

---

# BOLT ACTION ERRATA

We have compiled a list of errata for Bolt Action dealing with the various rules questions that have arisen including corrections of points values. We have not thought it worthwhile to correct minor typographical or layout errors except where these might affect the reading of the rules. We have also not dealt with any representational queries along the lines of "Why does such and such a tank have such and such a value?" as these are matters of judgement within the parameters of the game and not mistakes within the rules as such. No doubt we shall expand upon this list over time and add clarifications where players feel the need.

## BOLT ACTION RULEBOOK

---

### PAGE 22: FUBAR CHART

The last sentence of the chart will be changed to:

If no enemy are visible, or if the unit can no longer move for some reason, it goes Down instead.

### PAGE 39: COVER

In the Soft or Hard Cover rules, the third sentence should start with:

It includes infantry units, artillery or soft-skins...

### PAGE 39: COVER

Add to end of final paragraph, add the following text:

If a target benefits from both soft cover and hard cover, only apply the hard cover modifier, for a -2 penalty on the roll to hit.

### PAGES 45 AND 214: WEAPONS CHART

Replace 'Medium Automatic Cannon' with 'Heavy Automatic Cannon'.

Change the **Flamethrower (vehicle)** line as follows:

**Range 12"**

### PAGE 51: TEAM

Add to end of final paragraph:

Note that this rule only applies to team weapon units, i.e. to units that comprise a team weapon, and not to infantry squads that also include a team weapon. If an infantry squad's team weapon is destroyed, surviving loaders simply revert to ordinary members of the squad.

### PAGE 53: HE (HIGH EXPLOSIVE).

Replace first paragraph as follows:

The HE rule refers to weapons that can fire a High Explosive shot. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. The player must declare which type of shot the weapon is firing as he declares the target. Some weapons can only fire HE shots and their Pen value is indicated as HE. When shooting against infantry, artillery, or soft-skin vehicles, a hit scored by an HE shell is multiplied into a number of hits as indicated by the bracketed die or dice value shown on the weapons chart. For example, HE D6 will result in from 1 to 6 hits on the target, HE 2D6 gives 2-12 hits, and so on. When fired against an armoured target, HE shots are not multiplied in this manner; instead a single hit is resolved in the same way as with other weapons.

### PAGE 54: MULTIPLE LAUNCHER

Change the fourth sentence of the paragraph to read:

Roll a die to hit for the target and a separate die for each unit within 6" of the target.

### PAGE 58: MEASURE RANGE AND MOVE

Second paragraph. Replace sentence beginning 'In both these cases...' with the following:

Troops making an assault are also allowed to move through rough ground as they do so; however, in this instance their move is reduced to normal pace (6"). In all these cases an assault is permitted and a run order is allowed, even though a run order is not normally possible when crossing obstacles or moving over rough ground.

---

**PAGE 62, MEDICS.**

Change the start of the fourth sentence to read:

If a friendly infantry or artillery unit, including the medic team itself, ...

**PAGE 70, SNIPERS.**

Add the following paragraph to the Snipers rule:

On an Advance order, all members of the team can fire any weapon they are carrying. In an assault they can use the Assault rule from their pistols/submachine guns.

**PAGE 71, CAVALRY.**

Change the end of the second paragraph to read:

...except that we do not allow cavalry that have not yet dismounted to enter or assault buildings, nor to board transport vehicles.

Change the first sentence of the last paragraph to read:

Cavalry models fighting against Infantry or Artillery units make three attacks per model, regardless of weaponry; when fighting against vehicles, they will only make a single attack.

**PAGE 72, MOTORBIKES.**

Add the following to the end of the first second paragraph:

Motorbike riders that have not yet dismounted may not enter or assault buildings, or board transport vehicles.

**PAGE 81, VEHICLES AND OFFICERS.**

The header will be changed to 'Vehicles and HQ units'. Also the following line is going to be added to the paragraph:

The same is true for the special rules of Medics, Spotters, Forward Observers and other similar units, whose abilities do not work while they are being transported. The general rule is if a model is being transported, and hence not on the table, its special abilities cannot be used.

**PAGE 81, VEHICLES & PINNING.**

The first two sentences of the entry:

Fully enclosed armoured vehicles, such as most armoured cars and tanks, can only be pinned by hits from heavy weapons.

Small-arms fire cannot pin enclosed armoured vehicles, which simply ignore any hits from rifles, pistols, submachine guns, light machine guns, medium machine guns and other small arms.

Will be replaced by the following:

Fully enclosed armoured vehicles, such as most armoured cars and tanks, cannot be pinned by hits from small-arms.

The effects of heavy weapons hits on fully enclosed armoured vehicles depend on the quality of the vehicle's crew – untrained crew being spooked by anything that engaged their tank, while more experienced men learnt how to distinguish impacts from different weapons and would react accordingly.

**Inexperienced vehicles**

Fully enclosed Inexperienced vehicles receive a pin marker every time they are hit by an enemy unit firing a heavy weapon (or any other attack that has a Pen value of at least +1), regardless of whether the hit can actually damage the vehicle or not.

**Veteran vehicles**

Fully enclosed Veteran vehicles are not pinned by hits that are not powerful enough to damage them. They can only be pinned by hits from heavy weapons, and other attacks with a Pen value, that are powerful enough to potentially cause damage on the vehicle (after applying all Pen modifiers).

Therefore, if you score a hit with a Pen value of at least +1 against a Veteran vehicle, work out whether the hit can actually damage the target or not (after adding all relevant modifiers). If it cannot, then it bounces off its armour, causing no pinning whatsoever. If your shot can actually damage the target, then place a pinning marker on it and proceed to roll to damage it as normal.

In other words, if you roll to damage a Veteran vehicle, but fail to equal or beat its armour, at least you get the consolation of placing a pin marker on it!

*Example: Your Stuart tank scores a hit with its light anti-tank gun against the front of an enemy Veteran Tiger I (damage value 10+). You work out the roll to damage – the Pen value of your gun is +4, but the shot is at long range, so the Pen suffers a -1 modifier, making it +3. As the maximum result the Stuart's shot can reach is 9 (rolling a 6 and adding 3), the shot cannot even equal the Tiger's front armour – this means that no pinning marker is placed. If the shot had been in short range, or the Stuart had been shooting at the Tiger's side armour (or both!), the shot would immediately cause a pin marker and then the player would roll to see whether it managed to damage the Tiger.*

Note that if a weapon/rule applies pin markers automatically, and/or does not have a known Pen value, then the pin markers are inflicted normally, even on Veteran vehicles.

*Example: If a veteran vehicle with Damage value 10+ was the subject of an air strike, it would automatically receive the D3-1 pin markers at the start of the air strike sequence, like all units around it. However, when the type of plane and consequently the Pen value of its attacks are determined, the vehicle might be immune to the additional pin markers, if the Pen value of the attack was unable to damage it.*

---

### **Regular vehicles**

Fully enclosed Regular vehicles hit by attacks with a Pen value of at least +1 will randomly behave either as an Irregular or a Veteran – every time they are hit by a such attacks, the controlling player rolls a die. On a result of 1-3, treat them as Inexperienced – place a pin on them regardless of the hit's chances of damaging them. On a result of 4+, treat them as Veteran – place a pin on them only if the hit is powerful enough to damage them, and then roll for damage as normal.

### **PAGE 87: DAMAGE RESULTS ON ARMoured TARGETS.**

Add under table of results:

When an armoured vehicle is hit by an HE shell, do not roll for multiple hits and instead roll once to penetrate using the Pen value of the shell (see p53).

### **PAGE 88: TARGET REACTS**

Change second sentence to read:

This is worked out in the same way as reactive shooting against infantry assaults, and takes place at any point the reactor wishes during the vehicle's move more than 6" away from the target.

### **PAGE 88: CLOSE QUARTERS.**

Add to end of first paragraph:

Even fanatic units are destroyed outright if they fail this test.

### **PAGE 89, TANKS ASSAULTING OTHER VEHICLES.**

The first sentence of the second paragraph will be changed to:

A tank (i.e. a vehicle with a damage rating of 8+ or greater) is allowed to make an assault against...

### **PAGE 93: UNITS ABOARD TRANSPORTS.**

The last sentence of the second paragraph will be changed to:

If a transport vehicle is destroyed, each unit on board suffers D6 hits and must immediately dismount and go/remain Down.

### **PAGE 93: TRANSPORT VEHICLES.**

The last paragraph of the Role of Transport entry should be modified to read as follows:

Weapons mounted on transport vehicles can only be fired if the vehicle is carrying a unit whose members act as weapon crew – each weapon being fired needs one man to operate it. If the vehicle has no passengers, it cannot fire any of its weapons.

### **PAGE 92-93: ROLE OF TRANSPORTS.**

The following paragraph will be added at the end of the rule:

If a vehicle has a transport/tow capacity, but it is not included in the Transport and Tows section of the force list (e.g. it's in the Self-Propelled artillery section), both

of the rules above do not apply to it. In other words: it is NOT destroyed by being in proximity of enemies and it CAN fire its weapons even without passengers. The rules for mounting/dismounting and transporting troops apply as normal..

### **PAGE 94: ASSAULTED TRANSPORTS.**

Replace the first paragraph of the second column with:

If a transport vehicle is assaulted by enemy infantry, any troops on board may be forced to dismount and fight close combat with the enemy. The vehicle can react by shooting as normal, as long as the charging unit lies within the firing arc of its weapons and starts the assault more than 6" away. If this defensive fire fails to stop the assaulting enemy, or if the vehicle does not perform defensive fire for any reason, the passengers will automatically dismount and prepare to fight, regardless of any orders already given to them or their vehicle; they may not make any other reaction to the charge. The resulting close quarter combat is fought between the assaulting unit and one unit disembarking from the vehicle. If the vehicle is transporting more than one unit, all units on board must dismount, and the largest unit will fight in the assault. If two or more units are tied for being the largest, the attacker chooses which one to fight. Should the dismounting unit be destroyed then the transport risks being destroyed at the end of the turn, as it will most likely be an empty transport that is closer to enemy than to friends.

### **PAGE 96: RECCE.**

Change first sentence of paragraph beginning 'Recce vehicles are allowed...' to read:

Once per turn Recce vehicles are allowed to react to an enemy shooting or assaulting them by making an escape move.

### **PAGE 97: RECCE**

Add final paragraph:

Recce vehicles are not allowed to execute an escape move if they are towing.

### **PAGE 115: VICTORY!**

Add final paragraph:

To seize the marker, an infantry unit must advance or run and end its move with one model touching the objective. From the following turn, that model will carry the marker as its unit moves. If the model carrying the marker ends its move to within 1" of a model belonging to a friendly infantry unit (or indeed a friendly infantry unit ends its move so that one of its models is within 1" of the model carrying the marker), the marker can immediately be handed over from one model to the other. This handing over of the objective marker can be done only once per turn, to stop an unrealistic 'chain effect'.

---

**PAGE 135: PANTHER**

Special Rules: delete '3' in final line (font error)

**PAGE 136: JAGDPANZER IV**

Special Rules: delete '3' in final line (font error)

**PAGE 153: 3-INCH ANTI-TANK GUN**

Crew: 4 men

**PAGE 154: M4 SHERMAN 75MM**

Cost: 234pts (Veteran)

**PAGE 156: M7 PRIEST**

Delete last sentence of text 'Although built on a Sherman body....defence value 7+.'

**PAGE 166: QF 17 POUNDER**

Cost: 140pts (Regular)

**PAGE 167: SHERMAN**

HE - instead of causing D2 HE hits an HE shell causes D6 hits (75mm tank guns)

**PAGE 169: CHURCHILL**

HE - instead of causing D2 HE hits an HE shell causes D6 hits (75mm tank guns)

**PAGE 171: SCOUT CAR**

Cost: 96pts (Veteran)

**PAGE 181: T34/76**

Cost: 234pts (Veteran)

**PAGE 211: 2. TURN END PHASE.**

The first sentence of the paragraph will be deleted. The whole paragraph should read as follows:

Return remaining order dice to the cup, except for those units retaining an Ambush or Down order.

---

## ARMIES OF GERMANY

**PAGE 28: VOLKS GRENADEIER SQUAD.**

The cost of the basic unit (currently 40 pts) will be changed to 65 pts

**PAGE 32: LIGHT MORTAR TEAM.**

Under Special Rules, add the following:

- This mortar cannot fire smoke.

**PAGE 37: 20MM FLAKVIERLING 38.**

Add the following:

**Options**

- May add a gun shield for +5 points.

**PAGE 38: 37MM FLAK 36.**

Add the following:

**Options**

- May add a gun shield for +5 points.

**PAGE 48: PANZER V 'PANTHER'**

Add the following:

**Options**

- May have additional pintle-mounted MMG for +15pts.

**PAGE 49: PANZER VI 'TIGER'**

Add the following:

**Options**

- May have additional pintle-mounted MMG for +15pts.

**PAGE 62-63: SD.KFZ 250/9.**

This vehicle is not Open-topped. The Special rule will be deleted. The points values are correct.

**PAGES 81 AND 82.**

All references to Heer Infantry squads will be changed to Heer Grenadier squads. Also references to Heer Veteran Infantry squads will be changed to Heer Veteran Grenadier squads. Note that in both of these selectors the Grenadiers are not allowed to have assault rifles.

**PAGES 86 AND 92.**

To all instances of the Defences rule, add the following:

If the force is the Defender, each platoon taken from this selector gets the following advantages:

- The platoon receives either one bunker or two 'hard cover' linear obstacles.
- Each linear obstacle must be up to 6" long and 1" tall, and should provide hard cover (so use low walls, earth embankments, sandbags and the like). You can replace any number of 'hard cover' linear obstacles with 'soft cover' ones (barbed wire, hedges, picket fences, etc.) and if you do so, you get two 'soft cover' obstacles for each 'hard cover' one you surrender. Bunkers should be large enough to accommodate a single unit of infantry or artillery. The rules for bunkers are on page 104 of the Bolt Action rulebook.

---

## ARMIES OF THE UNITED STATES

---

### PAGE 25: RANGER SQUAD.

Change 'Rangers Lead the Way!' Special Rule to:

Rangers lead the way! Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in Ambush.

### PAGE 26: US MARINES SQUAD (MID- /LATE-WAR)

Cost line should be changed to:

**Cost:** Regular Infantry 70pts or Veteran Infantry 91pts.

### PAGE 26: US MARINES SQUAD (MID- /LATE-WAR)

Weapons line should be changed to:

**Weapons:** M1 Garand rifles

### PAGE 32: LIGHT ARTILLERY (M1A1) AND MEDIUM ARTILLERY (M2A1).

Add the following:

#### Options

- May add a gun shield for +5 points.

### PAGE 37: M5/M5A1 STUART

Replace the current HMG option with::

- May have an additional pintle-mounted MMG for +15pts or pintle-mounted HMG for +25pts.

---

## ARMIES OF IMPERIAL JAPAN

---

### PAGE 14: REINFORCED PLATOON.

The following will be added to the list of units:

0-1 Kempeitai Political Officer.

### PAGE 17: FORWARD OBSERVER.

The list of weapons available to the observer includes 'assault rifle'. This is incorrect and should be changed to 'rifle'.

---

## COMMON VEHICLE/GUN UPDATES

---

### JEEPS.

In all books where they appear, change the 'Tow' line to read:

**Tow:** light anti-tank gun, light howitzer, light anti-aircraft gun.

### M3/M5 HALF-TRACK

In all books where they appear, change the 'Tow' line to read:

**Tow:** any anti-tank gun or anti-aircraft gun; light or medium howitzer..

### PAGE 37: CULIN HEDGEROW CUTTER BOX-OUT

The second paragraph should be changed to:

Any tank that has the option of adding a Culin hedgerow cutter may do so for +10 points per model. A tank so equipped...

### PAGE 50: M3 HALF-TRACK

The Tow options should be changed to:

**Tow:** any anti-tank gun or anti-aircraft gun; light or medium howitzer.

### PAGE 50: DODGE ¾ TON TRUCK

The following option will be added:

- May upgrade the MMG to an HMG for +10pts.

### PAGE 52: LVT-4 'WATER BUFFALO' LANDING VEHICLE

Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts
- May have an additional forward facing hull-mounted MMG for +10pts

### PAGE 36: TYPE 92 TANKETTE

The Weapons line should be changed to read as follows:

**Weapons:** 1 turret-mounted MMG and 1 forward-facing hull-mounted HMG

### BOFORS 40MM AND ALL OTHER HEAVY AUTOMATIC CANNON ARTILLERY UNITS

In all books where they appear, change or add the team line to read:

**Team:** 4 men.

---

# ARMIES OF GREAT BRITAIN

---

## PAGE 24: PARATROOP SECTION

The following Option and Special rule should be added:

- The entire squad may be mounted upon bicycles or welbikes for +1 pt per man

Bicycle/Welbike-mounted infantry: These follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot.

## PAGE 24: PARATROOP SECTION

Change the second sentence of the 'Stubborn' rule to read:

If forced to check their Morale, then they always test on their full morale value, ignoring any pin markers.

## PAGE 42: CRUISER TANK MK VIII CENTAUR CS

'1 hull-mounted MMG' is incorrect and will be deleted. The points values is correct as is.

## PAGE 44: INFANTRY TANK MK IV CHURCHILL I-VI & IICS

Change the fourth Option to read:

- May replace the 6-pdr with a 95mm medium howitzer at no points cost (making the vehicle a Churchill Mk V)

## PAGE 45: INFANTRY TANK MK IV CHURCHILL VII-VIII

Replace the armament Option to read:

- Replace the 75mm gun with a 95mm medium howitzer for -10pts (making the vehicle a Churchill Mk VIII)

## PAGE 51: BISHOP AND SEXTON

Both vehicles will receive the following option:

### Options

- May add AT rounds for the main gun for +10 pts. These allow the light howitzer to be alternatively fired as a light anti-tank gun – declare which round is chambered if the vehicle is put on Ambush.

## PAGE 60: M5 HALF-TRACK

The Tow options should be changed to:

- Tow:** any anti-tank gun or anti-aircraft gun; light or medium howitzer.

## PAGE 62: LVT-4 BUFFALO

Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts
- May have an additional forward facing hull-mounted MMG for +10pts

## PAGE 69: RAIDERS! SELECTOR

The anti-tank team entry will be changed as follows:

- 0–1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

## PAGE 76: FALL OF SINGAPORE SELECTOR

Add all transport and tows options from the Burma theatre selector on page 67

## PAGE 77: BURMA SELECTOR

The anti-tank team entry will be changed as follows:

- 0–1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

## PAGE 80: NORMANDY SELECTOR

The Infantry sections entries will be changed to:

2 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

0–4 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

---

## ARMIES OF THE SOVIET UNION

### PAGE 28: SIBERIAN SQUAD.

The Cost is incorrect. It should be as follows:

**Cost:** Regular Infantry 50pts or Veteran Infantry 65pts

The first line in the options should be changed to:

- Add up to 7 additional soldiers at +10pts each (Regular) or +13pts each (Veteran).

### PAGE 33: MOTORCYCLE SQUAD.

Remove the Tank Hunters rule, as this squad does not have the option to purchase anti-tank grenades.

### PAGE 75 ONWARDS.

Starting from page 75 (Battle of Stalingrad theatre selector), the KV-8S tank will be added to all theatre selectors that include a KV-8 tank.

---

## ARMIES OF FRANCE AND THE ALLIES

### PAGE 47: BOFORS 40MM L/60

### PAGE 59: BOFORS 40MM

### PAGE 82: BOFORS 40MM

Amend (or add) the weapon's Team entry to read:

**Team:** 4 men

### PAGE 21: RENAULT FT

Add the following:

#### Options

- Upgrade the MMG to a low-velocity anti-tank gun (+3 Pen) for +30pts.

### PAGE 27: AMC SCHNEIDER P16 HALF TRACK

The Recce special rule will be changed to:

- Recce (dual direction steering)

### PAGE 61: CARS AND LIGHT UTILITY TRUCKS

Change the vehicle's weapon line to:

**Weapons:** None

Add the following to the list of Options:

- Add a forward facing or rear facing hull-mounted light anti-tank gun for +50pts

### PAGE 69: NORWEGIAN INEXPERIENCED INFANTRY SQUAD

The basic cost of the unit is listed as 70 pts. This will be changed to 35 pts

### PAGE 77: 10TH MOTORIZED CAVALRY BRIGADE INFANTRY SECTION

The following option:

- Up to 1 man can be armed with a wz.30 LMG for +20pts. Another man in the squad becomes the loader.

will be changed to:

- Up to 1 man can be armed with a BAR automatic rifle for +5 pts.

### PAGE 86: THE BATTLE OF POLAND 1939.

Add to the Transport and Tows section the following missing line:

0-1 Tow from: C4P half-track tractor, C2P artillery tractor, C7P artillery tractor

### PAGES 93 & 94: GREECE ARMY LIST AND BATTLE OF GREECE SELECTOR

Add to the available Transports and Tows an artillery tractor, which uses the same entry as the Laffly heavy tractor on page 31 of the same book. Add Cavalry Troop to the units that can be chosen for the 0-4 additional infantry units.

### PAGE 97: PARTISAN REINFORCED PLATOON.

The '0-1 Captain or Major' line will be deleted

### PAGE 100: INEXPERIENCED PARTISAN SQUAD.

The option to make the Inexperienced Partisan squad Shirkers at -3pts per model will be deleted. (Partisans cannot be shirkers, otherwise they simply wouldn't have joined the partisans, would they?)

### PAGE 103: PARTISAN INFANTRY TEAMS.

The following entry will be added:

#### SNIPER TEAM

This entry represents anything from an untrained civilian out for revenge on the occupiers to a seasoned hunter that has decided to join the resistance.

**Cost:** 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran)

**Team:** 2 (sniper and assistant)

**Weapons:** sniper has a rifle and assistant has a pistol

#### Special rules:

- Team weapon
- Sniper

---

# ARMIES OF ITALY AND THE AXIS

---

## CREDITS

Sincere apologies to Jonathan Baber, whose name was omitted from the credits of the book. The Credits will be amended as follows:

**Written by:** Steven MacLauchlan, Judson MacCaul, Jonathan Baber, Vesa Nenyne, Anton von Wirtzenau and Peter Munter

## PAGE 15: CAMICIE NERE MILITIA INFANTRY SECTION.

The last sentence of the 'Non Testati' rule has been truncated and should be reworded as follows:

Apply the ability before resolving the shooting or close combat. The result rolled then applies for the rest of the game.

## PAGE 17: PARACADUTISTI

The 'ski troops' rule should be deleted, as the Paratroopers don't have the option to take skis.

## PAGE 28: TRUCKS.

Under the heading 'Tow:' the second instance of 'light anti-tank gun' will be changed to 'light anti-aircraft gun'.

## PAGE 30: 1940-41: THE INVASION OF GREECE.

## PAGE 31: 1940-43: THE WAR IN AFRICA.

Under 'Artillery' both instances of '75/36 heavy AA gun' will be changed to '75/46 heavy AA gun'.

## PAGE 33: 1941-43: THE EASTERN FRONT.

Under 'Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles', remove the following line:

0-1 vehicle from Semovente 47

## PAGE 44: KAUKOPARTIO SQUAD.

The Deep Strike Mission rule will be reworded as follows:

**Deep Strike Mission:** when a Kaukopartio unit that is Outflanking as described on page 119 of the BA rulebook becomes available, it may enter the battle from anywhere along either the right/left table edge (depending on the chosen side) or any point along the enemy's own table edge. For example, if a Kaukopartio decided to outflank left, it could enter from any point along the left table edge (regardless of the turn it became available), or any point along the enemy's table edge.

## PAGE 46: PANZERSCHRECK TEAM.

The following option will be added to the unit listing:

### Options

- The team may be equipped with skis for +2 pts. .

## PAGES 56-60: FINNISH THEATRE SELECTORS.

All instances of "0-1 Allied Infantry" will be deleted. All Finnish Theatre selectors, except for the Winter War, should include the option for an air observer as an alternative to the artillery observer.

## PAGE 61: WAR IN LAPLAND.

The selector is missing the Artillery entry. Use the same one of the selector on page 60 (i.e. the same artillery guns, anti-tank guns and anti-aircraft guns).

## PAGE 61: WAR IN LAPLAND.

The Special rules will be reworded as follows:

- **Best in Reserve:** Only tanks and assault guns can be bought as Veterans.

## PAGE 65: INFANTRY SECTION

Remove the special rule which states that units gain Tank Hunters if equipped with a Panzerfaust

## PAGE 66: BULGARIAN MOUNTED SECTION, SPECIAL RULES.

The second sentence should read:

Bulgarian cavalry units may not move into contact with an enemy unit while mounted.

## PAGE 68: 20MM FLAK 38.

The following should be added to the Special Rules:

- Gun shield.

## PAGE 68: RENAULT R35 TANK.

The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book (Italian list), which is correct.

## PAGE 70: 1941-44: OCCUPATION FORCE

'Sd Kfz 232 (8-rad)' should be changed to 'Sd Kfz 231 (8-rad)'

## PAGE 74: INFANTRY SECTION

Change the Special Rule to read:

- Tank Hunters if unit equipped with anti-tank grenades.

## PAGE 76: HUNGARIAN MOUNTED SECTION, SPECIAL RULES.

The second sentence should read:

Hungarian cavalry units may not move into contact with an enemy unit while mounted.



---

**PAGE 78: 40MM BOFORS ANTI-AIRCRAFT GUN**

Amend the weapon's Team entry to read:

**Team:** 4 men

**PAGE 89: LATE WAR INFANTRY SECTION, CAVALRY SECTION, MOTORIZED INFANTRY SECTION**

Remove the special rule which states that units gain Tank Hutters if equipped with a Panzerfaust

**PAGE 89: ROMANIAN MOUNTED SECTION, SPECIAL RULES.**

The second sentence should read:

Romanian cavalry units may not move into contact with an enemy unit while mounted.

**PAGE 90: HEAVY MORTAR.**

'Weapon: 1 medium mortar' will be changed to

'Weapon: 1 heavy mortar'

**PAGE 92: RENAULT R35 TANK.**

The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book which is correct.

---

## TANK WAR

**PAGE 39: MICHAEL WITTMANN**

In his list of skills, change *Bloodlust* to *Eye for Terrain*.

**PAGE 59: HELL'S HIGHWAY**

Under Set-up, replace the second sentence with:

The German player chooses at least half of his force and deploys it within 6" of either or both long table edges. German reserves may move in from either long table edge when they become available.

---

## BATTLEGROUND EUROPE, OSTFRONT (ETC.) THEATRE BOOKS

There are no plans to compile errata and FAQs for these books. Even more than the rest of the BA range, these are written in a spirit of fun and cooperation between the players. Some of the rules in them are fairly extreme and game changing (amphibious assaults, snow & ice, Maginot Line fortifications...), and to be honest the normal rules of BA struggle to accommodate such different situations and had to be pushed to the limit... and beyond! We assume therefore that players will resolve any conflict arising from rules included in these books in a friendly and fun manner, or roll a die and move on with the game.

For example, when using a legendary, named character (such as John Frost, Wittmann, or Dick Winters), what slot do they take in a reinforced platoon? Well, use common sense. For example, if they are an officer, they should use up the slot that most closely represents their rank. If the character fought with several different ranks throughout the war, choose the rank that best suits your force.

---

## OSTFRONT

**PAGE 79. STRAFBATTALION PENAL INFANTRY SQUAD**

The first line in the options should be changed to:

- Add up to 5 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular)

---

# FREQUENTLY ASKED QUESTIONS

## TROOP QUALITY

---

### **CAN YOU TAKE VETERAN MEN WITH INEXPERIENCED OFFICERS (OR ANY SUCH MIX OF MEN AND OFFICER WITHIN AN OFFICER HQ)?**

No you can't - the idea is that the HQ unit is either veteran, regular or inexperienced - so any further men added are the same level of experience as the unit.

### **BASED ON THE ANSWER ABOVE, PRESUMABLY THIS APPLIES ACROSS THE BOARD AND NO UNIT MAY BE OF MIXED STATUS (THOUGH OF COURSE A TRANSPORT, BEING A SEPARATE UNIT WITH ITS OWN ORDER DICE, MAY BE OF DIFFERENT EXPERIENCE TO ITS SQUAD). CORRECT?**

Correct.

## SET-UP AND ARMY DISCLOSURE

---

### **WHEN EXACTLY DO I GET TO SEE THE OPPONENT'S ARMY? BEFORE OR AFTER BEGINNING THE SCENARIO'S SET UP (IT'S IMPORTANT IN CHOOSING WHETHER TO BE THE ATTACKER OR THE DEFENDER)? AND CAN I SEE THE OPPONENT ARMY LIST?**

The opponents should show the opponent their army (including the army list) and explain what all of their models are before beginning the scenario set-up. Of course players might agree to do this afterwards instead, to simulate a 'surprise encounter' with an unknown enemy force.

## SETTING UP SPOTTERS, SNIPERS, FORWARD OBSERVERS VS. FIRST WAVE AND RESERVE

---

### **IF THE SCENARIO BEING PLAYED DOES NOT HAVE A CLEAR 'HALF OF THE TABLE' WHERE CAN I SET UP MY SNIPERS/OBSERVERS/SPOTTERS?**

Anywhere on the table that is not within an enemy set-up zone or within 12" of an enemy unit.

### **IF A SCENARIO TELLS ME THAT SOME OF MY UNITS ARE SET-UP, WHILE OTHERS ARE PLACED IN A 'FIRST WAVE' TO COME IN ON TURN 1 AND/OR OTHERS ARE IN RESERVE, HOW DOES THE SPECIAL SET-UP RULE FOR SPOTTERS, SNIPERS AND OBSERVERS WORK? AND WHAT ABOUT OTHER UNITS WITH SIMILAR SPECIAL DEPLOYMENT RULES, LIKE US RANGERS?**

If a spotter/observer/sniper/ranger etc. unit is in Reserve, they cannot use their special set-up rules.

If, on the other hand, they are chosen as one of the units you set-up on the table, or they are in the first wave, then their own special set-up rules take precedence. In this case, wait for the normal set up to be finished, and then set up any spotters/observers/snipers according to their special rules before the start of turn 1. Note that if you don't have a specific set-up zone, they can be deployed anywhere on the table that is outside the enemy set-up zone and more than 12" from any enemy. Rangers in the First Wave get to make a Run move onto the table from your edge.

### **IF A SPOTTER AND HIS UNIT ARE IN RESERVE, DOES THE SPOTTER MOVE ONTO THE TABLE WHEN ITS UNIT DOES SO?**

No, to order a spotter to move in from Reserve, you will need to give it a separate order using the Order Die it shares with its mortar/gun, which means that the weapon will not be able to fire that turn.

## HIDDEN SET-UP

---

### **IF THE SCENARIO BEING PLAYED MEANS THAT THERE ARE NO ENEMY ON THE TABLE DURING SET-UP, CAN ALL OF MY UNITS SET-UP HIDDEN AS THEY ARE 'OUT OF SIGHT' OF ALL ENEMIES ANYWAY?**

Yes, they can (and we suggest they do!). However, remember that being Hidden simply means that the enemy's to hit penalties if your unit's in cover are increased, so if your units is not in cover, being hidden does not help it all, and it can be shot at without any additional penalties!

## ORDER TESTS

---

### **IF A UNIT ROLLS A PANIC RESULT ON THE FUBAR CHART AND IS REALLY CLOSE TO THE EDGE, DOES IT MOVE OFF THE TABLE?**

No, units cannot move out of the gaming area unless the scenario includes rules on how to do so. So, a unit that rolls a Panic result will flee along the table edge trying to get as far as possible from the closest visible enemy unit.

---

## COVER

### **DO HARD AND SOFT COVER 'STACK'?**

No - cover is either hard or soft.

### **DO ENEMY INFANTRY, ARTILLERY AND SOFT SKINS COUNT AS SOFT OR HARD COVER?**

Soft cover, just like friendly ones.

---

## RANGE AND CASUALTIES

### **IF UNITS FIRE AT A UNIT AND THEIR RANGE CAN ONLY TOUCH ONE FIGURE, HOW IS THE DAMAGE ROLLED? CAN YOU ONLY HIT THIS ONE GUY FOR SEVERAL HITS OF DAMAGE, OR DO THE DAMAGE ROLLS "SHOWER" THROUGH TO THE REST OF THE UNIT, EVEN IF THEY ARE OUT OF RANGE?**

When firing, you target a unit, not individual models, so as long as the shooting models are in range of at least one model in the target unit, they can fire. If they score a hit and damage, casualties can come from any model in the target unit. This is because bullets don't suddenly stop in mid-air!

### **WHEN A UNIT IS DESTROYED, WHEN IS THE ORDER DICE REMOVED? IMMEDIATELY, OR AT THE END OF THE GAME?**

The dice for the destroyed unit is removed immediately, either from the bag if it has not activated, or from the table if it has.

---

## HE

### **DOES THE HE PEN BONUS APPLY TO ALL HITS CAUSED BY A HE WEAPON, INCLUDING MULTIPLE HITS AGAINST INFANTRY AND SOFT TARGETS, OR DOES THE PEN BONUS ONLY APPLY TO SINGLE HITS AGAINST ARMoured VEHICLES?**

HE weapons' Pen bonuses are always added to the roll to damage against all units, regardless of type - both to the single hit inflicted against armoured targets, and to each of the multiple hits inflicted on infantry and soft targets.

### **WHEN YOU DETERMINE WHETHER A BUILDING IS DESTROYED WHEN AN HE SHELL HITS A UNIT INSIDE IT, IS IT THE NUMBER OF HITS ACTUALLY INFLICTED ON THE UNIT (I.E. AFTER HALVING THEM FOR DOWN ETC.) OR THE NUMBER CAUSED BY THE SHELL BEFORE HALVING THE HITS IF THE UNIT GOES DOWN?**

It's the number caused by the shell (i.e. the actual 2D6 or 3D6 roll), before halving if the unit goes Down - in other words, whether the men inside the building are standing or lying down makes little difference to the building's chances of collapsing.

---

## FLAMETHROWERS

### **IF A FLAMETHROWER TEAM THAT IS PART OF A UNIT RUNS OUT OF FUEL, IS THE FLAMETHROWER MAN REMOVED OR REPLACED WITH A RIFLEMAN?**

The man with the flamethrower is removed, and any loaders turn into normal riflemen, as per the 'team weapons' errata.

### **IF A MULTI-STOREY BUILDING IS SET ON FIRE BY A FLAMETHROWER AND THERE ARE UNITS ON THE UPPER FLOORS, WHAT HAPPENS TO THEM?**

Those units also must immediately leave the building, 'disembarking' from the building as if they were on the ground floor - it's amazing how fast you move to get out of a burning house!

---

## ASSAULTS

### **DO ASSAULTING MODELS HAVE TO TAKE THE MOST DIRECT PATH OR CAN THEY USE THE INITIAL 12" DISTANCE TO MOVE AROUND OBSTACLES? SPECIFICALLY, CAN THEY GO AROUND WALL TO ASSAULT THE UNIT RATHER THAN DIRECTLY ACROSS IT.**

You measure the distance taking into account the fact your unit might have to move round impassable terrain - like a tank that's in the way, or a house, or potentially a high wall - and then if the unit is within the distance (generally 12" for an infantry unit) the assault goes in. So 'most direct' might involve going around things. However, you can't circumvent an obstacle as you move in order to avoid the fact that the unit you are assaulting is sheltering behind that same obstacle! In practice you will sometimes find that you have to place individual attacker models over or straddling a defended obstacle just to fit them in, but that doesn't affect the status of the defending unit and the combat is resolved simultaneously.

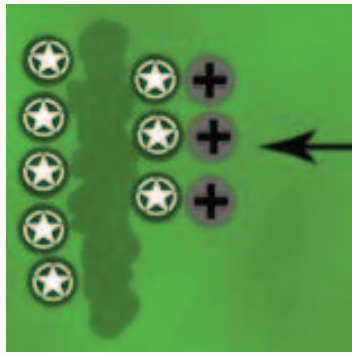
### **DOES ROUGH GROUND COUNT AS AN OBSTACLE FOR THE PURPOSES OF ASSAULT BEING RESOLVED SIMULTANEOUSLY?**

No it doesn't; the attackers go first, as normal.

### **DO ASSAULTED UNITS IN BUILDINGS GET THE EXTRA PROTECTION SPECIAL RULE?**

No, the Extra Protection only works against shooting.

**THE GERMAN UNIT ASSAULTS THE US TROOPS DEPLOYED AS IN THE PICTURE AROUND A HEDGE OR OTHER LINEAR OBSTACLE. DO THE ATTACKERS GET TO STRIKE FIRST OR DO THE UNITS STRIKE SIMULTANEOUSLY (FIGHTING ACROSS AN OBSTACLE)?**



*Diagram courtesy of Brian Ward.*

The attackers go first - what really matters is the charge move of the first model. If the first model has to face against an obstacle in order to fight an enemy model immediately behind it, then the units strike simultaneously. The movement and position of the other models does not matter.

**IF AN INFANTRY UNIT ASSAULTS A VEHICLE THAT HAS PIN MARKERS, DOES THE VEHICLE LOSE THE PIN MARKERS? AND THE INFANTRY? AND WHAT ABOUT CASES WHEN A VEHICLE ASSAULTS INFANTRY OR ANOTHER VEHICLE, WHO LOSES THE PIN MARKERS? EVERYONE? NOONE?**

These questions arise from the fact that the close quarters rules for vehicles do not state clearly how they interact with the 'All or Nothing' rule on page 59. We pondered this situation and we decided that we are going to implement the following solution. The general rule is that **in all cases of assaults involving vehicles, the assaulting side loses its pin markers after making contact with the target, while the assaulted side does not lose their pin markers.** This is because in all of these assaults, the attacker is actually doing the fighting, while the defender is just passively suffering the effects of the assault and not fighting back at all.

So:

- when infantry assaults a vehicle, they lose their pin markers (they got over their tank fear and charged in!), while the vehicle does not lose its pin markers (the crew if anything is even more terrified!).
- when a vehicle assaults infantry, it loses its pin markers (the crew very much enjoying driving over those pesky infantrymen), while the target infantry does not lose their pin markers (desperately trying to run from a charging behemoth is even worse if your squad is already suppressed and demoralised).
- when a vehicle assaults another vehicle, this is very similar to the situation above, where the rammer loses its Pin markers (as it is the one being aggressive) and the target doesn't (it is just bracing for impact...)

## VEHICLES

**IF A PINNED VEHICLE FAILS AN ORDERS TEST, IT REVERSES AT ITS BASIC RATE. PRESUMABLY FOLLOWING THE REVERSE MOVES RULE?**

Yes, exactly as described on page 82. Recce vehicles capable of reversing at Run speed can freely choose whether to do so or simply reverse at full Advance move.

**WHAT HAPPENS IF A VEHICLE FUBARS AND PANICS?**

Treat this exactly the same as if it had failed an order test.

**IF AN IMMOBILISED TANK FUBARS AN ORDER TEST AND MUST PANIC AND SO MAKE A RUN MOVE, WHAT HAPPENS?**

It simply goes Down.

**DOES A 'NATURAL 1' ALWAYS FAIL TO DAMAGE A VEHICLE? E.G. IF A SUPER-HEAVY AT GUN ROLLS A 1 TO DAMAGE THE SIDE OF AN ARMoured CAR, DOES IT NOT DO ANYTHING?**

Correct, it does nothing – assume that the shot just glanced off the armour, maybe taking a chunk of it with it, or maybe it has even gone right through the target without causing any damage or injury (it did happen...).

In rules terms, the rule is explained at the very end of page 37, and then the vehicles section says that rolling to hit and damage vs. vehicles 'works the same way' (see page 85 - Roll to hit and damage).

**ON PAGE 88 IT SAYS THAT IF A TANK ASSAULTS A UNIT AND THEY FAIL THEIR TEST THEY ARE REMOVED AS IF SURRENDERING, ETC, AND IF THEY PASS THE TANK CAN CONTINUE ON TO ANOTHER UNIT IF ONE IS IN RANGE. CAN THE TANK ATTACK A SECOND UNIT IF ONE IS IN RANGE IF THE FIRST IS DESTROYED OR DOES IT END ITS MOVE AS SOON AS A UNIT IT ATTACKS IS DESTROYED/REMOVED? ALSO, DOES THIS RULE APPLY ONLY TO TANKS OR TO ALL ARMoured VEHICLES WITH A DAMAGE VALUE OF AT LEAST 8+?**

The tank continues its move until it runs out of movement or the player decides to stop the move (which must be at least half of the allowed move!). It can assault any and all units along this move, regardless of whether they are destroyed or not. This applies to anything with DV 8+ or more.

**IF A RECCE VEHICLE FAILS AN ORDER TEST AND HAS ENEMIES IN THEIR FRONT ARC, MUST THEY REVERSE STRAIGHT BACKWARDS OR MUST THEY MANOEUVRE IN ORDER TO PUT THE MAXIMUM DISTANCE BETWEEN THEMSELVES AND THE ENEMY? AND AT WHAT SPEED CAN/MUST THEY REVERSE?**

If a recce vehicle fails an Order test and has enemies to its front arc, it must reverse straight back, just like any other vehicle, and cannot manoeuvre. This reverse is a full move – so 12" for wheeled recce vehicles or 9" for tracked ones.

---

**SOME VEHICLES HAVE TWO OR MORE WEAPONS MOUNTED SIDE-BY-SIDE ON THE SAME MOUNT, LIKE THE FOUR HMGS ON AN AMERICAN M16 ANTI-AIRCRAFT CARRIAGE, OR THE TWO MMGS IN THE TURRET OF AN ITALIAN M11/39. AS VEHICLES CAN FIRE ALL WEAPONS AT DIFFERENT TARGETS, CAN I FIRE EACH ONE OF THESE WEAPONS AT A DIFFERENT TARGET?**

No, when the structure of the vehicle and the way the weapons are mounted make it very obvious that the weapon system is designed so that all of the weapons were firing at a single target, like in the examples mentioned above, those weapons must be fired at the same target and cannot split fire. Only weapons mounted on separate mounts can split fire, like for the example you could fire the coaxial machine gun or main gun of a Sherman against one target, the hull mounted machine gun against a separate (or the same) target, and the pintle-mounted .50 cal on the turret against another (or the same) target.

**CAN A RECCE VEHICLE REACT WITH AN ESCAPE MOVE FROM AN AIR STRIKE OR ARTILLERY BARRAGE?**

No it cannot, as the artillery barrage does not target the vehicle directly, and the air strike does not require line of sight from the attacking plane and does not roll to hit, instead hitting automatically.

---

## **TRANSPORT VEHICLES**

**IF A TRANSPORT VEHICLE IS INEXPERIENCED, AND THE PASSENGER UNIT IS REGULAR, DOES THE -1 APPLY TO FIRING THE WEAPON SINCE THE REGULARS ARE DOING THE FIRING?**

It is the transported unit that is doing the firing (or 'acting as weapon crew' to quote the rulebook), so it is their troop quality that applies. So, if the transported unit is Regular or Veteran, no penalty applies to the vehicle's weapons fire, even if the vehicle itself is Inexperienced. If the transported unit is Inexperienced, the -1 to hit penalty applies to the vehicle's weapons fire, even if the vehicle itself is Regular or Veteran.

In the same way, Pin Markers

**IF A TRANSPORT VEHICLE IS PINNED, WHICH MORALE DO YOU USE - THAT OF THE VEHICLE OR THAT OF THE PASSENGERS?**

When you activate the vehicle, you use the vehicle's Morale. You use the passengers' Morale when you activate them to order them to Advance/Run in order to disembark.

**IF A TRANSPORT VEHICLE CARRYING PASSENGERS SUFFERS ADDITIONAL PINNING MARKERS FROM A DAMAGE RESULT, ARE THE ADDITIONAL PINNING MARKERS ADDED TO THE TRANSPORTED UNIT TOO?**

Yes, just as normal – any pinning markers gained by the transporting vehicle are also gained by the transported unit.

**IF A TRANSPORT IS TOWING A GUN IS IT ASSUMED THE GUN CREW ARE BEING TRANSPORTED AS WELL, DOES THAT COUNT AS CREWED SO THE TRANSPORT'S GUN BE FIRED?**

Yes, the gun crew acts as the transport's weapons crew.

**IF A TRANSPORT LOSES THE TRANSPORT ABILITY (BECAUSE OF GAINING THE RECCE RULE OR SOME EXTRA WEAPONS), DO THEY LOSE THE VULNERABILITIES OF TRANSPORTS (I.E. PROXIMITY TO ENEMIES, INABILITY TO FIRE ONBOARD WEAPONS)?**

Yes.

**DOES SUCH A JEEP ALSO LOSE THE CAPACITY TO TOW A LIGHT ANTI-TANK GUN?**

Yes, it cannot tow anything any more, as the anti-tank gun crew cannot be transported.

**IF JEEPS THAT ARE UPGRADED TO MG STATUS ARE NO LONGER TRANSPORTS FOR ANY PURPOSES, THEN HOW MANY ARE ALLOWED PER PLATOON AND WHAT FORCE SELECTOR SLOT WOULD THEY TAKE UP?**

The jeep is still selected in the platoon as a transport for an infantry unit, but then loses its transport capacity. That infantry unit cannot then select another transport – effectively its 'transport slot' has been taken by the 'MG jeep'.

**DOES A KÜBELWAGEN REALLY REMAIN CAPABLE OF TRANSPORT WHEN UPGRADED WITH A MMG (WHILE JEEPS DO NOT)?**

Yes, it does remain capable of transport.

---

## AIR SUPPORT

**DO HITS FROM GROUND ATTACK AIRCRAFT ACT AS HE AGAINST VEHICLES? IN OTHER WORDS, ARE THEY A SINGLE ROLL WITH THE GIVEN PEN VALUE OR DO THEY DO 3D6 HITS WITH THE PEN VALUE?**

This attack represents multiple rockets or large-calibre anti-tank rounds, so the hits are all resolved, and are not treated as HE against vehicles.

**HOW DO YOU RESOLVE AN AIR STRIKE AGAINST A UNIT IN A BUILDING?**

Ah, this is a complex and thankfully fairly rare situation, but it does indeed need some explanation. As the Air Strike rules are generic, you cannot know for sure whether the warplane is firing HE or simply automatic cannons and machine guns at the target, which complicates matters with the Shooting at Buildings rules. So, the following points should clarify how to resolve an air strike against

- FAOs can call air strikes against units in buildings in the same way as firing a heavy weapon – i.e. they just need line of sight to the building itself.
- When the plane arrives, pin markers are placed around as normal, measuring ranges from the building itself. After pinning markers have been placed, the unit inside the building is hit automatically by the plane, just as if it was in the open.
- The Extra Protection rule does apply, regardless of the type of plane attacking (and thankfully this means it's better to be in the building than outside!).
- If the plane inflicts 12 or more hits (before halving for units that are Down, but after applying flak modifiers) on the target, the building collapses, as described on page 103 of the BA rulebook.

Units in bunkers suffer the additional pinning markers from air strikes as normal, but do not suffer any actual damage.

**WHAT HAPPENS IF THE TARGET IS DESTROYED BEFORE AN AIRSTRIKE COMES IN?**

The dice for the air strike is rolled as normal at the beginning of the next turn. If the result is a 1, it is resolved as normal. If the result is a 2-3, the roll is postponed to next turn, and the player can change the target to a different unit, as normal (assuming the observer is still alive). If the result is a 4-6, the airplane aborts the air strike as it cannot locate the target and the air strike is wasted.w

---

## MORTARS, SPOTTERS AND OBSERVERS

**ASSUME THAT A MORTAR FIRES AGAINST A TARGET IT CANNOT SEE (ON THE OTHER SIDE OF A HILL, FOR EXAMPLE) BECAUSE ITS SPOTTER CAN SEE IT INSTEAD, AND THE MORTAR HITS THE TARGET. IN THE FOLLOWING TURN, IT SHOULD NOW HIT THAT TARGET ON 2+, BUT BEFORE THE MORTAR FIRES, THE SPOTTER IS KILLED. CAN THE MORTAR STILL FIRE AGAINST THE TARGET? IF SO, DOES IT STILL HITS ON 2+?**

By the letter of the rule, the target is no longer visible, so the mortar can no longer shoot at it. In terms of the 'story', you can imagine that the mortar crew have seen some other, more immediately threatening targets and decided to switch their fire onto them rather than keep firing in a zone where they were previously told there was enemy activity by their spotter.

**IF THE ARTILLERY FORWARD OBSERVER IS KILLED DOES THAT CANCEL OUT THE EFFECT OF THEIR ARTILLERY?**

No, it does not. Once the token is in place, the FO model is irrelevant from the point of view of the artillery or smoke barrage arriving – simply follow the instructions on the appropriate chart.

**IF, ON THE ARTILLERY BARRAGE CHART, I ROLL A RESULT OF 1 OR A RESULT OF 4+ AND THE ARTILLERY BARRAGE ARRIVES, IS THE TOKEN REMOVED AND THE PROCESS STOPS, OR DO I KEEP ROLLING ON THE CHART FOR THE REST OF THE GAME?**

Once the artillery barrage arrives, the process stops and no further rolls are made. Only the result 2-3 on the chart mean that you must keep rolling in following turns.

**HOW DO YOU RESOLVE AN ARTILLERY BARRAGE AGAINST A UNIT IN A BUILDING?**

This is resolved in the same way as described above for Air Strikes, measuring all ranges to the building itself. The only difference is that, if the unit is hit by a heavy howitzer (on a result of 6), treat this in the same way as a unit hit by a heavy howitzer that is firing indirect fire against the unit, following the rules for indirect fire hitting units in buildings (see page 103 of the Bolt Action rulebook).

Units in bunkers suffer the additional pinning markers from artillery barrages as normal, but do not suffer any actual damage.

**IF A TWO-MAN UNIT SUFFERS A CASUALTY AS A RESULT OF A PRELIMINARY BOMBARDMENT, DOES IT HAVE TO TAKE A MORALE CHECK?**

Yes.

---

**IN AN INFANTRY SQUAD THAT INCLUDES ONE OR MORE MORTARS, CAN THE MORTARS FIRE AT A DIFFERENT UNIT THAN THE RIFLES? HOW DOES THE RANGING IN WORK? IS IT WORKED FOR ALL OF THEM TOGETHER OR EACH WEAPON INDIVIDUALLY? AND HOW DOES THAT WORK IF THEY (OR SOME OF THEM) FIRE SMOKE - DO THEY ALL HAVE TO TARGET THE SAME SPOT ON THE TABLE?**

OK, let's go through these points one at a time.

- The mortars in the unit must target the same unit as the rifles, much like a squad LMG would do.
- By strict application of the rules, the ranging in of each mortar in the squad is done separately.
- Once again, by strict application of the rules, any mortar in the squad that fires smoke instead of HE can pick a target point individually, regardless of what the rifles and other mortars in the squad are doing.

**IF I FIRE A MORTAR (OR OTHER INDIRECT FIRE WEAPON) AGAINST AN ENEMY UNIT AND THEN MY OPPONENT ORDERS HIS UNIT TO ADVANCE AND SIMPLY NUDGES A MODEL A FEW MILLIMETRES, OR INDEED DECLARES THAT HIS UNIT MOVES 3" FORWARD AND THEN 3" BACK TO REOCCUPY THE SAME POSITION, DOES THAT RE-SET THE FIRING SEQUENCE OF MY MORTAR BACK TO REQUIRING A 6 TO HIT THE NEXT TIME I TARGET THAT UNIT?**

According to the rules, the mortar 'resets' if "either the shooter or the target have moved from their position". It does not mention Advance or Run orders, but actual movement. So, just ordering the unit to Advance and moving it back where it was, or moving a model a millimetre, does not mean that they have moved from their position, and the mortar does not reset.

We think it reasonable to say that the entire unit must be at least an inch away from the area that it was covering before. This, in practise, means that they need to either jump over the nice defensive wall they were manning, or back away from it so that now the obstacle counts as in the way of their own fire as well as yours. In other words, this ensures in most cases that they have to abandon their advantageous position because of the mortar shots that are zeroing in on said position.

---

## MEDICS

**SAY THAT A UNIT IS SHOT AT AND SUFFERS FOUR CASUALTIES FROM SMALL ARMS FIRE. DOES THE MEDIC ROLL ONE DIE FOR EACH CASUALTY, POSSIBLY SAVING FOUR GUYS' LIVES, OR ROLL ONE DIE, POSSIBLY SAVING 1 GUY'S LIFE?**

The Medic rolls one dice for each casualty caused – Medics are that good!

---

## FLAK

**DO FLAK-CAPABLE UNITS USE THEIR HE DICE TO DETERMINE THE ACTUAL NUMBER OF HITS SCORED BY A SUCCESSFUL HIT ON AN AIRSTRIKING PLANE?**

Yes – the number of hits scored is multiplied by the HE value, much like in the case of a hit against a soft-skinned vehicle.

**IS THE -2 TO HIT INCOMING PLANES WITH FLAK IN ADDITION TO NORMAL MODIFIERS OR INSTEAD OF THEM?**

The -2 is in addition to all other modifiers, which apply as normal.

**DO YOU FIRST REDUCE THE NUMBER OF HITS SUFFERED BY THE UNIT TARGET OF AN AIR STRIKE BECAUSE OF THE EFFECTS OF FLAK, AND THEN HALVE THE REMAINING HITS IF THE UNIT GOES DOWN, OR VICEVERSA?**

You first apply the effects of the flak, reducing the total number of hits caused by the attack, and then, if the unit is/goes Down, halve the total.

---

## MULTIPLE WEAPONS

**IF A WEAPON HAS MULTIPLE BARRELS (E.G. QUAD BARRELS) DO YOU ROLL ONCE TO HIT, THEN FOUR DICE TO DETERMINE THE ACTUAL HITS, OR ROLL FOUR DICE TO HIT (ONE FOR EACH BARREL)?**

Actually, you roll a number of dice equal to the shots fired by each barrel, multiplied by the number of barrels. For example, a German 20mm Flakvierling has 4 light automatic cannons. Each cannon fires 2 shots, so when you fire this weapon, you roll 8 dice. Then of course, every hit you score is multiplied again, as each shot has the HE (D2) rule! Another example is the US M16 MGMC's quad-mounted HMG, which dishes out 12 shots every time you fire it! Ouch!

---

## FORCE SELECTION

**DOES A 'FREE' UNIT TAKE UP A FORCE SELECTION SLOT? OR COULD A BRITISH PLAYER WITH TWO REINFORCED PLATOONS FIELD THREE ARTILLERY OBSERVERS? IF NOT DOES THAT MEAN THE RUSSIAN OR FRENCH 'FREE' SQUAD COUNTS TOWARDS THE MAXIMUM NUMBER OF SQUADS PER PLATOON?**

The free units are additional to the Selectors. In each cases it's +1 per army, not per platoon.

**THE GUIDELINES TO FORCE SELECTION SOMETIMES CONTRADICT THE FORCE SELECTION RULES (E.G. GUIDELINES SAY A CAPTAIN CAN BE FIELDIED IN PLACE OF A LIEUTENANT, ONE HEAVY WEAPON PER THREE INFANTRY SQUADS, BEST IF NO MORE THAN ONE FORWARD OBSERVER, MAXIMUM OF ONE TANK, LIGHT ARMOUR, ARTILLERY PER THREE INFANTRY SQUADS, ETC.). IS THE FORCE SELECTION RULES SECTION THE ONE WE SHOULD FOLLOW AND ARE THE GUIDELINES MERELY 'DEVELOPERS' THOUGHTS RATHER THAN ACTUAL RULES?**

The Guidelines are developer's notes and intended to help out players who do not wish to use the Selectors.

**ON PAGE 65 OF THE UNITED STATES ARMY BOOK, IN THE ANZIO SELECTOR, THE INFANTRY OPTIONS ARE LISTED AS:**

**"INEXPERIENCED INFANTRY SQUADS, REGULAR INFANTRY SQUADS, RANGER SQUAD, PARATROOPER SQUAD."**

**IS THE DIFFERENCE BETWEEN PLURAL (SQUADS) AND SINGULAR (SQUAD) A TYPO? DOES IT MEAN WE CAN MIX SQUAD SKILL LEVELS? ARE WE ONLY ALLOWED 1 RANGER SQUAD OUT OF THE 4?**

It is indeed a typo. They should all be in plural, as in any reinforced platoon you can mix experience levels and number of squads. When a selector limits a squad to a maximum number, it does state so.

**I WANT TO COLLECT AN ARMY OF PARATROOPERS. HOWEVER THERE ARE NO SPECIFIC PARATROOPER OFFICERS, SNIPERS, MMG TEAMS, ETC TO GO WITH MY PARATROOPERS SQUADS. THE SAME GOES FOR ALL UNITS OF INFANTRY WITH SPECIAL RULES, LIKE COMMANDOS, GURKHAS ETC**

We assume that the special rules only apply to the 'proper' (and normally larger) squads of paratroopers, but not to their HQs and support teams, as they are not big enough for the rule to 'come into play', or that their tactical role is different, as represented by their own special rules or specialised weaponry. So, we normally just select officers and support teams of the same quality as the relative infantry squads – in the case of paratroopers for example, choose all of your officers and support teams as Veterans – they are not going to be as hard as the men, but still not bad. Also, when possible equip them with weapons that make them as similar as possible to their 'main troops'. For example, equip Gurkha HQs with submachine guns, so they become exactly as effective as Tough Fighters in close quarters.

---

## MISCELLANEOUS

**CAN MEDICS, FORWARD OBSERVERS AND SPOTTERS ZOOM AROUND MERRILY IN OTHERWISE UNOCCUPIED ARMED TRANSPORTS FIRING THE GUN(S) THEREON WILLY-NILLY AND IN A RATHER GAMEY FASHION?**

Yes, they can. But, if you do so – you are officially a bad person and your negative karma will soon be manifest in atrocious dice rolls.

**IF ITS ENTRY STATES THAT A MODEL IS ARMED WITH 'PISTOL, SUBMACHINE GUN OR RIFLE/CARBINE AS DEPICTED ON THE MODEL', BUT THE MODEL (AN OFFICER FOR EXAMPLE) HAS NO VISIBLE WEAPONS AT ALL, WHAT HAPPENS?**

In these rare cases, the player can either convert the model to clearly show which weapon is carrying, or assume it is carrying a pistol in a pocket or hidden holster.

**THERE DOESN'T SEEM TO BE ANYTHING, OTHER THAN A SENSE OF REASONABLENESS, TO PREVENT INFANTRY OPERATING A FIXED TEAM WEAPON FROM ASSAULTING. IS THIS INTENTIONAL? SHOULD MEDIUM AND HEAVY MORTAR CREWS, MMG AND HMG CREWS BE ABLE TO ASSAULT? AS THEY MAY NOT FIRE DURING AN ADVANCE ORDER, IS THAT MEANT TO IMPLY THEY CANNOT RUN AND SO CANNOT ASSAULT?**

There is absolutely nothing stopping them from assaulting – you can assume they leave their weapon behind and assault, only to recover it later (assuming they survive the fighting). In general, this is not going to happen very often, as they are normally much better off firing their weapon at the enemy (in the case of machine gun teams), or simply running away from enemies that get too close (in the case of mortar teams).

**IF A SNIPER FIRES AT A UNIT THAT IS DOWN, DOES IT IGNORE THE -1 PENALTY? DO THEY IGNORE THE SMALL TEAM -1 MODIFIER?**

No, in both cases those modifiers apply. The reason for this is that both modifiers also represent the fact the target is more difficult to locate/identify in the first place rather than just harder to hit.

**IF A SNIPER HITS A MODEL INSIDE A BUILDING, DOES THE EXTRA PROTECTION RULE APPLY?**

No, it does not, because the extra protection rule specifies "Note that this is the same as for artillery equipped with gun shields" and snipers ignore the Gun shield protection, so they ignore the extra protection rule too.

**IS IT INTENDED THAT SNIPERS MAY SHOOT AT UNITS INSIDE BUNKERS AT NO EXTRA PENALTY?**

Yes, obviously through the bunker's firing slits.

**DOES INDIRECT FIRE IGNORE GUN SHIELDS?**

No if it comes from the front. Yes if it comes from the side/rear as normal.



---

**IF A HOWITZER FIRES INDIRECTLY AT A TARGET, THEN IN THE FOLLOWING TURN IT FIRES DIRECTLY AT THE SAME TARGET, AND THEN IN THE FOLLOWING TURN IT GOES BACK TO FIRING INDIRECTLY AGAINST IT (ASSUMING THAT THE TARGET HAS NOT MOVED), DOES IT HIT ON 6+ (SEQUENCE STARTS FROM SCRATCH), OR DOES IT HIT ON 5+ (SEQUENCE CONTINUES)?**

The sequence restarts, so it hits on 6+.

**CAN A UNIT ENTER THE BOARD AND IMMEDIATELY MOVE OFF AGAIN IN THE SAME TURN (COULD BE VERY HANDY FOR OUTFLANKERS IN ENVELOPMENT FOR INSTANCE)?**

It is possible, though it is a very risky tactic, as the outflanking unit would need to wait until at least turn 5 before entering and immediately leaving the table. This might mean failing the Order test to enter the battle and counting as destroyed instead (see the answer above about 'bad people and dice roll karma')!

As the unit has to enter the table before it can leave it, any enemy unit in Ambush can still shoot the outflanking unit as it enters the table and just before it leaves – place all of the outflanking models at the edge of the table, as they enter, resolve the Ambush fire and then, if the outflanking unit has survived the Ambush fire, it may continue its move and leave.

**IF A UNIT HAS AN OPTION TO UPGRADE FROM NORMAL INFANTRY TO ANOTHER MODE OF TRANSPORTATION, AND THE PLAYER PAYS THE POINT TO UPGRADE THE SQUAD, DOES THAT MEAN THAT THE UNIT AUTOMATICALLY GETS THE SPECIAL RULES RELATED WITH THAT MODE OF TRANSPORTATION?**

Yes, if a unit is upgraded with mounts (normally horses) or motorbikes, it gets the Cavalry or Motorbikes rules on page 71 of the rulebook. If upgraded with bicycles, it gets the Bicycles rules (see for example page 21 of the Armies of Germany book).

**CAN CAVALRY AND MOTORBIKES MANOEUVRE WHEN EXECUTING AN ESCAPE MOVE OR DO THEY HAVE TO GO IN STRAIGHT LINE AWAY FROM THE ENEMY THAT IS TARGETING THEM?**

They can manoeuvre, but remember that this escape move is executed at normal speed, and not at double speed.

**IS IT REALLY INTENDED THAT A PANZER IV COSTS ONLY 5 PTS MORE THAN A STUG III? THEY HAVE THE SAME GUN AND SAME ARMOUR BUT THE PANZER HAS A TURRET AND AN EXTRA MMG WHICH ARE SURELY WORTH MORE THAN 5 POINTS.**

In the case of expensive vehicles, points values are sometimes rounded up or down to the nearest 5, so it is possible that in this case the two vehicles were further apart in cost, but the rounding up/down process has by chance brought them so close together that the difference may not seem enough. In other words, the Panzer IV might have been two points more expensive and the Stug might have been two points cheaper, which would have made the real difference more like 10 points, but the rounding up/down process might have caused them to be only 5 points apart.

**AFTER THE ARMIES OF XXX IS RELEASED, CAN I STILL USE THE XXX ARMY LIST FROM THE RULEBOOK OR FROM ONE OF THE FREE PDFS ON THE COMMAND POST?**

The Armies of XXX army list replaces the relative list in the rulebook or the PDF. However, if a player does not own the Armies of XXX book, he is of course free to use either the list in the rulebook or the PDF. In events like tournaments and other organized play, normally the organisers will clearly state which army lists are 'sanctioned' for use in the tournament – the norm being that the Armies of XXX series takes precedence over any other list.

**DOES THE MOTORCYCLE WITH MACHINE-GUN SIDECAR (BMW R75, ZUNDAPP KS 750, ETC.) PUBLISHED IN THE ADDITIONAL UNITS PDF FOLLOW THE MOVEMENT RULES FOR ARMoured CARS (WHEELED) OR FOR MOTORBIKES?**

The rules for wheeled vehicles with the exception specified in its entry.

**CAN YOU CHANGE THE LOADER FOR AN LMG IN A RIFLE SECTION FROM SAY AN SMG GUNNER TO A RIFLEMAN?**

Technically by the rules, ANY other man in the unit (including the NCO) can act as the loader when the unit fires, and this does not need to be the same man from turn to turn. This means that by the rules you can always choose which man in the squad is not firing his weapon and instead acting as the loader for the LMG (or other team weapon) when the squad fires.

The way we tend to play it, however, is that normally we assign a man to be the loader for the entire game. This feels more realistic and is more practical, because the squad normally includes a model that is carrying the spare ammunition for the LMG, and is therefore very obviously the loader. Normally the loader is also equipped with a rifle, and so if the LMG man is taken out by exceptional damage, we normally replace the loader model with a normal rifleman, as the loader would from now on begin to fire his rifle again. Finally, and once again it's for extra realism, we tend to keep the loader model within an inch of the LMG man... even though technically by the rules you are not obliged to do so.

**CAN ARMIES USE CAPTURED VEHICLES? FOR EXAMPLE, THE RUSSIANS USED CAPTURED GERMAN VEHICLES AND VICE-VERSA**

No, they cannot, at least by a strict application of the rules about forming reinforced platoons. However, we have used 'captured vehicles' (or indeed 'allied vehicles') in many friendly games, and it's very good fun! And it's also helpful to reach a certain amount of points for a game if you have a very 'varied' collection!!! We normally rule that they should be taken as Inexperienced or at most as Regular, but certainly not as Veteran, as the crew would have less experience with their use...

---

**IF A GREEN UNIT IS UPGRADED TO REGULAR (AND WHENEVER A UNIT'S QUALITY IS PERMANENTLY CHANGED BY A SPECIAL RULE...), HOW MANY PIN MARKERS DOES IT TAKE TO DESTROY IT AUTOMATICALLY? THE ROUTED UNITS PARAGRAPH IN THE RULEBOOK, MENTIONS THE UNIT'S 'ORIGINAL' MORALE VALUE.**

The word 'original' in that case means 'not modified by the pin markers', so count the current 'upgraded' status of the unit. So, to destroy a Green unit upgraded to Regular you need 9 pin markers.

**IF A FLAMETHROWER OR PANZERFAUST ATTACK IS DECLARED AGAINST A RECCE VEHICLE AND THE VEHICLE SUBSEQUENTLY MOVES OUT OF LOS OR RANGE DOES THE FLAMETHROWER OR PANZERFAUST ACTUALLY HAVE TO FIRE AND EITHER HAVE TO DO A FUEL TEST OR EXPEND THE PANZERFAUST?**

Yes, they do have to fire and miss automatically.

**CAN A UNIT IN AMBUSH FIRE AT A RECCE UNIT THAT IS EXECUTING ITS ESCAPE MOVE?**

No, as an Escape move is not an Advance or Run move.

**WHEN ROLLING TO DAMAGE ARMoured TARGETS, DO ALL HEAVY WEAPONS SUFFER THE -1 PEN VALUE FOR LONG RANGE, OR IS IT JUST ANTI-TANK GUNS?**

All heavy weapons. Anti-tank guns are only used as an example to illustrate the rule. Do remember, of course, that some weapons' special rules state that they ignore this modifier – namely HE rounds and shaped charges. Note also that this means that flamethrowers DO suffer from this modifier, as the amount of flammable liquid reaching the target is reduced at long range.

**IF AN ARMY IS LEFT WITH A NUMBER OF UNITS WHICH ALL HAVE THE 'SLOW LOAD' SPECIAL RULE, WHAT HAPPENS WHEN YOU DRAW AN ORDER DIE FOR THAT ARMY?**

When an army receives its first order dice of the turn, and the only friendly units on the board are ones with the 'Slow Load' rule, put the dice back in the cup and draw again. The next dice drawn for that army can then be allocated to a model with 'Slow Load' as if another unit had already been ordered.

**DOES A ROLL OF 1 ON A TO HIT ROLL ALWAYS MISS?**

Technically, the rules do not say that, so a sniper firing at point blank range at a normal target in the open (and any similar very rare cases) would indeed hit automatically. Note that, on the other hand, the roll to damage rules do state clearly that a roll of 1 is always a fail, regardless of modifiers, and that includes rolls against armoured vehicles.

**IF AN OFFICER (OR OTHER HQ MODEL) IS KILLED BY AN EXCEPTIONAL DAMAGE ROLL, DO OTHER MEN IN HIS UNIT STAY IN THE GAME? IF SO, DO THEY SUFFER -1 MORALE FOR LOSING THE SQUAD LEADER?**

Yes, they stay, and they do suffer the -1 morale!

**WHEN PLAYING A SCENARIO WHERE A PORTION OF YOUR FORCES ARE DEPLOYED PRIOR TO THE START OF THE GAME, AND A PORTION ARE HELD BACK TO FORM EITHER A FIRST WAVE OR IN RESERVE, DOES THE SPOTTER AND HIS ASSOCIATED MORTAR/ARTILLERY TEAM COUNT AS 1 OR 2 UNITS FOR THE PURPOSES OF CALCULATING THE AFOREMENTIONED PORTION?**

They count as 1 (because they only have 1 dice).

**IF MY PLATOON INCLUDES CAVALRY SQUADS, CAN I MOUNT AN OFFICER AND THE MEN IN HIS TEAM ON HORSES?**

That sounds reasonable; in a platoon that includes one or more cavalry squads, any HQ team can be mounted on horses at the cost of +5 pts per man, getting the Cavalry special rule.

**IF A UNIT ASSAULTS AN ENEMY RECCE VEHICLE FROM WITHIN 6", CAN THE RECCE VEHICLE ESCAPE?**

Yes. Note that it cannot react by shooting, but it can escape.

**IF A UNIT USES THE BANZAI RULE OR THE UP AND AT THEM RULE TO ASSAULT AN ENEMY, BUT FAILS TO MAKE CONTACT, DOES IT LOSE ALL OF ITS PIN MARKERS ANYWAY?**

No, it loses a single pin marker, as if it has passed a test to Run. Only if it does make contact with an enemy unit it will lose all pin markers.

**HOW DO YOU DETERMINE WHETHER A VEHICLE IS IN COVER OR NOT? IS IT HOW MUCH THE FIRING UNIT CAN SEE OF THE ENTIRE VEHICLE REGARDLESS OF WHICH VEHICLE ARC - FRONT, SIDE OR REAR - THEY ARE FIRING AT IT FROM, OR HOW MUCH OF THE SPECIFIC SIDE OF THE VEHICLE THEY CAN SEE FROM THE VEHICLE ARC THEY ARE FIRING AT IT FROM? IN OTHER WORDS: IF MY FIRING UNIT IS STANDING DIRECTLY IN FRONT OF A VEHICLE AND 50%+ OF THE VEHICLE FRONT IS CONCEALED BUT I CAN ALSO SEE ALL OF ITS RIGHT HAND SIDE, DOES THE VEHICLE GET A COVER MODIFIER OR NOT?**

It's actually the entire vehicle, not the facing you are firing at. So if the majority of the vehicle (over 50%) is in cover, then the vehicle is in cover, and vice versa. In your example, the vehicle would not get cover.

---

**IF MY UNIT HAS A SINGLE PANZERFAUST, THEN ACCORDING TO THE DIVIDING FIRE RULE ON P.35 OF THE RULEBOOK I MAY FIRE THAT WEAPON AT A SEPARATE TARGET TO THAT OF THE REST OF THE SQUAD (AS LONG AS IT'S AT A VEHICLE). IF HOWEVER THE SAME UNIT HAS TWO OR MORE PANZERFAUSTS, DOES THIS THEN ALLOW THEM TO FIRE AT MULTIPLE ENEMY TARGETS (AS LONG AS THEY ARE ALL VEHICULAR), OR MUST ALL BE FIRED AT THE ONE VEHICLE TARGET IF THE OWNING PLAYER DECIDES TO FIRE THEM ALL SIMULTANEOUSLY? ONE ASSUMES THAT BECAUSE THE PANZERFAUSTS ARE TAKEN IN ADDITION TO THE STANDARD ISSUED WEAPON OF THE MODEL, THERE IS NO REQUIREMENT TO FIRE ALL PANZERFAUSTS AT ONE TIME: THEY CAN BE KITCHENED OUT FOR USE AS AND WHEN NEEDED?**

Yes, each one can be fired separately at a different enemy vehicle, and there is no obligation to fire them all at once.

**ARE THE PINNING VALUES IN THE HE CHART IN ADDITION TO THE NORMAL 1 PIN OR 'INSTEAD OF'?**

Instead of.

**WHEN A VEHICLE IS HIT BY A HE SHELL, IT TAKES A SINGLE HIT RATHER THAN MULTIPLE. BUT WHAT ABOUT PIN MARKERS - IS THAT ALSO A SINGLE PIN OR DOES THE VEHICLE TAKE MULTIPLE PINS?**

It takes multiple pins, according to the HE level of the shell, as normal. Keep in mind, however, that is the HE shell had a Pen value that would make it impossible to cause damage on the vehicle, Veteran vehicle would take no pins at all, and a Regular one might also not take any pins.

**PARTISANS CAN INCLUDE CAPTURED VEHICLES FROM GERMAN AND ITALIAN ARMY LISTS, BUT ONLY AS INEXPERIENCED. SOME OF THOSE VEHICLES (SAY, PANZER III AUSF. L,M) ARE AVAILABLE AS REGULAR AND VETERAN ONLY. SO, IF VEHICLE'S ENTRY DOESN'T OFFER INEXPERIENCED OPTION, SHOULD IT BE AVAILABLE TO PARTISANS, OR NOT?**

No, if the vehicle is not available as Inexperienced, it cannot be taken.

**CAN YOU REGROUP INTO A BUILDING OR OBSTACLE AFTER AN ASSAULT?**

You cannot 'regroup' into a building or vehicle. You can, however, if you assault a building and the defenders die, get into that building, because that combat is the same as the one against a defended obstacle, which allows you to take the place of the defenders.

**CAN AA GUNS FIRE ALL AROUND?**

No, except when they are mounted on a turntable, as depicted by the model itself.

**CAN A RECCE MODEL BEING FIRED AT BY AN AMBUSH REACT WITH AN ESCAPE?**

Yes.

**DOES A UNIT ARMED WITH ONE OR MORE PANZERFAUSTS GAIN THE BENEFIT OF THE 'TANK HUNTERS' RULE IN CLOSE COMBAT AGAINST ENEMY ARMOUR SO LONG AS IT HAS NOT FIRED ALL PANZERFAUSTS, AND THUS IS ABLE TO POSSIBLY INFLICT 'NON SUPERFICIAL' DAMAGE TO AN ARMoured VEHICLE?**

No, the Panzerfaust does not confer the 'Tank Hunters' rule in assaults against tanks. Having unused Panzerfausts does however stop the unit carrying it from taking the Tank Fear test.

**WHEN UNITS SET UP AS OBSERVERS AND SNIPERS AND ARE ACCOMPANIED BY A TRANSPORT, DO THEY HAVE TO BE WITHIN A CERTAIN DISTANCE OF THEIR TRANSPORT VEHICLE?**

No, they do not.

**CAN YOU CHARGE FROM INSIDE A BUILDING INTO A UNIT IN ANOTHER BUILDING WHICH IS NOT ADJOINING?**

Yes. The 'enemies outside' mentioned in the rule include enemies occupying other buildings.

**CAN INFANTRY CHANGE DIRECTION ANY AMOUNT OF TIMES EVEN WHEN RUNNING OR ONLY WHEN ADVANCING?**

When running as well as when advancing.

**WHEN FIRING A FLAME THROWER TEAM AT AN OPEN-TOPPED ARMoured TRANSPORT, SUCH AS A GERMAN HANOMAG, WE HOW ARE THE HITS AGAINST THE TROOPS INSIDE RSOLVED?**

Fully enclosed armoured vehicles take 1 pin. Anything else takes D3+1.

So in the case in question, the vehicle would take D3+1, and the same amount of pins would go on each unit inside.

Only the vehicle would have to take the test, not the troops transported, even if the vehicle was destroyed by the test.

**CAN I USE THE PEN VALUE OF A STURMPISTOLE IN CLOSE QUARTERS? OR ANY OTHER SPECIAL RULE FROM WEAPONS CARRIED OR OPERATED BY THE UNIT?**

No, you never use any Pen modifiers or other special rules from any weapon carried by models fighting in close quarters, except when those rules specifically affect close quarters – like the assault special rule, the rule for the Polish lances, the rule for swords etc (in general equivalent to Tough Fighters), the british national trait that adds one attack per three models fighting, etc...

---

## ARMIES OF GERMANY

**THERE APPEAR TO BE SOME CONFLICTS BETWEEN THE FLAMETHROWER AND ONE-SHOT RULES, BOTH OF WHICH ARE USED BY THE EINSTOSSFLAMMENWERFER TEAM**

**Can a team equipped with two single-shot FT fire at two separate targets like in the case of panzerfausts?**

Yes, they can, as long as at least one of the targets is a vehicle.

**Can I choose not to fire with one of the flamethrowers in the team?**

No, both FT must be fired at the same time.

**If both hit the same target, does it suffer 2D3+1 pins or 2D3+2 pins?**

2D3+1 pins.

**Is a model that has fired a one shot-flamethrower removed, or left in place and replaced with a model without the weapon? And if the latter, what is the model armed with?**

After the FTs are fired, the team is removed.

**THE GERMAN 88MM AA GUN HAS THE VERSATILE SPECIAL RULE ALLOWING IT TO FIRE AS LIGHT HOWITZER. WHEN FIRED THIS WAY, DOES IT HAVE A RANGE OF 84" OR 42"?**

42"

**DOES THE TIGER I TANK (WHOSE 88MM KWK 36 IS ESSENTIALLY THE SAME GUN) HAVE THE SAME RULE?**

No.

**WHICH VEHICLES ARE ALLOWED TO TOW A NEBELWERFER OR OTHER MULTIPLE ROCKET LAUNCHERS?**

Treat them as light howitzers for towing purposes.

**CAN A NEBELWERFER OR OTHER MULTIPLE ROCKET LAUNCHER BE MANHANDLED?**

Yes, they follow the normal rules for artillery units.

## ARMIES OF THE UNITED STATES

**THE M3 WHITE SCOUT CAR IS IN THE 'TRANSPORT & TOWS' SECTION WITH AN OPTION TO BE RECCE VEHICLE. IN THE THEATRE SELECTORS THERE IS NO M3 WHITE SCOUT CAR AS A 'TRANSPORT & TOWS' OPTION, BUT ONLY AS AN 'ARMoured CAR OR RECCE VEHICLE'. IS IT POSSIBLE TO TAKE ONE M3 WHITE WITH RECCE AS 'ARMoured CAR OR RECCE VEHICLE' AND ONE PER INFANTRY UNIT IN THE REINFORCED PLATOON?**

The M3 White Scout car should be in the Transport and Tows section of the selectors. If an M3 is upgraded to recce status it counts as the platoon's recce vehicle.

**THE HELLCAT M18 TD WAS UNBELIEVABLY FAST BUT, IT HAS NO SPEED RULE LISTED WITH IT. HOW MANY INCHES DOES IT MOVE AND WILL YOU PUT IT INTO THE ERRATA IF IT'S MORE THAN THE USUAL 9"? IF IT IS ONLY 9"(NORMAL TRACKED VEHICLE), WHY?**

We have chosen not to go into the differences in maximum speed, as it was often a theoretical value and not a reality of real battlefields littered with terrain, mud etc... If we change this policy, of course the Hellcat will be one of the first vehicles we'll look at.

**IN WHICH THEATRE SELECTOR CAN US ENGINEERS SQUADS BE TAKEN AS VETERANS (I.E. LATE WAR)?**

As the theatre does not offer any strict ruling about whether the engineers are the early or late war ones (i.e. Reg or Vet), you are absolutely free to take either – you make the call, you pay the points. We'd recommend using the infantry in the theatre as a guide, so if the available infantry is not late war, stick with the regular engineers; if the available infantry is late war (such as in the 1945 European selectors and Iwo Jima), then you'd be free to choose between regular and veteran engineers. Of course one could argue that their training was superior and so field them as veterans even earlier... either way would be acceptable under the rules.

**WHERE ARE THE RULES FOR ARMoured JEEPS?**

Nowhere, they're just cool models for normal jeeps.

## ARMIES OF GREAT BRITAIN

**CAN THE FREE REGULAR ARTILLERY FORWARD OBSERVER FROM THE ARTILLERY SUPPORT SPECIAL RULE (PAGE 17) BE UPGRADED TO VETERAN BY PAYING THE DIFFERENCE IN POINTS? PARTICULARLY IN THE MARKET GARDEN SELECTOR, WHERE IT IS MANDATORY (IF POSSIBLE).**

No, the free Observer is included in the army as normal, but cannot be upgraded, not even in Market Garden.

**CAN THE FREE BRITISH ARTILLERY OBSERVER BE ACCOMPANIED BY ONE OR TWO MEN AS NORMAL? IF SO, ARE THEY ALSO FREE OR DO I NEED TO PAY FOR THEM?**

The free observer can indeed pay additional points to add one or two Regular soldiers to his unit.

**IN THE ARMIES OF GREAT BRITAIN BOOK, THE LAST SENTENCE OF THE ARTILLERY SUPPORT RULE (PAGE 17) REFERS TO SELECTORS THAT DO NOT INCLUDE FAO (LIKE A SMALL COMMANDO FORCE, FOR EXAMPLE). HOWEVER, THERE ARE NO SUCH SELECTORS IN THE BOOK...**

That's right, so the free FAO is allowed in any of the selectors included in the book. This exception to the rule will therefore only apply in selectors that we may publish elsewhere, or that people may create themselves.

---

**IF I FIELD A MODEL OF A BRITISH LIGHT HOWITZER THAT IS NOT A 25-PDR (LIKE A 3.7-INCH MOUNTAIN HOWITZER, FOR EXAMPLE), CAN I USE THE SAME AT SHELL RULE AS THE 25-PDR?**

Yes, as you pay the same points. We assume that some AT shells were available to all guns of this type.

**ARE THERE RULES FOR TULIP SHERMAN ROCKET LAUNCHERS?**

No, but how about trying the following rules:

'Tulips' are allowed in the **1945 - Into the Reich** British army book selector as an option for all Sherman tanks.

**Options:** may add one or two additional tulip rockets for +25 pts per rocket

#### **Special Rules**

Tulip rockets count as a turret-mounted heavy howitzer with the following additional rules:

- inaccurate: it only hits on a 6, no modifiers apply.
- one-shot rocket
- Complex Operation: the tank may fire either one rocket or the main gun per turn.

## **ARMIES OF THE SOVIET UNION**

**DOES THE BODY ARMOUR BONUS APPLY AGAINST HITS SUFFERED IN CLOSE COMBAT?**

Yes, as most damage in close combat is caused by small arms.

**ON WHAT ROLL ARE MY SOVIET TROOPS DAMAGED IF THEY HAVE AN SN-42 BODY ARMOUR ON THEM AND THEIR TRANSPORT IS DESTROYED (REGARDLESS IF SOFT-SKIN OR ARMoured)?**

The -1 modifier does apply to hits from a destroyed transport.

**DOES THE BODY ARMOUR STACK WITH THE EXTRA PROTECTION SPECIAL RULE?**

No, troops in building with body armour are still damaged on 6.

**ON PAGE 56, IT IS POSSIBLE TO USE OTHER TANKS VIA LEND LEASE. BUT WHICH VARIANTS CAN I USE? FOR EXAMPLE: M4 SHERMAN IS A SUBSTITUTE FOR THE T-34, BUT WHICH VARIANTS OF THE M4 SHERMAN OR STUART (FOR T-70) ETC. AM I ALLOWED TO USE? ALL VARIANTS LIKE THE M3A1, M3A3 ETC? OR ONLY THE GENOTYPE M3?**

We suggest using only the most common variants of these vehicles. If you look at the production quantities of the US and British vehicles, stick to the ones produced in thousands rather than the ones produced in hundreds.

For example, Shermans equipped with 75mm and 76mm guns are fine, and maybe even the most common 105mm version, but do not include the rarer ones like the Jumbo, the Zippo, the Calliope.

**STALINGRAD SELECTOR: IN THE STALINGRAD SELECTOR, CAN I MAKE USE OF THE FANATICAL DEFENCE SPECIAL RULE TO MODIFY THE FREE SOVIET INEXPERIENCED SQUAD ALSO?**

Yes, you can.

**LENINGRAD SELECTOR: "[...] SCOUT SQUADS OR A MAXIMUM OF 2 ASSAULT ENGINEERS SQUADS, SKI TROOPS SQUADS". IT'S NOT CLEAR IF THE MAXIMUM OF 2 APPLIES ONLY TO THE ENGINEERS OR ALSO TO THE SKI TROOPS.**

Only to the Engineers.

**IN THE SIEGE OF SEVASTOPOL SELECTOR THERE ARE VETERAN SQUADS ALLOWED AMONGST OTHER INFANTRY UNITS. AT THE END OF THE SELECTOR THERE IS THE SPECIAL RULE "BAPTISM OF FIRE: NO SOVIET FORCES CAN BE VETERAN". SO THE QUESTION IS: CAN I FIELD VETERAN UNITS IN THIS SELECTOR?**

No Soviet forces (except for veteran infantry squads, see above) can be Veteran.

**ON THE SOVIET WEAPONS SPRUE, THERE ARE AUTOMATIC RIFLES, HOWEVER IN THE FORCES OF THE SOVIET UNION BOOK, THERE ARE NO OPTIONS FOR THAT WEAPON. IS IT CORRECT THAT SOVIET UNITS CANNOT TAKE AUTOMATIC RIFLES?**

Correct, treat the Tokarev semi-automatic rifle as a normal rifle. If you prefer, you are welcome to agree with your friends to use for the Tokarev the same rules as a Garand M1 rifle from the Armies of the US (i.e. no penalty for moving and firing).

## **ARMIES OF IMPERIAL JAPAN**

**IF I MOUNT MY SENIOR JAPANESE OFFICER ON A HORSE, CAN I MOUNT ANY OF HIS ATTENDANTS ON HORSES AS WELL?**

No, the option can only be taken by an officer without any attendants.

**FOR THE JAPANESE, DO THE NCOs IN SQUADS MODELLED WITH SWORDS COUNT AS OFFICERS FOR THE PURPOSES OF BEING MODELLED WITH SWORDS AND GAINING THE TOUGH FIGHTERS SPECIAL RULE?**

No, only the officers do.

**CAN THE SUICIDE ANTI-TANK TEAM MOVE AROUND THE MAP IN STEALTH AND LESS THAN 12" OF AN ENEMY UNIT THANKS**

No, as normal, units that are 'Hidden' are immediately revealed if they move.

---

## ARMIES OF ITALY AND THE AXIS

**ON PAGE 22, THE 90/53 FLAK GUN'S ENTRY STATES: "THIS ENTRY CAN ALSO BE USED FOR GERMAN 88MM FLAK 36 IN USE BY ITALIANS". IS THAT THE "MODEL" TO USE? OR IS THE INTENT TO USE THE LISTING FROM THE GERMAN BOOK?**

It means you can use the profile of the 90/53 Dual-Purpose AA Gun to represent a German 88mm model crewed by Italian artillerymen. It does not allow you use of the entry from the Armies of Germany book. Players may of course want to allow this instead, as long as they both agree!

---

## ARMIES OF FRANCE AND THE ALLIES

**IF A VEHICLE WITH THE ONE-MAN TURRET RULE IS IN RESERVE, DOES IT NEED TO TAKE TWO SEPARATE TESTS TO ADVANCE ONTO THE TABLE? AND WHAT IF IT'S IN A FIRST WAVE INSTEAD?**

A vehicle in Reserve already has to take a test with a -1 modifier anyway, so the One-man Turret rule effectively has no effect on vehicles in Reserve.

If the vehicle is in a first wave, it must take an order test before it can enter the table. If the test is failed, the vehicle is placed in reserve (and it cannot outflank, of course).

**DOES THE FANATIC RULE ON THE POLISH HQ UNITS HAVE ANY EFFECT, AS THESE UNITS ARE SO SMALL?**

Only in the rarest of circumstances – when a three-man HQ team loses an assault by suffering a single casualty! So yes, the rule is there more for colour than for real effect.

**THE PARTISAN LIST STATES ALL CAPTURED VEHICLES MUST BE INEXPERIENCED. HOW DOES THIS WORK WITH VEHICLES THAT DON'T HAVE AN INEXPERIENCED COST (SUCH AS PANZER III AUSF L, M OR PANZER III AUSF N)?**

These vehicles cannot be included in the list.

---

## LAST LEVY: THE DEFENCE OF BERLIN BOXED SET

**WHAT ARE THE RULES FOR THE LUFTFAUST AND FOR THE KRUMLAUF ASSAULT RIFLE?**

These weapons will be covered by future supplement books, but in the meantime use the following get-you-by rules.

**Luftfaust:** Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take Luftfaust rocket launchers. Up to two models in the unit that have been equipped with a panzerfaust can replace their panzerfaust with a Luftfaust for free. The Luftfaust counts as a light autocannon that only fires HE rounds and has a range of 24" instead of 48". It also has the Flak and One-shot special rules.

**Krumlauf assault rifle:** Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take a Krumlauf assault rifle. Up to one model in the unit can replace his weapon with a Krumlauf for +10pts. The Krumlauf counts as an assault rifle. In addition, when the unit has a Down order, every time you remove the Down order from the unit at the end of the turn (or even if you decide that the unit stays Down for the next turn), the model with the Krumlauf can fire his weapon as normal. This represents him firing the weapon while remaining in cover.

---

## TANK WAR

**WHEN YOU ARE USING CREW SKILLS THE VEHICLE STARTS AT INEXPERIENCED AND IS BOUGHT AT THE INEXPERIENCED COST. ONCE THEY HAVE TWO SKILLS, THE VEHICLE GOES UP A LEVEL TO REGULAR. DO YOU THEN PAY THE INCREASE IN COST FOR IT? E.G. IF YOU BUY AN INEXPERIENCED CHINESE PANZER I FOR 56 POINTS AND THEN GET TWO SKILLS, DO YOU THEN PAY 70 POINTS FOR IT, OR DO YOU GET THE REGULAR UPGRADE FREE?**

If you need to 'buy' the vehicle again (or just in order to balance forces), use the points for the relative Quality level – so pay for a regular vehicle if the crew is now regular, and veteran cost when the crew is veteran.

**DOES THE FORCE SELECTOR ON PAGE 11 OVERRIDE THEATRE SELECTORS (E.G. SOVIETS TAKE EXTRA ARMOUR CHOICES IN THE BERLIN THEATRE, AMERICANS CAN TAKE 3 MGS, ETC.)?**

Yes, if you use the Armoured Platoon selector, you are not using another selector. Army special rules still apply however (so the Soviets get an additional inexperienced squad for free, but remember that you must buy a transport for them).

**FOR A RADIO NETWORK (P13/14) IT MENTIONS TAKING THE THREE COMPULSORY VEHICLES FROM THE SAME ENTRY, DOES THIS MEAN THE VARIANT DOESN'T MATTER? I.E. YOU CAN TAKE THREE CHURCHILLS AND GET THE RADIO NET REGARDLESS OF TAKING A CHURCHILL MK I, MK II AND MK III?**

Absolutely yes. The variant does not matter, if the tanks are taken from the same entry in the book (as is the case for the MkI, II and III Churchill tanks).

**WHAT THEATRE SELECTORS CAN THE LEGENDARY CREW BE USED IN? AND WHAT ABOUT ARVS?**

Assume that they are available in the theatre selectors that their base vehicle is available to.

**WHAT DO I DO IF A VEHICLE GETS ENOUGH SKILLS TO BE PROMOTED TO VETERAN, BUT THE SELECTOR I'M USING DOES NOT ALLOW VETERAN VERSIONS OF THAT VEHICLE?**

Such unique veteran vehicles are allowed, overruling the limitations for the selector.