



Rick Young's  
**The Bulge**



**A Fast Action Battle Game**

## FAST ACTION BATTLE SERIES FAQ

Version 3 – January 20, 2009

### Official Series Rules Errata

#### 4.34

Change “one additional movement point to enter” to read **“one additional movement point to enter (but not in addition to the +1 paid if friendly forces are present)”**.

Delete **“when a friendly unit enters the area”**.

#### 5.1

Add a new sentence after “two units of each side.” as follows: **“No unit may voluntarily end its move overstaked.”**

### Official Series Rules Clarifications

#### 5.23

Insert **“infantry”** in the last sentence to read “when firing at friendly infantry units that are in field works”.

#### 5.35c

Change “into a contested area each Movement Phase.” to read **“into an enemy-occupied area each Movement Phase.”**

#### 6.23

Change “No more than one artillery asset and/or one event may be assigned.” to read: **“If all defending units are from the same Higher Echelon, then no more than one artillery asset and/or one event from that Echelon may be assigned.”**

#### 9.4

Change “Units that fail this check that are not yet disordered become disordered.” to read: **“Units that fail this check that are either in good order or recovering become disordered.”**

### Official Volume 1 “The Bulge” Errata

#### 17.14

Change the result range “5-10” to **“6-10”**.

#### 23.3 – Blown Bridge Causes River Assault

Since the 560<sup>th</sup> VG uses a Field Connection, change “1 MP to Lullange” to **“2 MP to Lullange”**.

#### 24.3 – Allied Forces

Edit “15<sup>th</sup> Eng” to correctly read **“158<sup>th</sup> Eng”**.

#### Player Aid B – Extended Sequence of Play

Change the River Assaults rules reference to **“5.35e”**.

Change the Marker Removal rules reference to **“9.5”**.

#### Player Aid D – Event Summary Table

The results range for the Operation Bodenplatte (17.14) event should read: **“1 = Eliminated ▪ 2-5 = Delayed ▪ 6-10 = Unaffected”** to match rule 17.14.

### Official Volume 1 “The Bulge” Clarifications

#### 16.11 – Relief of Von der Heydte

Whether or not the die roll for the result of landing has been resolved, if a German unit enters the area, the asset is relieved (per the second bullet).

#### 17.11, 17.12 – Greif Team Events

These events may be played in any area regardless of the supply status.

#### 24.3 – German Forces

The 7th Army Engineer (47+605th) can be used in the 5<sup>th</sup> Panzer Army Zone per rule 14.52, bullet 2.

#### Allied Special Action Label

The blue Special Action Marker is Allied, and can be used for any higher echelon, including the British. It can go on either a green or a blue colored block without harm, but the design intent was for a green block.

### Frequently Asked Questions

#### Garrisons (16.21) & Task Forces (16.22)

**Q:** How do these assets function like “defended roadblocks” per 4.35?

**A:** They are immobile assets placed either at the start of the game (Garrisons) or during the Reinforcement Phase of Turns 2 -5 (Task Forces) – which is the only important difference. *Note that task forces are not placed into the selection cup!* Like defended roadblocks, they behave like units: they may blow bridges, they force moving enemy units to stop and pay the additional movement point (4.34 and 4.35) and resolve combat. They act like units for the purpose of controlling the areas they occupy.

#### Assets & Line of Supply (9.31c)

**Q:** Do Garrisons & Task Forces exert a zone of control that can block an enemy line of supply?

**A:** No, except in the areas they physically occupy.

**Q:** Does the Von der Heydte asset (after it has landed) exert a zone of control that can block an enemy line of supply?

**A:** No, except in the area it physically occupies, unless a US unit is present.