

Consolidated FAQ

Version 1.02 – August 1, 2011

FIGHTING FORMATIONS

Official Errata

Rulebook – 6.4 Sighting Marker Contents

Add a sentence to the end of item b): "If a unit now finds itself in an impassable hex, immediately eliminate the unit."

You generally want to keep your units away from your own harmful fortifications before they are revealed.

Rulebook – 34.121 Targeting Pivots

Add a phrase to the end of the second sentence so that it now reads: "Guns and vehicles with loose fire arcs may be pivoted at this time, at their owner's discretion, if doing so would bring the target hex into their front fire arc."

In other words, targeting pivots are never voluntary. You may perform a targeting pivot only if:

- 1. the target hex is currently in the firing unit's **flank** arc; and*
- 2. the pivot brings that hex into the firing unit's **front** arc.*

Rulebook – 34.21 Melee Targeting

Change the second sentence of rule 34.21 to read: "When a melee is announced by the active player..."

Then add a third sentence: "When a melee is announced by the inactive player (via Return Fire or Op Fire), only the last acting unit will be the target of the attack." *Note: Here you can assume that the active player made his "choice" of which unit will be affected by any Op/Return Fire when he chose to shoot with a particular unit in the first place.*

Playbook – Example #2, Section D

This section is in error: you cannot choose your level of command. Mission always and automatically trumps Tactical; Tactical always and automatically trumps being out of command.

Rulebook & Playbook – Summary of Orders (back page)

In the Opportunity Fire section at the bottom of the page, change the first sentence to read: "Any number of unspent units may Op Fire – one at a time – at an activated unit(s) that just expended any number of MPs during a Move or Assault order."

Scenario 3 – Soviet Fortification Setup

Delete the words "...road or..." from the first sentence.

Official Clarifications

Dice

The "0" on the d10's is to be treated as a 10, not a 0.

Rulebook – 3.31 Unit Elimination

The two squads resulting from an eliminated platoon are considered to be the same unit as that parent platoon with regard to the current game situation.

Some examples:

- If an eliminated platoon was activated, the resulting squads enter play activated.
- Platoon activated to fire but not yet fired: its resulting squads can still fire before becoming unactivated.
- Platoon activated to move or assault: its resulting squads can continue the order with any remaining MPs (each having expended what the platoon did up to that point).
- Platoon failed a red rally attempt: its resulting squads are immediately unactivated (because the platoon would have been).

Rulebook – 10 Asset Cards

In the unlikely event that either deck is depleted, shuffle its discard pile to form a new draw pile.

Map 4

Seems a bit of texture was lost somewhere in production. Hexes Q1 and Q2 are indeed woods.