



Rule Clarifications (FAQ)

For version 1.0; though most of these issues are fully explained in the text it is inevitable that some questions arise during play; here we try to analyse and answer all the possible situations.

Unit's Organization

Infantry Companies (Coy)

By default an INF Coy is composed of 3 platoons, i.e. 3 units in 9 bases.

In larger scenarios each basic 3 stand unit represents one full Company; therefore 3 to 4 units constitute one Battalion.

The representation scale should be clearly indicated within each scenario.

HQ

Regular HQ in the game are not tied to particular units. These represent high ranking officers and their staff, able to issue orders to any unit in the army, unless otherwise specified.

The HQ are usually Brigade or higher, while the GHQ is Divisional or Corps.

Core Rules

ZOC

Two units stacked in the same hex share the same ZOC.

Reaction limits

Each unit may only react once to each enemy action.

Please note that each action may trigger a single voluntary enemy reaction. Firing back with one unit in CC is not voluntary.

The PIN test

The PIN test (13.1) is a direct consequence of the enemy fire and must be immediately performed. A failed test means that the pinned unit will not be able to fire back, if that would be the case.

Technical Issues

Mortar abbreviation

Mortars are designated in the text either as MTR or MRT; the first form is preferable.

MTR rules

MTR based as infantry can be either used as attached infantry support weapons (ISW) or independent curved fire units (ART).

When used at battalion level or below their range is only 2-6 hexes, as indicated in 4.2 (chart).

When used at Regiment level or above, larger MTR over 80mm will follow the ranges shown in section 11.3.

TDG and FDG

FDG (Field Gun) is used twice in the text for TDG.

MMG and HMG

The rules for MMG follow the same lines as the HMG (12.1.1) except that MMG do not alter the platoon's PN in any range (PN in the N range will remain nil).

Stacking

Defence-fire and stacked units

Fire is always into one target hex; therefore any unit in the hex may be chosen to perform defence-fire, independently of any casualties (12.5).

Assigning hits to stacked units

In order to avoid any confusion when assigning hits to stacked units (12.5) higher value dice must always be assigned first.

So for example if infantry and tanks are inside a Wood, on a roll of 6,5,5 the first hit would better be assigned to infantry, otherwise the tanks would get one hit and infantry none.

Infantry Support Weapons (SW) as independent Units

SW are generally treated as INF units and therefore SW units are considered as INF units, yet they may stack with infantry platoons/companies. When one SW unit operating independently is reduced to a single model or stand it may automatically attach to any stacked platoon within the same Coy/Battalion, when possible.

Otherwise if such single stand still operates as an independent unit care should be taken to avoid any confusion: separate order markers must be used; or both units should be kept well apart within the same hex when *ready*.

Close Combat and Assault

Winning Close Combat

Whether CC occurs after an assault or is simply CC because the units started the turn in adjacent hexes (9.2) the unit that triggers CC (9.3) is the 'attacker'. This means that the unit firing under direct orders – acting – must inflict some casualties or it will automatically lose the CC round, regardless of the reacting unit's firing outcome.

Close Combat vs a pinned unit

The general rules apply in this case: the acting unit – the one having initiated the firefight – must actually inflict at least one casualty in order to win the CC or it will have to withdraw because there are no CC draws (9.3). Obviously the pinned unit does not fight back.

Please note that the evasion move (13.1.3) is an optional reaction and may take place only after CC has been completed.

Assaulting Stacked units

When stacked units are fired upon the defender may select any single unit within the hex to fire back, completing a firefight (12.5). The other unit may suffer casualties as 'colateral damage' only and does not directly participate in the current assault.

Withdraw (9.4) relates exclusively to "directly involved units", therefore only the unit selected as directly participating will eventually withdraw (on losing).

Exploit (9.7) may only occur when the hex is totally free from enemy: into a "newly vacant hex".

Mechanized Infantry (AIF) save on CC vs Infantry units

When a AIF unit sustains hits in CC it may save as 'AIF' only if the enemy PEN is 1 or less (12.3).