

Summary of changes in version 28

Added Q&A

A2.9 & B23.41

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

A. Yes.

A2.9 & B27.

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

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

A2.9 & D2.34

May vehicles setup in bypass?

A. Yes.

A4.3 & A15.43

I believe that while the unit is in Bypass, all Defensive First Fire against it can use any of the vertices involved (2 or 3, depending on the number of hexsides bypassed) to trace its LOS. This is valid in any order: if a first attack is made that uses the final vertex, a second attack (probably from a different unit) can still use the first vertex. Is this correct?

A. Correct.

Now assume a unit is attacked while in Bypass, and turns Berserk; it then survives any First Fire, and must start its Charge. The question is essentially about where it "starts" its charge from, and where it traces its LOS from to determine its target.

A. From the furthest vertex reached.

A4.63 & B2.4

Can a Dash move utilize the Shellhole TEM in the road Location if other restrictions are followed, in effect is it treated as minimum cost? Can a Dash utilize the shellhole TEM in the end location to qualify the hex as a non-Open Ground hex?

A. No to both.

A4.7, E6.2, & E6.5

When Cavalry are swimmers can they advance?

A. No.

A7.4, C3.33, C8.5, & C8.6

As per A7.4 I cannot fire ATT at a hex occupied solely per friendly units. May I fire Smoke with ordnance at such a hex? And WP?

A. Smoke, but not WP.

A7.9 & A22.34

Imagine an elite MMC with a Flamethrower attacking an AFV. Per A7.9, cowering only occurs when rolling in the IFT. A FT attack against an AFV rolls directly on the TK and does not roll a TH. A FT attack which does not eliminate and AFV would still get a Specific Collateral Attack (SCA) against vulnerable PRC. Can the attack against the AFV cower on the TK DR? If the TK DR cannot cower, can the roll for the SCA on the IFT cower?

A. Neither attack cowers.

A9.22 & B25.2

B25.2 states that the wreck hindrance applies to any already established firelane. Does it apply to any firelane, or only a firelane established before the wreck began to burn?

A. The wreck Hindrance applies normally (e.g., if it is not considered moving).

A9.22 & Index

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

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

A11.3, J2.13, ASOP

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

- a. Before the German first attack;
- b. Before the Russian fist attack but after the German one;
- c. Before any Russian attack;
- d. He cannot declare HtH.

A. a. (first).

A11.31 & A11.622

If the non-sN player (who “attacks” first because Close Combat when a vehicle is involved is sequential) declines to attack at all (perhaps wishing to retain Concealment), can the sN player fire the sN in that CC? Or is firing the sN only allowed if the opposing side makes a CC attack beforehand?

A. No. Correct.

A11.8 & B31.1

The M4A2 bypasses 8b-DD7/EE8 along the woods hexside ending in motion. The road meets the definition of a Narrow Street. B31.1. Mob B wants to use old-fashioned Street Fighting. A11.8. Mob B is adjacent to EE8 and there is a building on the other side of the road. Mob B is also in a building. Two questions: Is EE8 a road hex for purposes of A11.8? Can B CCRF with a CCV 5, +2 motion/non-stopped, -1 SF if the AFV bypasses EE8?



A. EE8 is not a road hex for purposes of A11.8, so “B” cannot CCRF against AFV in EE8.

A12.1

Say the two players have concealed stacks in LOS of each other, but out of LOS of all other stacks. Player A’s stack fires at player B’s stack. Now suppose there are real units in player B’s stack; the question is about the timing of player B’s decision. Is it:

(a) the decision must be made prior to the attack DR (as in: once the attack is resolved, the unit might no longer be in Good Order, so unable to strip concealment)

or

(b) the decision can be made after the DR for the attack is made, but before the attack is resolved (say, “if the attack results in No Effect, I’d rather keep the opponent in the dark about my unit; but if I’m going to be revealed, I’d prefer the opponent to lose his concealment”)

A. (b).

A12.11

Can a Dummy stack composed of 3 “?” be split during play (MPh/APh) into two Dummy stacks composed of 2 “?” each?

A. Yes.

A12.121 & C1.82

When a Personnel unit or Vulnerable PRC takes a Bombardment 2MC per C1.82, are HIP Fortifications revealed if the unit uses the Fortification’s protective TEM, as per A12.121 Concealment Loss/Gain Table case L?

A. Yes.

I assume claiming the TEM is done after the DR for the unit, and if the roll is low enough, the Fortification’s protective TEM would not be needed for the unit to pass the Bombardment 2MC.

A. Yes.

Since case L applies whether the Fortification is in or not in LOS, would LOS matter?

A. No.

If it were Night, or E1.16's modification to being revealed applies by SSR, would that change the answer?

A. No.

A12.15 & O11.6194(b)

Does an enemy unit moving into the same hex as a Reserve Cloaking counter force the contents of that counter to be revealed and placed on the map unconcealed?

A. Essentially yes, although not all the contents will necessarily be unconcealed; this works the same as regular Cloaking (E1.4), which works the same as any other concealed stack when an enemy unit attempts to enter its Location (A12.15).

A12.3 & B13.31

The AC in the accompanying screenshot is in the woods in W8 but not on the road. It has set up using HIP. An enemy AFV enters the hex.



As a general principle, do the additional MP penalties laid out in D2.14 and B13.41 apply if the vehicle located in the entered woods/road hex is in the woods as opposed to on the road?

A. Yes.

If so, does the owner of the AC have to disclose its presence in order to ensure that the enemy vehicle pays the correct cost to enter the hex i.e., 4 MP in addition to the road movement rate?

A. It has to disclose some presence.

Alternatively, can the AC owner allow the enemy AFV pass through at the road movement rate in order to retain HIP? Would the answer to 2 and 3 be different if the AC was concealed as opposed to HIP?

A. No. No.

A25.62

Does the Italian 1st Line 3-4-7 BH into an Italian Elite 4-4-7?

A. Yes.

A25.75

In certain cases, such as A25.75, the rules say captured use penalties do not apply. Is the weapon also able to be repaired due to no captured use penalties?

A. In the cited instance, yes.

B7.

Does the runway -1 TEM versus unarmored targets apply to a CE crew or the CE passengers of an armored halftrack? Does the runway -1 TEM versus unarmored targets apply to Riders on an AFV?

A. No. Yes.

B2.1, D8.23, & E3.6

For printed shellholes does the in-hex terrain exist? If the road still exists and was a paved road, and E3.6 Mud was in effect, would the shellhole hexes be Open Ground per E3.65 with the possibility of E3.61/D8.23 Vehicle Bog?

A. Roads in printed shellholes still exist, and if paved would not suffer Mud penalties.

B23.71 & C1.51

Picture two adjacent Rowhouse Hexes A and B with a black bar between them. Hex B is in an FFE Blast Area. The rule makes it seem to me that a unit in hex B moving to hex A by bypassing the black bar is attacked by the OBA during the bypass portion at 0 TEM. Is that correct?

A. Correct.

I am unclear if the rule applies similarly in the reverse situation. A unit in hex A moves to hex B by bypassing the black bar. Is this unit attacked by the OBA during the bypass portion at 0 TEM?

A. No.

B23.711 & B23.9

An AFV that enters a Fortified Building automatically creates a Breach, even if it Bogs or falls into a Cellar. Does it also create a Breach if it exits the building?

A. No breach on exit.

If two adjacent building hexes are fortified, and a DC is used from Hex A to create a Breach into the Hex B, does this Breach also allow movement from Hex B to Hex A?

A. If two Fortified Buildings share a hexside, then breaching that hexside allows entry either way.

B24.11 & C13.

Can a BAZ rubble a building? Can a PSK rubble a building? Can a PF(k) rubble a building?

A. Yes to all.

B28.45

Is it always possible to use Known minefields or do they need to be designated as Known by SSR?

A. Known minefields require an SSR.

B31.2

Let us say we have a multi-hex building with a steeple. The steeple is at level 2 and connects directly to the ground level of that same hex. What is the cost in MF to go from ground level to level 2 steeple location? Is there an intermediate location at level 1 where you can be shot at? If there is an enemy unit at level 1, is it still possible to move directly from ground level to level 2 as they connect directly or not? If there is an intermediate level and you get shot there, are you then placed back where you started or at the level 1 Location (or anywhere else for that matter)? If there is an enemy unit at level 1, am I encircled in the steeple location as it does not connect to the level 1 location?

A. If the steeple is in a Single Story House, it is at Level 1, with an inherent stairwell connecting it to Level 0. If the steeple is in a Two Story House, it is at Level 2, with an inherent stairwell connecting it to Level 1 and connecting Level 1 to Level 0. If the Steeple is in a Multi-Story Building, it is at Level 3, with an inherent stairwell connecting it to Level 2, Level 2 to Level 1, and Level 1 to Level 0.

C1.32 & G13.4

An SR lands in a Shallow Ocean hex. Is it removed and a new AR must be placed in the next player turn? Is it played as if it landed off-board? Assuming it remains in play what level does the SR rise to?

A. The SR is handled the same as if in a land hex.

C1.51, D5.6, & D6.9

A BU Halftrack with a leader and a squad gets hit with OBA. The result is 1KIA which destroys the BU ht. The leader and the squad survive the CS roll. Do they get hit by the OBA?

A. No.

C2.2401 & U.S. MAVN R

Is the leadership modifier of a tank also halved FRD when determining the winner of a gun duel with a vehicle that uses American Multi-Applicable Vehicle Note R?

A. Yes.

C3.31-32 & C6.5-51

Can an existing 1/2" acquisition in a location be used when firing solely at a concealed unit or HIP unit's probable location?

A. No.

C6.5

Does a gun lose its acquisition if it's manning infantry is attacked and/or attacks in CC and eliminates all enemy units in its hex, and therefore is never in melee and thusly Good Order throughout the ordeal?

A. Yes.

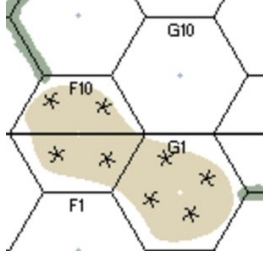
C6.7 & C11.2

Are manning half-squads (rather than crew counters) considered gun crews as indicated in C11.2? Are manning squads (rather than crew counters) considered gun crews as indicated in C11.2? If yes to Q1, does gun target size apply when determining if the manning half-squad is hit by an ordnance attack? If yes to Q2, does gun target size apply when determining if the manning squad is hit by an ordnance attack?

A. While C11.1 is referring to manning Infantry, C11.2 refers only to a crew. Regardless, Target Size applies whenever a Gun is targeted by ordnance.

C8.4

If a canister shot is directed at G1/G10/F10 vertex, can a Canister shot be aimed at that vertex? If yes above, what hexes are affected?



A. The firer should state at what level he wants the Canister to attack. Level 0: just attacks hex G10. Level 1: just attacks F10 and G1.

C9.3

Can a SMC spot for an infinite number of mortars (all firing at the same target, and all in an adjacent hex to the spotter)? If no how many can it spot for? Same question and conditions for a HS? Same question and conditions for a Squad?

A. SMC/HS/squad each can spot for an unlimited # of MTRs that are all in one hex firing at the same target.

C13.31

If a Squad has only fired its Inherent Fire Power and is marked with a First Fire counter, may it still fire one Panzerfaust?

A. Yes.

D2.401

Can a vehicle in motion do a motion attempt to go from motion to reverse motion?

A. No.

D3.12 & D6.2

May an AFV with riders change TCA as it spends MP to unload the riders? Will this force bail out MC?

A. Yes. No.

D4.22

Does the HD status of D4.22 apply if the LOS goes through a vertex of a HD hexside and non-HD hexside? That is, in the D4.22 example, if a vehicle is in Y4 with a HD counter marking only the Y4-Y3 hexside, would it be HD to fire from Z2?

A. Yes.

D6.5 & G12.42

Multiple MMC on a halftrack have the choice to unload together or separately, using 25% of the vehicle's MP (to unload together), or 50% of the vehicle's MP (to unload separately) during the same Movement Phase. Am I correct in thinking that infantry passengers on a LC have the same options? Do vehicles that are passengers on a LC have the same options?

A. Infantry, yes. Vehicles, no.

D6.6

In order to qualify as an "armored halftrack" to be part of a multi-unit firegroup as outlined in D6.64, must a halftrack have a passenger-carrying capability? I.e., may an American M16 (Vehicle Note 38) form a firegroup with infantry in the same location?

A. Yes. No. Per D6.6, an Armored Halftrack for these purposes must have Passenger capability.

E9.42

Is the intent to the third sentence apply to *all* parachute counters (i.e., both 1/2" and 5/8")?

A. Yes. "One" refers to all parachutes.

G14.261

The last sentence of G14.261 states “While its SAN is thusly increased, the Assaulting side’s Sniper counter is not an eligible target for the enemy sniper.” Since the sentence is part of a DYO section, I ask does that sentence apply to only DYO scenarios?
A. Correct.

V12.4 CG7

Can a Fortified Building be purchased (VotG 12.623 and RO 11.621) and added to an existing Fort. Building Location which has been Breached to effectively rebuild and thus eliminate a Breach? If YES, does it matter who originally placed the F.B.?
A. No.

If a Breach exists in a non-Fort. Building Location, can a F.B.L. be purchased and placed in that location to eliminate the Breach?
A. No.

Assuming that it does not eliminate the Breach but can be placed there, do all other benefits for F.B.L. apply per B23.9221?
A. Yes.

Russian Ordnance Note 2

A Russian mortar BM obr. 37 (82mm) may fire ONCE before/after disassembling/assembling the weapon if the scenario is set after 1941. Two questions about this: I assume that means it is not possible to do this in 1941 but only in scenarios set 1942 and onwards? What about other nationalities using the same mortar after 1941, can they also use this ability, for example the Chinese?
A. Correct. Not unless the specific Ordnance Note allows it.

J191 Rebels Without A Pause

In J191 Rebels without a Pause, “Partisan MMC are treated as SMC for building Control purposes.” Can they still do Mopping up for revealing HIP units?
A. The Partisans can Mop Up, but doing so only grants them Control of building Locations, not Control of the building itself.

DASL36 Mayhem In Manila

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