



Heat of Battle VI Avalon Hill Classics Tournament

Official Rules

National WWII Museum, New Orleans, LA

August 10-12, 2012

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Do the acronyms ZOC, TEC, and CRT mean anything to you? Does the act of calculating combat odds bring back memories of your wargaming youth? The fact that you’re now reading this document suggests that you do and they do.

From humble beginnings in a Maryland garage in 1954, The Avalon Hill Game Company grew up to become the premier pioneer in commercial board wargame development. For over 40 years Avalon Hill developed over 150 strategy games, many of them to this day considered board wargaming “Classics”.

The National WWII Museum and Heat of Battle VI are proud to encourage and promote the continued play of some of these “Classics”, many of which are actually in the Museum’s collection.

It seems that you have now answered our call-to-arms and have joined us for this event, we now heartily thank you and welcome you, the middle-aged wargamer who is willing to go back to his gaming roots, as well as the wargamer who may have never left them, to Heat of Battle’s fourth annual Avalon Hill Classics Tournament.

After all, what better way is there, to understand and celebrate the history of wargaming, than to play some of board wargaming’s “relics” in our very own National WWII Museum?

While there are many “Classics” in the Avalon Hill gaming stable, and many opinions on what makes a game “Classic”, we’ve chosen twelve of the oldest and most enjoyable WWII-themed Avalon Hill products for this Tournament.

- | | | | |
|---------------------|----------|------------------|------------------------|
| Africa Korps | Bismarck | Panzerblitz | Stalingrad |
| Anzio | D-Day | Panzer Leader | Victory in the Pacific |
| Battle of the Bulge | Midway | Russian Campaign | War At Sea |





We don't expect players to have owned them all, nor have necessarily even played them all, but many of them are built around the same basic principles of ZOC, TEC, and CRT, and share similar rules. We felt, therefore, that these particular games provided the right combination of variedness but also sufficient similarity that, chances are, you have played several of them before and will find great enjoyment in playing them again. They also happen to be some of my favorites! ☺

So welcome again, have fun, and best of luck this weekend!

...and remember...old wargames, and wargamers, never die...they just end up in the National WWII Museum!

FORMAT

This Tournament will use a Swiss Elimination format on Friday and Saturday, followed by a Final game format for the two players with the best weekend performances during the final round on Sunday. Entrants may play multiple games during the Swiss segment, requiring a minimum of two games played to a conclusion to have a chance to qualify for participation in the Final game on Sunday.

It was thought that this format was the best choice for this Tournament for several reasons. Firstly, there is the uncertainty as to how many players would actually end up participating. Secondly, there is the potential lengthiness of some of the selected games. Thirdly, the desire many players have for finding their own best time(s) to play, given the natural desire to want to visit the Museum, attend various lunch time lectures, or play in other scheduled gaming events.

SCHEDULE

The schedule consists of two segments, Swiss and Final.

- a. The Swiss segment runs continuously from 9:00 a.m. Friday, August 10th till 9:00 a.m. Sunday, August 12th. Ideally, for administrative reasons, all participants should be present and accounted for at 9:00 a.m. on Friday morning for the formal start of the event, in the Student Resource Room.
- b. The Final segment will begin at 9:00 a.m. on Sunday, August 12th. It will consist of a single game played between the two players with the best cumulative weekend scores. The Final and the Tournament itself will conclude at 4:00 p.m. on Sunday.

Should there not be sufficient interest amongst the qualified players to play a Final game on Sunday; the Tournament Championship will be awarded to the single player with the best cumulative weekend score. Ties will be adjudicated as per the rules listed later in this document.

While turns will not be timed, it certainly behooves players to play quickly, particularly in the Final game on Sunday. Due to time constraints, the GM may have to call a winner in Sunday's game in order to complete the Tournament on time.





LOCATION

The primary location for this Tournament will be in the Louisiana Pavilion, during Museum hours. Gaming tables will be available there throughout the weekend. Gamers are encouraged to play in the Pavilion when possible, to help the Museum expose the public to these older wargames. Sunday's concluding game will also be played there.

You are also free to play Tournament games on any free gaming tables set up for the Convention, so long as no scheduled Convention event needs those tables. After-hours Tournament gaming in the convention hotel is also acceptable.





PAIRINGS

Pairings in the Swiss segment’s Free Form system are made with whoever is available to play during Friday and Saturday. Players must play a minimum of two games to be considered for the Final. They may be two games using the same Classic or two Classics each played once, or any combination you desire. You may play the same opponent more than once or you may play different opponents, it’s up to you and who you choose to pair up with, and who chooses to pair up with you.

In the Final round, the player with the best cumulative Swiss segment result will play the player with the second best result. The winner of this Final game will be awarded the title Tournament Champion!

GAME SELECTION

If two players cannot agree on which game to play (this procedure automatically applies to the Final match) the two players will be asked to rank six games, of the twelve in the Tournament, in order of preference that they want to play. A value of 6 will be given to the highest ranked game, 5 to the second highest and so on down to a value of 1 for the sixth ranked game. The highest combined ranked game will be the one that is played for that match. If there is a tie in the rankings for the highest number of points, the game with the smallest differential between the tied player selections from these rankings will be the game played. In the unlikely event that there is still a tie after this tiebreaker, a die will be rolled to determine which of the two games will be played.

REPORTING RESULTS

As soon as possible, following the completion of a Swiss segment game, both players should complete and sign a match result slip, available from the GM. This slip should be delivered to the GM as soon as practicable. During the bulk of the Swiss segment the GM can be located by phoning: (713) 548-4944.

STANDINGS

Each player receives a number of Tournament Victory Points (TVP) for each of the games they play, win or lose. Each player also receives TVP for any games their opponents win. If there are ties, then strength of schedule is used. For example, for each game that your top two opponents have won among them, you receive a bonus of 2 points each. This scoring system gives players an incentive to seek out the strongest players for matches early on. The specifics of the system are as follows:

- a. All game results and player ratings will be posted and updated as results are reported.
- b. Performance ratings will be based upon the best two games played by a participant.
- c. Games in excess of the two best will not affect a player's performance rating.





- d. A player must play at least two games to have a chance to play in the Final game.
- e. Performance ratings for a player will be obtained as follows:
 - i. A player receives 10 points for each victory.
 - ii. A player receives 1 point for each loss. Note: if advancement to the Final game requires two games played instead of two games won, then points for losses must be included. For example, if a player wins 1 and loses 2, his record would garner 11 Game Points for his two best games (10 + 1), with the second loss ignored.
 - iii. A player receives 2 points for each victory tallied by an opponent that he defeats. All of the defeated opponent's games will qualify for the scoring of these points, but only the first game against a particular opponent will qualify for these bonus points.

Bonus Point Examples: if player A defeats player B, then player A receives 2 points for all games won by Player B during the Swiss segment; however, if Player A and B play each other a second time, no bonus points will be awarded regardless of who wins.

PERFORMANCE RATING TIEBREAKERS

- a. Head to head play is the 1st tiebreaker.
- b. Points scored VERSUS mutual opponents is the 2nd tiebreaker.
- c. Points scored BY mutual opponents is the 3rd tiebreaker.
- d. Points scored BY all defeated opponents is the 4th tiebreaker.
- e. Points scored BY all opponents is the 5th tiebreaker.

KEEPING NOTES ON GAMES

On a separate sheet (which the GM will provide) players should make notes about the distinguishing features of their individual games so that a summary of the highlights of the Tournament can be written up and posted later.

A FEW FINAL WORDS

Although matches are not being timed due to Free Form format, rule disputes may still arise. In the event that I am not around to rule on disputes, or it happens to be a game I am playing, then please seek the advice of other players in the room.





When all else fails, and neither player can agree on the interpretation of a rule or situation, then please resort to a 50/50 dice roll to settle the matter amicably and consistently throughout the remainder of the game.

Because of this tournament format, it is in the interest of all players to play as quickly as reasonably possible.

I wish you the best of luck and thanks again for playing.

Hoping you'll have a great time at the Convention!!





GAME SPECIFIC OFFICIAL RULES

The following official rules/errata are to be used when playing the twelve games in the Tournament.

Afrika Korps

The official tournament rules in effect will be the 3rd edition (1980) rules, supplemented by the interpretation of those rules as set forth in the Avalon Hill *General* Vol. 18, No. 1 article by Frank Priessle. Copies of this article will be available for players who need it prior to the start of the Tournament.

Sides will be determined using the following procedure:

1. Each player will hide an Afrika Korps piece of the color indicating the side they wish to play (blue for British, pink for Germans).
2. They then reveal their choices simultaneously.
3. If the sides selected are different, play proceeds as normal using the Africa Korps supply table to determine supplies.
4. If both players want the same side, they **MUST BID SUPPLIES FOR SIDES**.

The players bid a supply handicap for their choice of sides. The two players will roll a die to determine who begins the bidding, with the higher die roll being given that choice.

If both players want the German side, the number bid represents the number of extra supplies the British player can declare "sunk" in addition to those that are sunk by the supply table during the course of the game.

For example, if the German player has bid two supplies for the right to play his side, then the British player has the right to sink any two supplies that the German would otherwise receive as a result of his supply roll at the beginning of the turn. Given the vagaries of the supply table, this can get really nasty.

If both players want the British side, then the number bid represents the number of "free supplies" that the German may get during the game. The German player may choose to claim these supplies right at the beginning with his initial setup, or he may use them to nullify any "sunk" result on the supply table during the course of the game.

Once the bidding has been completed and sides determined, players should write down any supply handicap that was bid on the match sheet for that game and keep track of the number used.

The following is from the Avalon Hill *General* Vol. 22, No. 2.





AFRIKA KORPS

13.2/15.22 If an unaccompanied supply unit moves adjacent to an enemy combat unit to supply an attack on that enemy unit, is the supply unit captured by the enemy combat unit?
A. No.

Anzio

Rules in use will be the 4th Edition, Advanced Game, including Basic Game Supplementary Rules.

The Southern Italy game will be played, which starts on the September II turn and ends on December IV (15 turns), using the Standard German Advanced Game Order of Battle.

Victory cities are: Salerno, Foggia, Napoli, Termoli, Cassino, Terracina, Pescara, Anzio, and Roma. When the Germans finish their last turn, December IV 1943, the Allies have won if any 5 of these 9 cities are in Allied supply and friendly to them. Any one Roma hex suffices to fulfill the requirement for that city. More than one Roma hex does not count extra.

Remember that a friendly hex can be in enemy ZOC, if that hex could trace a supply line free of enemy ZOC, it would still be in supply. Six of the victory cities are ports. Note that if a port with a counter is in German ZOC, even though friendly to the allies, it is not in supply unless a supply line could be traced from it to another supply source.

If the Allies fail to meet their victory conditions the Germans win, provided they can meet one additional requirement. At the end of the game, if the Allies can trace a line of hexes from any one of their port counters (as constructed on the board) to a German board-edge supply hex, and that line is free of German unit(s) and/or their ZOC, then the Allies win.

Battle of the Bulge

An eight-turn Tournament Scenario will be played using Second Edition, Advanced Game rules, with Optional Rule 36.0 (SS Panzer Commitment in 16AM) in effect. Per errata: 4NW and 388 Arty begin in Area B; 17NW and 405 Arty begin in Area A: The Scenario Victory Conditions are described below:

The game ends at the conclusion of the American 19PM turn - Exception: The game ends earlier, if the German player can attain an automatic victory as described in the next paragraph.

The game ends immediately for any of the following:

1. A German combat unit enters a Liege hex or a Meuse River city hex.
2. German combat units occupy two cities on the west board simultaneously.





3. Three German mechanized-class units exit the map board from road hexes AA1, DD1 or any hexes containing a German cross.

If an automatic victory is not achieved, the German player wins by accomplishing four of the following 11 objectives - Note: 'capture' is defined as occupying the hex at the end of the American 19PM turn, regardless of supply status:

1. Capture Bastogne.
2. Capture Parker's Crossroads (hex AA17).
3. Capture Stavelot.
4. Capture Trois Ponts.
5. Capture Spa.
6. Capture Eupen.
7. Capture a fuel dump.
8. Capture any city on the west map that is east of the Meuse.
9. Eliminate 18 or more Allied combat units.
10. Lose three (3) or fewer German mechanized or artillery-class units.
11. Create a bridgehead across the Ourthe River by capturing one of the following hexes: T26, V23, X22. For this victory condition to be accomplished, Bastogne must also be captured.



The following are copied from the Avalon Hill *General* Vol. 21, No. 3 and Vol. 21, No. 6.

BULGE '81

6.8 If a unit leaves the board during movement or during advance after combat, does the opposing player receive Victory Points for unit elimination?
A. No.

35.1, 46.4.1 and 46.4.2 Suppose German units retreat off the board via an arrow, fulfilling German Victory Conditions and causing British units to divert to Antwerp; do they count as units eliminated for Allied point count?
A. Yes.

13.2 and 13.3 Rule 13.2 states that isolated artillery units attack at half-strength and rule 13.3 states that isolated artillery units may not provide fire support. Which is correct?
A. Both are correct. Direct attack or defense against adjacent enemy units is distinct from fire support. See rule 11.1.

14.1.2.3 Since fire support and direct attacks are not the same, does this mean that German corps artillery may move at one-quarter point road movement rate and then participate in an attack against adjacent Allied units?
A. Yes.

14.1.1.1 What size boots do Nebelwerfers wear? [*Published verbatim.*]
A. 150's, 170's or 210's?

14.1.2.2 and 42.6.2 If a commando is not recognized by an Allied infantry unit moving from

THE QUESTION BOX

the north edge into Eupen, how is the movement reduced for the Allied unit?
A. This answer has two possibilities:

1) If the Allied unit does *not* enter enemy ZOC, the movement rate is figured as such: 1/4 plus 1/4 to reach Eupen, at which point 3 and 1/2 movement points (or 14 road movement points) remain, of which half are lost (i.e., seven road movement points); or

2) If the Allied unit does intend to enter an enemy ZOC, the movement rate is figured as such: 1/3 plus 1/3 to reach Eupen; at this point, 3 and 1/3 movement points (or 10 road movement points) remain of which half are lost (i.e., five road movement points).

23.5.5 In the example of "Engagement" (pg. 20-21), the Allied 5-4 and 4-4 stand fast after the German turn. But during Allied attacks, an Allied unit advances adjacent to one of the German units (say, to JJ26). In the chain reaction that ends the engagement, are the Allied 5-4 and 4-4 immediately required to counterattack?
A. No. The choice to "standfast" is made after movement, but before the Allied combat phase (23.3). The engagements end and, if possible, the Germans are free to move away on their turn

(23.5.5). In effect, the Allied advance has changed the "Engaged" result into a "Contact" result at the end of the turn.

STORM OVER ARNHEM

9.5 Suppose three infantry and a HQ unit oppose three infantry and a HQ unit in Close Combat; can either or both HQs be screened?
A. That depends on what the player without the Tactical Advantage does with his HQ. If he elects to screen his HQ, then obviously he hasn't enough units to attack the opposing HQ if it is screened. If he doesn't screen it, then he has one extra unit with which to attack the opposing HQ, regardless of what the player with the Tactical Advantage opts to do.

11.5 If the German takes an area on turn 1, and loses it on turn 2, does he still get the two bonus points?
A. No, bonus points aren't awarded until the *end* of the second turn and the third turn.

13.21 Assume an uncommitted AT unit and HQ unit are in the same area and that the HQ unit calls in artillery. Can the AT unit attack also in the same impulse?
A. No; AT units cannot fire in the same impulse as

simply means that the Allied player must check to see if an artillery unit has an isolation marker on top of it (Rule 13.1) before the corresponding FPF support marker is placed. For simplicity and clarity, delete the second sentence of Rule 11.5.1.

14.2.6 and 14.2.8 If an armor unit moves through a river headwaters hex, then along the river, and finally ends its turn on the river, does the owning player have to declare which side of the river the unit occupies?
A. Yes; players should always know which bank of a river an armored unit occupies. As a player aid, armor units should be faced so that the top edge of the counter points to the side of the river that the unit occupies. For example, a German panzer unit on the east bank of the Salm (hex FF14) would be read upside down by the German player sitting at the east edge of the mapboard.

BULGE '81

11.5.1 The rule states that supply status is checked when Allied FPF support is being placed. Does this mean that a "supply determination" which is done during the Allied Supply Phase must also be made during the Allied Support Phase?
A. No. Supply status is determined only during the Supply Phase. The term in Rule 11.5.1

Bismarck





The rules in use will be the 1978 2nd Edition. The Basic Game shall be the default game, with individual Intermediate game rules permitted only with the mutual consent of both players.

See the next page for the official errata and Question Box from the Avalon Hill *General* Vol. 16, No. 2.





BISMARCK:

5.28 In the basic game, if the *Bismarck* breaks out with a move of 3 or less, could the *Prinz Eugen* still move 4 or 5 at no fuel cost?
A. Yes.

7.23 If German ships have passed through a zone must their general type and number be revealed?
A. Yes.

9.64 In determining the shots that can be fired, are the salvos available first assigned to a target and then halved? Or are the salvos available halved and then the shots divided among the targets?
A. The salvos are assigned and then halved.

9.716 "If a ship is firing directly into a ship's bow or stern." By 'directly,' do you mean a firing ship is firing directly at a bow or stern if it is only in the hex directly in front of the bow or behind the stern? Or do you mean a ship is firing directly at the bow or stern if it is anywhere in the bow or stern sectors as defined in 9.67?
A. Directly in front of the bow or behind the stern as indicated by the shaded hexes in the diagram in 9.716.

9.717 If a ship with a 0 in a secondary hit box receives a secondary hit on that side, must the box be crossed out before any secondary hits are treated as midships hits?
A. Yes.

Q. Is K22 considered a coast hex?
A. Yes.

23.21 Can destroyers refuel as per 17.07?
A. No.

Q. Is combat allowed when the visibility is X?
A. No.

THE QUESTION BOX

35.0 Ferrol Table—Is the Spanish reaction to the British Raid Table triggered by a British attack against German ships in port?
A. Yes.

Q. Are evasion losses due to torpedo damage permanent or repairable?
A. Repairable in port only.

Q. May ships in Ferrol refuel? Replenish ammunition?
A. Yes. In case of Ammo, yes for die roll 2. No for die roll 3-5 on Ferrol table.

29.3 Is air loss determined before or after penetration?
A. After air penetration.

Battle Board Procedures:
Q. Can ships move through hexes containing other friendly ships?
A. No.

Q. Can a ship make a direction change before moving into another hex?
A. Yes.

Q. Can a ship, more than six hexes away from all enemy ships, but not designated as a withdrawing ship, withdraw immediately anyway?
A. No.

Q. Does a ship with one gun box left get one shot, or is it rounded down to none? Is a ship with one gun box that is halved then halved again unable to fire, or does it still get one shot?
A. No.

A. Ships always get one shot (if they have at least one gun box left).

Q. If the Prince of Wales, King George V, or the Tirpitz are firing only one section of their guns (bow or stern), do they have to throw to see if one section jams, or can they automatically jam the non-firing section?
A. They still must roll dice to determine which section jams. If it is the non-firing section, luck is on your side.

Q. Does a ship with 0 listed for secondary armament take one secondary hit?
A. Yes.

Q. Can ships torpedoes be fired through hexes occupied by other ships (friendly and enemy)?
A. Yes.

Q. Does fog affect shadowing?
A. No.

Q. Can German ships attack convoys when the visibility is X?
A. No.

Q. When using additional German ships or French ships under German control with the Basic Game rules, does the British player have to throw on the Chance Table for each German/French ship in the game? Can each ship attack convoys as a result of the chart?
A. Yes to both questions. Of course, German ships in task force only have to abide by the first chance roll for any ship in each task force.

Q. When is the Spanish Reaction To British Raid Table used?
A. If German ships have entered Ferrol and are then attacked by British planes there.

Q. Which column on the Chance Table would a ship in 017 use (A, B, or C)? A ship in 018?
A. 017—Column A, 018—Column C.

Q. Are the evasion rating modifiers on the Ship Combat Torpedo Table correct? Are these used per Intermediate rule 19.57? What kind of damage do these hits cause?
A. The modifiers are correct. Omitted: A ship which evades gets a -1 to the die. Damage is rolled on the Torpedo Damage Table.

Q. Is the listing of a modifier for visibility level 7 on the Air Loss Table a mistake, since planes cannot fly when the visibility is 7 or worse?
A. They cannot take off in visibility 7 or worse. They can fly into and attack in a zone in visibility 7 or worse.

Q. Can British ships move into German ports?
A. No.

Q. Can German ships move into British ports?
A. No.

Q. Can British air units attack German ships in port?
A. Yes.

Q. Can German air units attack British ships in port?
A. No, unless the Intermediate Port rule (37.0) is used.

Q. Does the intermediate Game end when the *Bismarck* enters a port?
A. No.

Q. Why is the *Scheer* (PB) symbol on the back of the counter smaller than the *Prince Eugen*'s symbol (CA)?
A. Because the *Scheer* was a small ship whose silhouette was not as similar to a battleship as was the *Prince Eugen*'s.

Q. Can a ship repairing at sea repair the same section in more than one turn as long as it doesn't throw an Unsuccessful attempt, until it has only one damaged box left?
A. Yes.

Q. The *Suffolk* and *Norfolk* shadowed the *Bismarck* in history, yet in the game they can only do so by risking an attack by the *Bismarck* and *Prince Eugen*, because the evasion rating of the *Eugen* enables it to engage the two British cruisers, which means the *Bismarck* can also engage if in a task force with the *Eugen*. Is there any way to avoid this situation?
A. The *Bismarck* and *Eugen* must be able to locate these ships by search in order to attack them. Once on the board the cruisers can outrace the *Bismarck* and need deal only with the *Prince Eugen*.

Q. Does the French CT Flotilla function the same as a destroyer flotilla?
A. Yes.

Bismarck ERRATA

Rules Manual

For All Rectangular Ship Counters; The stern of the ship is always next to its name. The bow of the ship is always next to its evasion rating.

8.18 last sentence—Change the word 'decreased' to 'increased'

9.222 add to the next to last sentence: "When a task force is attacking, its current evasion level is that of the fastest ship (excluding aircraft carriers)."

Major Change: No ship, convoy or air combat can occur in visibility level X. Ignore any and all rules to the contrary.

17.3 first sentence—change 'Z20' to read 'Z10'. Add 19.7 The effect of each hit is resolved on the Torpedo Damage Table.

23.53 Change the first sentence to read "... the British player rolls two dice and ..."

27.52 Change the first sentence to read "Land-based bomber and carrier-based bomber attacks, land-based bomber air units from different home bases or carrier based air attacks from different carriers not in the same task force can never be combined. Only bomber air units from the same carrier or carriers in the task force can combine their strength in attack."

A66—40.7 Ships in port may repair two evasion factors per turn.

41.5 delete last sentence beginning with "If a shadowing ship ..."

55.11 change '(p. 34)' to '(p. 35)'

58.5 Delete word 'light'

p. 28 The ammo for *Prinz Eugen* and *Bismarck* must be switched.

p. 31 Delete the specifications for *Exeter* on page 31. The correct specifications are on page 33.

Terrain Effects Chart, 3. Coast Zone—change last sentence to read "German ships cannot enter a port zone in Great Britain."

IMPORTANT—British and German Player Aid Cards—The signs of the modifiers in the Visibility Track must be reversed, e.g., -1 in the level 1 box must be changed to +1; the +2 in the level X box must be changed to -2, etc.

Intermediate Tables Card, Phase 3 Intermediate Shadow Table—Change "Br LR Recon" under column B to read "BR Air Recon". Add "All Ger Ships—Z" to column C.

Intermediate Tables Card, Phase 9 Ship Combat Torpedo Table—Add to "Modifications to Colored Die"—Ship Conducting Evasion: -1 to colored die.

Basic Game Tables Card, Shadow Table Modifications to Die Roll—delete Level 0 modification - Change Level 1 modification from 0 to -1.

IMPORTANT ADDITION 9.57 On the battle board, a ship can move only into the hex that its bow points'. Although this is already inferred in the rules, it is not exactly spelled out.

Add 9.57 In addition to the movement possibilities permitted to ships at an evasion level of 30 or greater, allow all cruisers (heavy and light) with such an evasion level an additional move for a total of three hexes straight ahead as long as they make no turns.

THIRD REICH:

4.7 In Figure 6 of Robert Beyma's article in Vol. 16, No. 1 he shows an airborne unit advancing after combat on the turn it was dropped. Is this possible?
A. No. Your editor screwed up again. Airborne units may not move from the hex in which they are dropped on the turn of the drop.

Q. How does one play hexes split by bodies of water such as the hex west of Birmingham or Izmit?
A. Such hexes are treated as two separate hexes: each with its own full stacking limit. Combat and direct land movement between the "two" hexes is not allowed.

Q. If the Germans attack Russia before the fall of Poland, may the Russians intervene instead of taking Warsaw, thus acquiring its BRPs and troops?
A. Yes.

Q. Is defense against crossing arrow attacks tripled in both directions?
A. Yes.

Q. May exploiting units overstack at the end of their movement to the Breakthrough hex but prior to exploitation combat?
A. Yes, but if they remain overstacked after exploitation combat and advance after combat, the excess units are eliminated.



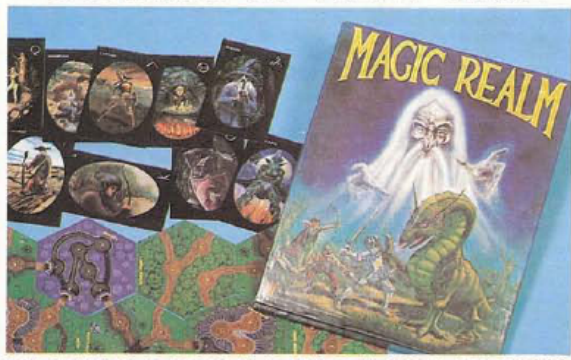
NEW SQUAD LEADER BOARDS

Although production of the *SQUAD LEADER* gamettes has lagged behind schedule we do have three additional boards completed which will be used in future gamettes. Those SL COI enthusiasts who can't wait for additional terrain can purchase these boards separately from our Mail Order Dept. for \$2.00 each plus the usual postage charges for parts orders (10% of the dollar amount for American, 20% for Canadian, and 30% for overseas customers). The boards can be ordered under the title *SQUAD LEADER* boards 6, 7 or 8. Board 6 is scheduled for use in the next gamette in the series, *CRESCENDO OF DOOM*, and features a large French chateau surrounded by

broad expanses of orchard—a new terrain feature. Boards 7 and 8 feature wide rivers (an average of five hexes across) with accompanying marshland and urban settings.

The boards will not come with any directions pertaining to the new terrain types nor will any questions pertaining to them be answered. The boards are being offered strictly on a "as they are" basis for those individuals who can't wait to add new terrain to their SL gaming and don't mind making up their own rules as they go along.

COMING UP NEXT TIME



Q. The *Suffolk* and *Norfolk* shadowed the *Bismarck* in history, yet in the game they can only do so by risking an attack by the *Bismarck* and *Prince Eugen*, because the evasion rating of the *Eugen* enables it to engage the two British cruisers, which means the *Bismarck* can also engage if in a task force with the *Eugen*. Is there any way to avoid this situation?
A. The *Bismarck* and *Eugen* must be able to locate these ships by search in order to attack them. Once on the board the cruisers can outrace the *Bismarck* and need deal only with the *Prince Eugen*.

Q. Does the French CT Flotilla function the same as a destroyer flotilla?
A. Yes.



D-Day

The rules in use will be the 1977 3rd Edition rules.

Sides will be determined using the following procedure:

1. Each player will hide a D-Day piece of the color indicating the side they wish to play (blue for Allies, red for Germans).
2. They then reveal their choices simultaneously.
3. If the sides selected are different, play proceeds as normal using the standard replacement rules.
4. If both players want the same side, they **MUST BID REPLACEMENTS FOR SIDES.**

Players bid for sides. The initial bid consists of a 'replacement' bid and a preferred side (German or Allies). A replacement bid represents extra replacement factors being given to the Germans over the course of the game. The extra replacements will be evenly distributed to the number of turns available with earlier turns having priority.

Bidding is then alternated between players with the requirement that each bid for that side being lower than the prior bid, if bidding for Germans, or higher, if bidding for the Allies. Negative bids are allowed; if the final bid is negative, remove replacements to satisfy the bid by starting with the last turn and moving backwards. (Example: An 11 bid for the Allies will result in giving the Germans one extra replacement attack factor from the 16th week through the 26th week, inclusive).

These extra factors should be treated like all other German replacement factors. Normal replacement rules apply.

Below are reprints of the Question Boxes from the Avalon Hill *General* Vol. 16, No. 3 and Vol. 18, No. 3 & 4.



THE QUESTION BOX

D-DAY '77

Q: May a supply hex which is controlled for reinforcement purposes be used to supply Allied units not occupying the hex if the hex is in German zone of control?

A: No. The phrase in rule 16.12 stating "through any enemy zone of control" should be read to mean "through or to any hex in enemy zone of control."

Q: During the Supply Phase of Turn 3, the Allies control for supply purpose hexes R29 and Q28. They have 10 units on the continent being supplied by these two hexes. During the Movement Phase of Turn 3, the Allies plan to bring an HQ unit into Le Havre, thus increasing supply capacity in Turn 4 to 17 units. Does Rule 16.8 allow the Allies to bring onto the continent in Turn 3 a total of 7 new units in anticipation of their being supplied from Le Havre in Turn 4?

A: No. The phrase in Rule 16.8 stating "if next turn it would take the supply away from another unit on the continent" refers to supply available during the Turn 3 Supply Phase, before any movement. Even if it would be impossible for the Germans to regain control of Le Havre in their

turn, the Allies may not count on newly acquired supply sources to bring on the additional units in Turn 3, the same way that they cannot count on unit losses to free up supply for new units. The Allies can, however, bring the HQ and a new combat unit on into Le Havre, since these two will automatically be supplied by occupying Le Havre.

RUSSIAN CAMPAIGN:

Q: When the SS panzer corps must be withdrawn, what happens if one tries to withdraw by sea and is sunk?

A: Another panzer unit must be sent off in its place. Furthermore, the panzer corps must be able to move off by normal movement, rail or sea movement. A panzer unit in an isolated pocket with no access to the sea could not be withdrawn.

SQUAD LEADER

43.61 Can a level 3 hex see a level 0 hex directly behind a level 2 cliff hexside of the same hill?

A: No, note this is an exception to the case stated in 43.61.

D-DAY:

Q: As the Allies invade one area, their paratroopers capture a port in an adjacent area. On the second turn of the invasion, are the units landing in the captured port subject to the "Second Turn" limits on the port's Troop Invasion Chart?

A: No, they are subject to the "Third Turn On" limits! The "First Turn" and "Second Turn" limits apply only to the area being invaded on the turn of invasion and the next turn. All other areas and turns are subject to the "Third Turn On"

Q: Do units that sail for Britain from a port count against the units that can land at that port? Does the departure of the units increase the number of units that can land?

A: No and No.





QUESTION BOX

D-DAY:

Q: Exactly how do rules 16.7 and 16.8 limit my ability to land units (including paratroops) on the continent?

A: This question has been repeated so many times, in so many forms, that we have restated the rule and changed it somewhat in the latest *D DAY* rules folder. The revised rule 16.7 is given below and is an official rules change. There is no longer a 16.8.

16.7 Important: Each unit that invades or lands by sea is supplied that turn, and counts against the capacity of the hex where it lands. If the hex does not have enough capacity to supply the unit, the unit cannot land at that hex. Thus, the number of units that can land at a hex equals its capacity minus the on-map units it is supplying.

16.71 The Allied player must supply as many of his units as possible. He cannot choose to leave units unsupplied in order to increase the number of units he can bring ashore.

16.72 Airborne units are automatically supplied on turns when they air drop. They do not subtract from supply capacity until the next turn.

Q: OK, how does the revised rule 16.7 limit my ability to bring units (including paratroops) onto the continent?

A: With regards to units landing (or invading) by sea, both supply and landing count against supply capacity. Thus, the number of units that can land at a port (or other landing hex) is equal to its *unused* supply capacity. Paratroops can land free of supply restrictions—they can still drop even if there is no unused supply on the continent.

Q: Can I choose to leave some of my units out of supply so I have extra unused supply capacity that I can use to land more troops?

A: No! Rule 16.71 expressly forbids this practice; you must supply what you can, and only the excess capacity can be used to land units.

Q: How is this revision different from the original version?

A: It clarifies the point that events during the Allied turn have no effect on their ability to land units that turn—regardless of what units are lost and what supply paths are opened, the supply determination at the *beginning* of the turn defines what can land. It also clarifies two points: paratroops who drop do not affect other units' ability to land by sea, and supply/landing restrictions apply to each city individually.

Q: An Allied-controlled port that was not invaded and that does not contain a HQ unit can supply only the units in its hex (rule 16.535). If such a port has unused supply capacity, can this unused supply capacity be used to land units?

A: Yes. Unused supply capacity can be used to land units even if the supply cannot be used inland.





Midway

The rules in use will be the 1975 version. Tournament and Optional rules may be used with the mutual consent of both players.

Below are reprints of the Question Boxes from the Avalon Hill *General* Vol. 17, No. 4 and Vol. 18, No. 6.

MIDWAY:

Q. Must a player whose ships are under air attack tell the opponent if he has carriers with readied aircraft on deck?

A. Yes.

Q. The *Akagi* has readied aircraft on deck. It receives three hits. Is it crippled as per Optional Rule 1?

A. No.

Q. If two or more Japanese battleships are on Midway, is the relative fortification strength reduced by one for each battleship?

A. No. No matter how many battleships are on Midway, the relative fortification strength is only reduced by one each turn.

Q. Can the relative fortification strength be reduced by battleships on Midway during a night turn?

A. Yes.

Q. If there are U.S. aircraft on Midway when it is attacked by Japanese aircraft, does the U.S. player choose which aircraft are destroyed?

A. Yes.

Q. If a Japanese battleship is on Midway, does this destroy one U.S. aircraft on Midway each turn?

A. No. The battleship would only reduce the relative fortification strength by one each turn; it would not affect aircraft on Midway.

THE QUESTION BOX

Q. If the U.S. player flies fighters over Midway as CAP and these aircraft are not attacked, does the U.S. player have to reveal where they took off from or where they returned to?

A. No, he does not even have to tell the Japanese player he had CAP up. The same is true for aircraft put up as CAP over ships that are not attacked.

Q. Must Japanese reinforcements enter the game at their designated time?

A. Yes, but they can enter and leave the board in the same turn.

Q. Can you make additional aircraft counters when you need the correct change during combat or any other time.

A. Yes.

Q. After seeing your opponent's ship placement and fighter cover, you decide to call off your attack. Must you still disclose where your planes came from and where they are returning to?

A. Yes.

Q. When U.S. and Japanese fleets are in the same square, must air operations specify whether fighters are acting as escorts or CAP?

A. Yes, each fighter must be specified as performing one mission or the other.

Q. Can you make additional aircraft counters when you need change for a particular attack?

A. Yes.

Q. Under the rule covering fleets leaving the mapboard, how is the term "fleet" defined?

A. No U.S. ships may leave the mapboard till one U.S. carrier has been air attacked. Japanese ships may leave the mapboard at any time during the game.

Q. When fighters are stripped off to help defend ships on the Battle Board, and the attacker attacks in waves, how do the fighters defend?

A. The attacker must assign all waves before resolving any attacks. Then the fighters are assigned to defend specific ships. The fighters add to the defense of these ships against each wave.

Errata for "THE WARGAMERS GUIDE TO MIDWAY"

1. Page 29. Add the CA Kako to the Japanese OB in the Coral Sea Scenario—it has three hit boxes.

2. Page 32. In the Guadalcanal Scenario OB, the statements above the U.S. and Japanese Additional Available Planes are reversed.





MIDWAY

Q. Is it legal to attack a position and, after learning what is there, call off the dive bombers and torpedo bombers without attacking but engage in fighter-fighter combat solely?

A. Yes—though even the fighter engagement is not mandatory.

Q. When ships are sighted, what information must be revealed?

A. Only the type of ships present: carrier, battleship, cruiser. No numbers or identification need be given.

Q. Assume surface combat lasts longer than four turns; what happens to any forces entering the square where the opposing sides are locked in combat?

A. These would enter the battle from the last row of rectangles and maneuver normally.

Panzerblitz and Panzer Leader

Players can play any scenario that they and their opponent agree to during the Swiss segment or the Playoff segment. If the players cannot agree on a scenario to play in the Semi-finals and Final, then the GM will provide five scenarios for playoff play. The players in the Semi-finals and Final will be asked to rank the five scenarios in order of preference that they want to play. A value of 5 will be given to the highest ranked scenario, 4 to the second highest and so on down to a value of 1 for the fifth ranked scenario. The highest combined ranked scenario will be the one that is played for that match. If there is a tie in the rankings for the highest number of points, the scenario with the smallest differential between the tied player selections from these rankings will be the scenario. In the unlikely event that there is still a tie after this tiebreaker, a die will be rolled to determine which of the two scenarios will be played.

The following official Avalon Hill FAQ and errata will be in effect (reprinted from www.grognard.org):

Q: *Can either side voluntarily destroy their own armored vehicles?* **A:** *No*

Q: *Does a colored hexside obstruct the line of fire?* **A:** *In some cases, yes. It depends on the respective elevation of the attacker and defender. Consult the Target Elevation Table and the Examples of play card as there are many different situations.*

Q: *Do you count truck and wagon units for victory conditions?* **A:** *Yes, but you don't count pieces, which contain no men such as mines, blocks, and fortifications.*





Q: Are units on hilltop hexes such as the plateau-like hilltop on board 2, that are not forest or town hexes, subject to the overrun rule by armored units? **A:** Yes, only hexes with orange sides are hilltop hexes. A clear hex is a clear hex, no matter what its elevation is. Clear hilltop hexes are clear hexes.

Q: If a unit is fired upon from a woods hex or a town hex, can it return fire without meeting the SPOTTING RULE conditions? **A:** No. SPOTTING RULE conditions must always be met.

Q: Using the INDIRECT FIRE rule, may a friendly unit call in artillery fire even though a friendly CP unit does not see the enemy unit? **A:** No.

Q: Can block units ever be destroyed by engineers or artillery? **A:** No.

Q: May a unit on a hilltop hex fire at a unit on a slope directly behind a brown hexside (the reverse slope)? **A:** Yes. This is shown on the examples of play card, see note C&D. Also, note that this is not always the case. The exceptions are covered in the rules under the SPECIAL NOTES part of the Obstacles and ELEVATIONS section of the rules.

Q: In situation 10, may the Germans win a marginal victory by destroying all 12 Russian units on board 1 without even entering board 3? **A:** Yes, but the Russians may then win a decisive victory by moving all their forces onto board 3. Note that the North direction arrow should be pointing towards board 2.

Q: When making the initial setup of units, can the half hexes on the sides of the boards be used if a unit in such a hex would be half on one board and half on another? **A:** No. Units must be completely on one board as indicated.

Q: What happens in Situation 1 if three German units are destroyed? **A:** Decisive Victory.

Q: If there are several units on a hex that have identical defense factors, how is it decided which is the weakest? **A:** You may attack the unit of your choice.

Q: What would happen in a situation such as No. 6 if the Russian player refuses to attack the German position? **A:** Nothing. No battle - no victory.

Q: In situation 1, may all the CPs be placed in one fort or may two be placed in one fort or may only one be in each fort? **A:** All three may be in one fort, but the fort must be on a hilltop hex (one with six orange sides).

Q: The TEC states that it costs a truck unit 2 MF to enter a clear terrain hex. Does this mean each clear terrain hex? **A:** Yes.

Q: When a unit becomes dispersed, does he still have Zone of Control on the hex he occupies? **A:** Yes, enemy units may still not move through a dispersed unit. The dispersed unit still retains its normal defense factor.

Q: If a unit moves to a Fortification, does it cost him a MF to enter UNDER the fortification, rather than just sit on top of it? **A:** There are no movement penalties for moving onto or into a fortification counter.



Q: On the optional rules concerning Panzerblitz assault, must the infantry attack the overrun unit or may it attack any adjacent unit? **A:** It must attack the unit being overrun.

Q: If only a transport or CP unit is placed under a fortification counter, does the fort counter still have its full defense factor? **A:** Yes, any fort with people in it will do it.

Q: If a fort is occupied, can enemy units travel directly through that hex? **A:** No. They may move onto the fort in one turn, but they cannot move off until the next turn.

Q: If there are three German units in a fort, can there also be three German units on that fort? **A:** Yes, or two Russian units.

Q: If the Germans have to get units onto board 2, for example, to satisfy victory conditions, are the units that are on squares that are half on board 2 and half on another board considered on board 2? **A:** No.

Q: If a unit moves onto a minefield and survives the attack, can it attack in that turn? **A:** No. On the next turn, it may move, fire, or execute overrun or CAT attacks. It may remain on the minefield without suffering further "attacks".

Q: In situation No. 5, do all German units have to move off the east side of board 2? **A:** No. But before any given unit can count toward the victory conditions, it must leave and stay off for three complete turns.

Q: May wagons move from a gully to a slope hex? **A:** Yes. Any unit can always move one hex regardless of movement costs listed on the TEC. Forbidden movements such as armor entering swamps are not allowed.

Q: Are cavalry considered vehicles on the TEC? **A:** Yes, except that they can pass through green hexsides without cost.

Q: Since units in towns and forts are treated as armor targets, can they be attacked by I units that are two squares away? **A:** No.

Q: If two engineer units are adjacent to a minefield, can they "attack" it twice in one turn? **A:** Yes.

Q: Can trucks and wagons spot? **A:** Yes.

Q: Can a carrier move after it has unloaded if it has MF left? **A:** If a transporting vehicle has MF left over after unloading it can move. "Transporting" does not equal "moving". "Transport" is a specific type of movement.

Q: If a defending unit gets a DD and then a D in the same turn, is it eliminated? **A:** No. Just dispersed.

Q: Can two carriers unload on the same hex? **A:** Yes.

Q: In situation No. 9, the 1st edition scenario card calls for 4 Russian 120mm. Is this correct? **A:** No. They should have three.



Q: In Situation No. 12, the scenario card calls for 6 German wagons but there are only four provided.

A: Use Russian wagons for the other two.

Q: Can CAT be used against units that are on a minefield? **A:** Yes.

Q: Can you explain spotting more? **A:** There are four things to keep in mind. First, since firing occurs prior to movement, a spotting unit must be in place at the beginning of a turn. It cannot move into position and spot for firing in the same turn. Second, even after a unit is spotted, the firing unit must still have a clear line-of-fire to the target (unless the optional indirect fire rule is being used). Third, if the spotting unit moves away, fire may no longer be directed at units that were previously spotted. Fourth, if you are using the Indirect Fire rule, the CP must be able to see the spotting unit.

Q: If armor is carrying units which are attacked and dispersed, what happens? **A:** Passengers must unload (and are eliminated if overstocked).

Q: In situation No. 8, it states that CPs may only spot for 120mm mortars (within 4 hexes). Does this refer to the enemy within 4 hexes of the 120mm mortars? **A:** The CPs must be within 4 hexes of the 120's to spot.

Q: Can overrun attacks be conducted on a unit on a stream ford? **A:** Yes. A stream ford is considered a plain hex.

Q: The CRT shows results for die-roll subtraction to -2; but it is possible to have a -3 subtraction. What happens? **A:** For attacks at 1-4 and 1-3; when a -3 is rolled take the results from the -2 line of the next higher odds column. Therefore, -3 at 1-4 odds = DD; -3 at 1-3 odds = X.

Q: If I had a unit on a slope hex directly behind a brown hexside, is my unit in the LOS of a unit firing from a hilltop (assuming no other obstacles)? **A:** Yes. Brown hexsides block LOS only when the target unit is on ground level (see TET).

Q: Can the German unload three units in the same hex? **A:** Yes. If the transporting units all have extra MF. However, he can never load those units again (Transporting ...B) unless have a movement capability and can move to other hexes.

Q: Must a CP unload to observe? **A:** Yes.

Q: In situation 12, Wespe and Hummel units cannot move. Can they be transported by trucks? **A:** Yes, In this case those units represent towed divisional artillery.

Q: May units being transported by tanks be CAT'ed without involving the tank? **A:** No. Rules state that all units in a stack must be totaled for defense in CAT. Therefore, infantry while being transported is ignored.

Q: Which board are the half hexes considered to be part of? **A:** As a rule of thumb, consider the half squares to be part of the middle board, but keep in mind that they are not considered in determining victory conditions.





Q: Are units outside of a fort totaled in with the fort's defense in the cases of CAT and combination attacks? **A:** Yes.

Q: Does a unit move at the normal road movement rate even on a road that goes up a slope? **A:** Yes.

Q: Can a truck, wagon or halftrack drop infantry for a CAT attack, and then retreat? **A:** Vehicles may unload units and move off but a passenger unit may not fire in the turn of unloading.

Q: While dismantling mines, do engineers undergo the mine attack? **A:** Not as long as they observe the proper procedure for dismantling mines. If they attempt to cross them in the normal manner they are subject to attack just like any other unit.

Q: May engineers make a mine removal attempt and attack in the same turn? **A:** No.

Q: Are mines placed in towns subject to the "add 1 to attacker's die roll" rule of the TEC? **A:** No.

Q: Are units outside of a fort destroyed if the fort is eliminated? **A:** No.

Q: Assume three AT guns with an attack factor of 7 each are firing at an infantry unit. Is the total attack factor $3 + 3 + 3 = 9$ or $3.5 + 3.5 + 3.5 = 10$? **A:** 9. Unit attack factors are halved and fractions dropped individually.

Q: May a unit fire through a green hexside through the width of a road in that hex? **A:** No - unless the units are adjacent.

Q: Since armored units cannot use the road movement rate while executing an overrun attack, can they still use the road to go through obstacles such as green hexsides while still moving at the non-road movement rate? **A:** No.

Q: The rules state that ford hexes are treated as plain terrain for ALL purposes. Therefore does a unit moving along a gully have to pay 3 MF to leave the gully in addition to moving into the ford hex? **A:** No. The rules state that fords allow a unit to leave a gully at no extra cost.

Q: What is the stacking limit for fortifications? **A:** 3 for Germans; 2 for Russians.

Q: The rules state that stacking limits do not apply during movement - only before and after movement. Therefore, may units pass through a hex already occupied to its maximum stacking ability by wrecks? **A:** Yes, except as qualified by road movement rules.

Q: Do terrain qualifications affect odds or die rolls in a CA attack? **A:** Yes.

Q: In situation 7, is the Russian player free to move his other units as soon as the lead unit comes within 3 hexes of the Germans? **A:** Yes, but following Russian units must have moved up the road in convoy fashion up to that point in the time span of the turn.

Q: Do units which move onto mines in woods or town hexes still add 1 to the minefield attack? **A:** No



Also available is Alan Arvold's article, "*Panzer Leader Clarifications and Question Box*", should any player desire a copy.

The Russian Campaign

The Russian Campaign 3rd Edition rules (1977) will be in effect. Optional rules are allowable with prior agreement of both players. The *May/June 1941* ("*Barbarossa*") setup will be used. The default game will end on the *March/April 1942* ("*End of the Russian Winter*") turn (black dotted line), six turn game. If both players agree, the game may be played till the *September/October 1942* ("*German High Water Mark*") turn (red dotted line), nine turn game. Scenario victory conditions apply (page 7 in the 3rd Edition rules, paragraph 4).

Sides will be determined using the following procedure:

5. Each player will hide a Russian Campaign piece of the color indicating the side they wish to play (brown for Russian, gray for Germans).
6. They then reveal their choices simultaneously.
7. If the sides selected are different, play proceeds as normal using the standard replacement rules.
8. If both players want the same side, they **MUST BID REPLACEMENTS FOR SIDES**.

Players bid for sides. The initial bid consists of a 'replacement' bid and a preferred side (Axis or Russian). A replacement bid represents extra replacement factors being given to the Russian over the course of the game. The extra replacements will be evenly distributed to the number of turns available with earlier turns having priority.

Bidding is then alternated between players with the requirement that each bid for that side being higher than the prior bid, if bidding for Germans, or lower, if bidding for the Russians. Negative bids are allowed; if the final bid is negative, remove replacements to satisfy the bid by starting with the last turn and moving backwards. (Example: An 11 bid for the Germans will result in giving the Russians two extra replacements on the first five turns and one extra replacement on the sixth turn of the aforementioned six turn game).

These extra factors should be treated like all other Russian replacement factors. Normal replacement rules apply.

The following is the Russian Campaign Question Box from the Avalon Hill *General* Vol. 16, No. 3 and Vol. 21, No. 4.





RUSSIAN CAMPAIGN

Q. Is rail ownership determined *before* or *after* second impulse combat?

A. *After* all second impulse combat is finished. Rule 4.4 is misleading.

Q. If the Axis captures both Moscow and Leningrad and the Russians have no ZOC along the rail line from Moscow to hex K2 to Leningrad, does the Axis gain control of this rail line all the way to K2?

A. Yes!

Q. Must you enter a city that you control to gain control of its rail capacity?

A. No, if you control the city and it is out of enemy ZOC at the end of your turn then you automatically control its rail lines. This is the only case in which your rail head can move into a hex that you never actually entered.

Q. Assuming no units intervene, what happens to a stretch of rail line that is between two Axis cities and, at the same time, between two Russian cities?

A. At the end of the Axis turn it becomes Axis, and at the end of the Russian turn it becomes Russian. In effect, this means that neither side can use the stretch for rail movement (it is always enemy-controlled during the movement phases), but both sides can use it for supply.

Q. If a unit invades during MAR/APR, when does it have to trace supply again?

A. At the end of its MAY/JUN turn. The unit is automatically supplied on the turn it invades, but it must trace supply normally on its side's next turn.

Q. Can the Russian player put a worker in a city on the same movement phase that he captures that city?

A. No. Russian workers must be placed in cities (in Russia) that were under Russian control at the start of the current Russian turn.

Q. If the Axis player cannot make a Panzer Grenadier substitution on the scheduled turn, can he make it later (when he gets an infantry unit of the proper type)?

A. No. If the substitution is not made on schedule, it is lost.

Q. Can an attacking unit in a woods hex retreat? If the attacker wants it to?

A. No! A unit that attacks or defends while in a woods hex cannot retreat.

RUSSIAN CAMPAIGN:

Q. When the SS panzer corps must be withdrawn, what happens if one tries to withdraw by sea and is sunk?

A. Another panzer unit must be sent off in its place. Furthermore, the panzer corps must be able to move off by normal movement, rail or sea movement. A panzer unit in an isolated pocket with no access to the sea could not be withdrawn.

SQUAD LEADER

43.61 Can a level 3 hex see a level 0 hex directly behind a level 2 cliff hexside of the same hill?

A. No, note this is an exception to the case stated in 43.61.

Stalingrad

The second, May 1974, printing of the rules will be used. Note that in the second printing the Russian replacement rate was changed to 4, 5, 6 (it used to be 4, 6, 8). Some old time record cards have the incorrect rates on them. Please check the replacement rules for the definitive explanation on replacement rates.

Sides will be determined using the following procedure:





1. Each player will hide a Stalingrad piece of the color indicating the side they wish to play (red for Russian, blue for Germans).
2. They then reveal their choices simultaneously.
3. If the sides selected are different, play proceeds as normal using the standard replacement rules.
4. If both players want the same side, they **MUST BID REPLACEMENTS FOR SIDES**.

Players bid for sides. The initial bid consists of a 'replacement' bid and a preferred side (Axis or Russian). A replacement bid represents extra replacement defense factors being given to the Russian over the course of the game. The extra replacements will be evenly distributed to the number of turns available with earlier turns having priority.

Bidding is then alternated between players with the requirement that each bid for that side being higher than the prior bid, if bidding for Germans, or lower, if bidding for the Russians. Negative bids are allowed; if the final bid is negative, remove replacements to satisfy the bid by starting with the last turn and moving backwards. (Example: An 11 bid for the Germans will result in giving the Russians one extra replacement defense factor on each turn, from September 1941 through July 1942, inclusive. Thus from September 1941 the Russian player would receive 5 replacement factors, from December 1941 he'd receive 6 factors, and between May and July 1942 he'd receive 7 factors. From August 1942 till the end of the game he'd receive just 6 factors per turn).

These extra factors should be treated like all other Russian replacement defense factors. Normal replacement rules apply.

Victory in the Pacific

The following tournament rules/scenario will be used.

SCENARIO USED: A Turn 2 Start 2nd Edition Rules ending on Turn 8.

CHANGES AND CLARIFICATIONS:

1. If Pearl Harbor has fallen, Victorious arrives at Samoa instead, and returns to any British port at the end of that turn (or earlier, if disabled).
2. A damaged CV does not lose its air strike attack bonus.
3. A player may only commit a CV without a gunnery factor to a night action so that a more valuable CV is screened from attack.





4. After POC are counted Japanese units are returned to ports and bases and Marines can invade enemy bases. While this is being done, the Allied player places reinforcements. After this, positions are reversed.
5. Players conceal an odd-numbered damage marker for a day action or an even-numbered one for night and reveal these simultaneously.
6. Land-based air units (LBAs) and amphibious units cannot be repaired. Bottomed amphibious units are eliminated.
7. Bottomed British ships may not be removed until they are repaired. Unfulfillable removals are accumulated.
8. If a Japanese Amphibious unit captures Midway during Turn 1 but the U.S. controls the Midway sea area at the end of Turn 1, control of the base then reverts to the U.S. Gaining bases by control of the sea follows gaining control of them by invasion, and thus overrules any gains made by invasion.
9. A Submarine attacks only after the combat result markers for a round (night, day or day/night) go into effect.
10. In Rule 7.73 substitute 'gunnery' for 'armor' the second time 'armor' is used.
11. If an Amphibious unit lands on the only base in an area on which enemy LBAs are based, then those enemy LBAs are immediately disabled before enemy Amphibious units can recapture that base.
12. Disabled LBAs deprived of their base really have to return to an eligible port or base, and may then be subject to a raid during the remainder of that turn.
13. The ALLIES cannot get more than one group of Location Uncertain ships in the Central Pacific, more than two in the Hawaiian Islands and more than three in the USA.
14. There is an additional +1 modification to the die roll for wanting a 'Day' action.
15. The Indian Ocean and the Central Pacific are now worth 1 POC extra to the Allies and the Aleutians 1 POC extra to the Japanese.
16. Each turn, the Allied Player receives an extra 1 VP for the Bay of Bengal sea area if at the end of the turn there is a British CV with air strike capability at sea in the Bay of Bengal.
17. The Japanese player gets 2 VP for every British 7-speed CV sunk in Indonesia.
18. The number of US carriers that can be based in Australia may never equal or exceed the Turn number.
19. A player may not elect to not roll an attack.



- 20. The I-Boat and F-Boat add an extra 1 to their dice roll against ships (not Marines) which have a speed less than 5.
- 21. The Japanese player must record VPs in case the POC markers are accidentally moved. Maximum POC is still 29 BEFORE Br CV VPs; Bid VPs & Time Penalties are applied.

TIME ALLOWED: JAPAN gets 115 minutes, ALLIES get 115 minutes.

VICTORY LEVELS:

ALLIED Ultimate:	(ALLIED)	14+		
ALLIED Crushing:	(ALLIED)	11	to	(ALLIED) 13
ALLIED Decisive:	(ALLIED)	8	to	(ALLIED) 10
ALLIED Substantial:	(ALLIED)	5	to	(ALLIED) 7
ALLIED Marginal:	(ALLIED)	2	to	(ALLIED) 4
DRAW:	(ALLIED)	1	to	(JAPANESE) 1
JAPANESE Marginal:	(JAPANESE)	2	to	(JAPANESE) 4
JAPANESE Substantial:	(JAPANESE)	5	to	(JAPANESE) 7
JAPANESE Decisive:	(JAPANESE)	8	to	(JAPANESE) 10
JAPANESE Crushing:	(JAPANESE)	11	to	(JAPANESE) 13
JAPANESE Ultimate:	(JAPANESE)	14+		

If time runs out before the start of the eighth turn, the following points on the Japanese side of the Victory Points Chart are considered the '0' point, and the following Victory levels apply:

Turn1 (6), Turn2 (11), Turn3 (16), Turn4 (19), Turn5 (21), Turn6 (18), Turn7 (12).

Draw:0, +-1 Marginal:+-2 Substantial:+-3 Decisive:+-4 Crushing:+-5 Ultimate:+-6 or better

War at Sea

War at Sea clarifications - 12/91





5.3 Does the Axis player resolve his speed rolls before placing his U-Boats?

A. Yes.

5.7 Which player returns his ships to port first?

A. Axis.

5.7 & 12 Are ships that successfully disengage in the South Atlantic required to go to the Neutral Port as if they were disabled?

A. No - they could also to France or attempt to oil at sea.

6.4 Can German ships starting in the Neutral Port and failing a Speed Roll to the North Atlantic return to Germany or France?

A. No. The instructions printed on the board sea areas refer to 5.7 - not

6.4 Ships which fail a Speed Roll must return to their original port or one bordering the second sea area. Such a ship which returns to the Neutral Port as a consequence costs its side one POC. Similarly, a British ship failing a Speed Roll to the Barents after Turn 2 may return to its original port.

7.1 May a player refuse to attack (ostensibly because it doesn't want to chance rolling a "Disable" result which will save a ship from a later round of combat)?

A. Yes.

11.6 Can a 0 Attack Factor ship (such as most carriers) "fire" upon another ship without actually attacking in game terms (i.e. rolling the dice) so as to fulfill the "screening" requirement that would allow another ship to fire on a more valuable target?

A. No. Ships must have a usable Attack Factor to "fire" – whether they roll the dice or not.

13. Can British ships repair in the U.S.?

A. Yes, on turn 4 or thereafter.





13 & 15.2 If a damaged Russian ship rolls to see if it can move, may it then repair in Leningrad?

A. Yes. The Allied player may observe both Russian move die rolls and whether he elects not to move, or is unable to move, may then repair.

14.3 Can convoys remain at sea indefinitely so as to use their escorts in an ASW role?

A. No. Convoys are restricted to the North Atlantic and Barents Sea and must press forward to Britain or Russia as soon as they are able. If a Convoy in the North Atlantic decides not to press forward into the Barents, it must put into England for 1 POC.

14.4 If a convoy in the Barents successfully disengages, may it return to Russia?

A. Yes.

15.7 Can formerly Italian ships that are now controlled by the British or Germans on Turn 8 move out of the Mediterranean?

A. Yes

16.1 Must successfully oiling ships be placed in a sea area on the next turn, or can they be placed in a port?

A. Either. However, they must be placed on the board. In order to try oiling on the next turn, they must end their turn in the North or South Atlantic.