

The first section of this document is the Errata, dealing with corrections or changes to the wording of rules. The second section of this document is the FAQs, providing clarification on how specific rules interact.

## RULEBOOK - ERRATA

### PAGE 82. Measure the range and open fire

*Third paragraph, CHANGE the second sentence as follows:*

Note that players can hold back fire with any models in the unit that are equipped with weapons with limited ammunition (e.g. one-shot weapons, flamethrowers, etc).

### PAGE 102. Spotters

*First paragraph, ADD the following:*

Spotters have the Infiltrators special rule (see page 120).

*Second paragraph, CHANGE the first sentence as follows:*

[...] the crew are assumed to be able to also see whatever any spotter (or forward observer) in your force can see.

Note, however, that a spotter/observer can only spot for a single Indirect Fire weapon per game turn.

If the firing unit switches to a different spotter in a following turn, this resets the ranging-in process, just as if the unit had moved. This can potentially [...]

### PAGE 102. Multiple Launchers

*First paragraph, second sentence, CHANGE the sentence as follows:*

A multiple launcher fires as a heavy mortar, but its chance of hitting never gets any better than a 6 (no ranging in), and its minimum range is increased to 36".

*Note: this errata replaces the previously published multiple launcher errata and is not in addition to it.*

### PAGE 113. You men, snap to action!

*CHANGE the last sentence as follows:*

Note that officers in reserve or first wave cannot use this special rule.

### PAGE 124. Artillery Units

*CHANGE the second sentence as follows:*

The crew are arranged in formation as described for infantry units, but must also all be within 1" of any part of the gun model.

### PAGE 125. Artillery and shooting. Line of Sight.

*ADD the following sentence after the first.*

Enemy shooting against the artillery unit can draw line of sight to either the gun or the crew models (but remember that the range is measured to the centre of the gun).

### PAGE 131. Vehicles and Orders

*Second column, first sentence, CHANGE as follows:*

Note that this reverse move has to be straight backwards, with no pivot allowed, and the vehicle must move as fast as it can (e.g. a normal vehicle must reverse at half Advance speed, while Recce vehicles must reverse at full Advance speed, and dual direction steering vehicles must reverse at full Run speed!).

### PAGE 136. Two or more weapons on the same mount

*Second paragraph, CHANGE last sentence to:*

"For example, a quad-linked HMG would fire three shots per weapon (see Vehicle-mounted Machine Guns on page 134), for a total of twelve shots against the same target!"

### PAGE 145. Transport Vehicles

*End of first paragraph, DELETE the following sentence:*

~~'various extra rules that apply to transports.'~~

### PAGE 149. Command Vehicle

*Second sentence, DELETE the following words:*

(not cumulative with morale bonus, check term: and other command vehicles).

### **PAGE 188. Armoured Platoon – Platoon Command Vehicle**

*CHANGE the sentence in the first box as follows:*

This must be a vehicle that has the Command Vehicle special rule, or that has been given this rule from its entry's options. If you don't have one such vehicle in this armoured platoon, you can give the Command Vehicle rule to any vehicle from the categories listed above for +10pts. In addition, if a vehicle in the Transports & Tows category of an army list has the Command Vehicle by default in its entry, or the option to take it, it can be used as the mandatory Platoon Command Vehicle (of course you need to give it the Command Vehicle rule if that's an option!).

### **PAGE 189. Recce Infantry Platoon diagram**

*CHANGE the sentence "Each unit in the platoon MUST include a transport vehicle" to:*

"The platoon MUST include enough transport vehicles to transport all infantry."

### **PAGE 206. Inexperienced Infantry unit entry**

*CHANGE unit's base Cost to:*

35pts.

### **PAGE 222. Rangers unit entry**

*CHANGE the Composition to:*

1 NCO and 4 men.

### **PAGE 223. Marines Squad unit entry**

*CHANGE the fourth option to:*

Up to 3 men may replace their rifle with a pistol for -1pt each

### **Page 225. M51**

*CHANGE the Cumbersome rule as follows:*

Cumbersome: this unit counts as a heavy gun for the purposes of movement. It also counts as a vehicle-mounted machine gun for the purposes of determining the number of shots it fires.

### **PAGE 235. Infantry Section unit entry**

*ADD the following option:*

- The entire squad may be given the Engineers special rule for +1 per model.

### **PAGE 235. Home Guard Section unit entry**

*DELETE the following special rule:*

~~Unarmed (if taken): Unarmed men neither shoot nor attack in close quarters – their only value is as casualties.~~

### **Pg 236. Special Forces infantry Section**

*CHANGE the first option as follows:*

Add up to 6 additional men with rifles at +15pts each

### **Pg 239. Anti-tank guns. Special rules**

*ADD the following rule:*

Rotating Platform (light anti-tank gun only)

### **PAGE 242. Stuart Light Tank unit entry**

*ADD the following to the Recce special rule:*

- Recce (if Stuart Recce option is taken).

### **PAGE 245. Crusader AA Tank unit entry**

*CHANGE the Open-topped special rule to:*

- Open-topped (Crusader AA Mk I only).

### **PAGE 253. Forward Observer unit entry**

*CHANGE the cost of optional men to:*

+11pts per man (Regular) or +14pts per man (Veteran)

### **PAGE 254. Inexperienced Infantry Squad unit entry**

*DELETE the following special rule:*

~~Unarmed (if taken): Unarmed men neither shoot nor attack in close quarters – their only value is as casualties.~~

### **PAGE 264. SU-152 & ISU-152 unit entry**

*In the Big Shell special rule section, CHANGE the last sentence to:*

The Howitzer has Pen +5.

### **PAGE 266. Half-Track Truck unit entry**

*CHANGE Tow list to:*

Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun.

### **PAGE 270. IJA or SNLF Infantry Squad unit entry**

*ADD the following option:*

- The entire squad may be given the Engineers special rule for +1 per model.

### **PAGE 277. Prime Movers**

*ADD the following special rule:*

- Slow

*ADD the following box-out:*

### LEND-LEASE

Soviet armies themed to follow 1941 can field the following vehicles from the British and American lists.

#### Tanks/Tank Destroyers

- Valentine I–VIIA
- M3 Stuart
- MK VII Tetrarch
- M10 Wolverine
- M3 Lee
- M4 75mm Sherman
- M4 76mm Sherman
- Churchill
- Matilda Mk II

#### Armoured cars

- M3 White Scout Car

#### Anti-aircraft vehicles

- M17 GMC

#### Transports and Tows

- M3 Half-track
- Bren carrier
- Jeep
- DUKW

## RULEBOOK - FAQs

*Do unarmed models fight in close quarters or not?*

Yes, they do. See the Errata document for an amendment removing a rule that previously stated that some unarmed models would not fight in close quarters.

*What happens to units in a transport that is destroyed because it retreats from the table, or one that fails to come in from Reserves?*

Transported/towed units are destroyed together with the vehicle.

*The Key Positions victory condition indicates D3+4 objective markers are placed on the table within 12" of each other and 6" from the table edges. What happens if it becomes impossible to place all objectives on the table?*

Any objectives that cannot be placed are simply not placed and the game continues with fewer objectives.

*If a transport or tow vehicle mounts a weapon and therefore 'loses all transport capacity', does it mean it also loses towing capability?*

Yes.

*If you upgrade the Stummel to the 251/9 with transport capacity, can you then put it in the transport slot for a Recce Platoon and give it Recce?*

No – that vehicle entry is an SPG, not a transport, regardless of whether you give it the optional transport capacity or not.

*Does an indirect fire unit that is ranged in on an artillery unit retain its ranging when the target artillery crew is killed? If the gun is recrewed, as per the artillery rules, does the ranged in unit get to stay ranged in on the freshly recrewed gun/new unit?*

The indirect weapon firing on the artillery is still ranged in, as it ranges in on the position of the gun, not that of the crew.

*Can members of artillery pieces be transferred to other pieces even if they have different levels of experience? What happens to any pins they may have?*

Yes, and they become the same rating as the existing crew, or retain their original rating if there is no crew to join and they are taking over a crewless gun. When a crew moves from one gun to another, they discard any previous pins and instead have the same pins as the crew they join, as they become part of that unit. If they are re-crewing an abandoned gun, they simply retain any pins they currently have.

*A tow is destroyed along with all the crew of the towed artillery as well. Is the artillery piece left or removed along with its die?*

Treat this as a gun that has no crew left - leave it there, and it can be re-crewed.

*Can units that do not have spotters in their unit entry (like light mortars) benefit from the line of sight of spotters?*

Yes, they can, provided they are Regular or Veteran. This also applies to any vehicle and any other unit that fires Indirect fire weapons.

*Can the last operator of an artillery piece be removed to take over another?*

Yes, the last operator can leave a gun, which counts as destroyed (i.e. remove its Order die). This is the opposite of re-crewing a gun without crew!

*Can a tank with Slow Load rule act first on the turn if activated by an officer's Snap to Action ability?*

Yes, because the officer is given the order before the vehicle with Slow Load.

*How many Indirect Fire units can a spotter or forward observer spot for per turn? Can a Forward Observer spot and perform their own Fire order in the same turn?*

They can spot for a single friendly unit firing Indirect fire per turn. This represents them feeding coordinates and ranging feedback to that firing unit.

*If a vehicle has the transport special rule, but it's not in the Transport & Tows section, does it suffer from the 'Enemy proximity' rules?*

No, because its role is that of a fighting vehicle (as per its category), and not a Transport

*Warplane 3-4 and 5-6, do I place templates down? If so, can I clip other units?*

Yes, and yes (all affected units can choose to go Down).

*Can I take a vehicle that does not have CV and upgrade it to make it platoon commander if I do have a vehicle which already starts with CV available?*

Yes, you can.

*If a transport vehicle (i.e. a vehicle in the Transports and Tows section of an army list) has the CV rule, or the option for it, in its entry, can it be Armoured Platoon Commander?*

Yes, it can.

*Page 150 Escape Reaction: the first paragraph states "...except that before going Down, the recce vehicle makes an escape reaction." The 2nd last sentence of that paragraph reads "Once the escape move is done, turn the vehicle's dice [sic] to Advance or Run. Which one is it?"*

It should be Advance or Run, whichever it used to make its escape move.

*If an enemy unit is in base contact with an obstacle, can my unit move into contact with the opposite side of the same obstacle and shoot them to negate their cover save?*

It is assumed that an obstacle is no more than 1" thick, so your unit cannot move into contact with the same obstacle that an enemy unit is in base contact with.

Thus, the enemy will still benefit from the obstacle's cover when your unit fires, while your unit will not benefit from that obstacle's cover if the enemy then returns fire. Consider assaulting them instead.

*If a long linear piece of terrain is considerably thicker than 1", then it should not be treated as an obstacle in the game, but rather an area of rough ground or impassable terrain.*

As normal, agree beforehand with your opponent what these pieces of terrain count as before the start of the game.

*If an "Armies of" book does not include some of the Common Transport Vehicles, can I still use them from the rulebook?*

Yes, you can.

*HE (High Explosive) on page 99 left column line 13 states 'Take Saves and then roll for damage as normal'. Is this correct?*

No, it's the other way around, roll to damage and then take saves, as normal.

*If an air strike against a building results in a strafing fighter, and the floor being hit includes an enemy target, does the target get cover saves or not (as the fighter does not use HE)? And if the fighter gets 10 or more hits on the unit, does the building collapse?*

As the fighter doesn't use HE weapons, the target unit gets cover saves as normal and the building doesn't collapse.

*In the army lists, some infantry units have the options of 'having submachine guns for +4pts per model' while others specify 'replace their rifles with submachine guns for +4pts per model' or similar wording. Is this an intentional difference?*

No, when riflemen get the option of upgrading their weapon to submachine guns, assault rifles, etc. these weapons replace the rifle, or other weapon carried by default, unless the entry specifies 'in addition to other weapons' (in which case they retain both their default weapon and the upgrade).

*Does the tachanka move as a wheeled vehicle?*

Yes, it does.

*Can units that have the Green and Shirkers options take both?*

Yes, they can.

*Can units shoot enemies in buildings from floor 1 to floor 2 for example?*

No, they cannot.

*Can a SU-76i take armour-piercing ammunition?*

Yes, it can.

*Can units outside buildings shoot enemies in buildings if another floor of same building has friendly troops?*

No, they cannot.

*If units from opposing forces both end the turn on Ambush, and wish to Fire at each other, how do you decide which makes the attempt first?*

Roll-off. The winner declares what his units in Ambush are doing and resolves any fire. Then the opponent does the same.

*Are heavy automatic cannons heavy guns for the purposes of movement?*

Yes, they are.

*Can I have more than one vehicle with the Command Vehicle rule in the same armoured platoon?*

Yes, you can. You can add as many such vehicles in the same Armoured Platoon. One of them will be your mandatory Platoon Command Vehicle. Note that this does not mean you can give the Command Vehicle to several vehicles if your Armoured Platoon does not include any vehicle with the Command Vehicle rule in its entry, but just to one of them in order to fulfill the mandatory slot.

*In a Panic caused by FUBAR, can running as fast as possible toward the closest table edge result in the unit entering a building or transport? Can they assault?*

Not unless entering them would take the unit closer to the edge than not entering them. They cannot assault.

*If a unit is in base contact with an empty building but not entering it, can another unit enter the building (as they would technically become less than 1" apart)?*

A unit can enter a building that has other units in base contact with it, and then the controlling player needs to move their models out of contact with the building in their next move (or assault the building!).

*Can you please explain the interaction between the 'at full strength' rule and the Commissar rules? And the Green rule vs Commissar rule?*

The Commissar rule takes precedence, so the squad re-rolls the order test once only. And yes, the Green rule is triggered by the casualty caused by the commissar.

*Can my officers be mounted on a horse if my force includes cavalry units?*

Yes, as long as all of your mandatory units in the platoon are mounted on horses, you can equip your officer units with horses for +3pts per model.

When "firing as a light anti-tank gun," does the 25 pdr receive the +1 to hit bonus for targeting a vehicle with a fire order? Similarly, does the ZiS-3 gain the ability to fire indirectly when "firing as a howitzer"? Does the ZiS-3 get the +1 to hit bonus for targeting a vehicle with a fire order if it's "firing as a howitzer"?

If a gun is "firing as another type of gun", it uses the rules of the other type of gun for as long as it's using that fire mode.

For example, the ZiS-3 could use the firing indirectly rule if firing as a howitzer, or the +1 to hit if firing as an AT gun, but not both at the same time.

In a Japanese heavy weapons platoon, how many suicide AT teams can I include? In other words, is it each AT team slot that can become 3 suicide teams, or just the one per platoon?

Just one AT team slot per platoon can be replaced by 0-3 suicide teams. Therefore, in a rifle platoon, you can have 0-1 AT rifle team and 0-3 suicide AT teams. In a heavy weapons platoon, you can have either 0-3 AT rifle teams or 0-2 AT rifle teams and 0-3 suicide AT teams.

If a unit with Fieldcraft assaults an enemy in Rough Ground, does the enemy not gain the Defensive Positions advantage in close quarters?

Correct, they do not, so the units strike simultaneously.

Can I fire a rear-facing turret-mounted MMG even if the main gun does not fire that turn?

Yes, just (imagine to) rotate the turret to face the direction in which you wish to fire the MMG.

On page 98 column one it says that you should place the centre of the HE template on or between bases of the target unit, covering as many models as possible and not clip any friendly models. On the same page in the second column it says the only two criteria are covering as many models as possible and not clipping any friendly models. Which is it? The first column implies that if you are targeting a one-model unit you must place the centre on the model, the second column says you can place the template however you want as long as you hit the model (no need to have the centre on it).

When firing HE at a single-model unit, you must place the template so that the centre is ON the base of the target unit's model - as there is only one model, it cannot be 'between bases'! This centre point can be anywhere on the base of that model. So long as the criteria of 'covering as many models as possible' (in this case only one!) and 'not clipping any friendly models' are met, the shot is valid, and can end up clipping other enemy units. Note that in the case of vehicles, you must place the template in the centre of the target instead, as stated on page 137.

During a 'You men, snap to action', can a platoon commander order just one unit or do they have to order two?

Platoon commanders can 'snap to' either one or two units.

Page 147 "The special abilities of officers and other HQ units mounted on transports work as normal, as long as they are being transported in soft-skinned or open-topped armoured transports." Does this mean that an observer in an open-topped or soft-skinned transport can call air strikes and artillery barrages?

No, they cannot do that because you would need to issue a Fire order to the observer, and you cannot do that on transported models. That sentence allows the use of passive abilities, which do not require specific orders, like a medic's area of effect, or the ability of an observer to spot for indirect-firing units.

When do we deploy Infiltrators in Story Scenarios?

In Story Scenarios, the 'Start of the Game' phase is done after 'Deployment' and before 'First Turn'.

Shooting from Cover, page 87. "If more than 50% of the unit's models are inside dense terrain, but not at the edge, the unit can see and shoot out, but their shots will be affected by the cover they are in." Do ALL the models in the unit count for this purpose, or only the models which are actually shooting?

The ones that are shooting.

Is it the intention that units that are not in formation must be given Advance or Run orders to regain coherency before they can be given other orders (presumably other than Down)? Page 64 only states that the unit needs to regain formation when it next moves.

Units that are not in formation don't need to be given any specific order and continue to function as normal, but when they next move (for whatever reason), they need to re-establish formation.

Do units hit by 'splash' (i.e. not the actual target, but rather a nearby unit clipped by HE template as on P137, diagram 23) take pins? Can they elect to go Down?

Only the unit that is the TARGET of an HE shooting attack (i.e. a unit against which a to-hit roll is made) takes pins from being hit. Any other unit 'clipped' by the HE template may take damage, but does not receive pins. Similarly, a unit which is 'clipped' by an HE template may not go Down as a reaction, as it is not itself being 'shot at' by an HE weapon.

P157: Flamethrowers against buildings. Are the references to P140 and 141 incorrect, and should the reference instead be to P147: Effects of Damage on Passengers?

Yes, good spot!

Does Soviet Body Armour apply in close combat?

Yes, it does.

P116 Rookie Pilot: The opponent chooses the new target, but who places the aircraft?

The player controlling the Forward Air Observer that called in the airstrike places the aircraft token.

Officers can use their special abilities on friendly units within range of an opening of a building if the officer is inside the building. Is the opposite also intended, that officers may only affect units inside a building with their special abilities if they are in range of an opening?

Yes, we think it's reasonable to play it this way.

In missions with Prep Bombardment, when does the Rangers Lead the Way special rule occur, as both RLtW and Prep Bombardment happen after set up but it isn't specified which happens first.

Rangers lead the way is resolved before the Prep Bombardment.

When a unit in first wave or reserve comes onto the table from any point on the player's DZE, can they come in from a point on the short table edges too? For example, in a 'Long Edges' deployment zone, could my unit move in from the points along either short table edge 12" away from my long table edge?

Yes, they can, moving straight into no-man's land. The same is true for moving off the table in scenarios that allow them to do so.

The diagrams on the right show the DZEs if players are using Long Edges deployment zones, and an example of the DZE for a game when players use the Quarters deployment zone (assuming the players are using the orange-coloured deployment zones).

