11]

A8.31 & E1.76 Must a captured MG be fired when the possessing infantry uses FPF at night, triggering an automatic sniper attack?

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

A8.4 & A8.3 See prior entry.

A8.41 & C13.2 May an ATR, without a printed ROF, already marked with a First Fire counter use Final Fire during the DFPh to fire at an adjacent or same hex AFV? On the IFT? If so, is there any penalty besides Area Fire or Case K? Or, does the second sentence of A8.41 apply even though it's listed under the heading "Multiple ROF"?

A. No, since it cannot use Sustained Fire or Intensive Fire.

A8.41 applies. [Jeff Barber to Perry Cocke, ASLML 15 May 2002]

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

A9.22 & D9.5 May an Armored Cupola armed with a MG lay a Firelane?

A. Yes. But Dug-In Tanks may not lay a Fire Lane. [Perry Cocke, ASLML, 4 Oct 2000]

A9.5 How is a 1KIA or K/# result on the IFT resolved when using Spraying Fire? Previous Q&A [An96] appears to be rescinded by the A25 Human Wave example.

A. The results apply separately in both Locations. Rule A7.301 was changed in the ASLRB 2nd edition. [Jonathan Cole to Perry Cocke, 13 Aug 2004]

A9.5 & A7.34 See prior entry.

A9.74 Does Random SW/Gun destruction apply to weapons possessed by broken HS/Crews which are eliminated by Casualty Reduction but are not randomly selected for elimination by a KIA result?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

A9.74 This appears to have changed from v1 to v2. It now reads: "An overrunning, fully-tracked, AFV which ends its MPh in a target Location may check for Random SW Destruction of unlimbered, NM, and RFNM Guns and abandoned weapons even if the OVR did not result in a KIA..." It seems, from reading the relevant passages on limbered/unlimbered Guns (C10.2-.26), that QSU Guns may neither be limbered nor unlimbered. Are QSU Guns exempt from the automatic Random SW Destruction check as outlined above?

A. Yes, unless they are abandoned. [Joakim Ruud to Perry Cocke, forwarded to SR 1 Sep 2002]

A9.8 Can a unit which dismantles a SW in PFPh move in the subsequent MPh? Fire in AFPh?

A. No. No. [VFTT 2 Feb 1998]

A10.2 & A10.5 No quarter is in effect. A broken leader and an unbroken squad (with ML less than the leader) are stacked

together in a location. Adjacent armed unbroken enemy units are present so the leader is forced to rout, but it has no legal rout path, and therefore is eliminated. A10.2 is clear that this forces an **immediate** LLMC on the squad. If the squad breaks as a result of this LLMC, is it **immediately** forced to rout (and therefore, be eliminated) in that same RtPh?

A. Yes. [Bruce Probst to Perry Cocke, ASLML 2 Nov 2002]

~~A10.2 & A10.711 1) A leader voluntarily routs with a broken squad and is eliminated when the broken squad fails an Interdiction MC. If other (non-routing) units occupy the Interdiction hex, are they subject to LLMC?~~

~~A. No.~~

~~2) Must the just reduced HS take an LLMC (assuming its morale is low enough)?~~

~~A. Yes.~~

~~3) Is the situation any different if the leader is broken and routing and dies due to Interdiction in a hex occupied by a non-routing unit?~~

~~A. No. [Bill Kohler to Perry Cocke, ASLML 3 Feb 2003] {Deleted because in Klas's compilation v30. SR}~~

A10.21 In the example of the 8-0 leader, does the 4-6-7 still take a LLMC if it is Battle Hardened or rendered Berserk as a result of the 1MC?

A. No, all MC, etc., caused by the attack are resolved before any LLMC/LLTC. [Kiri Naiman to Avalon Hill, 1990-1993]

A10.41 The last sentence of A10.41 states that “(but only if breaking will not cause their immediate reduction or elimination). Does this apply only to berserkers and other units unable to become broken, or also to units that would be eliminated due to “failure to rout”? If yes to the last statement, what is then the meaning of “immediate”. May a unit, that can rout to another Location before being eliminated for “failure to rout”, voluntarily break?

A. It also applies to units that would currently (i.e., based on current KEU) be subject (at **any** point in that RtPh) to Failure to Rout. [Janusz Maxe to Perry Cocke, ASLML 3 Jul 2001] {Minor editing. SR}

A10.5 An infantry unit starts the RtPh broken and DM, IN a Foxhole in an Open Ground hex, in Normal Range and LOS of a Known, unbroken, armed, non-ADJACENT enemy unit. Is the broken unit required to rout?

A. No. [VFTT 2 Feb 1998]

A10.5 & A10.2 See prior entry

A10.5 & C7.42 Is a shocked AFV an “unbroken and armed” unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?

A. Yes to both, if manned. [VFTT 2 Feb 1998; J1]

A10.51 Does a broken unit in TEM within a FFE have to rout? One not in TEM?

A. No, unless it is Adjacent to a Known, armed, unbroken enemy unit. Unless the FFE is Harassing Fire, the unit will not be in Open Ground. [VFTT 18 Sep 1998]

A10.51 A German and a Soviet unit are both broken and in LOS of each other, then the German unit starts rout and routs out of LOS. Can the Soviet unit now rout towards that last position

where the German unit was in LOS, or does one treat this as “move towards such an enemy unit after leaving its LOS during that RtPh” (A10.51)?

A. Yes it may rout. (No that is not the same.) [Janusz Maxe to Perry Cocke, ASLML 18 Mar 2003]

A10.51 & A10.711 It is the RtPh. Action is on board 12 with Mud. A wounded SMC is stacked with a broken squad in DD2 in OG. Bad guys are at Y3 and S5.2. There are out of season orchards at EE3 & FF3, a building at FF4 and a woods at GG4. The destination is declared as FF4. Can the wounded SMC voluntary rout with the broken squad toward the building and end their rout at FF3 due to lack of MF? Or must the squad rout alone?

A. The only way this squad and leader could rout together is if the squad declared Low Crawl, but then it would not get very far. [Tom Weniger to Perry Cocke, 20 Dec 2003]

A10.51, A12.11 & A20.21 Can a concealed friendly unit be revealed at any point during the RtPh to influence the rout/surrender options of an enemy unit?

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

A10.51 & B26 For purposes (only) of determining the shortest route in MF, assume wire will cost 1MF. [Perry Cocke to ASLML, 14 Jun 2000]

A10.531 & B14.6 If an enemy unit that could otherwise Interdict is looking down the orchard/-road and a unit routs across or down that road, can they avoid interdiction by claiming they are using Orchard COT not Road COT?

A. Yes. (Think of a woods-road where the woods COT is 1.) [John Provan to Perry Cocke, ASLML 6 Aug 2003] {Reworded. SR}

A10.531 & C11.2 Does the Emplacement TEM of C11.2 negate the Open Ground requirements of A10.531 for its manning Crew? Would a broken Crew manning an Emplaced Gun be forced to rout if the hex is considered Open Ground per A10.531?

A. Yes. No. [Bruce Bakken to Perry Cocke, ASLML 14 Jun 2003]

~~A10.7, A8.1 & A25.221 See prior entry.~~

A10.711 & A4.8 See prior entry.

~~A10.711 & A10.2 See prior entry.~~

A10.711 & A10.51 See prior entry.

A11.141 Are units locked in MELEE/under a CC Counter considered ‘in CC’ and subject to LLMC/LLTC immunity (A11.141) for fire coming from outside their location during any fire phase?

A. No, they are not immune. [Andrew Millar to Perry Cocke, ASLML 10 Feb 2002]

A11.15 If two units are in melee and during a prep fire phase one of the units is eliminated by prep fire is the melee counter immediately removed? If the remaining unit is of the same side whose prep fire phase it is may that unit then prep fire normally?

A. Yes. Yes. [VFTT #13]

A11.22 If the ATTACKER rolls an Original 2 DR in non-Ambush CC and completely eliminates all defenders, does he gain Control of the Location even if he Withdraws? Can the DEFENDER attack back?

A. Yes, unless eliminated by the DEFENDER. Only if the ATTACKER does not Withdraw. [VFTT 27 Feb 1999]

A11.4 & A11.7 A Location where Ambush is normally possible contains a friendly vehicle currently holding enemy Infantry in Melee. If additional *enemy* Infantry advance into this Location, are they “reinforcing a Melee”? If *friendly* Infantry advance into this Location, are they “reinforcing a Melee”? (In other words, is it possible for Ambush to occur in a Location already containing some, but not all, units in Melee?)

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

A11.4 & B30.6 Assume a pillbox is located in a woods hex, and/or units either outside or inside the pillbox are concealed. A11.4 lists a +2 Ambush drm for units in a pillbox. When is the Ambush dr made? Only when the units outside the pillbox *advance* into the Location outside the pillbox? Or *every* time units declare a CC attack by/against the occupants of the pillbox?

A. Only when they Advance. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

A11.5 If a CCV 5 squad and SMC combine for a Close Combat Reaction Fire and *both* are marked with a First Fire Counter, is the CCV 4 (reduced by one for each First Fire Counter) or 5 (reduced just by one for all First Fire Counters)?

A. 5 since you are not adding the CCVs together but rather increasing the CCV by one if a SMC is participating. [Perry Cocke to ASLML, 31 Jul 2000]

A11.622 Do Armor Leader or Stun DRM apply to a sN attack? Do any other CC DRM apply to a sN attack? Is a sN attack modified in any way if the AFV is in motion and/or vs concealed units?

A. No, this is a Usage # DR that doubles as an IFT attack. No. No for Motion, halved for concealed targets. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

A11.7 Is a Melee considered to exist following an inconclusive CC between Infantry and an AFV in Motion, for purposes of subsequent Ambush, Withdrawal, fire into the Location, etc. If an AFV in motion is Immobilized in a subsequent Player Turn after inconclusive CC with Infantry, while still in the same Location as the Infantry, does it immediately hold the Infantry in Melee?

A. No. No. [Kiri Naiman to Avalon Hill, 1990-1993]

A11.7 & A11.4 See prior entry.

A11.7 & D3.5 May an AFV fire all manned functioning MG FP at enemy Infantry in the same Location during the PFPh/DFPh, regardless of CA, without Case A penalties? Would Case A penalties apply to an AFV’s MG Defensive Fire vs. Berserk/Human Wave infantry entering its Location during the MPh as per C5.51?

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

~~**A11.8** A Russian 458 w/ 5PP MMG elects to attack an ADJACENT AFV during the MPh with CCRF. It is attacking from a~~

~~VotG gutted building at night (4MF to return) does the squad return to the building hex?~~

~~A. Yes.~~

~~Q continued. or become CX/TL in the process? remain in the street? or can it drop the MMG in the building before advancing into the street? or drop the MMG in the street before returning to the building?~~

~~A. No. No, not voluntarily. No. No.~~

~~Q continued. Would waiting until the Aph (with the prohibition against “voluntarily” remaining in the hex) alter this in any way?~~

~~A. In the Aph it could drop the MMG in the building before advancing into the street and it could then remain in the street. [Richie Crowe to Perry Cocke, 3 Dec 2003] {Deleted because in Klas’s compilation v30. SR}~~

A12.11 Does the SW possessed by a unit always share the HIP/-Concealed status of the possessor [EXC: E1.2]?

A. Yes. [VFTT #9]

A12.11, A10.51 & A20.21 See prior entry.

A12.14 If a unit forfeits its “?” momentarily to force Concealment loss on a moving enemy unit, does it also need to show what SW, if any, that it possesses?

A. No; see A12.16. [Wayne Hadady to Perry Cocke, forwarded to SR 15 Jul 2002]

A12.14 Does wall TEM prevent loss of Concealment for an Infantry unit assault-moving or Advancing in otherwise open ground?

A. Yes, as long as the LOS crosses the wall; see A10.531. [VFTT 2 Feb 1998]

A12.14 This rule reads in part “The owning player can voluntarily remove any concealment at any time during his or his opponent’s Player Turn [EXC: ...]”. Can a player voluntarily remove concealment in the time between a claim for a free LOS check and the making of that check, so as to prevent the stringing of that LOS?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001]

A12.14, A12.141 & D9.31 Does a concealed unit using Assault Movement to Recover a SW or Place a DC loses concealment for these activities? Does a concealed unit combining Assault Movement with Armored Assault to enter an Open Ground hex lose concealment?

A. Yes, per Concealment Table Case C, assuming the enemy satisfies the conditions for case C. No. [Kiri Naiman to Avalon Hill, 1990-1993]

A12.14 & B27.4 Would a unit lose concealment by Advancing into an Open Ground foxhole within 16 hexes of a Good Order enemy ground unit? What if it had Height Advantage over all enemy units?

A. Yes. No; the foxhole would no longer be in “Open Ground.” [VFTT #11] {Added B27.4 reference. SR}

A12.14, B23.711 & O5.33 Does LOS exist across a black bar hexside for the purpose of determining Concealment loss from the DC attack which Breaches the hexside?

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

A12.141 & B24.8 Is Labor status itself considered a “?” loss activity? Must the unit actually attempt the activity for which it gained Labor status in order to lose “?”?

A. No. Yes. [VFTT #13]

A12.141 & E1.31 It is night and there are no Illuminated Locations. A concealed unit Assault Moves in Open Ground within the NVR of a Good Order enemy unit. It then places smoke grenades in its own hex. The act of Assault Moving itself does not cause concealment loss; however, would A12.141 apply to night actions (Case C on the table)? Would it also apply to Cloaked units?

A. Yes to both. [Tom Weniger to Perry Cocke, 3 May 1999]

A12.15 This rule reads in part “Random Selection is used to determine which of multiple concealed units must lose their concealment...”. Can a player voluntarily remove concealment in the time between the occurrence of a Detection event and the making of this RS DR, so as to prevent the making of that RS DR?

A. No. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001] {Edited. SR}

A12.15 1) A squad moves from a trench to a connected location. A concealed enemy unit in that location forces them back and defensive first fires at them. Is that shot at +0 TEM or at +2 TEM?

A. +2

2) Does the kind of connected location (e.g. other trench, RB cellar, pillbox) matter?

A. The moving unit gets the TEM of the Location it does not leave. [Eric Bruenner to Perry Cocke, ASLML 30 May 2002]

A12.15-.151, B23.922 & D6.5 The question has been asked: What happens if PRC of a vehicle in Bypass of a Fortified Building Location (occupied by a Good Order unpinning armed enemy squad) unload/bailout/survive destruction of their vehicle? The answer is that the ex-PRC are “in the terrain of the vehicle’s CAFP for purposes of any Defensive First Fire vs them. Immediately after all such First Fire is resolved” (D6.5), they are forced back per A12.15-.151 to the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh; if no such Location exists, it is eliminated. The appropriate section of D6.5 specifically references A12.151, directly leading to this interpretation. This is perhaps not crystal clear in the rules. D6.5 discusses Survival only in the context of the MPh; one must extrapolate that the same result obtains in other phases, the more so because D5.6 does not have any mechanism for handling Survival of a vehicle in bypass. Elimination in the absence of any possible place to enter during the MPh also has to be extrapolated from the rules, but is the straightest possible extrapolation. It is understandable how a reasonable person might think otherwise. The mechanics of unloading while in bypass were certainly not designed with Fortified Building Locations in mind. Nonetheless, the rules do seem to cover (mostly) these situations, and this interpretation does not seem to lead to any more weirdness than is already countenanced by the general rule for bouncing out Infantry that enters a Fortified Building Location in bypass only to discover that it contains a GO, unpinning armed enemy squad. (Which, BTW, would apply to units broken in bypass as well.) [Perry Cocke to ASLML 16 May 2003] {Reworded. SR}

A12.15-.151, B23.922 & D6.5 1) In the above explanation, is it possible for “the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh” to be more than one hex away from the Bypass Hex/Location?

A. Yes.

2) Can “the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPh” have been occupied by said vehicle in a previous player turn?

A. Yes. [Christopher Fleury to Perry Cocke, ASLML 16 & 17 May 2003] {Edited. SR}

A12.15 & A12.2 Must a “?” dummy stack take a PAATC when an “unbroken” enemy vehicle enters its Location? Must a Concealed vehicle?

A. Yes. No, the vehicle would retain its Concealment. [VFTT 27 Feb 1999]

A12.151, A12.15, B23.922 & D6.5 See prior entry.

A12.152 & G1.63 Must the opponent of the Japanese declare if he will attempt to search Concealment Terrain that is not building, rubble, woods-building, or woods-rubble or caves BEFORE the search dr is made, thus committing the opponent of the Japanese player to the +2 search drm BEFORE the search dr is rolled?

A. No. [VFTT #10]

A12.16 This rule reads in part “If a stack is not concealed after play begins (2.9), the opposing player may inspect its contents – unless the stack is out of the LOS of all of his Good Order ground units...” If in dispute as to whether there exists an LOS allowing Right of Inspection, do the players resolve the issue via a free LOS check? If so, may a player voluntarily allow an Inspection, so as to prevent the stringing of a LOS?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001] {I assume ‘yes’ to both questions. SR}

A12.2 “The BU, CE, TCA status of a concealed vehicle may be secretly recorded at setup but must be revealed when the vehicle is unconcealed.” May other vehicle status counters, e.g., Immobilized, also be so recorded? May the status of an on-board concealed vehicle be recorded if the vehicle gains “?” after setup? If not secretly recorded, are the status counter(s) placed on top of or beneath the “?” counter? May a “?” Dummy stack claim the use of status markers as if it were a real vehicle?

A. No (though a vehicle would start Immobilized *only* by SSR). No. Beneath. No. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

A12.2 & A12.15 See prior entry.

A12.2 & A12.33 What do you do when a concealed stack that may be a dummy stack moves into LOS of your HIP “?” counter/Fortification?

A. One way to handle this is for the defender, before the stack gets into LOS of anything, to ask if the stack is Good Order yet. Another is for the defender to wait until the stack is in LOS of something before asking this question. [VFTT #9]

A12.3 If a SSR gives you HIP capability for X amount of squads/squad-equivalents, and stuff stacked/setup/possessed by them, regardless of the early scenarios wording that ability has not changed. You can only HIP SMC/SW that are with/-

possessed by the HIP'ing squad/half-squad in their Location.
[Curt Schilling, ASLML, 20 Oct 2000]

A12.3 & O11.6194c What type of result of an OBA/Area Target Type/IFT attack vs. a Location containing a HIP/concealed Dug-In AFV is necessary to cause loss of HIP/concealment to the AFV?

A. A result that could affect it, i.e. Immobilization/Shock/KIA, or a PTC or better result if it is CE. [Kiri Naiman to Avalon Hill, 1990-1993]

A12.33 Does a Hidden Fortifications containing hidden units lose HIP if the Location containing the Hidden Fortification is subjected to an attack which would cause loss of concealment to the units if they were not protected by the Hidden Fortification's TEM, but has no effect because of the Hidden Fortification's TEM? What about a Pillbox which is subjected to such Canister fire from its NCA (B30.113)?

A. Per A12.33, once you claim TEM, the HIP status is lost from any type of Fortification. Yes, you would be claiming its protection and it would lose HIP. [Kiri Naiman to Avalon Hill, 1990-1993]

A12.33 & A12.2 See prior entry.

~~**A13.36 1)** May Cavalry declare Gallop in Bypass or Woods?~~

~~A. Yes.~~

~~2) If Yes to (1), may Cavalry use the extra MFs thereby generated to Dismount in that hex?~~

~~A. Not while in Bypass. You cannot spend MF while Galloping in Bypass; you can Gallop out of Bypass but that's it. You can Gallop while already IN woods to dismount there. [Perry Cocke, ASLML 23 & 25 Jun 2001] [Edited for clarity. SR] [Deleted because in Klas's compilation v30. SR]~~

A13.511 A stack of ≥ 2 cavalry units is attacked by a DR that = the unarmored vehicle elimination number, and is modified (by the cavalry DRM) to a K/2 on the Riders. What is the order of random selection and elimination: the unarmored kill reducing the full-squad horse counter(s) selected to a half-squad horse (causing at least one half-squad to Bail Out) and THEN using Random Selection amongst the units to see who suffers the K result (which will eliminate another HS horse counter also, unless the HS that has already bailed out is selected)? Or do you RS to see which unit(s) suffer the K, and then use RS to see which remaining horse counters get flipped by the "unarmored" kill result? Or can one Horse counter suffer both results simultaneously (and thus only get reduced once)?

A. Resolve the K/2 first, and then use RS on **ALL** the original horse counters...yes, one horse counter can suffer both results – reducing only once. [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

A14.1 If the resolution of an attack results in Sniper attacks for both sides and the first side's Sniper attack kills or pins the second side's Sniper, is the second side's Sniper attack forfeit?

A. No, as per A14.1, the Sniper attack still occurs. The SAN was indeed rolled. [Kiri Naiman to Avalon Hill, 1990-1993]

A14.1 If the Attacker is firing on the Area Target Type against what appears to be an unoccupied hex but actually has a HIP Defender, does the Defending Player need to give the Attacker the information that there was anything actually hit by the attack?

A. After a hit or a potential hit on the ATT the firer may roll on the IFT regardless of whether or not there is an apparent unit. Same for after a hit (or potential hit) on the ITT. [Jim Torkelson to Perry Cocke, 28 Feb 2006] {Jim points out that Perry didn't quite answer the real question. Because A14.1 says that a DR that can yield no game result other than a SAN is not made, must the Defender tell the Attacker if there's a HIP unit there (and the effects DR is needed) or there are no HIP units there (and the effects DR is prohibited by A14.1 since it can yield only a SAN). I take Perry's answer as the Defender need not say anything, and the effects DR is optional, so the Attacker could opt not to make an effects DR that can't obtain a PTC. I can think that might apply when the attack would only affect a HIP unit if it was a CH, and this attack wasn't. SR}

A14.21 If an attacking Sniper counter chooses between ≥ 2 Alternate Target hexes based on the Location with the lowest TEM, must it choose that Location with the lowest TEM? If there is only one alternate target hex to choose from, must the Location in that hex with the lowest TEM be chosen?

A. Yes. No. [VFTT 2 Feb 1998]

A14.3 What is the effect of a Sniper attack dr of 2 vs. an already broken MMC?

A. It becomes DM. [Tactiques #6]

A15.1 & A19.3 Does the +1 HOB DRM for Inexperienced apply to a Green squad if it is in the same Location as an unbroken leader?

A. No. [Jonathan Cole to Perry Cocke, ASLML 6 Feb 2002]

A15.3 Is there any way a German 5-4-8 squad can be created through Battle Hardening?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

A15.3 Does a unit which becomes Fanatic through Battle Hardening also rally as well?

A. Yes. [VFTT #11]

A15.4, G16.4, G18.62 & J2.31 Does non-Ambushed Berserk Infantry always use Hand-to-Hand CC vs. Infantry/Cavalry, or only if Japanese, Dare Death, or in *Red Barricades*, or playing *Deluxe ASL*?

A. Only if Japanese, Dare Death, or in *Red Barricades*, or if playing *Deluxe ASL*. [Kiri Naiman to Avalon Hill, 1990-1993]

A15.41 Can an already-Berserk leader attempt to rally broken units with no leadership DRM, or are all leadership capabilities forfeited?

A. He can try to rally them. [Kiri Naiman to Avalon Hill, 1990-1993]

A15.41 Would a leader who becomes berserk attempt to change other friendly units in its Location to berserk status only if it had gone berserk as a result of a fire attack?

A. No, a leader who involuntarily becomes berserk always attempts this. [VFTT 27 Feb 1999]

A15.42 Does a berserk unit suffer anything more than a casualty reduction if a full berserk squad rolls a 6, 6 on a morale check?

A. Yes, a berserk squad undergoes CR twice. [VFTT #8]

A15.43 Must/may a Berserk unit enter an enemy-occupied entrenchment, if it has sufficient MF and the stacking limit is not

exceeded, or may/must it stop when it enters the enemy unit's hex, if that will allow it to engage in CC should both units be present during the CCPh?

A. It's the berserk unit's option. [Kiri Naiman to Avalon Hill, 1990-1993]

A15.431 A Berserk unit starts its MPh with no Known enemy unit in LOS and charges the last known position of an enemy unit. During the charge, it comes into LOS of a known enemy unit. Does it now alter its course to charge the new known enemy unit even if farther away than the position it was originally charging?

A. Yes. [VFTT 27 Feb 1999]

~~**A15.431 & D9.31** A DC838, FT838, 9-1 stacked with a PzVG begin their move by Armor Assaulting along a road. After spending 4MFs and 6MPs, they are DFFed upon and the result is the following: a 149 is generated and the rest of the Infantry goes berserk. The target is chosen and the rest of the move is done. A few questions arise: 1) Since they are moving in a stack, can they continue the Armor Assault?~~

~~A. No, the Berserkers must charge immediately.~~

~~2) If not, are the Berserkers obligated to do a charge before the hero and PzVG complete the Armor Assault?~~

~~A. Yes. [Tom Weniger to Perry Cocke, ASLML 1 Jul 2002] {Deleted because in Klas's compilation v30. SR}~~

A15.46 A berserker has two enemy units in CC. In one turn the berserker kills one enemy unit, the other enemy unit survives and the melee continues. The following CC phase the berserker rolls a 12 and the remaining enemy unit withdraws. Does the berserker return to normal?

A. No. [Doug Kirk to Perry Cocke, ASLML 16 Sep 2002]

A16.11 If using Battlefield Integrity (A16), does a dismounted crew counter from a vehicle which has been abandoned or eliminated count as reinforcements? Does it count against the owner's casualty tally if it is eliminated?

A. No. Yes. [VFTT 18 Sep 1998]

A19.12 & B30.44 In a MPh, may friendly Infantry enter an enemy Pillbox solely occupied by Disrupted enemy Infantry? Assume no non-Disrupted enemy in the Pillbox hex.

A. No. [Bill Kohler to Perry Cocke, ASLML 10 Nov 2001]

A19.3 & A15.1 See prior entry.

A19.131 Is a HS with underlined morale that rolls an Original 12 on an inherent FP IFT DR during ammunition shortage broken and disrupted?

A. Merely broken. [VFTT #13]

A19.131 Recent errata in Journal 5 states "A19.131: line 10 replace "all B#" with "all SW Original B#/X# [EXC: DC]" The Index definition of a SW is any weapon depicted on a half inch counter, so a Gun is not a SW.

1) With this erratum it seems that when Ammo Shortage (A19.131) is in effect, a Gun's B# is not lowered or changed to an X# until an actual Low Ammo counter is placed. Correct?

A. Correct; D3.71.

Q. Example: A Gun has an original B# 11. When Ammo Shortage is in effect, this Gun is considered to have a Low Ammo # (LA#) of 10. The Gun will malfunction (and can be repaired) on

a TH DR of 11 or 12, and have a Low Ammo counter placed on a TH DR of 10. Correct?

A. Yes.

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

A. Yes.

Q. Previous (unofficial) Q&A says "A19.131 Does Low Ammo apply to AFV MG? A. No (unless MA), but Ammunition Shortage would (e.g., B# would be decreased by one, with original B# becoming X#)." Has this Q&A been superseded?

A. Yes. [Jonathan Cole to Perry Cocke, 26 Aug 2004] {This is in Klas's compilation v30, but under scenario 110 North Bank so I left it in so it can be found. SR}

~~**A19.132 1)** In any scenario where the only MMC in a side's OB have underlined morale but the OB given ELR is ≤ 4 (and no SSR is in effect), does the OB given ELR apply to the MMC with underlined morale?~~

~~A. Yes.~~

~~2) If the answer to 1) is yes, does a squad with underlined morale get replaced by two broken Half Squads if it fails a Morale Check by more than the OB given ELR (given no SSR in effect for unit replacement)?~~

~~A. Yes. [Jonathan Cole to Perry Cocke, 5 Feb 2004] {Deleted because in Klas's compilation v30. SR}~~

A19.32 If a Green unit makes an attack when *in the same Location as* but not *directed by* a Leader, does A19.32 still apply?

A. Yes. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

A19.35 If a Green unit is in CC/Melee that is *in the same Location as* but is not *combined with* a friendly Leader, does A19.35 still apply?

A. Yes. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

A20 & A7.7 See prior entry.

A20 & C1.54 If a unit guarding Prisoners enters a FFE that is a *friendly* FFE for the prisoners (e.g. an American unit guarding German prisoners enters a German FFE) is the Prisoners' Morale Level lowered per C1.54?

A. Yes. [Tom Repetti to Perry Cocke, copied to SR 11 & 14 May 2001] {Re-worded. SR}

~~**A20.21 1)** Are Broken units in Melee now subject to possible Surrender?~~

~~A. No.~~

~~2) Wouldn't it be clearer to insert "[EXC: those in Melee]" after "broken Infantry unit"?~~

~~A. Perhaps. [Oliver Giancola to Perry Cocke and replies, ASLML 29 Apr 2002] {Deleted because in Klas's compilation v30. SR}~~

A20.21, A25.11 & A25.24 Will SS units surrender to Partisans (Russian or otherwise)? Do Partisans have a choice to *accept* surrender from enemy units?

A. Yes, unless No Quarter is in effect for that side. Yes, unless No Quarter is in effect. [Bruce Probst to Perry Cocke, ASLML 18 Apr 2001]

A20.21 & Index "ADJACENT" See prior entry.

A20.21, A10.51 & A12.11 See prior entry.

~~A20.22 Can capture attempts in CC be made if No Quarter is in effect?~~

~~A. Yes. [VFTT 2 Feb 1998] {Deleted because in Klas's compilation v30. SR}~~

A20.22 & J2.31 Can a capture attempt be made during Hand-to-Hand CC?

A. Yes. [VFTT 2 Feb 1998]

A20.5 If a broken SMC is Captured, is it Rallied in the process? (Unarmed units don't break.)

A. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995] {Edited for v2.}

A20.5 When the rule says that the Guard may "Deploy into HS automatically at any time" does "at any time" include immediately, i.e., in the phase of capture, or any subsequent phase of any turn? If yes, can such deployment be declared before the effects of any combat results against the Guard are determined? Does "automatically" mean no TC is required?

A. Yes, Yes. No. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

~~A20.5, A20.551, A26.21 & A26.222 If a crew is captured and subsequently escapes and re-arms as a HS, does the original capturing player gain 1 CVP since the crew has been changed from a crew to a HS?~~

~~A. Yes. [Seth Fancher and Bruce Bakken to Perry Cocke, ASLML 26 & 27 Jun 2003] {Edited for v2.} {Deleted because a conflicting Q&A is in Klas's compilation v30. SR}~~

A20.54 & A20.55 Can/must a Captured leader use his leadership DRM to affect another captured unit's TC/MC if attacked? Another captured unit's Escape NTC?

A. Yes. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995] {Combined two Q&A. SR}

A20.55 & A20.54 See prior entry.

A20.55 & J2.31 If Hand to Hand combat (J2.31) is available by SSR, can a prisoner declare HtH combat immediately after passing a NTC and attacking its guards in CC? Can it declare HtH in any other subsequent CC after it has escaped?

A. Yes, if a non-ambushed ATTACKER. [Jeff Barber to Perry Cocke, ASLML 23 Jan 2002]

A20.551 1) The rule suggests an Unarmed unit must have made a CC attack to be rearmed. An Unarmed friendly unit makes no CC attack during the CCPh. However, an enemy unit of equal or greater size is eliminated or captured by CC, in that Location. Assuming no enemy remain in that Location after all CC/Withdrawals, may that non-attacking Unarmed unit rearm as a consequence of the elimination/capture which occurred in its Location?

A. If there is currently no other enemy unit in the same Location, the Unarmed friendly unit is rearmed.

2) If an Unarmed squad kills its HS guard in CC and is otherwise eligible to rearm, may it automatically deploy into an Unarmed HS and an armed green/conscript HS?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML, 28 Jan 2001]

~~A20.551, A26.21, A20.5 & A26.222 See prior entry.~~

A22 Is a MOL TK attempt affected by cowering?

A. No. [Richie Crowe to Perry Cocke, forwarded to Scott Romanowski 20 Sep 2002]

A22.34 1) A FT is fired vs a location containing enemy infantry. This location also happens to include a HIP closed top AFV. Is it revealed?

A. Not unless CE and the Collateral Attack against the PRC gives a PTC or better.

2) With or without concealment?

A. Without, if the CE PRC are affected.

3) Would the answer be different if it was CE or open topped?

A. See above.

4) Can a FT firing at a location state that it's targeting a possible HIP vehicle, so to be able to affect and kill it?

A. Yes. [Øydis Wik Maxe to Perry Cocke, ASLML 7 Jun 2002]

A22.6 & Index "Unarmed" See prior entry.

A22.611 Does 39AA4-BB4 constitute "a hexside shared by two connected woods hexes"? Does 39D4-E5? Does 39Z2-Z3? Does 39R3-S3?

A. Only the first pair is connected. [Bill Kohler to Perry Cocke, ASLML 12-13 Feb 2001]

A22.611 & B25.11 If a HS attempts to use a MOL while kindling and fails the MOL check dr, can it continue the kindling attempt without the MOL?

A. Yes. [VFTT 27 Feb 1999]

A23.1 If a Concealed target of a placed DC attempt drops Concealment to defensive first fire on the placing unit, and if the DC is then 'operably placed,' will the (AFPh) DC attack resolve as Area Fire, or at full strength?

A. Full FP. It is 'operably placed' after all DFF vs. placer. [Perry Cocke to ASLML, 23 Nov 1999]

A23.1 & A23.6 Does a Placed/Thrown DC attack *all* non-AFV units (even friendly units) in the target Location(s) at the time of detonation? Even if Thrown as Defensive First Fire?

A. Neither non-Melee friendly units, nor non-moving units in DFF, are attacked [*EXC: in Thrower's location*]. [Bruce Probst to Perry Cocke, ASLML 28 Mar 2001]

A23.2 When placing a DC in the movement phase, is a unit regarded as moving or using a SW? Could a HS place a DC in its movement phase and then use its inherent firepower in the AFPh? Could a squad?

A. Both (with the SW considered used in AFPh). No. Yes. [VFTT 18 Sep 1998]

A23.3 Would a unit receive Building TEM while Placing a DC from one building Location to another across a non-Building hexside?

A. Yes. [VFTT 27 Feb 1999]

A23.3 & A23.6 May a DC be Placed in, or Thrown into, an empty Location solely to possibly cause flame/rubble creation?

A. The Location may be empty. Flame/rubble creation would still be possible. [Bruce Probst to Perry Cocke, ASLML 25 Mar 2001]

A23.3, B26.4 & B26.51 A pillbox is under a wire counter. Can a unit in an adjacent hex (in the CA of the pillbox) place a DC vs

the pillbox without first going under the wire.

A. Yes; essentially ignore the Wire. B30.2 and B26.51

~~Q. Does it pay the MF cost to enter the pillbox?~~

~~A. No. [Deleted because the answer to this part is in Klas's compilation v30. SR]~~ [barry5605@aol.com and Charlie Hamilton to Perry Cocke, 13-14 Dec 2005]

~~A23.3 & B28.41 Is an Infantry unit attempting to Place a DC in an ADJACENT Location containing an A P Minefield attacked by the minefield before placing the DC as though it was entering the Location, even though the MF are considered expended in the Placement Location?~~

~~A. Yes. [Kiri Naiman to Avalon Hill, 1990-1993] [Deleted because conflicting Q&A is in Klas's compilation v30. SR]~~

A23.6 If Thrown from an upper-building/cliff Location into the ground level of the same or an adjacent hex, are *all* Locations (if any) at first level of the target hex (and/or throwing unit's hex) attacked? Does this mean a separate DR should be made against even empty affected building Locations to check for possible flame/rubble creation? May a DC be so Thrown into an empty ground level Location solely to attack units in first level Locations of that hex?

A. If Thrown from level two to ground level, no level one Location is attacked; if Thrown from level one, the Thrower's Location and all unarmored units therein are attacked. [Bruce Probst to Perry Cocke, ASLML 25 Mar 2001]

A23.6 & A23.1 See prior entry.

A23.6 & A23.3 See prior entry.

A23.6, B23.743 & B23.741 1) If a unit in a Factory Throws a DC into an adjacent Rubble hex (not part of the Factory), is the attack on the throwing unit treated as coming from "inside" or "outside" the Factory for TEM purposes?

A. From outside.

2) What if the Rubble target hex **is** part of the Factory (B23.743)?

A. From inside. [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

A23.6 & D7.2 Can a unit possessing a DC which is eligible for Street Fighting Reaction Fire both throw the DC at the vehicle and make a CC Attack against it on the same MP/MF expenditure?

A. No, because non-CC Reaction Fire (i.e., the DC attack) can be made only vs. an OVR (D7.2). [Kiri Naiman to Avalon Hill, 1990-1993]

A23.7 Can the ability to detonate a given set DC be transferred/recovered in the same fashion as a SW?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

A23.71 Does a Final KIA on a Set DC automatically rubble the building Location?

A. Yes. [VFTT 27 Feb 1999]

A24.1 If a MMC is Broken/Pinned in the act of placing SMOKE is the SMOKE placed?

A. Yes. [VFTT 27 Feb 1999]

A24.1 & A4.5 See prior entry.

A24.31 & C3.71 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g., NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)

A. Yes. [VFTT #13]

A24.4 If Smoke placed at ground level (level 0) affects levels 0 and 1, would smoke drifting from a level 4 location affect levels 4 and 5?

A. Yes. [VFTT #11]

A24.6 If SMOKE has "no effect" during Mud or Deep Snow, are you prohibited from attempting to fire it/use Vehicular Smoke Dispensers/etc.?

A. No. [VFTT 27 Feb 1999]

A24.61 When applying the phrase in A24.61 that drifting smoke is "...never a Hindrance at levels below the Location of the original SMOKE source." is it necessary that both the firer and target are below the location of the original SMOKE source? For example, assuming original SMOKE in 2L7 has dispersed and drifted to level 2 of 2M8 and 2N8, would fire from 2O8 to 2M10 be hindered by the smoke?

A. No. No. See the A24.61 Example and turn it upside down. [Jeff Barber to Perry Cocke, ASLML 16 Jun 2003]

A24.8 & C8.52 C8.52 states that when using the Area Target Type, SMOKE ammunition is placed at ground level of the target hex hit. If placing SMOKE in a Gully hex with Area Target Type (Crest status is Level 0, IN the Depression is Level -1), is the SMOKE counter placed IN the Depression, to be at Level -1, with a two level Hindrance measured from -1? Or is the SMOKE counter placed at Crest status, to be at Level 0, with Hindrance measured from 0?

A. IN; from -1. [Bruce Bakken to Perry Cocke and reply, posted to ASLML 22 May 2003]

A24.8 & C8.52 What DRM would apply to a shot at a unit in a stone building Location (+3) in Dispersed WP (+1) across a building hexside from a unit in an adjacent Location of that building also in Dispersed WP (+1 plus +1)?

A. +6 (+3+1+1+1) [VFTT 2 Feb 1998]

A25.11, A20.21 & A25.24 See prior entry.

~~A25.221, A8.1 & A10.7 See prior entry.~~

A25.222 What happens to a *squad* with underscoring morale which fails to rally under the direction of a Commissar — does it suffer Casualty Reduction or is it merely Replaced by two broken HS as per A19.13?

A. A partisan squad would be reduced. There are no Russian or Japanese units with underscoring morale. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

A25.24, A20.21 & A25.11 See prior entry.

A26.14 & B24.1 1) If a single hex of a multi-hex building is rubble, is that rubble hex still part of the building for purposes of building control in VC for example?

A. No.

2) For example, if 22F4 is rubble, and VC require "control" of building 22F4, then is control of the rubble HEX required to

control the “building”?

A. No. [Perry Cocke, ASLML, 7 Jan 2001]

A26.14 & O11.6066 The lower example on page O13 shows a German Control marker in the ground level Location of the building in hex G43, but wouldn't the Russian player gain control of the entire Building by having the sole occupying unbroken unit in the building, as per A26.14?

A. Ordinarily yes – but if a German MMC occupied and Controlled that Location during step O11.6031 but was eliminated in step O11.6041, Control would remain German. [Kiri Naiman to Avalon Hill, 1990-1993]

~~A26.21, A20.5, A20.551 & A26.222 See prior entry.~~

A26.212 If a malfunctioned %” ordnance counter is removed due to a “6” repair dr, is it considered eliminated for Casualty VP purposes?

A. Yes. [VFTT #10]

A26.221 & A2.5 See prior entry.

~~A26.222, A20.5, A20.551 & A26.21 See prior entry.~~

• Chapter A Divider

A11.4 Ambush Chart The drm for Leadership omits the unpinned and Berserk restrictions listed in the equivalent table in A11.4. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

Support Weapons Chart Under the “Squad” column, shouldn't note “A” also apply to FT & DC?

A. No, see A22.3. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

Support Weapons Chart Under “Portage Costs”, the EXC should read “Wounded SMC”. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

Chapter B

B.6, B9.2 & B24.2 Does a unit firing along a wall that is in the same hex as rubble have a clear LOS?

A. No; the wall does not negate the LOS obstruction of rubble. (Contrast that to the effect of a wall on the LOS Hindrance of a graveyard – B18.1). [Steve McBee to Perry Cocke, ASLML 1 Jan 2003]

B.10 If a unit has a LOS “INTO” a hex with a +6 LOS Hindrance (XHEAVY MIST), +4 of that being “BETWEEN” firer and target, is there a LOS blockage between firer and target?

A. Correct, no LOS exists. [VFTT 27 Feb 1999]

B1.3 & C3.331 Is FFMO a TEM for Sniper Alternate Target hex selection? Is it applicable on the TH DR or on the IFT DR when using Area Target Type?

A. No. On the TH DR (or on both if a CH). [VFTT 2 Feb 1998]

~~B4, B5 & G.1 How do you treat sunken roads when PTO terrain is in effect? Elevated roads?~~

~~A. As if the road did not exist. [VFTT #9] {Deleted because of a contradictory answer is in Klas's compilation v30. SR}~~

B4.2 Board 41 features Sunken Roads in hill hexes. What procedure is used to trace LOS through (not INTO) such a hex [EX:

V6 through AA5 to DD4]?

A. A Sunken Road in a level 1 hill hex is a level 0 Depression hex. LOS from units at level 0 (e.g., 41V6 and 41DD4) through a level 0 Depression hex (e.g., 41AA5) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41AA5. [VFTT 2 Feb 1998]

B5, B4 & G.1 See prior entry.

B6, B20.4, B20.7 If a stream/water obstacle is flooded and frozen, is the Bridge still a separate Location? May units enter the Bridge Location from directions other than the road hexside? May units be under the Bridge?

A. Yes. No. Yes. [VFTT 2 Feb 1998]

B6.2 I'm having trouble parsing the third sentence of this rule (“However, ... Bridge).”) — is it correct as printed? (It looks like something has gone missing after the first “or”).

A. Yes. (No.) [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001] {Bruce explains, suggesting it could be reworded as “However, a non-pontoon bridge does Hinder any LOS drawn through it between units at the same elevation as the Bridge (unless that LOS is traced only through the road depiction of the Bridge), or one end (only) of the LOS is below the level of the Bridge.” Perry agreed that the above is what the rule is *intending* to say.}

B6.431 & SSR KGP7 May StKK20 be entered without risking Bog, as it is impossible to enter it by a road hexside and still let the VCA contain an adjacent road hex (This question also applies to StKK26 when entered from StKK27)?

A. No, not even by using Reverse movement (since the Rear VCA is then treated as the VCA). [VFTT #9]

~~B7.0 The (unpaved) runway on board 38 is a runway in name only. It is to be treated as an unpaved road. None of the B7.0 chapter rules apply to it. [Carl Nogueira to Perry Cocke, 20 Jan 2011] {Deleted because in Klas's compilation v30. SR}~~

B9.1 This states “The thick terrain depiction, as well as the hexside itself (inclusive of vertices), represents the wall/hedge and will affect any LOS through it ...”. Is it correct to conclude that **any** fire at a hedge/wall vertex coming from **outside that hex** (i.e., crossing no other hexside of that hex) must “cross the wall”, no matter what angle it's coming from, even if the hedge/-wall only exists along one hexside of the three meeting at that vertex? (This is significant when attacking a bypassing unit where there is a hedge/wall at that vertex, assuming that the bypassing unit would otherwise qualify for Wall Advantage.)

A. I think I am answering your question when I say: For units bypassing a wall/hedge hexside, that wall/hedge TEM would only apply if the LOS traced to the target vertex passes through a hex that shares that wall/hedge hexside with the target hex. [Bruce Probst to Perry Cocke, ASLML 15 Sep 2003]

B9.2, B.6 & B24.2 See prior entry.

B9.21 Does a unit under entrenchment have a LOS across a wall/hedge to an adjacent enemy unit at same level if that enemy unit does not have WA?

A. Yes. [Tactiques #6]

B9.21 & B9.32 Do the restrictions of LOS and WA across a wall/hedge/bocage hexside that apply to “entrenched” units also

apply to: units in Pillbox; in Shellholes; in Crest status; Emplaced Guns?

A. No to all (note that B9.21 says “in an entrenchment” in line 1). [Tactiques #6] {Changed to B9.21 instead of 9.31. Edited for v2.}

B9.32 Is having Wall Advantage and using Wall/Hedge TEM considered the same for all purposes?

A. Having Wall Advantage vs. an ADJACENT unit is essentially the same as claiming Wall/Hedge TEM vs. that ADJACENT unit. [VFTT #11]

B9.32 & B9.21 See prior entry.

B9.321 In Deluxe ASL, is there any limit to the number of hexsides a single unit may claim for Wall Advantage?

A. 6 (heh heh). [Bruce Probst to AH, 20 Jun 1989] {Assumed that means ‘no’. Edited for v2.}

B9.321 1) In standard ASL, WA forfeiture/denial on any one hexside prevents a unit claiming any WA in that hex. Re DASL, there is this EXC: “WA is claimed/retained/lost per hexside – not hex.” This might be read as ‘one unit may claim WA over any number of (possibly unconnected) eligible hexsides in its hex.’ This might also be read as ‘one unit may claim WA on one (max) eligible hexside of its hex.’ Which reading is correct?

A. The former.

2) DASL hex eF2 is a single story stone house with a wall on its 1, 4, 5, and 6 hexsides. May a single Infantry unit (SMC or MMC) in eF2 claim WA over hexsides:

* 1 & 4 (and not 5 & 6)?

* 4 & 5 (and not 6 & 1)?

* 1 & 5 (and not 6 & 4)?

* all of the wall hexsides (1, 4, 5 & 6)?

A. Yes to all.

3) For the following, assume no SMOKE or weather/visibility-related TEM. Suppose a unit is claiming WA in eF2 over hexside 4 (only) and receives an IFT fire attack (non-adjacent firer) across hexside 1, 6 or 5. Would the TEM vs. that attack be zero?

A. No; vs. firers who do not have WA, will still receive Wall TEM.

4) Suppose a unit is claiming WA in eF2 over hexsides 1 & 5 (but not 6) and it receives an IFT fire attack (non-adjacent firer) across hexside 6. Would the TEM vs. that attack be zero?

A. It is allowed, but no; vs. firers who do not have WA, it will still receive Wall TEM.

5) Suppose an ADJACENT enemy unit, with WA over any hexside of eF2, fires on a unit in eF2 while that unit is claiming WA over any other hexside(s). Would the TEM vs. that ADJACENT unit be zero in all cases?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML 22 Feb 2001] {Minor editing. SR}

B9.5 In general, bocage is treated as wall hexsides. Does this mean that bocage TEM does not apply to non-Motorcyclist PRC?

A. Right. [Tactiques #6] {Edited for v2.}

B9.541 Are there any other means to breach a bocage hexside (e.g., by Placed/Set DC)? Is it possible to breach a wall/hedge

hexside in the same manner as bocage?

A. No to both. [Tactiques #6]

B10.1 If original SMOKE is placed on a level 2 hill hex with a crest line to level 1, does the SMOKE rise from both levels, e.g. assuming SMOKE in 2F7, will a shot from 2E7 to 2F8 be hindered by the SMOKE?

A. Yes (B.6 & B10.1), yes. [Jeff Barber to Perry Cocke, ASLML 23 May 2003]

B10.31 In the example in this rule, a unit moving from AA2 to BB1 is subject to FFMO from Z1. Would the same unit be subject to Interdiction from Z1? Would it lose concealment to the unit in Z1 if advancing?

A. Yes. Yes. [VFTT #13]

B11.2 Is the “serrated edge of a (non-Depression) cliff” an obstacle to LOS if **not** traced along a hexside?

A. IN the higher-level hex, the “serrated edge” is at the higher level; in the lower-level hex, the “serrated edge” is at the lower level. [Bruce Probst to Perry Cocke, ASLML 16-18 Jun 2003]

B13.31 & C5.11 Are Case A TH DRM doubled for a vehicle in a woods-road hex but not on a TB? Do the CA restrictions for firing from woods/buildings apply?

A. No to both [VFTT 27 Feb 1999]

B13.41 May a vehicle in a woods-road hex leave the road to enter the woods obstacle using all of its MP and then enter an adjacent hex in the same MPh?

A. No. [VFTT 11 Mar 1997]

B13.41 An AFV attempts to leave a Road/Woods hex via a non-Road hexside and bogs. Is the AFV still considered to be blocking the road (i.e. must subsequent vehicles pay the extra cost to go around it)?

A. Yes. [Dave Perham to Perry Cocke, ASLML 8 Feb 2002]

B13.41 & D2.14 If a vehicle blaze exists in a woods-road, can other units still use the road?

A. Yes. [VFTT 2 Feb 1998]

B14.2 & B14.6 :Do in-season orchard hexes block LOS from differing elevations when sighting down an orchard-road. EX: 23S7 to 23AA3 Level 1.

A. No. That LOS is clear. [Sam Tyson to Perry Cocke, ASLML 19 Sep 2002]

B14.6 Are paved Orchard Roads still considered “paved road hexes” for purposes of entrenchments, gun emplacement, etc., or are they treated as “orchard hexes”?

A. Paved Road. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

B14.6 & A10.531 See prior entry.

B14.6 & B14.2 See prior entry.

B19.1 (see also Chapter K, p. K10) If the firer and target are at different elevations an intervening gully-brush hex presents no Hindrance. [Pointed out in Bruce Probst to Scott Romanowski, 29 Jan 2001]

B19.2 A lot of adjacent Gully hexes do not have a LOS across the gully hexside. They should have a LOS. [Perry Cocke

(MMP), ASLML, Aug and Oct 1997] {EX: Nphum Ga F3 to F2. B19.2 says the LOS doesn't matter. SR}

B20.4, B6 & B20.7 See prior entry.

B20.7, B6 & B20.4 See prior entry.

B20.95, C1.2 & C1.23 1) May a Radio/Phone be used while in Crest status?

A. Yes.

2) Is a Phone (C1.23) eliminated if unpossessed while in Crest status, or if the possessing unit loses Crest status and moves INTO the Depression (or vice-versa)?

A. Yes (not sure what you mean by "vice-versa"; it could be left behind IN the depression if that was where it started). [Bruce Probst to Perry Cocke, ASLML 2 Sep 2003] {Bruce commented "The "vice-versa" was to cover the situation when someone starts a phone IN some Depression that happens to have LOS to some juicy hilltop or tall building target, and then the owner later wants to "move" it to Crest to use it on other targets. Perry's answer indicates that this is not permitted, which is fine by me." SR}

B23.41 & A2.9 See prior entry.

B23.71 1) A unit in rowhouse location 20N3 (at ground level) moves to the adjacent rowhouse O3 by the N3/N2/O3 vertex. An enemy unit is in I3 at level 2. Does the enemy unit have a LOS to the vertex that the unit is rowhouse "bypassing"? The enemy unit has a clear LOS to N2 but N3 is a blind hex due to the building in M3. The LOS to the N3/N2/O3 vertex crosses the M3 building so I would have thought that the vertex (and the N2/N3 hexside) is also considered to be in a blind hex.

A. There is no LOS. A unit using Rowhouse Bypass does so in the Location it is leaving.

2) A unit in rowhouse M3 wants to move directly to rowhouse N3 using rowhouse "bypass" at the M3/N2/N3 vertex. Does an enemy unit in M2 that defensive first fires at this vertex have its FP doubled as PBF

A. Yes, for the same reason as in (1). [Perry Cocke, ASLML, 16 Aug 2000] {Edited for conciseness. SR}

B23.72 Does this apply to a two story house, like the one near the triangular woods on overlay 6?

A. No, the building has a ground and first level in each hex (similar to the B23.721 case). [Perry Cocke to ASLML, 10 Jan 2000]

B23.711, A12.14 & O5.33 See prior entry.

B23.74 & B23.8 B23.8 ROOFTOPS says that "Rooftops come into play only by SSR". B23.74 FACTORY says that "it has no upper level floors – all occupants are at ground level [EXC: rooftops]." Does this mean rooftops in effect on factories even if no SSR states that rooftops are in effect?

A. No. [Jakob Nørsgaard to Perry Cocke, 10 Jan 2000]

B23.74 & B23.9 Do the TEM effects and entry restrictions of fortification apply to all hexsides of a Fortified Factory Building Location, or only to fire/movement from outside the building depiction?

A. To all hexsides (EXC: Indirect fire (O.4A)). [Kiri Naiman to Avalon Hill, 1990-1993]

~~**B23.741 & C8.31** Is Factory TEM (B23.741) sufficient building TEM to qualify for a HEAT attack per C8.31?~~

~~A. No. [Bruce Bakken to Perry Cocke, ASLML 26 Mar 2003] {Deleted because in Klas's compilation v30. SR}~~

B23.741, A23.6 & B23.743 See prior entry.

B23.742 May a vehicle attempt to enter an enemy-Controlled Fortified Factory Location?

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

B23.742 & A2.9 See prior entry.

B23.743, A23.6 & B23.741 See prior entry.

B23.8 & B23.74 See prior entry.

B23.9 & B23.74 See prior entry.

B23.922, A12.15-.151 & D6.5 See prior entry.

B24.1 & A26.14 See prior entry.

B24.2, B.6 & B9.2 See prior entry.

B24.7 & B25.5 Does EC apply to clearance attempts in a Building?

A. Yes. [Bill Kohler to Perry Cocke, ASLML 10 Nov 2001] {Changed to 25.5 from 25.2. SR}

B24.74 How many times may a unit Defensive First Fire vs. a squad and leader moving as a stack into a known minefield to attempt clearance by expending all MF and going TI?

A. Six [VFTT 27 Feb 1999]

B24.8 & A12.141 See prior entry.

B25.11 & A22.611 See prior entry.

B25.14 When a vehicle in bypass becomes a burning wreck, does the smoke fill the hex being bypassed? I think it obviously does, but my opponent tried to say the wreck was just along the bypass side and so the smoke did not fill the hex. Does the smoke fill the hex?

A. Yes. [VFTT #8]

B25.14 & D9.3 A moving/Motion vehicle is wrecked and set ablaze by some means. Are the consequent Burning Wreck Smoke effects [hindrance DRM (and, if in a MPh, MF/MP cost effects)] always immediate?

A. Yes. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000]

B25.5 & B24.7 See prior entry.

B25.62 Is rubble, as inherent terrain, "directly attached" to an adjacent building hex of the same building the rubble was created from? Is it "directly attached" to an adjacent building hex of a different building, where the building depiction touches the building/rubble hexside?

A. Yes. No. [VFTT #8]

B25.651 When gusts blow away the dispersed smoke when does the dispersed smoke return in the next player turn. We assumed during the AFPh. Were we correct?

A. Yes. [VFTT #8]

B26 & A10.51 See prior entry.

B26.4, B26.51 & A23.3 See prior entry.

~~**B26.4 & D9.31.1** A squad and leader use Armored Assault and move into Wire for 1 MF while the AFV uses 3 MP. Assuming the AFV passes its Bog DR, is its further movement in any way affected by the infantry's Wire dr?~~

~~A. No.~~

~~2) I.e., if the infantry rolls '6', can the AFV still move as if accompanied by infantry with 5 remaining MF?~~

~~A. Yes. [Bruce Probst to Perry Cocke, ASLML 7 Feb 2003] {Deleted because in Klas's compilation v30. SR}~~

B26.51, B26.4 & A23.3 See prior entry.

B27.13, C6.43 & C6.5 A Scenario Defender MMC possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (on some other hex). In a PFFh, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), would it retain an Acquisition? If the attempt fails (i.e., a Labor counter is placed on it and its possessed SW), is the weapon still Bore Sighted? Would it retain an Acquisition (had it had one)?

A. Yes to all. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000] {Edited for v2. Added reference to C6.5. SR}

B27.4 & A12.14 See prior entry.

B27.51 & B27.52 Does placing a vehicle beneath a trench counter affect the Infantry stacking capacity of the trench?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

B27.52 & B27.51 See prior entry.

B27.56 Does an A-T Ditch extend to ADJACENT obstacles in the same manner as a Roadblock? Does it have the bypass restrictions/penalties like a Wire hex?

A. No. No, although that would be a good SSR, in fact we are using it for an upcoming scenario. [Richie Crowe to Perry Cocke, ASLML 12 Mar 2002]

B27.56 The wording of this rule is that you must **always** pay the COT when entering or exiting an A-T Ditch, even when not changing Location. E.g., an A-T Ditch in a brush hex. Enter the hex from another hex, 2 MF (COT of brush). Enter the A-T Ditch in that hex: 3 MF (2 + COT). Total: 5 MF Is this correct?

A. No. The 2MF are in addition to whatever COT may be appropriate for entering a new hex. [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

~~**B28.1** Does entering a Location with mines via a Trench or across a same building hexside (i.e., no actual mine attack is made/checked for) reveal any minefield in that Location?~~

~~A. Mines can only be revealed by "susceptible" units. This means the unit actually checks for a mine attack (or possibility of such for AT mines). Units in Trenches, or crossing same building hexsides thus are not "susceptible" and cannot reveal such mines. [Scott Jackson to Perry Cocke, ASLML 1 Apr 2003] {Deleted because in Klas's compilation v30. SR}~~

B28.41 Is a unit in a Building Location in a minefield attacked if it claims Wall Advantage?

A. No. [VFTT 27 Feb 1999]

B28.41 If Infantry moving as a stack enter a minefield hex, is the attack resolved as one IFT DR per unit, or as one IFT DR for the stack?

A. One per stack. [Wayne Hadady to Perry Cocke, ASLML 28 Oct 2001]

B28.41 & A23.3 See prior entry.

B29.2 For purposes of revealing a HIP roadblock, is LOS to a roadblock traced to the hex center dot of the hex containing the roadblock counter, or is it traced to the roadblock hexside (including any extension to the center dots of adjacent building/woods hexes)?

A. LOS to, and thus HIP loss of, a roadblock is dependent upon LOS to the hex the roadblock is in. However, if the roadblock (only) blocks LOS of a Good Order enemy unit to any Location, then the existence of the roadblock hexside must be disclosed (although not necessarily the hex it is in). In practice, it is easier to place the roadblock on board once a qualifying LOS has been blocked. [VFTT 2 Feb 1998]

B29.2, B31.141 & P5.141 In determining whether a Narrow Street roadblock (P5.141) loses HIP, must LOS be considered to every point on the line between the center dots of the two hexes?

A. No – the LOS must be drawn to both vertices of the hexspine straddled. [Kiri Naiman to Avalon Hill, 1990-1993] {Edited for v2}

B29.3 & C8.31 Is a roadblock considered a wall, allowing shaped-charge weapons to attack Infantry behind it? If so, is a unit in an extension location considered "behind a wall"?

A. Yes. Yes, if the LOF crosses the extension; see the B29.4 EX. [VFTT #13]

B30.2 May a unit in a Pillbox trace LOS through its CA past a wall hexside that forms its hex to a same-level non-adjacent target?

A. Yes. [VFTT #13]

B30.31 How is a DC Placed/Thrown inside a pillbox per the last sentence of B30.31?

A. If it is Placed/Thrown from within the pillbox (e.g., by a Japanese unit). [VFTT #13]

B30.35 For the resolution of an AP/APCR/APDS CH vs. a Pillbox, what TEM is used: reverse pillbox TEM or 0 (as the TEM used for TH resolution is 0)?

A. 0. [Tactiques #6]

B30.44 & A19.12 See prior entry.

B30.6 & A11.4 See prior entry.

~~**B31.2, P5.2 & Q4.2** If a multi-hex building with no stairwell icon has a steeple icon, must a unit on Level 1 of the steeple hex first move to ground level before moving into the steeple?~~

~~A. No, it moves directly to the steeple, and a unit on ground level moves first to the Level 1 Location and then to the steeple. [Fish Flowers to Perry Cocke, ASLML 6 Apr 2001] {Minor editing. SR} {Deleted because in Klas's compilation v30. SR}~~

Chapter C

C.8 & D2.3 To be considered to have "used VBM" as per C.8, does a vehicle have to move to a new hexside?

A. Yes. [VFTT #9]

~~C.8 & D8.3 If a Bog Removal DR exceeds the MPs of the vehicle, but the Final colored dr is < 5, does the vehicle end the MPH in Motion? If so, is it then considered a moving target at the end of its MPH?~~

~~A. Yes to both. [Bill Kohler to Perry Cocke and reply, posted to ASLML 12-13 February 2001] {Deleted because in Klas's compilation v30. SR}~~

C1.2, B20.95 & C1.23 See prior entry.

C1.22 & ASL Scenario 9 ("To The Square") SSR5 1) If a scenario SSR provides an OB with mortar OBA, does that always imply that it is battalion mortar OBA?

A. No.

2) Is the mortar OBA in scenario ASL#9 SSR#5 battalion mortar OBA?

A. No. [Wayne Hadady to Perry Cocke, ASLML 16 Dec 2001]

C1.23, B20.95 & C1.2 See prior entry.

C1.3 & O5.4 May an AR counter be placed in a Roofless Factory Hex whose Ground Level Location is not in the Observer's LOS, but whose Rooftop Location would be in the Observer's LOS if it were present?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

C1.32 Can an Observer have LOS to a SR/non-WP FFE which lands in an interior Jungle hex if his elevation is > 2 levels above the base level of the Jungle hex and there are no obstacles to LOS > 2 levels above the base level of the Jungle hex (i.e., can the Observer see down into a Jungle hex enough to spot a SR/-FFE)?

A. Yes (see the first C1.62 EX, where it mentions the observer seeing the SR in W3). The Jungle is an obstacle up to two levels, and does not block LOS between any units or SRs that are at least on level 2. See section A6. [Kiri Naiman to Avalon Hill, 1990-1993]

C1.5-.51 A BU CT AFV is Stopped in Open Ground and inside a FFE Blast radius. Can the FFE attack the AFV for starting? For changing VCA/TCA? For becoming CE? Is this any different if it were an OT AFV?

A. No. No. Yes. No, unless receiving airbursts. [VFTT #13]

C1.51 & C1.5 See prior entry.

C1.54 & A20 See prior entry.

C1.57 Does a LOS traced exactly along a hexside of a FFE qualify for the FFE Hindrance?

A. Yes. [James Seafin & Alain Chabot to Perry Cocke, ASLML 16 Feb 2002] {Minor editing. SR}

C1.7 a) In a scenario, can an OBA module ever use Smoke/-SMOKE if not expressly allowed, by SSR, to do so?

A. Yes.

b) If so, how does one determine whether or not Smoke/SMOKE is available to an OBA module?

A. If the module is not restricted in the SSR and Smoke/SMOKE was available at that time for that artillery, then assume it is available for the module.

c) How does one determine if "Smoke/SMOKE was available at that time for that artillery"? For example, does German artillery never have Smoke (because there is no such indication on the

German OBA Availability Chart), or does it always get it (because there exist German MTR and ART game pieces of 80+ to 150+ mm size having depletable Smoke)?

A. German and Russian modules all have Smoke, unless the SSR specifically mentions what is available.

d) For any nationality: need a player only find one game piece (or OBA Availability Chart entry) of proper caliber, date, and depletable ammo type, to claim a Smoke/SMOKE capability for an OBA module?

A. Unless the SSR specifically mentions what is available.

e) Looks to me like one may need to study all the following:

* Nationality OBA Availability Chart (if any)

* Nationality Ordnance Listing

* Nationality Ordnance Rarity Factor Chart (if any)

to determine capabilities of an OBA module. Is that correct?

A. Yes. Which is why SSRs of late have specified what is available. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000]

C1.71 When using WP OBA, does one get a Critical Hit by treating it as a WP smoke grenade and any MC with a colored die of 6, gets the TEM added to the roll, or is there another mechanism for OBA CH?

A. No, use C3.76 (thus using 3.7). [Carl Nogueira to Perry Cocke, 16 Nov 2005].

C1.81 Since "Bombardment potentially affects all the hexes of an entire mapboard", must all non-spared hexes take a Bombardment MC to resolve effects on terrain? Or does the MC requirement only apply in those hexes occupied by units?

A. No. No, it also applies to hexes with building/bridge/Fortification. [VFTT #8]

C1.82 Do concealed units taking a Bombardment MC in LOS of Good Order enemy ground units lose concealment even if they do not pin or break?

A. No; since this takes place prior to play, no such LOS exists. [VFTT #11]

C1.82 Are MC DR for HIP units/Fortifications in a Bombardment done secretly?

A. The DR are not secret. One way to do this would be to record secretly each HIP unit/Fortification separately, and openly roll the Bombardment MC DR for the recorded units/Fortifications. [VFTT #11]

C1.82 The order of Bombardment MC is not strictly defined. Do you roll for all terrain, then all units, then all equipment, etc...? Or do you roll for everything in each hex, continuing one hex at a time?

A. Where the order is not specified in C1.821 or C1.822, any mutually agreeable order is acceptable. [VFTT #11]

C2.1 Can a full strength squad fire a Gun and also use its inherent firepower in the same fire phase?

A. Yes. [VFTT #13]

C2.2401 The rule states "Neither the +1 DRM for a Gyrostabiliser nor the doubling of the lower dr of the TH DR for other Guns in Case C4 is included in this calculation." Does this mean the Case C modifier of +1 for G (only) is ignored? The Case C4 modifier (only)? Or both?

A. Both. [Bruce Probst to AH, 20 Jun 1989]

C2.2401 If an infantry unit declares a TPBF Defensive First Fire attack at a vehicle's PRC as it enters the defender's Location, can this become a Gun Duel situation? Is this different if the vehicle announces an attack as it enters? Do the Bounding (First) Fire DRM apply to the MG's Gun Duel calculation?

A. Yes, the vehicle may declare a Gun Duel (even if using only its MG) if not Overrunning. No, the defender always has an opportunity to intervene with fire first (although an Overrun can never be a Gun Duel). Yes. [VFTT 18 Sep 1998]

C2.2401, D13.3 & C5.35 Is the fact that a Smoke Dispenser attempt is described as "firing" sufficient to permit the opponent's declaration of a Gun Duel (C2.2401, C5.33) vs. that usage attempt, assuming that the other conditions for a Gun Duel are met?

A. No. [Bruce Probst to Perry Cocke, ASLML 11 Aug 2003]

C2.29 Does an IFE weapon Malfunction as if it was a SW MG?

A. Yes. [VFTT #9]

C3.22 If a Gun is incapable of firing because it is malfunctioned or disabled, can it make a CA change at the end of its friendly fire phase?

A. Yes, provided its manning Infantry could fire the Gun (per C3.22) if it were functioning. [VFTT #10]

C3.33 Regarding the second [EXC:], can an unoccupied upper building location be considered a "non-hidden enemy target" for purposes of this rule?

A. No. [VFTT #8]

C3.33 Can units out of LOS be hit via Area Target Type?

A. Only if firing a mortar and it first hits that in-LOS unit that is hardest-to-hit. [VFTT #11]

C3.33 Can a mortar use Area Fire to fire at a gully hex containing a unit IN the gully, if the mortar (or Spotter) does not have LOS INTO the gully, but otherwise has LOS to the gully hex (i.e. at any potential Crest unit in the gully)? Can the unit IN the gully be hit by such fire? What would the TH modifier be for hitting such an out-of-LOS unit IN the gully?

A. An out-of-LOS unit in a gully can be hit by a MORTAR only if an actual (and the hardest To Hit) in-LOS unit in that hex is hit. If firing SMOKE, the non-Known unit would require the use of Case K. [Bruce Bakken to Perry Cocke, ASLML 21 Jun 2003]

C3.331 & B1.3 See prior entry.

C3.71 & A24.31 See prior entry.

C3.74 & G11.85 Does a WP CH affect all units in a Cave, or only units determined by Random Selection?

A. Normal CH rules apply (i.e., use Random Selection). [Kiri Naiman to Avalon Hill, 1990-1993]

C3.74 In the DFPh, a mortar attacks a hex that contains only a CE AFV and obtains a HE CH. How is the crew/(passengers/riders) affected?

A. Normally (i.e., as if a non-CH). [VFTT #13]

C3.8 & A5.132 See prior entry.

C5 Do leadership modifiers (either Infantry or Armor Leaders — including inexperienced crews) apply as "Firer-Based" TH

DRM (e.g., when calculating Gun Duel DRM per C2.2401)?

A. Yes. [VFTT 27 Feb 1999]

C5.11 & B13.31 See prior entry.

C5.35 Does Case B apply when Case C applies, even when the fire is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other than the AFPh?

A. Yes. [VFTT 2 Feb 1998]

C5.35, C2.2401 & D13.3 See prior entry.

C5.35, C13.8 & D6.1 If Passengers fire PF/PFK, BAZ or RCL using the Desperation penalty as per C13.8 fired from a Motion/-Non-Stopped vehicle, does the SW pay To Hit Case C⁴?

A. Yes; rather than using the customary Case C³, these and the other SW ordnance [EXC: MG NA] would apply all the other Case C DRM as if a non-Stabilized NT Gun; and a +2 Mounted Fire DRM would also apply if not in an armored HT. [VFTT #9] {Edited for v2}

C5.51 Are weapons on a 5/8" counter *not* firing as ordnance (therefore not subject to Case E, C5.5) required to pay Case A penalties at enemy units within their own hex?

A. Only during DFF. [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

C5.6 Several questions on Intensive Fire, fire phase and range limitations

1. A Gun Defensive First Fires in the opponent's MOVEMENT PHASE. It loses ROF and is marked with a First Fire Counter. Later during the opponent's MOVEMENT PHASE, the Gun wishes to fire again as Intensive Fire. May it fire at a moving target at a range greater than the closest armed Known enemy unit? [I think yes as A8.3 only applies to SFF attacks and the A8.4 limitation on same hex/adjacent targets only applies to Final Fire in the DFPH, not the opponents MPH].

A. Yes.

2. A Gun Defensive First Fires in the opponent's MOVEMENT PHASE. It loses ROF and is marked with a First Fire Counter. In the DFPh may the Gun fire again using Intensive Fire? If yes, is the shot limited to an adjacent/same hex target as per A8.4? [I think yes to both parts of this question]

A. Yes. Yes.

3. At the start of the DFPh, a Gun is unmarked with any fire counter. It fires and loses ROF so is marked with a Final Fire counter. May it fire once more as Intensive Fire? If yes, is the shot limited to an adjacent/same hex target as per A8.4? [I think yes to both parts of this question]

A. Yes. Yes.

4. A gun fires in its Prep Fire Phase, loses ROF and is marked with a Prep Fire counter. It fires again as Intensive Fire. Are there any range and/or target limitations on this Intensive Fire shot?

A. No. [Jonathan Cole to Perry Cocke, 9 Feb 2006]

C6.4 A Scenario Defender records, as his Boresighted Location for a MMG/HMG, a hex to which he has no LOS to the center dot, but to which he has LOS, from the MMG/HMG, to one or more Bypass Vertex. Is this allowed?

A. No. [Bill Kohler to Perry Cocke, ASLML 10 Nov 2001]

C6.43, B27.13 & C6.5 See prior entry.

C6.43, C6.5, C10.3 & C11.3 A Crew of an Emplaced, Bore Sighted Gun with an Acquisition (on some other Location) attempts (but fails) to Push the Gun during a MPH (so a Labor counter is placed on the Crew, its possessed Gun, and any helpers the Crew may have had in the Push attempt). Does the Gun

- a) lose Emplacement?
- b) lose Acquisition?
- c) lose Bore Sight?

A. No to all. [Wayne Hadady to Perry Cocke, ASLML, Apr 2000]

C6.5 If a vehicle has two (or more) Guns, do each of these Guns have an independent Acquired-counter as if they were totally different Guns?

A. Yes. [VFTT #9]

C6.5 Can a Gun maintain acquisition to a target in its own hex?

A. Yes, unless it is attacked in CC. [VFTT #11]

C6.5 May an OT AFV maintain Acquisition while BU?

A. Yes. [VFTT 2 Feb 1998]

C6.5 1) Does a Light INF (½" counter) gain/use acquisition? Does a Light RCL (½" counter) gain/use acquisition?

A. No to both.

2) Does ½" Ordnance (e.g., a Light Mortar) lose acquisition if its manning infantry fires its IFP?

A. Yes. [Perry Cocke to Jeff Sewall, ASLML, 11 Aug 2000]

C6.5 Acquisition is lost if "its crew/manning-Infantry...fire Inherent FP/SW". Does "Inherent FP/SW mean:

- (a) Inherent FP and/or Inherent SW or
- (b) Inherent FP and/or any SW?

A. (b)

Q. If the answer is (b), should there be errata to C6.5, changing "Inherent FP/SW" to "their inherent FP/any SW"?

A. Not needed.

Q. EXAMPLE 1: A squad possesses two SW mortars. It fires the first and gets ATT acquisition. If it then fires the second mortar, does it lose acquisition for the first mortar?

EXAMPLE 2: A squad possesses a SW mortar and a HMG. It fires the mortar and gets ATT acquisition. If it then fires the HMG, does it lose acquisition for the mortar?

A. Yes to both. [Jonathan Cole to Perry Cocke, 10 July 2005]

C6.5, B27.13 & C6.43 See prior entry.

C6.5, C6.43, C10.3 & C11.3 See prior entry.

C6.51 May a ½" Acquired counter be left in a location when all target unit(s) move into a new location (still in LOS of the firer), or must it follow one of the target units?

A. It cannot remain and must follow one of the target units. [Kiri Naiman to Avalon Hill, 1990-1993; Bruce Probst to Perry Cocke, ASLML 2 Nov 2002] {Consolidated two Q&A. SR}

C7.34 Is a vehicular FT's Basic TK# halved for Motion Fire?

A. No. [Carl Nogueira to Perry Cocke, 16 Nov 2005].

C7.4 Do Shock/UK results apply to an Abandoned AFV? If so, what Morale does the AFV use for the NTC? What happens if a crew enters the Shocked/UK AFV?

A. Yes. The standard Morale for an AFV. The crew suffers the

fate of the AFV. [VFTT #11; VFTT 27 Feb 1999] {Consolidated two Q&A. SR}

C7.42 A squad in a ht that suffers a Shock result must BU. Assuming the Shock becomes UK, may the squad leave the ht during its next MPH?

A. No, not until the vehicle recovers. [VFTT 27 Feb 1999]

C7.42 & A10.5 See prior entry.

~~C8.31 & B23.741 See prior entry.~~

C8.31 & B29.3 See prior entry.

C8.52 & A24.8 See prior entry.

C8.6 This states, "... WP may be fired by ordnance during (but prior to any friendly unit firing anything other than SMOKE) any friendly fire phase – not just the PFPh/DFPh ...". Does this allow WP to be used as Bounding First or Motion Fire by an AFV even though C3.3 last sentence states the Area Target Type cannot use Bounding First or Motion Fire?

A. No. [VFTT #8]

C8.9 An AFV announces a Special Ammunition attack and changes its TCA. If the DR exceeds the Depletion # without malfunctioning, does the turret return to its original CA with no Prep Fire counter placed? May the vehicle forego further Prep Fire attempts and move instead?

A. Yes. Yes. [VFTT 18 Sep 1998]

C9.3 May you designate a new Spotter if the original Spotter escorts prisoners off the Friendly Board Edge?

A. No. [VFTT #11] {Edited for v2}

C9.3 May a squad fire its inherent FP and spot for mortars? Does it matter in which order the shots are taken and/or alternated?

A. Yes, although any acquisition gained with the mortars will be lost when inherent FP is used. [VFTT #13] {Edited for v2}

C10.3 Does a Gun pushed along a road trigger an AT mine attack?

A. No. [VFTT 27 Feb 1999]

C10.3, C6.43, C6.5 & C11.3 See prior entry.

C11.2 & C11.3 If an Emplaced Gun is Disabled, can a Gun Disabled marker be placed on it in lieu of removing it from play to allow its crew to retain the +2 Emplaced Gun TEM?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

C11.2 & A10.531 See prior entry.

C11.3, C6.43, C6.5 & C10.3 See prior entry.

C11.3 & C11.2 See prior entry.

C13.1 Is a MG attempting To Hit an AFV treated as a LATW?

A. No. [VFTT 2 Feb 1998]

C13.2 & A8.41 See prior entry.

C13.31 1) During the MPH, a Good Order German Infantry squad fires its inherent FP and checks for a PF to Defensive First Fire against an infantry unit moving behind a wall. It does not cower and is marked as having Defensive First Fired. As the MPH continues, an AFV and an enemy Infantry unit move

adjacent to the German squad. The squad does not SFF or perform any other action during the MPh. During the DFPh, the squad is able to Final Fire. It “can still fire during their current fire phase” and so may “possibly fire a PF” per C13.31.

A. Well, no.

2) Can the squad check for a 2nd PF (the 2nd SW usage) to fire at the now adjacent AFV and forfeit its inherent FP until the CCPh per A7.351?

A. No.

3) Does the language in C13.31 “Provided a squad has not yet fired its inherent FP, it can attempt to fire a second PF in the same phase.” mean that the squad can not have fired its inherent FP in either of the MPh (as Defensive First Fire) or the DFPh? Or does it mean it has not yet fired in the DFPh exclusively?

A. The former. [Seth Fancher to Perry Cocke, ASLML 2 May 2003]

C13.31 & C13.311 If the number of SEs available in the OB increase during play (e.g., a crew survival from an AFV, or a Field Promotion when 4 Leaders are already in the OB), is the number of available PFs increased accordingly?

A. Not in those instances. Reinforcements will have their own PF allocation. [Bruce Probst to Perry Cocke, ASLML 12 Mar 2003] {Edited. SR}

C13.31 & A7.351 See prior entry.

C13.8, C13.81, D2.6 & D6.1 1) Several models of HT come equipped with removable BAZ or PSK. May Passengers, or the vehicle Crew, make attacks with these weapons (while Passengers/Crew), before these weapons have been removed via Unloading/Abandonment?

A. Only the inherent crews of those vehicles to which U.S. Multi-Applicable Vehicle Note Z applies (e.g., German 251/10, U.S. M3A1 ht and M20 sc, British Carrier C, and French M5A1 ht) can do this.

2) Suppose a HT carries a CE Passenger in possession of a BAZ or a PSK. May the player cite the availability of that weapon to satisfy the D2.6 “5 TK” requirement for Stopping/ending ITS MPh in the hex of an enemy AFV?

A. Only the above-mentioned inherent crews would qualify. [Wayne Hadady to Perry Cocke, ASLML 15 May 2002]

C13.8 & A7.35 See prior entry.

C13.8, C5.35 & D6.1 See prior entry.

C13.81, C13.8, D2.6 & D6.1 See prior entry.

Chapter D

D.8 Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?

A. No, ordnance weapons may not firegroup. [VFTT 27 Feb 1999]

D.8 & D5.5 My opponent fires a mortar at my open top vehicle. The area fire attack results in immobilization of the vehicle. One of two things can happen next. Either:

A. An immobilization TC occurs. D5.5 says, “An immediate TC

is required of the non-Shocked, non-Stunned Inherent crew of a vehicle that becomes immobilized by any non-CC attack.”; or B. A general collateral attack occurs resolved with the same DR that resulted in the immobilization.

Which happens first?

A. Collateral attack first. [Jeff Barber to Perry Cocke, ASLML 1 Feb 2002] {Minor editing. SR}

D1.83, D3.12 & D3.51 (a) If an AFV changes its TCA/VCA to fire some weapon, and then wants to fire its AAMG, does the AAMG then have to pay the Case A DRM?

A. No.

(b) May an AFV voluntarily change its VCA/TCA when firing its AAMG (by paying Case A DRM)?

A. No, unless firing an AAMG with a restricted CA (e.g., U.S. vehicle Note 30) that has to change its TCA/VCA to fire.

(c) If an AFV has an AAMG with a restricted CA, does it have to pay Case A DRM for the AAMG fire? Does it matter if the AAMG is the MA?

A. No. No.

(d) May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG?

A. No. [VFTT #9]

You answered the above question “No”. If the AFV can fire its MA and its AAMG, may it change its VCA or TCA?

A. Yes. [VFTT #11] {Edited. SR}

D1.84 Does the “number provided in the game” refer to the # listed in the relevant Vehicle Listing or to the current counter mix including all available Historical modules (i.e., in G42 “The Youth’s First Blood” should the Germans get ten PzKfw IVH without AAMG or eight without AAMG, and 2 with AAMG)?

A. The # in the Vehicle Listing (i.e., use 2 PzKfw IVH with AAMG in G42). [VFTT 18 Sep 1998]

D2.14 & B13.41 See prior entry.

D2.18 This reads (emphasis added) “A vehicle is not prohibited from expending more MP to enter a hex than the minimum required, and may, as it enters a new hex, declare a higher-than-necessary MP expenditure.” Should “hex” read instead, “hex/-hexside” (in two places)?

A. No, “hex” is correct. [Wayne Hadady to Perry Cocke, ASLML 5 Feb 2002]

D2.21, E1.52 & SSR KGP5 The following all occur on Level 0 to Level 0; from Open Ground to Open Ground.

1) What is the Reverse Cost for a Fully Tracked AFV across a Wall Hexside?

A. 8

2) What is the Reverse Cost for a Fully Tracked AFV at Night?

A. 5

3) What is the Reverse Cost for a Fully Tracked AFV involving Soft Ground? (SSR KGP5)

A. 5. [Christopher Fleury to Perry Cocke, ASLML 16 & 17 May 2003]

D2.3 & C.8 See prior entry.

D2.321 A vehicle is stopped in bypass of a woods hex. An enemy unit moves into CC with it but fails to eliminate it, so a melee counter is placed. Originally, the vehicle’s TCA was straight ahead. During the next fire phase, the vehicle wants to fire its

IFE as TPBF. What firer-based modifiers apply? Does it need to change its TCA to the side facing to fire at a unit in its own hex and add case A? Does case E (+2 DRM for fire within same hex) apply only to hit DRs or will it add as a DRM to the IFT result?
A. Case A applies but Case E does not. [VFTT 27 Feb 1999]
{Edited to change “CA” to “TCA” since the VCA can’t change. SR}

D2.51 May a player make a Mechanical Reliability DR with a Concealed vehicle which is immune to Mechanical Reliability Immobilization/Stalling or a %” Dummy stack, in order to provide misleading information about his OB to his opponent?
A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

D2.6, C13.8, C13.81 & D6.1 See prior entry.

D3.12 Can the TCA be changed a free number of hexspines after one MP expenditure? (Or only one hexside?)
A. Yes. (No.) [VFTT #9] {Edited for v2}

D3.12, D1.83 & D3.51 See prior entry.

D3.3 May a vehicle fire its weapons upon the expenditure of a Stop MP, thus firing as Stopped without needing to expend any additional MP? Upon expenditure of MP to enter a Location?
A. Yes. Yes. [VFTT 18 Sep 1998]

D3.3 -.32 & D3.5 A vehicle fires its MA (only) during the MPH and keeps ROF. During its AFPh it fires one additional shot with its MA (only). Is this the only possible way a vehicle (including its PRC) can fire during both the MPH and the AFPh?
A. Yes. [VFTT #9]

D3.3, D3.32 & D7.1 May a vehicle that voluntarily uses its MA only during an OVR and rolls \leq its ROF on the OVR attack, use its MA in a non-OVR attack during the MPH or AFPh?
A. No. [VFTT 2 Feb 1998]

D3.32, D3.3 & D7.1 See prior entry.

D3.41 & D11.1-.2 Are Armor Leaders assigned prior to making a DR on the Gyrostabilizer Availability Table (or Schuerzen Availability Table)?
A. No, they are assigned after; see ASOP (rev.). [VFTT 27 Feb 1999]

D3.43 & D5.4 Can an armor leader abandon an immobilized or bogged vehicle other than as part of its crew?
A. No. [VFTT 2 Feb 1998]

D3.5 & A11.7 See prior entry.

D3.5 & D3.3 -.32 See prior entry.

D3.51 & E7.5 May an AFV use Bounding First Fire in one hex and then Light AA fire in a different hex (or vice versa)?
A. Only if it BFFs with MA, retains ROF, and then undertakes Light AA fire using MA only (but not vice versa). [VFTT 27 Feb 1999]

D3.51, D1.83 & D3.12 See prior entry.

D3.7 May a vehicle attempt weapon repair while holding enemy units in Melee?
A. Yes. [VFTT 2 Feb 1998]

D3.7 & D5.341 Must the crew of an Immobilized AFV holding enemy infantry in melee whose MA is disabled Abandon the AFV?
A. Yes (bizarre as it may seem). [Kiri Naiman to Avalon Hill, 1990-1993]

D3.7 & D5.341 May an AFV Recalled due to Disabled MA ever use Reverse Movement? If it is a BU CT AFV, must it become CE and use the Road movement rate?
A. Yes, if that is the quickest way off the board. Yes, if that is the quickest way off the board. [VFTT #9]

D3.71 An AFV with a printed B(11) suffers Ammo Shortage and is therefore marked with a Low Ammo counter. Is the ‘original B(#)’ in D3.71 its printed B(#)? (Making the AFV a B10 X11?)
A. Yes – as opposed to its original B#. (Yes.) [VFTT #9]

D4.3 Can the firer take a normal shot before an Underbelly shot with the same weapon? Can he take an Underbelly shot after a normal shot?
A. Yes. Yes. [VFTT 2 Feb 1998]

D4.3 How many Underbelly shots may a weapon maintaining ROF take at an AFV as it exits a gully?
A. As many as MP expended for entering the new Location (less any MP used to negate Case J DRM); see A8.14 and A9.2. [VFTT 2 Feb 1998]

D5.1 & D6.631 May a vehicle whose crew Abandons it and Removes all armament retain an inherent driver, or is this only allowed when explicitly permitted by vehicle notes (EX: German Vehicle Note 59)?
A. The latter. [Kiri Naiman to Avalon Hill, 1990-1993]

~~**D5.311** Is the Inherent Crew of a BU OT AFV which is hit by (non-Air Burst) Indirect Fire Vulnerable?
A. No. [Bill Kohler to Perry Cocke, ASLML 3 Feb 2003] {Deleted because in Klas’s compilation v30. SR}~~

D5.33 May a player announce a BU/CE change simultaneously with an MP expenditure or Bounding (First) Fire shot? If so, is the MP expenditure/Bounding (First) Fire shot handled as if conducted under the new BU/CE status?
A. Yes to both. [Bill Kohler to Perry Cocke, ASLML 12-13 Feb 2001]

D5.33 Assume defender has indicated ‘no shot’ on the just-spent MP of an AFV. Would placement now of a CE counter allow defender to change his mind and declare D1F on a just-spent MP:
1) before that AFV expends a new MP?
A. Yes, since no new MP expended, this shot would be based on prior MP and vs. CE.
2) before that AFV makes a B1F shot?
A. The moving player could announce that he is taking a B1F shot while going CE which would prevent D1F until after B1F. [Wayne Hadady to Perry Cocke, ASLML 10 Jul 2001]

D5.341 & D3.7 See prior entry.

D5.342 Does this apply to a BU AFV that receives a second “Stun” result during the same phase (EX: BU Sherman M4 already marked with a “Stun” is hit again by MG fire from an aircraft during the same MPH which results in another “Stun”)? Does it apply even though the AFV is not CE and the first

“Stun” has not been flipped to “+1”?

A. Yes to both. The second Stun effect results in Recall. [Tate Rogers to Perry Cocke, ASLML, 2 Mar 2000]

D5.4 Can a vehicle start a scenario with its crew outside the AFV or with any of its weapons Scrounged/removed? Does it matter if that side is the Scenario Defender?

A. Only in certain CG. No. [VFTT #9]

D5.4 & D3.43 See prior entry.

D5.41 Can a crew that voluntarily abandons its AFV scrounge that AFV immediately without penalty or must it obey the normal Scrounging rules (i.e., it must wait until the next RPh and become TI in the process)? Is a scrounging dr still required?

A. Immediately. Yes. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

D5.5, D5.6 & D6.1 If, due to failure of an Immobilization TC or Crew Survival, a unit is placed beneath its AFV/wreck during the MPh, is the unit considered to be using Hazardous Movement only during its MPh, or during the DFPh as well?

A. Its MPh only. [VFTT #9] {Edited for v2}

D5.5 & D.8 See prior entry.

D5.6, D5.5 & D6.1 See prior entry.

D6.1, C5.35 & C13.8 See prior entry.

D6.1, C13.8, C13.81 & D2.6 See prior entry.

D6.1, D5.5 & D5.6 See prior entry.

D6.23 & G1.12-.13 Are IJA Rider Squads forced to Bail Out if they are fired on and fail a MC?

A. No, unless they actually break (e.g., Casualty MC). [VFTT 27 Feb 1999]

D6.24 Are Riders that are Bailing Out susceptible to Residual FP in that location? If so, what DRM are applicable?

A. Yes. See D9.3 +1 vehicle TEM. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

D6.24 Can riders (i.e., an MMC on a tank) voluntarily bail-out? The rules say when they “have” to but don’t mention if they have an option to.

A. No. [VFTT #9]

D6.24 Are units that are Bailing Out subject to the Hazardous Movement (A4.62) DRM?

A. No. [VFTT 2 Feb 1998]

D6.24 If a Cavalry unit breaks as a result of an attack upon it that also eliminates its horse counter, does it take two Bail Out MC?

A. No. [VFTT 27 Feb 1999]

D6.5 According to this rule, a Passenger/Rider may unload from an immobilized vehicle unless that vehicle has already expended more than three-fourths of its MP allotment. Does this apply to all Immobile (D.7) vehicles?

A. Yes. [VFTT #9]

D6.5 & A4.32 See prior entry.

D6.5, A12.15-.151 & B23.922 See prior entry.

D6.631 Can a 3FP AAMG be Removed from a German halftrack as a 3-8 dm HMG, or only as a 3-8 LMG?

A. Only as a 3-8 LMG, except for the sMG halftracks (German Vehicle Note 58). [Kiri Naiman to Avalon Hill, 1990-1993]

D6.631 May a crew Abandoning an armored halftrack Remove MG/Mortar armament such that the portage cost of the Removed weapons reduces the movement allowance of the crew to 0? (EX: a US LVT(A)2 has 7 pp of Removable MGs: two dm MMGs and a dm 12.7mm HMG).

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

D6.631 states that a crew abandoning an armored halftrack may simultaneously remove its MG/mortar armament as it does so. Does this apply to crews voluntarily abandoning other types of vehicles with SW that could normally be “scrounged”? (EX. A crew voluntarily abandons a PzKw IV-H and removes both its BMG and AAMG. Is this legal?)

A. No. (No.) [VFTT #9]

D6.631, U.S. Vehicle Note D & U.S. Vehicle Note O Is a 12.7mm AAMG Removed from a vehicle as a dm .50-cal HMG, or as a dm MG with ≤ FP to that of the inherent weapon?

A. It depends on the vehicle (e.g., does Note O apply too?). [Kiri Naiman to Avalon Hill, 1990-1993]

D6.631 & D5.1 See prior entry.

D7.1, D3.3 & D3.32 See prior entry.

D7.2 & A23.6 See prior entry.

D7.21 Is a DEFENDING Infantry/Cavalry unit which fails its PAATC in an attempt to use CC Reaction Fire marked with a First Fire counter as well as a Pin counter?

A. No. [VFTT 27 Feb 1999]

~~**D8.2** Does a vehicle exiting a stream hex into a woods hex take one or two Bog Checks? What DRM would ordinarily apply to a fully tracked AFV with Low Ground Pressure not using all its MP?~~

~~A. Two; first in the hex being exited, then in the hex being entered. Zero DRM for exiting the stream, +4 DRM for entering woods and gaining elevation. [VFTT #11] {Removed because this is now an EX in D8.2. SR}~~

D8.21 Are the Bog DRM for “snow-covered” and Deep Snow cumulative?

A. Yes. [VFTT 18 Sep 1998]

D8.21 1) If a Vehicle’s MPh ends “immediately” when it Bogs, can it still BFF and/or Unload?

A. No.

2) If a Vehicle’s MPh ends “immediately” when it Bogs, can it still be subject to Defensive First Fire?

A. Yes. [mountainview@westelcom.com to Perry Cocke, ASLML 12 Jul 2002]

D8.21 Bog Check DRM Table Footnotes 2 and 3 say “in building hex” on the QRDC and chapter divider, while those in D8.21 in the rules say “in building”. Which is correct?

A. “In building”. Which does not mean that it applies when entering a building across an open ground hexside. [Oliver Giancola to Perry Cocke, ASLML 20 Sep 2002] {Re-worded. SR}

D8.23 Does a vehicle's Ground Pressure affect a Deep Snow bog check DRM?

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

D8.3 Does an AFV with a red MP allotment attempting to assist an unbogging attempt have to roll for Mechanical Reliability as though it were expending a start MP? How about the vehicle being assisted?

A. No. "Both vehicles remain Stopped" says it all. [Kiri Naiman to Avalon Hill, 1990-1993]

~~**D8.3 & C.8** See prior entry.~~

D9.3, D9.4 & D9.5 Armored Cupolas are considered to be equivalent to an Immobile tank. Does this mean that Armored Cupolas that are not "Dug-In AFVs" provide TEM and Hindrance benefits?

A. Yes. [Bill Kohler to Perry Cocke, ASLML 12-13 Feb 2001]

D9.3 & B25.14 See prior entry.

~~**D9.31 & A15.431** See prior entry.~~

~~**D9.31 & B26.4** See prior entry.~~

D9.4, D9.3 & D9.5 See prior entry.

D9.5 & A9.22 See prior entry.

D9.5, D9.3 & D9.4 See prior entry.

D11.1-2 & D3.41 See prior entry.

D13.2 When making a smoke dispenser usage attempt in the opponent's MPh as if intervening with Defensive First Fire, must one place a First Fire counter?

A. No. [VFTT #13]

D13.3, C2.2401 & C5.35 See prior entry.

D14.21 Is more than one Bog DR made when several AFV of a platoon is subject to Bog in different types of terrain?

A. No. [VFTT #9]

D14.23 Must a single radioless AFV use non-platoon movement penalties if it is the only AFV in the side's OB?

A. Yes, once it is onboard. [Peter Manger, quoting Perry Cocke, ASLML, 22 Aug 2000]

• Chapter D Divider (Original)

D8.21 Bog Check DRM Table Footnotes 2 and 3 say "in building hex" on the QRDC and chapter divider, while those in D8.21 in the rules say "in building". Which is correct?

A. "In building". Which does not mean that it applies when entering a building across an open ground hexside. [Oliver Giancola to Perry Cocke, ASLML 20 Sep 2002] {Re-worded. SR}

Chapter E

E1.11 In a given scenario that is defined as being at Night (E1), and Cloud Cover and Moon are not otherwise defined, but the NVR is. Are Cloud Cover and Moon defined as None and No Moon?

A. Essentially.

If not, are the provisions of E1.11 used to define the?

A. No. [Neil Andrews to Perry Cocke, ASLML 24 Oct 2001]

E1.21 May a unit on a No Move counter set a DC during its MPh?

A. No. [VFTT #8]

E1.31, E1.91 & G2.3 1) An ATTACKER NAMs a Concealed unit within NVR of a DEFENDER (call the Location [or position] entered "A"). DEFENDER successfully places a Starshell to Illuminate the ATTACKing unit at "A". Suppose the ATTACKing unit can, on its next MF/MP, directly enter another, non-illuminated, Location or position ("B"), possibly out of LOS/NVR of all DEFENDERS. If it does **not** End its MPh at "A", but moves to "B", does it lose Concealment at "A" (for failure to End its MPh there, as per E1.31)?

A. No.

2) A concealed unit enters a dark OG hex. A starshell goes up, illuminating the unit. It then moves, on the next MF/MP expenditure, to an adjacent, non-illuminated hex. Does that unit lose concealment before entering the dark?

A. No.

3) A concealed Infantry bypasses light jungle in the dark, along an OG hexside. A starshell goes up, illuminating the unit. It then spends MFs to move INTO the jungle, in that illuminated hex (where it is not illuminated: G2.3). Does that unit lose concealment before entering the dark?

A. No. [Wayne Hadady to Perry Cocke, ASLML 22 May 2001]

E1.31 & A12.141 See prior entry.

E1.31 & E1.42 Does assembling a SW cause loss of Cloaking?

A. Yes. [VFTT #8]

E1.32 A non-concealed friendly unit in a non-Illuminated Location in Concealment Terrain Prep Fires at a unit in an Illuminated Location. All enemy units are also in Illuminated Locations. During the CCPh, may the unit which fired gain Concealment?

A. Yes. [VFTT #8]

E1.4 It states that cloaking counters "...has all the characteristics of a '?' plus...". Now does this mean that the dummy '?' listed as available for purchase on the Fortification Purchase Chart can be used as dummy cloaking counters?

A. No. [VFTT #10]

E1.42 & E1.31 See prior entry.

E1.52, D2.21 & SSR KGP5 See prior entry.

E1.53 Can a Landing Craft Stray?

A. No, G13.83 (mostly). [Sam Belcher to Perry Cocke, ASLML 25 Feb 2003]

E1.54 At night, is a unit that begins the Rout Phase in a building, under DM and adjacent to a Known enemy unit forced to rout? Is the answer the same for any type of concealment terrain? How about open ground?

A. No unit is ever forced to rout at night (E1.54). [Jeff Barber to Perry Cocke, ASLML 24 Sep 2002]

E1.71 May a MG Bore Sight a hex outside the NVR at setup?

A. Yes. [VFTT #8]

E1.71 Does the special Night Fire Lane have to be Bore Sighted on the hex where the FL ends? (i.e., may a MG bore sight a hex two hexes away when the FL only hits woods/buildings etc. six hexes away?) Is this the same in a daytime scenario?

A. Yes. (No.) No. [VFTT #8]

E1.76 What happens at night if your SAN has already been reduced to the printed SAN, and the enemy sniper attacks your sniper with a '1' dr?

A. Nothing. [VFTT 2 Feb 1998]

E1.76 & A8.31 See prior entry.

E1.77 Is Hand-to-Hand CC allowed at night?

A. Yes, under the usual conditions (e.g., Deluxe, Red Barri-cades, Japanese, SSR). [VFTT 2 Feb 1998]

E1.91, E1.31 & G2.3 See prior entry.

E1.92 It is a Night scenario, and no Starshell/IR has been successfully fired in a previous Player Turn. May a unit that attempts (and fails) to fire a Starshell during the enemy MPPh try again during the DFPh? Or is the MPPh/DFPh considered one Phase for the purposes of attempting Starshell placement?

A. No. Yes [Bruce Probst to Perry Cocke, ASLML 13 Sep 2003]

E2.24 This rule specifies "one application each of 2.21, 2.22, and 2.23." Must they be implemented in this order?

A. No. [VFTT #8]

E3.1 Does a LV Hindrance, specifically a "dusk LV" apply in-hex, i.e., vs. an Overrun? If the Defender has an in-hex TEM available?

A. A universal "dusk LV" (its effect is not limited by range) will apply to an Overrun regardless of TEM. [Richie Crowe to Perry Cocke, forwarded to Scott Romanowski 1 Sep 2002]

E3.62 & E3.731 The Snow and Mud rules add a +1 TEM to HE attacks vs. infantry in OG. The effect of this is that the +1 TEM is added to the To Hit DR of Ordnance firing on the Infantry Target Type instead of to the IFT DR. Is this correct?

A. Yes. [VFTT #10]

E3.731 & E3.62 See prior entry.

E3.733 & E4.3 In deep snow, is the movement cost for a woods path 1 MF for Infantry? Do skis improve this?

A. Yes. No. [VFTT #13]

E4.3 & E3.733 See prior entry.

E6.5 1) Swimming cavalry (E6.5) presumably still suffer the -2 cavalry vulnerability DRM, correct?

A. Yes.

2) Swimming cavalry have their horses eliminated but the Rider passes the Bail Out MC. Presumably they instantly become normal MMC swimmers (and thus become unarmed), correct?

A. No, they would be immediately eliminated per 6.1 (and thus would not take a MC). [Bruce Probst to Perry Cocke, ASLML 1 Sep 2003]

E7 Is there a definition of "Ground Unit" or "Ground Target"? Is "Ground Unit" simply any non-aerial unit?

A. Not really. Essentially. [Sam Belcher to Perry Cocke, ASLML 25 Feb 2003] {Re-worded. SR}

E7.32 Can a Landing Craft be the target of a Mistaken Attack?

A. Not during Seaborne Assault/Evacuation; G14.34. [Sam Belcher to Perry Cocke, ASLML 25 Feb 2003]

E7.4 & E7.403 Is the first MG attack of a Stuka Point Attack halved for Dash? Is the second MG attack at full firepower since the unit is automatically pinned after the first MG attack? Do FFMO/FFNAM modifiers apply to the second MG attack?

A. Yes. Yes. No. [VFTT 27 Feb 1999] {Edited for v2}

E7.401 When an Aircraft making a strafing run moves to the next hex along the pre-designated hex grain and makes another DR on a new target four hexes distant, must this new target hex be along the same hex grain as the moving Aircraft?

A. Yes. [VFTT 18 Sep 1998]

E7.401 1) A Fighter bomber may not make a Sighting TC against a Location devoid of enemy units. However, may a FB leave Residual FP in other empty hexes along its strafing run after making a successful Sighting TC against an enemy unit?

A. Yes.

2) If yes to 1), then for Residual FP placement, is the FB's FP halved (as per normal residual placement) or quartered (halved for area fire against an empty hex then halved again for Residual)?

A. Quartered. [Johnathan Cole to Perry Cocke, forwarded to Scott Romanowski 4 Feb 2002]

E7.403 Is becoming pinned in this manner considered a concealment loss activity?

A. No. [VFTT #8]

E7.403 Does becoming pinned in this manner cause HIP units to reveal and lose concealment?

A. No. [Perry Cocke to Peter Manger, ASLML, 15 Aug 2000]

E7.403 & E7.4 See prior entry.

E7.42 & E7.421 The Journal 3 article "Strafer Jones" seems to say that bombs use the Direct Hit/Near Miss mechanism (DR ≤ half Basic TH# means Direct Hit and full FP; otherwise DR ≤ TH# means Near Miss and half FP) for both Infantry and Vehicle target type. However, E7.421 seems to say that this mechanism is used only against Vehicle target type, and an Infantry attack would follow E7.42 and result in either full FP of the bomb or a miss. Is the article in error on this point?

A. Yes, the article is in error in indicating that the Direct Hit/-Near Miss procedure applies to unarmored units. [Perry Cocke to ASLML 20 Apr 2002]

E7.42 & E7.421 There is a concealed squad and an unconcealed squad in a building hex (or any other situation where the it would be possible to hit some targets and miss others in a building hex). A plane makes a Bomb attack using the ITT. You make one TH DR. How do you determine what is affected? Is it (1) Only the units hit are affected, as per the E7.421 EX, or (2) All units are affected if any are hit, as per the second sentence of E7.42 ("If attacking a building hex, the effect is resolved against all targets in LOS in the building hex with the same IFT Effects DR as a single attack vs that hex.", note the "all targets"), or

(3) If any are missed, none are attacked, as per the last sentence of E7.42 ("A bomb To Hit attempt that results in a miss is not

resolved vs any target.”, it doesn’t say “hits no targets”, just an attempt has to result in a miss. Missing one and hitting another is an attempt that resulted in a miss, as well as an attempt that resulted in a hit.)

A. (1) is correct. [Scott Romanowski to Perry Cocke, 30 Jul 2002]

E7.421 & E7.42 See prior entry.

E7.5 & D3.51 See prior entry.

E9.41 May a paratroop unit that lands off board gain concealment?

A. Yes. [VFTT 2 Feb 1998]

E11.53 Since a single leader’s MF bonus can apply to an entire “multi-hex stack” as per E11.52, can his leadership modifier also apply to the resolution of the initial attack (vs. the multi-hex stack) that causes the column’s disbandment? Or does “instantly” in this rule mean as soon as the initial attack is announced but before its effects are resolved?

A. No, Leadership DRM may only be applied in the actual Location the leader is in. No, the column disbands instantly after the resolution of all DFF attacks based on that MF expenditure. [VFTT #8]

Chapter H

H1.2 In DYO scenarios, can other otherwise purchasable infantry be substituted for the inherent infantry specified for a vehicle (e.g., D6.82, U.S. Vehicle Note 30) by paying/receiving the difference in BPV for each unit substituted? If so, is this substitution done before or after RF BPV modifications?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993] {Edited. SR}

H1.461 Can an OP Tank (e.g., a U.S. OP Sherman) attempt radio contact (C1.2) and other OBA actions while in motion (C1.6)? While it is stunned/shocked? If it is Recalled?

A. Not during PFPh. No. No. [VFTT #10]

German Vehicle Note 37.1 Sturmtiger See Unofficial Q&A under “Operation: Veritable”.

Russian Vehicle Notes 48 Stuart III, 49 Lee, 50 Sherman III, 51 Matilda II, 52 Valentine II, V & VIII, 53 Churchill III, 54 M3A1, 55 M5 & M9A1, 56 M17, 57 Carriers, and 58 Trucks

These notes do not specify whether these vehicles use Red or Black TH’s when in Russian use. Do these vehicles have all applicable special ammo when in Russian use?

A. As long as you are using British vehicles, they would use black TH’s unless specified otherwise. Same with Ammo. [Bruce Probst to Perry Cocke, ASLML 4 Jul 2001]

Russian Vehicle Note 54 M3A1 What is the inherent half-squad/crew when in Russian use (cf. U.S. Vehicle Note 39)?

A. Russian 1st line HS or vehicle crew. [Bruce Probst to Perry Cocke, ASLML 4 Jul 2001] {Perry neglected to specify *which type* of Russian 1st line HS. SR}

Chapter J

J2.31 Must all attacking infantry in a Location use Hand-to-Hand CC if any attacking infantry are Berserk, or do only the

attacks which include the Berserk infantry use Hand-to-Hand?

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

J2.31, A15.4, G16.4 & G18.62 See prior entry.

J2.31 & A20.22 See prior entry.

J2.31 & A20.55 See prior entry.

QRDC (Original)

D8.21 Bog Check DRM Table Footnotes 2 and 3 say “in building hex” on the QRDC and chapter divider, while those in D8.21 in the rules say “in building”. Which is correct?

A. “In building”. Which does not mean that it applies when entering a building across an open ground hexside. [Oliver Giancola to Perry Cocke, ASLML 20 Sep 2002] {Re-worded. SR}

Unofficial Q&A: Other Items

A Bridge Too Far

• Chapter R

R1 Can mortars of all kind fire from/at the ground level of the Arnheim Bridge hexes?

A. Yes. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R1 Are these the correct DRMs? Indirect Fire (OBA) vs. Arnheim Bridge hexes: DRM on the Bridge +1(Bridge) -1(Wide City Boulevard) for total 0

A. Correct.

* DRM under the Bridge +1(Bridge) +1(TEM of Location under the Bridge) for total +2

A. Correct. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R4.3 This rule references B9.21 when discussing LOS. Does this mean that a unit two hexes away at ground level cannot see/fire into the cellar?

A. Only if a wall/hedge is involved. [Gary Torrensa and Scott Romanowski to Perry Cocke, 7 Sep 2001]

9.2 & R9.619 Footnote F Is a road hex only a “Frontline road hex” (9.2) if bordered by a Friendly Setup Area on the one and a Enemy Setup Area on the other side? In other words would a Location in a Friendly Setup Area adjacent to one/more road hexes only be regarded a Frontline Location if that road hex(es) would also be adjacent to an Enemy Setup Area (EX: Can I put mines/fortified-locations in GG4 in Block V (=Friendly Setup Area) if Block N is Uncontrolled)?

A. Yes. Yes to both. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.4 CG15 Do you roll for Sz on the DYO table for German AFVs?

A. Yes, if is an optional armament. [Russ Bunten to ASLML, 13 Jan 2000]

R9.4 CG23 What happens with respect to CG23 (British HQ) if the British player is not able to get a LOS to the Bridge from any of the multihex buildings in the Blocks he controls before 18AM?

A. If the British player has no buildings which meet the requirements of CG23, then they cannot so declare one (i.e., the British have an HQ somewhere of course, but they do not get the benefit of CG23). [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.4 CG23 Can the British declare their HQ in a building they currently control (i.e. Brit. Location Control markers in all Locations) even though the building itself is in a at that moment Uncontrolled Block (CG23 only says “... multihex building he currently Controls”)?

A. Yes. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.51 & R9.53 CG I/III Initial Setup Areas Are the initial setup areas in CG I/III considered separate even though not confined to blocks and partly overlapping?

A. The German forces are considered a single force for HIP/-Dummy purposes. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.51 & R9.53 CG I/III Initial SSR6 a) The Initial SSR #6 for CG I/III says the Germans control all Strategic Locations on/east of hexrow N at the start of the CG. As Block Control is determined **only** in step 9.605 of the RePh and that step is not executed before the Initial Scenario this means that the Germans do not have Control of a single Block on the map for the first scenario until Control is determined in the RePh thereafter, right? A. Correct. This will lead to some (potentially) interesting situations as the first CG scenario nears its end. Both players will need to keep the RePh in mind when they maneuver their forces for the next day.

b) This means that if there are both British and German MMC in e.g. Block K at that point of the RePh after Scenario 1 (CG I/III) this Block will be Uncontrolled territory (whereas if the Germans were to have Block Control at the start of that scenario they would keep Control of that Block and force the British out).

A. Correct. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.53 & R9.51 CG I/III Initial Setup Areas See prior entry.

R9.53 & R9.51 CG I/III Initial SSR6 See prior entry.

R9.605 a) Are all the Control markers in Uncontrolled Blocks left on board once placed?

A. Yes. The only time they are removed is if they change hands due to Block Control (forfeiture).

b) If all the Control markers left on board as they were during the scenario can a multihex building in an Uncontrolled Block be occupied by both German and British Location Counters

A. Yes. Provided the Block remains uncontrolled. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.605 Is there any way to combine the Chapter R divider listed blocks into larger new blocks (i.e., joining of blocks)?

A. No. [Alan Bills to Perry Cocke, ASLML 9 Jun 2002]

R9.6051 How do you initially gain control of an **uncontrolled** block? 9.6051 only talks about “Control of that Block switching to or remaining with the side occupying the Block.” Strictly speaking this seems not to apply to **uncontrolled** blocks.

A. It is done using the same mechanism (R9.6051). In this case, the block “switches” from Uncontrolled to German (or British) Controlled. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.6053 I had a HIP HS in P19/1 which popped up in the RePh. P19/0 contained a British Control Marker, O19/0 a German Control Marker. The Block was found Uncontrolled after steps 9.6051 and 9.6052. Can the HS be retained freely in 9.6053 even though the ground level in its hex contains an enemy control marker or does it have to Escape?

A. It is Retained. Escape is not required since it can trace a path of uncontrolled territory hexes (note that Location Control except as it may determine that a block is controlled – and thus no longer uncontrolled territory – is immaterial). [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.6053 Should the last sentence in R9.5063 “Non-dm Guns in ... Uncontrolled Territory ≥ 3 hexes from a Friendly Setup Area, are left unpossessed in their current Location and the crew is then either Retained or must attempt escape” be read as a continuation of the sentence before and therefore be understood as “Non-dm (Emplaced) Guns ...”?

A. Yes [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

R9.619 Footnote F & R9.2 See prior entry.

• ABTF SSRs

SSR ABTF18 This says that Smoke-eligible German ordnance is considered to also have “WP6 printed on the reverse of the counter”. Does this then mean that the actual Depletion Number is “7”, since the whole German OB is Elite (SSR ABTF20)?

A. Correct. Printed is 6. Raised by one for being elite. [Martin Moser to Russ Bunten, ASLML, 25 Dec 1999]

Blood Reef: Tarawa

• Chapter T

T6.51 Are guns firing from within a bombproof obliged to use area fire?

A. The FP of Guns is not halved and they are not affected by Area Fire. [Perry Cocke to ASLML, 24 Nov 1999]

T7.4 The Soft Sand would have an OBA attack against the second-level tower Location. [Jim Torkelson to Perry Cocke, 27 Feb 2005]

~~**T9.2** This rule says that the location underneath the pier has a max stacking capacity of one squad equivalent. Can this location still overstack?~~

~~A. No. Max is one squad equivalent (unlike Steeple, e.g., which has a normal stacking limit of one HS). [Seth Fancher to Perry Cocke, ASLML 10 Aug 2001] {Deleted because in Klas's compilation v30. SR}~~

T9.2 1) Does a wreck in an ocean hex hinder LOS between a Pier hex and a Hinterland hex?

A. Yes.

2) Does a wreck in a beach hex hinder LOS between a Pier hex and a Hinterland hex?

A. Yes. [Mike Rodgers to Perry Cocke, ASLML 22 Jan 2002]

T15.4 CG 5 1) Is a SMC that is HIP with a wading MMC an eligible sniper target?

A. No.

2) Do wading units need to consider the PP of their HIP SW?

A. Yes [Mike Rodgers to Perry Cocke, ASLML 22 Jan 2002]

• Map

~~The Pier/beach locations T33 and V33, are these pier or beach/hinterland locations?~~

~~A. Pier Locations. [Jon Halfin to Perry Cocke, ASLML 10 Aug 2001] {Deleted because in Klas's compilation v30. SR}~~

~~Is T33 a hinterland hex? If so is it soft sand vice hard sand?~~

~~A. It is a Pier Location. [Jon Halfin to Perry Cocke, ASLML 10 Aug 2001] {Deleted because in Klas's compilation v30. SR}~~

~~Can an LVT enter T33 from T34, and if so what's the MP cost and bog rolls and DRMs, if any?~~

~~A. Vehicles and Guns cannot enter T33 from T34. [Jon Halfin to Perry Cocke, ASLML 10 Aug 2001] {Deleted because in Klas's compilation v30. SR}~~

~~If a 37 Gun enters T33 from U33, is it moving into sand or a pier location? (assuming U33 was on the pier, not under it)~~

~~A. A pier Location. [Jon Halfin to Perry Cocke, ASLML 10 Aug 2001] {Deleted because in Klas's compilation v30. SR}~~

~~Does V33 have a below pier location? What about U33 and W33?~~

~~A. See T9.2. [Jon Halfin to Perry Cocke, ASLML 10 Aug 2001] {Deleted because in Klas's compilation v30. SR}~~

Code of Bushido

• Chapter G (\leq section 10)

G.1, B5 & B4 See prior entry.

G.4 If the DEFENDER chooses to attack using TPBF and/or reaction fire with \geq one of his otherwise allowed stealthy HIP units in jungle/kunai/bamboo, may he choose to not attack with some of his remaining stealthy HIP DEFENDER units in that same Location in order to keep some of them HIP until the CCPh?

A. Yes. [VFTT #10]

G.4 Does G.4 apply in the Rout Phase?

A. No.

Q. (1) May a hidden Stealthy Infantry DEFENDER remain hidden if an ATTACKER (either broken or a Good Order leader routing with a broken unit) routs into/through the HIP DEFENDER'S Location?

(2) May a HIP Stealthy Infantry ATTACKER (As per index definition) remain hidden if a DEFENDER (as per index definition, either broken or a Good Order leader routing with a broken unit) routs into/through the HIP ATTACKER's Location?

A. No to both. [Jonathan Cole to Perry Cocke, 10 July 2005]

G1.12-.13 & D6.23 See prior entry.

G1.612 May a Japanese infantry unit, other than a DC hero, which possesses a DC and is in CC with enemy units detonate that DC in its own Location during the CCPh instead of making a CC attack?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

G1.63 & A12.152 See prior entry.

G1.65 When a Step-Reduced squad is exchanged for a HS, is this considered the equivalent of Casualty Reducing a Full-Strength squad to a HS for Casualty VP purposes?

A. Yes. [VFTT #9]

G1.661 May HIP be purchased for Japanese AFV setting up beneath Trench counters? May BMGs be freely removed as per O11.6194 from such AFV?

A. No, those are CG rules only. [Kiri Naiman to Avalon Hill, 1990-1993]

G2.3, E1.31 & E1.91 See prior entry.

G5.5 Does a broken unit have to take a Collapsed Hut PTC? Would failure of the PTC cause a Pin counter to be placed on the broken unit? When would the Pin counter be removed from the broken unit?

A. Yes. Yes. At the end of the CCPh. [VFTT #13]

G5.6 In line 4 there is a square opening bracket “[“ after “HE attack” for the EXC but no square closing bracket “]”.

A. The correct reading is: “[EXC: AP HE Equivalency; a Collateral/Residual-FP attack]”. [Jonathan Cole to Perry Cocke, 9 May 2004] {Edited. SR}

G9.11 Must each of a Panji counter’s covered hexsides contain concealment terrain for the Panji counter to be considered in concealment terrain, or is it sufficient for the Panji Location to contain concealment terrain?

A. All that’s necessary is for the Panji Location to contain concealment terrain. [Kiri Naiman to Avalon Hill, 1990-1993]

G9.13 Are there any restrictions concerning which nationalities may purchase Panji counters?

A. No, as long as the scenario uses PTO Terrain (G9.1). [Kiri Naiman to Avalon Hill, 1990-1993]

G9.41 & G9.56 Are Prisoners subject to Panji MC?

A. Yes, except as mentioned in G9.43. [Kiri Naiman to Avalon Hill, 1990-1993]

G9.56 & G9.41 See prior entry.

G9.71 Does the last sentence of G9.71 apply to all kind of Clearance attempts (i.e., are all kind of Clearance attempts illegal while above a panji counter)?

A. Yes. [VFTT #9]

Croix de Guerre 1st edition

• **Chapter H**

French Vehicle Note C p.H122 [Note C] This note should also apply to the Pz35R(f) counters supplied in Paratrooper, correct?

A. No – the Germans rebuilt the turrets. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

For King and Country

• **Chapter H**

British Vehicle Note 68 Ram Kangaroo(a) Do the armored halftrack rules apply to Ram Kangaroos?

A. No. [Perry Cocke to ASLML 20 Nov 2001]

Gung Ho!

• **Chapter G (≥ section 11)**

G11.5 & G11.51 Based on the “Continuous Slope” rule as it applies to caves, can a 0 level cave have LOS into a -1 level gully hex at a range of two hexes? **EXAMPLE** - A cave in Kakazu Ridge Map hex J11 (covered arc towards J10) firing to J9.

A. No; see the G11.5 EX where Cave A has no LOS INTO depression hex DD2. Continuous Slope rules are NA to Gullies. [Mark Calhoun to Perry Cocke, ASLML 30 Aug 2002]

G11.51 & G11.5 See prior entry.

G11.83 May a Japanese Lt. MTR in a Cave use Spotted Fire (C9.3)? If yes, is the MTR restricted to firing within the Cave’s CA as other Direct Fire weapons are?

A. No; G11.83 line 4 at the end of the EXC add “(but it may not use Spotted Fire; C9.3)”. [Perry Cocke to ASLML, 9 Nov 2003]

G11.85 & C3.74 See prior entry.

G12.112 When a LC crew takes counter form as a vehicle crew that is Inexperienced Personnel, are they considered Green or Conscript as per their nationality’s other Infantry types?

A. Yes. [VFTT #8]

G12.112 & G14.232 May a LC crew voluntarily abandon its LC if immobilized after it has been Recalled in this manner?

A. No. [VFTT #8]

G12.401 If a LC is beached across a hexside in its VCA, may unloading passengers chose the LC’s hex to unload into, rather than across the beached hexside?

A. No. [VFTT #8]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached unarmored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes.

... e.g.: A 12 FP small arms attack against an Unarmored LC is resolved on the * Vehicle Kill line of the 6 FP column. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP. [VFTT #9]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached armored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes, but note that (ordinarily) only the Inherent crew is vulnerable and receives a +2 DRM.

... e.g.: A 12 FP small arms attack against an Armored LC has no effect vs. the LC itself but always results in a collateral attack vs. vulnerable PRC. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP vs. crew only. [VFTT #9]

G13.421 Do infantry get subjected to a -2 Hazardous Movement DRM for Wading in shallow ocean hexes?

A. No. [VFTT 2 Feb 1998]

G13.441 If a Swamping DR of 12 is rolled in the APh, will the Watercraft automatically swamp or will it swamp only after a subsequent dr of 1 (1 hex Drift move during APh)?

A. Only after a subsequent dr of 1. [Tactics #6]

G14.232 & G12.112 See prior entry.

G14.51 Do tetrahedrons in shallow ocean lose HIP as soon as an enemy unit within 16 hexes gains LOS to them?

A. Yes, provided it is a Good Order ground unit (including Passengers of a LC). [VFTT 2 Feb 1998]

G14.67 & G14.65 When a NOBA module fires a WP FFE, is a WP counter placed in all nine hexes of the NOBA blast area? If it is placed in all nine hexes, is the counter that is placed in the 'extra' two hexes of the NOBA blast area the same strength/type of counter that is placed in the other seven hexes of the blast area?

A. Yes. Yes. [VFTT #10]

G16.4, A15.4, G18.62 & J2.31 See prior entry.

G17.11 May two good order USMC 3-4-8 HS recombine into a 7-6-8 without the presence of a leader?

A. No. [VFTT 2 Feb 1998]

G18.6 Does a Chinese Leader who voluntarily goes Berserk via the Dare Death method also force other non-Dare-Death units in his location to take a Berserk TC?

A. No. [VFTT 27 Feb 1999]

G18.62, A15.4, G16.4 & J2.31 See prior entry.

• Chapter H

Chinese Ordnance Note 5 M2 4.2-in. Mortar and U.S. Ordnance Note 4 M2 4.2-in. Mortar When this mortar makes a Critical Hit, is its FP "40" or "48"?

A. 48 (i.e., 36 plus heavy payload -1 DRM). [VFTT #9]

Kampfgruppe Peiper I and II

• Chapter P

~~P5.2, B31.2 & Q4.2 See prior entry.~~

P8.2 May a player ignore his HIP units for purposes of declaring control of a Strategic Location?

A. How could he? [VFTT #13]

P8.4 CG5 May an on-map Cloaked non-dm SW be fired on the Player Turn it loses Cloaked status, or is it restricted by E1.42?

A. E1.42 applies. [Kiri Naiman to Avalon Hill, 1990-1993]

P8.4 CG11 Does being out of all possible LOS at set up allow a unit to set up HIP?

A. No. [VFTT #13]

P8.51 I.3 After the CA of a Gun is determined by the dr, is the Gun considered to have been originally set up with this (new) CA for all purposes?

A. Yes (e.g., Case A NA if the Gun were then to fire within its CA). [VFTT #9]

P8.6042 & O11.6042 See prior entry.

P8.6204 When an M2 mortar is traded for a 60mm OBA module, may any retained HS in the same Setup Area be eliminated, or must a HS of the mortar's original RG be eliminated?

A. Any retained HS in the same Setup Area. [Kiri Naiman to Avalon Hill, 1990-1993]

P8.6204 & SSR KGP 16 A player in KGP I elects to withhold three light mortars and the necessary HS/Crews to create an OBA module at the start on a CG scenario. Are the mtrs/crews/-HS 1) lost for the next CG scenario like a normally purchased OBA module, or 2) retained as reinforcements for the next CG scenario?

A. Half-squads & mortars are eliminated when traded. [VFTT #8]

• U.S RG Chart

The chart specifies that a Pre-Registered hex recorded prior to set-up is required for the Bombardment placement. Does a friendly unit need to have a LOS to the Bombardment Pre-Registered hex? Can the Bombardment Pre-Registered hex be placed anywhere regardless of LOS?

A. No. Yes [VFTT #11]

• KGP I & II SSR

SSR KGP3 Does Mist LV DRM negate FFMO, Interdiction, or Residual FP?

A. No, unless it is Very Heavy or Extra Heavy (i.e., unless it is a LOS Hindrance). [VFTT 18 Sep 1998]

SSR KGP5, D2.21 & E1.52 See prior unofficial entry.

SSR KGP7 Does a vehicle have to enter the woods and thereby expend MP (and risk Bog) in order to OVR Infantry in a Single Lane Road hex? Is a HIP Infantry unit in a Single Lane Road hex revealed if a vehicle enters the road part of the hex?

A. No. Yes. [VFTT #9]

SSR KGP7 May a vehicle move off-road in a Single-Lane Road/woods hex? May a vehicle change its VCA to two non-road hexsides in such a hex by making a Bog check?

A. Yes. Yes. {I never recorded the source of this Q&A. SR}

SSR KGP7 & B6.431 See prior entry.

SSR KGP16 Is the resulting radio subject to the same restrictions as any of the units that were withdrawn to generate the OBA battery? (i.e., in the CG II Initial Scenario may the American player withdraw one or more mortars from the purchased RG but enter the radio on turn 1)?

A. Yes. No. [VFTT #13]

SSR KGP 16 & P8.6204 See prior entry.

Nhpm Ga

• Map

Hexes I5, O6 and R7 are Dense Jungle; Q12 is Bamboo. [Perry Cocke (MMP), ASLML, Aug and Oct 1997] {And by inference, all other similar hexes. SR}

Operation: Veritable

RR8 If some of the passengers of a RAM break, how can either the broken or unbroken passengers meet the requirement of this rule to unload at the same time?

A. Broken Passengers do not “unload”. They “rout”. [Perry Cocke to ASLML 2 & 7 January 2003]

RR14 Why is there that EXC about the 6 on the colored dr for Bogs?

A. Unknown. Factories don’t have cellars, B23.742. [Perry Cocke to ASLML 20 & 25 February 2003] {Re-worded. SR}

CG6 What happens if one side controls one or more of the adjacent hexes and was the last to control the crossroads, but an immobilized vehicle, gun, or fortification controlled by the other side ends up in the the actual crossroads?

A. My opinion is that CG6 is controlling here. Regardless of who/what is in a crossroads hex. [Perry Cocke to ASLML 30 January 2003]

Z2.42 Initial Canadian OB Are the Carrier HS 2-4-7s or 2-4-8s?

A. 2-4-7. [Perry Cocke to ASLML 20 & 25 February 2003]

Initial Scenario Special Rule I.2 Does that that mean they actually commence on Turn 1 with no possibility of pre game barrages or are the barrage still subject to the possibility of pregame stuff?

A. They can “start early”. [Perry Cocke to ASLML 20 & 25 February 2003] {Re-worded. SR}

Initial Scenario Special Rule I.2 Do “pre-Game Turns” count towards the “Turn 6” lift of the Creeping Barrages (CB) given to the Canadians in SSR I.2? [EX: One of the given CB has 3 “pre-Game” turns before CG start. It thus “lifts” on Game Turn 3.]

A. No; it lifts on “Turn 6” not “after six turns of barrage.” [Tate Rogers to Perry Cocke, ASLML 18 April 2003]

Z2.5141c This says that AFV under recall are eliminated, even in the entry area (offboard) at the end of a CG scenario. Does this really mean that Kangaroos are eliminated at the end of a CG day in which they were used and then exited after unloading (causing recall status), and thus one-shot items for the CG? Seems pretty harsh for just following orders.

A. Yes. They are eliminated. We asked this question during PT and your interpretation is correct. [Randy Yeates to ASLML 5 March 2003]

German Vehicle Note 37.1 Sturmtiger The “THIS TURN/-LAST TURN” counters are purple on white on the “LAST TURN” side. Does this indicate they are removed at the end of the DFPh, contrary to the rules?

A. The rule is correct. [Bruce Probst to Perry Cocke, ASLML 16 March 2003]

Operation: Watchtower

• Edson’s Ridge Map

In hexes where the crest lines run through the center dots, treat the hex as being at the higher elevation. The original map did not

have this problem, but the revised (color-corrected) map does. The revised map also has some hexes that could be treated as either open ground or jungle – in general, they are jungle, but looking at the original map will give you the definite answer. [Eric Henyey to MMP, ASLML 2 May 2002]

• RG Tables

IJA RG I2, U.S. RG I5 & I6 Are the squads from these RGs Assault Engineers (H1.22)?

A. No. [Wayne Hadady to Perry Cocke, ASLML 31 Dec 2001]

U.S. RG I5 & I6, IJA RG I2 See prior entry

U.S. RG I6 & I5, IJA RG I2 See prior entry

Pegasus Bridge

• Chapter Q

~~Q4.2, B31.2 & P5.2 See prior entry.~~

Q9.4 CG3 If the Germans declare NQ during a CG date (playing PB-II) does that stay in effect for the rest of the CG or is it just in effect for that CG date?

A. Just for that scenario. Contrast that to what happens if a Massacre occurs per CG SSR 3 (most CG have a similar SSR). [Gerard Morris to Perry Cocke, ASLML 21 Nov 2002]

Q9.4 CG4 Do any clouds or moon exist for the campaign?

A. No. [VFTT 27 Feb 1999]

Q9.4 CG4c Must German SW setting up onboard be dm if Cloaked?

A. Yes. [VFTT 18 Sep 1998]

Q9.609 What happens to terrain blazes that are in terrain other than buildings/-rubble? May vehicle blazes in other than building/-rubble hexes spread to other burnable terrain in that Location?

A. The blaze counter is removed in this step. Not in the RePh. [Bruce Probst to Perry Cocke, ASLML 11 Aug 2003]

Q9.61741 & Q9.62022 1) May purchased dummies be used for on map set up? **Must** they be used for on map setup? (i.e. may they be entered from off-map?)

A. Yes. No (yes).

2) If they may enter from off-map, are dummies only permitted to enter using the same Entry Area as an actual reinforcement group?

A. No.

3) If dummies may enter by themselves, would they pay extra CPP cost if they use an Entry Area with a +x value in the arrow?

A. Yes. Dummy units of the M1 RG must pay the appropriate extra CPP regardless of whether or not they enter with another RG. [Matt Romey to Perry Cocke, ASLML 28 Oct 2002] {Original email mistakenly cites Chapter P. SR}

Q9.62021 & Q9.62022 Can units be moved within a given set up area in the Refit Phase prior to start of the next CG scenario?

A. Yes. [VFTT 27 Feb 1999]

Q9.62022 & Q9.61741 See prior entry.

Q9.62022 & Q9.62021 See prior entry.

• Map

a) On the PB Map, does the Hedge at the X16/X17/Y17 Vertex exist at Level 1, Level 0, or both Levels?

A. Both levels.

b) Does a LOS exist between an Entrenched unit in X16 to Y19? From Y16 to V20?

A. No to all. [Wynn Polnicky to Perry Cocke, ASLML, 6 Jan 2000]

Red Barricades

• Chapter O

O1.2 What is the MP cost of entering/leaving a debris hex via a TB?

A. The Open Ground cost (or road rate if across a road hexside). [Kiri Naiman to Avalon Hill, 1990-1993]

O1.5 May a Trail Break counter be placed in a Debris hex? In a Factory Debris hex?

A. Yes. No. [VFTT 27 Feb 1999]

O2.1 Note the D4-E5 and E5-F4 hexes on the RB map. Does the road MF bonus still apply when crossing the railway embankment through the road hexsides, if it would otherwise apply?

A. Yes. [Paul Bibler to Perry Cocke, ASLML 4 May 2001]

O5.33 Can units being attacked by a DC which just breached an interior Wall adjacent to their Location claim the TEM of the wall? Can they immediately claim Wall Advantage, or can the attacking units?

A. No to all. [Kiri Naiman to Avalon Hill, 1990-1993] {Minor editing. SR}

O5.33, A12.14 & B23.711 See prior entry.

O5.331 Does the halving of inherent FP apply to fire from Locations which are not adjacent to the Breached hexside to a Location which is adjacent to the Breached hexside? Similarly, does the restriction of one Gun per Location per Game Turn firing through a Breached hexside apply to guns which are firing through a Breached hexside from a non-adjacent hex?

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

O5.331 Once a Breach is created in a Factory wall, it is treated as a Wall for many purposes, including LOS. Can Wall TEM be claimed by a target directly behind the wall hexside (as per B9.3)?

A. No. [VFTT #13]

O5.34 Does an interior factory hex that is rubble become a roofless factory with rubble TEM (not debris)?

A. It becomes a rubble hex. [VFTT 2 Feb 1998]

O5.4 & C1.3 See prior entry.

O6.1 Can a unit at ground level claim Height Advantage when fired on by units in a RB Cellar?

A. No. [VFTT 17 Feb 1999]

O9.1 Since the last sentence of O9.1 says that the storage tanks are not buildings for any purpose, are they immune to being rubble?

A. Yes. [Steve McBea to Perry Cocke, ASLML 5 Feb 2002]

~~**O11.4 SSR-CG9** Are the German entry hexes indicated in CG9 considered, on the dates given for those hexes, "Front Line Locations" regardless of whether they are German Controlled? (For example, is hex A22 always considered a Front Line Location on October 20, even if the Russian Controls A21/A22/A23?)~~

~~A. Yes. [Jamie Roberts to Perry Cocke, ASLML 23 Apr 2003] {Deleted because in Klas's compilation v30. SR}~~

O11.6 Is there any way to repair a Breach in a Fortified Building Location during the Refit Phase?

A. No. [Kiri Naiman to Avalon Hill, 1990-1993]

O11.601 This describes how to resolve existing melees at the end of a Red Barricades game. During the game's last APH, enemy infantry advance into CC with an AFV. Neither is eliminated in CC. Is this situation resolved under the O11.601 rules, i.e. is this considered a melee? If the AFV does not have any MG armament (e.g. StuG III B), then is it in effect "automatically" eliminated? (The enemy infantry will eventually roll low enough to kill it and it has no return attack capability without MGs.) Can an AFV elect to withdraw from the melee under O11.601 situations? Would AFVs be able to withdraw in general from CC (if the AFV rolled a "2" in CC for example)?

A. Yes, it is a melee. No, Crew Small Arms (A11.621) may still apply. No, the AFV cannot withdraw. No. [VFTT #8]

O11.602 Should Stuka DB counters be included in the list of markers to be removed from the map in O11.602? (Aircraft counters are removed in P8.602(i) and T15.602(h).)

A. Wouldn't hurt, but CG10 does say (with some snippage) that RG used during a CG scenario are still available for the next CG scenario [EXC: Stuka], so that covers Stukas not being available for use in a second scenario. [Scott Stewart to Perry Cocke, ASLML 21 Apr 2002]

O11.6042 & P8.6042 If the AFV successfully escapes a minefield hex, is a TB counter placed?

A. No. [VFTT 2 Feb 1998]

O11.605 & O11.6066 O11.605 says that with a properly determined perimeter "loop" you "will be able to start at any Front line Location, and by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at the starting Front Line Location." Consider the Russian Pocket #1 in the EX: If you start at any Location in this pocket and move to adjacent Front Line Locations, you will have to re-enter hex H43 before you have ended up back at the starting Location. Is this example wrong?

A. No; single-hex-width pockets will always have this affect. [VFTT #9]

O11.6062 & O11.6065 (a) When do Strategic Locations that are gained during this step count for VP purposes; the day they were gained (even though Victory determination is determined in O11.6031), the next day or not at all?

A. Not at all.

(b) If a Strategic Location is captured, but later the same day is eliminated (due to Rubble in a lower level of that building hex),

is the Location counted for VP purposes?

A. No.

(c) If a Strategic Location is eliminated due to Rubble in a lower level of that building hex, is that Location counted for VP purposes?

A. No. [VFTT #9]

~~**O11.6063 & O11.6094** At the end of another day in the Barricade, I have a Russian squad trapped on the roof of a burning building. Since escape (O11.6063) comes before extinguishing blazes (O11.6094), may the unit escape and survive though there is no blaze-free way down to ground level?~~

~~A. It may escape. [Oydis Pedersen to Perry Cocke, ASLML 7 Feb 2002] {Deleted because there's a contradictory answer in Klas's compilation v30. SR}~~

O11.6065 & O11.6062 See prior entry.

O11.6066 & A26.14 See prior entry.

O11.6066 & O11.605 See prior entry.

O11.609 1) Is the responsibility for setting blazes, and control forfeiture of A26.16, carried over from scenario to scenario in the RB campaign game?

A. Yes.

2) If yes, when blazes are spread during refit step 11.609, is the control and perimeter modified at that time?

A. No. [Alan Bills to Perry Cocke, ASLML 18 May 2003]

~~**O11.6094 & O11.6063** See prior entry.~~

O11.6134 (a) Are FT/DC retained if they are deliberately eliminated by the enemy?

(b) Are FT/DC retained if they are captured by the enemy, but eliminated in step O11.6135. (captured weapon dr)?

(c) Are FT/DC retained if they are captured by the enemy and then eliminated by an effects DR conducted by the enemy?

A. No to all. [VFTT #9] {Not all were fixed in BV 2e Chapter O. SR}

O11.615 When rolling an Original dr of 6 on the Fortification Removal Table, one suffers CR. Does this apply only to mine-field removal?

A. No. [VFTT 27 Feb 1999]

O11.617 Do the RB CG day 1 OB-given Sturm and rifle Coys count as "purchased" for the purposes of the ELR roll?

A. No. [Paul Bibler to Perry Cocke, ASLML 4 May 2001]

O11.6194b Does a Reserve RG receive one Cloaking counter per squad-equivalent (E1.411), plus up to five Dummy Cloaking counters, or one Cloaking counter per Location occupied by Reserve units, plus up to five Dummy Cloaking counters?

A. One per squad-equivalent. [Kiri Naiman to Avalon Hill, 1990-1993]

O11.6194c Is a Dug-In AFV allowed to set up in all Locations where a Gun may set up HIP? If not, may it set up in any terrain not mentioned in D9.52?

A. No. Debris, shellholes, and rubble (O.7 and O11.6194). [VFTT #9]

O11.6194c Can a Dug-In AFV setup in Rubble? In Buildings/-Factories?

A. Yes. No. [VFTT #13]

O11.6194c & A12.3 See prior entry.

~~**O11.6206** It is the first day of a Red Barricades CG. When deciding how many commissars the Russian player can get, do the at start forces count toward Purchased Infantry RGs or only the actual purchased Infantry RGs? In other words, can I trade in 3 leaders (two at start infantry RGs and one purchased) for commissars or only one?~~

~~A. Three leaders (in your fictional example); consider the OB-given RG to have been "purchased" for this purpose. [Steve McBee to Perry Cocke, ASLML 10 Sep 2003] {Deleted because in Klas's compilation v30. SR}~~

O11.621 Does the mine purchase expenditure limit of 90 FPP per CG Day include the FPPs available in the initial scenario, or are they considered to have been expended prior to the first CG Day?

A. Yes, they are included. No. [Kiri Naiman to Avalon Hill, 1990-1993]

O11.621 Does footnote 6 apply to purchased HIP only, or are units that set up HIP due to setting up inside a pillbox included in the 10% limit as well?

A. Purchased HIP only. [VFTT #9] {Fixed in BV 2e Chapter O. SR}

O11.621 1) Are infantry crews and SMC considered as equivalents in the total number of on board squads for the maximum of 10% FRU of squads that may set up HIP in a day scenario?

A. Yes.

2) Do SMC and infantry crews (that are not manning HIP guns) count as equivalents towards the maximum number of squads that may be HIP?

A. Yes.

~~3) Is the FPP cost of a HIP SMC who sets up in the same Location with a HIP MMC zero (i.e., free)? Or is it one?~~

~~A. No. It is one. {Deleted because in Klas's compilation v30. SR}~~ [Alan Bills to Perry Cocke, ASLML 13-14 Jul 2003] {Minor editing. SR}

O11.6235 The German (or Russian) Assault VC says: "... the Attacker wins if at scenario end he Controls ≥ 24 (if German) or ≥ 12 (if Russian) more Stone Locations than he has lost (or than he started with, if he has lost none) ...". I assume the sentence should say: "... the Attacker wins if at scenario end he Controls ≥ 24 (if German) or ≥ 12 (if Russian) more Stone Locations than he started with ..."

A. Yes. [VFTT #9] {Minor editing. Fixed in BV 2e Chapter O. SR}

O11.6242 If a HS with Ammunition Shortage recombines with one without this condition, does the recombined squad suffer from Ammunition Shortage also?

A. Yes. [VFTT 18 Sep 1998] {Minor editing. SR}

• RB SSR

RB SSR RB2 1) This SSR states that "A unit may use sewer movement to cross from one side of a gully to the other only if it

ends its MPH in the Sewer Location of a gully-manhole hex. Does this restriction also include Culverts (EX: D38), as they “represent a subterranean gully” (O7.1)?

A. No.

2) or may a unit use Sewer Movement from D37 directly to D39?

A. Yes. [Janusz Maxe to Perry Cocke, ASLML 3 Jul 2001] {Minor editing. SR}

Valor of the Guards

• Chapter V

V7 OBA lands on a gutted building that has a cellar, ground level, 1st level and a 2nd level. What are the TEMs for each level?

A. They would be

Level 2 = +2 (Gutted Roofless Location)

Level 1 = +4 (+3 stone, +1 non-rooftop level above)

Ground = +5 (+3 stone, +2 non-rooftop levels above)

Cellar = +7 (+3 stone, +1 fortified, +3 non-rooftop levels above) [Tom Morin to YASL Mailing List, 30 June 2013]

V12.54 *VotG* CG IV Is the starting force for each side CG II and CG III combined?

A. No. See the one-sentence paragraph below CG IV-2; “All Initial Scenario parameters are as per *CG II, Drive to the Volga* (12.52)”. [Carl Nogueira to YASL Mailing List, 14 Dec 2010]

V12.6253 The German player does not get Support CPP in a Russian Counterattack Scenario. [Tom Morin to YASL Mailing List, 13 Apr 2008]

• VotG SSR

VotG6 Trenches connect to “cellars” per O6.21, the same as in *RB*. [Tom Morin to YASL Mailing List, 22 Mar 2008]

West of Alamein

• Chapter F

F.1C Does this rule mean that a broken unit can rout TOWARD a known enemy unit if it is over 6 hexes away? Does interdiction still apply to a routing unit over 6 hexes away from an interdicator?

A. No. Yes. [VFTT #10]

F6.5 & F6.51 The first section seems to be saying that HD status is possible while F6.51 seems to be saying that AFVs cannot be HD on the hillock. Can AFVs be HD on hillock Locations?

A. An AFV behind a hillock may be HD. An AFV on a hillock hex may not make a HD Maneuver Attempt. [VFTT #10]

F6.51 & F6.5 See prior entry.

F11.71 & F11.74 Is light dust automatically in effect if vehicle dust is in effect?

A. No. [VFTT 2 Feb 1998]

F11.74 & F11.71 See prior entry.

F13.1 If a SSR specifies that Broken terrain exists on a Desert Board all hammada hexes become crag hexes that are also Half-Level Obstacles surrounded by Broken Ground. If this occurs on board 25, which includes both hammada and crag hexes, does this mean there are two types of crag in such a scenario, regular and transformed, or are all crag hexes treated as above?

A. Yes. No. [Bruce Probst to Perry Cocke, ASLML 12 Feb 2003]

• Chapter H

British Vehicle Note 68 Ram Kangaroo(a) Do the armored halftrack rules apply to Ram Kangaroos?

A. No. [Perry Cocke to ASLML 20 Nov 2001]

Yanks 1e

• Chapter H

U.S. Ordnance Note 4 M2 4.2-in. Mortar and Chinese Ordnance Note 5 M2 4.2-in. Mortar See prior entry.

U.S. Vehicle Note 50 LVT(A)2 The LVT(A)2 has 3 AAMGs. Note H seems to state there is no way to FG the AAMG’s and gives a diagram for the LVT 4. Note Q states “these MGs may fire together as a FG” In which CAs may the LVT(A)2 FG its AAMGs?

A. The LVT4 restrictions do not apply to the LVT(A)2; the latter’s MG can fire in any CA. [M. Kernan to Perry Cocke, ASLML 30 Jan 2002] {Minor editing. SR}

U.S. Vehicle Note D, D6.631 & U.S. Vehicle Note O See prior entry.

U.S. Vehicle Note E 1) May MGs that may only be *fired* by Passengers as per this note (i.e., the FP is printed in Red) be also *Removed* by these passengers when they unload, or does D6.631 still apply (limiting all SW Removal to the vehicle’s Inherent Crew)? In other words, does the errata that applies to the M3(MMG) and M3(HMG) – U.S. Vehicle Note 30 – that permits the Passengers to Remove the secondary MGs – also apply to those other ht/SC with secondary MGs?

A. These passengers may not remove.

2) If “no”, may the abandoning crew Remove *all* of the vehicle’s Removable SW?

A. Crews may remove. See for instance the note for the M3A1 SC. [Bruce Probst to Perry Cocke, ASLML 4 Jul 2001]

U.S. Vehicle Note O, D6.631 & U.S. Vehicle Note D See prior entry.

Yanks 2e

• Chapter H

U.S. Ordnance Note 4 M2 4.2-in. Mortar and Chinese Ordnance Note 5 M2 4.2-in. Mortar See prior entry.

U.S. Vehicle Note 50 LVT(A)2 The LVT(A)2 has 3 AAMGs. Note H seems to state there is no way to FG the AAMG’s and gives a diagram for the LVT 4. Note Q states “these MGs may

fire together as a FG” In which CAs may the LVT(A)2 FG its AAMGs?

A. The LVT4 restrictions do not apply to the LVT(A)2; the latter’s MG can fire in any CA. [M. Kernan to Perry Cocke, ASLML 30 Jan 2002] {Minor editing. SR}

U.S. Vehicle Note D, D6.631 & U.S. Vehicle Note O See prior entry.

U.S. Vehicle Note E 1) May MGs that may only be *fired* by Passengers as per this note (i.e., the FP is printed in Red) be also *Removed* by these passengers when they unload, or does D6.631 still apply (limiting all SW Removal to the vehicle’s Inherent Crew)? In other words, does the errata that applies to the M3(MMG) and M3(HMG) – U.S. Vehicle Note 30 – that permits the Passengers to Remove the secondary MGs – also apply to those other ht/SC with secondary MGs?

A. These passengers may not remove.

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A. Crews may remove. See for instance the note for the M3A1 SC. [Bruce Probst to Perry Cocke, ASLML 4 Jul 2001]

U.S. Vehicle Note O, D6.631 & U.S. Vehicle Note D See prior entry.

Errata and Q&A for CGs and Scenarios

Numbered scenarios from ASL Modules

2 (“Mila 18”) The Germans must perform the Mopping Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations. [An89; An96] {Fixed in BV 2e}

3 (“The Czerniakow Bridgehead”) Each unit eliminated due to SSR 2 counts as Casualty VP. [An89; An96] {Fixed in BV 2e}

4 (“The Commissar’s House”) In SSR 3, the Russians should have Level A Booby Trap capability – not Level C. [An89; An96] {Fixed in BV 2e}

8 (“The Fugitives”) In SSR 1 change “pre-designate” to “secretly record”. [An95w; An96] {Fixed in BV 2e}

8 (“The Fugitives”) Re SSRs 1 and 7, which one is resolved first?

A. The German secretly records his entry hex, the Russian then places his Rubble counters, and the German then reveals his entry hex. [An95w; An96] {Fixed in BV 2e}

8 (“The Fugitives”) Does SSR7’s reference to “six non-adjacent building hexes with a second level” mean:

(a) Any multi-level building hex, OR

(b) Any hex containing a Level 2 building Location?

A. The latter. {Unofficial errata that was fixed in *Beyond Valor* 3rd edition. SR}

9 (“To The Square”) The Russian radio should have contact values of 6/7/8 – not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting. [An89; An96] {Fixed in BV 2e}

9 (“To The Square”) & C1.22 See prior unofficial entry.

10 (“The Citadel”) The German (133rd Infantry Regiment) may setup “within four hexes of BB5” and/or “anywhere south of the canal”. For example, German units from that group can set up in both 23BB9 and 23A3. {Unofficial errata that was Fixed in BV 2e. SR}

10 (“The Citadel”) In the BV 2e version, in the Russian set up instructions change “23BB5 or on/within” to “23BB5 and not on/within”. This makes it match the versions from BV v1 and BV v3. {Inspection prompted by post from pybarrondo at <http://www.gamesquad.com/forums/index.php?threads/asl-10-the-citadel-rules-questions.78618/#post-2124852>. SR}

11 (“Defiance On Hill 30”) Reissued in *Yanks* 2nd edition with these changes: add a 3-3-7 HS and replace the 7-0 with an 8-1 in the American at-start OB. American reinforcements now enter on Turn 4 on a dr of 1-3; otherwise they enter on Turn 5. [J11]

12 (“Confusion Reigns”) Reissued in *Yanks* 2nd edition with these changes: replace the 8-0 with a 9-1 in the German OB. Delete two BAZ 44s from the American OB. [J11]

13 (“Le Manior”) Reissued in *Yanks* 2nd edition with these changes: decrease the game length to 7 Game Turns. Replace the 7-0 with an 8-1 in the German OB. [J11]

14 (“Silence That Gun”) Reissued in *Yanks* 2nd edition with these changes: in SSR 1, building 3N1 now has a ground level only. The 7.5cm PaK 97/38 can’t be eliminated by a BAZ CH. Delete two 4-3-6 squads from the German OB. (The German BI BPV number changes to [80].) Replace the 7-0 with a 9-2 in the American OB. Change the American Balance to “Delete one 4-3-6 squad from the German OB.”. [J11]
The revised German BI BPV should be “[70]”, not “[80]”. [Y2; J12]

15 (“Trapped!”) Reissued in *Yanks* 2nd edition with these changes: German ELR is now 3/2. Change the American Balance to “In SSR 2, change “4-4-7” to “4-3-6”.”. [J11]
Change “4-4-7” to “4-3-6” in SSR 3, not SSR 2. [Y2; J12] {SSR 2 and SSR 3 refer to the original *Paratrooper* scenario card. SR}

16 (“No Better Spot To Die”) Reissued in *Yanks* 2nd edition with these changes: in the VC, change “three building hexes” to “≥ 4 building hexes”. Add one 8-1, one 7-4-7, one M2 60mm Mortar, and one foxhole to the American OB. Change the American Balance to “≥ 5” and change the German Balance to “≤ 3”. [J11]

The German Balance should change to “≥ 3”, not “≤ 3”. [Y2; J12]

16 (“No Better Spot To Die”) Errata to scenario Reissued in *Yanks* 2nd edition is: in SSR 1 replace “[EXC: Cliffs do not exist]” with “[EXC: the J2-J3 cliff does not exist]”. [YPP]

17 (“Lost Opportunities”) In the VC should “stone” or “multi-hex” be inserted in front of “buildings”?

A. No. [VFTT #13]

17 (“Lost Opportunities”) Reissued in *Yanks* 2nd edition with these changes: decrease the game length to 6 Game Turns. In the VC, change “four buildings” to “≥ 5 buildings”. Change the American Balance to “≥ 6” and change the German Balance to “≥ 4”. [J11]

Additionally, the German VC occur “at game end”, not “instantly”. [Y2; J12] {The new VC have another change: “Provided they never have < 9 unbroken squad-equivalents in play (which results in an immediate American win), the Germans win at game end by Controlling ≥ 5 buildings on board 1.” SR}

18 (“The Roadblock”) Reissued in *Yanks* 2nd edition with these changes: decrease the game length to 10½ turns. American reinforcements now enter on a dr that is at least 3 < than the current turn number. The required number of German Exit VP is increased by 2 for each failed reinforcement dr (to a maximum of 4). Change the German Balance to “Increase the game length to 11½ turns.”. [J11]

19 (“Backs To The Sea”) Reissued in *Yanks* 2nd edition with these changes: replace the 9-1 with a 9-2 in the American OB. Delete two 4-4-7s, two MMGs, one LMG, and one 5cm leGrW 36 MTR from the German OB. (The German BI BPV number changes from [126] to [112].) Change the American Balance to “Delete one 4-4-7 squad from the German OB.”. [J11]

20 (“Taking The Left Tit”) The Victory Conditions should read: “The Americans win if at game end they have Exited \geq four Good Order squads (or their equivalent) off the north edge of board 2, and currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans.” [An89; An96] {Fixed in *Yanks* 2nd edition}

20 (“Taking The Left Tit”) Reissued in *Yanks* 2nd edition with these changes: add a 9-1, two 4-6-7s, and 4 minefield factors to the German OB. [J11] {Fixed in *Yanks* 2nd edition}

21 (“Among The Ruins”) U.S. tanks do not count towards the Victory Conditions. [An89; An96]

21 (“Among The Ruins”) Reissued in *Yanks* 2nd edition with these changes: In the VC, change “ten Good Order squads” to “ \geq 9 Good Order squad-equivalents”. Change the German Balance to “ \geq 11” and change the American Balance to “ \geq 7”. [J11]

22 (“Kurhaus Clash”) Reissued in *Yanks* 2nd edition with these changes: exchange five 6-6-6s for five 6-6-7s in the American OB. (The American BI BPV number changes from [187] to [202].) [J11]

23 (“Under The Noel Trees”) Reissued in *Yanks* 2nd edition with these changes: change the German Balance to “Delete the last sentence of SSR 3.”. [J11]
In SSR 3, at the end add “German 6-5-8s/3-4-8s are Elite (A1.25) units with Assault Fire (A7.36) but are not SS (A25.11), their broken morale level is one less than printed, and their Morale Factor is not considered underscored.”. [Y2; J12]

24 (“The Mad Minute”) Reissued in *Yanks* 2nd edition with these changes:

1. Change VC to “The Germans win at game end by Controlling 22 buildings on board 12, provided they have \geq 3 Mobile (D.7) fully-tracked AFV still in play.”.
2. Delete board 17 (Germans now enter from offboard). {Along the north edge. SR}
3. American *M10 GMC* may set up using HIP, and retain Concealment as Emplaced Guns when firing their MA.
4. In the American OB:
 - replace the 7-0 with a 9-2;
 - add an 8-1;
 - add two 7-4-7s (The American BI BPV number changes from [189] to [217].);
 - add one MMG;
 - exchange all BAZ 44 for BAZ 45;
 - add one Roadblock; and
 - add 4 Foxholes
5. In SSR 1, delete everything after the first sentence (buildings are now multi-level). Add “OB-given Foxholes may set up in Paved Road hexes.”.
6. Delete the first sentence of SSR 2. [J11]

25 (“Gavin’s Gamble”) The Scenario date should be 1944. [Inspection prompted by Bruce Probst]

25 (“Gavin’s Gamble”) Reissued in *Yanks* 2nd edition with too many changes to list. [J11]

26 (“Tanks In The Street”) In the second line of the Victory Conditions, change “by” to “at”. [An89; An96] {Fixed in *Yanks* 2nd edition}

26 (“Tanks In The Street”) Reissued in *Yanks* 2nd edition with these changes: in the VC, change “seven” to “ \geq 8”. American SW may set kept offboard and unit possessing them recorded. Change the American Balance to “In SSR 4, replace “three ‘44 FB” with “four ‘44 FB”.”. [J11] {The Balance change would be to SSR3 on the original card. SR}
In the German Balance, change “six” to “ \geq 7”. [Y2; J12]

27 (“The Liberation of Tulle”) Reissued in *Armies of Oblivion* 2nd edition with these changes. Decrease the game length to 7 Game Turns. Delete one 3-3-7 squad from the board 22 Partisan force. (The Partisan BI BPV number changes to from [131] to [125].) [J13]

28 (“Ambush”) Reissued in *Armies of Oblivion* 2nd edition with these changes. Decrease the game length to 7 Game Turns. In SSR 2, change “ \leq two squads” to “ \leq three squads”. Grant Fanaticism (A10.8) to Partisans possessing functioning MG. [J13]

29 (“The Globus Raid”) Reissued in *Armies of Oblivion* 2nd edition with these changes. Add one 8-1 leader and one 5-2-7 squad to the to the Partisan OB. (The Partisan BI BPV number changes from [70] to [77].) Partisans are considered Elite (A23.2) for purposes of detonating a DC. [J13]

30 (“Sylvan Death”) Reissued in *Armies of Oblivion* 2nd edition with these changes. In the VC, prisoners/captured-equipment count immediately but do not count double for either side. Add one 5-2-7 squad and one LMG and replace the 7-0 leader with an 8-1 leader in the Partisan OB. (The Partisan BI BPV number changes to [69].) In SSR 5, change \leq half (rather than 10%) of his squads” to “ \leq four squads (in lieu of A2.9)”. [J13]

31 (“The Old Town”) Reissued in *Armies of Oblivion* 2nd edition with these changes. Partisans are Fanatic (A10.8). In SSR 2, change “one squad” to “ \leq two squads”. Change the Partisan Balance to “Add one 3-3-7 squad and one MMG to the Partisan OB.”. [J13]

32 (“Subterranean Quarry”) Reissued in *Armies of Oblivion* 2nd edition with these changes. Decrease the game length to 8 Game Turns. Partisans treat subterranean Locations as Rally terrain (A10.61). [J13]

33 (“The Cossacks Are Coming”) For Victory Condition purposes, does the 50mm mortar have a FP value of “2”, “3”, or “6”? Does the Cossack LMG have a FP value of “2” or “3”? A. “3” in both cases. [An93b; An96]

33 (“The Cossacks Are Coming”) Reissued in *Armies of Oblivion* 2nd edition with these changes. Decrease the game length to 7½ Game Turns. The AXIS BI BPV number is “217”. [J13]

34 (“A New Kind of Foe”) Reissued in *Armies of Oblivion* 2nd edition with these changes. Decrease the game length to 10 Game Turns. Add 12 “?” counters to the Partisan/Russian OB. Change the Partisan/Russian Balance to “Add two 3-3-7 squads to the Partisan/Russian OB.”. [J13]

36 (“Rachi Ridge”) Reissued in *Hollow Legions* 3rd edition with these changes. Add one 4-4-7 squad to the British Turn 3 reinforcements. [HL3; J13]

38 (“Escape From Derna”) Reissued in *Hollow Legions* 3rd edition with these changes. In the VC, change “≥ 50” to “≥ 42”. Delete one 2-2-8 crew and one 3.7cm PaK 35/36 AT Gun from the German OB. In the German Balance, change “≥ 50” to “≥ 42” and “≥ 55” to “≥ 47”. In the British Balance, change “≥ 50” to “≥ 42” and “≥ 45” to “≥ 37”. [HL3; J13]

40 (“Fort McGregor”) Reissued in *Hollow Legions* 3rd edition with these changes. Add one 4-5-8 squad, one MMG, and one 1S Foxhole to the British OB. (The British BI BPV number changes from [150] to [163].) Delete two LMG from the German OB. [HL3; J13]

41 (“A Bridgehead Too Wet”) Change the British Balance Provision to read, “In the Victory Conditions, change ‘≥ 7’ to ‘≥ 8’.” The Class on the German HS counter illustration should be “E-with-a-box”, not “1”. [An90; An96] {The British Balance Provision already has ‘≥ 8’. Was this just an error in early printings? SR}

Reissued in *Hollow Legions* 3rd edition with those changes. [HL3]

42 (“Point of No Return”) Reissued in *Hollow Legions* 3rd edition with these changes. British Turn 4 reinforcements enter on Turn 3, and replace its 8-0 leader with an 8-1 leader. [HL3; J13]

43 (“Into the Fray”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Replace the Cavalry 7-0 with a second 8-1. Delete SSR# 3. [DB3; J8]

44 (“The Gauntlet”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Decrease Exit VP from 18 to 17. [DB3; J8]

Note that there is an error on the DB3 version: the German 5-4-8s are not SS; they should be regular 5-4-8s without underscored morale. [J10]

45 (“Revenge at Kastelli”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Delete one Greek 4-3-7 (changes BI to 150). In SSR 3, replace “squads” with “squad-equivalent.” [DB3; J8] {There is an additional change removing the unnecessary rout rules from SSR 2. SR}

46 (“Birds of Prey”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Add one Belgian 8-0. [DB3; J8] {Inspection shows the Belgian BPV for BI was added, 192. SR}

47 (“Rude Awakening”) “1 0/2PP” and “1 2/3PP” on the Motorcycle counter illustrations should be “M10 0PP -1” and “M9 3PP -1” respectively. [An90; An96] {This was fixed in the DB3 version. SR}

47 (“Rude Awakening”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Shorten game length by one turn. Change Yugoslavian Cavalry Leaders to 9-1 and 8-1. [DB3; J8] {Inspection shows the Yugoslav BPV for BI, 224, was added. SR}

48 (“Toujours L’audace”) In SSR 6, change “German ... hostile” to “Germans are in a hostile, and the Belgians in a

friendly.”. [An93b; An96; DB3] {This was fixed in the DB3 version. SR}

48 (“Toujours L’audace”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Add two Belgian 4-5-8s (changes BI to 168). Replace the 4-6-8s with SS 4-6-8s (changes BI to 256). Replace SSR 4 with “All German units are SS (A25.11). [DB3; J8] {J8 mistakenly references A25.110. SR}

49 (“Piercing The Peel”) In the Victory Conditions, change “by” to “at”. [An89; An96; DB3] {This was fixed in the DB3 version. SR}

49 (“Piercing The Peel”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Shorten game length by one turn. Add eight Wire counters. Change Dutch Balance to read “Delete the 8-0 from the German OB.” Change German Balance to read “Extend game length to 8 game turns.” In SSR 3, replace last sentence with: “Dutch fortifications may not set up hidden (contrary to A12.33).” [DB3; J8]

50 (“Age-Old Foes”) The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; DB3] {This was fixed in the DB3 version. SR}

50 (“Age-Old Foes”) On the Wagon counter illustration, “M ≥ 6 1S/5PP” should be “T6 15PP” and there should be two stars (not one). [An90; An96; DB3] {This was fixed in the DB3 version. SR}

50 (“Age-Old Foes”) Reissued in *Doomed Battalions* 3rd edition with the following changes. Add “Kindling is NA.” to the end of SSR 1. Add one Polish ATR. In the VC, wagons are worth 3 VP if exited, not 2. [DB3; J8]

51 (“The Taking of Takrouna”) Reissued in *Hollow Legions* 3rd edition with these changes. Add one 24-8 HS to the British OB. [HL3; J13]

52 (“Too Little, Too Late”) “1 0/2PP” on the Cycle counter illustration should be “M10 0PP -1”. [An90; An96] Reissued with that fix and these changes in *Hollow Legions* 3rd edition. In the VC, change “≥ 7” to “≥ 5”. Change the Italian Balance to “Delete the MMG from the German OB.” In SSR 1, after the last sentence, add “Bore Sighting (C6.4) is NA.”. [HL3; J13]

53 (“A High Price To Pay”) The LMG counter shown in the British OB should be British – not Axis Minor. The British light mortar shown should be the standard (range 2-11) – not the Airborne-version. [An89; An96]

Reissued with those fixes and these changes in *Hollow Legions* 3rd edition. Decrease the game length to 7½ Game Turns. Italian Turn 2 reinforcements enter on Turn 1. Change the Italian Balance to “Increase the game length to 8½ turns.”. [HL3; J13]

54 (“Bridge To Nowhere”) The Class on both Russian HS counter illustrations should be “1-with-a-box”, not “1”. [An90; An96]

For Victory Condition purposes, does the 50mm mortar have a FP value of “2”, “3”, or “6”? A. “3”. [An93b; An96]

Reissued with those fixes and these changes in *Hollow Legions* 3rd edition. Add one 4-2-6 squad to the Russian “Village

Garrison". (The Russian BI BPV number changes from [64] to [69].) [HL3; J13]

56 ("Half A Chance") The DVP values (F.3) are missing from the gun and vehicle counter illustrations. Rules D13.3 and D13.32 of the 1989 Errata supersede SSR 5. [An90; An96] Reissued in *Hollow Legions* 3rd edition with those fixes and these changes. In the VC, change "≥ 56" to "≥ 50" and "≥ 28" to "≥ 25". Add one 9-1 armor leader to the British OB. [HL3; J13]

57 ("The Battle For Rome") Reissued in *Hollow Legions* 3rd edition with these changes. In the VC, change "excluding all prisoners and captured items" to "excluding captured items; prisoners do not count double". [HL3; J13]

58 ("Ci Arrendiamo") The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. "1 2/3PP" on the sidecar counter illustration should read "M9 3PP -1". [An90; An96]

Reissued with those fixes and these changes in *Hollow Legions* 3rd edition. Add one 3-4-7 squad and one squad-sized sidecar to the Italian Turn 2 reinforcements. [HL3; J13]

59 ("Smertniki") Reissued in *Rising Sun* with the following changes. Add an 8-1 leader to the Russian OB. In SSR 3, delete the last sentence. [J10] {Inspection shows some minor rewording in the VC, and add "Prisoners/captured-equipment count double immediately for Exit VP and CVP purposes." to the end of the VC. SR}

60 ("On the Kokoda Trail") Reissued in *Rising Sun* with the following changes. Add a 6-4-8 to the at-start Allied OB. Add a 7-0 to the Allied reinforcements. The Allied BI BPV changes from 121 to 135. In SSR 5, add "Field Promotion (A18.) is NA," after "Captured,". [J10]

62 ("Bungle in the Jungle") Reissued in *Rising Sun* with the following changes. In the VC, change "35 VP" to "30 VP". In the British Balance, change "35" to "30", and change "30" to "27"; and add "British OBA has Plentiful Ammunition (C1.211)." [J10]

63 ("The Eastern Gate") Reissued in *Rising Sun* with the following changes. In SSR 3, insert before the last sentence: "Both the onboard Column and the Turn 2 Column have already expended 2 MF." In SSR 5, delete the last two sentences and add "(A25.43)" at the end of the first sentence. [J10] {Inspection shows other changes. Change "no Gurkha squad-equivalent" in the VC to "< 1 British squad-equivalent", and change "Good Order Gurkha" to "Good Order British". Delete SSR6. SR }

64 ("Hazardous Occupation") Reissued in *Rising Sun* with the following changes. In the Muslim OB, add a 3-3-7 and replace the 8-0 with an 8-1. (The Muslim BI BPV number changes from nil to ;60.) Change the Muslim Balance to read "Add a 3-3-7 and two Panji hexsides." [J10]

66 ("The Bushmasters") Does SSR4 imply that the reinforcements have to enter as one contiguous Banzai, or could they be set up in 2 or more clusters as long as each cluster meets the requirements for Banzai and this SSR?
A. One contiguous Banzai. [Mike Seningen to Perry Cocke, forwarded to Scott Romanowski 15 Jul 2002] {Re-worded. SR}

66 ("The Bushmasters") Reissued in *Rising Sun* with the following changes. In the VC change "40 points" to "35 points". In the American Balance, change "40" to "35", and change "35" to "30". [J10]

70 ("KP 167") Delete the last Japanese Player Turn so that the game length becomes 10.5 Game Turns. Add a 4-4-8 to the Japanese OB. (The Japanese BI BPV number changes from [292] to [308].) [J10]

71 ("Jungle Citadel") Reissued in *Rising Sun*. Inspection found the following changes. In SSR 4, change "No bridges exist." to "All Bridges are Fords." {SR}

73 ("Hell or High Water") Delete a 6-6-8 from the American OB. In SSR 3, change "eight pillboxes" to "twelve pillboxes". [J10]

75 ("Strangers In a Strange Land") Reissued with these changes in *Croix de Geurre* 2nd edition. Add one 4-6-8 squad to the German at-start OB. [CdG2; J13]

76 ("End Of The Ninth") The French armored cars should not have AAMGs. [An93a; An96]
Reissued with that fix in *Croix de Geurre* 2nd edition. [CdG2]

78 ("Encounter at Cornimont") Reissued with these changes in *Croix de Geurre* 2nd edition. Decrease the game length to 9 Game Turns. In the VC, change "≥ 14" to "≥ 16" and "≤ 35" to "≤ 30". Exchange one PSW 222 with one PSW 221 in the German OB. [CdG2; J13]

In the version from *Croix de Guerre* 2nd edition, the nine cycle counters in the German OB should be sidecars. [CdG2PP; J13]

79 ("Bridge Of The Seven Planets") In SSR 1, change "Hill 486" to "Hill 520". Regarding SSR 3, if the leader in building 40oD1 undergoes Heat of Battle, the result is always treated as Battle Hardening. [An93a; An96]

80 ("Play Ball") Reissued with these changes in *Croix de Geurre* 2nd edition. Add one BAZ 43 to the American OB. [CdG2; J13]

81 ("Fratricidal Fighting") Reissued with these changes in *Croix de Geurre* 2nd edition. Add one 4-5-7 squad and four "?" counters to the Vichy OB. (The Vichy BI BPV number changes from [140] to [148].) [CdG2; J13]

83 ("An Uncommon Occurence") Reissued in *Doomed Battalions* 3rd edition with the following changes. Replace one PzKfw IIA with one PzKfw IIIF and add one 9-1 Armor Leader. [DB3; J8]

84 ("Round One") Reissued in *Doomed Battalions* 3rd edition with the following changes. Add one Fortified Building Location (see SSR 5) and one ATR to the Polish OB. [DB3; J8]

85 ("No Way Out") Reissued in *Doomed Battalions* 3rd edition with the following changes. Shorten game length by one turn. Delete two 4-5-7s from the Polish OB (changes BI to 128). [DB3; J8]

The TKS("L) in the Polish OB in the DB3 revision should not have a BMG; the counters and Chapter H are correct. [J10]

86 ("Fighting Back") The contact number shown on the scenario card for the Polish radio should be 7, as is shown on the

actual radio counter. [DB3] {This was fixed in the DB3 version. SR}

The TKS("L) in the Polish OB in the DB3 revision should not have a BMG; the counters and Chapter H are correct. [J10]

87 ("Good Night, Sweet Prince") Reissued in *Doomed Battalions* 3rd edition with the following changes. Increase game length by ½ turn. Add one dm MMG and one LMG to the German OB. Change German Balance to read "Increase Game Length to 8½ turns." In SSR 4, replace "Surrender may not be refused..." with "A Good Order unit may not refuse Surrender...". [DB3; J8]

88 ("Art Noveau") Reissued in *Doomed Battalions* 3rd edition with the following changes. Increase game length by one turn. Replace German 8-0 with German 9-1. Change German Balance to read "Increase Game Length to 9½ turns." [DB3; J8]

89 ("Rescue Attempt") Reissued in *Doomed Battalions* 3rd edition with the following changes. In SSR 2 replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex EIRR overlays). [Consider overlapping a hex of the two GLRR overlays (RR1 & RR2) which will keep all of overlay RR1 on board.] Change the VC to "The Belgians win at game end by amassing ≥ 13 VP, which are awarded as follows. At game end Good Order Belgian squads and HS are worth 2 VP and 1 VP respectively. AFV with any functioning MA/MG are worth 2 VP if within 5 hexes of 43O10, or 1 VP otherwise. Beginning on Turn 7, Belgian squads/HS may exit off the west edge on/between 33GG5 and 33GG1 and count for VP.". [DB3; J8] {J8 doesn't include the SSR RR overlay part. SR}

90 ("Pride and Joy") Reissued in *Doomed Battalions* 3rd edition with the following changes. Delete SSR 2 (Ammo Shortage). Delete one 3-4-6 from the Italian turn 5 reinforcements. [DB3; J8]

93 ("Tavronitis Bridge") In SSR 2, replace "Q2-Q9" with "Q3-Q8". [J11]

111 ("Balkan Sideshow") Reissued in *Armies of Oblivion* 2nd edition with these changes. Add one *38M Toldi I* to the Hungarian 2nd Armored Cavalry Battalion group. [J13]

112 ("Out of Cowardice") Reissued in *Armies of Oblivion* 2nd edition with these changes. Add one *39M Csaba*, one 34-7 squad, and one LMG to the Hungarian OB. (The Hungarian BI BPV number changes from [66] to [72].) In the SSR 5 table, change "9-1" to "8-0" in the "Leaders" column in dr "4" row. [J13]

114 ("Cautious Crusaders") Reissued in *Armies of Oblivion* 2nd edition with these changes. Delete two 4-4-7 squads from the Russian Turn 3 reinforcements. Add one *LT vs 38(t)A* to the Slovakian Turn 2 reinforcements. [J13]

116 ("The Sixth Blow") Reissued in *Armies of Oblivion* 2nd edition with these changes. Add one *SU-85* to Russian Group B. Delete one 4-4-7 squad and one Horse counter from the board 2 Axis force. (The AXIS BI BPV number changes from [98] to [90].) [J13]

117 ("With Tigers On Their Tail") Reissued in *Armies of Oblivion* 2nd edition with these changes. Add one *41M Turan*

11(r) and one *StuG III G(g)* to the Hungarian Turn 1 reinforcements. [J13]

119 ("Ancient Feud") Reissued in *Armies of Oblivion* 2nd edition with these changes. Replace the 7-0 lender with an 8-1 leader and add one 3-4-7 squad to the Romanian at-start OB. (The Romanian BI BPV number changes from [96] to [102].) Add one *TA CAM R-2(r)* to the Romanian Turn 3 reinforcements. [J13]

120 ("Return To Sender") In SSR1, replace "Turn 5" with "Turn 8. [J13]

120 ("Return To Sender") Reissued in *Armies of Oblivion* 2nd edition with these changes. Delete one 5-4-8 squad, one LMG, and one *5cm leGrW 36* MTR from the German OB. (The German BI BPV number changes from [219] to [206].) In SSR 3, change "German Player Turn 4" to "German Player Turn 7". [J13]

121 ("End Station Budapest") Reissued in *Armies of Oblivion* 2nd edition with these changes. Add one *Zrinyi II* to the Hungarian Turn 3 reinforcements. Delete two 3-4-7 squads from the Romanian at-start OB. (The Romanian BI BPV number changes from [204] to [198].) [J13]

122 ("Extracurricular Activity") Reissued in *Armies of Oblivion* 2nd edition with these changes. Add two 3-4-7 squads and one LMG to the Hungarian OB. (The Hungarian BI BPV number changes from [84] to [96].) [J13]

159 ("White Tigers") In SSR1 delete "-37X5". [J13]

172 ("The Last Attack") In SSR 1, replace "52R8-EE6" with "52R6-EE6". In SSR 2, second sentence, replace "units in each group" with "counters in each group", and replace the third sentence with "Crews and Guns from Groups 6-8 must set up in woods/Light-Woods/hill hexes on board(s) 17/44; other counters from these three groups must set up with Groups 1-5." [J12]

181 ("Gavin Take") Some copies of the scenario are missing the red text showing counter quantities. There should be the following numbers of each:

German: 4 × 4-6-7, 3 × 4-4-7, 1 × 9-1, 1 × 8-1, 1 × 8-0, 2 × MMG, 3 × LMG.

American, Gavin-Maloney Force: 6 × 7-4-7, 1 × 10-3, 1 × 8-0
Ostberg Force: 4 × 7-4-7, 1 × 10-2. [Errata in *Yanks* 2nd edition box] A corrected version is available for download from the product page, and was reprinted on cardstock in J12. [YPP]

204 ("Human Bullets") In the VC, change "(see SSR 6)" to "(see SSR 5)". [FWPP; J13]

211 ("Task Force Faith Breakout") SSR 2, after the last sentence, add "Foxholes may not set up in *playable* road hexes." [FWPP; J13]

216 ("Centurions Reverse! ") In the CPVA setup instructions, change "81T4" to "83T4" [FWPP; J13]

232 ("Chance d'Une Affaire") In the German OB set up instructions for Infanterie-Regiment 1, change "R4" to "N4". [CdG2PP; J13]

AH/MMP HASLs

Optional Armament in HASLs In *DZ:SME* the US gets some Jeeps in the CG. How do you know if they're armed or not?

A. No Jeep armament. Every HASL that allows optional armament has an SSR to that effect. Every HASL that does not allow optional armament does not have such an SSR. [Perry Cocke's reply to 'carlsson' at <http://www.gamesquad.com/forums/index.php?threads/dz-sme-%E2%80%93-jeep-armament.185169/post-2132750> 30 May 2023]

Lettered scenarios from *The General*

• Alphabetic Scenarios (A-W)

GEN A (“The Guards Counterattack”) A7.72 supersedes SSR 2. [An89; An96]

GEN B (“The Tractor Works”) A7.72 supersedes SSR 2. [An89; An96]

GEN C (“The Streets of Stalingrad”) A7.72 supersedes SSR 3. The date, of course, should read “1942”. [Gen25.1; An89; An96]

GEN D (“The Hedgehog of Piepsk”) A7.72 supersedes SSR 4. [An89; An96]

GEN E (“Hill 621”) In the version appearing in “Classic ASL”, the Russian reinforcements shown as entering of Turn 3 should instead enter on Turn 5. [Mw2020]

GEN J (“The Bitche Salient”) In SSR 4, the 80mm+ OBA should have *normal* ammunition. [Gen25.1; An89; An96]

GEN L (“Hitdorf On The Rhine”) Reissued as scenario 202 in *Yanks* 2nd edition. {Comparing cards shows one change: instead of all four Turn 6 *Pz IVH* having 3/5/2 MGs, two have 3/5/2 and two have 3/5. SR}

GEN M (“First Crisis At Army Group North”) Reissued as scenario 125 in *Beyond Valor* 3rd edition with changes: increase the game length by one turn and add one 447 and LMG to the Russian OB. [BVPP] {Also change the Russian balance provision to “Increase Game Length to 9 Turns”. SR}

GEN R (“Burzevo”) The last sentence of SSR 4 reads “The 88L FlaK Gun must be set up adjacent to a building hex.” [An93a; An96]

GEN S (“The Whirlwind”) In SSR 5, change “German ... friendly” to “Germans are in a friendly, and the Americans in a hostile, “. [An93b; An96]

GEN U (“Chance d’une Affair”) In SSR 4, change “the MPh” to “Movement Phases”. [An97]

Reissued as scenario 232 in *Croix de Geurre* 2nd edition with that fix and these changes. Add one 4-3-7 squad to the French OB. (The French BI BPV number changes from [72] to [78].) [CdG2; J13]

• Deluxe Scenarios

{These are listed in ROAR as GD-A to GD-C. SR}

GEN DASL A (“To The Last Man”) Add “Buildings cH2, aK2, and bE1 are Factories” to the end of SSR 5. [An95w; An96]

The VC state a player must have “sole control” of buildings to win. Interpret this as “building control”. [Perry Cocke to ASLML, 17 Jun 1999]

Reissued as scenario DASL34 in *Deluxe ASL* with the above fixes and these other changes. Exchange the two *IS-2m* that enter along the east edge for two *IS-2*. In SSR 4, at the end, add “German 5-4-8s/2-3-8s are SS (A25. 11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored.”. Replace SSR 7 with: “7. German AFV do not suffer Recall due to MA disablement; treat a Recall due to attack effects (D5.341-.342) as a Stun result only, and are abandoned after a second Stun result.”. [J13]

GEN DASL B (“The Kiwis Attack”) Reissued as scenario DASL26 in *Deluxe ASL* with these changes. Add six “?” counters to the German OB. [J13]

GEN DASL C (“Smoke the Kents!”) Reissued as scenario DASL20 in *Deluxe ASL* with these changes. Add one ATR to the *base* British OB. [J13]

• Historical Scenarios

{This is listed in ROAR as GH-A. SR}

GEN HASL A (“Ghosts in the Rubble”) Reissued as scenario RB9 in *Red Factories* with these changes. In the VC, change “≥ 6” to “≥ 8”. Add one 4-6-8 squad, one 4-4-7 squad, five “?”, and one trench to the German OB. (The German BI BPV number changes to [154].) [J13]

A) ASL Annual

A1 (“Tavronitis Bridge”) Reissued as scenario 93 in *For King And Country* with the following changes: add one 4-6-8 and a glider to the German OB. [FKAC]

A1 (“Tavronitis Bridge”) In SSR 2, replace “Q2-Q9” with “Q3-Q8”. [J11]

A2 (“Bofors Bashing”) Reissued as scenario 94 in *For King And Country* with the following changes: add one 4-6-8 and a glider to the German OB. [FKAC] {Comparing cards shows further changes. The BPV for BI were added: British 141 and German 169. SR}

A3 (“Descent Into Hell”) Reissued as scenario 95 in *For King And Country* with the following changes: add one 4-6-8 and a glider to the initial turn 1 force and also to the Turn 4 reinforcements. [FKAC] {Comparing cards shows further changes. In the VC, change “scenarios A1 and A2” to “scenarios 93 and 94”. Add BPV for BI: British 206, German 169. Delete “all ILHs (E8.2) must be on board 8” from the Turn 4 reinforcement entry instructions. Delete SSR 6. SR}

A6 (“The Price Of Impatience”) “12/3 PP” on the Sidecar counter illustration should be “M9 3PP -1”. [An90; An96]

A7 (“Slamming Of The Door”) Reissued as scenario 129 in *Beyond Valor* 3rd edition with these changes: revise the circled

numbers in the Turn Record Chart for the turn of entry of the German reinforcements and their relationship to the VC — circled numbers are now “2” in turn 2, “4” in turn 3, and “6” in turn 4, and the number of CVP the Russians must amass is increased by the circled number of the turn of entry of the reinforcements. [BVPP]

A8 (“The Agony Of Doom”) Reissued as scenario 136 in *Beyond Valor* 3rd edition with this change: in the VC, changed “5 multi-hex buildings” to “4 multi-hex buildings”. [BVPP] {My copy of A8 has “all multi-hex buildings”, not “5”, but there are only 5 on the boards. SR}

A11 (“Silent Death”) Finnish OB text should read: “27th Sissi Company [ELR:5] enters on turn 1 on any/all board edge(s), expending no more than half their MF allotment.” [An90; An96]

A12 (“Savoia!”) Reissued with changes as scenario 268 in *Hollow Legions* 3rd edition. [HL3] {Typo here found by ‘apbills’ on gamesquad.com/forums.}

A15 (“Stand Fast The Guards”) Reissued as scenario 92 in *For King And Country* with the following changes:

- In SSR 2 delete “and one AT Gun (and its crew)” and “Placement of SMC and SW is not restricted.”
- In SSR 3, change “dr” to “DR”. Replace British balance with “SSR 4 and 5 are NA.”
- Replace German Balance with “In SSR 3 replace “DR” with “dr”.” [FKAC] {Comparing cards shows further changes. In the VC, the Germans win immediately by exiting, or at the end of any Player Turn by clearing the hill. SR}

A16 (“On The Borderline”) Reissued as scenario 124 in *Beyond Valor* 3rd edition. {The Russian MMC BPV, 182, is now listed. SR}

A21 (“Counterattack On The Vistula”) Reissued as scenario 134 in *Beyond Valor* 3rd edition with these changes: in the VC increase the German CVP cap from 19 to 24 and in the German balance increase the German CVP cap to 29. [BVPP]

A22 (“The Crux Of Calais”) Reissued as scenario 96 in *For King And Country* with the following changes:

- Add a 4-5-7, a LMG, and 6 “?” to the British OB.
- Replace the British Balance with “Add a 4-5-7 and an ATR to the British OB.”
- In the German Balance, replace “three 4-6-7s” with “two 4-6-7s”. [FKAC] {Comparing cards shows further changes. The British BPV is 164. SR}

A24 (“Regalbuto Ridge”) In SSR 4, add “as if the gun were a mortar” after “apply”, and add “Range is drawn from any west-edge hex of board 3 (the firer may choose any such hex when he declares each shot)”, after “malfunction”. [An95w; An96]

A24 (“Regalbuto Ridge”) Reissued as scenario 100 in *For King And Country* with the following changes:

- Shorten the Game Length to 7 turns.
- Replace the Victory Conditions with the following: “The Germans win at game end if they have more Good Order squad-equivalents than the British on hill hexes of board 2. Good Order MMC on Level 3 hexes count double.”
- Replace SSR 4 with the following: “One German 8-0 possessing the radio *must* set up HIP to direct the fire on a single

offboard 75* *leIG 18* INF Gun (German Ordnance Note 15). Radio Contact must be gained/maintained normally, but Battery Access is NA. The 8-0 serves as a spotter (C9.3) and all principles of spotted indirect fire (C9.3-.31) apply [EXC: *Gun Malfunction is NA*], including ROF decrease (C3.33) and target acquisition. For TH# determination purposes, range is counted from 3A5.”

- In the British balance replace “7 Turns” with “6 Turns”. [FKAC]

A25 (“Cold Crocodiles”) May the Canal be crossed as if a Frigid Stream (B20.7)? If not, what effect does it have that Water Obstacles are Frigid in this scenario?
A. No. Not much. [VFTT #9]

A28 (“The Professionals”) Reissued in *Doomed Battalions* 3rd edition as 144 with the following changes. Kindling is NA {This was already the case, SSR 6. SR}. At the end of SSR 4 add: “Use either *Cannone da 47/32* (Italian Ordnance Note 5) or the *Bohler M35* (Allied Minor Common Ordnance Note 26) but without a gunshield” [DB3; J8]

A35 (“Guards Attack”) Reissued as scenario 108 in *For King And Country* with the following changes: Add a 2-4-8 to the German OB. [FKAC]

A37 (“Dreil Team”) Reissued as scenario 109 in *For King And Country*. [FKAC] {Comparing cards shows the British BPV for BI was added, 140. SR}

A38 (“North Bank”) Reissued as scenario 110 in *For King And Country* with the following changes:

- Add 8 “?” to the British OB.
- Add the following SSR: “5. Prior to play the British player may secretly record which units possess PIATs. The presence of a PIAT will be revealed when the possessing unit fires/transfers/drops the PIAT in LOS and within 16 hexes of an unbroken enemy unit, or is no longer in Good Order.”
- Replace the British balance with “Add one 3-3-8 to the British OB.”
- Replace the German balance with “Delete 8 “?” from the British OB.” [FKAC]

A39 (“Showdown at Tug Argan Pass”) Reissued with these changes as scenario 262 in *Hollow Legions* 3rd edition. In SSR 3, delete “with Scarce Ammunition”. [HL3; J13]

A40 (“Ad Hoc At Beaurains”) Reissued as scenario 91 in *For King And Country* with these changes: In Victory Conditions replace “35 VP” with “30 VP”. [FKAC]

A41 (“Op Hill”) Reissued as scenario 157 in *Rising Sun* with the following changes. Add a 4-4-8 to the Japanese OB. In the British OB, delete the 7-0 from the reinforcements. (The Japanese BI BPV number changes from [265] to [281].) [J10]

A43 (“Probing Layforce”) Reissued as scenario 98 in *For King And Country* with these changes:

- In Victory Conditions replace “20 VP” with “17 VP”.
- Reduce the British OB by one 6-4-8.
- Replace German balance with “Delete a 9-1 from the British OB.” [FKAC] {Comparing the cards reveal more changes. The British BPV for BI is 155. In SSR 3, using the non-road

movement rate also results in immediate Bog. British 3-4-8s are also Commandos. SR}

A46 (“Rattle of Sabres”) Reissued in *Doomed Battalions* 3rd edition as 138 with the following changes.

- In VC, Prisoners are NA for Exit VP, and required CVP are lowered from “≥ 12” to “≥ 8”.
- Polish forces are split into 3 groups. Three 4-5-8s & horse counters, 8-1, MMG, & two ATRs set up HIP (if in Concealment Terrain) on/west of hexrow U (see the new SSR 2). Seven 4-5-8s & horse counters & 9-2 enter Mounted on Turn 1 along west edge having expended 6 MF. Four 4-5-8s & horse counters & 8-0 enter on Turn 2 along west edge having expended 6 MF (see the new SSR 2)..
- Add a fourth LMG to German OB.
- Replace SSR 2 and SSR 3 with the following and add SSR 5: “2. The Polish player may elect to forego setting up on board any SW and 1 squad (and Horse counter), and instead enter the SW and 2 squads (and Horse counters) with the Turn 2 reinforcements.
- “3. German units must enter Mounted. German MMG must enter possessed by a crew, cannot be transferred among Cavalry, and require the possessing unit to spend ALL MF to (dis)mount.
- “5. Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.”
- Replace Balances with:
“Polish: Add a 4-5-8 to the Polish on-board force.
“German: Extend the game length to 7½ turns.” [DB3; J8]

A47 (“White Tigers”) Reissued as scenario 159 in *Rising Sun* with the following changes. Add a 4-4-7, LMG, and DC to the Japanese OB. (The Japanese BI BPV number changes from [326] to [339].) In SSR 4, delete everything after “(A25.43),” and replace the comma with a period. [J10]

A53 (“Smith & Wesson”) The Annual ‘93a scenario entitled “Smith & Wesson” should be ASL Scenario “A53”, not “53”. [An93b; An96]

A54 (“The Raate Road”) The Finnish ATR should be the 20L Lahti – not the 20LL depicted. The Russian radio counter depiction should have Contact values of 6/7/8 – not 5/6/7. [An93b; An96]

A58 (“Munda Mash”) This was Reissued as scenario 152 in *Rising Sun* with the following changes. Increase the game length by 1 Game Turn, to 8.5 Game Turns. In the American OB, add an 8-1. [J10]
Inspection also shows that the BI BPV were added, 157 for the Japanese, and 155 for the American.

A59 (“Death at Carentan”) Are the hedges (bocage) along hexsides O1/N0 through O4/N4 covered by the overlay in play?
A. Yes. [VFTT #11]

A60 (“Totsugeki!”) Both Chinese MMG Strength Factors should be “4-10”. [An93b; An96]

A60 (“Totsugeki!”) Reissued as scenario 153 in *Rising Sun* with the following changes. Add a 3-3-7 and four “?” to the Chinese OB. (The Chinese BI BPV number changes from [88] to [93].) [J10]

A61 (“Across The Wire”) Reissued as scenario 261 with these changes in *Hollow Legions* 3rd edition. Italian Turn 3 reinforcements enter on Turn 4, and Italian Turn 4 reinforcements enter on Turn 5. Change the British Balance to “Add one 9-1 and one 8-1 armor leader to the British reinforcements.”. [J13]

A63 (“Action at Balberkamp”) The German cross in the Turn 2 box of the Turn Record Chart should be in the Turn 3 box, and the British roundel should be in the Turn 2 box; this supersedes the errata for this scenario appearing in the An95w. [An96]
Reissued in *Doomed Battalions* 3rd edition as 141 with no symbols in the turn boxes and other changes. [DB3]

A64 (“Chateau de Quesnoy”) Reissued as scenario 244 in *Croix de Geurre* 2nd edition with these changes. In the VC, change “< 50” to “< 60”. Add one 4-6-8 squad and two 2-4-7 HS to the German OB. (The German BI BPV number changes from [323] to [344].) In the German Balance, change “< 50” to “< 60” and “< 60” to “< 70”. [CdG2; J13]

A66 (“Counterstroke at Stonne”) Reissued as scenario 234 in *Croix de Geurre* 2nd edition with these changes. Add one MMG and replace one 8-0 leader with one 8-1 leader in the German OB. Delete one 4-3-7 squad from the French OB. (The French BI BPV number changes from [208] to [202].) In SSR 3, delete “(leadership DRM is NA)”. [CdG2; J13]

A68 (“Acts Of Defiance”) Is Kindling allowed?
A. Yes. [VFTT #10]

A68 (“Acts Of Defiance”) Reissued as scenario 135 in *Beyond Valor* 3rd edition. {The Russian setup now lists “DD8” instead of “DD”. SR}

A69 (“Broich Bash”) The American player must Control a building in order to get any points for it. [Perry Cocke to ASLML 5 & 8 Apr 2003] {Re-worded. SR}

A69 (“Broich Bash”) Rotate the north arrow 180 degrees. [different wording in Gen30.2; An96]
Reissued as scenario 200 in *Yanks* 2nd edition with this fixed.

A70 (“Wintergewitter”) Does the wall covered by overlay OG2 exist?
A. No. [VFTT #10]

A71 (“Patton’s Prayers”) Reissued as scenario 196 in *Yanks* 2nd edition with the following changes: replace an 8-0 with a 9-1 in the German OB. [J11].

A72 (“Italian Brothers”) The Republican “Balance” should read: “Delete SSR 5.” [Gen30.2; An96]
In the Republican OB change “SSR 1” to “SSR 5” and change “or on south of hexrow C” to “on/→south of hexrow C”. [J1; DB3] {These were fixed in the DB3 version. SR}

A72 (“Italian Brothers”) Reissued in *Doomed Battalions* 3rd edition as 137 with the following changes. Replace the Italian 7-0 that enters on Turn 1 with Italian 8-1. Change Nationalist Balance to read “Add a dm MMG to the Nationalist OB.” [DB3; J8]

A73 (“Not Out of the Woods Yet”) Are the hedges/walls covered by the overlays meant to be in play, contrary to the normal

provisions of G.9C.

A. No. [VFTT 2 Feb 1998]

A73 (“Not Out of the Woods Yet”) The Americans set up first *and* move first; this supersedes the errata for this scenario appearing in *The General* 30.2. [An96] {Fixed when Reissued. SR}

A73 (“Not Out of the Woods Yet”) Reissued as scenario 185 in *Yanks* 2nd edition with these changes: add one 2-3-8 HS to the German at-start OB. Exchange one 6-6-6 squad with one 5-4-6 squad and add one BAZ 44 to the American OB. (The American BI BPV number changes from [119] to [115].) Change the American Balance to “Exchange one 7-0 leader with an 8-1 leader *and* exchange three 5-4-6 squads with three 6-6-6 squads in the American OB.”. [Y2; J12] {I found two additional items by comparing the cards. In the VC, change “Control 5” to “Control ≥ 5”. The Americans Sets Up and Moves First. SR}

A75 (“Medal of Honor”) In SSR 2, replace “Q2 to Q9” with “Q3 to Q8”. [J13] {[As noted in J14](#), J13 mistakenly gives the ID as “A85”. SR}

A76 (“Night Drop”) The American “Balance” should read: “Delete SSR 5.” [Gen30.2; An96] The German “Balance” change “turn 4” to “turn 2”. [An97]

A77 (“Hide & Seek”) Rotate board 14 180 degrees. [Gen30.2; An96]

A79 (“Mike Red”) Ordinarily, Ocean overlays are placed **on Beach** overlays. Is the Beach overlay properly placed here **on the Ocean** overlay?

A. Yes. [VFTT 27 Feb 1999]

A79 (“Mike Red”) Change the Allied nationality in the Turn Record Chart from “British” to “Canadian”. Delete the bracketed total MMC BPV in the Turn Record Chart; Battlefield Integrity never applies to the Assaulting side in a Seaborne Assault. [An96]

A80 (“Commando Schenke”) Reissued as scenario 126 in *Beyond Valor* 3rd edition with these changes: add one 4-4-7 to the Russian OB and decrease the German SAN to 2. [BVPP]

A81 (“They Fired On Odessa ...”) The Russians enter along the west edge. [Gen30.2; An96]

A81 (“The Fired on Odessa ...”) Reissued in *Armies of Oblivion* 2nd edition as scenario 220 with these changes. Add one 4-5-8 squad and one 7-0 leader to the Russian OB. (The Russian BI BPV number changes from [132] to [148].) [J13]

A82 (“Orange At Walawbum”) Add three 50mm Mortars to the Japanese OB. [Gen30.2; An96]
In the American setup instructions, change “37S9-37S10” to “36S9-36S10”. [An97]

A82 (“Orange At Walawbum”) Reissued as scenario 154 in *Rising Sun* with the following changes. Add a 4-4-8 and LMG to the Japanese OB. (The Japanese BI BPV number changes from [262] to [278].) [J10]

A83 (“Last of Their Strength”) Reissued as scenario 158 in *Rising Sun* with the following changes. The Japanese reinforcements enter on Turn 3. Change the American Balance to read

“Eliminate a 4-4-7 from the Japanese reinforcements and replace the 10-0 with a 9-0.”. [J10]

Inspection shows that “(Note that units suffer Mud penalties when crossing a Path hexside.)” in SSR was deleted.

A84 (“Endless Struggle”) Only hexrows B-FF are playable. [Gen30.2; An96]

A85 (“Airborne Samurai”) Game length is 7½ turns. Delete the first sentence of SSR 3. [Gen30.2; An96]

A85 (“Medal of Honor”) See A75 (“Medal of Honor”).

A86 (“Fighting Sparrow”) Since the Japanese Morale is underlined in this scenario (SSR 3), these units are not subject to Unit Substitution. [An97]

Are the Australian troops of the 2/40 Infantry Battalion considered ANZAC (A25.44) for stealth purposes?

A. Yes. [VFTT 2 Feb 1998]

A87 (“The Grand Canal”) Victory Conditions should read as follows: “The Japanese win if they Control ≥ 30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five printed stone buildings.” [Gen30.2; An96]

A88 (“Surprise Encounter”) Rotate the north arrow 90 degrees to the right; board 34 180 degrees; rotate board 32 180 degrees; this supersedes the errata for this scenario appearing in Gen30.2. [An96]

A90 (“Cutting Out a Strongpoint”) The South African roundel in the Turn Record Chart should be in Turn 5 instead of in Turns 3 and 4. The DVP values for the South African vehicles should be listed in red; the 2pdr Portees are worth 4 DVP each and the Marmon-Herrington ACs are worth 3 DVP each. [An96] {The DVP are also missing from the Italian Guns/AFVs. They are: 47/32 AT Gun, 3 DVP; 81/14 MTR, 3 DVP; L3/35 tankette, 2 DVP; Matilda II heavy tank, 6 DVP. SR}
Reissued with those fixes and these changes as scenario 267 in *Hollow Legions* 3rd edition. Add one 9-1 armor leader to “A Squadron” in the South African OB. Change the South African Balance to “Add one ATR to the South African OB.”. [HL3; J13]

A95 (“The Long Road”) Are the roads in the bridge hexes in play (SSR2)?

A. No. [VFTT 2 Feb 1998]

A96 (“In Rommel’s Wake”) Add to the end of SSR 4 “A set DC may use HIP and would lose HIP status as a Fortification.”. SSR 6 should read “The German cycle counters represent bicycles (D15.8) which may portage one MG when in squad size.”. [An97]

Reissued as scenario 236 in *Croix de Geurre* 2nd edition with those fixes and these changes. Decrease the game length to 9 Game Turns (move the circled “4” to the number “9” box on the TRC). Delete one 4-6-7 squad, one LMG, and one motorcycle counter from the German OB. Change the French Balance to “Add one LMG *and* two 1S Foxholes to the French OB.”. Change the German Balance to “Add one dm MMG to the German OB.”. [CdG2; J13]

A99 (“To Clear A Roadblock”) The scenario card erroneously shows the German le Pak 41 anti-tank Gun as having 3 ROF; as

depicted on the counter and in the Ordnance Notes, this weapon only has a 2 ROF. [An97] {The art inside the back cover of the binder also erroneously shows a 3 ROF. SR}

A101 (“The Drive for Taizerzhuang”) Reissues as scenario 146 in *Rising Sun* with the following changes. In the VC, change “50” to “55”. In the Chinese Balance, change “50” to “55” and “58” to “60”. [J10]

A102 (“On Silent Wings”) Reissued as scenario 98 in *For King And Country* with these changes: Add a 5-4-8, a LMG, and a glider to the German OB. [FKAC] {Comparing cards found one more change: change the last sentence of SSR 3 to “British non-crew MMC (and any SMC/SW set up with it) in suitable terrain may set up entrenched (B27.1).”. SR}

A103 (“Mayhem in Manila”) Can the U.S. win by entering one of the buildings before the Japanese get a chance to use Defensive First Fire? Can they win by advancing into CC before the CC is resolved? Can they win merely by virtue of one of the buildings being occupied by no one?

A. Yes. Yes. No. [VFTT #11]

Reissued as scenario DASL36 in *Deluxe ASL* with changes. [DeluxeASL]

A105 (“Police Action”) In SSR2 (and the board configuration) change “overlay 1” to “overlay 2”. [J1]

A108 (“Sudden Death”) Reissued as scenario 237 in *Croix de Geurre* 2nd edition with these changes. Add one 4-4-7 squad and one 1S Foxhole to the German OB. In SSR 4, after the last sentence, add “Additionally, the DEFENDER may declare H-t-H CC provided all ATTACKER units were Ambushed and/or are Withdrawing/Pinned. Hand-to-Hand CC by/vs pillbox-occupant(s) is NA.”. [CdG2; J13]

A109 (“Scouts Out”) Reissued as scenario 190 in *Yanks* 2nd edition with these changes: in the VC, change “23” to “28”. [J11] {Comparing the cards yielded one more: for SSR 4 the Americans are in a friendly country and the Germans are in a hostile country. SR}

A110 (“Shanghai in Flames”) Reissued as scenario 145 in *Rising Sun* with the following changes. Add a 4-4-7 and LMG to the Japanese OB. (The Japanese BI BPV number changes from [246] to [259].) [J10]

A112 (“Gift of Time”) Reissued with these changes as scenario 283 in *Hollow Legions* 3rd edition. Weather is Clear. [HL3; J13]

A114 (“Hamlet’s Demise”) SSR1 The wind blows from the southwest. [J1]

A115 (“Blockbusters”), A116 (“Tangled Up In Blue”), A117 (“Maggot Hill”) & A118 (“The Waterhole”) SSR1: All Interior Jungle hexes are Dense, but in most cases, however, the “oversized colored center dot” in a Jungle hex designates *Light* Jungle [EXC: hexes U9-U11]. [J1]

A117 (“Maggot Hill”) SSR2 says units of both sides may set up “entrenched” if in suitable terrain. Does this mean units may set up in trenches and/or foxholes, as B27 lists both these items as “entrenchments”?

A. Foxholes only. [Wynn Polnicky to Perry Cocke, ASLML, 24 Dec 2000]

• Campaign Comes

Gavutu-Tanambogo Campaign Game Add a 2-2-8 and *Type 92 Infantry Gun* to the Japanese OB. [J10]

• Deluxe Scenarios (Deluxe A, AD)

Deluxe A2 (“Last Act in Lorraine”) There are, of course, 11 two-story buildings. Change the references to “seven” in the VC and American Balance Provision to “eleven”. [An90; An96]

Deluxe A3 (“Back to School”) Reissued as scenario DASL24 in *Deluxe ASL* with these changes. Increase the game length to 5½ Game Turns. Change the German Balance to “Add one 8-3-8 squad to the German OB.”. [J13]

Deluxe A4 (“The Island”) The North arrow should point to the right – not to the top – of the scenario card. [An95w; An96] Reissued as scenario DASL28 in *Deluxe ASL* with the above fixed and these changes. In the VC, change “by twice” to “by 1.5 ×”. [J13]

Deluxe A5 (“Intimate War”) Reissued as scenario DASL35 in *Deluxe ASL* with these changes. Add one 8-0 leader, one 6-6-7 squad, and one MMG to the American OB. (The American BI BPV number changes from [215] to [229].) [J13]

Deluxe A7 (“Lehr Sanction”) Reissued as scenario DASL29 in *Deluxe ASL* with these changes. In the VC, change “Control more” to “Control ≥ 2 more”. Add one 4-5-7 squad and one LMG to the British OB. (The British BI BPV number changes from [115] to [125].) [J13]

Deluxe A9 (“Royal Marines”) Reissued as scenario DASL27 in *Deluxe ASL* with these changes. Add one LMG and one PSK to the German OB. [J13]

Deluxe A10 (“The Tiger of Toungoo”) Reissued as scenario DASL23 in *Deluxe ASL* with these changes. Add one 4-4-8 squad and one 3-4-7 squad to the Japanese OB. (The Japanese BI BPV number changes to [304].) In SSR 6, change “three initial” to “four initial”. [J13]

Deluxe A11 (“Sicilian Midnight”) The scenario card depicts Italian 3-4-6 squads with a boxed “1” indicating their first-line status, but only 3-4-7 Italian squads have a boxed first-line designation; 3-4-6s are not boxed. Are the squads supposed to be 3-4-6 first line troops?

A. Yes. [VFTT #11]

Deluxe A12 (“Tussle at Thomashof”) The British get a total of three Churchill VIIIs. (This scenario has been updated and re-released in *Operation: Veritable* as HS23.) [J4] {This must supersede the prior errata in An97. SR}

Deluxe A13 (“The Mailed Fist”) The “<35” in the German balance should be “≤ 34”. {Inspection} Reissued as scenario DASL19 in *Deluxe ASL* with these changes. Increase the game length to 8 Game Turns. Delete one 4-5-7 squad from the French OB. (The French BI BPV number changes from [119] to [111].) Add one 4-6-7 squad, one LMG, and one ATR to the German OB. (The German BI BPV number changes from [169] to [179].) [J13]

• Historical Scenarios (Historical A, AH)

HASL A1 (“Fire On The Volga”) Add “[EXC: for Victory Condition purposes only, the river is *not* Flooded]” to the end of SSR 1. [An95w; An96]

Reissued as scenario RB8 in *Red Factories* with these changes. In the VC, change “≥ 20” to “≥ 18”. Add one 4-6-8 squad and two DC to the German OB. (The German BI BPV number changes from [209] to [222].) [J13]

HASL A2 (“The Commissar’s House”) Reissued as scenario RB10 in *Red Factories* with these changes. Exchange two 4-4-7 squads with one 6-2-8 squad and one 4-5-8 squad and add two LMG and six “?” in the Russian OB. (The Russian BI BPV number changes from [229] to [238].) Exchange five 8-3-8 squads with four 8-3-8 Assault Engineer squads and one 4-6-7 squad and delete one 8-1 leader and one 8-0 leader in the German OB. (The German BI BPV number changes from [328] to [326].) [J13]

HASL A3 (“Grabbing Gavutu”) Reissued as scenario 149 in *Rising Sun* with the following changes. Add a 2-2-8 and a *Type 92 Infantry Gun* to the Japanese OB. [J10]

HASL A4 (“Tanabogo Nightmare”) Reissued as scenario 150 in *Rising Sun* with the following changes. In the VC, change “8” to “6”. [J10]

HASL A5 (“Take Two”) Reissued as scenario 151 in *Rising Sun* with the following changes. Delete two Game Turns so that the game length becomes 8 Game Turns. In the Japanese Balance, change “9 Turns” to “7 Turns”. [J10]

ABTF) A Bridge Too Far

General SW Question Do expended DC (and other SW) get replenished? In other CG (e.g., RB) as long as some units of the original owning formation still survived, you would get the DC back. I don’t see anything like this in ABTF. Am I just half blind, or is it not there — meaning that you get only one try with a DC (or FT)?

A. Once they are gone, they are gone. [Russ Bunten to ASLML, 6 Jan 2000]

ABTF1 (“The Prize”) Change the setup of the British Headquarters Defense Platoon and Troop B, Royal Engineers, to “set up on/-east of hexrow G ≤ 3 hexes from hex I6:”. [J2]

ABTF8 (“God Save The King!”) The first four “?” in the British OB and the first two “?” in the German OB should be DC, i.e., the British should get four DC and twelve “?” and the German Group 1 should get two DC and zero “?”.

In SSR1, hex F20 starts ablaze, not hex F21.

In SSR2, There should be no rubble in hex M15. Hex M15 should contain shellholes. [J2]

AP) Action Pack

AP1 (“The Ring”) In line 2 of the Victory Conditions change “3 CVP” to “5 CVP”. [An97]

AP2 (“Storm of Steel”) May infantry on board 43 set up in buildings (SSR3)?

A. No. [VFTT 2 Feb 1998]

AP2 (“Storm of Steel”) 1) How many pillboxes do the Russians get: one, or ten?

A. One.

2) Re SSR#3, may Russians set up on board #43 in locations where entrenchments are NA (such as in buildings)?

A. No, they must set up entrenched. [Wayne Hadady to Perry Cocke, ASLML 29 Jul & 3 Aug 2001]

AP3 (“A Breezeless Day”) SSR4 reads “All German 4-4-7s/-2-3-7s are considered to have Assault Fire capability...”. Is the “2-3-7” listing is a mistake since no other HS type in the game has Assault Fire capability, and A7.36 says Assault Fire restricted to ‘squads’ (never mentions HS/MMC).

A. No Assault Fire for the 2-3-7 HS. [Perry Cocke to ASLML 28 Nov 2002]

AP3 (“A Breezeless Day”) Reissued as scenario 198 in *Yanks* 2nd edition with these changes: replace the HMG with a MMG in the American OB. [J11] {Comparing cards yielded one more: the German MMG enter dm. SR}

AP4 (“L’Abbaye Blanche”) Would a U.S. Gun captured and exited by the Germans be worth 4 VP or 2 VP?

A. 4 VP. [VFTT #13]

AP4 (“L’Abbaye Blanche”)

Reissued as scenario 186 in *Yanks* 2nd edition. [YPP] {Comparing the cards yielded one change: the German MMG enters dm. SR}

AP8 (“A Bloody Harvest”) Delete the two Polish LMG. Polish Elite and 1st Line squads have Assault Fire. [J1]

AP11 (“Swamp Cats”) The scenario mapboard configuration incorrectly shows overlay X21. The SSR correctly identifies overlay X27. [J4]

AP11 (“Swamp Cats”) To win, the Russians must “control the bridge” (among other things). Interpret this as “control the bridge Location”, i.e., not the hex nor the Location below the bridge. [Perry Cocke to ASLML, 17 Jun 1999]

AP14 (“Ace In The Hole”) Reissued as scenario 199 in *Yanks* 2nd edition with these changes: add a BAZ 45 and a Gyrostabilizer (see SSR 2) to the American OB. [J11]

The Gyrostabilizer reference should be to SSR 3, *not* SSR2. [Y2; J12]

AP15 (“Broken Bamboo”) Reissued as scenario 156 in *Rising Sun* with the following changes. Add a 4-4-7 to the Japanese OB. [J10]

Inspection shows that this changes the Japanese BI BPV to [166] and “All British units are Gurkhas (A25.43)” was added to the SSRs.

AP16 (“Danger Forward”) Reissued with these changes as scenario 286 in *Hollow Legions* 3rd edition. Decrease the game length to 6½ Game Turns. In the VC, at the end, add “on board 46”. Delete two 6-6-6 squads from the American OB. (The American BI BPV number changes from [176] to [154].) Add one 8-0 leader, one MMG, and one LMG to the Italian OB. Add

new SSR: “4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.”. [J13]

AP17 (“The Valley of Death”) Reissued with these changes as scenario 274 in *Hollow Legions* 3rd edition. Delete one 50mm MTR and one ATR from the Russian OB. Russian Guns may not use HIP (but may still be Emplaced). Add to the end of SSR 3, “Immediately prior to the Axis Turn 1 MPh, the Russian player makes a dr to determine which SW in his OB starts the game malfunctioned. dr 1: ATR; dr 2: MTR; dr 3-4: easternmost (or northernmost if equally east, or topmost if in same hex) LMG; dr 5-6: other LMG.”. [HL3; J13]

AP19 (“Winter of Their Discontent”) Reissued with these changes as scenario 276 in *Hollow Legions* 3rd edition. In SSR 5, after “15 VP”, add “and a maximum of 25 VP”. [HL3; J13]

AP20 (“Victory is Life”) Reissued with these changes as scenario 277 in *Hollow Legions* 3rd edition. Add one 4-4-7 squad to the Russian OB. (The Russian BI BPV number changes from [145] to [152].) Delete one 4-4-7 squad and the hero from the Italian at-start OB. (The Italian BI BPV number changes from [152] to [144].) In SSR 3, line 1 after “MMC”, delete “are Fantic and”. [HL3; J13]

AP21 (“Red Don”) Reissued with these changes as scenario 278 in *Hollow Legions* 3rd edition. Delete one LMG and one MTR from the Italian OB. [HL3; J13]

AP22 (“Ghost Riders”) Reissued with these changes as scenario 279 in *Hollow Legions* 3rd edition. Add one 4-4-7 squad to the Italian at-start OB. (The Axis BI BPV number changes from [107] to [115].) Add one LMG and exchange all three AFV for three *StuG IIIG* in the Axis Turn 2 reinforcements. [HL3; J13]

AP23 (“Agony at Arnautovo”) Reissued with these changes as scenario 280 in *Hollow Legions* 3rd edition. Add one 4-4-7 squad to the Italian at-start OB. [HL3; J13]

AP24 (“Tridentina Avanti!”) Reissued with these changes as scenario 281 in *Hollow Legions* 3rd edition. Add two LMG and exchange the two *PzKpfw IVH* for two *StuG IIIG* in the Axis OB. [HL3; J13]

AP25 (“The Last Day of the Cuneense”) Reissued these with changes as scenario 282 in *Hollow Legions* 3rd edition. Replace the 8-1 leader with a 7-0 leader in the Russian Turn 3 reinforcements. Add one 4-4-7 squad to the Italian OB. (The Italian BI BPV number changes from [112] to [120].) [HL3; J13]

AP26 (“Flea Circus”) Reissued with these changes as scenario 287 in *Hollow Legions* 3rd edition. Increase the game length to 7 Game Turns. Delete one 4-4-7 squad and one *L6/40* and replace the 9-1 leader with an 8-1 leader in the Italian reinforcements. In the German Balance, change “6½” to “7½”. In SSR 2, change “Turns 3 and 4” to “Turns 3-5”, and “Turns 5 and 6” to “Turns 6 and 7”. [HL3; J13]

AP27 (“All Roads Lead to Rome”) Reissued with these changes as scenario 288 in *Hollow Legions* 3rd edition. Add two 3-4-6 squads to the Italian at-start OB. (The Italian BI BPV number changes from [71] to [81].) [HL3; J13]

AP45 (“Reaping Rewards”) Reissued in *Armies of Oblivion* 2nd edition as scenario 223 with these changes. Add one 4-5-8 squad

and one LMG to the Russian force entering along the south edge. (The Russian BI BPV number changes from [195] to [206].) [J13]

AP49 (“Retrained And Rearmed”) Reissued in *Armies of Oblivion* 2nd edition as scenario 229 with these changes. Delete two 3-3-7 squads from the Slovakian Turn I reinforcements. Add one LMG to the German OB. Add new SSR: “4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.”. [J13]

AP77 (“Texas Flood”) In the VC, after “all buildings” add “that are both south of the board 6a/7 river and”. [J12]

AP86 (“Milling About”) In the VC, replace “prisoner do not count” with “prisoners count for neither CVP nor Exit VP purposes”. In SSR 4, add “; the side moving second may claim WA (B9.32) first” at the end of the third sentence. [J11]

AP90 (“Smashing the Hook”) In SSR 3, at the end of the last sentence, add “and are eligible for the Sapper Clearance DRM (B24.7) when attempting to clear a roadblock (B24.76). A DC Placed/Set by a Sapper receives an extra -1 IFT DRM vs a roadblock (B29.5).” [J11]

AP95 (“Operation Kutuzov”) In SSR 3, replace the first sentence with “Russian AFV may only expend $\leq \frac{1}{2}$ of their *printed* MP allotment during Game Turn 1, and must set up in Motion.”. [J12]

AP119 (“Konev Cross”) In the Board Configuration, only hexes ≤ 3 on board 20 are in play. In SSR 5 “Friendly Bombardment”, change “units” to “hexes”. [J11]

AP138 (“Red Horse Recon”) (Clarification) For purposes of SSR 4, the CE armor leader may be in any AFV. [J13]

AP140 (“Misty Morning Mayhem”) In the German Turn 1 entry instructions, change “south/west edge(s)” to “south/east edge(s)”; the entry area boundary hexes remain unchanged. [J13]

AP141 (“Currie's Favor”): In the British entry instructions, change “south/west edge(s)” to “south/east edge(s)”. [J13]

AP153 (“Across The Rio Grande”): In SSR 1, replace “Level 0” with “Level -1”. [Corrected in later printings.] [J13]

ASL Journal Campaign Games

• Mini-CG A Line in the Sand (Journal 5)

SR2 In the first column, LitS SR 1, add at the end “The inherent HS of each SPW 250/sMG or SPW 251/sMG is a 2-4-8.” [J6]
{Should this be its own rule because of the German balance provision? SR}

Tables In the “Operational Force Pool Tables” British Table A, Draw #2, replace “19 DVP” with “14 DVP”; British Table A, Draw #5, replace “4x Stuart II” with “4x Stuart I”; German Table A, Draw #1, replace “20 DVP” with “24 DVP”. [J6]

Tables Is it the intention that when playing the campaign, once a choice is made from a given table, that choice is no longer available for the rest of the campaign?

A. Per LitSSR 5, chits are discarded once chosen, i.e. they are no longer available.

Q. Also, if I get 2 choices from table A for example, can I choose the same item twice?

A. See above. [Perry Cocke to ASLML, 11 Sep 2004]

Reissued with the above fixes in *Hollow Legions* 3rd edition. Additionally, inspection revealed one difference between the J5 and HL3 versions. In the HL3 version, in the “Operational Force Pool Tables”, German Table B, line 1, the MMG is dismantled. [HL3]

• Mini-CG Broadway to Prokhorovka (Journal 3)

BPSSRs “The HS Passenger of any SPW 250/-sMG or SPW 251/-sMG is a 3 4 8.” In table 2, “Russian RePh1 Bonus EVP Chit Pool”, chit #4 reinforcements enter on turn 1, not turn 2. In Example of CG Play, column 2, line 7, replace “2 fatigue chits” with “1 fatigue chit”. [J4]

• Red Barricades Campaign Game IV (Journal 1)

CG IV (“Bled White”) In Table 1 (Journal #1 p.20), change the German CG Maximum Purchase for the G2 RG from “7” to “1”. [J4]

BRT) Blood Reef: Tarawa

BRT2 (“China Girl”) In the US AFV setup instructions add “Ocean/Reef” between “in” and “hexes”. [J7]

BRT3 (“Ryan’s Orphans”) In lines 3-6 of SSR2, delete the references to “hut”, “Collapsed (G5.5) counter, and “Collapsed hut”. Shellholes placed in a bridge hex do not rubble the bridge. [J7]

BRT4 (“Rikusentai”) In the Japanese set up perimeter “P23-M22-F23-K25-N26-N30-P31-P23” change “F23” to “K23”. In SSR2 add “Ignore the T15.6142 restriction on purchasing pill-boxes.” [J5]

• Blood Reef: Tarawa SSRs

SSR 11 Even LVT that fired in the PFPh must take this TC. [Perry Cocke to ASLML 21, 22, 24 & 28 December 2002] {And by extension, so would stunned, STUNned and Shocked LVT. SR}

DASL) Deluxe ASL Scenarios

DASL1 (“Guryev’s Headquarters”) Reissued as scenario DASL1 in *Deluxe ASL* with these changes. In SSR 1, after the first sentence add “Building dL1 is Fortified (1323.9) at ground level.”. In SSR 4, at the end of the second sentence add “or the turn’s Reinforcement dr (whichever is less)”. Change the Russian Balance to “Add one 6-2-8 squad to the Russian at-start OB.”. Change the German Balance to “Exchange one German 8-1 leader with a 9-2 leader.”. [J13]

DASL2 (“Bersek”) Reissued as scenario DASL2 in *Deluxe ASL* with these changes. Exchange two 4-5-8 squads with two 4-4-7 squads in the Russian OB. (The Russian BI BPV number changes from [185] to [177].) In SSR 4, change “If he rolls a 1” to “On a dr ≤ the current Turn number”. Change the German Balance to “Add one 8-0 leader to 103rd Rifle Regiment.”. [J13]

DASL3 (“Storming The Factory”) Reissued as scenario DASL3 in *Deluxe ASL* with these changes. Add one MMG and replace the 9-1 leader with a 9-2 leader in the Russian OB. Replace the 9-2 armor leader with a 9-1 armor leader in the German OB. In SSR 2, delete the last sentence. [J13]

DASL4 (“First To Strike”) The Germans actually control ten (not nine) multi-hex buildings at game start. Does this affect the VC?

A. No. [Bruce Probst to AH & Bob McNamara, 12 Sep 1995]

DASL5 (“Little Stalingrad”) The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96] {Fixed when Reissued}
Reissued as scenario DASL5 in *Deluxe ASL* with these changes. Decrease the game length to 8½ Game Turns. Add three 6-5-8 squads, one 2-2-8 crew, and one 7.5cm PaK 40 AT Gun to the German OB. (The German BI BPV number changes from [256] to [309].) Change the German Balance to “Add two 6-5-8 squads and exchange the German 7-0 leader with a 9-1 leader.”. [J13]

DASL6 (“Draconian Measures”) Reissued as scenario DASL6 in *Deluxe ASL* with these changes. Add one 8-1 leader, one 4-5-8 squad, and one LMG to the Russian OB. (The Russian BI BPV number changes from [138] to [149].) Add new SSR: “4. The German player may change (or fake a change) of his Victory Condition option at the start of Game Turn 4 or upon the arrival of the Russian reinforcements (whichever occurs first).”. Change the German Balance to “8-3-8s/3-3-8s are Assault Engineers (H1.22) and add a 9-1 armor leader to the German Turn 2 reinforcements.”. [J13]

DASL7 (“With Flame And Shell”) Reissued as scenario DASL7 in *Deluxe ASL* with these changes. Decrease the game length to 9 Game Turns. In the VC, after the last sentence, add “Prisoners/captured-equipment do not count for Exit VP and do not count double for CVP purposes.”. Change the Russian Balance to “Delete one 8-0 leader, one MMG, one LMG, and one DC from the German OB.”. [J13]

DASL8 (“The Schoolhouse”) Reissued as scenario DASL8 in *Deluxe ASL* with these changes. Delete six 4-4-7 squads, one LMG, one DC, and two KV-IS from the Russian reinforcements. In SSR 5, change “ends five turns” to “ends four Game Turns”. In SSR 6, delete the second sentence. Change the German Balance to “Add one 10-2 armor leader and one FT to the German OB.”. [J13]

DASL9 (“Preparing The Way”): In SSR1, line 1, add “single-hex buildings are Single Story Houses (1323.21) and all” between “All” and “multi-hex”; at the end of SSR 1 add “Kindling (B25.1 1) is NA.”. [J13]

DASL10 (“The Final Battle”) Reissued as scenario DASL10 in *Deluxe ASL* with these changes. In the VC, change “ten unbroken squads (not equivalents)” to “≥ 8 squad-equivalents”. Delete

four 4-3-6 squads and one MMG from the German OB. (The German BI BPV number changes from [261] to [241].) Add one 10-2 leader, four 6-2-8 squads, and one 9-1 armor leader to the Russian OB. (The Russian BI BPV number changes from [240] to [288].) [J13]

DASL11 (“Ripe Pickings”) Reissued as scenario DASL11 in *Deluxe ASL* with these changes. In the VC, change “≥ 22” to “≥ 20”. Replace the 8-1 armor leader with a 9-2 armor leader in the American OB. In the German Balance, change “≥ 24” to “≥ 22”. Change the American Balance to “Exchange the 7-0 leader with a 9-1 leader.”. [J13]

DASL12 (“Repulsed”) Reissued as scenario DASL12 in *Deluxe ASL* with these changes. Add one 9-1 leader, three 4-4-7 squads, one MMG, and one LMG to the German OB. (The German BI BPV number changes from [99] to [1201].) In SSR 3, change “any one MMC” to “≤ two squad-equivalents”. [J13]

DASL13 (“Bogged Down”) Reissued as scenario DASL13 in *Deluxe ASL* with these changes. Add two 4-4-7 squads, one 2-2-8 crew, one LMG, and one *2cm FlaK 38* AA Gun to the German OB. (The German BI I311V number changes from [114] to [136].) [J13]

DASL14 (“Buying the Farm”) Reissued as scenario DASL14 in *Deluxe ASL* with these changes. Add one 9-1 leader and three 4-4-7 squads to the German OB. (The German BI BPV number changes to [87].) In SSR 4, Mistaken Attacks (E7.32) occur on a Final Sighting TC DR ≥ 10. Change the German Balance to ‘Add 12 A-P mine factors and eight “?” counters to the German OB.’. [J13]

DASL15 (“Barkmann’s Corner”) All U.S. units must enter in *one* Convoy and *one* Column. [An93a; An96]
Reissued as scenario DASL15 in *Deluxe ASL* with that clarification. [Inspection]

DASL16 (“Clay Pigeons”) Reissued as scenario DASL16 in *Deluxe ASL* with these changes. In SSR 3, replace the last sentence with “The Majority Squad Type for the Germans is Normal and for the Americans is Lax.”. Change the German Balance to “Increase the game length to 8½ turns.”. [J13]

DASL17 (“They’re Coming!”) In the *Hedgerow Hell* version: At the end of the American set-up instructions “board f or g” should read “board f or h”. [An91] In line 3 of SSR 1, change “dr” to “DR”. [An95w] [both in An96]

Reissued as scenario DASL17 in *Deluxe ASL* with the above changes, and these changes. Add one 8-0 leader, one 4-6-8 squad, one 9-1 armor leader, and one *PzKpfw VG* to the German OB. (The German BI BPV number changes from [268] to [281].) [J13]

DASL18 (“King of the Hill”) Reissued as scenario DASL18 in *Deluxe ASL* with these changes. The Sherman wreck is placed with VCA facing F2/F3. [Inspection] {Not included in J13 Debriefing. SR}

DASL19 (“The Mailed Fist”): In the VC, change “hexes” to “Location”. [J13] {It should be “Locations”. SR}

DASL24 (“Back to School”): The year should be 1943, not 1942. [J13]

DASL36 (“Mayhem in Manila”) In SSR 2 change “≤ 6” to “≤ 2”. [J13] [\[As note in J14, J13 mistakenly lists this as being a change in SSR1. SR\]](#)

DN) Dinant Scenarios

DN3 (“Rommel at The Meuse”) At the beginning of the French setup instructions, add “All French Forces set up west of the River.” [CdG2PP; J13]

DN4 (“Chateau de Meez”) In SSR 2, change “E21” to “EE21”. [CdG2PP; J13]

DN11 (“The Almost Men”) In SSR 1, change “QQ45” to “QQ46”. [CdG2PP; J13]

FB) Festung Budapest

FB12 (“The Black Ravens Are Flying”) In footnote * of the Russian reinforcement table, change “45 FB” to “44 FB”. [J10]

FB18 (“Red Banner Days”) In the VC, add “of German units (*only*)” after “amassing ≥ 26 CVP”. [J11]

FB19 (“War Brotherhood”) In the Axis Balance, replace “≤ 31” with “≤ 35”. [J12]

G) G1-G46 from The General

G4 (“First Action”) In SSR 3, delete “all”. [Gen25.1; An89; An96]

G6 (“Rocket’s Red Glare”) Reissued as scenario 195 in *Yanks* 2nd edition. {Comparing cards found these changes: the American BPV for BI is listed, 168. The American player must secretly record which units will enter prior to setup. MMG which enter must be dm. The TD enters turn 1 on I1 or Y1. SR}

G7 (“Bring Up The Guns”) On the Wagon counter illustration, “M>=6 1S/5PP” should be “T6 15PP” and there should be two stars (not one). [An90; An96]

G8 (“Recon In Force”) In the Victory Conditions, change “have ... total” to “currently Control one of those buildings and their Casualty VP is ≥ triple that of the Axis side”. [An93a; An96]

Reissued with this fix and these changes as scenario 285 in *Hollow Legions* 3rd edition. Change the American Balance to “Add one 6-6-7 squad to the American OB.”. [HL3; J13]

G9 (“Sunday Of The Dead”) The DVP values (F.3) should be printed in red, not black. [An90; An96]

G18 (“Goya”) May the German LMGs be Bore Sighted?
A. No. [VFTT #9]

G19 (“A Tough Nut to Crack”) There is errata for ASLUG3, the original version of this scenario, that says “Roll a die to determine Wind direction. Odd = NE, Even = NW.” [Scott Brady to Scott Romanowski, 27 Oct 1996] {Added here since the wind direction is still given as “from the north”. SR}

G20 (“Camp Nibeiiwa”) Reissued with these changes as scenario 263 in *Hollow Legions* 3rd edition. In SSR 6, lines 4 and 6, change “west” to “east”. [HL3; J13]

G22 (“A Day By The Shore”) Reissued as scenario 103 in *For King And Country* with these changes: in the German Turn 3 reinforcements replace “enter of Turn 3” with “enter on/after Turn 3”, and in the German balance replace “Turn 2” with “on/after Turn 2”. [FKAC] {Comparing cards found one more change: remove “dm at owner’s choice” from the British balance. SR}

G25 (“The T-Patchers”) Reissued as scenario 180 in *Yanks* 2nd edition with these changes: German reinforcements enter on Turn 3. Change the German Balance to “The Germans receive one *StuG III* on Turn 5 along the north edge.”. [J11] {Comparing cards shows the German BPV for BI should be 106, not 98. SR}

G26 (“Parker’s Crossroads”) Should the HS Passengers of the 250/sMG be a 3-4-8?
A. Yes. [VFTT 27 Feb 1999] {See notes on Reissued version below. SR}

G26 (“Parker’s Crossroads”) In the Victory Conditions change “and/or” to “and” (i.e., the Americans win if there is either a Good Order U.S. MMC, or a manned U.S. AFV with any functioning armament, or both, within six hexes of 43N8). [An97] Reissued as scenario 197 in *Yanks* 2nd edition with the above erratum and these changes: increase the game length to 10½ turns. Change the German Balance to “Heavy Mist (E3.51) is in effect *and* the German radio may enter with *any* German group.”. [J11] {Comparing cards finds two other changes: the inherent Passenger HS of the *SPW 250/sMG* is a 3-4-8. The German BPV for BI is 187. SR}

G28 (“Ramsey’s Charge”) Reissued as scenario 148 in *Rising Sun* with the following changes. In the American OB, add a 6-6-7, LMG, and Horse counter to the reinforcements. [J10]

G29 (“Shoot-N-Scoot”) Reissued as scenario 192 in *Yanks* 2nd edition. {Comparing cards found these changes: in the Victory Conditions, the Germans win immediately if they exit ≥ 70 VP. The American BPV for BI is 158. The German MMG enter dm. SR}

G29 (“Shoot-N-Scoot”) What are the intents of SSR2 and 3?
A. All multi-hex buildings contain inherent stairwells as if 1-½ level obstacles. Vehicles are concealed only not HIP, but lose as if guns (on a TH cdr of 5 or 6). [Pete Shelling to ASLML, 29 Nov 1999]

G30 (“Morgan’s Stand”) After “GERMAN Moves First” add: “[0]”. The die roll in SSR 3 must be less than *or equal* to the circled number on the Turn Record Chart. [Gen30.5] Reissued as scenario 187 in *Yanks* 2nd edition with the above errata.

G31 (“Point of the Sword”) Reissued as scenario 102 in *For King And Country*. [FKAC] {Comparing cards found one more change: change “one squad-equivalent” to “ \leq one squad-equivalent” in SSR 3. SR}

G43 (“Kangaroo Hop”) Reissued as scenario 106 in *For King And Country* with the following changes:

- In SSR 6 replace “150+mm OBA” with “100+mm OBA”.
- Replace British balance with “In German setup, delete “using HIP (regardless of terrain)” and delete SSR5.”. [FKAC]

G45 (“Halha River Bridge”) The counter depiction on the scenario card of the 37* INF Gun in the Russian OB incorrectly shows it as having IFE. [J1]

G46 (“Triumph Atop Taraldscikfjell”) Reissued as scenario 241 in *Croix de Geurre* 2nd edition with these changes. Add one French 4-5-8 squad and one Norwegian 4-5-7 squad to the Allied OB. [CdG2; J13]

HC) Hell's Corner

HC3 (“Samurai Sunset”) Reissued in the 2021 reprinting of *Rising Sun* with these changes. Change the VC to “The Japanese win immediately upon amassing ≥ 14 VP. They earn CVP normally and Exit VP for units exited off the west edge. Prisoners do not count for CVP or Exit VP purposes.”. Delete the 2-3-8 HS from the American reinforcements. Add one LMG to the Japanese OB. Change the American Balance to “Add one 2-3-8 HS to the American reinforcements.”. In the Japanese Balance, delete “one LMG and”. [J13]

HS) Historical Studies

• HS1-HS16) Operation: Watchtower

HS4 (“High Water Mark”) In the American setup instructions for C Company, replace “Hill 2” with “Hill 120” so that it reads “set up ≤ 2 hexes from any Level 4 Hill 120 hex”. [J4]

HS6 (“Just Fighting Through”) In SSR2 replace “E1.1-1.6” with “E1.1-1.16”. [J4]

HS8 (“Bailey’s Demise”) Does the bridge on board 36 become a ford (it’s not the “footbridge” designated by SSR) as per the PTO terrain conversion rules? If so, it would seem to allow the Marine an alternative to actually crossing at the One Log Bridge. Is this correct?

A. Bailey’s Demise SSRs the stream into a river, and there are no Fords (B20.8) in a river. There is no alternate crossing. [Richie Crowe to Perry Cocke, YASL Mailing List 12 Mar 2003]

HS10 (“Government Property”) Overlay Wd4 cannot be set up on Y7/-Z8 as indicated since those hexes aren’t adjacent. In SSR1 Replace “Y7/-Z8” with “Y7/-Y8”. [J4]

HS13 (“The Ravine”) In the setup instructions, replace “board 35” with “board 36”. The board configuration is correct as shown. [J4]

• HS17-HS32) Operation: Veritable

HS18 (“To The Matter Born”) The British are able to deploy three squads. [J5]

HS20 (“Married Up”) If an AFV attempts to enter one of the SSR3 ‘unenterable’ hexes, does it end its MPH after expending the stop MP, or can it continue to move pending available MP?

A. The latter.

Q. Are the HIP occupants of a pillbox in addition to the two Squad-Equivalents allowed by SSR4?

A. Yes. [Richie Crowe to Perry Cocke, 24 Jan 2004]

HS21 (“Hervost Hell”) Add “in the German setup area” at the end of the VC. [J5]

HS21 (“Hervost Hell”) Is it the intent of “Destroying” in the VC to make Rubbling, or having a Blaze in, every Location of a building count for victory, or does the “Destroying” part only apply to the Pillboxes (B30.92)?

A. A rubbled building would be destroyed. [Scott Romanowski to Perry Cocke, ASLML 13 Sep 2003] {Minor editing. SR}

HS27 (“Lawless Ways”) SSR RR5 states “The Panzer Lehr Division is elite (C8.2).” The German OB references Kampfgruppe von Hauser, but not Lehr, although the historical write-up mentions that KvH is part of Lehr. Is the German OB elite?

A. No. [Perry Cocke to ASLML 13 Sep 2003]

J) ASL Journal

J1 (“Urban Guerillas”) SSR5 should read: “Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario.” [J4]

J1 (“Urban Guerillas”) Will SS units surrender to Partisan units?

A. Yes, like in Mila 18. [Bruce Probst to Perry Cocke, ASLML 18 Apr 2001]

J2 (“Battlin’ Buckeyes”) Reissued as scenario 160 in *Rising Sun* with the following changes. Add a 6-6-7 and BAZ 45 to the at-start America OB. (The American BI BPV number changes from [151] to [165].) [J10]

J3 (“A Sunday Stroll”) This should have BAZ 44, not BAZ 45, in the American OB. [J4]

J6 (“St. Barthelemy Bash”) This should have BAZ 44, not BAZ 45, in the American OB. [J4]

Reissued as scenario DASL31 in *Deluxe ASL* with that fix and these changes. Add one 6-6-6 squad, one BAZ 44, and six “?” counters to the American OB. (The American BI BPV number changes from [116] to [127].) [J13]

J9 (“A Stiff Fight”) Reissued as scenario 147 in *Rising Sun*. Inspection found the following change: add an SSR saying “All British units are Gurkhas (A25.43).” {SR. Typo here found by ‘apbills’ on gamesquad.com/forums.}

J11 (“In the Old Tradition”) Reissued as scenario D22 in *Deluxe ASL* with these changes. Add one 9-1 leader, one 4-4-7 squad, and one LMG to the British OB. (The British BI BPV number changes from [84] to [91].) [J13]

J14 (“On the Hoss’ Side”) The playing area extends through hexrow L, not K. [J4]

J14 (“On the Hoss’ Side”) Should L Company’s setup area include I10 in the definition of the alternate hexgrain?

A. Probably. You can set up in I10 but not in I11. [Dave Reenstra to Perry Cocke, ASLML, 20 Apr 2000]

~~**J19 (“Merzenhausen Zoo”)** If I set up 5% dummies using the OB given “?” counters, are they required to take the SSR4 NTC? A. Yes, but such 5% Dummy stacks need not be specified as to exactly which 5% stack is taking a NTC. [Seth Fancher to Perry Cocke, ASLML 11 Feb 2003] {Deleted because in Klas’s compilation v30. SR}~~

J20 (“The Guns of Naro”) The Balance Provisions appear to be swapped. [Inspection]

J25 (“The Weigh In”) Reissued in *Doomed Battalions* 3rd edition as 139 with the following changes. Increase CVP cap in the VC from 50 to 56. [DB3; J8]

J26 (“Round Two”) Reissued in *Doomed Battalions* 3rd edition as 140 with the following changes. Add one 4-5-8 and one ATR to the Polish OB (changes BI to 149). [DB3; J8]

J27 (“High Tide at Heiligenbeil”) In SSR3, replace “ordnance” with “Gun/MA”. [J7]

J27 (“High Tide At Heiligenbeil”) SSR3 does not prevent German units from firing PFs. [Chas Smith to ASLML, 1 Mar 2000]

J28 (“Inhumaine”) SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground). [J4]
In line 1 of SSR 3, before “counters” add “OB-listed”. [J7]

J28 (“Inhumaine”) Do HIP units count against the SSR 3 limit of six counter?

A. Yes, HIP counts towards the limit. [Curt Schilling and Perry Cocke to ASLML, Feb 2000]

J29 (“The Capture of Balta”) Add SSR 5: “5. The German 8-3-8s/-3-3-8s are considered Assault Engineers (H1.22). The StuG IIIB has AP 10.” [J4]

J30 (“Nocturnal Attrition”) DVP are NA in this scenario since it does not specify DVP but rather CVP. The Guns do not count double when captured. [Richie Crowe to Perry Cocke, 15 Mar 2001] {Minor editing. SR}

Reissued with those fixes and these changes as scenario 266 in *Hollow Legions* 3rd edition. In the VC, line 1, change “≥ 15” to “≥ 11” and captured equipment does not count for CVP purposes. Delete one 4-5-8 squad, one 4-5-7 squad, and one LMG from the New Zealand OB. [HL3; J13]

J34 (“Men of the Mountains”) In Italian set up, change “and/-or” to “and”. [J4]

Reissued with this fix and these changed as scenario 265 in *Hollow Legions* 3rd edition. Add one MMG to the Italian OB. [HL3; J13]

J35 (“Siam Sambal”) The contact number shown on the scenario card for the French radio should be 7, as is shown on the actual radio counter. [J4]

Reissued as scenario 248 in *Croix de Geurre* 2nd edition with that fix and these changes. Delete one 4-4-7 squad and one Horse counter from the Siamese reinforcements, and Siamese Air Support arrives on Turn 4. [CdG2; J13]

J37 (“Tretten In Flames”) In the German OB, the “Elements of the 138th Gebirgsjaeger Regiment” are shown as having three ski counters. There are three squads and one SMC. Should they have four ski counters (i.e., all four units are ski equipped),

A. Yes. [Scott Romanowski to Perry Cocke, ASLML 4 Jan 2002]

J38 (“Bitter Defense at Otta”) Ice rules do not apply. [J4]

J39 (“Indeed!”) In SSR 2, replace “[EXC: H4-I4]” with “[EX: H4-I4]”. [J4]

J42 (“Grebbe End”) Reissued in *Doomed Battalions* 3rd edition as 143 with the following changes. Add one 3-4-7 to the Dutch OB (changes BI to 80). [DB3; J8]

J47 (“They’re Here! Reverse!”) Reissued with these changes as scenario 264 in *Hollow Legions* 3rd edition. Add one MMG and one AB 40 and exchange the two L6/40 with two M11/39 in the Italian OB. In the British Balance, change “one” to “two”. In the Italian Balance, change “L5/40s” to “M11/39s”. [HL3; J13]

J48 (“Blood Eneimes”) Reissued in *Armies of Oblivion* 2nd edition as scenario 219 with these changes. Add one 4-5-7 squad, one 4-3-7 squad, and one LMG to the Yugoslavian OB. (The Yugoslavian BI BPV number changes from [80] to [94].) [J13]

J52 (“Dress Rehearsal”) BPSSRs apply (see Journal #3, page 60). [J4]

J53 (“Setting the Stage”) BPSSRs apply (see Journal #3, page 60). In the Victory Conditions, replace “33G6” with “33GG6”. [J4]

J56 (“A Burnt Out Case”) The AMD 35 “loses HIP/? status as if it were an Emplaced Gun.” If it is concealed, and fires its CMG within LOS and 16 hexes of an enemy unit, does it lose concealment automatically?

A. Yes. [Jeff Seawall to Perry Cocke, posted by Chas Argent to ASLML 10 Aug 2001]

J57 (“Guards Artillery”) In British setup, replace “any whole hex of board g” with “on board g”. (i.e., not on board f or hexes shared with board f, but half hexes of board g not shared with board f are OK). [J4]

J58 (“No. 8 Platoon Overrun”) SSR2 states the gun can’t setup HIP, but may setup concealed. (Both sides start on board, and there are 8 concealment counters in the OB.) Does this mean:

1. The gun gets “free” concealment, leaving the 8 concealment counters for use elsewhere,

or

2. The gun may be concealed, but doing so at setup will use one of the OB-given concealment counters.

A. #1. [Sam Belcher to Perry Cocke, ASLML 14 Aug 2003]

J60 (“Bad Luck”) In the Victory conditions, replace the second instance of “Germans” with “Americans”. Also, scenario design should be credited to Mike Licari. [J4]

~~**J63 (“Silesian Interlude”)** The VC say “The Germans win at game end by Controlling all four board 38 buildings and ...”. What happens if one side or the other rubbles one or more of the four buildings? Does it (a) give the Russian an automatic win, (b) decrease the number of buildings the German must control, or (c) mean that the German must control the remaining buildings plus any rubble locations?~~

~~A. (b). [Bill Kohler to Perry Cocke, ASLML 29 Nov 2001] {Deleted because in Klas’s compilation v30. SR}~~

J65 (“Brave Little Emchas”) Reissued as scenario DASL37 in *Deluxe ASL* with these changes. Add one 6-2-8 squad, one LMG, and one DC to the Russian OB. [J13]

J68 (“Unlucky Thirteenth”) Are either the French SA-L mle 35 25LL AT Gun or the S35 tank treated as captured by the British forces?

A. No, neither is treated as captured. [Perry Cocke to ASLML 21, 22, 24 & 28 Dec 2002] [Re-worded. SR]

J70 (“Just an Illusion”) Reissued as scenario 247 in *Croix de Geurre* 2nd edition with these changes. Add one 4-5-7 squad to the Vichy reinforcements. [CdG2; J13]

J77 (“Moses’ Blazes”) The Germans on board 23 get 6 “?”. [J5]

J77 (“Moses’ Blazes”) SSR2 does not require the German player to set up in buildings. [Perry Cocke to ASLML 5 & 8 Apr 2003] [Re-worded. SR]

J79 (“Rommel’s Remedy”) Reissued with these changes as scenario 269 in *Hollow Legions* 3rd edition. Add one 3-4-7 squad and one 8-0 leader to the Italian OB. [HL3; J13]

J80 (“Egypt’s Last Hope”) Reissued with these changes as scenario 270 in *Hollow Legions* 3rd edition. Add one 4-6-8 squad and one 8-1 leader and exchange the three 5-4-8 squads with three 4-6-8 squads in the German at-start OB. (The German BI BPV number changes from [0] to [169 or 190 or 198].) [HL3; J13]

J81 (“Twisted Knickers”) Replace the 3 onboard Stuart IIIs with 3 Stuart Is (5 DVP each). [J6]

Reissued with that fix and these changes as scenario 271 in *Hollow Legions* 3rd edition. Add one 4-5-7 squad and one ATR to the British at-start OB. [HL3; J13]

J83 (“Bloody Nose”) The railroad should be a GLRR. [Bruce Probst to ASLML, 5 Jan 2004] [Bruce wrote “I’ll accept the blame on this one, I helped proof that scenario and I didn’t notice the oversight. I guess all concerned just “assumed” that unless otherwise specified the RR is ground-level, but you are correct, that is not spelt out in the rules.”]

J83 (“Bloody Nose”) Reissued in *Armies of Oblivion* 2nd edition as scenario 222 with these changes. Add one 5-2-7 squad and two 2-3-7 HS to the Russian OB. (The Russian BI BPV number changes from [143] to [156].) [J13]

J89 (“Himmler’s House”) In the German setup instructions, they set up south of a road, which is part runs from cH5 to cH1. That segment goes through cJ3; if it were to take the alternate path, then the intersection at cF3 would be listed in the path. [Perry Cocke to ASLML, 23 Jan 2004]

Reissued as scenario DASL38 in *Deluxe ASL* with these changes. [Note the above clarification still applies.] Add two 4-4-7 squads to the German OB. (The German BI BPV number changes from [268] to [282].) [J13]

J90 (“The Time of Humiliations”) Reissued as scenario 245 in *Croix de Geurre* 2nd edition with these changes. Add one 4-4-7 squad and one LMG to the Japanese OB. (The Japanese BI BPV number changes from [201] to [214].) [CdG2; J13]

J92 (“Your Turn Now”) Both sides amass VP per the hexes listed in SSR 3; if the Japanese do not earn the listed VP by clearing the set DC, then the Filipinos do. Filipino units do not Disrupt. [J7]

J99 (“On To Florence”) ~~What is the cost of a Staghound Armored Car moving from one road hex to another road hex through a road hexside, assuming otherwise clear terrain and no elevation change? Is it 3MP or 1MP?~~
 A: 3 MP. [J.R. Tracy to Perry Cocke, 21 Feb 2006] ~~{Deleted because in Klas’s compilation v30. SR}~~

J107 (“Operation Schwarz”) Reissued in *Armies of Oblivion* 2nd edition as scenario 226 with these changes. Replace the Croatian 8-1 leader with an 8-0 leader and add one 3-4-7 squad, one 6+1 leader, and one LMG to the Croatian OB. (The Croatian BI BPV number changes from [72] to [78].) Change the Croatian Balance to “Exchange the 6+1 leader with an 8-1 leader in the Croatian OB.”. [J13]

J108 (“Dancia Air”) Reissued in *Armies of Oblivion* 2nd edition as scenario 227 with these changes. Increase the game length to 6¼ Game Turns. [J13]

J110 (“The Prelude to Spring”) The German reinforcements enter on turn 2. [J7]

J112 (“Prelude To Dying”) Reissued in *Armies of Oblivion* 2nd edition as scenario 230 with these changes. Decrease the game length to 61/2 Game Turns. The Partisan BI BPV number is “106”. [J13]

J113 (“Maczek Fire Brigade”) The *TKS(L)* in the Polish OB does not have a BMG; the counters and Chapter H are correct. [J12]

J114 (“The Marketplace at Wormhoudt”) In the British OB, contrary to the counter illustration, neither the *A10* nor the *Matilda* has an AAMG. In SSR 2, change “in the Marketplace” to “in building 12R7”. [J11]

J123 (“Charging Chaumont”) Reissued as scenario DASL32 in *Deluxe ASL* with changes. [DeluxeASL]

J124 (“Cobra Kings”) Reissued as scenario DASL33 in *Deluxe ASL* with these changes. In the VC, change “German MMC” to “German non-crew MMC”. Exchange two 6-6-6 squads with two 6-6-7 squads and add one 8-1 armor leader in the American Turn 1 reinforcements. [J13]

J129 (“Mountain Hunters”) Reissued in *Armies of Oblivion* 2nd edition as scenario 221 with these changes. Add one 5-2-7 to the Russian at-start OB. (The Russian BI BPV number changes from [117] to [124].) [J13]

J130 (“The Art of Dying”) Reissued with changes as scenario 272 in *Hollow Legions* 3rd edition. [HL3]

J172 (“Ramcke’s Redoubt”) In SSR 2, after “M4A1 MT wreck” add “(on the bridge if in a bridge hex)”. [J12]

J192 (“Taking Some Flak”) In the VC, last sentence, between “count” and “for” add “double”. [Errata slip in J12]

J194 (“A Real War”) In SSR6, change “10/210” to “10/200”. [J14]

J215 (“Expendable Allies”) The *Pz IVJs* in the German OB should have a 2-FP AAMG. [J14]

J221 (“Hill 1277”) The Strength Factors of the Communist Chinese 9-0 leader should be in red. [J14]

JM) ASL Journal Solitaire Missions

JM2 (“Bloody Omaha”) In MSR 6.31, replace the three instances of “pillbox” (but not “pillboxes”) with “Trench”. [J5]

KGP) Kampfgruppe Peiper I & II

CG III (“Decision at La Gleize”) Do the Americans really only get 5 infantry platoons before the brown units are available?
 A. Yes. [VFTT 2 Feb 1998]

CG IV (“Prayers In The Dark”) The CGSR state “For purposes of CPP replenishment, CG Maximums, etc., this CG is played as if it were CG I with the following exceptions:”. Are the “Initial Scenario” purchase restrictions for US RGs V2, V4, V6, V7, G4, G5, O2 and B1 (page P17⁹⁶) that apply to CG I also in effect for this CG?

A. Those restrictions do not apply. [Chas Argent to Perry Cocke, ASLML 15 Sep 2001]

KGP2 (“Festung St. Edouard”) In SSR 2, add “(HE/WP)” after “OBA” in line 1, add “(HE/SMOKE)” after “OBA” in line 2, and delete “and may fire HE/SMOKE”. [An95w]

KGP5 (“Marechal’s Mill”) The jeep with the 4FP AAMG should have a ROF of 2. [An96]

KGP5 (“Marechal’s Mill”) Should the setup area read “on or south-of row P” instead of “south-of row P”?

A. No. [VFTT #10] {Removed Q&A addressed in An96. SR}

KGP6 (“Probing the Villas”) Replace one US dm MMG with a US dm HMG in the US OB. [An96]

KGP10 (“Peiper’s Last Gasp”) The German SAN should be 2. [An96]

O) Operations

O16 (“Forced Crossing”): In SSR1, after “Ground Snow (E3.72)” add “[EXC: the river is *not* frozen]”. [J13]

OA) Out of the Attic

OA1 (“The Road to St. Lô”) Reissued as scenario DASL30 in *Deluxe ASL* with these changes. Add two 5-4-8 squads to the German OB. (The German BI BPV number changes from [130] to [156].) [J13]

OA2 (“Skirmish in the Snow”) Treat the TK# for the 75’s “APCR” as if it were a 75L. [J5]

OA6 (“Mounted Extraction”) Russian reinforcements enter on/after Turn 1. [J5]

OA7 (“Celles Melee”) Setup is simultaneous and the Americans move first. [J5]

OA11 (“Crocodile Rock”) The balance provisions are reversed. [J5]

OA14 (“Across The Aisne And Into Freineux”) In the U.S. setup the four M5A1s of the 83rd Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2nd Platoon set up with their CA towards the southern hexspine (add “hexrow R” at the end of the setup instructions for the 83rd Reconnaissance Battalion and add “hex spine” at the end of the setup instructions for the 2nd Platoon. [J5] {Minor editing. SR}

OA21 (“Gunter Strikes Back”) In SSR 3, replace “DRs” with “drs”. [J12]

OA25 (“Side By Side”) In SSR 1, after “Olive Groves (B14.8)” add “Contrary to B23.73, building 12R7 is a four-hex building with a Narrow Street (B31.1) in hex 12R7.”. [J12]

OB) Out of the Bunker

OB6 (“First Clash in Tunisia”) Change “see SSR 4” to “see SSR 2” in SSR 3. [Inspection]

OB7 (“Crisis At Kasserine”) Reissued with these changes as scenario 284 in *Hollow Legions* 3rd edition. In SSR 4, replace the last sentence with “5-4-6s/2-3-6s that Battle Harden (A15.3) become Fanatic (A10.8).”. [HL3; J13]

PB) Pegasus Bridge

CG I Do the 8-1 and 2-3-8 HS that enter on turn 2 have Freedom of Movement?

A. Yes. [VFTT 2 Feb 1998]

CG 1 SSR I-5 Does the restriction of non-leader Germans not being able to place starshells apply only in the first turn?

A. No, the restriction does not only apply in the first turn. Non-leader Germans cannot fire starshells. [MMP to ASLML 3 Jun 2002] {Edited for clarity. SR}

PB5 (“Taylor Made Defense”) For purposes of PB SSR 14, the forces in the British OB that belong to No. 1 Platoon, Company D, 2nd Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1. [J1]

PK) Pocket Scenarios

PK2 (“Reckless Raid”) The name on the 20L AA Gun in the Axis Minor OB should be “Flak 38(g)”, not “Flak 30(g)”. [J14]

RB) Red Barricades

CG IV (“Bled White”) a) What are the attack chit limits?

A. The same as normal CGs, so the Germans are unlimited and the Russians have 2.

b) SSR2 seems redundant; the standard rules already require that reserves set up ≥ 6 hexes from enemy setup locations.

A. This is to cover setup when the Germans can enter from the west edge.

c) Does SSR3 say Russian reinforcement RGs can’t enter the map on the initial scenario? In that case could RGs still be

bought and kept off map for the entire scenario?

A. Yes. [Bob Walden to Eddie Zeman, 21-23 Jun 1999]

RB2 (“Blood & Guts”) In Victory Condition “b)”, change “initially ... Russian” to “within the Russian setup area”. [An93b; An96]

RB4 (“To The Rescue”) Reissued in *Red Factories* with these changes. In SSR 6, after “friendly” add “, non-berserk”. [J13]

RB5 (“The Last Bid”) In the German OB set up instructions after “rubble” add “and/or Trench adjacent to building/rubble”. [J5]

Reissued in *Red Factories* with these changes. Exchange six 8-3-8 squads with four 8-3-8 Assault Engineer squads and two 4-4-7 squads and delete one 8-1 leader and one 8-0 leader in the German at-start OB. (The German BI BPV number changes from [1026] to [1012].) Exchange three 8-3-8 squads with three 8-3-8 Assault Engineer squads in the German reinforcements. [J13]

RB6 (“Turned Away”) German Dummy counters set up IN gully hexes despite the fact that the latter are not Concealment Terrain. [An91; An96]

RO) Red October

RO1 (“Blood On The Tracks”) Replace VC with “The Germans win at game end if there are no Good Order Russian MMC on/west-of hexrow K and/or by Controlling ≥ 1 building on/east-of hexrow M.”. In SSR 3, at the end add “Place stone rubble in hex R33.”. [RF; J13]

RO5 (“Men Of Steel”) In the German OB set up instructions, after “Locations” add “and/or Trenches adjacent to building/rubble”. [RF; J13]

RO6 (“The Playing Field”) In SSR 1, delete the sentence “Place a Flame counter in hex F27”. [RF and errata sheet in *Red Factories*; J13]

SF) Sword & Fire Manila

SF2 (“Power Struggle on Provisor”) In the Japanese setup instructions, after “hexes” add “[EXC: Fortifications]”. [SaF; J13]

SF5 (“No Safe Refuge”) In SSR 3, in “RG received” column for White dr = 5, replace “20L ATR” with “LMG”. [SaF; J13]

SF9 (“First Do No Harm”) In the VC change “33W77” to “3W77”. [SaF; J13]

SF17 (“Assault Across The Pasig”) Exchange all 6-6-7 squads with 6-6-6 squads in the American OB. [SaF; J13] {J13 mistakenly calls this “Across the Pasig”. SR}

SF25 (“A Change In Government”) In the introduction, the blank line should read “followed by point blank fire from tanks, tank destroyers, and self-propelled mortars”. [SaF; J13]

Solitaire ASL Missions

Mission 6 (“The Fortress”) The board 21 objective should be Z6 rather than P7, and the footnote applies to building Z6. [J1]

Mission 15 (“Pursuit”) Bullet two of the “S? Placement/Exit” instructions, replace “or” with “of”, so that it reads “one in each road hex west of the Road Network bridge or, if the bridge is part of a predominantly east-west road (i.e., a non-Road Network road), on the EBE side of the non-Road Network side”. [J6]

Squad Bleeder

Squad Bleeder 6 (“Eviscerating Vienna”) In Setup Direction 2, third bullet, replace “boards 46” with “boards 45”. In the “Vehicles/Ordnance” section of the Russian Purchase Charts, replace “GAZ-MM ZIS-5” with “GAZ-MM; ZIS-5”. [Errata slip in J11; J12]

T) T1-T16 from *The General*

T1 (“Gavin Take”) Reissued as scenario 181 in *Yanks* 2nd edition. {Comparing cards found this change: the German setup road is 3N4-Q3-R2-U3-Q8-N4. SR}

T3 (“Ranger Stronghold”) The PDF version on your website has an American 10-2 but the version originally printed in the General has a 10-3. I assume the 10-2 is a typo.
A. Correct. 10-3 is correct. [Fred Ingram to Perry Cocke, ASLML 27 Jan 2002]

T3 (“Ranger Stronghold”) Reissued as scenario 179 in *Yanks* 2nd edition with these changes: replace the 9-2 with a 9-1 in the German OB. Change the American Balance to “Exchange the German 8-1 leader with an 8-0 leader.”. [J11]

T5 (“The Pouppeville Exit”) In the German setup instructions, change “Locations” to “hexes”. [An93b; An96]
Reissued as scenario 183 in *Yanks* 2nd edition with the above fix.

T7 (“Hill 235.5”) The Germans may set up north of the road that determines the setup area, but *not on it*. [Variant in An93a; An95w; An96] Reissued as scenario 132 in *Beyond Valor* 3rd edition with this fix.

T9 (“The Niscemi-Biscari Highway”) In the German setup instructions, change “5Q5” to “5Q6”. [An93a; An96]
Reissued as scenario 178 in *Yanks* 2nd edition with the above fix and these changes: the Americans may use HIP for ≤ one squad-equivalent (and any SMC/SW stacked with it). Change the American Balance to “Each German unit has only half of its MF/MP in the German Turn 1 MPh.”. [J11]

T10 (“Devil’s Hill”) Reissued as scenario 189 in *Yanks* 2nd edition with these changes: add an MMG to the American OB. Change the American Balance to “Exchange the German 9-1 leader with an 8-0 leader.”. [J11]

T11 (“The Attempt To Relieve Peiper”) Reissued as scenario 194 in *Yanks* 2nd edition. {Comparing cards found one change: the American BPV for BI is 140. SR}

T12 (“Hunters From The Sky”) Reissued as scenario 201 in *Yanks* 2nd edition with these changes: delete one 4-6-7 from the German at-start OB. Change the American Balance to “Delete one 4-6-7 squad from the German at-start OB and add one 4-6-7 squad to the Turn 4 reinforcements.”. [J11]

T13 (“Commando Raid at Dieppe”) The German units in 4R1 should set up in 5R1. [An95w; An96]

T15 (“The Akrotiri Peninsula”) The two 4-5-7 and the two leaders that belong to the 151st Heavy AA Battery are not bound by SSR 4. [An97]
Are the squads in the security platoon allowed to use HIP?
A. No. [VFTT #11] {This must refer to the 4-5-7s and leaders of “Elements of the 151st...”. SR}

T16 (“Strayer’s Strays”) Reissued as scenario 182 in *Yanks* 2nd edition with these changes: in the VC, replace “≥ 12” with “≥ 10”. Change the American Balance to “Delete one 4-6-7 squad from the German OB.”. [J11] {Comparing the cards found one more change: the German BPV for BI is 88. SR}

U) A GI's Dozen

U1 (“The French Decide to Fight”) Reissued as scenario 250 in *Croix de Geurre* 2nd edition with these changes. Add one 6-6-6 squad to Group 1, one 6-6-7 squad and one 60mm dmMTR to Group 2, and one 6-6-7 squad to Group 3 in the American OB. [CdG2; J13]

U2 (“Sweep For Bordj Toum Bridge”) Does the American T19 HMC halftrack in the US OB start hooked up to its trailer as per its Chapter H vehicle notes?
A. Yes. [Jonathan Cole to Perry Cocke, ASLML, 5 Dec 2000]

U3 (“The Factory”) The victory conditions for “U3 The Factory” state “The Americans win at game end if they Control at least 6 of the 10 multi-level (B23.22-.23) buildings on board 12.” There are 11 multi-level buildings on board 12, but there are 10 multi-story buildings. Should the VC’s be revised to state (a) “6 of the 11 multi-level buildings”, or (b) “6 of the 10 multi-story buildings”, or (c) something else?
A. a) 11 multi-level buildings is correct. [Jeff Sewall to Perry Cocke, ASLML 7 Feb 2002]

U4 (“Climax at Nijmegen Bridge”) The British infantry force is allocated an *Airborne* 51mm MTR. Is this correct?
A. Yes. [Bruce Probst to Perry Cocke, ASLML 18 Apr 2001]

U4 (“Climax at Nijmegen Bridge”) SSR 3 states that a reinforcement dr is made starting turn 4, at the beginning of “each” friendly Rally Phase. As it is written, it says that you keep rolling even after you have successfully gotten reinforcements. But the SSR also refers to “the” reinforcements, which sounds like the intention is to get them only one turn. What is intended? Keep rolling every turn — beginning in turn 4 till turn 7, or roll until you get reinforcements — and then stop.
A. You can keep rolling if you wish but you only get “the” one group of reinforcements. [Perry Cocke to ASLML 25 Jul 2001]

U6 (“Action At Kommerscheidt”) In SSR 1, “OG1” should be “OW1”. [J4]

U20 (“Fighting at World’s Edge”) Reissued as scenario 239 in *Croix de Geurre* 2nd edition with these changes. Add one French LMG to the French OB group. Add one 4-5-7 squad and one Allied Minor LMG to the Norwegian OB group. [CdG2; J13]

U21 (“The French Perimeter”) Reissued as scenario 243 in *Croix de Geurre* 2nd edition with these changes. Add one R35 to the French reinforcements and they enter on Turn 4. Delete one 9-1 leader and one LMG from the German OB. [CdG2; J13]

VotG) Valor of the Guards

VotG5 (“The Specialist’s House”) In line 8 of SSR 4, before the EXC add “(which negates Interdiction)”. [J8]

VotG13 (“Escape From Komsomol Park”) In line 3 or SSR2, before “being” add “(and any SW [EXC: DC] if possesses)”. [J8]

VotG26 (“Bad Day For The Luftwaffe”) The mapboard illustration should say “VotG” as the map ID. [Errata slip in J11; J12]

WO) Winter Offensive Bonus Pack

WO1 (“French Toast and Bacon”) In SSR 1, after “Water Obstacle” add “[EXC: it is not frozen (B21.6)]”. [J12]

WO2 (“Failure to Communicate”) Reissued as scenario 233 in *Croix de Geurre* 2nd edition with these changes. German reinforcements enter on Turn 2. Change the German Balance to “German reinforcements enter on Turn 1.”. [CdG2; J13]

WO44 (“Little Village”) In the VC, change “≤ 9” to “≥ 9”. [J14]

WO45 (“Better Than Nothing”) Exchange all M4A2 with Russian *Sherman III(a)* in the Russian OB. [J14]

Errata: ASL Rulebook

You should download the free replacement pages for the 2nd edition rulebook from

<https://mmpgamers.com/asl-downloads-ezp-3#replacement>

I indicate where new rules, examples, and footnotes from those downloads are added but do not quote them. Please download the replacement pages yourself.

- A15-A16vB.pdf, pages A15-16 from the 2001 2nd edition rulebook printing
- 2006 replacement pages from *Armies of Oblivion*, pages A51-62, D21-26. Contrary to what the website says, this does not include pages S27-34.
- B7-B8vB.pdf, pages B7-B8 from the 2001 2nd edition rulebook printing
- B9-B10 replacement pages plus new pages B10A and B10B from *Action Pack #4*
- D5-D8vB.pdf, pages D5-D8 from the 2001 2nd edition rulebook printing
- You can ignore A53-A54vB.pdf since those two pages are included in the 2006 replacement pages from *Armies of Oblivion*.

ASOP

Pre-Game Sequence, 11th primary bullet after “Record the Drop Point of each paratrooper Wing (E9.12)” add “and the single hexgrain direction that will apply to all Wings.” [J6]

2.12A Change “ordnance, SMOKE (“ to “ordnance-SMOKE- (“, and “MTR, IR (“ to “MTR-IR- (“. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

3.38D Change “))” to “)”. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

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Armed In line 2 after “(A20.54)”, add “not possessing a functioning Gun/SW”. [J6; Mw202104]

CA Replace “[Bocage: B9.531]” with “[Bocage: B9.53]”. {Rules inspection confirms Ron Mosher’s find. SR}

Downhill Movement Replace “[Rain: E3.52]” with “[Rain: E3.54]”. {Rules inspection. SR}

FBE In line 1, after “Edge;” add “in SASL.”. [J7; Mw202104]

Field Phone Replace “O6” with “OCG6”. [Mw202104]

Fire Lane “Hard” Hindrance After “Graveyard” add “/Light Woods”. [HP; Mw202104]

GT In the ST sub-entry, change “(D1.322)” to “(D1.32)”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

Squad Equivalent add “non-Inherent-” in front of “crews” and “crew”. [J8; Mw202104]

Sustained Fire delete “[AFPh Restriction: A4.41, A7.25]”. [J7; Mw202104]

Unarmed In line 2 after “Gun/SW”, add “or inherent crew”. [J6; Mw202104]

Chapter A

A1.4 The green MMC illustration does not represent an actual unit. [Mw202104]

A2.3 In the second sentence, insert “/enter” after “up” (three instances). [J7; Mw202104]

A2.71 “West of Alamein” is not italicized. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

A2.9 In line 1, add “/weapon” after “unit”. [J8; Mw202104]

A4.12 replace entire section with “Any Good Order MMC which begins *the* MPH/APh and ends *its* MPH/APh stacked with a leader of the same nationality in the same Location, at the same level (2.8), and with the same Wire/entrenchment/panji/-paddy status is eligible for a two MF bonus during that MPH/APh, provided it expends all its MF while moving in a combined stack with that leader, and does not expend any of its MF to mount, ride, or dismount any form of conveyance.” [J6; Mw202104]

A4.63 In line 2 after “Dash move” add “to a particular Location”. In the last line of the second example delete “either” and “or BB6”. [J4; Mw202104]

A5.5 In line 1, add “non-Inherent-” in front of “crews”. [J10; Mw202104]

A7.212 In line 4 replace “unarmed/-unarmored” with “unarmed, unarmored”. [J4; Mw202104]

A7.3 In the second sentence lines 5-6, replace “due to the effect of terrain, Hindrances, target characteristics, and/or leadership” with “as listed on the IFT DRM chart or in the appropriate rules section”. After the second sentence add “Each applicable entry on the IFT DRM chart is cumulative (A.17) and is applied only once per attack, unless indicated otherwise.” [J6; Mw202104]

A7.308 In lines 15-16, delete “[EXC: if HD the vehicle is unaffected by an Immobilization result]”. [AP4; J8; Mw202104]

A7.351 In lines 4-5, after “SW” add “/Gun”. [J11; Mw202104]

A7.4 In the last sentence, replace “); see C3.33 for Area Target Type” with “; Area Target Type vs enemy units [C3.33]”. [J11; Mw202104]

A7.5 In line 7, delete “Personnel”. [J12; Mw202104]

A7.52 In the second sentence line 3, delete “(Cowering/CX penalty)”. After the second sentence add “Should any member of the FG incur a detrimental DRM, it applies to the entire FG (cumulative as per A7.3).” [J6; Mw202104]

A7.531 at the end replace “treated as if he were firing” with “marked with an appropriate Fire counter”. [J7; Mw202104]

A7.55 In line 1, change “Good Order units/weapons” to “units/weapons capable of forming a FG with each other”. [J13]

A7.7 In line 4, after “/ordnance” add “/vehicular armament”, [J13]

In line 17 add after “enemy” add “/Melee” then in the next to last line on page A15 after “enemy” add “/Melee”. [A15-16vB; Mw202104]

A7.9 In line 11 after “Finns” add “[EXC: Conscripts (25.7)]”. [HP; Mw202104]

A8.1 At the end remove “[EXC: Impulse Movement; 13.6; 25.232; D14.2; E11.2; E11.52.]”. [J7; 2006Repl; Mw202104]

A8.10 Add the following optional rule after A8.1:

***8.10 OPTIONAL FIRST FIRE COUNTERS:** Special individual “FIRST FIRE—XX” counters are provided for players who wish to mark separately the units and weapons making Defensive First Fire attacks, e.g., “FIRST FIRE—INHERENT.” Other than how those units/weapons are marked, none of 8. DEFENSIVE FIRE PRINCIPLES changes. [Mw202104]

A8.22 In the 3rd bullet replace “Small Arms” with “Spraying Fire”. [J4; Mw202104]

A8.3 Add at the end “If a unit, or any SW/Gun it possesses, uses Subsequent First Fire (or Intensive Fire) then that unit and all its SW/Guns are marked with a Final Fire counter.” [J6; Mw202104]

A8.3 In line 1 after “A DEFENDING *Infantry* unit”, add “/(its MG/IFE-weapon)”. [J7; Mw202104]

A8.311 In line 2, replace “*unarmed/unarmored*” with “*unarmed, unarmored*”. [J11; Mw202104]

A8.41 EX second paragraph, lines 23-25 replace “...the 4-6-7 would then be marked with a First Fire counter while the LMG’s First Fire counter would be flipped to its Final Fire side.” with “the 4-6-7 and LMG would then both be marked with a Final Fire counter.” [J6; Mw202104]

A9.3 In line 8, delete “(or Prep; E7.5)”. [J7; Mw202104]

A9.52 Replace the second sentence with “Spraying Fire can be used against a moving unit and against a Location without a moving unit (halved again for Area Fire), although its only effect in the second Location would be to leave Residual FP.” [J6; Mw202104]

A9.74 In line 10, after “already malfunctioned” add “or it has an X#”. [J12; Mw202104]

A10 Comprehensive Rout Example In the second paragraph of Rout Phase Russian Player Turn in lines 7-8 replace “be eliminated for Failure to Rout” with “surrender, or be eliminated for Failure to Rout if No Quarter had been in effect”.

In the fourth paragraph of Rout Phase Russian Player Turn replace the second sentence with “It must rout towards building M7 since that building will bring it farther away from all KEUs (in J9, L8 and M9) [10.51]”. [J7; Mw202104]

A10.41 In line 2 after “Range” add “per A10.532”. [J5; Mw202104]

A10.5 In lines 15-16 delete “to increase the distance between itself and ≥ 1 nearest Known enemy unit(s)”. [J5; Mw202104]

A10.531 In line 3, replace “*any* Interdictor” with “the particular enemy unit(s)”. [J11; Mw202104]

A10.533 In line 8, delete “(or accepting its surrender; 20.21)”. [J7; Mw202104]

A10.6 In line 3 after “Finns” add “[EXC: Conscripts (25.7)]”. [HP; Mw202104]

A10.62 In line 4 add “CC/” before “WP”. [J5; Mw202104]

A10.62 In line 12, after “starts a RtPh” add “in a Blaze Location (B25.4) or”. [J12; Mw202104]

A11.15 In the last sentence, add “*Melee*” after “but all friendly”. [J7; Mw202104]

A11.16 In lines 1-2, delete “in the same Location with an enemy unit”. [J11; Mw202104]

A11.17 In line 3, before “Finns” add “Elite/1st-Line”. [HP; Mw202104]

A11.51 In line 5, replace “unbroken/unpinned, armed” with “unbroken, unpinned, and armed”. Lines 7-8 delete “in a halftrack”. [J6; Mw202104]

A11.52 EX In line 5 of the 4th paragraph of the Close Combat Comprehensive Example, change “woods” to “building”. [Inspection confirms Bill Kohler’s find]

A11.52 In the last paragraph of the Close Combat Comprehensive Example “eliminate the its target” should be “eliminate its target” [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001] {To match the errata to Chapter A divider, Concealment Loss/Gain Table, Case A. SR}

A12.122 Replace the two bullets with:

- A unit that is *within* 16 hexes of an unbroken enemy ground unit, is *not* in Concealment Terrain, and is *out* of the LOS of *all* unbroken enemy ground units (see the applications of Case K in the Concealment Table);
- An Infantry unit (not manning a Gun) that is *beyond* 16 hexes from all unbroken enemy ground units but in the LOS of *at least one* of them, and is *in* Concealment Terrain (see the application of Case I in the Concealment Table).” [J10; Mw202104]

A12.14 In line 6, before “breaks” add “fails a MC or”. [J10; Mw202104]

A12.15 In line 9 after “it will” add “lose Concealment and”. [J4; Mw202104]

A12.15 In line 5, delete “; *Human Wave* (25.23)”. [J10; Mw202104]

A12.2 In lines 9-10, replace “orchard-road” with “orchard-/brush-/grain-road”. In the antepenultimate sentence, after “TCA” add “, HD”. [J11; Mw202104]

A12.31 Add “or if placed on board voluntarily” to the end of the last sentence. [J13]

A12.33 In line 11, after “hidden Fortification” add “(including Wire but not Panjis)”. [J7; Mw202104]

A12.34 In line 2, delete “/HS”. [J12; Mw202104]

A12.42 In line 5, replace “end the MPh” with “end its MPh”. [J10; Mw202104]

A13.32 The “EXC:...” is not italicized. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

A13.36 In line 5, replace “*is currently CX*” with “*was already CX this turn*”. [J12; Mw202104]

A15.1 The last line of the HOB Table should be “≥ 12”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

A15.1 At the end of the “* Treat as Battle Hardening if:” line, add “/on a Pier”. At the end of the “† Treat as Battle hardening if:” line, add “of if Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32)”. [J7; Mw202104]

A15.2 In line 8, in the EXC after “(C13.31)” add “, *ATMM Checks (C13.7)*”. [Mw202104]

A15.22 This rule was incorporated in A17.2. {Comparison between ASLRBv1 and ASLRBv2. SR}

A15.23 In line 1, replace “fire and carry a” with “use a non-MG”; line 3, replace “a SW” with “a MG (at full FP) or other SW”. [J7; Mw202104]

A15.42 After “Minimum Move (4.134),” add “Wounds (17.2),”. [Mw202104]

A15.5 In line 3, after “Good Order” add “armed”. [J13]

A17.2 At the end of line 5, add “Good Order” after “A”. [J8; Mw202104]

A19.12 In line 10, after “Good Order” add “armed”. [J13]
In line 12, after “rout unless in” add “a Blaze Location (B25.4) or”. [J12; Mw202104]

A19.12 In the penultimate sentence “(4.14). but” should be “(4.14), but”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

A19.131 In line 10 replace “all B#” with “all SW Original B#/X# [EXC: DC]”. [J5; Mw202104]

A19.132 In the fourth line change “4-3-6” to “4-4-7”. [Mw202104]

A20.21 In line 5 add “unconcealed” after “possible”. At the end of the first sentence add “[EXC: *if pinned; 10.53 & G5.5*].” [J5; Mw202104]

A20.55 In the next to last line, replace “non-Finnish Axis Minors [EXC: *Hungarians in Hungary; see 25.8*]” with “Axis Minors [EXC: *within own national borders vs Russians; 25.82*]”. [HP; Mw202104]

A22.612 In line 18, delete “Non-Stopped”. [J10; Mw202104]

A22.612 In line 11, after “in that Location”, add “per 7.4”. [J11; Mw202104]

A24.1 In line 3, after “by any” add “Good Order”. [J11; Mw202104]

A24.31 In line 4 in EXC replace “*non-moving units in MPH*” with “*non-moving units in First Fire*”. [J5; Mw202104]

A24.31 In line 4, after “placed” add “(by any means)”. In lines 5-6, replace “WP on the Area Target Type” with “ordnance WP”. [J7; Mw202104]

A25.11 Add “with underlined morale” after “elite Class troops”. [2006Repl]

A25.2 Add “[EXC: 25.211]” after 5-2-7 in the last sentence. [HP]

A25.211 Add the new rule from HP replacement pages. [HP]

A25.212 Add the new rule from HP replacement pages. [HP]

A25.231 Change “choose a Hex Grain” to “choose one Hex Grain” in the first sentence. [2006Repl]

A25.232 Delete “[EXC: a wounded SMC has 3 MF]” in the first sentence.

Replace the second sentence (“All HW Units...”) through the footnote 32 superscript with “The HW units must move using Impulse Movement (D14.3) [EXC: *a wounded SMC has 3 MF without restricting the other HW units’ movement; if a wounded SMC has enough MF for its next action, but not as many MF as are being expended by the rest of the HW that Impulse, the remaining units may move as normal while the SMC instead expends its remaining MF for this action as if it were making a Minimum Move (4.134)—i.e., it becomes pinned and CX—even if it already entered a new Location this MPh*].”

In line 12 replace “do one” with “do exactly one”.

Replace the last two sentences, “Any Panji/Wire/Entrenchment movement...” and “Prior to, and ...” with “In addition, it may perform non-MF-dependant actions as per D14.31.” [2006Repl]

A25.2321 Replace “it cannot again increase” with “it cannot enter a hex that would increase”. [2006Repl]

A25.233 DEFENSIVE FIRST FIRE Delete this rule. Change rule number A25.234 to A25.233, and A25.235 to A25.234. [2006Repl]

A25.233 ENEMY UNITS (renumbered from A25.234 in 2006Repl) In the 4th line of the new A25.234 change “Accessible” to “enterable”. [2006Repl]

A25.234 ENDING THE HUMAN WAVE (renumbered from A25.235 in 2006Repl) In the 5th line, add “[EXC: *if it uses the Impulse to move beneath an enemy-occupied Entrenchment counter*]” after “armed, Known enemy unit”. [2006Repl]

A25.234 ENEMY UNITS Renumbered to A25.233 in 2006Repl. See any A25.233 entries.

A25.235 ENDING THE HUMAN WAVE Renumbered to A25.234 in 2006Repl. See any A25.234 entries.

A25.235 EX: in lines 21-22 [approximately] of the second paragraph, replace “but both pass the LLMC — the broken squad with a 7, the other with an 8.” with “which then passes its LLMC with a 7.”

In the 2nd and 3rd lines of the third paragraph (“In the second Impulse...”) change “25.234” to “25.233”.

In the 2nd line of the fourth paragraph change “25.235” to “25.234”.

[A53vB replacement page] {Corrected in 2006Repl. This was renumbered to A25.234 in 2006Repl. SR}

A25.3 The broken side of the American 6-6-6 squad should not have its Morale Level encased in a square and its BPV should be

“11” not “17”. [Mw2020] {Corrected on replacement page PDF and on *AoO* replacement page.}

A25.35 Change “*WEST OF ALAMEIN*” to “*FOR KING AND COUNTRY*”. {Comparison between ASLRbv2 and 2006Repl. SR}

A25.35 Minor changes on the replacement pages in *Croix de Geurre* 2nd edition because of the new French-colored counters. [CdG2]

A25.43 Add “/Rising Sun” after “Code of Bushido”. [HP]

A25.45 Replace “F.8” with “25.53”. [2006Repl]

A25.45 Minor changes in *Croix de Geurre* 2nd edition. [CdG2]

A25.5 Minor changes in *Croix de Geurre* 2nd edition. [CdG2]

A25.53 Replace this with the new rule from the replacement pages in *Croix de Geurre* 2nd edition. [CdG2]

A25.54 Minor changes on the replacement pages in *Croix de Geurre* 2nd edition because of the new French-colored counters. [CdG2]

A25.55 Minor changes on the replacement pages in *Croix de Geurre* 2nd edition because of the new French-colored counters. [CdG2]

A25.56 Minor changes on the replacement pages in *Croix de Geurre* 2nd edition because of the new French-colored counters. [CdG2]

A25.58 Add new rule from the replacement pages in *Croix de Geurre* 2nd edition. [CdG2]

A25.64 Add “[EXC: 25.66]” before the period. [HL3]

A25.65 Add “[EXC: 25.66]” before the period. [HL3]

A25.66 Add new rule from the replacement pages in *Hollow Legions* 3rd edition. [HL3]

A25.93-938 Add new rules from the replacement pages in *Hollow Legions* 3rd edition. [HL3]

A25.7 Replace this rule with “25.7 FINNISH:³⁷ Finnish Personnel [EXC: Conscript squads/HS (4-3-7/2-2-7)] may attempt Self-Rally during any RPh, are immune to Cowering results, and are Stealthy if Elite/1st-line. All Finnish units are ski-capable (E4.2).”. [HP]

A25.71 Add “8+1” after “8-0” in the list of leaders. Replace “If leadership is present, Finns may Deploy normally (1.31).” with “In addition to Deploying normally, a squad may Deploy without a leader by passing a 1TC instead of a NTC (1.31). A leader is not required in order to Recombine (1.32).”. [HP]

A25.72 Replace this rule with rule from HP replacement pages. [HP]

A25.73 Replace “which were ski-trained” with “that were hand-picked”. [HP]

A25.74 Replace this rule with “25.74 1st Line: Finnish 1st Line Personnel may use FT and DC as if they were Elite (22.3, 23.3).”. [HP]

A25.75-79 Add new rules from HP replacement pages. [HP]

A25.8 Add footnote reference “38” after “Axis Minors:”. In the first sentence, change “Rumanian” to “Romanian” and add “Cro-ation,” before “and Bulgarian”; change “composed” to “comprised”; and change “Minor Allies” to “minor allies”. Replace the last two sentences with “As such, the broken Morale Level of all such non-elite squads is one less than their unbroken Morale Level. Any Axis Minor troops fighting within their own borders should generally be represented by Elite and 1st Line MMC with an SSR making their broken side Morale one higher than printed [EXC: when fighting against partisans or Germans]. Due to the historical dislike Hungarians and Romanians had for each other, in all scenarios where Hungarians are fighting Romanians, the broken Morale Level of their MMC is one higher than printed and No Quarter (20.3) ³⁹ is in effect for both sides.”. [2006Repl]

A25.81 Add footnote reference “40” before “(including”. Replace “(including Inexperienced units)” with “(including Conscript units) [EXC: 1st Line Romanian MMC beginning 7/43]”. [2006Repl]

A25.82-.87 Add rules A25.82, A25.83, A25.84, A25.85, A25.86 and A25.87 from 2006Repl. {See errata to 25.87 below. SR} [2006Repl]

A25.82 This is errata to the *AoO* replacement page (2006 Repl). In line 2, add “Non-elite” before “Axis Minor”. In line 3, replace “> 10” with “≥ 10”. [J7; HP]

A25.87 In the first sentence, add “unbroken and” before “pinned”, and delete “, Good Order”. [HP]

A25.9 Change the footnote reference at the end from “38” to “43”. [2006Repl]

A26.13 Change “Only a Good Order” to “Only an armed Good Order”. [2006Repl]

A26.131 Change “A Good Order” to “An armed Good Order”. [2006Repl]

A26.212 Add “(even if dismantled)” after “non-vehicular Gun” in the first sentence. [HP]

• Chapter A Footnotes

Footnote 27 Delete “non-Finnish” before “Axis Minors”. [HP]

Footnote 31A and 31B Add these footnotes from the replacement pages in HP. [HP]

Footnote 35 Add new paragraph from the replacement pages in *Croix de Geurre* 2nd edition. [CdG2]

Footnote 36A Add this footnote from the replacement pages in *Hollow Legions* 3rd edition. [HL3]

Footnote 37 Replace this with footnote 37 from the replacement pages in HP. [HP]

Footnote 37A and 37B Add these footnotes from the replacement pages in HP. [HP]

Footnote 38 25.9 ALLIED MINORS Change the number of this footnote from “38” to “43”. [2006Repl]

Footnote 38 through 42 Add the new footnotes from 2006Repl. [2006Repl]

Footnote 44 Add this footnote from the replacement pages in *Hollow Legions* 3rd edition. [HL3]

• Chapter A Divider (Original)

A11.11 Close Combat Table In the list of CC FP or DR Modifiers, in the entry that begins “by unpinned Gurkha”, add “armed,” before “unpinned” and delete “(unless ambushed)”. In the entry that begins “by Dare-Death MMC” add “armed, unpinned” before “Dare-Death”. [J7]

A11.11 Close Combat Table In the Sequential CC line, “AFV” should be “Vehicle”. {A11.31 confirms Bill Kohler’s find. SR}

A12.121 Concealment Loss/Gain Table In Note A, line 2 after “during the MPh/RtPh,” add “is forced back to its last Location via Detection (A12.15).” [J4]

A12.21 Concealment Loss/Gain Table In line 1 of Case A in the EXC, replace “all defenders” with “its target” and in the next line replace “Bypass (A15.42)” with “Bypass (A12.42)”. [J7]

A12.21 Concealment Loss/Gain Table In Case C after “DC NTC;” add “claim/forfeit WA” to the list of exceptions. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

A12.21 Concealment Loss/Gain Table In Case E after “overstacked,” and in Case F after “Wounded,” add “fails a MC,”. [J10]

A15.1 Heat Of Battle Table Under “* Treat as Battle Hardening”, add “or on a Pier” after “Beach Location”. Under “† Treat as Battle Hardening”, add “Assaulting/Evacuating side in a Beach Location or on a Pier (G14.32)”. [J7]

Support Weapon Chart Change Note D to: “D. Hero fires by adding 1 to MG IFT DR (using full FP) or TH DR”. In the “PF, PFK” line, remove note “B” from the “1 IPC (2PP Max) SMC” column.” [J7]

• Chapter A Divider (Reprinted)

A11.11 Close Combat Table The DRM for Gurkha/Japanese vs Infantry should be “-1” not “-2”. [J7]

Support Weapon Chart In the “PF, PFK” line, remove note “B” from the “1 IPC (2PP Max) SMC” column.” [J7]

Chapter B

Page B1 At the end of Order of Presentation, add “35. Light Woods” and “36. Prepared Fire Zone”. [HP; Mw202104]

B2.1 At the end of the penultimate sentence add “; the in-hex terrain (and any Flame/Blaze already in it) is considered to no longer exist at all.” [J11; Mw202104]
After “in-hex terrain” in the above addition, add “[EXC: roads]”. [J13]

B3.4 In line 5, replace “(O1.3)” with “(O1.2)”. [J12; Mw202104]

B3.43 In line 5, replace “(O1.3)” with “(O1.2)”. [J12; Mw202104]

B3.5 In line 1 in the EXC delete “*rumble*”. [J5; Mw202104]

B6.3 In line 3, after “regardless of LOF)” replace “is” with “and Residual FP attacks are”. [Mw202104] {This supersedes errata to lines 3-4 from J7, and AP4 and J8. SR}

B6.42 In line 6 after “bridge” add “Location”. [J5; Mw202104]

B8.61 In line 7 after “and is Fortified” add “but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox”. [B7-8vB; Mw202104]

B9.21 In line 2, after “/hexspine” add “forming a part of the unit’s hex”. [J11; Mw202104]

B9.3 In line 5, after “road”, add “/gap”. [J11; Mw202104]

B9.31 In line 8, replace “wall/hex” with “wall/hedge”. [J8; Mw202104] {Also in B7-B8vB.pdf download pages. SR}

B9.321 In the first EX the 4-6-7 should be marked with a WA counter. [Mw202104] {Already incorporated on the PDF downloadable pages for ASL Journal 3 errata.}

B9.323 In line 2 after “as soon as possible” add “regardless of timing”. [B9-10B]

B9.323 In line 3, after “forfeit it” add “[EXC: 9.324]”. [J8; Mw202104]

B9.324 In line 4 change “claim” to “gain”. [B9-10B]

B9.324 In line the last line change “wants” to “attempts”. [B9-10B] {Rendered moot when this sentence was replaced by J8 and Mw202104. SR}

B9.324 (2008 version) Replace the last sentence with “A HIP unit that desires to claim WA during setup must secretly record such WA status [EXC: 9.323]. A HIP unit may forfeit WA (even if it had been mandatory) to an enemy unit claiming WA (even implicitly; 9.323) over a shared hexside and remain hidden but must be place onboard (concealed) to deny an enemy unit from claiming WA, or to claim WA that is not mandatory and was not recorded, or to forfeit WA if no enemy is claiming it. Hidden units are not considered when determining if broken/unarmed units may claim WA (9.32).” [J8; Mw202104]

B9.33 Replace the first sentence with “If a non-Aerial firer is at an elevation above the wall/hedge, the hexside TEM may be reduced. Determine the height of the firer above the base level of the target hex and reduce the TEM of that wall/hedge hexside by one for each full level by which the height difference exceeds the distance to the target hex (to a minimum TEM of 0).” [B9-10B]

B9.33 EX In lines 5-6 delete “it is not a full level then the Half-Level obstacle and”, and add “advantages” after “its elevation”. [B9-10B]

B9.35 second EX In line 17 change “will receive hedge” to “receives hedge”. In line 27 change “from P6 and R6” to “from P6 or R6”. [B9-10B]

B9.36 Replace the first sentence including the EXC with “Any vehicular target fired on by Direct Fire ordnance subject to wall

TEM is considered HD (D4.2) instead of receiving the wall TEM. However, if also able to claim in-hex TEM (9.31), the player may choose in-hex TEM instead of HD benefits (D4.2)—after the attack declaration, but before the attack DR is made. If attacked by non-ordnance, the vehicle (but not its PRC) receives the wall TEM (or in-hex TEM).” [B9-10B]

B9.36 EX In lines 4-5 after “are HD to” add “ordnance attacks from”. [B9-10B]

B9.4 EX Replace this with “See the 9.41 illustration. It costs three MF to move from 55H7 to I8 ($1 + [2 \times 1] = 3$).” [B9-10B]

B9.41 Add the new rule and example from B9-10B. [B9-10B]

B9.42 Add the new rule and example from B9-10B. [B9-10B]

B9.5 line 3 after “walls” add “[EXC: HEAT NA (C8.31)]”. [J5; B9-10B]

B9.52 Add “**LOS:**” after the rule number. In the penultimate sentence replace “[EXC: 9.521]” with “[EXC: The number of blind hexes can be reduced to zero; 9.531]”. LOS cannot be traced along a bocage hexspine as can be done with a wall (9.2).” [B9-10B]

B9.521 Replace this rule with the rule from B9-10B. [B9-10B]

B9.521 Add new example from B9-10B. [B9-10B]

B9.531 In line 2 add “hexsides” after “bocage”. At the end add “The number of blind hexes created by a bocage hexspine cannot be reduced below one.” [B9-10B]

B9.54 Add “**MOVEMENT:**” after the rule number. In the last EXC: change “a road” to “an obvious gap (9.4)”. Delete the illustration and example following B9.54. [B9-10B]

B9.55 Replace this rule and example with those from B9-10B. [B9-10B]

B9.541 In line 7 change “do so using Reverse Movement” to “use Reverse Movement/carry-Riders”. In the last line change “it were Open Ground” to “the bocage did not exist”. [B9-10B]

B10.1 In the fourth sentence, after “in question” add “for LOS purposes (but the actual Crest Line is always used for movement purposes)” and after “hill hex” add “[EXC: Newer boards may depict visible Crest Lines beneath this other terrain (EX: 61F8), in which case the actual Crest Line is used to determine LOS as is the case with Inherent Terrain]^{3A}”. [J10; Mw202104]

B11.31 In line 2, replace “lower level hex” with “lower level Location”. [J12; Mw202104]

B11.32 In line 3, replace “higher level hex” with “higher level Location”. [J12; Mw202104]

B13.3 In line 2, add “[EXC: vs. bypass movement]” after “hex” and before “. All”. [J7; Mw202104]

B13.421 In line 14 between “woods” and “hex” delete “road”. [J4; Mw202104]

B14.2 line 6 before “higher” delete “one level”. [J5; Mw202104]

B15.5 In the last sentence change, “section 25” to “Section 25”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

B16.71 at the end of the first sentence add “; 16.4 does not apply”. [J5; Mw202104]

B16.72 at the end add “and pay double Open Ground COT”. [J5; Mw202104]

B18.43 In line 1 change “ordnance” to “Gun”. [J11; Mw202104]

B20.3 In line 2, after “provided a LOS” change “to” to “INTO”. [J11; Mw202104]

B20.41 Replace “marsh hexes on the same board” with “adjacent/connected marsh hexes (B16.6)”. [J13]

B20.43 In line 2, after “CX” add “[EXC: broken/Berserk units]”. [J12; Mw202104]

B20.93 EX At the end of the penultimate sentence add “and if pinned or broken in T3 would be placed IN the Depression at the end of its MPH”. [J11; Mw202104]

B23.211 line 5 after “(A10.61),” add “Victory Conditions (A26).” [J5; Mw202104]

B23.25 At the end add “LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/1X4).” [Mw202104 adds to J5]

B23.922 In line 2, add “armed” between “Good Order,” and “enemy”. [J12; Mw202104]

B23.71 In the last line of the second example, change “04-P3” to “O4-P3?”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

B25.141 Add a period at the end. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

B27.6 Change existing footnote “3A” to “3B”. [J10; J11]

B27.6 In line 6, after “higher-elevation trench/sangar” add “(as if moving from a connecting Trench)”. In line 8, after “Controls the trench/sangar” add “Location”. In lines 12-14, delete the fourth sentence, which begins “A Snap Shot taken...”. [J12; Mw202104]

B28.1 In lines 6-7 delete “Known Minefields (28.45-.47)” from the EXC. [J5; Mw202104]

B28.61 In line 5, add “Infantry/Cavalry” between “but” and “are”. [J8; Mw202104]

B29.5 In line 4, after “results in a” add “Final”. In line 14, replace “Placed/Thrown” with “Placed”. [J11; Mw202104]

B30.34 In line 2 delete “Residual FP”. [J4; Mw202104]

B30.35 “AP:” should be bold. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

B30.6 In line 11, after “be attacked” add “(nor attack)”. [J11; Mw202104]

B32.11 After the first semicolon in the EXC add “Streetfighting, Manhole Locations,”. [J8; Mw202104]

B33.11 Add a “)” after “or a dry stream-woods hex”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

B35 Add rules from HP replacement pages. [HP]

B36 Add rules from HP replacement pages. [HP]

• Chapter B Footnotes

Change existing footnote “3A” to “3B” and add new footnote: “**3A. 10.1 HILLS:** In addition to having visible Crest Lines beneath some terrain, newer boards are much better at depicting where Crest Lines actually are by using gaps in the terrain. In many areas of the board, most players will be able to agree on where the Crest lines actually are underneath the other terrain of grain, brush, woods, or buildings even without visible Crest Lines. When players can so agree, we encourage them to use the actual Crest Lines to determine LOS.” [J10; J11; Mw202104] {This errata also applies to page B43 provided in *Hakka Päälle!*}

Footnote 19, 20, 21 Add these Footnotes from HP. [HP]

• Chapter B Divider (Original)

Chapter B Terrain Chart In row “2. Shellholes” delete “unless BU” in the Notes section. [Mw2020] {Corrected on revised dividers.}

In row “3. Road” in the “Truck” column after “½” add “[BU:1]”. [J5]

In row “6. Bridge” in the “TEM” column replace “LOS” with “FFMO”; in the “Notes” column replace “If” with “FFMO if”. [AP4; J8]

In row “14.8 Olive Grove”, in the “LOS Obstacle/Hindrance” column, replace “■ Hindrance” with “■ Level-One or Hindrance”. [J11]

A24 Smoke Summary In the two WP rows, replace “U.S./British” with “U.S./British/Japanese/Chinese”; in the Mild Breeze column of the “WP +2” row, delete note “K”. [J7]

A24 Smoke Summary The white Dispersed WP counter should have “NMC” on it. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

B25.65 Wind Change Chart In line 4 of NOTE replace “Mild Breeze” with “No Wind”. [J7]

• Chapter B Divider (Reprinted)

A24 Smoke Summary Chart In the fifth row of this chart (White Dispersed WP) replace “U.S./British” with “U.S./British/Japanese/Chinese”. [J7]

A24 Smoke Summary Chart The fifth (white WP) and sixth (gray WP) rows of this chart should show a “Dispersed +1” counter, not a full-strength “WP NMC +2” counter. [J7]

Terrain Chart In row “14.8 Olive Grove”, in the “LOS Obstacle/Hindrance” column, replace “■ Hindrance” with “■ Level-One or Hindrance”. [J11]

Chapter C

C.7 At the end (before the EX) add “The Original DR for rubble creation (B24.) and pillbox elimination is determined after

application of the bonus DRM [EXC: CH; 3.73].” [Mw202104] {This replaces Q&A that said the same thing in J4. SR}

C.8 In line 5, replace “moving” with “a moving target”. [J7; Mw202104]

C1.6 In line 5, at the end of the EXC add “; vs unit capable of claiming bocage TEM vs Observer”. [J12; Mw202104]

C1.7 At the end add “[EXC: IR Missions must be declared prior to the Mission’s first Battery Access draw].” [J5; Mw202104]

C1.81 In lines 1-2 delete “(inclusive of units set up offboard)”. [J5; Mw202104]

C1.821 In lines 8-9 replace “breaks/suffers-” with “fails-a-MC/-suffers-”. [J10; Mw202104]

C1.823 Replace the entire section with “Whenever any Bombardment MC DR is an Original 12, place a Shellhole counter or a Flame at the Base Level of that hex, depending on which placement is legal. If both placements are legal, make a subsequent dr. If this dr is ≤ 3, a Shellhole counter is placed; if this dr is ≥ 4, a Flame is placed. Bombardment may place no more than one per hex.” [J11; Mw202104]

C2.29 In lines 9-10, delete “[EXC: as per D6.64]”. [J7; Mw202104]

C3.33 In line 11, replace “all vulnerable units/PRC hit by WP must take an A24.31 NMC” with “see A24.31 for a hit by WP or if in a Location where WP is placed”. [AP4; J8; Mw202104]

C3.331 EX At the end add “See also B9.521 second EX for WP placement.” [AP4; J8; Mw202104]

C4.2 In the penultimate line replace “Gun” with “weapon”. (All weapons ≤ 40mm suffer this modification to their Basic To Hit #.) [Mw202104]

C4.3 In the last line the cross reference should be to C8.11, not C8.2. [J13]

C5.35 In line 2 delete “in its MPH”. [J5; Mw202104]

C5.6 In line 3, replace “or stunned” with “stunned, or marked with a Final/Intensive Fire counter”. [J7; Mw202104]

C5.9 “[EXC: Night E1.114]” should be “[EXC: Night E1.14]”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

C6.8 After the “WP” in line 3 in the EXC, insert “; HD (D4.2)”. [Mw202104]

C7.7 AFV Destruction Table (in Chapter C, on the blue Chapter C Divider, and on the blue-gray QRDC) In the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry. [J7; Mw202104]

C8.4 In line 15, after “of all hexes” add “per A7.4”. [J11; Mw202104]

C10.3 Manhandling DRM Chart In the asterisk footnote, after “LOS Hindrance,” add “SMOKE,”. [J12; Mw202104]

C11.2 In line 2, after “which” add “set up manned by a crew and”. [J11; Mw202104]

C11.3 In line 1 delete “is”. [J5; Mw202104]

In line 1, after “If a Gun” add “is a RCL or”. [J11; M2202104]
After the last sentence, add “A Gun that sets up qualified for Emplaced status may nevertheless set up non-Emplaced, provided this fact is noted on a side record.” [J11; Mw202104]

C12.23 In line 2, after “pillbox,” add “cave,”. [J10; Mw202104]
In line 1, replace “inside an Emplacement,” with “a”. [J11; Mw202104]

C13.1 In line 7 replace “red” with “green”. (The “L” footnote on the To Hit table is in green.) [Mw202104]

C13.23 In line 1, delete “with gunshields”. [J11; Mw202104]

C13.3 In line 2, after “September 1943” add “(see A25.76 for Finnish use and A25.85 for Romanian and Hungarian use)”. [HP; Mw202104]

C13.31 In lines 31-33 replace “squads” with “squad-equivalents”. [J4; Mw202104]

C13.311 In lines 3-4 replace “squads” with “squad-equivalents”. [J4; Mw202104]

C13.7 In line 4, replace “Good Order (or Berserk)” with “unbroken”. [J10; Mw202104]

• Chapter C Divider (Original)

C3 To Hit Table Change “* Gun”, “L Gun” and “LL Gun” to “* weapon”, “L weapon” and “LL weapon”. [J7]

C5 Firer Based DRM Table In Case I replace “MA only” with “MA/SA only”. [Mw2020]

C5 Firer Based DRM Table In case A add note “S”.
In Case B add “(+3 if firer is in woods/building/rubbled)”.
In Cases C, C1, & C2 add note “L”. [J7]

C6 Target-Based Hit Determination DRM Table In Case L after “target” add “/firer”. In Case M delete note “G”. [J7]

C7.31 AP To Kill Table: in the Unarmored Target line at the bottom of the Table, change “65-77mm” to “65-84mm”. [J7]

C7.31 AP To Kill Table The Axis Minor 40mm AP Basic TK Number is “9”. The Axis Minor 80L AP Basic To Kill Number is “17”. The Axis Minor 83L AP To Kill Number is “17”. [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

C7.33 HEAT To Kill Table The Axis Minor 40mm HEAT Basic TK Number is “26.” [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

C7.33 HEAT To Kill Table at the bottom, after “45+: 3”, add “(Germans only); Finns: 1”. [HP]

C7.34 HE & Flame To Kill Table Change “2, 3, 4: Only TK# Modifiers are:” to “2, 3, 4: Only TK# Modifiers are +1 if Rear Target Facing & :”.

In note 3 add “+1/+2 Elevation adv. (C7.22);”.

In note 4 at end add “; double if CH”. [J7]

C7.7 AFV Destruction Table In the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry. [J7]

C10.3 Manhandling DRM Chart In the asterisk footnote, after “LOS Hindrance,” add “SMOKE,”. [J12]

C12.3 At the end add “If firing within hex, the zone is only in that hex.” [J13]

• Chapter C OBA Firepower Chart

The “[U.S.]” entries on the 60mm+ Gun Caliber Size row apply to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. [An97]

The 100mm+ entry in the Barrage column should be “16”, not “12”. [J4]

• Chapter C OBA Flowchart (Original)

The “Place IR either...” polygon in the IR section should also allow for the option 3 six-hex method of placement. [An97]

- 1) In the first column of chart, in the yellow oval, at end after “next” add “RPh” and change color to orange.
- 2) In the heading of the 2nd column replace “SSR” with “SR”.
- 3) In the Rocket OBA section, in the green oval at the bottom left replace “Access Lost, Remove AR” with “Resolve FFE:1, Replace with FFE:2”
- 4) In the Rocket OBA section, the white rectangle at the top right should say “Do you desire to Cancel FFE:2?”
- 5) In Note e, line 2, replace “of” with “or”. [Mw2020]

In the “Converting an/or Correcting a SR” section, in the “If there are enemy units...” white box at the bottom, change “AR” to “SR”. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

In the “FFE:2 Correction and Fire” column in the Player aid V2, at the bottom of the column there should be an arrow leading from the “Make Direction/Extent of Error DR” ‘octagon’ to the “resolve FFE:2” oval. [J4]

In the Rocket OBA section, change “unknown^d” to “unknown^d”. The ‘d’ should be a superscript. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

Add footnote “z” to the first chit draw square under “Contact and Access”. After “Battery Access” in the second line of the “Firing Illuminating Rounds (IR) with OBA” box add “z. An IR Mission must be declared prior to drawing for Battery Access.” [J5]

In the last white rectangle in the “Converting and/or Correcting a SR” section, change “AR” to “SR”. [J11]

• Chapter C OBA Flowchart (Original)

In the last white rectangle in the “Converting and/or Correcting a SR” section, change “AR” to “SR”. [J11]

Chapter D

Page D1 At end of Order of Presentation, add “17. Aerosans” [HP; Mw202104]

D8.B EX In line 4, change “Armor Assault” to “Armored Assault”. [Rules inspection] {To make it match D9.31 and the index entry. SR}

D1.81 In lines 2-3, delete “either” and delete “or in its own hex”. [J7; Mw202104]

D1.82 Change “supercrypt” to “superscript”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

D2.11 Replace the fourth sentence with “VCA changes (if not on a road) in difficult terrain (see Terrain Chart) require a Bog Check (D8.2).” [J11; Mw202104]

D2.21 In the example change “9 MP))” to “9 MP)”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

D2.3 In line 16: add “/hexside” after “hex”. {If a vehicle is trying to VBM a second hexside of the same hex, and is prevented, then the MP are spent in that hex, not in the previous hex. } [Correct in D5-8vB; Mw202104]

D2.41 In line 4 change “A22.611” to “A22.612”. [Inspection confirms Bill Kohler’s find]

D2.5 ESB DRM Table (in Chapter D, on the gray Chapter D Divider, and the blue-gray QRDC) In the “+1” row after “Russian(r).” add “, all Chinese”. {Also applies to D5-8vB replacement page PDF!} [J7; Mw202104]

D3.32 In line 6: append the following at the end: “if not in Motion; or Case C4/quartered FP, if in Motion.” Delete the sentence: “(See Example at the top of the next page.)” [Corrected in D5-8vB; Mw202104]

D4.2 In lines 3-4, replace “Direct or Small Arms/non-ordnance [EXC: DC, C7.346] fire” with “Direct Fire ordnance”. [AP4; J8; Mw202104]

In line 7 replace “claim a” with “claim an in-hex” before “Case Q TH DRM”. [J6; Mw202104]

D4.21 In lines 1-2, add “ordnance” after “Direct Fire”. [AP4; J8; Mw202104]

D5.311 The parentheses were messed up in going from v1 to v2.: Add a “)” after C3.9 in line 3, and delete the “;,” at the of the line. Add a “(“ at the start of line 4. Delete a “)” after “[5.31]” in line 5. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

D6.2 In line 5, after “SPA,”, add “SPAA,”. In line 6, replace “in addition” with “within those time frames”. [J11; Mw202104]

D6.21 In line 5, after “enter” add “/exit”. [J11; Mw202104]

D6.24 In line 11, after “unit breaks” add “or is eliminated”. [J11; Mw202104]

D6.5 In the last line add “/Recovered” after “unloaded”. [J4; Mw202104]

D7.221 In the last line change “A8.3]” to “A8.31”. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

D8.21 In the table, add a new row with “+1” in the “DRM” column and “Entry of Light Woods at one-third MP allotment” in the “Cause” column. [HP; Mw202104]

D8.23 In line 2, change “motorcycle; 15.47” to “motorcycle (15.47); Aerosans (17.24)”. [HP; Mw202104]

D14.2 Delete the example and replace the rule with the rule from 2006Repl. [2006Repl]

D14.21 Replace the rule and examples with those from 2006Repl. [2006Repl]

D14.211 Add the new rule from 2006Repl. [2006Repl]

D14.212 Add the new rule from 2006Repl. [2006Repl]

D14.22 Replace the rule and examples with those from 2006Repl. [2006Repl]

D14.23 Replace the rule with the rule from 2006Repl. [2006Repl]

D14.24 Add the new rule from 2006Repl [2006Repl]

D14.3 Replace this rule with the rule from 2006Repl. [2006Repl]

D14.31 Add the new rule from 2006Repl. [2006Repl]

D14.32 Add the new rule from 2006Repl. [2006Repl]

D14.33 Add the new rule and examples from 2006Repl. [2006Repl]

D14.331 Add the new rule from 2006Repl. [2006Repl]

D14.332 Add the new rule from 2006Repl. [2006Repl]

D14.333 Add the new rule from 2006Repl. [2006Repl]

D15.81 In line 2 change “four MF (as per A4.11-.12)” to “the same MF allotment as their Riders would if Infantry (including Leader Bonus and Double Time, if applicable)” [2006Repl]

D16.12 In line 3, after “orchard-roads” add “and brush-roads”. [J11; Mw202104]

D17 Add these rules from the HP replacement pages. [HP]

• Chapter D Footnotes

Footnote 14 and 15 Add these footnotes from the HP replacement pages. [HP]

• Chapter D Divider (Original)

D2.5 ESB DRM Table In the “+1” row after “Russian(r).” add “, all Chinese”. {Also applies to D5-8vB replacement page PDF!} [J7]

D4.22 Hull Down Maneuver Chart Add “Attempt at setup: -1” [Inspection prompted by J7 errata to reprinted divider]

• Chapter D Divider (Reprinted)

D4.22 Hull Down Maneuver Chart Add “-1” before “attempt at setup”. [J7]

D5.34-.43 Stun/Recall & Shock/UK Chart In the Shock/UK chart the rules reference C7.4 should be shown. In the 3rd bullet under “Results” in line 1 replace “CCPh” with “RPh”. [Mw2020]

D8.21 Bog Check DRM In the table, add a new row with “+1” in the “DRM” column and “Entry of Light Woods at one-third MP allotment” in the “Cause” column. [HP; Mw202104]

• Chapter D Overrun Flowchart

In the “Vehicle may exit if able” box, in the third bullet after the “Staying in the Location:” header, replace “ends the MPh” with “ends its MPh”. [J11]

Chapter E

E1.14 In line 1, before “Non-Stopped”, add “in Motion/”. [J7; Mw202104]

E1.23 In the table, after “Japanese” add “, Finns”. [HP; Mw202104]

E1.531 At the end, add “A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules.”. [J11; Mw202104]

E1.61 In line 2, before “Finnish” add “Elite/1st-line”. [HP; Mw202104]

E1.7 In line 8, replace “bocage TEM” with “WA (B9.32) over a bocage (B9.5) hexside”. [J11; Mw202104]

E1.931 At the end add “IR Missions must be declared prior to the Mission’s first Battery Access draw.” [J5; Mw202104]

E3. In the fourth sentence, at the end add “and on page H186 for use in Finland and the Leningrad-Murmansk area”. [HP; Mw202104]

E3.6 Replace the third sentence with “On *unpaved* roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road.” [J5; Mw202104]

E3.712 In line 1, delete “Infantry”. [Mw202104; HP mistakenly lists this under E7.312]

E3.733 In line 1 delete “Ground/”. [J4]

E3.7331 In line 5, after “per hexside.” add “Along plowed roads, all non-tracked vehicles [EXC: *sledges*] must pay one extra MP/MF per hexside.”. [J5]

E3.741 In line 1, replace “ordnance/SW” with “weapons”. [J8]
In line 1, replace “except DC” with “[EXC: DC]”. [HP]

E4.2 Change the fourth sentence from “Skiers are identified by being placed on ski counters.” to “Skiers are identified by placing the possessed ski counter with the “Skis” up.” Add “Switching mode is considered movement and is NA if pinned/TI.” before “There is no cost for switching”. After “costs two MF to switch from foot to ski mode”, add “[EXC: one MF for Finnish Infantry^{14A}]”. [HP]

E4.21 Add “with the “OFF Skis” side up” before “at a cost of one PP”. Add “Unpossessed skis are placed under all units in their Location.” at the end. [HP]

E4.22 Add this new rule from the HP replacement pages. [HP]

E4.3 Add “[EXC: *Finns (4.2)*]” between “expend two” and “more MF” in the penultimate sentence. [HP]

E4.8 Add this new rule from the HP replacement pages. [HP]

E5.2 In the penultimate sentence, after “Manhandled” add “via Infantry Bypass or”; delete “or around it via Infantry Bypass”; after the sentence, add “Other boats may be Manhandled using Bypass.”. [J11; Mw202104]

E7.25 In line 19 after “one hex,” add “and to reduce any non-cliff Crest Line Blind hexes to zero if there is ≤ 1 level elevation difference (see B10.23),”. [J4; Mw202104]

E7.3 In line 7-8 between “easiest” and “target” add “non-HIP [EXC: *Observation Planes may target “empty” hexes*]”. [J4; Mw202104]

E7.3 In the table, add a new row with “+2” in the “DRM” column and “Target is in Light Woods” in the “Condition” column. [HP; Mw202104]

E7.312 HP mistakenly list errata for E3.712 under E7.312. {SR}

E7.4 In line 2 at end of EXC: add “and subsequent hexes of a Strafing Run”. [J4; Mw202104]

E7.5 In the antepenultimate sentence in the seventh line from the end after “marked with an AA counter” add “(and AAMG firing at Aerial targets)”. [J5; Mw202104]

E7.6 In lines 5-6 delete “is subject to malfunction/–repair/–disablement normally and”. [J4; Mw202104]

E9.12 At the end of the first sentence, add “and the hexgrain direction they will all share.” [J6; Mw202104]

E9.42 In line 2, replace “cactus hedge” with “vineyard”. [J11; Mw202104]

E11.2 In line 3 replace “AFV platoon movement (D14.2-D14.22)” with “Impulse Movement (D14.3)”. [J7; 2006Repl; Mw202104]

E11.21 In the last sentence of the example change “hafrack” to “halftrack”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

E11.52 In line 1 replace “Impulses” with “Impulse Movement (D14.3)”. In line 8, after “Human-Wave” add “/Armored-As-sault”. [J7; 2006Repl; Mw202104]

E12.6 Add a period at end. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

E12.7 Change the beginning from “a creeping” to “A creeping”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

• Chapter E Footnotes

Footnote 14A and 14B Add these footnotes from the HP replacement pages. [HP]

Chapter F

See Chapter F under *WEST OF ALAMEIN* or *HOLLOW LEGIONS 3rd edition*.

Chapter G

See Chapter G under *Code of Bushido*, *Gung Ho!*, or *Rising Sun*.

Chapter H

H1.202 In lines 1 and 4, change “ski capability” to “skis”; in lines 5 and 12, change “ski capability” to “skis”; in line 8, change “ski capability has” to “skis have”. [HP; Mw202104]

H1.22 In the last sentence, after “Assault Engineer” add “squad”. [J11; Mw202104]

H1.25 MOL should be bold, not italicized. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

H1.26 In the last line of the 4-6-8 example, change “x3(##)” to “x3(##)”? [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

H1.28 Below the ELR Chart, in the Axis Minor note, change “*Finns’ ELR always equals Germans*” to “*see page H187 for Finns*”. [HP; Mw202104]

H1.44 At the end, add “or an Ahkio, which costs 1 BPV”. [HP; Mw202104]

H1.53 Replace the “Finnish OBA Availability Chart” with “See page H187 for Finns.”. [HP; Mw202104]

H1.531 In the table, at the end of the † note add “See page H187 for Finns.”. [HP; Mw202104]

H1.6 In the Fortification BPV table, add a new row with “PFZ” in the “TYPE:” column and “8 per factor16” in the “COST:” column, and in the footnotes add “16: See B36.6; although PFZ are not a Fortification, list these in the Fortifications section of the DYO Purchase Roster.”. [HP; Mw202104]

H1.72 The “1” in “1.72” should be bold. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

H1.82 last line, change “*a 12 DR equals “no effect” for a Finnish OB*” to “*The Finnish player may add an 8+1 in lieu of making a Leader Exchange DR*”. In the table, add “8+1*” in the “12” column of the Finnish row. [HP; Mw202104]

H1.83 Delete “-FINNISH” from the GERMAN SW ALLOTMENT CHART title and delete all the “/x” (slashes and the number following them) from that chart in the “# In Game” row. Add footnote 4 to the “ATR” heading in the RUSSIAN SW ALLOTMENT CHART, and replace footnote 4 with “Not available until Dec. 1941.”. [HP; Mw202104]

Ordnance Listing Key (page H24) Change “corresponding” to “indicated” in the explanation for “†” [eRB]

Vehicle Listing Key (page H11) Change “red” to “bold” in the “CS” and “MP” entries. [Rules inspection] {The printed vehicle listing tables use bold, not red-colored text. SR}

• Chapter H Divider

H1.28 Below the ELR Chart, in the Axis Minor note, change “*Finns’ ELR always equals Germans*” to “*see page H187 for Finns*”. [HP; Mw202104]

H1.53 Replace the “Finnish OBA Availability Chart” with “See page H187 for Finns.”. [HP; Mw202104]

• German Vehicle Notes

General Notes In the first line change “September 1 1939” to “September 1, 1939”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

German Vehicle Note 6 PzKpfw 35t Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8. [AoO; Mw202104]

German Vehicle Note 7 PzKpfw 38(t)A Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8. [AoO; Mw202104]

German Vehicle Note 8 PzKpfw 38(t)E Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8. [AoO; Mw202104]

German Ordnance Note 8 5cm PaK 41 Change “forseen” to “foreseen”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

German Vehicle Note 61 SPW 250/9 the depiction of the counter in Chapter H should have a thin white square around it, indicating it has a Slow Turret Traverse. The actual counter is correct. [J7; Mw202104]

German Vehicle Note 65 SPW 250/10 At the end of the first paragraph, add “See also U.S. Multi-Applicable Vehicle Note Z.”. [J11; Mw202104]

German Vehicle Note 67.2 mSPW S307(f) In the fourth line from bottom of the EX, change “halftrack” to “halftrack”. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

German Vehicle Note 92 2cm FlaK LKW and 3.7cm FlaK LKW Both illustrations incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement. [Mw202104]

German Vehicle Note 93 Goliath In line 14 of the second paragraph, add “BU” between “fully-tracked” and “AFV”. [Mw202104]

German Vehicle Note 97 SdKfz 2 In the second paragraph, at the end of the first sentence, add “regardless of time frame”. [J11; Mw202104]

• German Vehicle Rarity Factor Chart

German Vehicle Rarity Factor Chart The PzKpfw IVA is NA in 1941. [J5]

• Russian Ordnance Notes

Russian Ordnance Listing Multi-Applicable Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note. [Mw202104]

• Russian Vehicle Notes

Russian Vehicle Note 6 T-26S M37/39, 7 OT-133, 8 BT-5 M34, 9 BT-7 M37, 10 BT-7A Russian Multi-Applicable Vehicle Note P applies to Russian Vehicle Notes 6, 7, 8, 9, and 10. [Mw202104] {MAVN P is in *Hakkaa Päälle*. SR}

Russian Vehicle Note 12 T-28E M40 The illustration incorrectly shows the side AF as boxed 2. The Vehicle Listing and the actual counter show the correct side armor AF as boxed 4. [J12; Mw202104]

Russian Vehicle Note 19 M4/76(a) Russian Multi-Applicable Vehicle Note N applies to Russian Vehicle Note 19. [Mw202104] {MAVN N is in *Hakkaa Päälle*. SR}

• U.S. Vehicle Listing

U.S. Vehicle Note 42 M8 AC The Vehicle Listing in the eA-SLRB and pocket ASLRB accidentally omit the ● in the OT column. The vehicle is Open-Topped. {Inspection prompted by user David Goldman to gamesquad.com/forums on 18 Feb. 2023. SR}

Chapter J

Page J2 Change “Cordinators” to “Coordinators” in three places. [Inspection prompted by Ron Mosher to ASLML 15 Sep 2001]

Credits In “ASL Rules 2nd Edition” under “Rewrite Assistants”, change “Romanowksi” to “Romanowski”. [SR]

Chapter K (2000 copyright)

Page K16, column 1, paragraph beginning “it, cannot use Final Fire”, lines 4-5 change “but can fire during the MPH as FPF (A8.311), which is also dangerous to the firer.” to “except as FPF which is dangerous to both the firer (A8.31) and target.” [eRB]

Page K19, column 2, paragraph beginning “Suppose I attack alone.”, last line change “Now” to “And now”. [eRB]

Page K22 column 2, item number “2”, line 1, add “armed” between “Known” and “enemy” and in line 6 delete “/unarmed”. [J6]

Page K25 column 1, paragraph beginning “I rally, but you don’t...” lines 7-8, replace “instead being subject to the result of yours as if I were broken, except that” with “instead my life being subject to the result of your NMC – plus”. [J6]

Page K27, column 1, paragraph beginning “Large mortars are easier to get into awkward places” line 6, delete “≤ 82mm”, and line 9, delete “[EXC: roofless factory (O5.45)]”. [eRB]

Page 27, column 1, paragraph beginning “Okay, here in 2E2”, lines 5-6 delete “an over-scored Caliber Size indicate that” and “(C2.21)”. [eRB]

Page 28, column 1, delete the Case C bullet point. [eRB]

Page K29, column 2, last paragraph, delete “against the Level 2 Germans”, and change “are Concealed” to “were Concealed”. [eRB]

Page K30, column 2, paragraph beginning “Howdy boys”, after “from HS Able” delete “(C9.31)”. [eRB]

Page K31, column 2, paragraph beginning “In any scenario set in 1945”, delete “(Ammo depletion counters are available in *Doomed Battalions*)”. [eRB]

Page K31, column 2, paragraph beginning “When WP hits”, line 11, add “(‘91 Annual)” between “Level 4 Hindrance” and “and during the AFPh”. [eRB]

Page K32, column 1, paragraph beginning “Here comes out target.” Change “*Vehicle Covered Arc (D3.11)*” to “VCA”. [eRB]

Page K32, column 1, last paragraph, “halved for area fire” should be “halved for Area Target Type”. [Inspection prompted by Discord post by user jrv.]

Page K34, column 2, paragraph beginning “Being a crew”, change “(A19.1)” to “(A19.11)”. [eRB]

Page K35, column 2, paragraph beginning “One great thing”, line 12, add “is” between “colored die” and “5 or less”. [eRB]

Page K36, column 2, paragraph beginning “There are two kinds of Acquisition counters”, line 11, delete “other”. [eRB]

Page K38, column 2, paragraph beginning “All Direct Fire hits”, line 6, delete “(C7.34)”. [eRB]

Page K39, column 1, paragraph beginning “You might be wondering”, line 5, change “remains a Moving vehicle” to “remains a Moving target”. [eRB]

Page K39, column 2, paragraph beginning “So what do you need to hit?”, line 6, change “You missed your ROF” to “You lost ROF”. [eRB]

Page K41, column 1, paragraph beginning “So what are your modifiers?”, line 5, change “The King Tiger, it applies” to “The King Tiger applies”. [eRB]

Page K42, column 2, paragraph beginning “Okay, you have one more target”, line 1, change “type” to “category”. [eRB]

Page K44 column 1, paragraph beginning “No matter what...”, replace that first sentence with “No matter what, though, if you Hook Up a Gun both towing vehicle and Gun crew (Gun crew only if Unhooking) are marked with a TI counter for the rest of the Player Turn.” [J6]

Page K44, column 1, paragraph beginning “Well, that’s it”, line 4, add “of” between “most” and “the points”. [eRB]

Chapter K (2005 copyright)

Page K5, column 2, paragraph beginning “IN most Depression”, line 14, replace “H5-H5” with “H5-I5”. [J11; Mw202104]

Page K9, column 1, paragraph beginning “Now you have”, lines 2-3, change “O4” to “Q4”. [J11; Mw202104]

Incremental IFT

A7.37 IFT TABLE The “MOL” entry should be over the pink “4” column instead of over the white “4½” column. [J4]

QRDC (Original)

A11.11 Close Combat Table The DRM for Gurkha/Japanese vs Infantry should be “-1” not “-2”. (This table on the pink divider correctly shows the DRM as “-1”.) [Mw2020]

In the Sequential CC line, “AFV” should be “Vehicle”. {A11.31 confirms Bill Kohler’s find. SR}

A11.11 Close Combat Table In the list of CC FP or DR Modifiers, in the entry that begins “by unpinned Gurkha”, add “armed,” before “unpinned” and delete “(unless ambushed)”.

In the entry that begins “by Dare-Death MMC” add “armed, unpinned” before “Dare-Death”. [J7]

A15.1 Heat Of Battle Table Under “* Treat as Battle Hardening”, add “or on a Pier” after “Beach Location”.

Under “† Treat as Battle Hardening”, add “Assaulting/Evacuating side in a Beach Location or on a Pier (G14.32)”. [J7]

C3 To Hit Table Change “* Gun”, “L Gun” and “LL Gun” to “* weapon”, “L weapon” and “LL weapon”. [J7]

C5 Firer Based DRM Table In Case I replace “MA only” with “MA/SA only”. [Mw2020]

C5 Firer Based DRM Table In case A add note “S”.

In Case B add “(+3 if firer is in woods/building/rubbled)”.

In Cases C, C1, & C2 add note “L”. [J7]

C6 Target-Based Hit Determination DRM Table In Case L after “target” add “/firer”. In Case M delete note “G”. [J7]

C7.31 AP To Kill Table: in the Unarmored Target line at the bottom of the Table, change “65-77mm” to “65-84mm”. [J7]

C7.31 AP To Kill Table The Axis Minor 40mm AP Basic TK Number is “9”. The Axis Minor 80L AP Basic To Kill Number is “17”. The Axis Minor 83L AP To Kill Number is “17”. [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

C7.33 HEAT To Kill Table The Axis Minor 40mm HEAT Basic TK Number is “26.” [AoO Vehicle and Ordnance Notes] {Fixed in 2020 updated Chapter Divider. SR}

C7.34 HE & Flame To Kill Table Change “2, 3, 4: Only TK# Modifiers are:” to “2, 3, 4: Only TK# Modifiers are +1 if Rear Target Facing & :”.

In note 3 add “+1/+2 Elevation adv. (C7.22);”.

In note 4 at end add “; double if CH”. [J7]

C7.7 AFV Destruction Table In the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry. [J7]

C10.3 Manhandling DRM Chart In the asterisk footnote, after “LOS Hindrance,” add “SMOKE,”. [Inspection prompted by J12 errata.]

D2.5 ESB DRM Table In the “+1” row after “Russian(r).” add “; all Chinese”. {Also applies to D5-8vB replacement page PDF!} [J7]

Support Weapon Chart Change Note D to: “D. Hero fires by adding 1 to MG IFT DR (using full FP) or TH DR”.

In the “PF, Pfk” line, remove note “B” from the “1 IPC (2PP Max) SMC” column.” [J7]

QRDC (reprinted)

D2.5 ESB DRM Table In the “+1” row after “Russian(r).” add “; all Chinese”. [J7]

D4.22 Hull Down Maneuver Chart Add “-1 attempt at setup”. [J7]

A./G. National Capabilities Chart

Original & Reprinted versions, and Miscellaneous Tables on that Divider

National Capabilities Chart The American Army 3-3-7 HS should have its morale underlined. The American Army 5-4-6 squad should have its FP underlined. The American USMC 6-6-8 squad should not have its Range underlined. [J7]

National Capabilities Chart In the Ordnance TH# Color the word “Black” should be bold in the German and Japanese entries. [Inspection prompted by Bill Kohler, email, 7 Dec 2002]

Control Table The last rules reference in note B should be “A26.132” not “A26.141”. [Inspection verifies Bill Kohler’s find]

ASL Rules Binder

Inside Back Cover The artwork on the inside back cover erroneously shows the German le Pak 41 anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordnance Notes, this weapon only has a 2 ROF. {Inspection prompted by errata to scenario A99 “To Clear A Roadblock” in An97. SR}

Errata: Other Items

A Bridge Too Far

• Chapter R

R1.22 Example, in line 5: Change “(by 2.4)” to “(by 1.22)”. [J2]
{J2 mistakenly says “line 4”. SR}

R4.21 In line 1, after ““open into”” add “only”. [J10]

R9.51 CG I Initial German OB: the third group sets up ≤ 3 hexes from hex R22 not ≥ 3 hexes. The Turn 1 reinforcements enter on hex R0, not S1. [J2]

R9.613 Shift Table DRM Change “drm” to “DRM”.

R9.619 Note B in the fortification table has no explanation. What does it mean?

A. Add the following to the Fortification Purchase Table Notes: “B Only the British may purchase this Fortification type.” [J2]

R9.6184 A6 Table In the dr “5” row replace “6.2” with “6/2”. [Inspection by SR]

• Chapter R Divider

Retained Unit Boxes All references on the retained unit boxes that are listed as “R9.071” should be “R9.6071”. [J2]

• Counters

ABTF SCW Counters On the TH table in the back of all the SCW counters in *ABTF*, where they should say “TH#” they instead say “TK#”. [Doug DeMoss to ASLML, 23 Nov 1999]

British PIAT counters The British PIAT counters in *ABTF* have “TK” rather than “TH” on the back. [An89; An96] {Corrected with Journal#2 countersheet. SR}

German Black a) The backs of MMG “K” and MTR “A” are switched.

c) The 2-3-8 HS should have their morale underlined. {Fixed with Journal#2 countersheet. SR}

d) The DC counters should show “Set: 36FP” on the back, instead of “30FP”. [Inspection prompted by Curt Schilling to ASLML, 11 Nov 1999]

• Map

Turn Record Track The circled number in the Turn 8 block should be a circled 8, not a circled 6. [J2]

• RG Charts

German Reinforcement Group Charts Notes In Note z, change the reference from footnote 20 to 17. [Inspection by SR]

AFV Data Cards

U.S. M3A1 Scout Car AFV Data Card The movement-type symbol should be for *truck*-type movement. [An95w; An96]

Armies of Oblivion

• Chapter H Vehicle Listing

Common Vehicle Listings The “•” in the IF column for the FT-17M(f) should be in the line for the FT-17C(f) instead. [Inspection]

• Chapter H Vehicle Notes

Slovakian Vehicle Note 23 SdKfz 2(g) In the second paragraph, at the end of the first sentence, add “regardless of time frame”. [J11]

Axis Minor Vehicle Note 39 (Common) PzKpfw IVF1(g) In the notes column, delete note “B”. [J7]

Russian Vehicle Note 7.1 BT-2A The depiction of the counter in Chapter H should have a white oval underneath the MP indicating it is fully-tracked. The actual counter is correct. [J7]

• Chapter H Ordnance Notes

Croatian Ordnance Notes In the introduction on page H160 in the discussion concerning the German-Croat Legion and the M28(75) ART, replace “Allied” with “Axis” before “Minor Ordnance Note 56”. [J8]

• Counters

British Vehicle Note 76 Terrapin MK I The British *Terrapin MK I* amphibious truck counters that are replacements for the original *West of Alamein* counters should show the white double circles behind the MP indicating that the vehicle is classified as a Truck for movement purposes. [J7]

Hungarian 1-2-7 Vehicle crews The Hungarian 1-2-7 Vehicle crews should have an unbroken Morale Level of 6. [J7]

ASL Journal #1

Page 7 The “Types of Smoke” table indicates that Japanese ordnance always fires dispersed WP. That’s only true of the 50mm MTR. The other Japanese WP-firing ordnance (and OBA) is not so restricted. [Bruce Probst to ASLML, 21 Feb 1999]

Page 56 Delete all words between the “f” of column 3, line 6, word “fmorale” and the “irst” of page 57, column 1, line 3, word “sceirst”. [Ken Katz to ASLML, 19 Feb 1999]

Page 57 “Lesson Two” should be placed above the Jungle art in column 3. [Ken Katz to ASLML, 19 Feb 1999]

ASL Journal #2

• Counters

Japanese 1st Line HS counters These have “6” morale and “4” BPV on the broken side, instead of a “7” morale and “6” BPV. [Inspection prompted by Steve Linton to ASLML, 4 Feb 2000]

ASL Journal #3

• Article Errata

Page 59 Example 1 replace lines 23-29 “the result...whatsoever.” with “the result is 8 or less (0 DRM), the German squad is attacked with 30 FP on the IFT.”. [J5]

Page 62 In column 3, fourth paragraph of “GUNS” section, line 7 delete “AFPh and”. [J5]

Page 63 In column 3, second full paragraph, lines 7-8 insert “half” between “≤” and “the” in both instances. [J5]

Page 64 In column 2, first full paragraph, line 10 delete “unless it is in melee”. [J5]

ASL Journal #4

• Article Errata

Page 8 In “Mount Up?” sidebar, third bullet “Firepower”: replace with “FP 2 at range 8; ROF 1 for Carrier A”. [J5]

Page 12 In column 3, third full paragraph, line 13 replace “You” with “If enemy Infantry advances in, you”. [J5]

Beyond Valor 1st edition

• Counters

German Ordnance Note 17 7.5cm LG 40 The counter should have a thin white circle representing a T Gun type. [German Ordnance Note 17]

German Ordnance Note 18 10.5cm LG 42 The counter should have a thin white circle representing a T Gun type. [German Ordnance Note 17]

German Vehicle Note 6 PzKpfw 35t The German *PzKpfw 35t* tanks should have “t” – not “(t)” – in its name on the counter and the Chapter H illustration, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [An89; German Vehicle Note 6; An95w; An96] {An96 mistakenly references note 7. SR}

German Vehicle Note 65 SPW 251/10 The counter should have “Pre 9/43: ATR; 9/43+: PSK” on the back of the counter. [German Vehicle Note 65]

German Vehicle Note 69 PSW 221 The counter should show “BU FP NA” on the wreck side of the counter. All IMT

restrictions apply in the normal manner [*EXC: the crew must be CE to fire the CMG*]. [German Vehicle Note 69]

German Vehicle Note 92 2cm FlaK LKW The MA of the German 2cm FlaK LKW truck should be “20L”—not “20”. [German Vehicle Note 92]

German Vehicle Note 93 Goliath The counter should have three white stars on the Limbered side. [German Vehicle Note 93]

Beyond Valor 2nd edition

• Chapter O

O.3 Why does intervening rubble that rises from the Crest level of a gully-rubble hex block LOS between units of that same (i.e., Crest) level but not LOS from that level INTO the gully?
A. It should block the latter LOS also. Delete “, but only to same-level LOS” in O.3. [An93a; An95w]

O5.41 In lines 5 after “O4” add “(EXC: if the firer’s LOS enters the target’s Roofless Factory Hex within the building depiction (see the EX at the bottom of this page))”. [An95w; An96]

O6.21: line 2, after “open into” add “only”. [J10]

O11.4 SSR CG9 In line 19, add “non-East” before “edge”. [An93b; An96]

O11.4 CG9 GERMAN INFANTRY/AFV RG: line 3, delete “on/ between A9 and N0, as well as” from the exception. [J7]

O11.601 In the second sentence, replace “the Location the unit is placed in contains” with “any Location contains opposing”. [J12]

O11.6112 May a crew be Battle Hardened using this rule?
A. No. In lines 4 and 6 add “non-crew” before “MMC”, and in line 7 delete “(as ... crew)”. [An92; An95w]

O11.6194 The last sentence of the rule should read: “The listed cost of Infantry/AFV RG can be altered in up to three ways.” [An90; An95w; An96] {Fixed in later printings. SR}

O11.6194 Note b): line 19, before “on-map”, add “unconcealed”. [J7]

O11.6205: at the end of the EXC in the last sentence add “or if he sets up possessing a radio/field-phone per SSR CG6”. [J8]

• Chapter O RG Charts

Reinforcement Group Charts, Footnote P (pp. O17 & O18)

Last two lines should read “... allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain Alignment (E12.11-.2).³⁶ See also SSR CG6 (11.4).” [An90; An95w; An96] {Fixed in later printings. SR}

Russian Reinforcement Group Chart (p. O18) For the MOL-P Pltn, change “x2” to “x3”, and the CCP Cost to “2”. [An90; An95w; An96] {Fixed in later printings. SR}

• Counters

German Ordnance Note 6 37L AT Gun The counter name should be “PaK 35/36” and should have “H6[9]” in the lower right corner. [Inspection prompted by email from Bill Kohler, 7 Jan 2002]

German Vehicle Note 6 PzKpfw 35t The German *PzKpfw 35t* tanks should have “t” – not “(t)” – in its name on the counter and the Chapter H illustration, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [An89; German Vehicle Note 6; An95w; An96] {An96 mistakenly references note 7. SR}

German Vehicle Note 45 Marder I (f) The counters are missing the “(f)” in the vehicle name. (Corrected counters were supplied in *Pegasus Bridge*.) [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

German Vehicle Note 69 PSW 221 The Counter should show “BU FP NA” on the wreck side of the counter. [Mw2020]

Blood Reef: Tarawa

• Chapter T

T1.1 Delete the superscript 1 after “Betio” in the first sentence. [J2]

T3.2 Can Pillboxes set up in a beach hex?

A. No, nor can trenches; add “in Soft Sand” in T3.2 line 1 after “(F7.4) are NA”. [J2]

T6.4 Are there any Passage counters as mentioned in T6.4?

A. No. Delete the word “counter” in lines 1 & 3 of T6.4. [J2]

T15.4 CG2 Formation Table (and on Page T20) In Note g, replace “at the Z33 pier Location” with “on a pier Location”. [J9]

T15.4 CG2.1 In line 3 replace “during” with “prior to initial”. [J2]

T15.4 CG2.2 The last sentence of CG2.2 (and its EXC, along with the reference to CG2.3) seems to say that all non-Rifle-company formations may be attached to (i.e., transfer to) other Formations, since Rifle Companies are the only Formation *not* excepted. Is this correct?

A. No; in the last sentence of CG2.2, change the two occurrences of “Formation” to “BLT”. [J2]

T15.4 CG 2.3 In the first sentence after “assign” insert “all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning” and delete “for the current CG Date”. [J2]

T15.4 CG 2.3 first sentence of new paragraph after third bullet replace “Formation Creation Record” with “Landing Schedule Record.” [J2]

T15.4 CG2.3 Per CG2.3; can > 1 Assault Wave enter on the same turn, in the same Entry Area?

A. No, only one Assault Wave may enter per turn per Entry Area. In CG2.3, at the end of the next to last sentence after “any CG scenario” add “one per turn per Entry Area. [J2]

T15.4 CG16 In the second sentence, replace “these CG” with these scenarios”. [J9]

T15.4 CG 18.13 Delete CG18.13 entirely. [J2]

T15.5 CG II In CG II the Japanese get 31 CAPP for Black Beach Two, but only 3 hexes of this beach are in play. I can not figure out how to legally place this many pillboxes with only 3 hexes of beach available.

A. In the Japanese OB for CG II for Black Beach Two change “31⁵ CAPP” to “13⁵ CAPP”. [J2]

T15.5 CG II & CG III In CG III the Marines get 40 × LVT1(m) (and in CG II they get 20). But I don’t have any LVT1(m) counters. I have 40 LVT2(m) counters.

A. In CG II and CG III, change “LVT1(m)” to “LVT2(m)”. [J2]

T15.5 CG III SSR6 Why does the SSR 6 in CG III refer to LVT(A)2s being equipped with wire-grapnels when Vehicle Note 59 (to which the SSR refers) is about the LVT2(m)?

A. The SSR should refer to the LVT2(m). [J2]

T15.6131c In the Stun Recovery Table, replace “Retain unwounded” with “Retain Unstunned”, and “Retain wounded” with “Retained Stunned”. [J9]

T16.6105 This rule should be numbered “15.6105”. [Inspection]

U.S. Vehicle Note 59 LVT2(m) The illustration on page T17 should show the vehicle is Open Topped (the actual counters are correct). [Mw2020]

• Counters

Japanese Ordnance Note 10 Type 92 Infantry Gun The counters have WP8 while the original counters and Chapter H show WP5. [Steve Linton to ASLML 18 Nov 2001]

U.S. DC The counters should show “Set: 36FP” on the back, instead of “30FP”. [Inspection]

Code of Bushido

• Chapter G (≤ section 10)

G.1 In the 8th bullet, replace the parenthetical phrase with “(all brush-roads and woods-roads are Paths, with no Open Ground in the brush-/woods-road portion of those hexes. Sunken Roads (B4.) & Elevated Roads (B5.) are still in effect but with the road treated as Open Ground)”. [J10]

G.2 At the end, add “Tunnel entrances (B8.6) may be in jungle, kunai, or bamboo Locations.” [J10]

G.7 After “phone” add “or Observation Plane [E7.61]”. [J10]

G1.12 & G1.3 Add “, or ‘breaks’ due to a KIA result (A7.301), ” after “Reduction”) in G1.12 and after “MC” in G1.13. [An93a; An95w; An96]

G1.13 Add “WP MC” after “landing”. [An93a; An95w; An96]

G1.4 In line 9 at the beginning of the EXC add “Minimum Move (A4.134); Wounds (A17.2); “. [J5]

G1.41 There are no Japanese 8-1 Leaders. [An91; An95w; An96]

G1.422 In line 2, after “onboard” add “and there may be ≥ 1 AFV in the enemy OB”.

In line 4, after “manner” add “[EXC: if cannot affect Searching/-Mopping-Up casualties (A12.154)]”. [J10]

G1.423 In line 5, after “1.424,” add “may not be a Spotter (C9.3), may not detonate a Set DC [EXC: 1.6121]”. [J10]

G1.4231 In line 4, after “may” add “if unpinned”. [J10]

G1.424 In line 4 of the second paragraph, after “his DC” add “(even if Pinned)”.

At the end of the EXC in the second paragraph, add “; if he is above a Wire counter, treat DC as Placed for purposes of Wire Clearance (B26.51) and as if Thrown for all other purposes”. [J10]

G1.425 At the end of the first sentence of the second paragraph, replace “enemy unit” with “enemy AFV”. [J10]

G3.2 In line 2, after “(A10.52)” add “, exiting a tunnel or pill-box”.

In line 6, after “Manhandling into” add “(but not setting up a Gun in)”. [J10]

G3.4 Change B9.531 to B9.53 in the last line. [Inspection confirms Ron Mosher’s find]

G3.5 After the first sentence, add “Bunkers (B30.8) are NA.”. [J10]

G4.1 At the end of the rule, add “AFV Riders are allowed in palm tree hexes.” [An93a; An95w; An96]

G5.6 In line 5, after “Collateral/Residual-FP attack” add a closing square bracket “]”. [J10]

• Chapter H

Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor Add “† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP”. Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note. [An91; An95w; An96]

• Counters

Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor See entry under “Chapter H”.

Croix de Guerre 1st edition

• Chapter H Vehicle Notes

French Lend-Lease Vehicle, page H120 Dates for the Lend-Lease M4A3(76)W should be “8/44-5/45”. [An93a; An95w mistakenly lists page “11120”; An96]

French Vehicle Note 1 FT-17 75BS Tankette The French FT-17 75BS tankette counter (as well as its Chapter H

illustration) should *not* have a CMG. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

French Vehicle Note 36 Peugeot 202 Car The French *Peugot* 202 counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

• Counters

French HMG The back of counter “B” is incorrect. Corrected with *The General* 28.6 countersheet. [An93a]

French Ordnance Note 2 60mm MTR The back of counter “A” is incorrect. Corrected with *The General* 28.6 countersheet. [An93a]

French Ordnance Note 4 ATR The back of counter “C” is incorrect. Corrected with *The General* 28.6 countersheet. [An93a]

French Vehicle Note 1 FT-17 75BS Tankette The French FT-17 75BS tankette counter (as well as its Chapter H illustration) should *not* have a CMG. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

French Vehicle Note 36 Peugeot 202 Car The French *Peugot* 202 counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96]

Croix de Guerre 2nd edition

• Chapter DN

DN2.31 At the end, add “Contrary to B31.126, an Immobilized-vehicle/wreck-(including a Burnt-Out Wreck) may be removed per D10.4 as long as the tracked AFV is in an adjacent/same-hex road Location directly connected to the hexside.”. [CdG2PP; J13]

DN4.4 SSR CG10 In lines 14-15, replace “nor may it be removed from play as per D10.4 [EXC: 3.232; 3.53]” with “but may be removed from play as per D10.4 (see also 2.31, 3.232 and 3.53)”. [CdG2PP; J13]

DN4.51 Special Rule I.3 In line 3, change “must” to “may”. [CdG2PP; J13]

German Reinforcement Group Chart RG G4 In the OB column, change “3 × 2-2-8, 3 × 2cm FlaK 30, 2 × Opel 6700” to “2 × 2-2-8, 2 × 2cm FlaK 30, 2 × Opel 6700”. [CdG2PP; J13]

German Reinforcement Group Chart RG M2 In the Date Available column, delete “+”. [CdG2PP; J13]

• Chapter H

Free French OBA Availability Chart, page H130A The entry for DR 9 in the “12/43-5/45” column, change “80+” to “80+ M”. [CdG2PP; J13]

• Counters

French Vehicle Note 15 AM Dodge(a) The counter with identity letter “F” should have a 2-FP AAMG. [J13] {Possibly fixed in later printings. SR}

Doomed Battalions 1st edition

Doomed Battalions Counters Guns with “AP/HE LIMITED STOWAGE” (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Chas Smith to ASLML, 11 Aug 1999]

• Chapter H Vehicle Listing

Vehicle Listing 36 (Common) VCL Utility B(b) Change dates column to read “35-3/42”, and delete the “t” in the MP column. [J8]

Vehicle Listing 37 (Common) Heavy Truck CS column should read “7”. (Italicized, non-bold) [J8]

• Chapter H Vehicle Notes

Vehicle Note 2 (Polish) Vickers Edw(b) & Ejw(b) The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW). [Mw2020]

Vehicle Note 19 (Yugoslavian) T-32 Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

Vehicle Note 31 (Common) L3/35(i) The ““BMG HD FP OK” note is not needed by D4.223 (89 errata page). [Inspection prompted by letter from Charlie Hamilton & postings from Perry Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

Vehicle Note 32 (Common) FT-17C(f) The counter and listing should show “No IF” on the back. [Inspection prompted by letter from Charlie Hamilton & postings from Perry Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

• Chapter H Ordnance Listing

Ordnance Listing 5 (Polish) Ur wz.35 In the table, the Polish Ur wz. 35 ATR (Note 2) has no ROF. [J5]

Ordnance Listing 34 (Common) Mitrailleur de 13.2 CAJ mle 30 The Common *Mitrailleuse de 13.2 CAJ mle 30* should have an 11 in the B# column. [J10]

• Chapter H Ordnance Notes

Ordnance Note 28 (Common) 75mm wz.97 The text should refer to this Gun’s use as “towed AT guns”, not “towed AA guns”. [J1]

• Counters

Ordnance Note 35 (Common) Okerlikon 20mm The limbered side should have a “B11” not a “B10”. [J1] {Corrected with *ABTF* countersheet. SR}

Vehicle Note 19 (Yugoslavian) T-32 Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

Vehicle Note 31 (Common) L3/35(i) The ““BMG HD FP OK” note is not needed by D4.223 (89 errata page). [Inspection prompted by letter from Charlie Hamilton & postings from Perry Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

Vehicle Note 31 (Common) L3/35(i) Insert a “&” on the back of the counter after “Stun=Recall”. In the dagger note that begins with “The M13/40 4FP BMG may be scrounged...” insert “L3/35 and” in front of “M13/40”. [J8]

Vehicle Note 32 (Common) FT-17C(f) The counter and listing should show “No IF” on the back. [Inspection prompted by letter from Charlie Hamilton & postings from Perry Cocke and Jim Dauphinais to ASLML (October-December 1999)] {Corrected with *ABTF* countersheet. SR}

Doomed Battalions 2nd edition

Doomed Battalions Counters Guns with “AP/HE LIMITED STOWAGE” (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Chas Smith to ASLML, 11 Aug 1999]

• Chapter H Vehicle Listing

Vehicle Listing 29 (Dutch) Marmon-Herrington III(b) Add a dagger to the MP column on the vehicle chart. [J8]

Vehicle Listing 31 (Common) L6/40(i) Change start date in vehicle listing to “4/41”. [J8]

Vehicle Listing 31 (Common) M13/40(i) Change start date in vehicle listing to “12/40”. Change AF column in vehicle listing to “3”. [J8]

Vehicle Listing 33 (Common) R-35(f) Change dates to “9/39-4/41”. Add a 1 next to “E” in the Notes column of the vehicle listing. Add a “*” before the AAMG line on the back of the counter. [J8]

Vehicle Listing 35 (Common) C-K P17(f) Delete the dagger in the notes column after the “35”. [J8]

• Chapter H Vehicle Notes

Vehicle Note 1 (Polish) TKS & TKS(L) Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

Vehicle Note 2 (Polish) Vickers Edw(b) & Ejw(b) In the first dagger note, insert “[EXC: FG]” after “Each turret’s CMG rolls its TH/TK/IFT DR separately”. [J8]

Vehicle Note 5 (Polish) Peugeot 1918(f) Insert a “&” on the back of the counter after “Stun=Recall”. [J8]

Vehicle Note 6 (Polish) wz.29 “Ursus” Change “vehicles RCA” to read “vehicle’s rear TCA”. [J8]
The errata in J8 is incorrect, it should read “vehicle’s rear VCA”. [J11]

Vehicle Note 10 (Polish) 302T Delete MAVN “Q”. Add the following second dagger note: “The MA may use neither Motion Fire nor Bounding (First) Fire within the vehicle’s VCA—as signified by “No Bnd(F)F VCA” on the counter.” [J8]

Vehicle Note 13 (Polish) Horse-Drawn “Taczanka” Change “CS3” to “cs3” on the counter, and in the CS column of the Vehicle Listing change “3” to “3”. Delete the paragraph starting with “D12.4 GALLOP:”. Delete “Wrck Chck dr 6=Elim” from the back of the counter as unnecessary. [J8]

Vehicle Note 23 (Yugoslavian) AEC II(b) The Front AF should be circled (inferior turret). Change TA column in the Vehicle Listing to read “-F”. [J8]

Vehicle Note 24 (Danish) Nimbus In the second dagger note, after the text “This vehicle starts each scenario with two 2-2-8 crews as Riders” insert “(or as dismounted Infantry possessing the Nimbus)”. Replace each instance of “cyclist” with “motorcyclist”. In the dagger note beginning with “The 20mm AT Gun...” insert “(C10.11-.12)” after “may be (un)hooked”. In the example’s first paragraph, insert “to W5/W6/X5” between “changes its VCA” and “(2MP)”. After the text “and fires again” insert “retaining ROF,”. In the last paragraph of the example add “(becoming TI)” after “2 MF” in the first line. At the end of the dagger note that begins with “D15.6 The AAMG of a Nimbus” add the following to the end of the note: “Dismounted *unbroken* Infantry may retain possession of a Nimbus that is in Bypass of an obstacle, and (contrary to A4.32-.33) are considered to remain in Bypass at the CAFP for so long as they continue to possess the Nimbus.” [J8]

Vehicle Note 30 (Dutch) Jeep(a) Delete “*” next to the MP on the counter. [J8]

Vehicle Note 32 (Common) FT-17C(f) Delete the CMG on the FT-17C(f) counter and illustration. [J8]

Vehicle Note 34 (Common) M3A1(a) Scout Car In the first dagger note after “Remove either of its MG” insert “[ERRATA: this is also true for the U.S. M3A1 Scout Car]”. After the last sentence of the first dagger note, insert “[EXC: the Partisans can opt to use the Russian .50-cal HMG/British-colored MMG(a)]”. At the end of second dagger note replace the text “Since the ROF applies on to the ... only if those MG are firing together as a FG.” With “ROF applies only to the MA, (A9.2)”. The value in the AF column of the Vehicle Listing should be “0”, not “0/0”. [J8]

Vehicle Note 35 (Common) C-K P17(f) In the dagger note, delete “/Belgian”. [J8]

• Chapter H Ordnance Listings

Ordnance Listing 7 (Belgian) M76A Delete “QSU†” from the M76A’s “Special” column. [J8]

Ordnance Listing 8 (Belgian) 7.6cm FRC In the 7.6cm FRC Notes column, add a dagger after “8”. [J8]

Ordnance Listing 24 (Common) 37mm Bofors AT In the “RF” column, the “1.3” should be “1.2”. [J8]

Ordnance Listing 26 (Common) Bohler M35 47mm In the “RF” column, the “1.4” should be “1.5”. [J8]

Ordnance Listing 29 (Common) Bofors M34 In the Bofors M34 Dates column, change the dates to “34-3/42”. In the RF column change to read “1.2-1.6†”. [J8] {J8 mistakenly had BPV column. SR}

Ordnance Listing 30 (Common) 75M 19S The Dates column should read “19-5/40”. [J8]

Ordnance Listing 32 (Common) 120mm wz.09/31 Dates should be “31-5/40”. [J8]

Ordnance Listing 33 (Common) 155mm 17S Dates should be “20-5/41”. [J8]

Ordnance Listing 34 (Common) Mitraillease de 13.2 CAJ Add “mle 30” to the end of the Name. [J8]

Ordnance Listing 34 (Common) Mitraillease de 13.2 CAJ mle 30 The Common *Mitraillease de 13.2 CAJ mle 30* should have an 11 in the B# column. [J10]

Ordnance Listing 35 (Common) 20mm Oerlikon Date column should be “30-3/42”. [J8]

Ordnance Listing 36 (Common) 40mm Bofors Add “AA” to Name. Date column should read “38-5/40”. There should be a dagger in the “RF” column. In the Notes column, delete “Gr” and add “Ne”. [J8]

• Chapter H Ordnance Notes

Ordnance Note 4 (Polish) 100mm wz.14/19 Add “and Yugoslavian Ordnance Note 22)” after “Italian Ordnance Note 12”. [J8]

Ordnance Note 6 (Belgian) DBT Add an “*” before the Gun size, and add “*No Air Burst” to the disabled side of the counter. Change the dagger note to read “Due to the fuse delay, the DBT does not generate an Air Burst (B13.3) as indicated by “No Air Burst” on the counter. [J8] {J8 mistakenly said to add the “*” after the Gun size. SR}

Ordnance Listing 7 (Belgian) M76A Delete “Unloading the mortar from the caisson required approximately 5 minutes and was a strenuous task at best. The gun could be manhandled by six men or dismantled and carried by nine.” From the Gun’s descriptive text. Delete “or Towed (as if a non-Mortar)” from the first sentence of the dagger note. [J8]

Ordnance Note 14 (Belgian) M27 FRC Add an asterisk before the Gun caliber. [J8]

Ordnance Note 15 (Dutch) Solothurn s/18-1100 Add “(see Italian Ordnance Note 3)” after “Italians”. [J8]

Ordnance Note 18 (Greek) 37mm Bofors AA Change name to “3.7cm Bofors AA”. [J8]

Ordnance Note 24 (Common) 37mm Bofors AT Replace “See French Multi-Applicable Ordnance Note P” with “See C10.5”. [J8]

Ordnance Note 28 (Common) 75mm wz.97 Change “towed AA” to “towed AT”. [J8]

Ordnance Note 29 (Common) Bofors M34 Change BPV for the Norwegian berghanon/M11 and the Greek 75 “D” to 22. [J8]

Ordnance Note 31 (Common) C105 L 13S Corrected Gun silhouette. [J8]

Ordnance Note 32 (Common) 120mm wz.09/31 At the end, add “Saw use in Norwegian heavy artillery batteries (RF 1.4).” [J8]

Ordnance Note 34 (Common) Mitrailleur de 13.2 CAJ mle 30 Delete trailing asterisk after “*Tow NA” on counter back. [J8]

• Counters

Ordnance Note 14 (Belgian) M27 FRC Add an asterisk before the Gun caliber. [J8]

Ordnance Note 31 (Common) C105 L 13S Corrected Gun silhouette. [J8]

Vehicle Note 27 (Dutch) Pantserwagen M.36 The counter should have a 2FP Rear BMG. [Perry Cocke, ASLML, 28 Sep 2000]. {Confirmed by comparing DBv2 Chapter H and counters, to their DBv3 versions. Corrected in J2 countersheet. SR}

Vehicle Note 33 (Common) R-35(f) Add a “*” before the AAMG line on the back of the counter. [J8]

Ordnance Note 34 (Common) Mitrailleur de 13.2 CAJ mle 30 Delete trailing asterisk after “*Tow NA” on counter back. [J8]

Doomed Battalions 3rd edition

Doomed Battalions Counters Guns with “AP/HE LIMITED STOWAGE” (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Chas Smith to ASLML, 11 Aug 1999]

Allied Minor Support Weapon Allotment and ELR Chart
Add this line to the table on page 142B:

Nationality	LG	ELR	LMG	MMG	HMG
Ethiopian	9	3	10	16	20

.50 HMG	LT. MTR	ATR	DC	FT
—	12 ⁹	22 ⁷	3	—

{I split the line in two to fit here. SR} [HL3]

• Chapter H Vehicle Notes

Vehicle Note 32 (Common) FT-17M(f) & FT-17C(f): The wreck illustration for the *FT-17M(f)* incorrectly shows the wreck

illustration for the *FT-17C(f)*, and vice-versa. The actual counters are correct. [J11; Mw202104]

Vehicle Note 32 (Common) FT-17M(f) & FT-17C(f): Delete “with a MG only, while the other 78 were armed” from the second sentence. [eRB]

Vehicle Note 36 (Common) VCL Utility B(b) The illustration shows the wrong vehicle image; the counters are correct. [J10; Mw202104]

Vehicle Note 37 (Common) Medium Truck Both the illustration and the six counters should have a lowercase “cs” instead of an uppercase “CS” on the back of the counter. [J11; Mw202104]

• Chapter H Ordnance Listing

Ordnance Listing 34 (Common) Mitrailleur de 13.2 CAJ mle 30 The Common *Mitrailleur de 13.2 CAJ mle 30* should have an 11 in the B# column. [J10; Mw202104]

• Counters

Allied Minor Heavy Truck: One of the two counters with ID ‘A’; one should be ‘B’. [Inspection prompted by David Rein-king’s post <http://www.gamesquad.com/forums/index.php?threads/doomed-battalions-reprint-speculation.179036/#post-2115585>. SR]

Allied Minor M3A1(a): Both counters have ID ‘A’; one should be ‘B’. [Inspection prompted by email Robert Hammond to Perry Cocke, 12/7/2022. SR]

German FlaK 18 o. 36 88L AA Gun: Should have a large white circle around the Gun depiction representing 360° mount on the Limbered side. This was fixed in later printings. [J11]

German JgPz VI: Should not have the white dot beneath the front Armor Factor. This was fixed in *Hakkaa Päälle* and in later printings. [J11]

German PaK 43 88LL AT Gun: Should have a large white circle around the Gun depiction representing 360° mount on the Limbered side. This was fixed in later printings. [J11]

German PSW 234/3 (ID letter “C” only): Should have a “★” next to the CMF factor and the following text on the back: “★ MG:VCA only”. This was fixed in later printings. [J11]

German PzKpfw IVF2: Should not have an APCR Depletion # for 1944. This was fixed in later printings. [J11]

German SdKfz 10/4: Should have the halftrack movement-type symbol on the unhooked-trailer side. This was fixed in later printings. [J11]

Gray Dispersed WP counters: Should not say “NMC”, This was fixed in later printings. [J11]

Drop Zone: Saint-Mère-Église

SM1. SSR SM5 In line 3, replace “2-2-7” with “2-3-7”. [J14]

SM4.3 CG20. Civilian Interrogation Change the reference from “E3.4” to “E2.4”. [User zgrose at

<http://www.gamesquad.com/forums/index.php?threads/dz-sme-rules-typo.180452/#post-2128047>, 15 April 2023.]

SM4.5 SSR CGL2 (page SM11) In the 3rd bullet replace “FaTT14” with “FaHH14”. [J14]

SM4.5 SSR I-1.2 (page SM11) In line 2, after “On a”, add “Final”. [J14]

SM4.5 Campaign Game I, I-1 German Morning Purchases (page SM12) In the “3-points” column of the “Leadership” section, the “8-1 × 2” entry should read “8-0 × 2”. [J14]

SM4.6 Campaign Game II, II-2, II-3 and II-4 Change “July” to “June”. [User lightspeed at <http://www.gamesquad.com/forums/index.php?threads/dz-sme-rules-typo.180452/post-2128900>.]

SM4.7 Campaign Game III-I (page SM17) Add new SSR: “III-1.5 During the CG III-I RePh, use the Sa map section on/-south-of hexrow K and the entire Fa map section for determining CG Victory Conditions and Setup Areas, with the Germans Controlling all Strategic Locations south of hexrow FaF and the Americans Controlling all such Strategic Locations north of Hex Grains SaEE1-EE23-Z23-Z28.”. [J14]

SM4.7 Campaign Game III, III-1 German Morning Purchases (page SM18) In the “3-points” column of the “Leadership” section, the “8-1 × 2” entry should read “8-0 × 2”. [J14]

SM4.7 III-2 GERMAN MID-MORNING REINFORCEMENTS (page SM19) In the first OB group, delete “in any Setup Area(s)”. [J14]

SM4.7 Campaign Game III, III-5, III-6, III-7, and III-9 Change “July” to “June”. [User lightspeed at <http://www.gamesquad.com/forums/index.php?threads/dz-sme-rules-typo.180452/post-2128900>.]

SM4.7 Campaign Game III SSR III-2.5 (page SM19) In lines 2 and 10, replace “III-2” with “III-3”. [J14]

Festung Budapest

• **Chapter FB**

FB3.4 EX (2nd column on page FB4) In the last sentence of the last example, replace “DRM of 0” with “DRM of +1”. Delete “-1 [WCB TEM (4.2)]”. [J11]

FB6.1242 EX (on page FB5), entry for “Hungarian squad H” After “Russian squad C” add “, Hungarian squad G.”. [J11]

FB6.14 At the end of the first sentence add “[EXC: it does not “connect” to ADJACENT building/rubble Locations (SSR FB14)]”. [J11]

FB12.1 In the last sentence, delete “thus it cannot be rubble”. [J10]

FB13.9 After the last sentence, add “An ACM MMC that Battle Hardens Becomes Fanatic.”. [J10]

FB15.1 In lined 10-11, delete “even though their ELR can be < 5 (A19.13)”. [J10]

FB17.2 Stone Location For **CG II**, replace “440 ground level” with “461 ground level”; for **CG III**, replace “10 Factory” with “12 Factory” and replace “404 ground level” with “414 ground level”. [J10]

FB17.4 SSR CG8 Russian Infantry/AFV RG section In the last sentence of the first paragraph, delete “, as these are always considered Front Line Locations”. [J10]

FB17.4 SSR CG8 Axis Infantry RG section . In the last sentence of the first paragraph, delete “, as these are always considered Front Line Locations”. [J10]

FB17.4 SSR CG8 Axis Infantry RG section For **CG II**, replace “2 February” with “1 February” and replace “A10” with “A4”; for **CG III**, replace “10 February” with “9 February”. [J10]

FB17.4 SSR CG13 Replace “on any subsequent CG Day” with “during the ensuing RePh step 17.607”. [J10]

FB17.4 SSR CG16 After “table”, add “[EXC: those with an underscored Morale Factor]”. The Scenario Defender’s ELR at night is 1 less (E1.22). [J10]

FB17.51 Special Rule CG I.1 In line 1, replace “For all non-Idle CG Days” with “If the previous CG Day was non-Idle”. [J10]

FB17.51 Initial Scenario Special Rule I.3 In the second sentence, after “-J39” add “[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]”. [J10]

FB17.51 Initial Scenario Special Rule I.5 Replace the first sentence with “All map-edge hexes [EXC: A35] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.”. [J10]

FB17.52 CG II Victory Conditions Replace both instances of “P0” with “A3-B2-E5-G4-K2-O5” and replace “Level 5” with “Level 6”. [J10]

FB17.52 Special Rule CG II.1 In line 1, replace “For all non-Idle CG Days on/prior to the 27 January CG Day” with “On/-prior-to the 27 January CG Day, if the previous CG Day was non-Idle”. [J11] {Supersedes J10 erratum}

FB17.52 Initial Scenario Special Rule II.4 In the second sentence, after “-J39” add “[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]”. [J10]

FB17.52 Initial Scenario Special Rule II.6 Replace the first sentence with “All map-edge hexes [EXC: A35] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.”. [J10]

FB17.53 CG III Victory Conditions Replace both instances of “BBB2-FFF0” with “BBB5-FFF3” and replace “Level 5” with “Level 6”. [J10]

FB17.53 Initial Scenario Special Rule III.4 After the second sentence, add “All Axis purchased RGs/Fortifications setting up on-map must set up east of the Russian Perimeter and ≥ 3 hexes

from the west edge [EXC: all map-edge hexes are treated as Front Line Locations].” [J10]

FB17.601 In the penultimate sentence, replace everything after “may” with “immediately attempt to Escape (17.6063)”. Delete the last sentence. [J11]

FB17.6021 In item **e**, after “Labor” add “[EXC: 17.6131]”. [J10]
In item **g**, delete the 2nd sentence. In item **h**, replace “Non-Isolated, still-HIP” with “Still-HIP”. [J11]

FB17.6022 In line 1, delete “NON_ISOLATED”. In line 2, delete the two instances of “non-Isolated”. At the end of the first sentence, add “; such units/Fortifications must be set up in their current Location in the next CG scenario, but may do so at no cost in FPP (see also 17.6071)”. [J11]

FB17.6023 Replace the entire section with “See 17.6071.”. [J11]

FB17.6063 Escape Table In the fifth DRM entry, replace “-2” with “-1”. [J10]

FB17.6066 EX (page FB27) In the fourth paragraph, last sentence, replace “Axis Perimeter Area” with “Russian Perimeter Area”. [J10]

FB17.6071 At the end, add “Isolated, still-hidden units are placed on the map concealed. Isolated, hidden Fortifications, including all Fortified Building Locations, are revealed.”. [J11]

FB17.6132 In line 2, replace “malfunctioned non-Captured Retained Weapon” with “non-Captured, Retained malfunctioned Weapon and disabled vehicular FT (D1.8)”. [J10]

FB17.6171 Change Table Delete the first DRM entry “-2 For any CG Day set prior to 28 January”. [J10]

FB17.6194 EX (page FB32) In line 1, change “19 January” to “29 January” and on the last line change “20 January” to “30 January”. [J10] {And “CG I” should be changed to “CG II” to match the dates. SR}

FB17.6205 Russian Leadership Table For a Final DR of 4, in the Leaders Received column, replace “9-1, 9-1, 8-0” with “9-2, 9-1, 8-0”. [J10]

FB17.6235 In line 3, replace “CGs I and II” with “CGs I and III”; in line 4, replace “CG III” with “CG II”; and in lines 5-6 replace “9 February” with “1 February” and replace “1 February” with “9 February”. [J10]

German Reinforcement Group Chart In RG HWG3, HWG4, and all AFV RG (AG1-AG11), replace superscript “i” with superscript “a”. [J10]

German Reinforcement Group Chart In RG GG5, replace “2cm FlaK 38” with “2cm Flakvierling 38” in all three Strength columns. [J10]

German Reinforcement Group Chart In RG MG2, in the CG Max. I column, change “9” to “6”. In the CG Max. III column, change “6” to “9”. [J11]

German Reinforcement Group Chart In RG OG1, in the CG Max. II column, add superscript “m” to the number “3”. [J10]

Hungarian Reinforcement Group Chart In RG IH5, delete superscript “h”. [J10]

Hungarian Reinforcement Group Chart In RG IH6, delete superscript “a”. [J10]

Hungarian Reinforcement Group Chart In RG IH7 and all AFV RG (AH1-AH5), replace superscript “h” with superscript “a”. [J10]

Footnote 25 In line 1, replace “five” with “six”; in line 3, after “PP13,” add “the railway engine house in XX13,”. [J10]

For King and Country

• Chapter H

British Multi-Applicable Ordnance Note D Change “Gun (including the *U.S.-color* 75mm pack howitzer)” to “weapon”. [eRB]

British Ordnance Listing In the “OML 2-in. Airborne Mortar” row, add “, D” after “1” in the Notes column. [eRB]

British Ordnance Listing In the “OML 2-in. Mortar” row, add “D,” after “A†,” in the Notes column.. [eRB]

British Ordnance Listing In the “OML 3-in. Mortar” row, add a “†” after the $\overline{76}^*$ in the Csize column. [eRB]

British Ordnance Note 1 OML 2-in. Mortars Change the “See also” line to “See also British Ordnance Notes A and N and P (all three *Standard* (“[2-11]”) version only), D.” [eRB]

British Ordnance Note 2 OML 3-in. Mortar Add this paragraph before the paragraph discussing the mortar’s 6-36/3-63 range:
“† **ERRATA:** As discussed in **ASL JOURNAL 7**, the correct Caliber Size of the 3-in. mortar is 81mm, not the 76mm indicated by the name “3-in.” and originally assigned to them. Counters with this corrected Caliber Size are included for those who wish to use them instead and for scenarios that call for them.” [eRB]

British Ordnance Note 16 OBL 4.5-in. & 5.5-in. Gun-Howitzer In the “See also” paragraph at the end, add “ (OBL 5.5-in. Gun-Howitzer only)” after “P”. [eRB]

British Vehicle Listing In the *Humber III LRC SC* row (for Vehicle Note 45) add “Opt BATR†²” in the SA column. [eRB]

British Vehicle Listing In the *Morris C9 AC* row (for Vehicle Note 46) delete “Opt BATR†” from the SA column. [eRB]

British Vehicle Note 51 Humber IV AC The entry for the vehicle indicates that this vehicle has truck -type movement, but the counters indicate AC-type movement. The counters are correct. [J6]

British Vehicle Note 1 Light Tank Mk VIB & Mk VIC In the “See also” paragraph, add “ (both *Mk VIB* only)” after “P”. [eRB]

British Vehicle Note 2 (A17) Tetrarch & Tetrarch CS [Light Tanks Mk VII & Mk VII CS] In the “See also” paragraph, add “ (*Tetrach CS* only)” after “S”. [eRB]

British Vehicle Note 3 Stuart I(a) & III(a) In the first “†” paragraph add “(a)” after “*Stuart I*” and “*Stuart III*”. Change the “See also” paragraph from “See also British Vehicle Notes A, C, G, N, P.” to “See also British Vehicle Notes A, C and G (both *Stuart III(a)* only), N, P.”. [eRB]

British Vehicle Note 6 A9 & A9 CS [Cruiser Tanks Mk I & Mk I CS] In the “See also” paragraph, add “(A9 CS only)” after “S”. [eRB]

British Vehicle Note 7 A10 Mk IA & Mk IA CS [Cruiser Tanks Mk IIA & Mk IIA CS] In the “†” note starting “BMG RF”, change “CS number” to “CS #”. In the “See also” paragraph add “(A10 Mk IA only)” after “B”, and add “(A10 Mk IA CS only)” after “S”. [eRB]

British Vehicle Note 8 A13 Mk I, Mk II, & Mk II CS [Cruiser Tanks Mk III, Mk IVA, & Mk IVA CS] Change the “See also” paragraph to “See also British Vehicle Notes B (A13 Mk II only), K, N (A13 Mk II and A13 Mk II CS only), S (A13 Mk II CS only).” [eRB]

British Vehicle Note 9 (A15) Crusader I, II, I CS, & II CS [Cruiser Tanks Mk VI, Mk VIA, Mk VI CS, & Mk VIA CS] In the “See also” paragraph add “(Crusader I CS and II CS only)” after “S”. [eRB]

British Vehicle Note 26 (A12) Matilda II & II CS [Infantry Tank Mk II] In the “See also” paragraph, add “(Matilda II only)” after “B”, and add “(Matilda II CS only)” after “S”. [eRB]

British Vehicle Note 36 Valentine & Churchill Bridgelayers In the “See also” paragraph add “(Valentine Bridgelayers only)” after “P”, and add “(Churchill Bridgelayers only)” after “CC”. [eRB]

British Vehicle Note 42 Daimler & Lynx Scout Cars In the “See also” paragraph, add “(Lynx SC only)” after “L”, and add “(Daimler SC only)” after “N”. [eRB]

British Vehicle Note 45 Humber III & Otter Light Reconnaissance Cars In the “See also” paragraph add “(Humber III LRC only)” after “N”. [eRB]

British Vehicle Note 48 Marmon-Herrington II ME, III ME, & III MFF Armoured Cars Change the “See also” paragraph to “See also British Vehicle Notes L, N and T (both *Marm-Herr. II ME* and *III ME* only), P (*Marm-Herr. III MFF* only), Q.”. [eRB]

British Vehicle Note 49 Marmon-Herrington IIv & IIIv Armoured Cars Change the “See also” paragraph to “See also British Vehicle Notes K and T (both *Marm-Herr. IIIv* only), L, N, AA (*Marm-Herr. IIv* only).” [eRB]

British Vehicle Note 50 Humber II & III Armoured Cars Change the “See also” paragraph add “and P (both *Humber III AC* only)” after “K”, and delete “, P”. [eRB]

British Vehicle Note 53 AEC Armoured Cars In the “See also” paragraph add “and Y (both *AEC II* only)” after “J”, add “(AEC I only)” after “N”, and delete “, Y”. [eRB]

British Vehicle Note 54 Staghound I(a) & II(a) Armoured Cars In the “See also” paragraph change “C, G” to “C and G

(both *Staghound I(a)* only)”, and add “(Staghound II(a) only)” after “S”. [eRB]

British Vehicle Note 62 Humber AA & Staghound AA(a) Armoured Cars Change the “See also” paragraph to “See also British Vehicle Notes A and F and X (all three *Staghound AA(a)* only), L and N and O (all three *Humber AA* only), AA.”. [eRB]

British Vehicle Note 63 M5(a), M5A1(a), M9(a), & M9A1(a) Halftracks In the “See also” paragraph add “(M5(a) and M9(a) only)” after “N”. [eRB]

British Vehicle Note 64 Carriers A, B, & C In the “See also” paragraph add “(Carrier B only)” after “Q”. [eRB]

British Vehicle Note 65 Carriers, MMG A & B Change the “See also” paragraph to “See also British Vehicle Notes N and P and Q (all three *Carrier MMG A* only), U, BB (*Carrier MMG B* only).” [eRB]

British Vehicle Note 67 Carrier, 3-in. Mortar After the first paragraph, add this paragraph:
 “† **ERRATA:** As discussed in **ASL JOURNAL 7**, the correct Caliber Size of the 3-in. mortar is 81mm, not the 76mm indicated by the name “3-in.” and originally assigned to them. Counters with this corrected Caliber Size are included for those who wish to use them instead and for scenarios that call for them.”
 In the first “†” note add “or “dm 81* MTR” ” after “ “dm 76* MTR” ” [eRB]

British Vehicle Note 68 Priest(a) & Ram Kangaroos In the “See also” paragraph add “(Ram Kangaroo(a) only)” after “K”. [eRB]

British Vehicle Note 70 IP Carriers Mk IIA, Mk IIB, & AOV In the “See also” paragraph add “(IP Carrier Mk IIA and Mk IIB only)” after “N”, and add “(IP Carrier Mk IIB and AOV only)” after “Q”. [eRB]

British Vehicle Note 71 IP Carrier, 3-in. Mortar After the first paragraph, add this paragraph:
 “† **ERRATA:** As discussed in **ASL JOURNAL 7**, the correct Caliber Size of the 3-in. mortar is 81mm, not the 76mm indicated by the name “3-in.” and originally assigned to them. Counters with this corrected Caliber Size are included for those who wish to use them instead and for scenarios that call for them.” [eRB]

British Vehicle Note 72 Wasp & Badger(a) In the “See also” paragraph add “and M (both *Badger(a)* only)” after “A”, delete “M, ”, and add “(Wasp only)” after “U”. [eRB]

British Vehicle Note 73 Buffalo Mk II(a) & Mk IV(a) In the “See also” paragraph add “(Buffalo Mk IV(a) only)” after “E”. [eRB]

British Vehicle Note 74 2pdr Portee In the second “†” note add “Multi-Applicable” before “Vehicle Note”. [eRB]

British Vehicle Note 78 Morris C9/B In the first “†” note change “May not use” to “The *Morris C9/B* can use neither”, and add “First nor Motion” before “Fire—”. [eRB]

British Vehicle Note 80 Quad FAT In the first “†” note add “FAT” after “Quad”. [eRB]

Forgotten War

• Chapter H

BCFK SW Allotment Chart On page H215, in the Canadian entry for the “M2 60mm LT. MTR”, delete the superscript “6”. [Mw202104; J13]

U.S./ROK/OUNC Vehicle Note 3 M4A3E8(105) The Vehicle Listing indicates that this vehicle has a Fast Turret, but the counters indicate a Slow Turret. The counters are correct. [Mw202104; J13]

U.S./ROK/OUNC Vehicle Note 4 M4A3E8(105) Dozer MTv The Vehicle Listing and the Note illustration indicate that this vehicle has a Fast Turret, but it should show a Slow Turret. The counters are also incorrect. [J13]

U.S./ROK/OUNC Vehicle Note 5 POA-CWS-H5 MTv The Vehicle Listing and the Note illustration indicate that this vehicle has a Fast Turret, but it should show a Slow Turret. The counters are also incorrect. [J13]

U.S./ROK/OUNC Vehicle Note 21 M37 HMC SPA The Vehicle Listing and the Note illustration indicates that this vehicle has a main armament mounted in a Fast Turret, but it should show a Non-Turreted main armament. The counter is also incorrect. [Mw202104; J13]

• Chapter W

W.7C In line 8, after “eliminate a Pillbox (B30.92),” add “reduce a Foxhole (F7.42),”. [Mw202104; J13]

• Counters

CVPA Vehicle Note 24 47mm Type 1 Machine-Moved Gun The counters should not have “h-d” on the back of the counter. [FW]

U.S./ROK/OUNC Vehicle Note 4 M4A3E8(105) Dozer MTv The counter should not have the large white circle, representing a Fast Turret, but should have a thin white square, representing a Slow Turret. Corrected counters are in *Sword & Fire: Manila*. [J13]

U.S./ROK/OUNC Vehicle Note 5 POA-CWS-H5 MTv The counter should not have the large white circle, representing a Fast Turret, but should have a thin white square, representing a Slow Turret. Corrected counters are in *Sword & Fire: Manila*. [J13]

• Divider

National Capabilities Chart in the KMC entry, in the “ORDNANCE TH# Color OBA ACCESS FINAL ACC dr” column, change “9/50+: Black” to “8/50+: Black”. [FWPP; J13]

Korea Terrain Chart in the row “W1.33 Steep Hills Road” in the “Terrain (Rule)” column, “Steep Hills Road” should be in black—not red. [FWPP; J13]

Gung Ho!

• Chapter G (≥ section 11)

G11.1 In line 1 of the third paragraph, after “Infantry” add “-(including Dummies)”. [J10]

G11.2 In the last sentence, after “Infantry” add “-(including Dummies)”. [J10]

G11.7 In line 4, add “/Dummies” at the end of the parentheses after “prisoner[s]”. [J10]

G11.83 In line 3 in the EXC after “cave” add “(but may not use Spotted Fire; C9.3)” [J5]

G11.833 In line 10 of the first paragraph, and the second entry in the “drm-listing” in the table in the rule and Chapter Divider, replace “moving/Motion” with “Non-Stopped/Motion”. [J10]

G11.84 In lines 3-5, delete “the center...GG5/6” and replace with “its Ocean hex (14.62) or the center of the firer’s Friendly Board Edge (FBE)”. [J10]

G11.85 In the third paragraph, at the end of the first sentence, add “or a SW’s own TH Table”. [J10]

G12.111 In line 3, at the end of the second sentence, add “, cannot break, and can only be eliminated if the LC is eliminated (see 12.691)”. [J10]

G12.2 In line 5, add “(even at night)” after “entered”. [An93b; An96]

G12.211 MIREd: Change rule number to 12.2111 [An92; An95w]

G12.61 In the last sentence before the EX, after “Collateral Attack” add “(at halved FP unless the LC is Beached)”. [J10]

G13.15 In line 3, change “14.251” to “14.261”. [An93a; An95w; An96]

G13.445 Change “unit” in line 6 to “target”. [An93a; An95w; An96]

G14.32 In the first paragraph, in lines 3, 4, 5, 7, & 10, and in line 1 of the second paragraph, after “Beach” add “/pier”. [J10]

G14.55 In line 2, change “Hard Beach-Sand Beach” to “Hard-Sand Beach”. [J10]

G14.6 & G14.65 The colors of the NOBA counter illustrations are wrong. The actual counters are correct. [An95w]

G14.64 At the end of the first sentence add “[EXC: Offboard Observer (14.68; E7.6)]”. [J10]

G14.65 & G14.6 See prior entry.

G15.12 in the illustration for the armored bulldozer, and on the actual counters, delete “+2 vs non-Ord DirF in VCA”. [J11; Mw202104]

G17.151 In lines 6-7 replace “Paramarine squads...Raider squads” with “either Paramarine or Raider squads”. [J10]

G17.41 In line 2 of the first paragraph, after “TH purposes” add “(including adding the NCA TEM of a pillbox to the TH DR)”. [J10]

In the third paragraph, at the end of the last sentence, add “or Spread (B25.6), but B25.4 otherwise applies”. [J10]

G18.6 In line 19, after “enemy unit” add “; Leader Consequences (A15.41) are NA”. [J10]

G18.62 In line 3, before “Dare-Death” add “armed, unpinned”. [J7]

• Chapter H

Chinese Vehicle Note 13 VCL Mark IV Carrier(b) British Multi-Applicable Vehicle Note BB applies to this vehicle. [J5]

LC Note 6 LCT(4) The AFs are missing from the counter illustration. The actual counters are correct. [An95w; An96]

LC Rarity Factor Chart The line for U.S. PTO use of the LCT(4) should show a RF of 1.5 – not 1.4. [An93a; An95w; An96]

Hakka Päälle!

• Chapter B Divider

In the A24 Smoke Summary chart, in the sixth (gray Dispersed WP) row, the counter illustration should not say “NMC”. [J11]

• Counters

Russian Vehicle Note 44.2 LANO AA: The LANO AA should have “MA:AA” on the back of the counter. [HP]

Hatten in Flames

• Rules

HF1. HF Scenario Special Rules After SSR HF12, add a new SSR “**HF13 U.S. 60mm MTR/OBA:** 60mm OBA module per U.S. Ordnance Note 1 is NA.”. [HF; J13]

HF3.3 Replace the third sentence with “The CG continues until the last CG Day of that CG.”. [HF]

HF3.51 Initial Scenario Special Rule I.2 After “RGs” in line 1, add “[EXC: “O” and “M1” types]”. [HF; J13] {This should also reference M2, a “Fortifications” RG like M1. SR}

HF3.6137 In line 2, replace “Gun” with “Weapon”. [HF; J13]

HF3.619 Fortification Purchase Table In the HIP row, replace superscript “2” with superscript “3”. [HF; J13]

HF3.6214 Onboard/Offboard Setup Rules table In the American TD row, replace “≥ one hex from all American Front Line Locations” with “≥ two hexes from all German Front Line Locations”, and in the German AFV row, replace “≥ six hexes from all German Front Line Locations” with “≥ seven hexes from all American Front Line Locations”. [HF; J13]

• Counters

American 9-1 leader “Lt. Rogers” This counter should have a broken Morale Level of 9. [HF; J13]

Hollow Legions 1st edition

• Chapter H

Italian Multi-Applicable Ordnance Note A Replace the body with “This Gun may be Animal Packed (G10.)”. [HL3]

Italian Multi-Applicable Ordnance Note C Replace this note with the simpler note from HL3 since the rules for *en portee* are in C10.5. [HL3]

Italian Multi-Applicable Ordnance Note H Delete the errata since it is now incorporated into the Chapter C Divider. [HL3]

Italian Multi-Applicable Vehicle Note E Delete “The BMG, if present, *may* fire while the vehicle is HD—as signified by “BMG HD FP ok” on the counter.”. [HL3]

Italian Ordnance Listing Add note “A” to the Notes column of the *Mortaiò da 45* and the *Mortaiò da 81/14*. [HL3]

Italian Ordnance Note 1 Mortaiò da 45 “Brixia” In the “See also” paragraph at the end, change “Note N” to “Notes A, N”. [HL3]

Italian Ordnance Note 2 Mortaiò da 81/14 In the “See also” paragraph at the end, change “Note N” to “Notes A, N”. [HL3]

Italian Ordnance Note 3 Fucile-cc S Delete the errata about the AP Basic TO Kill numbers. [HL3]

Italian SW Allotment Chart Change the numbering of notes 4 through 9 to be 5 through 10. Add a new note 4, “+3 Eritrean [EXC: ATR and FT NA]”. [HL3]

Italian Vehicle Listing In the line for the *L6/40*, change the RF to “1.6-1.2†”. In the line for the *M15/42*, change the RF to “1.2-1.4†”. In the line for the *Semovete L40 da 47/32*, change the RF to “1.6-1.2†”. In the line for the *AS 42*, change the RF to “1.5-1.4†”. In the line for the *AS 42 aa*, change the RF to “1.6-1.5†”. In the line for the *AS 42 cc*, change the RF to “1.6-1.5†”. In the line for the *AB 41*, change the RF to “1.5-1.3†”. In the lines for the *TL 37*, *TM40*, and *TP 32* add “M,” before “N” in the Notes column. [HL3]

Italian Vehicle Note 3 L3 aa In the first note, add “, but the BMG is always treated as MA for purposes of HD FP” at the end of the first sentence. [HL3]

In the second † note change “is in neither Motion nor Melee, and its Inherent crew is/becomes CE.” to “is neither in Motion nor Melee, and its Inherent crew is or becomes CE.” Add “C,” after “See also Italian Vehicle Notes”. [eRB]

Italian Vehicle Note 5 L3 Lf At the end of the first paragraph, add “(British Vehicle Note 38)”. At the end of the first † note, add “The BMG may fire while the vehicle is HD—as signified by “BMG HD FP ok” on the counter.”. [HL3]

In the second † note change “is in neither Motion nor Melee” to “is neither in Motion nor in Melee”. [eRB]

Italian Vehicle Note 12 Semovente M40 da 75/18 and Semovente M41 da 75/18 Add “(German Vehicle Note 33) after “Sturmgeschuetz III” in the first line. [HL3]

Italian Vehicle Note 16 Semovente M41M da 90/53 Add “(Italian Ordnance Note 20)” after “90mm AA gun” in the first sentence. In the first † note, add ““No Case E” and” before “CE: +1”. [HL3]

Move “See also Italian Vehicle Note D.” from the end of the first † note to its own paragraph at the end of the Vehicle Note. [eRB]

Italian Vehicle Note 17 AS 42, AS 42 aa & AS 42 cc In the “See also” paragraph, add “M,” after “L, ”. [eRB]

Italian Vehicle Note 18 Lince Add “(British Vehicle Note 42)” at the end of the first sentence. [HL3]

Italian Vehicle Note 21 AB 40 & AB 41 In the “See also” paragraph, add “A, I, ” after “Vehicle Notes ”. [eRB]

Italian Vehicle Note 23 Autocannoni da 20/65(b) & 65/17(b) Add “, R, AA” after “N” in the “See also Italian Vehicle Notes” paragraph. [eRB]

Italian Vehicle Note 25 TL 37, TM 40 & TP 32 Add “† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP. Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note.” Add “M, ” after “L, ” in the “See also” paragraph. [An91; An95w; An96; eRB] {Fixed in HL3. SR}

Italian Vehicle Note 27 Fiat 508 MC In the dagger note for the optional AAMG, delete “See also Italian Vehicle Note A.”. [eRB]

• Counters

Italian Vehicle Note 25 TL 37, TM 40 & TP 32 Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note. [An91; An95w; An96]

Wagon/Sledge On the two Wagon/Sledge counters provided in HOLLOW LEGIONS, “M≥6 1S/5PP” and “M≥7 1S/5PP” should be “T6 15PP” and “T7 15PP” respectively, and each should contain two stars (not one). [An90; An96]

Hollow Legions 2nd edition

{The 2nd edition is the 2000 MMP reprint of *HL*. The above errata may still apply; I don’t have a copy so I can’t check. SR}

• Counters

Italian Ordnance Note 11 Cannone da 75/32 These counters were mis-printed. The front is that of the German 7.5cm leFK 16na but the backs are correct. [James Maffei and Robert Holmstrom to ASLML 17 Nov 2001]

Italian Ordnance Note 4 Cannone-cc da 37/45 Delete “H6(9)” on the counter and replace the Gun Name “PaK 35/36” with “37/45”. [Mel Falk to ASLML 12 Dec 2002]

Italian Ordnance Note 16 Cannone da 149/40 Replace the “Gun depiction” on the frontside with the “Gun depiction” from the backside of the counter. Replace the Gun name “K18” with “149/40”. The Gun Caliber size should be “overscored”. [Mel Falk to ASLML 12 Dec 2002]

Italian LMG Delete the counter depiction on the backside of the counter it should be the same depiction as the front side. [Mel Falk to ASLML 12 Dec 2002]

Italian MMG and HMG Delete the counter depiction on the backside of the counters it should be the same depiction as the frontside. Delete the special note “no dm” on the counters. [Mel Falk to ASLML 12 Dec 2002]

Kampfgruppe Peiper I

• Chapter P

P8.6053 Delete the second sentence (“A ... Territory.”). [An95w; An96]

P8.6198 Add “and “HW”” after “I” in description of Objective Hex. [An96]

Page P21 In the blue box, change “TT29” to “TT28”. [An95w; An96] {Corrected in *KGP II*, p.P21⁹⁶. SR}

• Chapter P Divider

LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM. LG Hex E1, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96]

KGP SSR3 Chart Add “Unless *all* fire originates in-hex, *all* such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26).” to the end of the footnote. [OpV]

• Counters

German Vehicle Note 80 sIG 38(t)M The three counters (ID letters “A”, “B”, and “C”) should have a square box around their ID letters signifying Low Ground Pressure. The correct counters are in *KGP II*. [An96]

• U.S RG Chart

U.S Reinforcement Group Chart (p.P17) Note “S” in the U.S. RG Chart is incorrect. 80+mm OBA can fire only HE/WP. [An95w; An96] {Corrected in *KGP II*, p.P17⁹⁶. SR}

Kampfgruppe Peiper II

• Chapter P

P8.53 In the “INITIAL SCENARIO VICTORY CONDITIONS:” replace “bridge location R46” with “hex R46”. [An96]

P8.61421 After “≤ 4, that SW” add “or mounted FT of a manned, mobile AFV”. [An96]

P8.615 In line 3 of the second paragraph, change “are are” to “are”. [Inspection]

P8.6162 Example In line 2, change “In@” to “In”. [Inspection]

P8.6198 Add ‘and “HW”’ after “I” in description of Objective Hex. [An96]

• Chapter P Divider

LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM. LG Hex E1, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96]

KGP SSR3 Chart Add “Unless *all* fire originates in-hex, *all* such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26).” to the end of the footnote. [OpV]

• Counters

German PSK The German PSK should have a FP value of 12, not 8, and a range of 4 not 5. Corrected in *Doomed Battalions* 1st Edition. [An96]

German PSK The German PSK should be “X10”, not “X11”. Corrected in *DB1e*. [Inspection prompted by Ted Kim to ASLML, 19 & 21 August, and 8 Oct 96]

German purple counters The mis-colored German ?, crew, SS squads and HS, and MG counters were reprinted in DB. [Inspection]

U.S. 5-4-6 Squads The U.S. 5-4-6 second line squads should have a broken side morale of 7 not 8. Corrected in *DB1e*. [An96]

U.S. 2–2–7 Infantry Crews Their BPV should be 7, not 6. Corrected with DB. [An97; J1] {J1 says their BPV should be 6 but this has to be wrong. SR}

• Map, Cheneux

- * Delete the slope in hex FF8 on the FF8/FF9 hexside.
- * Hex AA10 should contain a Steeple Location, making 14 LVP on the map.
- * Hex A10 arrow should be green, not blue.
- * Hex S20 arrow should be green, not blue. [An96]

• Map, La Gleize

- * SS29 is a Pine Woods hex. [An96]
- * Hex K57 Arrow, entry time should be “19PM” not “19AM”. [An96]
- * Hex R0 Arrow, blue half should be gray, should read 19PM with a German cross. [An96]
- * Hex R0 Arrow, the 23AM half of arrow should be brown (tan), not red. [An96]
- * Hex E1 Arrow, blue half should be gray, should read 19PM with a German Cross. [An96]
- * Hex E1 Arrow, the 23AM half of arrow should be brown (tan), not red and should contain a US star. [An96]
- * The M29-N28 hexside is a slope hexside on both map sheets. [An97]

Mapboard #47

Hex J6 is considered a water obstacle; L5 and AA6 are considered stream hexes. [Mw2002]

Hexes H2, G3, & F3 should be level two hexes. [Corrected in later printings.] [J13]

Nhpum Ga (Annual 97)

• Map

There is no LOS from D8 to F9, etc, [J1]

Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13. [J1]

All Interior Jungle hexes are Dense, but in most cases, however, the “oversized colored center dot” in a Jungle hex designates Light Jungle [EXC: hexes U9-U11]. [J1]

Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex “U1.5”. [J1]

Operation: Veritable

• Chapter Z

RR2 Add at end “All on-map terrain that is not in play in a given scenario remains in effect for “offboard” movement/entry purposes during that scenario.” [J5]

Z2.42 Initial Scenario Setup Sequence for the RR CG “Milk Factory” The Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72. [J5]

• Counters

British Wasp Four counters should have red crew survival numbers not black. [J5]

German 88LL PaK 43 AT On its limbered side this should be B11 not B10. [J5] {Minor editing. It should also have the ID letter ‘a’ on the limbered side. SR}

Operation: Watchtower

• Chapter Z

ER7 & ER8 The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine HS (6) supersede the values listed in G17.151 only for scenarios played on the Edson’s Ridge mapsheet. [J4]

ER8 & ER7 See prior entry.

Z1.11 Replace “DRs” with “drs”. [J4]

Z1.41 The duller green hexes (EX: OO18) are at Level 0, the brighter green hexes (EX: OO17) are at level higher (Level 1), and the light brown hexes (EX: OO16) are at Level 2. The

brighter green Level 1 hexes are considered “hill hexes” for the purpose of footnote b in the CG Victory Conditions. [J4]

Z1.42 In the Initial Scenario of the Campaign Game, the Americans get 8 Wire counters (four of which have their location pre-designated) and enough foxholes to hold 8 squads (three foxholes of which have their location pre-designated). [J4]

• Edson’s Ridge Map

The original mapsheet had poorly-distinguishable colors for the different elevations. This was fixed with the revised mapsheet. Hexes like MM10 and OO17 should clearly show different levels on the revised mapsheet. [J4 p.38]

Paratrooper

• Counters

German Vehicle Note 45 Marder I (f) The counters are missing the “(f)” in the vehicle name. (Corrected counters were supplied in *Pegasus Bridge*.) [Bruce Probst to Perry Cocke, ASLML, 1 Apr 2001]

Motion Counters The Motion counters included in *PARATROOPER* should not contain the words “No Ordnance”. The Motion counters in the various other modules are correct. [An89; An96] {Add “TH: 2x<down arrow>dr” to these and to the one other counter that are missing the phrase. SR}

Pegasus Bridge

• Chapter H

Supplemental German Vehicle Listing In the Notes column for vehicles 38H 735(f) and 35-S 739(f), notes 101 and 102, delete the reference to Multi-Applicable Vehicle Note c. In the Notes column for 35-S 739(f) the “, f” at the end should not be a superscript. [Comparison with *Beyond Valor* 3e.]

• Chapter Q

Q1.5 In the first line change ‘E7.33’ to ‘E3.73’. [Perry Cocke, ASLML, 21 Dec 1998]

Q1.8 Change “reduced” to “increased”. [Wayne Hadady to Perry Cocke, ASLML 5 Jun 2002]

Q2.5 In the second line change ‘E3.7’ to ‘E7.3’. [Perry Cocke, ASLML, 21 Dec 1998]

Q3.51 In the last line of the example change ‘2.54’ to ‘3.54’. [Perry Cocke, ASLML, 21 Dec 1998]

Q8.2 In the example, under squad E, add “A, “ between “except” and “B”. [An97]

Q9.4 CG4a Add “Treat the three German setup areas separately for purposes of E1.2 and A2.9.”. [An97]

Q9.605-.6058 Example hex Y14 should be No Man’s Land. [An97]

Q9.6061 Example In line 10 change “8” to “10”; in line 11 change “+3” to “+1”, delete “and” and after “Isolated” add “, and -2 for being adjacent to a Friendly Setup Area”; in line 13 change “+3” to “+5” and in line 14 before “and” add “+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area,”. The section should now read “The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM (“+1 per HS-equivalent > one HS using the same Escape DR”, +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated).” [This supersedes the errata for this section in the 1997 ASL Annual.] [J1]

Q9.6152 The British receive a Sherman III(DD), not a Sherman V. [J1]

Q9.61741 CPP ENTRY COST TABLE Delete the entry for hex A15 and change hex A8 to A7. [An97]

• Pegasus Bridge Map

Change the grid coordinate for the hex between KK10 and KK12 from “KK10” to “KK11”; change the second “10” to an “11” in hexrows II and MM also. [An97]

Hex C9 should have a square, white staircase symbol indicating it is a Tower. [An97]

Primosole Bridge (Journal 6)

• Chapter Z

Page Z41, after SSR PBr19, add new SSR: “**PBr20 RCL**: RCL may *set up* using HIP as if Emplaced (A12.34).”. [J11]

Z3.6179 PrB British RG Chart In the line for RG I1 Lgt Inf Coy, change the CG Date Max value from “4” to “2”. [J7]

Red Barricades

• Chapter O

See prior entries under *Beyond Valor* 2nd edition.

• Chapter O RG Charts

See prior entries under *Beyond Valor* 2nd edition.

Red Factories

• Chapter O

O.2 SSR RF6 add this sentence before the last sentence “A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM.” [J13]

O5.7 In line 12, replace “ROW13-W14” with “ROW14-W15”. [RF; J13]

O11.57 In the INITIAL GERMAN OB, replace “20L(8) AA × 2” with “20L(6) AA × 2”. [RF]

O11.58 After the paragraph which begins “Combined CG Victory Assessment”, add new paragraph: “**CG Initial Scenario SAN:** Russian CG Initial Scenario SAN is 4, and German CG Initial Scenario SAN is 3.”. [RF; J13]

O11.6143 In lines 3-4, after “dr of” add “≤” so the third sentence starts “A dr of ≤ the current turn....” [RF; J13]

O11.6231 In line 1, delete “RUSSIAN”. In line 1, after “each CG” add “[EXC: RO CG III]”. Line 6, delete “; CG III: 4”. After the last sentence, add “This limit applies to the Germans in RO CG III, in which they have a maximum of 4 Attack chits.”. [RF; J13]

O11.6234 At the end of the first sentence, add “[EXC: maximum of 4 in RO CG III]”. [RF; J13]

O11.6235, German (or Russian) Assault In line 3, after “German” add “[or Russian in RO CG III]”. In line 4, after “Russian” add “[or German in RO CG III]”. [RF]

• RB Map

Hex U17 is a Manhole Location. [RF; J13]

Rising Sun

• Chapter G

G15.12 In the illustration for the armored bulldozer, and on the actual counters, delete “+2 vs non-ord DirF in VCA”. [Mw202104]

• Chapter Z

SSR GT11 In line 3 change “*Hinterland*” to “*Island*”. [J11]
{This should also be changed on the list of GT SSRs on the back of the scenario card for 63 The Eastern Gate. SR}

• Counters

G15.12 In the illustration for the armored bulldozer, and on the actual counters, delete “+2 vs non-ord DirF in VCA”. [Mw202104]

Solitaire ASL 1st Edition

S3.322 The labels in the crossed-out left rosette in the example should be “≤ 3” and “≥ 4”, not “3” and “4”. [Comparison with 2nd edition prompted by ‘Mr Segundas’ to gamesquad.com/forums, 17 Dec 22]

S17.82 The information shown in this rule should also be shown on the Squad Replacement Table on the Chapter S Divider. [Gen30.2; An96]

• Chapter S Divider

Chapter S Divider The Squad Replacement Table is missing the text. When referring to this table, please see rule S17.82, which has the correct information. [Gen30.2; An96]

Chapter S Divider The Company Leader Type (S17.81) is missing the “Generic” drm entries, and the Russian drm should be +1 for “1941-9/42”. The 42-45 Russian Rifle Company (S18.1) note omits the positive CGP requirement and that “2-3-7 × 1” becomes “2-4-8 × 2”. [Inspection prompted by Ted Kim to ASLML, 19 & 21 August, and 8 Oct 96]

• Solitaire ASL Tables

Table A4b: Advance Attitude The left movement rosette should be labeled “≤ 3” and “≥ 4”, not “3” and “4”. [Comparison with 2nd edition prompted by ‘Mr Segundas’ to gamesquad.com/forums, 17 Dec 22]

Solitaire ASL 2nd Edition

S12.871 Insert “eligible” before “ENEMY unit”. [AoO; J7]

S17.45: Add this new rule:

“**17.45 SHOCK/UNCONFIRMED KILL (UK):** All Shocked/-UK AFV (FRIENDLY and ENEMY) must undergo ≥ one recuperation attempt (C7.42) until the marker is removed or the AFV is eliminated.” [AoO; J7]

S17.73 In line 5 change “-1 drm” to “+1 drm”. [AoO p.S27]

S17.821 After the first (only) sentence, add “If the Company consists of more than one version of MMC (such as a late war Russian mixed company with 4-4-7 and 5-2-7), the version received is determined by random dr, so long as the company would not exceed its allotted number of that version of MMC.”. [AoO p.S28]

S17.85 Add new rule 17.85. [AoO p.S28]

S18.5 New company types and rules have been added. [AoO pp.S29-S33]

• Solitaire ASL Tables

Allied Minor Generation Table L2 Squad Type: The DRM should read “+1 if Mission takes place in Yugoslavia or the PTO”. [AoO; J7]

British Generation Table (non-PTO) B6a SPG: In the 1940-41 column, all Crusader CS and Matilda CS results should include footnote #1. [AoO; J7]

U.S. PTO Random Event Table: In Event 12-13, the DRM should be U2 only and n/a for M2. [AoO; J7]

Sword & Fire Manila

• **Chapter SF**

SF1, SSR SF5 In line 1, replace “Hidden-” with “Non-hidden”. In the last sentence, after “road” add “, shellholes, Palm Tree Stump [17.2]” [SaF; J13]

SF1, SSR SF10 Replace the second sentence with “Mortars and AA Guns with an M# ≥ 10 may set up in a rooftop Location.” [SaF; J13]

SF1, SSR SF11 After the penultimate sentence, add “Every SMC stacked with a Commando MMC has scaling abilities, and every SMC generated by a Commando (via leader determination [20.6215] for American RG “I3”), or via Hero creation (A15.21) of Leader creation (A17.), is a Commando.” [SaF; J13]

SF4.43 Add at the end of the first sentence “and to/from units *beneath* a “connecting” Trench (SSR SF6) and as per B8.2”. [SaF; J13]

SF4.5 In line 4, after “MG”, add “, Residual FP, Fire Lane”. [SaF; J13]

SF4.6 At the end, add “A Steel-walled building is treated as a stone building for Bog Check (D8.21) purposes. [SaF; J13]

SF4.10 After rule SF4.9 add new rule “**4.10 FACTORIES:** Each building on the SF maps that has \geq one road/RR entering it is a Factory (B23.74). A non-rubbed Factory Location that as a road/RR entering it (EX: 4E16) is considered a Vehicular-Sized Entrance (B23.742). Rubble that is connected to a Factory (EX: 4M52) is Factory Rubble (B23.743).”. [SaF; J13]

SF9.11 In the last sentence, after “Accessible” add “(COT and FFMO as if open ground)”. [SaF; J13]

SF17.2 At the end of the second sentence add “and are treated as open ground (B1.) except as stated otherwise”. [SaF; J13]

SF20.4, SSR CG 11, Japanese RG section In line 4, delete “(Walls, Stairwells, Gates hexes NA)”. [SaF; J13]

Valor of the Guards

• **Chapter V**

V.3 VotG21 In line 7, after “Ground” add “; all on-map terrain that is not in play in a given scenario remains in effect for “off-board” movement entry purposes during that scenario”. [J8]

V.3 VotG22 In line 8, after the third sentence add “An NKVD MMC that Battle Hardens becomes Fanatic.”. [J8]

V7.7 In line 3, after “Indirect Fire” add “(including non-SW mortars in upper-level Locations)”. [J8]

V10.2 At the end, add “VotG5 applies as if the City Square were a paved road.” [J8]

V12.2 “Pocket” In line 2, after “any” add “friendly”. [J11]

V12.4 CG10 At the end, add “Each OBA module is Retained with its *original* draw pile and the radio *or* field phone it started with (even if eliminated during play); any field-phone/Offboard-Observer/Pre-registered-Hex may start in a new legal Location.”. [J11]

V12.51 SSR CG I-4 Game End Replace “+1 drm” with “-1 drm”. [J8]

V12.601 In the last sentence, replace “the Location the unit is placed in contains” with “any Location contains opposing”. [J12]

V12.6066 In line 14, after “nor any” add “friendly (12.6068)”. [J11]

V12.6068 In line 1, after “adds a” add “friendly”. [J11]

V12.6154 In line 1, after “Each” add “non-Captured”. [J11]

V12.619 At the end of the fifth sentence, add “[EXC: *those with an underscored Morale Factor*]”. [J11]

V12.621 Russian RG Chart In footnote c, replace “Each MG” with “Each SW”. [J8]

V12.6214b In line 4, after “on-map” add “(HIP is NA)”. In line 16, after “enemy” add “ground”. In line 20, after “(if any)” add “unconcealed”. [J11]

• **Counters**

Assault Boat counters The Assault Boats do not have ID letters. [J8]

Crew counters Various crew counters do not have their ID number on their broken side. [J8]

Russian Vehicle Note 14 T-34 M41 The six T-34 M41 counters should have a thick white RST square, not a thin white ST square. [J8]

Squad counters Various squad counters have ID lettering on their broken side that does not match their unbroken side. [J8]

• **Map**

There are missing stairwell symbols in hexes Q27 (missing on the northern map) and LL24 (missing on the southern map); both hexes should have a large white center dot. [J8]

West of Alamein

• **Chapter F**

Several Rules have been replaced with references to rules in other chapters. Replace the body of the following rules with “See” and the appropriate reference:

- F.4 Axis Vehicles, D2.52
- F.7 Minefields, B28.45

- F.7A, B28.46
- F.7B, B28.47
- F.7C, B28.48
- F.8 Free French, A25.53
- F.8A Pre-12/43 Equipment, A25.54
- F.8B 12/43-5/45 Equipment, A25.55
- F.8C French-Built Equipment, A25.56
- F.8D DYO, A25.57
- F.9 U.S.-Built, British-Color SW, A25.35
- F.10 Vehicular Smoke Grenades, D13.35
- F.11 Reverse Motion, D2.24
- F8.6, B27.6
- F10, B9.6
- F12.2, A2.73
- F13.3, B9.7
- F13.4, B14.7
- F13.5, B14.8
- F13.6, B12.7. [HL3]

F.1A in line 3 change “HIP” to “hidden”. [1992Repl]

F.2A in line 4 add “; *an Alternate Terrain Type (13.) takes precedence*” after “can still apply”. [1992Repl]

F.3 EX in line 1 add “/armor leader” after “crew”. In line 2 change “worth four” to “worth a maximum of four”. In line 3 change “worth two” to “worth a maximum of two”. In line 5 add “(or Inherent HS)” after “Crew”. At the end delete “(or one point if an Inherent HS)”. [1992Repl]

F.4 in line 2 insert “(as defined in 11.2)” between “African” and “scenarios”. [1992Repl]

F.7 In line 10 change “their” to “the”. [1992Repl]

F.7A In line 11 change “one minefield on one strength” to “one A-P/A-T minefield”. [1992Repl]

F.7 EX In line 2 add “or” before “three” and “four”. [1992Repl]

F.7B In line 5, delete “enemy”. [An93b; An96; Mw202104]

F.8 Free French Replace this rule with “Use British counters and rules for Free French Personnel [EXC: *Free French squads have Assault Fire (A7.36) capability in/after 12/43; the A25.45 immunity to covering never applies to Free French*]. Free French OBA (including Accuracy and Draw Pile) is always treated as if British [EXC: *DYO purchase; F.8D*]. See also F.8A-9 and the French section of Chapter H.” [1992Repl]

F.8A Pre-1944 Equipment Replace this rule with “**PRE-12/43 EQUIPMENT:** For scenarios set prior to 12/43, Free French use (without Captured penalties) certain British [/British-color “(f)”; F.8C] SW, vehicles and Guns, and the rules covering them.” [1992Repl]

F.8B 1944-45 Equipment Replace this rule with “**F.8B 12/43-5/45 EQUIPMENT:** For scenarios set in/after 12/43, Free French use (without Captured penalties) British-color “(a)”/“(f)” SW (see F.8C and F.9), certain U.S. [/U.S.-color “(f)”; F.8C] vehicles and Guns, and the rules covering them [EXC: *Free French Inherent crews are considered British when determining their morale as per D5.1*].” [1992Repl]

F.8C Add this rule “**F.8C FRENCH-BUILT EQUIPMENT:** Certain French-built SW/vehicles/Guns are provided in *CROIX DE GUERRE* for Free French use. They are in the U.S./British color, and are identified by having “(f)” in their piece name, An “(f)”-type, or French-color, SW/vehicle/Gun suffers Captured penalties when being used by other than (Free/Vichy) French.” [1992Repl]

F.8D Add this rule “**F.8D DYO:** Free French use their own SW Allotment, OBA Availability and Rarity Factor, Charts for DYO scenarios. Use H1.463 for a Free French OP tank. Free *and* Vichy French cannot be purchased by the same side.” [1992Repl]

F.9 Replace this rule with “U.S. MMG, HMG, .50-cal HMG, M2 60mm mortars and BAZ 44 are provided in the British color in *WEST OF ALAMEIN*. They are identified by having “(a)” in their piece name, and are used by Free French as per F.8B. The BAZ 44(a) is also used to represent a BAZ 44 Scrounged (D10.5) from a U.S.-built vehicle/wreck [which includes one with “(a)” in its piece name] by Free French (only); other nationalities would Scrounge a U.S.-color BAZ 44. The appropriate MG(a) is also used to represent one Removed (D6.631) from a U.S.-built vehicle by a British (as defined in A25.4) unit. A MG Scrounged by any nationality from a U.S.-built or British-built vehicle/wreck takes counter form as a standard British LMG, with no Captured penalties when being used by a U.S. or British (A25.4) unit. Captured penalties do not apply to the use of U.S.-color MG by British (A25.4) units, nor to U.S./British-(A25.4) use of British-color “(a)”-type SW [EXC: *non-Free-French British treat all, while Free French treat no, type(s) of U.S. MTR/BAZ as Captured*].” [1992Repl]

F.10 In line 6 change “closed-topped” to “CT”. In lines 9-11 replace “successfully placed smoke grenades use a ½” Smoke counter, treated as per A24.11, and;” with “if successfully placed, a ½” Smoke counter is placed in the vehicle’s own Location and treated as per A24.11;” [1992Repl]

F.11 in line 2 change “have been” to “are”. [1992Repl]
In the fifth line, add “ Movement” after “Reverse”. [eRB]

F.12 in line 1 change “OTHER CHAPTERS” to “CHAPTERS A-E”. In the last sentence change “one or more color bars” to “≥ one vertical bar”. [1992Repl]
Delete the sentence mentioning the 1987 Errata. [eRB]

F2.2 line 3, delete “concealment (2.3).” [J7; Mw202104]

F3.31 Add “[EXC: *Wagon*]” after “Each vehicle” in the first line. [HL3]

F5.1 Change “12.41” to “A2.76” in the last sentence. [HL3]

F5.427 Add “non-wadi” before “Depression”. [HL3]

F6.3 last sentence, after “E3.54” add “/E3.723”. [J10; Mw202104]

F6.44 Add “A hillock hex blocks all Fire Lanes through it that are not ≥ the topmost height of that hillock hex.” After “[EXC to all: 6.43.]”. [HL3]

F6 EX At the end of the “**Squad A**” entry, add “The only occupied Locations that squad A could potentially affect with a Fire Lane are those of squads C, D, and F.” [HL3]

F6.5 Add “The +1 TEM vs Direct Fire provided by the hillock is not cumulative with any other applicable in-hex or hexside TEM.” before “A hillock (hex) provides no TEM or”. [HL3]

F6.6 EX In the “Squads E and F” paragraph, in line 7, change “in in” to “in”. [Inspection]

F8.6 In line 7, after “higher-elevation trench/sangar” add “(as if moving from a connecting Trench)”. In line 8, after “Controls the trench/sangar” add “Location”. In lines 13-14, delete the fourth sentence, which beings “A Snap Shot taken...”. [J12; Mw202104]
Rendered obsolete with HL3 change, replacing this rule with “See B27.6. ¹⁶”. [HL3]

F9.2 Change “A track does not” to “As opposed to a road (9.3), a track does not”. [HL3]

F11.611 If an ATTACKER enters a DEFENDER’s Location during the MPH across a hexside (or from a vertex) that lies within the latter’s Sun Blindness Zone, the Sun Blindness DLV Hindrance *does* apply to each attack made during that MPH by the DEFENDER vs that ATTACKER. [An91; An95w; An96; Mw202104]

F11.612 Add “[EXC: 11.6111 is NA]” at the end. [HL3]

F11.7 In the last line change “11.61” to “11.6”. [HL3]

F11.71 Add “Residual FP; ” after “FT; ” in the second EXC. [HL3]

F12 Add “(See also A2.7-.76)” as a separate paragraph before rule 12.1. [HL3]

F12.1 Replace this with the abbreviated rule from HL3, which eliminates mention of orientation ‘1’s and ‘2’s, adhesive, and plexiglass. [HL3]

F12.5 Replace this rule with the one from HL3. [HL3]

F12.501 Add this rule from HL3. [HL3]

F12.51 Delete “When using Overlay E1, ” and change “thereon” to “on board 25e”. [HL3]

F12.52 Delete “When using Overlay E1, ” and capitalize “Treat”. Change “25” to “25e”. [HL3]

F13.7 Add this rule from HL3. [HL3]

Footnote 2 Replace the body with “See Footnote 5A in Chapter D.”. [HL3]

Footnote 16 Replace the body with “See Footnote 3B in Chapter B.”. [HL3]

Footnote 24 Replace the body with “This overlay is used in scenario 51 *The Taking of Takrouna*.”. [HL3]

• Chapter F Divider

Desert Terrain Chart In the Notes column of the Wadi line add “; HD possible if in Crest” after “*all* units”.
HL3 adds a line for Candelabra Trees. [HL3]

• Chapter H

British Vehicle Note 6 A9 and A9 CS The illustration for the twin bow turret MG arcs was corrected to make them symmetrical; this is changed in *FKAC*. [J5]

British Vehicle Note 18 Centaur IV This vehicle now has normal ground pressure; this is changed in *FKAC*. [J5]

British Vehicle Note 21 Challenger This vehicle now has fast turret traverse and ROF 1; this is changed in *FKAC*. [J5]

British Vehicle Note 22 Comet This vehicle now has fast turret traverse; this is changed in *FKAC*. [J5]

British Vehicle Note 51 Humber IV AC The entry for the vehicle indicates that this vehicle has truck -type movement, but the counters indicate AC-type movement. The counters are correct. [J6]

British Vehicle Note 64 Carriers A, B & C,

65 Carriers, MMG A & B,

66 Carrier, 2-in. Mortar,

67 Carrier, 3-in. Mortar,

68 Priest(a) & Ram Kangaroos,

69 White (a) Scout Car,

70 IP Carriers Mk IIA, Mk IIB & AOV,

71 IP Carrier, 3-in. Mortar,

72 Wasp & Badger(a), and

73 Buffalo Mk II(a) & Mk IV(a) The counter art overrides the (incorrect) Chapter H illustrations. [An95w] {The illustration should show the vehicles as OT. SR}

British Multi-Applicable Vehicle Note BB In line 1 replace “or” with “and/or”. This change also applies to the Chinese VCL Mark IV Carrier(b) (Chinese Vehicle Note 13). [J5]

British Multi-Applicable Vehicle Note CC This note was added in *FKAC* and should be added to *WoA*. It applies to all Churchill tanks except as noted.

“CC. Churchill tanks had unique transmissions allowing them to make steep climbs easier. Therefore, a Churchill tank *[EXC while the Bridgelayers is carrying a bridge, the AVRE is carrying a fascine, or the Crocodile has its trailer hooked up]* pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51) instead of the normal 4 MP, and can cross a Double-Crest hexside (B10.52) but must check for Bog (D8.21) with a +3 DRM.” [J5]

• Counters

British Vehicle Note 27 Valentine II The British *Valentine II* tank with ID “A” should be marked as a Small Target (i.e., +1 TH; D1.74). [An89; An96] {Corrected in later printings. SR}

British Vehicle Note 76 Terrapin MK I The British *Terrapin MK I* amphibious truck should have “REV × 2” on the back of the counter (i.e., Reverse movement should cost it twice its normal hex entry cost). [An89; An95w; An96]

British Vehicle Note 79 Loyd Carrier Add “† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP”. Add “Ammo: 4PP” to the back of the vehicle counters listed in this Note. [An91; An95w; An96]

Yanks 1st edition

• Chapter H

U.S. Vehicle Note 7 M3 Medium Tank In the third paragraph, third line, replace “multiple ROF” with “multiple-ROF/armor-leader-direction”. [An96]

Either the MA or SA can claim armor leader direction, but only the one that fires first in a phase (treating Defensive First and Final Fire as one phase) can actually use it. See British Vehicle Note 11. [Mw2020]

U.S. Vehicle Note 30 M3(MMG) & M3(HMG) After “VCA.” in the next-to-last line of the final paragraph, add “In addition to Removal as per D6.631, the AFV’s Passenger(s) may Remove its secondary AAMG as (a) dm MMG [for the M3(MMG)] or (a) dm HMG [for the M3(HMG)]. The MA of both AFV may be removed (but *only* as per D6.631) as a dm .50-cal HMG.” [An93b; An96]

U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack The *M4 MC*, *M4A1 MC*, and *M21 MC* ht start each scenario manned by an Inherent Infantry (e.g., 2-2-7) crew and should have “InfCrew” on the counter. When such a crew exits its vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. [p.H66, British Vehicle Note H; An96] {Corrected counters for M4A1 MC are in *KGP I*. SR}

U.S. Vehicle Note 39 M3A1 Scout Car This vehicle can retain any unpossessed SW aboard it (D6.4), and its Passengers’ FP is not subject to halving for Mounted Fire (D6.1). See British Vehicle Note 69. [Mw2020]

In line 2 of the first section, change “3-3-6” to “3-4-6”. [An97]
In last line of the first †, replace “crew” with “crew/Passengers”. [J8]

U.S. Vehicle Note 41 T8 reconnaissance Vehicle The U.S. *T8 SC* should have a 2FP BMG. [An89; An95w; An96]

U.S. Vehicle Note I Change “See” to “Each MG may be removed as this given type (i.e., as a .50-cal. or MMG respectively). See also”. [An93a; An95w; An96]

U.S. Vehicle Note L Add “the colored dr of” between “from” and “its” in the last line. [p.H66 (British Vehicle Note 84); An96]

• Counters

U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack See entry under “Chapter H”.

U.S. Vehicle Note 41 T8 reconnaissance Vehicle The U.S. *T8 SC* should have a 2FP BMG. [An89; An95w; An96]

U.S. Vehicle Note 46 LVT(A)1 The Illustration should show the LVT as CT, not OT. The actual counters are correct. [An93a; An95w; An96]

U.S. Vehicle Note 49 LVT2, 50 LVT(A)2, and 51 LVT4 The fully-tracked-movement symbol is missing from the counter

illustration preceding each Note. The actual counters are correct. [An95w]

Sources

Official Sources

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- A15-16vB.... A15-16vB replacement pages download from multimanpublishing.com (created 21 March 2001)
- An89 ASL Annual 1989
- An90 ASL Annual 1990
- An91 ASL Annual 1991
- An92 ASL Annual 1992
- An93a ASL Annual 1993a
- An93b ASL Annual 1993b
- An95w ASL Annual 1995 Winter
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- DB3 *Doomed Battalions* 3rd edition
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- eRB Electronic ASL Rulebook, version 1.04 and later
- FKAC Insert in *For King And Country* listing the scenario updates. [Also downloadable at https://web.archive.org/web/20080808135720/http://www.multimanpublishing.com:80/downloads/fkac-scen-errata.pdf](https://web.archive.org/web/20080808135720/http://www.multimanpublishing.com:80/downloads/fkac-scen-errata.pdf)
- FW *Forgotten War*
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- Gen25.1 General v25 No.1
- Gen30.2 General v30 No.2
- Gen30.5 General v30 No.5

HF *Hatten in Flames* errata as of 22 September 2022
https://mmpgamers.com/support/asl/HiF_Errata_092222.pdf

HL3 *Hollow Legions* 3rd edition

HP *Hakaa Päälle*

J1 ASL Journal #1

J2 ASL Journal #2

J4 ASL Journal #4

J5 ASL Journal #5

J6 ASL Journal #6

J7 ASL Journal #7

J8 ASL Journal #8

J9 ASL Journal #9

J10 ASL Journal #10

J11 ASL Journal #11

J12 ASL Journal #12

J13 ASL Journal #13

[J14 ASL Journal #14](#)

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SaF *Sword and Fire* Errata as of 19 October 2022
https://mmpgamers.com/support/asl/Manila_Errata_v5.pdf

Y2 *Yanks* 2nd edition, errata on page H48F.

YPP *Yanks* 2nd edition product page,
<https://web.archive.org/web/20200727183654/https://www.multimanpublishing.com/tabid/58/CategoryID/6/ProductID/319/Default.aspx>
retrieved 28 Jan 2020

VFTT

[View From The Trenches](#) published compilations of ASL questions received at asl_qa@anodyne.com

Unofficial Sources

ASLML ASL Mailing List. Many personal Q&A were forwarded to the ASLML.

Comparison Comparing the two items to find differences.

Gamesquad.com The ASL forums at www.gamesquad.com/forums/index.php

Inspection Close reading of the item which discovered a typo.

Tactiques #6 Compilation of Q&A that appeared in [Tactiques](#) #6