

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 Infiltrator 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".

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 117. Flak

ADD the following to the fifth paragraph:

Note that vehicle-mounted flak machine guns do not halve their shots when fired against aircraft (see page 134).

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 165. Key positions.

REPLACE the fourth paragraph with the following:

To capture an objective, one of your infantry or artillery units (or a transport including one such unit) must end its activation within 3" of the objective, and there must be no enemy unit of any type within 3" of it.

PAGE 172. Reserves

CHANGE the last paragraph of the left column as follows:

Note that the Morale Bonus rule of officers does not work while officers are off the table, except on the transport they are mounted on, and on any units also mounted into the same transport (including of course the officer's unit itself). On the other hand, their 'You men, snap to action!' rule does not work at all (see page 113).

PAGE 183. Company Commander.

ADD the following paragraph:

In addition, if the force includes a platoon where all compulsory units (i.e. two infantry units and a platoon commander) are mounted on horses, bicycles, or motorcycles, the Company Commander and his unit can also be mounted on the same 'ride' as those units (bicycles for +1pt per man, motorcycles for +5pts per man, horses for +3pts per man).

PAGE 183. Transport and Tows.

ADD the following at the end of the first paragraph:

Note that ambulances are an exception in that they count as transports but don't have any transport capacity. An ambulance can be fielded in any platoon instead of an infantry medic, as long as the platoon allows transports.

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 (including vehicles from the Transports & Tows category that have this rule or option).

If you don't have a vehicle that has (or has been given) the Command Vehicle rule in this armoured platoon, you can give the Command Vehicle rule to a single vehicle from the categories listed above (tanks, armoured cars, etc.) for +10pts.

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.~~

PAGE 236. Special Forces infantry Section

CHANGE the first option as follows:

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

PAGE 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

PAGE 266

ADD the following box-out:

LEND-LEASE

Soviet armies themed to follow 1941 can field the following vehicles from the British and American lists. Note that the Gyro-Stabilisers special rule does not apply to these vehicles.

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

Anti-aircraft vehicles

- M17 GMC

Transports and Tows

- M3 White Scout Car
- 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, it does.

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).

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 the same building has friendly troops?

No, they cannot.

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

Yes, they are.

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.

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 rule 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? And similarly for motorcycles, or bicycles?

- A platoon commander or medic or forward observer (i.e. HQs that are one-per-platoon) can ride a x if both the mandatory squads in their platoon are riding x. (x = horses, bicycles or motorbikes).
- A company commander, chaplain, and similar HQs who are not one-per-platoon but rather one-per-force can ride x if the force includes at least one platoon where both the platoon commander and the two mandatory squads are riding x.

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 (and note that if you do so, you can also have one additional AT rifle team, as stated in Extra Selection on page 272 of the rulebook). 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 rotate the turret (or imagine that you have) 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 Preparatory Bombardment, when does the Rangers Lead the Way special rule occur, as both RLW and Preparatory Bombardment happen after set up but it isn't specified which happens first.

Rangers lead the way is resolved before the Bombardment.

If we are playing a Top Secret victory condition, and the unit carrying the briefcase rolls a Fubar result, panics and leaves the table, who wins?

As this creates a scenario which makes no sense 'in reality', we deem that units carrying the briefcase treat all Panic results on the Fubar table as Friendly Fire instead.

If a unit is hit by a flamethrower and the flamethrower kills half or more of its men, does the unit take two morale checks or one? Similarly, if a vehicle is hit and damaged by a flamethrower and the damage result is 'On Fire' is a single morale check taken or two?

In both cases, only one morale check is taken.

If a unit equipped with two or more flamethrowers fires them at the same time, does it suffer 1 pin marker, or 1 pin marker per flamethrower fired?

The firing unit takes a single pin marker, regardless of the number of flamethrowers fired at the same time.

If a unit equipped with two or more flamethrowers hits a single enemy unit with more than one flamethrower at the same time, does the target unit take an additional D3 pin markers per flamethrower that hit it, or a single instance of an additional D3 pin markers? And does the target take a morale check per flamethrower or a single morale check?

The target only takes D3 additional pin markers, and takes a single morale check, regardless of the number of flamethrowers fired at the same time.

Do tanks need line of sight when assaulting?

Yes, they do. Including when assaulting a new unit after going through the initial target.

If a tank is assaulting an enemy while moving through Rough Ground, does it have to move at least 4.5 inches (i.e. half a Run move reduced to Advance speed)?

Yes, that is correct.

If a unit is shooting at a unit that is Down, and only some of the target models are within Point Blank range of the firing models is the benefit of being Down negated for all target models?

Resolve the shooting of the models in Point Blank range of the targets separately from the shooting of those that are not. The target models benefit from being Down against any damage caused by firing models that are not within Point Blank range.

In a Hold Until Relieved victory condition, is the objective control worked out at the end of each unit's activation, or just once at the end of the game?

Just once, at the end of the game.

Can a cavalry unit dismount at the end of an escape move?

Yes, they can, as the escape is made at *Advance* speed.

When a unit entry says that a piece of gear can be given to a man, can that also be given to the unit's leader (NCO, officer, etc...)?

No, our entries use the word 'man' in the WWII military usage of 'soldier without a rank', as opposed to 'officer or non-commissioned officer' (which are the unit's leaders in our game).

In cases where the piece of gear is meant to be an option for any or a certain number of models in the unit, regardless of their military rank, then it uses words like 'any model' or 'anybody', or 'up to 2 models' and so on.

In cases when every model in the unit must be given this piece of gear if an option is chosen, then the entry will use something like 'the entire unit'.

Does an HMG (with +1 penetration) apply pins to an Inexperienced or Regular vehicle when shooting at more than half the range, i.e. further than 24"?

Yes, it does, as it remains a heavy weapon.

Does the Reinforced Front Armour rule work against attacks like Soviet AT dogs and IJA suicide teams?

No, the Reinforced Front Armour rule does not work against either because it states 'shots', so it only applies against ranged attacks.

Can a unit subject to some form of compulsory activation capture objectives if they end their activation within scoring range of them? For example, if a unit panics because of FUBAR, or is forced to disembark from a transport, and goes Down within 3" of an objective, can they capture it?

Yes, they can, because an activation ultimately is when a unit is assigned an Order die, for whatever reason.

If more than 50% of a unit's models are out of the arc of fire of a Fixed weapon or a vehicle-mounted weapon, and the unit is in the open, does the unit get a cover save?

No, cover saves only originate from intervening troops or terrain.

Is it OK to ignore small pieces of terrain like a single tree, some cattle or a single crate or barrel?

Yes, such small pieces of terrain are what we call 'decorative terrain' and players are free to ignore them completely, and even move them around to make space as the units move about the battlefield. As usual, it's good to agree with your opponent which bits of terrain count as 'decorative' at the start of the game.

If both sides have units that need to decide to retain their Down or Ambush order at the end of the turn, or instead return the dice or attempt to open fire from Ambush, in which order are these decisions taken?

If these decisions are important, the players roll off and the winner takes this decision for one of their units. Then the opponent does the same, and the players continue to alternate working through their remaining units that need to make this decision until the order no longer matters.

If my motorcycles, or bicycles, or cavalry have the Fieldcraft special rule, do they really ignore Rough Ground?

Yes, they do, treating it as Open Ground.

If a vehicle somehow receives the Fanatics special rule, does this make any difference to them?

No, it does not, as vehicles are units made of a single model, so the Fanatics rule has no effect on them.

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).

