



## Rule Clarifications (FAQ)

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 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.

#### **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.

### 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).

## **INF Support Weapons and Stacking**

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

Otherwise if the decision is to keep such single stand as an independent unit, it must be clearly marked as not belonging to the stacked platoon/Coy: by using separate order markers or by keeping both well apart within the same hex when on *ready*.

## **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).

## **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.

## **Close Combat and Assault**

### **Winning Close Combat**

Weather 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 'collateral damage' only and does not directly participate in the current assault.

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

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