

NOTE: This Beta Version document currently undergoing extensive review and argumentation based on questions submitted to the SLlist email group by Alain Chabot (MMP) and Bill Thomson & Scott Bramley (SQLA). The work in progress will be regularly updated on various website resources. Long term goal is to make this compilation obsolete through edition update of the SQL Series rulebooks. BT 060723

Squad Leader Questions and Answers: **2006**

Changes since the SQLA 2004 edition (such as the MMP Q/A responses) are designated in magenta **BOLDFACE**.

Squad Leader Academy Commentary: This resource is specific the **SQUAD LEADER (SQL)** Game Series and as such does not apply to **ADVANCED SQUAD LEADER (ASL)**, which for all practical purposes is a different game system. **SQUAD LEADER** is a masterpiece of small unit combat, one of The Avalon Hill Game Company's (TAHGC) all time best sellers and a common denominator in most boardgame grognard's inventory. John Hill's "Design for Effect" draws some criticism from purest mathematic point of view (consider in contrast to Harold E Hock & Randall Reed's TOBRUK) as an incorporation of miniatures play into a boardgame form. However the net result is a game that is both playable and captures the unpredictable nature of the topic simulated. Don Greenwood of TAHGC worked in concert with the designer to product the game in its published form. More that a game, **SQUAD LEADER** introduces a gaming system with an unlimit number of scenarios that can be created. The game system is expanded with extension 'gamettes' **CROSS OF IRON (COI)** (detailed Eastern Front); **CRESCENDO OF DOOM (COD)** (early war Western Front, British, French, Finns and Allied Minors); **GI: ANVIL OF VICTORY (GIA)** (Late war Western front British and Americans). These four games (SQL, COI, COD and GIA aka SQL Series) used the programmed instruction format which is both its forte and foible as the game evolved and serves as the basis for **ADVANCED SQUAD LEADER**. The latter utilized a chapter form rulebook with added detail, realism and player interaction at the expense of playability and constant player interaction. Squad leader's turn based play results in suitability for PBEM with VSQ established as the common vehicle for remote play. ASL is of greater realism but at the trade-offs of inherit complexity, intense player interaction, greater expense and player commitment which in effect is a different game than **SQUAD LEADER**. The SQL series is attractive to the occasional player seeking greater playability, new gamer, former gamer returning to play or whose lifestyles dictate turn based play.

Don Greenwood's contribution is highlighted in recognition of his services as the mail driver (Official title of 'Developer'; 'Program Manager' is also an appropriate term) of the SQL series through the introduction and development of **ADVANCED SQUAD LEADER**.

On a historical note, TAHGC and all assets were sold by it's parent company, Monarch Publishing, to Hasbro in August 1998. Hasbro in turn continued TAHGC latter years licensing of the ASL series development to **Multiman Publishing (MMP)**. MMP continues to develop and market the ASL system. Some view ASL as an effective replacement for the SQL series. However, play of the SQL series continues to thrive independent of ASL.

By an agreement with MMP as of January, 2006, MMP will place the SQL Series softcopy rulebooks online, and allowing a consolidated version to be developed. The net result will be a MMP sponsored document. Bill Thomson (SQLA Project Manager) serve as resource for ongoing revision under project oversight of MMP representative, Alain Chabot.

This is a compilation of rules questions and answers about the Squad Leader game system from The Avalon Hill Game Company and is reproduced with their permission. It consists of official questions and answers that have appeared in The General, in Squad Leader and its 3 expansion gamettes, or been issued under the auspices of MMP. It also includes contributions from people who have sent answers they received from Avalon Hill. Also (to be) included are the official errata and addenda that have appeared in the above sources. The origin of an item is noted in {}, representing a General issue, a rulebook or a contributor. In the case of items that contradict each other, only the most recent is listed.

The last TAHGC published rulebook editions were:

SQUAD LEADER	4th edition
CROSS OF IRON	4th edition
CRESCENDO OF DOOM	1st edition
GI: ANVIL OF VICTORY	2nd edition

The principle contributors are::

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A lion's share of the credit for creating this document is extended to Roland Gettliffe who has also served as its 'keeper' through 2002.

Q&A items originating from the four rulebooks are identified by rulebook, edition and page (e.g.

SL4-23 means Squad Leader, 4th edition, page 23). Items originating from **THE GENERAL** are identified by volume, number, and page (e.g. 14.5-34 means Vol. 14, No. 5, page 34).

From a suggestion by Alain Chabot, Q&A items referencing multiple rule sections are located by the first quoted section and cross-referenced in the subsequent sections.

The last update was on July 30, 2004 using materials on hand from various sources. A full review of existing material to identify and resolve **QUESTIONABLE Q&A** contained within is being conducted by Squad Leader Academy. At some point these efforts become counterproductive and often the same questions are asked in many ways, hopefully with the same answer. Additionally this document has grown to the size of a rulebook. A set of next edition rulebooks and composite rulebooks exists in the SQLA archives

Please send any errors, suggestions and (especially) new questions with *official* answers to achabot@rushcomm.ca or thru the MMP website..

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Glossary:

<i>Abbr.</i>	<i>Meaning</i>
AA	Anti-Aircraft
AFP	Advancing Fire Phase
AFV	Armored Fighting Vehicle
AP	Armor Piercing
ATG	Anti-Tank Gun
ATM	Anti-Tank Magnetic Mine
COT	Cost of Terrain
DM	Desperation Morale
DRM	Dice Roll Modifier(s)
FFE	Fire For Effect
FG	Fire Group
HD	Hull Down
HE	High Explosive
HEAT	High Explosive Anti-Tank
IFT	Infantry Fire Table
KIA	Killed In Action
LOS	Line Of Sight
MC	Morale Check
MF	Movement Factor(s)
MG	Machine Gun
MP	Movement Point(s)
NbW	Nahverteidigungswaffe (AFV close defense system)
OBA	Offboard Artillery
PF	Panzerfaust
PEP	Prep Fire Phase
PBF	Point Blank Fire
PP	Portage Point(s)
PSK	Panzerschreck
SP	Self Propelled
SR	Spotting Round
SW	Support Weapon
TEM	Terrain Effects Modifier(s)
TI	Temporarily Immobilized

SEQUENCE OF PLAY

Send any additional questions to bill@wargameacademy.org; www.wargameacademy.org/SQLA

1. **4.7** May infantry units scheduled to enter play on a turn delay entry until the Advance Phase? **A. Yes.** {15.6-34}{COI4-38}{COD-104}

MOVEMENT

2. **5.54** Is a shellhole/road hex considered open ground for purposes of infantry movement such that infantry entering such a hex along a road pays 1 MF rather than 1 1/2? **A. Yes,** but the terrain effects remain cumulative for vehicles. In addition, units leaving the hex along the road hexside could do so at the road movement rate. {14.5-34}

3. **5.7** A squad carrying 2 portage points of SW move 2 clear terrain hexes, and drops the 2 portage points. Can it pick up new SW totaling 2 portage points, and then move an additional 2 clear terrain hexes? **A. No** - that would constitute a total portage cost of 4, leaving the squad with only 3 MF to expend on movement. {SL4-23}{COI4-38}

4. **5.7** How is possession of support weapons indicated; e.g., assume two squads are moving through a hex carrying one or more support weapons and one squad is broken by defensive fire. May the other squad pick up the abandoned support weapon and continue movement? **A. Yes.** There is no provision in the game to indicate possession of support weapons between infantry in the same hex. Those desiring this additional complexity should agree that all support weapons in a hex belong to the nearest infantry unit stacked above them. Otherwise, it is assumed that any squad in a hex has access to weapons in the hex. {14.5-34}{COI4-67}

- 4.71** What is the maximum number of portage points a squad may carry? **A.** The answer is dependent on the number of MF the squad has to forfeit in exchange for added portage ability and therefore is affected by leadership, terrain, and the distance traveled. A squad wishing to move only one hex over Open Ground accompanied by a leader could carry a maximum of 8 portage points. The maximum amount which can be carried during an Advance Phase is noted in 5.73. {15.2-34}{COI4-67}

- 4.72** May a squad carry a support weapon into a new hex and then have another unit carry that support weapon into another hex during the same Movement Phase? **A. No,** a support weapon cannot be carried more than once during the same Movement Phase. {COI4-38}{COD-104}

- 4.73** See 63. & 5.74

- 4.74** May an infantry unit move into a hex containing support weapons and fire those support weapons during the Advancing

Fire Phase? **A. Yes** - at half strength - providing they were not carrying portage points in excess of those listed in 5.74. {COI4-67}

- 4.75** May a squad which has moved carrying less than 4 portage points fire a support weapon that also moved that phase, but was not carried by the squad? **A. Yes,** but only if that SW (plus any other SW the squad is carrying) has a portage cost less than 4 [EXC: if equipment possession rules (164) are in effect, the squad may fire only an SW it possesses]. {MMP}

5. **5.74 & 48.** Can a crew which enters a hex containing an abandoned AT Gun or ATR during the Movement Phase fire that gun in the Advancing Fire Phase? **A. Yes,** but SQL case G/ COI case D would apply (+3). {17.2-46} [Case letter changed between rulebooks]

STACKING

6. **6.1** What are "infantry" units? **A.** Any squad, leader, or crew counter. {14.5-34}{COI4-67}

7. **6.1 & 29.2** Do portage points and passenger carrying capacities of vehicles count against hex stacking limits? **A. No** - as long as infantry or weapons are in a passenger mode they are treated as part of the vehicle. {15.6-34}{COI4-38}{COD-104}

8. **6.3** Assume three broken squads occupy a hex with an MG. Could another friendly squad enter the hex during the Advance Phase and eliminate one of the broken squads to maintain stacking limits? **A. No.** {15.6-34}{COI4-38}{COD-104}

BASIC LINE OF SIGHT (LOS)

9. **7.1** Assume a white dot is judged to not lie in the exact center of the hex. Should LOS be traced to the white dot or the hex center? **A.** The white dot - any dot not exactly centered should still be close enough to avoid this type of annoyance. {15.6-34}{COI4-38}{COD-104}

10. **7.2** If the white dot in a building hex is completely outside of any building (as in 4P6, 6C4, and 6K2), can a LOS be traced from the dot through the portion of the building in the hex without being blocked? **A. Yes.** {15.6-34}{COI4-38}{COD-104}

- 11. 7.2 & 17.6 state that MGs and normal infantry fire may fire through friendly units at a target hex without affecting the friendly units. Can they also fire through enemy units to a target hex without affecting the closer enemy units? A. Yes. {MMP}**

12. **7.9** If the phasing player makes 2 attacks in the same phase against a multi-story building hex, can one attack be made

considering the enemy units to be on the lower level, and the other attack considering the same enemy unit to be on the upper level? **A. Yes** - until Upper Building Levels (57) are utilized, units are considered to inhabit both levels simultaneously. {SL4-23}

FIRE COMBAT PRINCIPLES

13. **8.2** May a squad that uses its inherent firepower during the Prep Fire Phase fire a SW during the AFP? **A. No.** {SL4-23}

14. **8.2** Suppose a squad has two LMGs. Can it fire one in the Prep Fire Phase and the other in the Advancing Fire Phase of the same player turn? **A. No,** once a unit (the squad) fires in the Prep Fire Phase, it cannot fire (even support weapons that have not fired) in the Advancing Fire Phase. {14.5-34}{COI4-67}

- 15. 8.5 and 17.5 May two squads targeting two separate hexes use the same DR? If one was using a MG and that MG was attacking both those hexes would the answer change? A. No. No. {MMP}**

16. **8.5 & 106.51** Could two units in the same hex defensive firing into a bypass hex split their fire into two separate attacks - one at the hex center and the other at the hex juncture? **A. No** {17.2-46}

17. **8.6** May passengers on adjacent halftracks form a multi-hex FG? **A. Yes.** {SL4-23}

18. **8.6** Can a fire group be maintained if the only unit in a particular hex of the fire group chain is a leader without support weapons? What if the unit was a horse counter? **A. Yes. No.** {COI4-67}

19. **8.6 & 125** Can units on the first and third level of a third level building hex form a fire group without a friendly unit on the second level? **A. No.** {COD-104}

TERRAIN EFFECTS MODIFIERS

20. **11.** Are Terrain Effects Modifier cumulative? Example: Would AFV passengers get the +1 TEM for being in a woods hex in addition to any protective benefits of the armor? **A. Yes.** Note, however, that the +2 DRM for being behind a stone wall would not apply to infantry in a halftrack since they already have this DRM as provided by the halftrack. The halftrack itself, however, could use the stone wall +2 DRM against any MG fire directed at the halftrack itself - not the passengers. {SL4-23}

21. **11.1** Does the "in building" modifier apply to units firing at adjacent units in the same building? **A. Yes.** {SL4-23}

22. **11.5** What effect does a wall or hedge hexside have when it lies lengthwise along a potential LOS? **A. LOS** may be traced

through a lengthwise hexside obstacle only if that obstacle is directly connect to the firing or target hex. {COI4-67}

23. **11.53** Would exposed passengers on a halftrack be considered on higher terrain than the wall or hedge hexside of that target hex? **A.** Yes, therefore, infantry target would receive a DRM for only the halftrack, not the halftrack and the wall/hedge. The effect of fire traced across a wreck and/or into woods, however, is in addition to the +2 DRM for the halftrack's "wall". {15.2-34}{COI4-67}
24. **11.53** If two units are in adjacent hexes and a wall/hedge is between them do wall/hedge DRM apply if they fire upon each other, and would vehicles be considered "hull-down" to each other? **A.** Yes. {KM}
25. **11.53** Does fire which crosses a hexside junction containing a wall/hedge and another not containing a wall/hedge (e.g., fire from 4BB2 into 4Z2), get the wall/hedge bonus? **A.** Yes. {MMP}
26. **11.53** Does fire ALONG a wall/hedge hexspine (e.g., 3R3 to 3S5) get the benefits of the wall/hedge? **A.** Yes. {MMP}
27. **11.6** In the example of a Fire Group, if the center unit fires separately, can the two 8-3-8's still combine to form a Fire Group? **A.** No. {SL4-23}

MORALE

28. **12.22** If two leaders in a hex with one infantry squad break, how many Morale Checks must each unit take? **A.** The first leader checked takes only the MC called for by the IFT; the second leader would have to take the IFT MC and a normal MC, if the first leader broke. Assuming the 2nd leader also breaks, the squad would have to take the IFT MC and two normal MC. {SL4-23}
29. **12.22** If a leader fails a MC causing another leader in the same hex to take a second MC, does the first leader have to take a second MC also due to the failure of either of the second leader's MCs? **A.** Yes. {17.2-46}
30. **12.22** If two leaders are in a hex, and the first one passes a morale check, while the second one fails, must the first leader take an additional morale check? If a squad was in that hex, must it take a leader loss morale check? Is there a limit to the number of leader loss morale checks a squad can take due to a series of leaders breaking or being KIA'd? **A.** Yes. Yes. No. {MMP}
31. **12.22** See 83.3 & 12.22

32. **12.4** If there are two leaders in a hex, may they help each other in their Morale Checks? **A.** Yes. {14.5-34}{COI4-67}

BROKEN UNITS

33. **13.** See 54. & 13.
34. **13.4** Can broken units rout off the board if it is part of their Victory Conditions to leave the board? **A.** Broken units may never rout off the playing surface unless specifically allowed by the scenario in play. {15.6-34}{COI4-38}{COD-104}
35. **13.4** If a unit is broken in an open hex which is not in an enemy LOS but all rout routes are prohibited, may the unit stay in the hex? **A.** No - it is eliminated for failure to rout. {15.6-34}{COI4-38}{COD-104}
36. **13.4 & 53.4** May a broken unit rout into a wire hex? **A.** No. {COI4-38}
37. **13.4** See 53.4 & 13.4
38. **13.4 & 116.** Do scouts qualify as "known enemy position" or "enemy unit" and thereby affect broken and routing units? **A.** Yes. {COD-104}
39. **13.41** Can a routing unit rout towards an enemy position which is out of its LOS at the beginning of the rout phase, but which is in the LOS of other friendly units? **A.** Yes. {SL4-23}
40. **13.41** Is the following a correct alternative phrasing of 13.41? "A broken unit in the LOS of an enemy unit may not move closer to it even if it moves out of the enemy's LOS." **A.** Yes. {SL4-23}
41. **13.41** Are concealed units known enemy positions in the context of this rule? **A.** No - as long as the enemy unit(s) elects to stay concealed, the broken unit is free to rout in its direction. The concealed unit could abandon its concealment in order to deny the routing unit that particular route, and in doing so would eliminate the routing unit. {SL4-23}{COI4-67}{COD-74}
42. **13.41** May a broken unit already adjacent to an enemy unit move adjacent to it before moving further away? **A.** Yes, the key is not to move closer to a known enemy unit.
43. {14.5-34}{COI4-67}
44. **13.41** May a unit rout towards any enemy unit providing it is not within the LOS of that unit? **A.** Yes, but it must stop in its present hex as soon as it comes into the LOS of an enemy unit and if that hex is open ground the unit is eliminated if without an alternate rout route. {16.5-46}
45. **13.41** If the nearest available cover to a broken unit which must rout happens to be occupied by concealed or hidden enemy units, what happens? **A.** The rout is enacted as if no enemy units exist in the referred-to hex, but upon entering that hex the routed unit is eliminated and the enemy unit(s) lose their concealment or hidden status. {COI4-38}{COD-104}
46. **13.41 & 42.5** What happens when a broken unit tries to rout into a building or woods hex containing a Hidden Unit? **A.** It would be eliminated and the hidden unit would lose its hidden status. {15.6-34}
47. **13.41** See 116.6 and 13.41
48. **13.42** May you rout through a smoke-filled hex as if behind a hedge or wall? **A.** Yes - in addition, AFVs, wrecks, entrenchments, bunkers and roadblocks can serve to alter clear terrain for purposes of determining allowable rout route and defensive fire vs. adjacent AFVs. {SL4-23}
49. **13.42** Does a leader have a "normal" range when determining the possible rout path of a broken unit? **A.** Only if it is manning a support weapon, in which case it assumes the normal range of that support weapon. {COI4-67}
50. **13.42** Could a broken unit rout past an AFV outside its Covered Arc if that AFV has only Covered Arc fire capabilities? **A.** Yes. {COI4-67}
51. **13.42** When an infantry unit breaks beneath an AFV/Wreck and has no clear rout path, may it remain beneath the AFV/Wreck? **A.** Yes...unless it is a burning AFV, in which case the unit must pass a normal MC (67.4) to remain in the hex. {COI4-67}
52. **13.42 & 20.81** Can a unit rout in the open in normal range of an enemy unit with or without support weapons locked in close combat? **A.** Yes, units engaged in melee have no normal range. {COI4-38}{COD-104}
53. **13.42 & 119.9** Does 119.9 change "normal range" for 50 cal MGs? **A.** Yes, it limits it to 16 hexes unless a leader is present. {COD-104}
54. **13.42** May a routing unit which routs into an open ground hex behind a wall or hedge stop in that hex if it cannot safely continue to better cover due to the conditions of 13.41? **A.** Yes. {MMP}
55. **13.42** May a routing unit rout through an open ground hex if it contains a smoke counter? Through an open ground hex if all enemy LOS is blocked or goes through a smoke counter? **A.** Yes. Yes. {MMP}
56. **13.43 & 106.** Must a unit broken while in the act of bypass movement rout into the obstacle hex rather than into an adjacent hex of the hexside being traversed? **A.**

Yes, if that obstacle is not occupied by enemy units or already stacked to capacity. {COD-104}

57. **13.44** If the nearest building or woods hex already contains friendly units, can routing units rout into that hex and exceed stacking limits? **A.** No, they may rout through the hex but not into it, all routed units in excess of stacking limits are eliminated. NOTE: Broken units in a target hex in excess of stacking limits as a result of defensive Fire are not eliminated unless the overstacking still exists at the conclusion of the following Rout Phase. {SL4-23}
58. **13.44** Is a broken unit on the second level of a building hex not connected by stairs considered adjacent to a unit in the hex below? **A.** No. {15.6-34}{COI4-38}{COD-104}
59. **13.51** Are “known” enemy positions those in LOS of the broken unit or all visible units on the board? **A.** Those in LOS of the broken unit. {KM}

RALLYING OF BROKEN UNITS

60. **14.2** If there are two leaders in a hex may they both try to rally the same broken squad? **A.** No - a unit may attempt to rally only once per Rally Phase. {17.2-46}
61. **14.6** Does Desperation Morale apply to the fire that caused the unit to break? **A.** Yes - if it occurred since the preceding Rally Phase. DM applies only to those broken units which have been fired on during the preceding Player Turn. {SL4-23}
62. **14.6** See 109.2 & 14.6

LEADERSHIP

63. **15.1** Can a player choose not to add a leader's leadership rating to a firegroup in its hex? **A.** Yes. A player can't be forced to use the +1 leadership rating of a poor leader except in Morale Checks and Rally attempts where it influences all units in the same hex. {SL4-23}
64. **15.2** If adjacent friendly infantry stacks have leaders in each hex, can the units in those hexes combine their fire into a multi-hex fire group and still use the leadership modifier? **A.** Yes - providing each hex of the chain has a leader, and the total leadership modifier does not exceed that of the least effective involved leader. {SL4-23}

DEFENSIVE FIRE PRINCIPLES

65. **16.** If a stack of units have been brought back to a hex for Defensive Fire and one squad breaks, can the other squads and/or leader take an alternate route after that hex than they originally took in the Movement Phase? **A.** No. {KM}

66. **16.3** Assume a squad and leader move 6 hexes during the Movement Phase. During the Defensive Fire Phase, they are returned to the third hex of their path and fired upon resulting in the leader breaking. Is the squad still returned to its intended ending hex which costs 6 MFs? **A.** No - the squad could utilize only one more MF from the point where it was fired at, however due to its loss of MFs it need not move into the 4th hex of its earlier path if it chooses to take an alternate path. {15.6-34}{COI4-38}{COD-104}

67. **16.4 & 23.3** Assume an engineer places a Demo Charge from the hex he starts the Movement Phase in and then moves away. Does the defender have any chance to fire at the engineer in the placement hex or does the Demo Charge automatically explode? **A.** In this case, the defender may Defensive Fire at the hex the engineer started movement from, due to the special action taken, but even if that hex was open ground, the -2 Defensive Fire DRM for moving in the open would not apply. {COI4-67}

68. **16.4 & 31.4** If infantry debarks into an adjacent hex, may it be fired on in the hex it debarked from? **A.** Yes, but it would receive a +1 DRM for being beneath an AFV. If that hex happened to be in open ground, the -2 DRM for movement in the open would also apply for a net DRM of -1. If the passenger were to debark directly into an adjacent open ground hex, only the -2 DRM for defensive fire would apply in that adjacent hex. {SL4-23}{COD-74}

71. **16.7** See 64.44 & 16.7

72. **16.7** See 69.83 & 16.7

MACHINE GUNS

73. **17.** Can leaders apply their leadership modifier to the “TO KILL” roll of MGs being used under their direction against AFVs?
A. No. {15.6-34}{COI4-38}{COD-104}
74. **17.3** Would a leader manning an MG alone have any effect against an AFV?
A. No. {16.1-34}{COI4-38}{COD-104}
75. **17.5** Do shellholes, wheatfields, walls & hedges stop penetration?
A. Walls & hedges do, but only when on the same level as both the target and firer. {SL4-23}
76. **17.5** Can MG penetration be used against the same target unit if it survives the first attack, but keeps moving along the LOS of the MG?
A. No. A unit can be attacked only once per phase by the same MG. {SL4-23}

77. **17.5** Can MG penetration affect an AFV if the original target is infantry? **A.** No. {COI4-38}{COD-104}

78. **17.5** May a squad target an enemy hex that has been fired upon with a penetration attack by a fire group in his own hex? **A.** No (see 8.5). {MMP}

79. **17.5** See 8.5 and 17.5

17.6 See 7.2 & 17.6

80. **17.7 & 24.6** If a LOS is traced exactly along a hex edge of a single smoke-filled hex, is the fire affected? **A.** No, except in the case of penetrating MG fire where the smoke would affect all potential target hexes lying to that side of the smoke hexside. Of course, the firer could choose to trace his fire through the non-smoke adjoining hex and thus avoid the smoke altogether. {SL4-23}

81. **17.8** See 18.1 & 17.8

82. **17.8 & 18.4** Can Berserk units destroy support weapons? **A.** No. {KM}

FATE

83. **18.** What happens if a berserk unit is “charging” the nearest unit in it's LOS and on the way becomes closer to another unit in it's LOS which was not in its LOS when it started the “charge”? **A.** It charges the closer unit. {KM}

84. **18.1** Assume a Russian LMG and MMG are in the same Fire Group and a ‘10’ is rolled for the Fire Combat. Are both MGs out of action? **A.** No - although you only use one dice roll to effect breakdowns of all participating support weapons, it should be obvious that only the LMG with a breakdown number of 10 would be affected. {SL4-23}

85. **18.1 & 17.8** Could a unit purposely “jam” a support weapon rather than destroy it? **A.** Yes. {COI4-67}

86. **18.2** See 17.8 & 18.2

87. **18.2 & 63.51** Suppose an AT Gun malfunctions permanently. Can its crew still use its gun shield as cover rather than removing it from the game? **A.** Yes, but for no more than one game turn. The gun would still draw fire and it is doubtful whether the crew would stay with it long; therefore it shouldn't be allowed to act as a permanent source of cover forevermore. {16.1-34}{COI4-38}{COD-104}

88. **18.2 & 110.** Can other than Russian crews go berserk while still in their vehicles? **A.** Only if using COD/GI rules. {KM}

89. **18.4** May an MG firing on a predesignated hex utilize the -2 bore sighting DRM for

all penetration targets? **A.** Yes - between the MG and the pretargeted hex. Penetration past the pre-targeted hex does not receive this advantage. {COI4-67}

90. **18.4 & 34.8 & 39.2** If a Russian AFV crew rolls a "2" on a MC while still in the vehicle, do they become berserk? **A.** Yes, but only as a result of enemy fire (not breakdown). If they do go berserk, they abandon the AFV only if is immobilized, and are subject to the same rules for abandoning the vehicle as a crew which fails a MC. Thereafter, they must charge the nearest enemy unit. If the AFV is not immobilized, the AFV must charge the nearest enemy unit and attempt an Overrun stopping in the Overrun hex, unless it is in a stone building or is another AFV, in which case, it must move adjacent to it and fire at the target until it is destroyed. It must then charge the next nearest unit and so on. {15.2-34}{COI4-67}
91. **18.4 & 64.44** Can CE units go berserk? **A.** Yes, but they do not have to leave the AFV. The AFV must attempt an Overrun (unless the defender is in a stone building or AFV, in which case, it must move adjacent to the enemy and fire until the enemy unit is eliminated). The berserk unit must return to normal status after destroying the enemy unit it "charged". If the AFV is eliminated but the crew survives, they are no longer considered "berserk". {COI4-68}
92. **18.41** Must berserk units pass a Pre-AFV Attack MC? **A.** No. {COI4-68}
93. **18.42** Can Russian Berserk units carry support weapons? **A.** Only those which will not detract from its maximum movement capabilities; e.g. a squad may carry up to three portage points, a leader only one portage point. {SL4-23}
94. **18.42** What if a berserk unit does not have a LOS to an enemy unit? **A.** It doesn't have to charge until it does. In the meantime it cannot move from its present hex. {COI4-68}{COD-74}
95. **18.42** Could a unit which goes berserk while adjacent to an enemy unit fire in the Prep Fire Phase? **A.** No. {COI4-68}
96. **18.42** May a berserk unit already adjacent to an enemy unit at the beginning of the Movement Phase move to another hex if it remains adjacent to the original adjacent enemy unit? **A.** No - such movement would not be the shortest route to the closest enemy unit. The berserker could fire at other units during the Advancing Fire Phase, though. {15.2-34}{COI4-68}
97. **18.42** Does the passenger of a Motorcycle, truck or AFV "charge" the enemy while

still a passenger or does it dismount before it charges? **A.** It dismounts. {COI4-38}{COD-104}

98. **18.42** What happens if a berserk unit, in order to move to the closest unit in LOS, must move out of its LOS to get there? **A.** It still continues to charge the same hex. {KM}
99. **18.42** If the unit in the target hex a berserker is charging is eliminated or moves out of LOS, and there are no other enemy units in the berserker's LOS, does that berserker still charge towards the original target hex? **A.** Yes, and it will immediately charge the first enemy unit to which it obtains LOS; if it reaches the original target hex without seeing another enemy unit, it must stop there until it has a LOS to another enemy unit when it must charge the new target. {MMP}
100. **18.43** If a berserk unit must take the shortest route in MFs to the enemy unit, wouldn't it always have to use Bypass Movement if such a maneuver resulted in a MF savings? **A.** Yes, but if presented with several routes of equal MF costs, the berserk unit may choose which to use. {COI4-38}{COD-104}
101. **18.5** If a leader becomes berserk, are the berserk rolls for good order squads made before any normal morale check rolls due to enemy fire? **A.** No, all morale checks caused by the enemy fire are made first; any unbroken unit then undergoes the berserk morale check. {MMP}
102. **18.5** See 50.1 & 18.5 & 110.

PROCEDURES OF MOVEMENT AND FIRE

103. **19.3** Is it legal for an AFV to use a coaxial MG attack as a sort of "ranging fire" to determine if a clear LOS exists for the AFVs main armament? **A.** Yes. {COI4-68}
104. **19.4 & 55.24** May squads advance 1 hex as an entire stack with a leader to gain his benefit against mine attack? **A.** No. Movement in the Advance Phase is one unit at a time, but the same beneficial effects can be had by sending the leader in first - without having to worry about the squad taking an extra MC if the leader fails his. {16.1-34}{COI4-38}{COD-104}

CLOSE COMBAT

105. **20.** See 73.9 & 20.
106. **20.1** When attacking units that possess a flamethrower in Close Combat, is "1" subtracted from the dice roll? **A.** No. {COI4-68}
107. **20.1** Does smoke affect Close Combat? **A.** No. {COI4-68}

108. **20.4** May a unit be attacked more than once per player turn in Close Combat? **A.** Yes, but all such attacks must be pre-designated. {14.5-34}{COI4-68}
109. **20.4 & 73.5** Suppose a Close Combat attack is made against both a CE (exhausted) and non CE unit. Would the -1 DRM apply to both units? **A.** No - the DRM would only apply to the CE unit. Assume the dice roll is a '6'; the CE unit would be attacked by a '5' dice roll, the other unit by a '6', even though there was only one dice roll. The same logic would be applied to IFT attacks on combination CE-non CE targets.
110. {16.1-34}{COI4-38}{COD-104}
111. **20.5** Is the firepower of a LMG doubled in Close Combat? **A.** No. {16.1-34}{COI4-38}{COD-104}
112. **20.6** Can a leader in a melee use its leadership DRM defensively to worsen an opponent's attack? **A.** No - leadership DRMs can be used only to improve your own fire.
113. {COI4-38}{COD-104}
114. **20.72** Suppose two or more leaders are alone in a hex with enemy squads in Close Combat. Do they each have a "nominal" strength of 1? **A.** No - together they would have a nominal defense strength of 1. Of course, if they had a LMG, they could man it at full effect for an attack strength of 2. {COI4-68}
115. **20.8 & 59.6** Assume spreading fire reaches a hex in which opposing units are locked in melee. Can they each go to a separate hex and break the melee? **A.** No - 20.8 takes precedence. They cannot leave the hex while in melee and are consequently eliminated. {COI4-68}
116. **20.81 & 89.3** Can a Russian squad locked in melee eliminate its prisoners? **A.** No. {COI4-38}{COD-104}
117. **20.83 & 20.9** Suppose four squads (2 Russian and 2 German) are locked in melee and during the Russian Prep Fire Phase outside fire into the melee hex breaks both Germans and one of the Russian squads. What happens? **A.** The broken Russian squad is eliminated, the two German squads are either eliminated or captured at the Russian's option and the good order Russian squad is free to move or fire as if it had started the phase alone in the hex.
118. {COI4-38}{COD-104}
119. **20.9** See 89.22 & 20.9

FLAMETHROWERS

120. **22.1** If a flamethrower fires at an enemy 1 hex away, would it also hit a friendly unit

in LOS 2 hexes away? **A.** Yes - and using the same dice roll. {SL4-23}

121. **22.1** If a flamethrower is picked up and fired during the Advance Phase by an engineer that has moved into the hex during the just finished Movement Phase, is the flamethrower fired at full or half strength? **A.** Half - provided the squad was not carrying 4 or more portage points at the time (5.74). {17.2-46}
122. **22.1** Can a flamethrower really fire through smoke without adding any DRM? **A.** Yes, and contrary to the answer given in Vol. 16 #1 of THE GENERAL, smoke does not act as a form of concealment. {COI4-38}{COD-104}
123. **22.1** Do flamethrowers penetrate through woods or buildings, thereby attacking two of them in one resolution? **A.** No. {COI4-38}{COD-104}
124. **22.1 & 55.7** If a flamethrower is in a minefield hex being attacked by an FFE, does the -1 DRM apply to the chance of clearing the minefield? **A.** No - the -1 would apply only to infantry in the target hex - not the terrain unless considering the possibility of a fire appearing in the target hex. {COI4-38}{COD-104}
125. **22.1 & 75.4** Are flamethrowers halved for firing from marsh hexes? **A.** Yes. {16.1-34}{COI4-38}{COD-104}
126. **22.7** If there are two flamethrowers in a target hex, is the Fire Combat dice roll adjusted -1 or -2? **A.** -2. {SL4-23}
127. **22.7** Does fire directed against units in a hex containing a vehicular flamethrower qualify for the -1 DRM? **A.** No. {COI4-38}{COD-104}
128. **22.7** Why would a flamethrower's presence in a hex cause infantry in the same hex to be more susceptible to incoming fire? **A.** Due to the danger of it exploding. {KM}
129. **22.7** Does fire against a target hex which contains a flamethrower by an attacking flamethrower still qualify for the -1 modifier? **A.** Yes. In 22.2 add "[EXC: see 22.7]". {MMP}

DEMOLITION CHARGES

130. **23.1** Can regular units carry flamethrowers and demo charges as long as they don't use them? **A.** Yes. {SL4-23}
131. **23.3** Assume a Demo Charge is placed on an AFV through the rear target facing, but before the charge explodes in the Advancing Fire Phase, the AFV changes its Covered Arc to fire in its Defensive Fire Phase. **A.** The Demo Charge is applied to the target facing at the time of

placement, which in this case would be the rear target facing. {COI4-68}

132. **23.3** May a unit which fires in the Prep Fire Phase also place a demolition charge in the adjacent hex if it does not move? **A.** Yes, providing it does not utilize any other support weapon. {16.1-34}{COI4-38}{COD-104}
133. **23.3** Can infantry debark a transporting vehicle into an adjacent hex and place a demo charge in a hex adjacent to his present hex during that Movement Phase? **A.** Yes. {17.2-46}
134. **23.3** See 16.4 & 23.3
135. **23.3 & 103.1** May an assault squad "place" a demo charge in an adjacent hex while aboard a halftrack or other vehicle as passenger? **A.** No, except in the Defensive Fire Phase as a thrown charge under the rules of 103.1. {16.1-34}{COD-104}
136. **23.5** If a demolition charge is placed across a wall/hedge hex, does the wall/hedge modifier apply in addition to other protective cover? **A.** Yes. {MMP}
137. **23.5 & 80.412** Does the latter replace the former in re: to leadership modifiers affecting demolition charges? **A.** No - it is an exception for a specific instance: bridge demolition. {16.1-34}{COI4-70}{COD-104}

SMOKE

138. **24.** Does smoke in a first level building hex affect the higher levels and vice versa? **A.** Yes. {17.2-46}
139. **24. & 63.22** Can smoke be placed in a water hex by any means? **A.** No, other than from burning vehicle in a bridge hex or briefly from a burning amphibian in a shallow river hex (128.73). {COI4-70}{COD-104}
140. **24.1** Can an engineer place unlimited smoke in any scenario unless restricted by a SSR or OB?
A. Yes, one per turn [EXC: until the Smoke Grenades rules are in effect; 141.7]. {MMP}
141. **24.3** Can engineers make smoke in the hex they currently occupy? **A.** Yes. {COI4-68}
142. **24.3 & 31.5** Can a passenger ever place smoke? **A.** No. {17.2-46}
143. **24.5 & 102.63 & 107.7** Is the movement penalty for moving through dispersed smoke 1 or 1/2 MPs? **A.** 1/2. {COD-104}
144. **24.6** If the LOS to a target crosses two smoke-filled hexes, would two dice be

thrown to determine the smoke modifier, and if so, could two smoke counters in the same hex increase the effect? **A.** Yes, but the total DRM could not exceed +6. No. {COI4-68}{COD-74}

145. **24.6** Does smoke along a fire lane affect fire from all levels? **A.** Yes, smoke is not considered merely a level one obstacle to LOS. {14.5-34}{COI4-68}
146. **24.6** Would penetrating fire through smoke be halved as Area Fire? **A.** No. {COI4-68}
147. **24.6** See 17.7 & 24.6
148. **24.6 & 44.21** In a situation where vision is not a factor - such as penetrating fire through a wheatfield hex, would smoke penalties still apply? **A.** No, but concealment counters would still serve to halve the already halved attack. {COI4-68}
149. **24.6 & 44.23** Is fire traced through a smoke or wheatfield hex into an open ground hex subject to the -2 DRM for moving in the open? **A.** Yes. {COI4-68}

CONCEALMENT

150. **25.** Assume a gun and crew are beneath a concealment counter. Does the crew receive the +2 DRM to incoming AREA infantry fire? **A.** Only if the incoming fire crosses the gun's Covered Arc. {COI4-70}{COD-104}
151. **25.** See 46. & 25. & 42.
152. **25.** During a night scenario, what is the movement allowance for "9" counters/stacks, 4 or 6? **A.** 6 - Assuming the infantry beneath it can move 6. {OAF}
153. **25.3** May a unit already under a concealment counter "grow" another one? **A.** No. {17.2-46}
154. **25.3** Can units in bunkers grow concealment counters? **A.** No. {17.2-46}
155. **25.3** See 96.2 & 25.3
156. **25.4** Can a concealed leader attempt to rally a non-concealed broken unit and still maintain its own concealment status? A concealed broken unit? **A.** No. Yes. {COI4-68}
157. **25.4** Do adjacent broken units (RE: "any") reveal concealed units? **A.** No (25.5). {17.2-29}
158. **25.4** Can a non-concealed leader attempt to rally a concealed broken unit with the concealed unit maintaining its concealment status? **A.** No, the concealed broken unit must lose its concealment to

be rallied by an unconcealed leader. {MMP}

159. **25.4 & 49.7** Does a concealed unit illuminated by a starshell lose its concealment counter?

A. Yes - if it is in the LOS of an enemy unit which could see it in a daylight scenario, i.e., in an open ground hex where it wouldn't be entitled to concealment. Note that under the Bypass Movement rules (106.6) a concealment counter is not automatically lost to an adjacent unit thus a concealed unit in woods or buildings would not automatically lose its concealment. {COD-104}

160. **25.4** See 116.2 & 25.4

161. **25.4** See 136.83 & 25.4

162. **25.41** Do concealed leaders add their benefits to friendly nonconcealed units fired on in their hex? **A.** No, unless the leader gives up his concealed status, in which case, all concealed units in the hex would lose their concealment status. {SL4-23}

SEWER MOVEMENT

163. **27.3** Must a squad have the ability to move 3 hexes after adding any bonus for leader accompaniment and subtracting any excess portage costs in order to use sewer movement? **A.** Yes. {SL4-23}

164. **27.5 & 27.7** Assume units using sewer movement "surface" in a hex containing mines (or booby traps). Are they governed by the same rules (27.7A & C) as apply to units being fired on? **A.** Yes - note however that such units could not gain concealment status before being attacked by the mines, and that the entrance hex would be eliminated only by a KIA result gained without use of the -2 DRM. {COD-104}

165. **27.7** Suppose units utilizing sewer movement end their movement phase in a sewer entrance hex containing a broken enemy unit. Can that unit rout away before the Close Combat Phase? **A.** No - it is eliminated or captured. {COD-104}

VEHICLE STACKING AND PLACEMENT

166. **29.2** Do vehicle stacking rules limit the number of units that may attack a tank in Close Combat? **A.** No - normal infantry stacking limits (6.2) apply to opposing units in any Close Combat hex. {COI4-68}

167. **29.2** See 6.1 & 29.2

AFV MOVEMENT

168. **30.2** Do vehicles which move during the current movement phase count as obstructions to movement (2 MP per vehicle)? **A.** Yes. {OAF}

169. **30.4** What does it cost for an AFV to pivot in the hex that it starts movement from? **A.** 2 MP plus the Cost of Terrain in any hex moved into. {SL4-23}

170. **30.4 & 123.2** Is a motorcycle considered a "vehicle" in regards to the relative costs for moving through terrain containing a "vehicle"? **A.** No. {COD-104}

171. **30.5** Can vehicles move "sideways" so as to present their front armor facing to an enemy as opposed to flank or rear shots? **A.** Of course not! All vehicles must move in the direction of their Covered Arc with the front of the vehicle facing the hex moved into. The extra cost for a vehicle moving outside of its Covered Arc merely allows the vehicle to change its Covered Arc within the hex it starts its move from before moving into another hex. {COI4-68}

172. **30.7** Now that AFVs can move through the same hex occupied by an enemy AFV, what happens if the moving vehicle is immobilized in that hex, thus leaving two opposing AFVs in the same hex? **A.** They may fire at each other at 1 hex range. {16.1-34}{COI4-38}{COD-104}

TRANSPORTING INFANTRY/TANKS AND SP GUNS

173. **31.** See 114. & 31.

174. **31.1** How can a support weapon carried on a vehicle with no passengers be unloaded? **A.** Any infantry unit in or moving through the hex containing the vehicle (including an abandoning crew) may pick up the support weapon at the usual portage cost. {COI4-68}

175. **31.1** May a vehicle exceed its maximum portage capacity at the expense of additional MP? **A.** No. {15.2-34}{COI4-68}

176. **31.1** May infantry ride amphibious tanks while in the water? **A.** No. {COI4-38}{COD-104}

177. **31.1** Could a SPW 251/10 with no passenger capacity or a SPW 251/1 already containing its full passenger capacity carry additional passengers on the exterior like a tank? **A.** No. {COI4-38}{COD-104}

178. **31.1 & 58.4** May passengers ride an AFV which is reducing a wooden building to rubble? **A.** No. {COI4-68}

179. **31.3** Are units that disembark in open ground subject to a -2 DRM? **A.** Yes, but they also get +1 for the vehicle. (see 144.931). {OAF}

180. **31.3** If an AFV in an open ground hex disembarks infantry which then moves into an adjacent woods hex, can the infantry be fired upon in the open ground hex? Does the -2 moving in open DRM apply? Does the +1 AFV cover DRM apply? **A.** Yes. Yes. Yes. {MMP}

181. **31.4** See 16.4 & 31.4

182. **31.4** Do terrain effects modifiers apply to infantry fired upon while embarking on an AFV? or disembarking? **A.** Yes, to be specific, infantry would be subject to all terrain modifiers in the embarkation hex plus the -2 DRM for moving in the open (if an open hex) and the +1 for being beneath an AFV. {14.5-34}{COI4-68}

183. **31.4** May infantry disembarking from a vehicle into an adjacent hex do so regardless of terrain movement cost...such as disembarking onto a higher elevation hex than the vehicle occupies? **A.** Yes. {COI4-68}

184. **31.4 & 31.6 & 31.7** Are passengers who dismounts into an adjacent hex ever considered to be in the same hex as the vehicle?, and if so could they be fired on in that hex?, and with what DRMs? **A.** Yes. Yes. +1 DRM if it unloaded from an AFV, plus -2 DRM if it unloaded in open ground. {KM}

185. **31.5** See 24.3 & 31.5

186. **31.6** See 34.2, 31.6 & 47.

187. **31.7** If an AFV fires any armament or is hit by defensive fire while moving, must it pay the 2 MP cost for any infantry which are forced to dismount? **A.** Yes. {SL4-23}

188. **31.7** If a tank or SP Gun fires in the Advancing Fire Phase, does the dismount of any passengers cost the vehicle 2 MPs? Similarly for dismounts caused by a hit by non-infantry fire? **A.** No; Yes, if it occurs during the Defensive Fire Phase and prior to the vehicle's total use of its MPs. {COI4-68}

189. **31.7** If AFV passengers are forced to dismount during their Prep Fire Phase, can they still fire at full strength during that Prep Fire Phase? **A.** No, they could only fire at half strength and only during the Advancing Fire Phase. Furthermore, they could not move any further during that Movement Phase. Similarly, passengers could not fire during the Defensive Fire Phase if forced to vacate their AFV during the opponent's preceding Fire Phase. {COI4-68}

190. **31.7** If a tank or SP Gun fires in the Defensive Fire Phase, forcing its passengers to unload, is there a 2 MP loss

from the next Movement Phase? **A.** No. {COI4-68}

191. **31.7** What happens to support weapons on an AFV when passengers are eliminated or broken?

A. If broken, the support weapon dismounts into the same hex as the broken passengers. A KIA result also dismounts the support weapon but as an inverted (malfunctioned) weapon and into a adjacent hex to the AFV of the firer's choice. {COI4-68} Weapons that do not have a malfunction status such as demo charges and panzerfausts are eliminated. {COI4-38}{COD-104}

192. **31.7 & 79.1** Assume infantry on an AFV is forced to dismount by enemy defensive fire after the AFV has moved its full or near full movement allowance. Must Excessive Speed breakdown be utilized to account for the extra 2 MPs or fraction thereof? **A.** No - movement simply ends in the target hex. {COI4-68}{COD-104}

193. **31.7** If a unit is forced to dismount into an open ground hex, by defensive fire, is it considered to be moving in the open? **A.** No. {OAF}

194. **31.7** Is it possible for infantry on an AFV to disembark and avoid paying the 2 MP for waiting for the AFV to fire its main armament in the Advancing Fire Phase, thus getting a free dismount? **A.** Yes - but this is a loophole which is changed in GI. {OAF}

AFVs AS COVER

195. **32.1** Does infantry fire against a hex which contains both passenger AND non-passenger infantry affect both sets of units? **A.** Yes, if AFV passengers or CE HT passengers (although different DRM may apply to each type of unit). {MMP}

196. **32.1** Does an HE attack against an AFV hex which contains both passengers AND non-passengers affect both sets of units? Does it affect the AFV? **A.** Yes, if the infantry are the target (unless the Advanced To Hit Table is in effect, in which case passengers are only affected as per 145.11). No (assuming the infantry are the targeted units). {MMP}

197. **32.1 & 112.812** Do passengers still receive the +2 DRM for fire directed at them across the Covered ARC from the same hex? **A.** No - such protection is forfeited at such extremely close range. {COD-104}

198. **32.1** See 101.411 & 32.1

199. **32.3** If a LOS crosses the extended barrel of an AFV is it blocked? **A.** No. {COI4-68}{COD-104}

200. **32.5** Units in an entrenchment receive no additional protective DRMs for an AFV being in the same hex because they are not moving together, but do those same units have to take a normal MC if the AFV is destroyed in their hex? **A.** Yes, the AFV represents more than physical cover and its loss at such close quarters would have a serious effect on morale. {COI4-68}{COD-104}

201. **32.6** Moving vehicles present no LOS obstacles during the Defensive Fire Phase, but if an AFV moves into a hex containing stationary infantry, does the infantry if fired on get the +1 modifier for the AFV? **A.** No, 32.51 is quite specific about this. {COI4-68}

AFV COMBAT

202. **33.3** If an infantry unit is entrenched in a woods hex, what row to you use on the "TO HIT Table" when firing at it? **A.** The more difficult target category; in this case - entrenchments.

203. {15.2-34}{COI4-68}

204. **33.31 & 33.5 & 34.5** If a tank only pivots during its Movement Phase and fires in the Advancing Fire Phase (case B) does it do so at half firepower? Similarly, for a tank firing outside its Covered Arc? **A.** No. No. The only penalty is to add the appropriate Hit Determination Dice Roll Modifier. {COI4-68}

205. **33.32** Pivoting in a hex causes enough time expended to allow a shot in a vehicle's initial hex during Movement/Defensive Fire, but does it also cause enough movement for a +2 [to hit DRM] for moving target? **A.** Yes. {OAF}

206. **33.4** Is the 50c. MG effective vs. soft vehicular targets outside its normal range? **A.** No, unless it is used on the IFT (51.4). {COI4-68}

207. **33.4** Can a MMG/HMG or .50 cal weapon kill an AFV when firing at greater than normal range? **A.** No. {14.5-34}{COI4-68}

208. **33.9** Is a crew considered a squad for victory purposes? **A.** Yes, unless specifically stated otherwise. {MMP}

209. **33.9** See 46.54 & 33.9

210. **33.9 & 138.4** If a vehicle is destroyed, but the passengers/crew survive can they take any portage or vehicle support weapons with them?

A. No. {COD-104}

AFVs VS. INFANTRY

211. **34.** Assume an AFV direct fires HE at a hex in which infantry just unloaded from a halftrack...who is affected - the halftrack, infantry, or both? **A.** Once the infantry

unloads, the hex contains two different targets and the firer must specify which he is firing at. If he chooses the halftrack and eliminates it, the infantry must take a normal MC (32.5). Otherwise, he can affect only one target, not both. {COI4-68}

212. **34.2** Does a direct fire hit by any piece of ordnance against multiple infantry units in the same hex affect all those units equally? **A.** Not necessarily. Besides the obvious case of different terrain modifiers which could apply to the IFT for such things as infantry in and outside of entrenchments, there are circumstances under which some units in the same hex would not even be hit and therefore not have to roll on the IFT at all. For example, a TO HIT might suffice to hit an acquired target but, due to different TO HIT modifiers might miss a moving or concealed target. In such a case only the unit which is hit must undergo an effects roll on the IFT. {17.2-46}

213. **34.2 & 34.3** Can AFV MGs fire before the main armament? **A.** Yes, but once any armament fires the covered arc utilized is frozen for all other weapons in that weapon housing (bow or turret) for the duration of the fire phase. {COI4-68}{COD-104}

214. **34.2 & 31.6 & 47.** Is a CE crew affected by an HE shell that hits (but does not destroy) an AFV? Are AFV passengers? Are CE HT passengers? Are non-CE HT passengers? **A.** Yes to the first three [EXC: see 138 for effects vs an armored carrier crew]; the same dice roll used on the AFV To Kill Table is used with a +2 on the IFT affects (AFV passengers only get the +2 modifier if fired upon from the same or lower elevation_and_through the vehicle covered arc, and also must immediately dismount). No. {MMP}

215. **34.2 & 41.1** If a vehicle/gun fires at infantry behind a wall/hedge would there be a +2 TO HIT DRM for "hull-down", or +2 DRM on the IFT if the infantry was hit?, or both? **A.** No. Yes. No. {KM}

216. **34.5** See 33.31 & 33.5 & 34.5

217. **34.5** Do both the TO HIT DRM case K (Target Concealed) and the provisions of Area Fire (1/2 x) both apply to a concealed infantry target? **A.** Yes, but Area Fire would not apply in the case of an armored target.

218. {COI4-68}

~~219. **34.7 & 64.42** Must the co axial MG factor be used against the same target hex as the main armament and vice versa as was the case in the basic game with the 360 degree MG firepower factor? **A.** Yes, unless specifically listed otherwise on the vehicle data chart. {COI4-68}{COD-104}~~

220. **34.8** See 18.4 & 34.8 & 39.2
221. **34.8** Can an exposed crew subject to a Morale Check benefit from a leader in the same hex? **A.** No. {SL4-23}
222. **34.9** Is cannister (C7) an alternative; i.e. can the German fire HE when he still has cannister? **A.** Yes. {14.5-34}{COI4-68}
- OVERRUNS**
223. **35** See 72.8 & 35.
224. **35. & 72.7 & 39.9** If an AFV is attempting an overrun in a building/wood hex, does it roll for immobilization before or after the attack? Is the attack still made if the AFV is immobilized?, and must the units in the target hex move out of it if the AFV is immobilized? **A.** Before. Yes. No. {KM}
225. **35. & 72.8 & 64.44** If a vehicle is making an overrun attack and is in a CE status, could the units being overrun fire at Point Blank at the CE in the hex immediately before it enters the target hex?, and if they survive could they fire Point Blank at the CE in the target hex or the next hex it enters after the target hex? **A.** No. Only in the Def. fire phase. {KM}
226. **35.1** If an AFV breaks down upon entrance of a woods or wooden building hex, does it still get to make an Overrun attack in that hex? **A.** Yes, even if the crew fails its Morale Check and abandons the AFV. Note that in this event, the crew would be locked in Close Combat with any survivors of the Overrun attack. {SL4-23}
227. **35.1** Can a unit on a smoke counter be overrun? **A.** Yes but the attacker suffers the smoke modifier to the Fire Combat dice roll equal to the roll of one die. {SL4-23}
228. **35.1** May a squad with a bazooka refuse to Defensive Fire prior to an Overrun attack in the hope that it will survive the Overrun attack and then be able to fire at the AFVs rear as it leaves the hex? **A.** Yes, but it must wait until the AFV executes its overrun attack. If the AFV stays in the target hex, the bazooka fires at the rear at one hex range.
229. {COI4-68}
230. **35.8** Is a squad which is forced to vacate a hex during the enemy Movement Phase considered a moving target for purposes of Advancing Fire by other units? **A.** No. {COI4-68}{COD-104}
231. **35.8 & 38.3 & 72.5** If an AFV is immobilized by a grenade bundle while making an overrun attack in a hex containing a gun, is the gun still destroyed?, and if not, could the crew remain in the hex with the immobilized AFV? **A.** Yes to both. {KM}
- INFANTRY VS. AFV'S**
232. **36.** May crew counters attack AFVs using the Defensive Fire Phase and Close Combat Phase methods? **A.** Crews are not the equals of squads and therefore shouldn't get the benefit of squad immobilization numbers in the Defensive Fire Phase method. Crews can attack armor in the Close Combat Phase method because their firepower factor (and thus TO KILL number) is correspondingly smaller. {COI4-68}
233. **36. & 54.2** Is there any way a crew counter could be given an entrenchment or Defensive Fire Phase AFV attack capability? **A.** Crews should never be allowed to use the Defensive Fire Phase Method to attack AFVs as their psychological makeup, training, and experience were of a different nature. Two crews acting in concert, however, may equal the entrenchment capacity of a squad. A single crew may attempt to dig a half entrenchment in the normal manner. Signify a half entrenchment by placing the entrenchment counter upside-down. A half entrenchment may not contain any more than one squad (or two crews), a leader and up to 2 portage points of support weapons. The protective terrain DRMs of such an entrenchment remain the same. A half entrenchment, once dug, can be enlarged to a full entrenchment by a subsequent 5 or less entrenchment dice roll by a single crew. {COI4-68}{COD-104}
234. **36.1** Just what is a non-open ground hex? **A.** Any hex containing terrain effects modifiers of any sort, including wrecks, AFVs, intervening walls and hedges, smoke, entrenchments, etc. {COI4-68}
235. **36.1** See 56.3 & 36.1
236. **36.11** Must infantry wishing to fire at CE crew or passengers pass a "Pre-AFV Attack Morale Check"? **A.** No. {COI4-68}
237. **36.11** Can a unit which has passed its Pre-AFV Attack Morale Check defensive fire at the same AFV more than once per player turn as it moves through several adjacent hexes? Or against more than one AFV per player turn? **A.** No. No. {COI4-68}
238. **36.11** If a unit fails a Pre-AFV Attack Morale Check can it try again that turn against a different AFV? **A.** No. {14.5-34}{COI4-68}
239. **36.11 & 105.21** Both rules state that all infantry without AT weapons adjacent to an AFV which wish to attack it must first pass a Pre-AFV Attack MC. Exactly what constitutes an AT weapon? **A.** Any AP weapon whose principal use is against armored targets. Although a HMG has AP capabilities, its principal use is against infantry targets. Therefore, infantry firing a HMG at an AFV must first pass a Pre-AFV Attack MC in the same manner as infantry trying to immobilize or Close Combat an AFV (36.11, 36.21). Note that flamethrowers, demo charges, Molotov cocktails, and howitzers incapable of firing AP ammunition would not be considered special AT weapons. Note, however, that infantry does not have to pass a Pre-AFV Attack MC in order to fire on CE units in an AFV. {COD-104}
240. **36.12** How many times could an infantry unit fire on the Defensive Fire AFV Immobilization Number Table in one player turn if more than one enemy AFV passed adjacent to it? **A.** Only once, and in so doing, it would lose its chance to fire at other targets during the Defensive Fire Phase. {15.2-34}{COI4-68}
241. **36.12** May units two levels above an AFV attempt to immobilize it in an adjacent hex below? From one level above? **A.** No. Yes. {COI4-68}{COD-104}
242. **36.12** If a halftrack is immobilized due to infantry defensive fire, does its driver (or MG crew), or passengers have to take a morale check to see if they have abandoned the vehicle? **A.** No, not the first time (see 144.77 in GI). {OAF}
243. **36.12 & 96.** May snipers attempt to immobilize an AFV? May crews? **A.** No. No. {COI4-68}{COD-104}
244. **36.13** May a unit attempt to disable an AFV and also make a normal defensive fire against another unit? **A.** No. {14.5-34}
245. **36.21** If some units fail a Pre-AFV Attack Morale Check can the advance into the enemy AFV hex be called off? **A.** Yes, and advances into other non-enemy AFV hexes are possible. Passing a Pre-AFV Attack MC does not unconditionally commit a unit to that attack. Furthermore, a leader failing a Pre-AFV Attack MC does not force other units to take a second Pre-AFV Attack MC. {14.5-34}{COI4-68}
246. **36.22** If a passenger on an AFV is attacked in Close combat, must the passenger dismount regardless of the result? **A.** Yes. {SL4-23}
247. **36.22** Suppose 3 squads pass their Pre-AFV Attack Morale Check and wish to advance into Close Combat with a tank carrying one squad as passengers. Could two of the squads attack the passenger at

2-1 and the third attack the tank? **A.** Yes, but the attack against the tank would be dependent on the success of the 2-1 vs. the passenger. In other words, the tank can't be attacked until the escorting infantry is eliminated, and since all Close Combat attacks are pre-designated the third squad would forfeit its fire opportunity that turn if the passenger is not eliminated. {14.5-34}{COI4-68}

248. **36.22** If an AFV does not move out of a melee hex, may it fire at the units in the hex with it? **A.** No - it would have to leave the hex to fire either its MG or main armament at the melee hex and any such fire would affect both friendly & enemy units. (Exception:72.83) {14.5-34}{COI4-68}

249. **36.23 & 96.73** Can a sniper enter into Close Combat with an AFV? With infantry? **A.** No, Yes - but the sniper DRM obviously does not affect its Close Combat dice rolls. {COI4-68}{COD-104}

250. **36.24** Can an infantry unit that succeeds in destroying a tank in Close Combat return to the hex it advanced from in the same player turn? **A.** No. It does derive protection from the wreck (40.5) however. {SL4-23}

251. **36.24** If close combat against an AFV (assuming no opposing infantry) is unsuccessful, are the infantry units returned to the hex from which they advanced if it would result in overstacking? **A.** No; if a unit's return to the hex from which it advanced would cause the hex to become overstacked, the unit is eliminated. {MMP}

252. **36.24** See 66.1 & 36.24

253. **36.4** Can a leader make his own attack on an AFV and not apply his leadership rating so as to apply that rating instead to the attack of a squad he is stacked with? **A.** No. {SL4-23}

SPECIAL INFANTRY WEAPONS VS.

AFV'S

254. **37.1** Must infantry with special AT weapons pass a Pre-AFV Attack MC if they want to attack using the Close Combat (36.2) or Defensive Fire Phase (36.12) method? **A.** Yes. {COI4-68}{COD-104}

255. **37.31 & 37.41** Is there any modifier for firing rocket shaped charge weapons at moving AFVs? **A.** Yes, +2; Case A of the Hit Determination DRM applies. {SL4-23}

256. **37.31 & 37.41** Do woods or building terrain DRMs affect the TO HIT tables? **A.** Yes, but not the TO KILL rolls. {COI4-68}

257. **37.34** Can a leader apply his leadership modifier to both the bazooka or panzerfaust TO HIT roll and the inherent firepower roll of the squad firing the weapon? **A.** No. {SL4-23}

258. **37.47 & 107.2** May a bazooka fire at a gun which is emplaced, i.e., one which does not have a "vehicle" target status? **A.** Yes, but it would get a +2 TO HIT DRM for being hull down plus a +1 DRM for size (if not "vehicle" target status). A miss would have no effect whereas if it fired HE vs. the crew the TO HIT DRMs would not apply. {COD-104}

FATE VS. ARMOR

259. **38.2** If an AFV fires multiple machine guns and they malfunction, must they be repaired separately? **A.** No, all are repaired/disabled together [EXC: if Firegroup Breakdown (143.8) is in effect and both players agree, AFV MG are disabled/repaired separately]. {MMP}

260. **38.3** See 35.8 & 38.3 & 72.5

IMMOBILIZATION

261. **39.1** May an AFV enter a two-level wooden building if Special Rules or later gamettes create such a structure? **A.** No. {COI4-68}{COD-104}

262. **39.1 & 66.3 & 79.** Can immobilization caused by entering woods or a wooden building be repaired? Can an excessive speed breakdown be repaired? **A.** No. Yes. {COI4-68}{COD-104}

263. **39.2** See 18.4 & 34.8 & 39.2

264. **39.9** See 35. & 72.7 & 39.9

265. **39.9 & 66.3 & 66.4** If a crew is forced to leave their immobilized AFV due to a hit from AT-fire can they enter the same vehicle in a later turn? Could they repair it? Can they enter or repair another vehicle? Can another crew enter or repair the immobilized vehicle? **A.** Yes. Yes. Yes. Yes. {KM}

WRECKS

266. **40.2** Are stacking limits for infantry in a wreck hex the same as for a functioning vehicle? **A.** Yes - except that no units may be stacked on top of a wreck as passengers, and AT Guns may be emplaced in a wreck hex. {SL4-40}

267. **40.4** Is a wreck removed from the game or pushed to an adjacent hex? **A.** Removed from the game. {SL4-40}

268. **40.5** Item 40.5 says wreck afford cover like AFVs to infantry, but example 1 on pg. 13 shows Fire B not modified because it doesn't pass through the AFV outline while 32.7 indicates that AFV counters

negate the -2 DRM for movement in the open. Which is correct? **A.** Both are...32.7 refers to movement behind a line of adjoining vehicles, or vehicles and LOS obstructions - a situation which does not occur in Example 1 on Pg. 13. {SL4-40}

MISCELLANEOUS ARMOR INFORMATION

269. **41.1** Is an AFV directly behind a functioning AFV considered to be in a Hull Down position? **A.** No. {MMP}

270. **41.1** See 34.2 & 41.1

271. **41.2** May crews add LMG factors to attacking firepower in Close Combat? **A.** No. {SL4-40}

272. **41.3** May ordnance fire smoke at the outset of their Defensive Fire or Advancing Fire Phase? **A.** Yes, but it is still removed at the start of the Prep Fire Phase of the player who laid it. {COI4-68}{COD-104}

273. **41.3** What is the rationale for printing the smoke symbol on the "Infantry in Other" category of the TO HIT Table? **A.** Simply a memory device to identify the necessary TO HIT number for the effective placement of smoke. {COI4-68}{COD-104}

274. **41.3** Does "at the outset" mean that no other AFVs or infantry may fire other than smoke, until all smoke for that turn is placed (other than dischargers)? **A.** Yes, and remember that smoke not "effectively placed" does not appear on the board at all. {14.5-34}{COI4-68}

275. **41.4** Can smoke dischargers be fired during an enemy fire phase? **A.** No, the rule should read any friendly fire phase. {14.5-34}

276. **41.4** See 71.1 & 41.4

HIDDEN INITIAL PLACEMENT

277. **42.** See 46. & 25. & 42.

278. **42.1** May wire and entrenchments be kept out of view using Hidden Initial Placement? **A.** Yes, but only in woods hexes. {14.5-34}{COI4-68}

279. **44.21** May units fire blind through wheatfields at units beyond them using Area Fire? **A.** No, MGs may penetrate through wheatfields as Area Fire, but they must still have a LOS to a target to fire in the first place. This principle can be applied to similar situations; a unit may not direct fire at a target it cannot see. However a unit could fire at a hex it could see and suspects may harbor an enemy. Thus units could fire at a woods or building hex because it suspects a concealed or hidden unit is inside it; or a

flamethrower or gun could fire at the upper floor of a building and thereby possibly affect units on the bottom floor which it cannot see because the building itself is the target. Similarly, a MG could not fire at an empty wheatfield hex because it would have no reason to do so...however, if adjacent units are observed firing into the wheatfield or beyond it, the MG could fire Area Fire through the wheatfield. {COI4-68}

280. **42.5** See 13.41 & 42.5

281. **42.7** Can AFVs start a game unconcealed in a woods or wooden building hex without rolling for immobilization if Hidden Initial Placement is not being used? **A.** Yes. {COI4-68}

282. **42.7** What do you do if a unit that is hidden by Hidden Initial Placement is in the blast area of a FFE marker? **A.** It is attacked at half strength - see 163.3 of GI for other options. {OAF}

ADVANCED LINE OF SIGHT

283. **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. {16.3-34}

RURAL TERRAIN TYPES

284. **44.1** Does the tripling effect of fire across a cliff hexside to an adjacent hex of lower elevation apply also to main armament? **A.** No, furthermore, an AFV or AT Gun may not fire into an adjacent hex across a cliff hexside. {14.6-34}{COI4-68}

285. **44.2** Does 43.8 apply to 44.22 such that a tank surrounded by wheatfield hexsides could see & fire at non-adjacent infantry in the same wheatfield or on the other side of it? **A.** No. {COI4-69}

286. **44.21** The firer cannot see the defender because the LOS is blocked by more than one intervening wheatfield hexside. Can it still fire as Area Fire? **A.** No - unless it is adjacent to a friendly unit which can see it or if it is part of a fire group containing at least one firer who could see the target (in which case the entire fire group would be halved for Area Fire).

287. {COI4-69}{COD-104}

288. **44.21** Is penetrating fire to second target hex, with the first target hex being a wheat field, considered AREA fire if the second hex has a clear LOS to the source (i.e., fire from 3S5 to 3T3 and penetrating 3S4)? **A.** No [EXC: if rules section 143 is in effect, penetration FP would be as per 143.2-28]. {MMP}

289. **44.21** See 24.6 & 44.21

290. **44.22** If an infantry unit in a wheatfield can always spot a vehicle in or behind a wheatfield, is the reverse true? **A.** No. {COI4-69}

291. **44.23** See 24.6 & 44.23

OFFBOARD ARTILLERY

292. **45.2** If a FFE counter is not removed, but rather used again the following turn, does this continued use over several turns count as just one Fire Mission? **A.** No...each player turn that a FFE is resolved is treated as a new Fire Mission. {SL4-40}

293. **45.2** When rolling for British off-board artillery does a "80+" result count as 84mm (12 factors) or 88mm (16 factors)? **A.** 88mm. {17.2-46}

ARTILLERY FIRE MECHANICS

294. **46. & 25. & 42.** Does a hidden/concealed leader reveal himself if he is operating a radio? **A.** No. {KM}

295. **46.1** If a leader wishes to switch from one artillery module to another, must he re-establish radio contact or simply maintain the radio contact he already has? **A.** He must establish radio contact all over again. {COI4-69}

296. **46.1** May a leader spot Art. Fire from a HT without being exposed to CE status? **A.** Yes. {14.6-34}{COI4-69}

297. **46.1** May a leader with a radio scheduled to enter later, roll for radio contact while still off the board? **A.** No. {COI4-69}{COD-105}

298. **46.12** If radio contact is established, but the original requesting leader breaks or moves away, can another leader use the same radio without reestablishing radio contact? **A.** Yes, providing the other leader was in the same hex before the first leader broke or moved away. {17.2-46}

299. **46.13 & 49.1 & 46.23** Does the Artillery Request have to be placed within the night visibility range? Also, does the blue spotting round have to be within night visibility range? **A.** Yes to both. {OAF}

300. **46.23** See 46.13 & 49.1 & 46.23

301. **46.5** If a hex in a FFE "blast area" has 3 hedge hexsides, is the dice roll modified by +1 or +3? **A.** +1. {COI4-69}

302. **46.54** Where do armored cars fit in on this table? **A.** As a tank or open top AFV, depending on the turret description. {COI4-69}

303. **46.54 & 33.9** Is the crew of an AFV which survives the destruction of its AFV by FFE then subject to the FFE attack? **A.** Yes. {OAF}

304. **46.54 & 63.24** Assume a mortar fires direct on a halftrack and hits the target. Are passenger & crew immune to such fire? **A.** If either the crew or the passengers of an open-topped AFV are CE when hit, the same dice roll used on the AFV KILL Table is applied again, adding +2 to IFT effects against the CE infantry. If the infantry is not CE, it can be affected only by a HE Critical Hit (109) or destruction of the vehicle. {COI4-69}{COD-105}

305. **46.7** If the leader's LOS to an FFE hex is blocked, what happens to the artillery fire? **A.** The attack occurs as usual - the leader has to spot the target hex for placement or correction of the FFE - not for resolution. {SL4-40}

306. **46.7** Suppose smoke blocks the LOS of an indirect fire observer. Does an already placed FFE or SR disappear? **A.** No - the smoke merely prevents the observer from correcting the previous placement. He could still leave the SR on board in its present location or could continue to fire a pre-existing FFE. He just can't correct it. {COI4-69}

307. **46.7** If an artillery spotter moves, can he continue to call in artillery? **A.** Yes, providing the leader still has a clear LOS to both the intended target and the hex currently containing the SR. The leader need not have a clear LOS to all hexes which the SR moves through; only the initial and ending hexes mentioned above. {COI4-69}

308. **46.7** Assume a FFE attack is resolved and the FFE counter remains in the hex but the spotting leader breaks, moves out of LOS, or is eliminated. Does the FFE still take place in the next friendly fire phase? **A.** The FFE is resolved again only if the spotting leader was in good order, in radio contact, and in LOS of the target hex during the preceding Rally Phase. If it isn't, then all artillery info counters are removed. After the Rally Phase, the leader is no longer required to resolve the FFE for that turn. {14.6-34}{COI4-69}

309. **46.7** Off-board artillery laying an indirect smoke FFE barrage automatically blocks LOS to the center target hex, so must one call for a new SR in the next Rally Phase? **A.** No, but correction could not be made behind the smoke cluster. {COI4-69}{COD-105}

310. **46.71** See 107.5 & 46.71

311. **46.8** Suppose you have two radio counters but only one fire module; what use can be made of the extra radio counter? **A.** The radio can be used to contact any fire module available. No one radio has

exclusive contact with a particular fire module. Two or more radios can be used with the same module from different vantage points, thus increasing the chance of effective coverage and maintaining contact. One module cannot, however, have more than one counter (Artillery Request, SR, FFE) on the board at one time, regardless of the number of radios in contact with it. {15.2-34} {COI4-69}

312. **46.82** If one or more radios are lost, may any other friendly radio in the scenario use the remainder of the lost radio's artillery module? **A.** Yes. {14.6-34} {COI4-69}
313. **46.83** Could two radios call in two fire missions from the same artillery module during the same player turn? **A.** No. {COI4-69}
314. **46.9** Shouldn't smoke be removed at the beginning of the owner's next Prep Fire Phase? **A.** Yes. {COI4-69}

HALFTRACKS

315. **47.** Would an armed halftrack be considered an open-topped AFV? **A.** Yes. {KM}
316. **47.** See 34.2 & 31.6 & 47.
317. *****47.2** If an armed halftrack is eliminated, is the survival of passengers rolled for in the same manner as is done for the crew? **A.** Yes, each unit including the crew rolls for survival separately. Any support weapons are eliminated. Passengers aboard an unarmed halftrack have the same chance for survival even though there is no inherent crew survival number printed on the counter. {SL4-40}
318. **47.4** Do passenger leaders benefit infantry beneath the vehicle? **A.** Yes, but in the case of a halftrack, the leader would be considered exposed as if firing as described in 47.7. {SL4-40}
319. **47.4** Do leadership modifiers apply to overrunning halftracks? **A.** Yes. {OAF}
320. **47.5** If a halftrack which bears any armament, be it a MG or larger caliber gun, fires in Prep Fire, can it discharge passengers in its immediately following Movement Phase, if the passengers have not prep fired? **A.** Yes, but it can't move. {OAF}
321. **47.6** Can troops shelter in a KIA'd halftrack that did not burn, especially in a minefield? **A.** No. {OAF}
322. **47.7** Suppose the passengers in a halftrack do not expose themselves to enemy fire but the AFV crew fires the AA MG factor leaving the crew in CE status. What effect does this have on the passengers? **A.** None, except that their halftrack transport

is restricted by the consequences of any "Stun" effect. The passengers may dismount but are under no obligation to do so. {COI4-69}

323. **47.7** See 101.411 & 47.7
324. **47.8** Is the crew of an M10, Priest, or other open-topped AFV subject to infantry fire from an adjacent hex of higher elevation in the same manner as a halftrack's passengers? **A.** Yes, the crew would undergo any MC or KIA's called for on the IFT and, if broken or eliminated, the AFV would be destroyed. {SL4-40}
325. **47.8** Is defensive fire against infantry in a halftrack from an adjacent hex of higher elevation subject to the -2 DRM for moving in the open? **A.** No. {14.6-34} {COI4-69}
326. **47.8** See 64.44 & 47.8
327. **47.8 & 139.43** Are passengers in a halftrack or crew in an open-topped AFV susceptible to aircraft MG fire? **A.** They are subject to dive bomber fire without DRM because it originates from the same hex (47.8). They would be subject to fighter fire with a +2 DRM only if CE because the fire is originating four hexes away. In both cases the attack would be resolved with the same dice roll used against the AFV but with different (if any) modifiers. {COD-105}

ANTI-TANK GUNS

328. **48.** See 5.74 & 48.
329. **48.1** See 77.3 & 48.1
330. **48.2 & 63.5** If a gun is destroyed by an AP-round is the crew unaffected? If a gun is destroyed by a HE-round does that round automatically affect the crew and if so how is it resolved? If a HE-round misses a gun, must the TO HIT roll still be equal or lower than it would have to be to hit the crew if the round was fired at the crew alone? Could a crew manning a gun be fired on individually from the gun with HE-rounds?, and if Yes would the +2 DRM apply? **A.** Yes. Add +2 to diceroll used to obtain the hit, resolve on the IFT. You must shoot at the gun - not at the crew. No. {KM}
331. **48.4** See 63.4 & 48.4
332. **48.4** See 63.45 & 48.4
333. **48.5** May a gun rotate in the Defensive Fire Phase but not fire? **A.** Yes. {COI4-69} {COD-105}
334. **48.5** May an AT Gun rotate 3 hexsides before each shot during the Defensive Fire Phase or may it only rotate a total of 3

hexsides during a Defensive Fire Phase? **A.** The latter. {SL4-40}

335. **48.6** If a vehicle towing an ATG or howitzer, etc., is destroyed, is the gun destroyed also? **A.** Yes. {COI4-69}
336. **48.6** See 51.1 & 48.6
337. **48.61** Can a vehicle load an AT Gun and crew in the same Movement Phase? **A.** No. The vehicle must move into the AT Gun hex with half its MP remaining, and as stated in 31.7, infantry can board a vehicle only if that vehicle is stationary throughout that player's turn. {SL4-40}
338. **48.61** May an AT Gun be hooked to a stationary vehicle by pushing it into the vehicle hex and thereby allowing the crew to load in the same turn? **A.** Yes. {COI4-69}
339. **48.62 & 48.63** Can a halftrack unload a crew and unhook a gun from tow in the same Movement Phase? **A.** Yes. The halftrack expends 1/2 its MPs to unhook gun, then expends 2 more MP to unload the crew. The halftrack would have MPs remaining and the crew could push the gun into an adjacent hex. {COI4-69}
340. **48.9** See 63. & 48.9

NIGHT RULES

341. **49. & 67.5** What is the zone of illumination for burning terrain, such as buildings, woods, etc.? **A.** Every hex within 2 hexes of the burning hex as per 67.5. {COI4-69} {COD-105}
342. **49.1** Is a unit under a concealment counter during a night scenario fired upon while moving in open terrain subject to the -2 DRM for moving in the open? **A.** Yes. {COI4-69}
343. **49.1** See 46.13 & 49.1 & 46.23
344. **49.11** Does Night Visibility Range apply only to those units that have moved? In other words, units that have not moved, although in the NVR, could not be fired upon? **A.** Yes. Yes, unless illuminated by starshell or 49.2
345. **49.11** Do units moving in the advance phase count as "moving"? **A.** Yes. {MMP}
346. **49.3** Can the non-concealed unit in a Close Combat situation be told the contents of a concealed stack so as to compute the odds for his attack? **A.** Yes - The concealment counter's only function is to halve the attack factor of the non-concealed combatants. The concealment counter is removed at the end of the first player turn of close combat. {COI4-69}

347. **49.4** According to 49.4, units lose “?” markers only when they “move” into illuminated hexes. Does this mean if the unit didn’t move or fire and it was in the illuminated hex it would remain concealed? **A.** Yes - unless fired on, resulting in a M result [or better]. {OAF}
348. **49.6 & 76.** May an armor leader fire a starshell? **A.** Yes, but by “armor leader” we refer to one with leadership modifiers - not just any armor CE counter depicting a tank commander. {COI4-69}{COD-105}
349. **49.7** See 25.4 & 49.7
- THE AMERICANS**
350. **50.1 & 18.5 & 110.** Can American squads ever go berserk due to their leader going berserk? **A.** Yes. Ignore DM requirement - it applies for the purpose of determining berserk status. {OAF}
351. **50.4** Can an American squad (666) use a captured Panzerfaust? **A.** Yes. {MMP}
- TRUCKS**
352. **51.1 & 48.6** Are halftracks treated like trucks in that they can tow guns and still have full portage capability? **A.** Yes. {OAF}
353. **51.22** What happens to eventual passengers in the captured truck? **A.** The passengers must be defeated in close combat before their truck can be captured. {KM}
354. **51.22 & 90. & 128.** Can captured boats be used without any MP penalty? **A.** Yes. {COD-105}
355. **51.4** If a “soft” vehicle is eliminated by infantry-type fire what happens to any support weapons therein? **A.** They are eliminated. {COI4-69}
356. **51.42** Are on-foot infantry eliminated if a truck fails two MCs or just if a KIA is rolled from a MG? **A.** Just due to the MG KIA. {KM}
- JEEPS**
357. **52.2** If the sole occupant of an armed jeep or Kubelwagen is a leader, may it fire in the Advancing Fire Phase if the vehicle moves? **A.** Yes, unless the vehicle is in motion. {COI4-69}{COD-105}
- WIRE**
358. **53.2 & Appendix 4.7** Would wire in a bunker hex prevent a unit from advancing into the bunker from an adjacent hex? **A.** Yes. {COI4-69}{COD-105}
359. **53.3** Can an infantry unit disembark a vehicle onto a wire hex under any circumstances? **A.** Only if it must disembark and there is no other legal hex in which to disembark. {COI4-69}{COD-105}
360. **53.4 & 13.4** May a unit rout through a wire hex? **A.** No. If in a wire hex when the unit is broken, it may rout out of the wire hex during the Rout Phase as if it were a regular Movement Phase. {COI3-69}
361. **53.4** See 13.4 & 53.4
362. **53.4 & 73.4** Can a unit use double time movement to leave wire? **A.** It not only can, it must do so if it wishes to leave a wire hex and doesn’t have enough MFs remaining to do so. {17.2-46}
363. **53.52** May TI (temporarily immobilized) units move one hex during the Advance Phase? **A.** No. {COI4-69}{COD-105}
364. **53.8** Rule 53.8 explains that Tanks and SP guns can move over wire at no detriment and remove the wire counter immediately. Can infantry advancing with the AFV which drives over the wire continue to move with the AFV as though the wire was, indeed, not there any longer? Or does the wire-removing AFV lose the right to have infantry advance with it over the wire hex? **A.** Yes, No. {OAF}
365. **53.8** Do AFVs have to destroy friendly wire hex they pass through? Do they have the option of leaving enemy wiring unharmed also?
A. Yes, No. {OAF}
366. **53.89 & 53.9** Does a halftrack have to be an armored vehicle to remove a Wire counter? **A.** No - furthermore, a tank or SP Gun may not remove more than 1 wire counter each (the first one encountered) per turn regardless of the number of wire hexes entered. {COI4-69}{17.2-29}
- ENTRENCHMENTS**
367. **54.** If a unit is broken while attempting to leave an Entrenchment, is it considered in or out of the Entrenchment for the remainder of the phase? (Same would apply to other similar structures). **A.** Out. It costs 1 MF to leave and enter. {OAF}
368. **54. & 13.** If an entrenchment is in an open ground hex, could a broken unit rout out of it while in the LOS and normal range of enemy units without being eliminated?, through it? **A.** Yes to both. Treat as non-open ground. {KM}
369. **54.1** Can entrenchments be placed in shellhole hexes? **A.** Yes, but the terrain effects of the entrenchment and the shellhole are not cumulative. A unit outside the entrenchment would receive the benefit of the shellhole but units inside the entrenchment would receive only the benefit of the entrenchment. {COI4-69}
370. **54.2** May a crew or leader roll for entrenchment? **A.** No...that would allow them to dig entrenchments for larger units (squads) in the same time period as the squad. {COI4-69}
371. **54.2** See 36. & 54.2
372. **54.4** When using Optional Rule 16, can a unit moving under a entrenchment counter be fired on in the entrenchment hex before it “goes under” the entrenchment? **A.** No - the moving player is automatically given the benefit of the entrenchment as soon as he enters the hex and signifies his use of the entrenchment by stating the number of MFs he is utilizing in the hex.
373. {SL4-40}
374. **54.4** What occurs if an enemy squad enters an entrenchment hex during the Advance Phase which contains opposing units both on and under the entrenchments? **A.** Close combat occurs normally against all opposing units. Note, however, that the advancing unit could elect to advance underneath the entrenchment counter . Any normal fire into the hex, although it affects all units, would be modified for those units in the entrenchment by their entrenched status. {14.6-34}{COI4-69}
375. **54.4** May a unit in an entrenchment in open ground which leaves the entrenchment be fired upon with the -2 DRM for moving in the open in that same hex? **A.** Yes, once it expends MFs in leaving the entrenchment, it can be fired upon as a moving unit in the open. A unit that expends MFs to enter an entrenchment cannot be fired upon in that hex with the -2 DRM for moving in the open until it leaves the hex. Units moving in a shellhole hex would receive both the -2 Defensive Fire DRM and the +1 for the shellhole for a total DRM of -1. {COI4-69}{COD-74}
- MINEFIELDS**
376. **55. & 121.1** Can mines cause grounding? **A.** No. {OAF}
377. **55. & 136.** Do routing units trigger mines and booby traps during the rout phase? **A.** Yes. Routing units automatically trigger booby traps. {OAF}
378. **55.2** Do infantry debarking from an AFV into the same minefield hex occupied by the AFV, retrigger the mines already fired by the carrying vehicle? **A.** No, but if the infantry unload into an adjacent hex, they would undergo minefield attack for leaving the hex. {14.6-34}{COI4-70}
379. **55.24** See 19.4 & 55.24
380. **55.4** During rout a unit enters minefield in non-open, non woods/building hex. Can it stop there or must it continue routing, taking the exit minefield attack? **A.** The latter. {OAF}

381. **55.5** May units adjacent to a hex attempt to clear it of mines without knowing if mines are in the hex? **A.** Yes, and if successful, the owner must inform his opponent how many mine factors he has removed. The clearance attempt can only be made vs. one specified hex, however, regardless of the number of minefield hexes adjacent to the clearing unit. {14.6-34} {COI4-69}

382. **55.7** See 22.1 & 55.7

BUNKERS

383. **56.1** Which defense modification do you use if a multi-hex fire group is directed at a bunker in such a way that one hex's fire is traced through the Covered Arc and the other hex's fire is traced through the Non-Covered Arc? **A.** Contrary to 11.6, in such a situation, the Fire Group must be split into separate fires. If they persist in firing a one Combined Fire Group, the defense modification used is that of the Non-Covered Arc. {SL4-40}

384. **56.3** Is the Covered Arc for bunkers the same as that of AFVs? **A.** Yes - this means that bunker counters can never be placed evenly in a hex the way vehicles are. {SL4-40}

385. **56.3 & 36.1** Can an infantry unit in a bunker execute a Defensive Fire Phase immobilization attack against a moving AFV in a hex within the bunker's covered arc? Out of the bunker's covered arc? On top of the bunker? **A.** No to all. {MMP}

386. **56.81** Units are allowed to advance into a bunker in an adjacent hex during the Advance Phase. Does this hold true if enemy units are on top of the bunker? **A.** No - they would have to engage the enemy units outside the bunker in Close Combat. {COI4-69} {COD-105}

387. **56.83** Can units on top of a bunker fire at units inside?
A. No. {14.6-34} {COI4-69}

UPPER LEVEL BUILDINGS

388. **57.1** Since a multi-story building is "2 hexes in 1" must mines be specified as being on the first or second level? **A.** Yes, by the way mines in buildings are considered booby traps. {14.6-34} {COI4-69}

389. **57.2** How is rule 8.6 (forming fire groups from adjacent hexes) affected by the Upper Level differentiation? **A.** Units on different levels are considered adjacent for purposes of forming Fire Groups only if the chain of adjacent hexes is connected by a stairway hex occupied on both levels. {SL4-40}

390. **57.4** Rule 57.4 states that a unit can advance from an adjacent hex up a staircase (i.e. from 1F3 ground level to 1G3 1st level). Can a unit in a staircase hex advance up or down and into an adjacent hex? **A.** Yes. {BT}

391. **57.81** Can a flamethrower fire through a wheatfield hex to an upper story building, thus affecting units beneath the target hex to which the flamethrower does not have a LOS? **A.** Yes, but the effect on the lower floor target is treated as Area Fire and a fire in the upper story hex would not necessarily result in a fire in the lower hex, although it would be subject to spreading fire. {COI4-69}

392. **57.9** Can this special movement be applied in hex 1X4 where there is no outer wall? **A.** No. {15.2-34} {COI4-69}

393. **57.91** Can 57.91 be used for routs? **A.** No. {OAF}

RUBBLE

394. **58. & 59.** Can fire start in a rubble hex? **A.** Yes. {KM}

395. **58.1 & 59.3** If an offboard FFE or a HE attack results in a KIA against a target in a building hex, is that hex always turned into a rubble or set on fire? **A.** It always becomes rubble, and might also catch fire. {KM}

396. **58.1** See 136.2 & 58.1

397. **58.2** According to Rule 58.2 a vehicle may not enter a rubble hex, but according to Question 58.4 on Page 69 this is possible, which is correct? **A.** Rule 58.2 should state that non-tracked vehicles may not enter rubble. {KM}

398. **58.4** Can halftracks move through wood rubble? **A.** Yes, but armored cars cannot. Once rubble is created, any tracked vehicle may enter it, even if it was a stone building at one time. {COI4-69}

399. **58.4** If an AFV is immobilized attempting to move into a wooden building, is the house reduced to rubble? May a second AFV attempt to enter? Can an immobilized AFV in a rubble hex change its Turret Covered Arc? **A:** Yes. No. No. {COI4-69} {COD-105}

FIRE

400. **59.** See 58. & 59.

401. **59.1** According to rule 59.1 fire affects all levels in a building, how does this concur with Question 57.81 on Page 69 which states that fire in the upper level not necessarily results in a fire in the lower level? **A.** The question deals with a specific case that is handled in a different way. {KM}

59.2 & 59.4 If an AFV is destroyed by a flamethrower, is a fire created and subject to spreading? **A.** No. {MMP} [Note this replaces a previous answer to the same question].

402. **59.3** See 58.1 & 59.3

403. **59.4** Does a hex adjacent to two or more fire hexes have to roll for spreading fire more than once per Advancing Fire Phase? **A.** No. {COI4-69}

404. **59.4 & 67.12** Can the fire spread if the burning vehicle is in a forest-road hex, an orchard hex, or moving around an obstacle in the same hex via By-Pass Movement (112)? **A.** Yes, forest-road and orchard are treated as woods hexes with a special -2 TO SPREAD DRM. {COI4-69}

405. **59.5** What happens to Victory Conditions which cite occupation of a building when that building catches fire? **A.** The building is considered "occupied" for victory purposes by the side which did not cause the fire. {COI4-69}

406. **59.6** What happens to an AFV caught in a fire hex by Spreading Fire? **A.** It must leave the hex during its next Movement Phase or be eliminated. {COI4-69}

407. **59.6** Can tanks enter a fire hex? **A.** No - they may leave a fire hex but they may not enter one even if surrounded by fire hexes. {COD-105}

408. **59.6** See 20.8 & 59.6

RIVER CROSSINGS

409. **60.2** What happens in Scenario 11 to American units which attempt to land on hidden German units on the shore line? **A.** They are eliminated. {14.6-34} {COI4-69}

ROADBLOCKS

410. **62.4** Must the demo charge attack be in the hex containing the roadblock counter? **A.** Yes. {14.6-34} {COI4-69}

411. **62.5** Can roadblocks be hidden from view using the Hidden Initial Placement rule? **A.** Only so long as no enemy unit has a LOS to the hex containing the roadblock. {COI4-69}

ON BOARD ARTILLERY

412. **63. & 57.4** Can a squad/crew move in the Movement Phase to a gun (that didn't move in the Movement Phase) and fire that gun in the Advancing Fire Phase?, and if so are there any TO HIT DRMs? **A.** Yes. +2. {KM}

413. **63. & 48.9** What are the stacking limits for the various types of guns?

A. Two of any combination per hex. {COI4-69}

414. **63.16** What column is used for resolution of 76.2, 105 and 130mm HEAT attacks? **A.** 75H for the former, 100H for the latter two. {COI4-69}
415. **63.16** When an AFVs turret fires outside of its covered arc, is the parenthesized fire value of its main armament affected? How? **A.** Yes. See 144.46 of GI - add the TO HIT DRMs to the IFT roll. {OAF}
416. **63.16 & 64.45 & Supp. K** If an AFV that has an Infantry Fire equivalent "runs out of" HE rounds, while using Supp. Rule K, can it still use it on the IFT? **A.** No. {KM}
417. **63.16 & 64.45 & 95.** May ordnance with a parenthesized IFT equivalent use sustained fire? Can spraying fire (63.23) also use sustained fire? **A.** No. No. {COI4-69}{COD-105}
418. **63.18 & 63.3** Can a gun firing indirect ever break down? **A.** Yes - on effect dice rolls. {OAF}
419. **63.22** Is the gun broken if a 12 is rolled on a smoke attempt? **A.** Yes. {OAF}
420. **63.22** If there is no unit in the target hex and the TO HIT roll is larger than the smoke depletion number, can the gun fire elsewhere, in the same phase, using AP or HE, as appropriate? **A.** No. {OAF}
421. **63.22** See 24. & 63.22
422. **63.22 & 64.7** If a gun tries to fire smoke on a hex containing friendly units but exceeds its smoke depletion number, can it opt for a "no effect" result as opposed to using HE or AP ammunition? **A.** Yes, and it would not count as a Fire Mission. {17.2-46}
423. **63.23** May an AA Gun using Spraying Fire fire its Infantry firepower equivalent into just part of the 3 hex cluster if part of the 3 hex cluster is blocked by LOS obstruction? Friendly troops? **A.** Yes. No. {COI3-69}
424. **63.23 & 99.34** May flak guns or guns with a firepower equivalency use "spraying" fire at descending parachutists? **A.** No. {COD-105}{OAF}
425. **63.24** When firing direct, is the leftward IFT column used with both infantry and armored targets? **A.** Yes. {COD-105}
426. **63.24** See 46.54 & 63.24
427. **63.24 & 63.31** Do indirect-firing mortars which happen to have a LOS to their target use SR/FFE counters? **A.** No - although such weapons use "indirect fire" trajectory, their attacks are still resolved as direct fire using the TO HIT table for each "shot" of the direct fire rate of fire. Misses are ignored. {17.2-46}
428. **63.31** May mortars, etc., fire indirect if they have a LOS to an enemy unit but meet all other criteria for indirect fire? **A.** Yes. {COD-105}
429. **63.32** May on-board artillery move and still remain in radio contact with a leader? **A.** No. {COI4-69}
430. **63.32** According to rule 63.32 a leader can direct indirect-fire from two adjacent hexes and according to Question 63 & 48.9 on Page 60 two guns may stack together in a hex, does this mean that a leader could direct both guns in both hexes for a total of four guns in the same turn? **A.** No. He can direct a maximum of 2 guns, both of which must be in the same hex. {KM}
431. **63.32** For on-board guns using indirect fire, can a SR be placed and left while the spotter performs other functions, including spotting for a second weapon, provided the initial weapon neither moves or fires from the time the SR is placed? **A.** No. {OAF}
432. **63.34** Can on-board artillery fire harassing fire? **A.** No. {OAF}
433. **63.34** Would mortars and other guns utilizing Indirect Fire at targets outside their Covered Arc have to change their Covered Arc when they fire? **A.** Yes, but there is no DRM detriment for having done so as long as the fire is indirect. {COI4-69}
434. **63.38 & 64.9** Does a BISON using indirect fire run out of ammo on a FFE dice roll of 11 or 12? **A.** Yes. {OAF}
435. **63.39 & 66.1** Can an AFV be immobilized by indirect artillery fire? **A.** Yes. {COD-105}
436. **63.39 & 68.2** How do you resolve a Critical Hit by a mortar on an AFV? **A.** Use the IFT with both the Critical hit and 46.54 DRMs vs. rear armor. {17.2-46}
437. **63.4** Can ordnance larger than 40mm be moved one hex in the Movement Phase? **A.** Yes. {KM}
438. **63.4 & 48.4** Can guns larger than 40mm and which are not mortars be moved as per Rule 48.4? **A.** Yes. {KM}
439. **63.41** How could a 360-degree mounted, or 100mm+ gun ever be hooked or unhooked for towing given 48.64's prohibition occupying the same hex at the end of a Movement Phase unless already in tow? **A.** The gun is considered in tow even though the vehicle may not move at all during the Movement Phase. At the start of the next Movement Phase, the gun may be towed or pushed away or the vehicle withdrawn, according to the situation. {COI4-69}
440. **63.41** Does a crew engaged in hooking or unhooking a gun from tow or pushing it to a new hex (during defensive fire) get the benefit of any gun shield crew protection factor? **A.** No, and furthermore, the crew is considered exposed to enemy fire from all directions, and subject to the -2 DRM for moving in the open (if in an open ground hex) during all Fire Phases. If an armored halftrack was performing the tow, however, the +1 DRM for being beneath an AFV would also apply. {COI4-69}
441. **63.42** Why can't 76-82mm mortars be carried by infantry? **A.** They can move slightly under the provision of 48.4 but allowing them to be carried further like a light mortar allows too much mobility, considering the assembly and ammunition portage accompaniment required for the tube to be put into action again. {COD-105}
442. **63.45** Can an M10 fire twice, indirectly, in the same player turn? **A.** No. {15.2-34}
443. **63.45 & 48.4** Can an AT Gun of 40mm size or less be pushed uphill one hex? **A.** Yes. {COI4-69}
444. **63.45** What rules govern the infantry movement of a 76-82mm mortar? **A.** 48.4. {COD-105}
445. **63.46 & 139.5** May small AA guns fire vs. planes while in buildings? **A.** No, but any AA guns may fire from a rubble hex. {COD-105}
446. **63.5** See 48.2 & 63.5
447. **63.51** A crew, leader, and AT Gun are fired on through the gun's Covered Arc. Does the leader receive the +2 DRM benefit of the gun shield? **A.** No - gun shields protect only the crew of the weapon. {COI4-69}
448. **63.51** Could a gun shield protect units in the same hex other than the crew manning the gun? **A.** No. {COD-105}
449. **63.51** See 18.2 & 63.51
450. **63.6** May leaders use their leadership DRM to affect mortar fire? **A.** Only for light mortars (60mm or less) and only on the TO HIT Table when used in direct fire. {COD-105}
451. **63.6** If two or more leaders operate a 60mm or smaller mortar, full rate of fire is allowed. Does this mean that they can fire with full effect on the IFT instead of

AREA Fire if firing indirectly? A. Yes. {KM}

452. **63.6** See 39.1, 66.3 & 79.

453. **63.75** If a rocket launcher fires part of its rockets, can it be reloaded before it fires the remainder? A. Yes, but the reloading time remains the same regardless of the actual number of tubes to be reloaded. {COD-105}

454. **63.8** Would this DRM apply to the HE Ammunition section of the AFV kill table? A. Yes. {COD-105}

455. **63.9** If a gun with a gun shield is destroyed, is it removed immediately from play so that subsequent fire versus the crew does not receive the benefit of DRMs from the gun shield? A. Yes. {COI4-69}

456. **63.9** Do the height advantage, critical hit, and range effects on penetration AFV TO KILL DRM's apply? A. Only the latter. {COI4-69}

457. **63.9** Does a gunshield's protection affect all incoming fire through the front hexsides of the gun's Covered Arc, or can it only protect the crew from fire originating from a hex within the gun's field of fire? A. The former. {COD-105}

NEW ARMOR CHARACTERISTICS

458. **64.1** Do light mortars get acquisition? A. Yes. {OAF}

459. **64.121** If a tank is allowed to change its vehicular covered arc as well as its turret covered arc during the Defensive Fire Phase, can it also change its vehicular covered arc during the Prep Fire Phase? A. Yes, but the Case E DRM would again apply. Once the tank prep fires, it may not change its vehicular or turret Covered Arc during the following Movement Phase. {COI4-69}

460. **64.123** If the vehicular covered arc is changed, doesn't the Turret Covered Arc automatically change also? A. Yes - the DRMs described in 63.121 & 63.123 would then apply. {COD-105}

461. **64.4** Can AFVs without main armaments or with malfunctioning main armament use their MG factors to kill or pre-42 immobilize another AFV? A. Yes. {OAF}

462. **64.4** See 35. & 72.8 & 64.44

463. **64.4** See 101.411 & 64.44

464. **64.42** See 34.7 & 64.42

465. **64.43** May a passenger on a tank fire the tank's AA MG factor? A. No. {COI4-69}

466. **64.44** What happens if an already immobilized tank with a CE leader receives a KIA on the IFT? A. After the stun effect wears off, the crew must abandon the vehicle as per 39.2. {17.2-46}

467. **64.44** Can vehicles which have been "stunned" ever regain CE status? A. Only if a new crew is taken aboard. {COI4-69}

468. **64.44** May an AFV fire with the benefit of the CE counter in its Prep Fire Phase and remove the counter in the Movement Phase without the defender getting a shot at the CE? A. No, if the CE status is used in determining a hit, the CE would be subject to defensive fire during the following Defensive Fire Phase, even if the CE counter is removed at the start of the Movement Phase. {COI4-69}

469. **64.44** Is the Crew Exposed counter placed at the beginning or end of the Movement Phase for defensive fire purposes? A. At any time during the Movement Phase, remember that the Defensive Fire & Movement Phases are actually simultaneous. It is only for convenience's sake that one is listed as occurring after the other. {COD-105}

470. **64.44** If a CE counter is placed on a tank during the Movement Phase, is fire from its AAMG halved during the following Advancing Fire Phase? A. No, placement of CE status does not constitute movement for purposes of determining Moving Fire. {COD-105}

471. **64.44** Does a "stun" result affect a halftrack any differently than a tank? A. No... the prohibition against movement and fire of the affected armament remains the same. Note, however, that other non-exposed armament that can fire later may do so with a +1 Effects DRM instead of TO HIT modifiers in the case of MGs. {COD-105}

472. **64.44** Must passengers in halftracks and the inherent crews of halftracks with AA MGs go CE during their Movement or Advance Phase like other AFV or solely when they use their firepower? A. They must go CE during their Movement or Advance Phase to fire. {OAF}

473. **64.44 & 16.7** Does defensive fire against CE crew in an AFV have to be resolved before the vehicle moves into another hex? A. Yes, furthermore, the CE would not be subject to the -2 DRM for moving in the open. {COI4-69}

474. **64.44 & 47.8** How do the new CE rules affect the actual breaking of AFV crews? A. Crews which fail Morale Checks brought about by CE status are stunned, not broken. The only time a crew can

break while in an AFV is as a result of direct fire from a higher elevation against the entire crew of an open-topped AFV or against an unarmored vehicle such as the rear of a Weeps. Note that a stun result would have no effect on exposed passengers. {COI4-70}

475. **64.44 & 72.1** Assume a halftrack is about to make an Overrun attack with its own armament and that of its squad passenger. The unit being overrun passes his Pre-AFV Attack Morale Check, and fires Point Blank at the CE crew and passengers in the last hex occupied by the AFV prior to the Overrun, adds the +2 DRM and gets an M result. What are the possible consequences? A. Both the crew and the squad must take Morale Checks. If the crew fails the MC, it is not broken, but stunned, and the halftrack may not move or fire and therefore cannot carry out its Overrun. The squad could still fire at no detriment. If the squad fails its MC, the Overrun must again be cancelled (47.9) because the halftrack may not advance toward the enemy until the broken infantry rallies or leaves the vehicle. {COI4-70}

476. **64.44 & 79. & 135.** If a vehicle is forced to leave the playing area as per 64.44, would it have to roll for Excessive speed breakdown? Would it have to use a motion counter in order to move off the playing area at top speed? A. No. Yes. {KM}

477. **64.44 & 131.** May a shocked or stunned AFV crew voluntarily abandon its vehicle? A. Yes. {COD-105}

478. **64.45** See 63.16 & 64.45 & Sup. K

479. **64.45** See 63.16 & 64.45 & 95.

480. **64.47** Does an AFV using its parenthesized IFT equivalent incur any penalty for being buttoned up? A. No - such restrictions are already built into AFV MG factors which are generally smaller than their open field infantry equivalent. {COD-105}

481. **64.5** Can the NBA be used during an Overrun? A. No. {COI4-70}

482. **64.53** See 86.7 & 64.53

483. **64.7** See 63.22 & 64.7

484. **64.9** See 63.38 & 64.9

IMMOBILIZATION BY FIRE

485. **66.** What happens if a crew is attempting to repair an AFV and that AFV is hit by AP-rounds but not destroyed?, Hit with AP-rounds and destroyed?, Hit with HE-rounds against the vehicle itself? A.??? What's your point? I don't understand. (My point was if the crew (attempting

repair) was affected in any way if the vehicle was hit.) {KM}

486. **66.1** Can a Critical Hit to the side or rear result in a random immobilization? **A.** No. {OAF}
487. **66.1 & 36.24** Does an enemy squad remain in the Close Combat hex with an AFV after immobilizing it in Close Combat? If it immobilizes an already immobilized AFV, is it destroyed instead? **A.** No. Yes. {COI4-70}
488. **66.1** See 63.39 & 66.1
489. **66.1 & 66.2** If an AFV succeeds in deliberately immobilizing an AFV and later scores another immobilizing hit is the AFV destroyed? **A.** Only if the second immobilizing hit is scored via Random Immobilization - not Deliberate Immobilization. Of course, any immobilized vehicle hit by AT weaponry must take a Morale Check. {COD-105}
490. **66.24 & 88.1** May ATR attempt Deliberate Immobilization? **A.** Yes. {COD-105}
491. **66.24 & 88. & 66.1** May ATR attempt Deliberate Immobilization and could an attack with an ATR result in Random Immobilization? **A.** Yes to both. {KM}
492. **66.3** Could two or more crews attempt repair with increased odds or extra dice rolls; could one crew fire an AFVs armament while another attempts repair? **A.** No; No. {COI4-70}
493. **66.3** Do Americans alter the repair of immobilization rules any? **A.** No. {COI4-70}
494. **66.3** May a crew attempt to repair a gun (or gun and MG) and an Immobilization in the same Rally Phase? **A.** Yes, but a separate die roll is used for each repair attempt. {COI4-70}
495. **66.3** See 39.9 & 66.3 & 66.4
496. **66.4 & 144.97** If an AFV is hit and killed by armor or ordnance, is the crew which has been attempting repair of immobilization eliminated, or is it still subject to the crew survival dice roll? **A.** It is subject to the CS roll. {OAF}
497. **66.4** See 39.9 & 66.3 & 66.4
498. **66.4** See 47.4 & 66.44

BURNING AFVs

499. **67.** Could a vehicle enter a hex which contains a burning wreck? **A.** Yes. {KM}
500. **67.** Would a vehicle with a flamethrower (e.g. T34/ATO-41) "catch fire" more

easily if eliminated? **A.** It does in ASL. {KM}

501. **67.1** If an AFV is destroyed in Close Combat by a final dice roll less than or equal to half the units' firepower, is the AFV considered ablaze? **A.** Yes - the infantry firepower plus any Close Combat DRMs yields the AFV Kill Number. {COD-105}
502. **67.12** See 59.4 & 67.12
503. **67.5** See 49. & 67.5

CRITICAL HITS

504. **68.2** See 63.39 & 68.2
505. **68.3** Which armor DRM apply if both front and side/rear are negative? **A.** Side/rear. {KM}

TARGET ACQUISITION

506. **69.** Does a building constitute a target for target acquisition purposes? Does a bridge? **A.** No (unless the Advanced To Hit Table is in effect [145.4]). Yes. {MMP}
507. **69.1** May target acquisition be used to direct fire at an empty hex? **A.** No, but it could be used to fire at a potential target within the hex, such as a bridge, and in that way, increase hit probability against units
508. which might enter that target. {COI4-70}
509. **69.3** Is target acquisition lost if the acquired target moves out of LOS during its own Movement Phase, then back into the same acquired hex during the Advance Phase? **A.** Yes. {MMP}
510. **69.3** Assume a gun fires at infantry in a hex during defensive fire and acquires them. If all the units that were targeted by that fire then advance out of the hex and are replaced by other infantry units advancing into it, is the acquisition maintained on the new occupants of the hex? Must the acquisition follow the previous occupants? Is the acquisition lost altogether if the previous occupants move out of LOS? **A.** No. Yes. Yes. {MMP}

511. **69.6** Assume a tank has fired on and acquired a stack of infantry units. What happens when that stack splits up and moves into different hexes? **A.** The tank may retain its "acquired" status on one or more component parts of the stack which remains in its LOS and in the same hex - it may not retain acquired status against more than one hex at a time. {COI4-70}

512. **69.7** In my defensive fire, I hit on the To Hit table but had no effect on an enemy squad in a building. The enemy squad did not fire, move, etc., so picked up a concealment counter. Is the enemy squad

acquired for my prep fire shot at him? **A.** No. {OAF}

513. **69.8** Do DRMs for cases O and P apply to moving firer as well, or are they already factored into the DRM for case C? **A.** The latter. {COI4-70}
514. **69.8 & 82.3** A tracked vehicle crossing a wall or hedge hexside from a hex out of LOS into an open ground hex in LOS expends how many MPs in the firer's LOS? **A.** 2. {COI4-70}
515. **69.8** If an infantry unit is unloaded from a hex out of the LOS of an enemy unit into a hex in the unit's LOS, how many MFs is the unit considered to spend in the LOS of the enemy? **A.** 1 - Case O would apply. {COD-105}
516. **69.83 & 16.7** Suppose an AT Gun stops an enemy vehicle in a hex for purposes of Defensive Fire...must the moving player state whether he will continue his move out of that hex before the AT Gun decides to fire? **A.** Yes. {COI4-70}

517. **69.83** See 80.2 & 69.83

518. **69.85** Suppose a vehicle expends more than 1/4 of its MPs in one hex. May a gun with multiple ROF fire twice at it in that hex? **A.** Yes, however, if the vehicle spends less than 1/2 its MPs in that hex the first shot may be subject to TO HIT modifiers O and/or P because the firer must calculate the number of MPs expended at the point of the first shot - leaving sufficient MP expenditure in that hex equaling 1/4 of its MP allotment to allow a second shot in the same hex. Example: A tank with 10 MP expends 5 moving up a hill. A fourth of its MP allowance would be 2.5 - thus the first TO HIT attempt versus it would take place at the 2.5 MP mark and be modified by Cases J and P. The second shot would be affected only by case J. {COD-105}

REVERSE MOVEMENT

519. **71.1** What is the cost of a Russian AFV moving backwards up an otherwise open ground hill hex? **A.** 4 x [4 MP + COT (1)] = 20. An AFV may always move one hex, however, so it could move up the hill in reverse without sufficient MPs provided it only moves one hex. {COI4-70}
520. **71.1 & 41.4** Can a vehicle use Reverse Movement in forest-road hexes? **A.** Yes...Reverse Movement and reversing direction are two different actions...the latter referring to a change of Covered Arc. {COI4-70}

521. **71.1 & 112.2** What is the cost of reverse movement while using bypass movement? **A.** 8 x normal cost (4 x for armored cars) per hexside reversed. Note that a vehicle

could always reverse one hexside regardless of MP cost. {COD-105}

522. **71.3 & 71.4** If a vehicle has reversed and changed gears for forward movement, must it pay a 2 MP penalty for changing its vehicle covered arc? **A.** Only if the vehicle actually changes its covered arc. {MMP}
523. **71.4** See 71.3 & 71.4

ADVANCED OVERRUN & CLOSE COMBAT

524. **72.1** What effect would cannister or spraying fire weapons have on an Overrun? **A.** They can't be used during an Overrun. The entire firepower equivalent of 'spraying fire' guns is used instead. {COD-105}
525. **72.1** See 64.44 & 72.1
526. **72.2** Are MGs used during an Overrun susceptible to breakdown? **A.** No - immobilization and destruction of the AFV (72.5 & 72.6) replace all armament breakdown possibilities. {COI4-70}
527. **72.2** Suppose a halftrack without functioning armament but carrying a squad attempts an Overrun, but the squad breaks as a result of Defensive Fire before the Overrun. Can the halftrack still overrun with a base firepower of 4? **A.** No, that would constitute an advance with a broken unit. Were there no broken unit involved, the halftrack could move through the intended target hex but could not attack. {COI4-70}
528. **72.4 & 92.81** Do cavalry suffer in effectiveness while charging in a wheatfield? **A.** Yes, their attack factor is 5 and the DRM is -1. {COI4-70}
529. **72.4 & 102.1** May an AFV use its flame thrower in an Overrun? If so, do 22.1-22.3 apply unchanged? **A.** Yes, Yes - the Overrun would have two attack dice rolls - one for the flamethrower alone at full strength; another for any remaining weapons halved or quartered as need be and added to the Overrun base firepower of 4. Note that the flamethrower would be subject to permanent breakdown on its attack dice roll while the vehicle itself would be subject to appropriate Overrun penalties only on the other attack dice roll. {COD-105}
530. **72.5** See 35.8 & 38.3 & 72.5
531. **72.6 & 72.81** Is a non-buttoned up tank considered an open-topped AFV in 72.6 as it is in 72.81? **A.** No - non-buttoned up tanks are considered open topped in Close Combat only. {COI4-70}
532. **72.7** See 35. & 72.7 & 39.9

533. **72.8** How do you figure odds for Close Combat attacks with armor? **A.** AFV fire is limited to AA MG factors manned with a CE counter (EXCEPTION: Hetzer) and/or Russian rear turret MG factors and is resolved on the Close Combat Table (20.3) in the normal manner. Infantry attacking in Close Combat must still roll equal to their firepower, but are eligible for the favorable DRMs listed in 72.81 and 72.82. {COI4-70}

534. **72.8** See 35. & 72.8 & 64.44

535. **72.8 & 35.** When an AFV is making an overrun is the overrun conducted immediately when it enters the target hex?, or could defensive fire be directed against the AFV in the target hex before the overrun is resolved? **A.** Yes. No. {KM}

536. **72.81** When close assaulting a stunned AFV, is that AFV buttoned up? **A.** No. {COI4-70}

537. **72.81** See 97.52 & 72.81

538. **72.82** Is a stunned vehicle considered without manned functioning MGs for purposes of Close Combat? **A.** Yes. {COI4-70}

539. **72.85** Suppose three squads are attacking a halftrack in Close Combat with the order of attack determined as two squads, then the halftrack, and finally the third squad. Could the halftrack choose to limit its attack to the third squad which has yet to attack? **A.** Yes, provided it designates this attack at the outset (see 20.4). {COD-105}

DOUBLE TIME MOVEMENT

540. **73.1** May a unit take the one additional hex movement on roads without using Double Time Movement? **A.** Yes. {COI4-70}

541. **73.1** See 111.87 & 73.1

542. **73.1** See 114.3 & 73.1

543. **73.4** See 53.4 & 73.4

544. **73.5** Does a double timing target in a woods hex have a total terrain effects modifier of 0 (-1 for double time, +1 for woods)? Does the -2 DRM for moving in the open apply to double timing units? **A.** Yes. Yes. {COI4-70}

545. **73.5** See 20.4 & 73.5

546. **73.9** Can berserkers carry support weapons? **A.** No. {COI4-70}

547. **73.9** Rule 73.9 states that berserk units must use double-time movement when charging an enemy position. Can a berserker therefore use advancing fire

once double-time movement is completed? **A.** No. {OAF}

548. **73.9 & 20.** When using rule 73, does a berserk unit always have a -1 DRM to all Close Combat made against it? **A.** Yes. {COI4-70}

549. **73.9 & 110.3** Rule 73.9 states that berserk units must always double-time when moving, and rule 110.3 states berserk units, when charging through open terrain, are subject to the normal -2 DRM as well as an additional -1 DRM. Is this -1 DRM applicable only to berserkers? **A.** Yes. {OAF}

ALLIED TROOPS

550. **74.** Can allied troops form fire groups and conduct Close Combat together? If so, are there any penalties? **A.** Yes. No. {KM}

551. **74.2** Are the leadership modifiers of leaders subject to reduction of effect when directing other types of troops...such as cavalry leaders rallying paratroops of the same nationality?

- A.** No, with the exception of SS (83.7), partisan, and armor (76.4) leaders, any leader of a nationality has full effect on other troops of that nationality. {COI4-70}

MARSH

552. **75.4** See 22.1 & 75.4

ARMOR LEADERS

553. **76.6** Can armor leaders modify the TO HIT dice roll of the main gun and affect the AA MG as well in the same fire phase? **A.** No. {COI4-70}

554. **76.6** Can non-armor leaders modify the repair attempt dice rolls of infantry support weapons? **A.** No. {COI4-70}

555. **76.6** Does an armor leader's modifier apply to the main armament if buttoned up, and close combat order of attack and resolution? **A.** Yes. {17.2-46}

556. **76.6** Do armor leaders modify the coaxial MG in one-man turret tanks? **A.** No. {OAF}

- 557. 76.6 states that an armor leader can apply his modifier to direct the TO HIT roll of an AFV's main armament. If the AFV's main armament is an Infantry Firepower Equivalent (IFE) weapon, may the armor leader apply his leadership modifier to the IFE IFT results - in effect directing the accuracy/effectiveness of the IFE main armament? Or may an armor leader only apply his modifier to TO HIT rolls for the (IFE) main armament when not using IFE IFT? A. No. Yes. {MMP}**

ARMOR HEIGHT ADVANTAGES

558. **77.1** Can an AFV be considered hull down behind a cliff hexside? **A.** Yes. {COI4-70}

559. **77.2** Is the +5 DRM for a Russian tank firing without a crest counter in addition to a +5 DRM for moving in the Movement Phase if the tank moved during the preceding Movement Phase? **A.** Yes. {COI4-70}

560. 77.2 Are armed half-tracks, including those mounting ordnance weapons such as the SPW 250/9, considered hull down in a crest hex from which they have fired at a target at least two elevations lower? **A.** No. {MMP}

561. **77.2 & 77.22** In 77.2 it is stated that return fire through the covered arc is not against a "hull down" target, is this covered arc the Turret Covered Arc as in 77.22? **A.** Yes. {KM}

562. **77.21** Can a crest counter be placed on an AFV at the edge of a cliff hexside? **A.** Yes. {COD-105}

563. **77.3 & 48.1** Does firing with a two level height advantage against an AT Gun incur any additional advantage? **A.** No. {COI4-70}

564. **77.4** See 103.1 & 77.4

BORE SIGHTING

565. **78.** When using Bore Sighting, does an AA Gun sight in on one hex or three adjacent hexes for Spraying Fire? **A.** One, but the -2 DRM applying to all hexes hit by the Spraying Fire. {COI4-70}

566. 78. If an attacker rolls a dice roll sufficiently low to Hit an opponent's unit without applying the bore-sighting DRM, does he need to reveal the boresighted hex? **A.** No. {MMP}

78. If an attacker rolls a dice roll sufficiently high to miss/result in no effect on a opponent's unit even after applying the bore-sighting DRM, does he need to reveal the boresighted hex? **A.** No. {MMP}

78. May a player forego a Hit/accept a lesser (or no) effect on the IFT in order not to reveal a bore-sighted hex? **A.** No. {MMP}

567. **78.2** Assume two squads in the initial placement hex with a MMG and one of them breaks. Is the bore sighting advantage still lost? **A.** Yes, barring use of rules indicating possession of support weapons within a hex (see 5.7 on pg. 67). {17.2-46}

568. **78.3** If you boresight a building hex do you get the boresight advantage for all

levels of that building hex? **A.** No - only one. {COD-105}

569. **78.4** Does a MMG or HMG derive any benefit from firing at a pre-targeted hex if the attack is resolved on the AFV KILL Table? **A.** No. {COI4-70}

570. **78.5** Could an on-board gun with indirect fire capability bore-sight one hex for indirect fire and another for direct fire? Could it bore-sight one hex for both indirect and direct fire? **A.** Yes to both. {KM}

EXCESSIVE SPEED BREAKDOWN

571. **79.** See 39.1, 66.3 & 79.

572. **79.** See 64.44 & 79. & 135.

573. **79.1** Does a wheeled vehicle roll for excessive speed breakdown or can it use it to exceed its printed movement? **A.** No. {COD-105}

574. **79.1** See 31.7 & 79.1

575. **79.3** Must these vehicles roll once after using 2/3 of their MPs and once again after using their full MP allowance? **A.** No. {KM}

GULLIES

576. **80.2 & 69.83** A tank leaves a gully hex and moves into an open ground hex where it is seen for the first time and fired on...did it expend 1 MP or 5 MP in the open ground hex? **A.** 5. {COI4-70}

577. **80.3** Can a LOS be traced from one gully hex to another non-adjacent gully hex under any circumstances? **A.** No. {COI4-70}

578. **80.31** If an AFV in a gully hex fires at another vehicle in an adjacent non-gully hex, is the higher vehicle considered hull-down? **A.** No...(77.1), the higher vehicle must have a two level height advantage to be considered hull down. {COI4-70}

579. **80.41** Does a unit on a bridge firing beneath the bridge or into an adjacent gully hex have any height advantages? **A.** No. {COI4-70}

580. **80.411** Would HE fire effect against a bridge from an adjacent hex be doubled as Point Blank Fire? Can both the bridge and units on it be fired on simultaneously? **A.** Yes; the bridge and any units on it are separate targets for the purposes of direct fire, but all indirect fire affects both the bridge and its occupants. The bridge would receive a terrain effects modifier based on its construction (wooden: +2, Stone: +3) but units on it would not. If the bridge is destroyed, any units underneath it are also eliminated. {COI4-70}

581. **80.411** If a bridge is destroyed are all units on the bridge and under it destroyed?, Even armor?, and if so could they roll for Crew Survival? **A.** Yes. Yes. No. {KM}

582. **80.42** Is a ford considered ground level or level -1 for LOS purposes? **A.** The only difference between a ford and a gully hex are the exit costs - therefore, the ford is at -1 elevation level. {COI4-70}

FOREST-ROAD HEXES

583. **81. & 102.** Does a burning forest-road hex prevent units from moving into the hex along the road in that hex? **A.** Yes, fire in an obstacle would also prevent bypass movement in that hex. {17.2-46}

584. **81.2** If passengers on AFVs in a forest-road hex are fired upon, do they receive the +1 DRM for the woods in addition to the cover afforded by the AFV? **A.** Yes, even if the LOS does not cross a green woods symbol. {COI4-70}

585. **81.2** Would the strength of an Overrunning AFV in a forest-road hex be halved, and would it be more susceptible to immobilization? **A.** Yes, except against soft vehicles; yes. {COI4-70}

586. **81.22** Would a unit moving in a forest-road hex be subject to the -2 DRM for moving in the open? **A.** Only if the LOS is free of green woods symbols and the target has moved into the hex utilizing the road movement rate. {COI4-70}

ADVANCED LOS TERRAIN CHANGES

587. **82.3** See 69.8 & 82.3

SS UNITS

588. **83.3 & 12.22** Assume an SS squad (or any unit with a different morale factor when broken) must make a double morale check due to a broken leader in the same hex; is the "normal" MC taken at the unbroken morale level (8), or if already broken by the combat MC - at the broken morale level (9)? **A.** The "normal" MC would be at the unbroken morale level regardless of the result of the combat MC. {COI4-70}

PANZERSCHRECK

589. **85.1** Could a squad fire a combination of bazookas, panzerschreck, and panzerfausts in the same Fire Phase? **A.** No...such a mixture of weaponry would constitute more than one type of support weapon (5.7). {COI4-70}

ANTI-TANK MAGNETIC MINES

590. **86.31** Must an overrun infantry unit pass a Pre-AFV Attack Morale Check in order to place an ATM? **A.** No. {COI4-70}

591. **86.31** May infantry attempt to place an ATM and also use its inherent infantry anti-tank capabilities in the same player turn? **A.** No. {COI4-70}

592. **86.7 & 64.53** Suppose several squads advanced into a hex occupied by an AFV with a Close Defense weapon system. If one of them has an ATM, can its attack be resolved before the tank gets a chance to resolve its NbW attack? **A.** Only if the unit using the ATM had a lower “order of attack” dice roll than the AFV, thus allowing it to attack first. In such a situation, the attacker should designate which unit is carrying the ATM before the order of attack dice roll. {COI4-70}
- ANTI-TANK RIFLES**
593. **88.** See 66.24 & 88. & 66.1
594. **88.1** See 66.24 & 88.1
- PRISONERS**
595. **89.** May inherent horse handlers, vehicle drivers and other such individuals ever guard any number of prisoners? **A.** No. {OAF}
596. **89.1** Does a leader receive Elan points for directing a unit which captures an enemy squad?
A. Yes - it receives double the normal allotment it normally receives for eliminating an enemy squad (6 for Close Combat capture, 2 for Rout Phase captures). {17.2-46}
597. **89.2** If broken units with no chance of rally (no leaders present), are at the end of the board completely behind a line of enemy forces at the end of a scenario, can they be considered prisoner? **A.** No. {COI4-70}
598. **89.21** The Elan Point schedule for Campaign Game Armor Leaders lists points for capture of enemy infantry but vehicles can't capture infantry. **A.** True, but they can cause the capture if infantry are adjacent and the Overrun attack causes a unit to break. Note the armor leader would only get credit for the capture if it occurred in the same player turn as the Overrun. {COD-105}
599. **89.22 & 20.9** If a broken unit is advanced onto by an enemy unit can it be captured or eliminated at the advancing player's option? **A.** Yes, unless the advancing unit is berserk. Then it would have to be eliminated. {COD-105}
600. **89.23** May infantry in Close Combat attempt to capture an occupied opposing AFV? **A.** No. {COD-105}
601. **89.3** See 20.81 & 89.3
602. **89.6** Can mounted cavalry guard prisoners? **A.** Yes, but their movement rate is limited to the unmounted movement rate of the cavalry. {COI4-70}
603. **89.7** May prisoners be forced to double-time? **A.** Yes. {COD-105}
604. **89.8** If a prisoner breaks as a result of fire, is it eliminated? **A.** Yes. Note that if a prisoner goes berserk due to such fire it automatically must enter into Close Combat with any enemy units in the hex at half its combat strength. {COD-105}
605. **89.9** May guards abandon prisoners during melee? **A.** No, abandonment occurs only as an act of physical movement; i.e., in the Movement or Advance Phase. {COD-105}
606. **89.9** May guards abandon prisoners at any point in their or the opponent's move? **A.** No, abandonment is limited to physical departure from the same hex in a friendly Movement or Advance Phase. {COD-105}
- CAPTURED EQUIPMENT AND VEHICLES**
607. **90.** Can captured trucks be repaired? **A.** No. {OAF}
608. **90.** See 51.22 & 90. & 128.
609. **90.** See 104.12 & 90.
610. **90.1** If a German AT Gun is captured by the Russians, does it use the black or red TO HIT numbers? **A.** Red. Ordnance captured by another nationality always uses the red TO HIT numbers. {COI4-70}{COD-74}
611. **90.11 & 90.12** Are special weapons used by unqualified friendly troops permanently eliminated when they break down? **A.** Yes. {COI4-70}
612. **90.12** Do captured Demo Charges and ATMs fail to explode on an effect dice roll 2 less than their normal breakdown number?
A. Yes, captured Demo Charges would acquire a Breakdown Number of 10+. {COI4-70}{COD-74}
613. **90.12** Is the breakdown number of a captured weapon used by a non-elite squad (or non-crew) decreased by 2 twice; once for being captured and once for not being a qualified crew or assault troop? **A.** No - it is decreased only once. {17.2-46}
614. **90.12** See 98.7 & 90.12 & 90.13
615. **90.12** See 136.81 & 90.12
616. **90.13** Does an armor leader DRM apply in a captured tank? **A.** Yes, but the +2 DRM for captured ordnance still applies also, in addition to the captor having to use the red TO HIT numbers if either he or the ordnance ordinarily has to do so. {COD-105}
617. **90.13** Does a captured MG or Demo Charge used against an AFV suffer any penalty other than increased breakdown frequency? **A.** A +2 DRM should apply. {COD-105}
618. **90.13** Can regular squads (e.g. German 4-6-7) man a friendly ATG or other ordnance weapon normally served by a crew, as though it were a captured piece with all penalties involved? **A.** Yes. {OAF}
619. **90.13** Can regular squads man a captured ordnance weapon with two times the captured penalties assessed for normal captured weapons, for example, if a 4-6-7 German squad captures a Russian ATG, can they fire it using a +4 modifier To Hit and a +4 modifier for breakdown, instead of the normal +2 assessed a capturing German crew? **A.** Yes. {OAF}
620. **90.13** See 98.7 & 90.12 & 90.13
621. **90.2** May a vehicle move & still be abandoned or destroyed by its crew? **A.** Yes, providing the vehicle has 2 MPs left prior to the departure of the crew. Note that the crew could only move to the same or a adjacent hex. {COD-105}
622. **90.2 & 90.5** May an armor leader leave his tank, advance to an adjacent hex, and enter another AFV all in the same Advance Phase? **A.** No - a crew may not abandon an AFV during the Advance Phase. {COI4-70}
623. **90.5** May a crew which abandons its AFV reenter it during the Advance Phase of the same player turn? **A.** No. {17.3-46}
624. **90.6** Is it legal to move a captured 60mm or smaller mortar? **A.** Yes. {KM}
625. **90.6** If a gun is captured in tow, may it be moved from the capture hex, and if so may it be moved again if it eventually “un-hooks” in a new hex? **A.** Yes. {KM}
- INFANTRY HEIGHT ADVANTAGE**
626. **91.** Can units rout across open ground if they would receive the +1 Infantry Height Advantage? **A.** Yes. {OAF}
627. **91.1** Does “all fire” include specialized weaponry such as flamethrowers, Demo Charges and bazookas? **A.** Yes. {COI4-70}
- CAVALRY**
628. **92.** Must a firing unit designate if it is firing on a mounted cavalry unit or does his fire affect all of the units in the hex? **A.** His fire affects all unarmored units in the hex, unless he is firing in the Defensive Fire Phase at a moving cavalry unit in which case his fire must be designated as

- being directed at the cavalry or some other target in the hex. {COI4-70}
629. **92.3** Is mounted cavalry in a hex with a friendly AFV considered “under” the AFV?
A. Yes...remember “under” refers to the placement of counters, not the literal position of men beneath a tank hull. The men receive shelter and confidence from the proximity of a friendly AFV - they are not cringing beneath the treads, however. {COI4-70}
630. **92.31** May the 6 MF allowed a horse counter in the turn it is mounted be divided and used both before and after it is mounted? A. Yes, but horses may not move alone during the Movement Phase...they must be accompanied by infantry. {COI4-70}
631. **92.31** May dismounted cavalry use Infantry Doubletime and mount their horses in the same Movement Phase? A. Yes. {COI4-70}
632. **92.4** Could mounted cavalry carrying support weapons move, dismount, and fire those support weapons in the Advancing Fire Phase? A. Yes...at half strength, provided the portage points are not in excess of those listed in 5.74. {COI4-70}
633. **92.5** What happens if a cavalry unit rides into an open ground hex in the defender’s LOS, but the defender does not fire until the rider dismounts? A. The defender’s fire is modified by -2 for the rider and -3 for the horse. {COI4-70}
634. **92.51** Is mounted cavalry, like infantry, immune to the -2 DRM for moving in open while in a wheatfield? A. Yes. {COI4-70}
635. **92.6** May mounted cavalry try to immobilize an adjacent AFV during the Defensive Fire Phase via 36.13? A. No...since mounted cavalry fire is halved, they would have to dismount before they could use 36.13. {COI4-70}
636. **92.6** Should mounted cavalry become involved in a Close Combat, is the cavalry firepower halved as for mounted fire? A. Yes; in addition, any infantry involved in the Close Combat could deduct 1 from their Close Combat dice roll vs. mounted cavalry (92.7). {COI4-70}
637. **92.6 & 92.7** Can cavalry which enter into Close Combat mounted, dismount if it turns into a melee so as to escape its halved firepower and the -1 DRM? A. No. {KM}
638. **92.7** Could an AFV be immobilized by a “12” Overrun attack dice roll if all it attacked was unmounted horses? A. Yes...the handler might get lucky with a grenade. {COI4-70}
639. **92.7 & 92.86** Would fire against charging cavalry still receive the -1 DRM for mounted cavalry? A. Yes. {COI4-70}
640. **92.7 & 92.87** Do shellholes or entrenchments cancel the ‘moving in open’ status of cavalry? A. No. {COD-105}
641. **92.71** What happens to horse counters if they occur in a Close Combat hex, are they eliminated or subject to capture (92.13)? A. Yes. {KM}
642. **92.74** If a mounted cavalry unit goes berserk, must it charge the nearest enemy unit if that enemy unit is not occupying a hex in which a charge can be made (92.81)? A. No, in this case it must charge the nearest enemy unit which is occupying a hex which can be charged. If no such target is available the berserk unit must remain in its present hex until there is (110.2) or it breaks out of its berserk status (11.5). {17.3-46}
643. **92.81** Can cavalry charge just to get extra MF? A. No, a charge move must include an attack. {COI4-70}
644. **92.81** Could cavalry charge a hex containing both an AFV and infantry? A. Yes, but even if the cavalry passes its Pre-AFV Attack MC, the effects of its charge attack apply only to the infantry. {COI4-70}
645. **92.81** Does cavalry get a -5 DRM for charging a truck or jeep? A. No. {COI4-70}
646. **92.81** See 72.4 & 92.81
647. **92.82 & 92.9** Can mounted cavalry who charged in the movement phase dismount in the following advance phase? Can they advance during the advance phase? A. No. Yes. {MMP}
648. **92.87** Do cavalry leaders’ leadership affect the charge attack? A. Yes. {COI4-70}
649. **92.87** If three different cavalry units charge the same hex, would their attack factors & DRMs be cumulative or separate? A. Separate...Overrun type attacks are resolved as each unit enters the target hex. {COI4-70}
650. **92.9** See 92.82 & 92.9
- BATTLEFIELD INTEGRITY**
651. **93.2** Do units taken prisoner count double for purposes of Battlefield Integrity? A. No. {COD-105}
652. **93.5** Are immobilized, stunned, or malfunctioning AFVs still counted as armor support? A. Yes. {COI4-70}
- INEXPERIENCED INFANTRY**
653. **94.3 & 98.7** May partisans use Molotov Cocktails without penalty? Inexperienced Infantry? A. Yes. Yes. {COD-105}
- MG SUSTAINED FIRE**
654. **95.** See 63.16 & 64.45 & 95.
- SNIPERS**
655. **96.** Can snipers fire on a soft vehicle and with what effect? A. Yes, however, vehicles are never affected by the -2 DRM for movement in the open. Furthermore, if the vehicle is moving (or in motion - 135.3) TO HIT modifiers J, O, and P could apply. A KIA result would eliminate the truck and a failed MC result would cause immobilization or elimination as per normal infantry fire rules (51.4). However, passengers would be affected only if the vehicle was moving (or in motion) and even if the truck was eliminated would have a survival roll. {17.3-46}
656. **96.** See 36.12 & 96.
657. **96.2 & 25.3** A sniper can begin a game hidden in certain open ground hexes, so can it “grow” a concealment counter in them also? A. No. {COI4-70}
658. **96.3** Could a sniper in close combat use its sniper DRM if it is night and it is still concealed? A. Yes, but only as long as it remains concealed. {17.3-46}
659. **96.51** If a sniper which just fired is spotted in a particular hex, do other snipers in the same hex have to be revealed? A. No...only the unit whose fire prompted the sniper check need be revealed. {COI4-72}
660. **96.7** Does this apply to snipers who have lost their DRM due to being revealed? That is, a revealed sniper always attack with a FP=1? A. Yes. {OAF}
661. **96.73** May a sniper forego his sniper DRM to add his firepower to a firegroup that affects all units in a hex? A. Yes, but in so doing it automatically loses all hidden/concealment status. {COD-105}
662. **96.73** May a sniper elect not to use his doubled DRM against an adjacent enemy to avoid revealing himself? A. No - if he fires at an adjacent target, the DRM must be doubled and announced. {COD-105}
- MOLOTOV COCKTAIL**
663. **97.31** Does the Defensive Fire dice roll for Molotov Cocktails against AFVs in the same hex take place before or after Overrun? A. After, assuming the user is not broken or eliminated first. {COI4-72}

664. **97.52 & 72.81** Is a non-buttoned up tank or SP Gun considered an Open-Topped AFV? **A.** Not for a Molotov Cocktail attack - although a squad which has failed to eliminate the non-buttoned up tank with the MC could still make a normal Close Combat attack and receive the -1 DRM due to the open hatch. {COI4-72}

PARTISANS

665. **98.** Could a partisan leader alone in a hex impart ambush or special woods movement capability on regular troops? **A.** Yes. {COI4-72}

666. **98.3** Is it still an ambush if the partisan units are the units moving into an enemy occupied hex, or must the enemy move into a partisan occupied hex to allow the partisans to spring an ambush? **A.** The latter. {KM}

667. **98.7 & 90.12 & 90.13** If partisans are using captured support weapons are penalties 90.12 and 90.13 doubled? **A.** Yes. {KM}

668. **98.7** See 94.3 & 98.7

PARATROOP DROPS

669. **99.** When using paratroopers, do you write the drop hexes before or after the opposition sets up? **A.** Before. {OAF}

670. **99.** See 139.52 & 99.

671. **99.21** What is the minimum number of squads which may drop in any one plane capacity group? **A.** 0, but all planes must carry 7 counters if possible. {COD-105}{OAF}

672. **99.22** What happens if your opponent chooses another landing board, making your initial drop hex and direction of drop result in predrift hexes off of the playing board? **A.** Drift is still plotted as if hexes were extended off the board. If the unit does not drift back onto the board, the 99.5 procedure is followed. {COI4-72}{OAF}

673. **99.25** Can two crews be dropped by parachute in place of one squad? **A.** Yes, but use two parachute counters, even though they start in the same hex. {COD-105}{OAF}

674. **99.31** Does the +1 DRM for Infantry Height Advantage (91.1) also apply to descending paratroops? **A.** No. {COI4-72}{OAF}

675. **99.34** See 63.23 & 99.34

676. **99.35** Can a unit fire beyond its halved range as Long Range Fire? **A.** Yes...out to the limit of what used to be its normal range. {COI4-72}{OAF}

677. **99.4** Does a paratroop squad undergo two Morale Checks if it lands in the same hex with an officer who breaks upon landing? Would a paratroop squad undergo a second Morale Check if enemy fire causes a leader in the same hex to break while both are descending? **A.** Yes; No. Note that the leadership modifier of a leader who lands in the same hex as a squad and passes its own MC may be applied to the MC of other units landing in the same hex. {COI4-72}

678. **99.4** Should paratroops landing on wire or mine hexes take a normal Morale Check? **A.** No. {COI4-72}{OAF}

679. **99.4** See 118. & 99.4

680. **99.41** Do leadership modifiers apply if a paratroop lands in the same hex as a leader? **A.** Yes, for Close Combat, the DRMs are cumulative. In addition, a paratroop would undergo two morale checks if it lands in the same hex as a leader who breaks. However, the leader's modifier can aid the others squads if he passes. {OAF}

681. **99.41** Assume a paratrooper lands on a two story building. Does he get to specify which floor he lands on? **A.** No...in such a case, they are always considered on the ground floor, unless the hex is composed completely of building symbols such as 1X4 in which case the unit must move to an adjacent hex of the opponent's choice and take an additional MC. {COI4-72}{OAF}

682. **99.5** What happens to support weapons that land off the board? **A.** They are eliminated. {COI4-72}{OAF}

683. **99.6** What happens to a broken paratrooper which lands in a hex occupied by an enemy squad or AFV? **A.** An enemy infantry unit could choose whether to eliminate it or take it prisoner. An enemy AFV would have to eliminate it. {COI4-72}{OAF}

684. **99.7** Is a broken unit eliminated if it must move through open ground in the LOS of an unarmed paratrooper? Could an unarmed paratrooper squad "switch" weapons with a friendly squad or with an enemy unit it has bested in Close Combat? Could an unarmed paratrooper fire a support weapon before finding an arms canister? **A.** No. No. Yes. {COI4-72}{OAF}

685. **99.7** Can more than one paratroop squad be armed by a single arms cannister? **A.** No - as each squad is armed it destroys the arms cannister it used. {17.3-46}

686. **99.7** Is there any way an unarmed German paratroop counter can be armed, if there

are no more canisters left? **A.** No (but of course, it can pick up an abandoned support weapon). {KM}

687. **99.7 & 36.12** May German paratroops, who haven't reached their arms cannisters yet, try to immobilize adjacent AFVs? **A.** No. {COD-105}{OAF}

HE NEAR MISSES

688. **100.** Can missed smoke rounds be placed in an adjacent hex? **A.** No. {COI4-72}

689. **100.6** What happens to eventual passengers? **A.** Same as vs. infantry, but with the passengers' +2 DRM. {KM}

STUKAS

690. **101.1** Must the German player roll for the appearance of Stukas if he doesn't want them that turn? **A.** Yes. {COI4-72}

691. **101.3** May aircraft attack units in a smoke-filled hex? **A.** Yes, with the same additions to the attack dice roll normally attributed to smoke. {COI4-72}

692. **101.3 & 112. & 139.3** May aircraft attack units in bypass mode alongside woods? **A.** Divebombers may. Fighters can only if the target hex is not a blind hex and the fire is not traced through the woods of that target hex before crossing the bypass hexside. {COD-105}

693. **101.3** See 139 & 101.3

694. **103.31** Would a 88LL fire with a range modifier of "L" or none at all? **A.** None at all (The answer was actually only a minus sign, which I interpreted as meaning, none at all.) {KM}

695. **101.411 & 32.1** Are passengers on an AFV subject to the 16 FP Stuka attack? Does a Stuka attack against an AFV passenger ever apply the +2 DRM of 32.1? **A.** Yes. No. {MMP}

696. **101.411 & 47.7** Are non-CE passengers of an HT subject to the 16 FP Stuka attack? Are CE passengers? Does a Stuka attack against a CE HT passenger apply the +2 DRM of 47.7? **A.** Yes. Yes. No. {MMP}

697. **101.411 & 64.44** Is the non-CE crew of an open topped armored vehicle subject to the 16 FP Stuka attack? Is the CE crew? Is the CE crew of a closed top armored vehicle? Does a Stuka attack against a CE crew apply the +2 DRM of 64.44? **A.** Yes. Yes. Yes. Only vs. the CE crew of a closed top AFV. {MMP}

698. **101.42 & 101.84** If no other units are in range for a bomb attack, must it attack the same hex again with the bomb? **A.** Yes. {KM}

699. **101.421** Are there any DRMs for the bombing TO HIT procedure? **A.** Yes, all movement DRMs for the TO HIT procedure (cases J, O & P) apply. {COD-105}
700. **101.8** Must this die roll be made if the only target in the hex is an enemy vehicle?, enemy vehicle and infantry? **A.** Yes. {KM}
701. **101.85** See 103.3 & 101.85
702. **101.9** Would Stukas cause friendly troops to take a MC? **A.** Yes. {COI4-72}

FIRE AND WEATHER EFFECTS

703. **102.** See 81. & 102.
704. **102.1** Do flamethrowing AFVs use the TO HIT table when firing their flamethrowers? **A.** No, but DRMs will apply to them in GI. {OAF}
705. **102.1** See 72.4 & 102.1
706. **102.13** If an AFV is both adjacent and open-topped what happens to the AFV Kill Number? **A.** It is still only doubled. {COD-105}
707. **102.2** Is the defender allowed to set fire to buildings whose occupancy is required by victory conditions and thereby deny the attacker the opportunity to fulfill those victory conditions? **A.** No. The rule is that possession is given to the player that did not set the fires. {OAF}
708. **102.32 & 102.4** Does kindling weather modifier apply to spreading fire to buildings? **A.** Yes, but only in the case of adjacent building hexes which are not physically attached to each other via a building hexside. {COD-105}
709. **102.63** See 24.5 & 102.63 & 107.7

DESPERATE SITUATIONS

710. **103.1** How do you resolve a thrown Demo Charge against a vehicle moving through a hex containing another stationary vehicle and infantry? **A.** The target vehicle is affected by a +2 DRM on the IFT, the secondary vehicle is unaffected, and the infantry is attacked with a +1 DRM if stationary or with no DRM if advancing beneath an AFV. {COD-105}
711. **103.1 & 77.4** Would a thrown demo charge qualify for a height advantage DRM? **A.** Yes. {COI4-72}
712. **103.1** See 23.3 & 103.1
713. **103.12** Is the Demo Charge assumed to be placed on the rear facing? **A.** Yes. {COD-105}
714. **103.2** See 123.2 & 103.2

715. **103.3 & 101.85** Could a limbered 88 fire in a AA-role and if so are there any penalties for being limbered? **A.** Not in COI. {KM}

PARTICIPANTS IN THE BLITZKRIEG

716. **104.12 & 90.** When the French capture special engineer weapons is the penalty for captured weapons doubled? **A.** Yes, unless the scenario specifies otherwise. {COD-105}
717. **104.7** Can a squad with a range of only "5" fire an MG 11 or more hexes? **A.** Yes. {17.3-46}

PRE-1942 INFANTRY VS. AFVS

718. **105.1** What if an AFV was adjacent to an infantry unit only via a cliff hexside? **A.** There is no need to pass a MC to hold a present position if the occupied hex cannot be fired on by the AFV. Note this could be applied to a squad on a third level building hex. {COD-105}
719. **105.2** Are squads on the 2nd or 3rd level of a multi-level building considered "adjacent" to a ground level AFV in an adjoining hex? **A.** No. {COD-105}
720. **105.2** Suppose the AFV which caused a unit to fail its MC changes its Covered Arc during Defensive Fire such that the unit is no longer within its Covered Arc. Can the unit now remain adjacent to the AFV? **A.** No. {COD-105}
721. **105.2** Do infantry in bunkers/woods get any advantage when taking a MC dictated by the nearby presence of armor? **A.** No. {COD-105}
722. **105.21** See 36.11 & 105.21

INFANTRY BYPASS MOVEMENT

723. **106.** See 13.43 & 106.
724. **106.1** Can bypass be used in a woods hex whose hexside traversed is adjacent to a wire or rubble counter in another hex? **A.** Yes. {COD-105}
725. **106.1 & 112.1** May bypass movement occur in a forest-road hex? **A.** Yes, but not in orchards. {COD-105}
726. **106.1 & 112.71** What happens to an AFV which used bypass movement to end its turn in a building hex outside a building which is subsequently rubble or set afire? **A.** It must leave the hex during its next Movement Phase. {COD-105}
727. **106.3** In regards to what constitutes an "unblocked" hexside, does a unit moving from 3Q7 to 3Q5 on the wall-side of the woods being fired on receive a +2 DRM for the stone wall and a -2 for moving in the open? Could an infantry unit bypass

the woods in 3C4 via the cliff hexside? **A.** Yes. Yes. {COD-105}

728. **106.41** May a unit bypass an obstacle in a hex going in the same direction as the bypass arrow but using different hexsides? **A.** No. {COD-105}
729. **106.51** For purposes of MG penetration does fire at a hex containing units both in bypass status & the obstacle itself count as 1 penetration or 2? **A.** One. Similarly, a leader in the obstacle could help morale of units outside the obstacle but only if both the units in & outside the obstacle are attacked by the same fire. Note: if the unit in the obstacle itself is attacked there can be no further penetration beyond that point (17.5). {COD-106}
730. **106.51** Assume two different units moved through a woods hex; one with Bypass Movement and one without. Could Both be fired on as a group during the Defensive Fire Phase? **A.** Yes; the same dice roll would be used to attack both units but a -2 DRM would apply to the Bypassing unit and a +1 DRM to the other. {COD-106}
731. **106.51** See 8.5 & 106.51
732. **106.53** Since defensive fire at a unit using bypass movement is considered resolved at the hexside rather than the hex center, does the bypass hex itself have to be counted when calculating range? **A.** Yes. {COD-106}
733. **106.6** If a unit enters an obstacle containing a hidden/concealed unit during the Movement Phase, is it considered to be in melee? **A.** No, the hidden/concealed unit loses that status but the moving unit is returned to the last hex occupied (42.5) before the attempted move into the obstacle. {COD-106}
734. **106.61** Is the search MC to be done unit by unit as each finishes its movement or should all search MCs be done at the end of the MPH after all moves are completed? **A.** Unit by unit as each finishes its move. {OAF}
735. **106.62** Are mounted motorcyclists and bicyclists considered "vehicles" for the purpose of this rule? Cavalry? **A.** Yes. No. {COD-106}

FIELD GUNS, MORTARS, & ADVANCED OFFBOARD ARTILLERY

736. **107.2** See 37.47 & 107.2
737. **107.421** If a player fails his battery access dice roll after already having placed an FFE counter, what takes its place? **A.** A red spotting round. {17.3-46}

738. **107.421 & 107.5** Is the Battery Access dice roll made before determining if a FFE or a Spotting Round is to be corrected? **A.** Yes. {KM}
739. **107.423** What is a Fire Mission? **A.** EACH fire phase in which a FFE is used constitutes a Fire Mission. {OAF}
740. **107.5 & 46.71** If a FFE after correction error lands out of the LOS of the requesting leader, does it still land with full effect? **A.** Yes, but further corrections or changes are not possible. The FFE is removed and a new artillery request must be called for. {COD-106}
741. **107.6** Are units in bunkers or entrenchments affected in the same manner as units in the open? **A.** Yes, except for the obvious difference of their different Terrain Effects DRMs. {COD-106}
742. **107.6** Does Suppression Fire affect AFV crews in the same way as it affects infantry? **A.** Yes, although it does not affect the Artillery Barrage vs. Vehicles (46.54) dice rolls. {COD-106}
743. **107.61 & 107.7** Are units subjected to harassing smoke subject to morale loss as if it were a normal HE FFE? **A.** No. {17.3-46}
744. **107.61** Does the loss of morale left from successive FFE attacks carry over if the unit moves out of the FFE? **A.** Yes. {OAF}
745. **107.63** Are the +1 DRMs of 107.64 and 107.65 subject to cumulative increase for consecutive game turns of FFE as is the case with 107.63? **A.** No. {COD-106}
746. **107.64** Since Defensive Fire FFEs may be placed in the Rally Phase, are Prep Firers affected with a +1 DRM? Please account that those same units would suffer effects were they to move instead. **A.** Agreed - should be changed to any fire phase attack in that player turn. {OAF}
747. **107.7** See 24.5 & 102.63 & 107.7
748. **107.8** Should the ammo vehicle be destroyed during the "one turn adjacent," is the breakdown number still reduced and can another ammo vehicle be designated? **A.** Yes, No. {COD-106}
749. **107.8** Does this rule also apply to 60mm or smaller mortars? **A.** Yes. {KM}
750. **107.81** If a mortar breaks down while firing 1/2 FP/LR ammunition, will they be able to continue firing normal ammunition? **A.** Only when using Supplemental Rule K. {COD-106}

FINNISH EQUIPMENT

751. **108.292** Does Deep Snow cost pulkkas double movement? Are pulkkas ski-equipped (do they gain MP going downhill)? Does a leader increase a pulkka's MP? **A.** No. No. No. {17.3-46}

HE CRITICAL HITS VS. INFANTRY

752. **109.1** What is the DRM for a HE critical hit against an infantry unit in a wooden building behind a stone wall? **A.** -2. The wall has no additional effect. {17.3-46}
753. **109.2** If a leader breaks in an obstacle due to an HE Critical Hit, does a unit outside the obstacle in the same hex have to take a normal MC? **A.** Yes. {COD-106}
754. **109.2 & 14.6** Is a unit which is missed by an HE Critical Hit in the same hex considered fired upon for purposes of Desperation Morale? **A.** Yes. {COD-106}
755. **109.4** Is a gunshield considered "advantageous terrain" such that an HE Critical Hit would reverse its gunshield modifier on the IFT? **A.** No. {COD-106}
756. **109.4** Would fog or partisans being in woods increase the lethality of an HE Hit DRM? **A.** No. {COD-106}
757. **109.6** Are partisans who normally get +2 terrain effects DRM in woods still subject to the -1 air burst DRM? **A.** No - in their case the DRM for an air burst in woods is 0. {17.3-46}
758. **109.6** Why is the Terrain Effect Modifier for indirect fire against a target in a wood hex all of a sudden changed to -1 instead of +1 (according to this rule infantry would be better off out on an open field.)? **A.** The shells explode in the treetops, causing more lethal spread of shrapnel. {KM}

ADVANCED BERSERK STATUS

759. **110.** see 18.2 & 110.
760. **110.** See 50.1 & 18.5 & 110.
761. **110.1** Must berserk units use bypass movement when charging to fulfill shortest routes (18.42) requirements? **A.** Yes, if it will reduce the number of MFs expended in the charge. {COD-106}
762. **110.2** What if a berserk unit charges an enemy but before it can reach the enemy hex, the enemy is eliminated or moves out of the berserk unit's LOS? **A.** If no other enemy unit is in its LOS, the berserk unit will continue to charge the hex last occupied by the enemy in its LOS. Once there it ends its Movement Phase and must remain in that hex until it sees an enemy unit. {COD-106}

763. **110.3** If a berserk unit moves through the LOS of a firer and the firer chooses to return the berserk unit to a target hex for his defensive fire, is the berserk unit subject to a -1 DRM for every hex it entered in the firer's LOS during the Movement Phase or only for those entered up to the target hex in which it is attacked? **A.** The latter. {COD-106}

764. **110.3** See 73.9 & 110.3

WEATHER RULES

765. **111. Diagram of different movement costs in snow:**

Clear hex, no change in elevation

	Falling snow	Normal Snow	Deep Snow	Extrm winter
Tracked	1 MP	1 MP	2 MP	2 MP
Trucks	4 MP	8 MP	16 MP	16 MP
Inf	1 MF	1 MF	2 MF	2 MF
Cav	1 MF	1 MF	2 MF	2 MF

766. Road hex, no change in elevation

	Falling snow	Normal Snow	Deep Snow	Extrm winter
Tracked	1 MP	1 MP	2 MP	2 MP
Trucks	1 MP	2 MP	4 MP	4 MP
Inf	1 MF	1 MF	2 MF	2 MF
Cav	1 MF	1 MF	2 MF	2 MF

- 767. (When I asked about different Movement costs I presented a diagram like above to Avalon Hill and asked if it was correct, they corrected 6 costs and above is the corrected diagram.) {KM}**

768. **111.22** Assume the Fog Visibility range is 2. Could a unit fire 3 or more hexes if only 1 or 2 of those hexes is covered by fog? **A.** No. {COD-106}
769. **111.24** Can fog both lift and burn off simultaneously? **A.** No. {COD-106}
770. **111.43** Can fires be set during a rain storm? Aren't fires extinguished every time a '5' is rolled on Spreading Fire dice roll since the Kindling DRM is -2? **A.** Yes. {KM}
771. **111.44 and GI scenario #38 SSR 38.1** - Is long range fire by infantry type weapons permitted? If yes, does the rain cause limited visibility and thus reduce that long range fire again by making it Area Fire? **A.** Yes. Yes. {OAF}
772. **111.87 & 73.1** Does infantry still get the one MF bonus for staying on a road throughout a Movement Phase in Deep Snow or Mud scenarios? **A.** Yes. {COD-106}

VEHICULAR BYPASS MOVEMENT

773. **112.** May a vehicle use bypass movement to avoid dangerous LOS - or alter target facing if there is no obstacle in the hex? **A.** No. {COD-106}

- 774. **112.** May vehicles set up in bypass status? A. Yes. {KM}
- 775. **112.** Can a vehicle use bypass movement if towing a gun? A. No. {KM}
- 776. **112.** See 101.3 & 112. & 139.3
- 777. **112.1** See 106.1 & 112.1
- 778. **112.2** See 71.1 & 112.2
- 779. **112.41 & 112.2** Is the debarking MP cost doubled while using bypass movement? A. Yes. {17.2-29}
- 780. **112.42** Do these passengers still receive protective DRMs from the AFV? A. Only the +1 DRM for infantry on foot beneath an AFV. {17.2-29}
- 781. **112.42** According to 112.42 , if an AFV ends in bypass status and carries passengers and enemy units in the same hex fire at the passengers, the passengers wouldn't receive any protective DRMs, but according to Question 112.41 on Page 106 the passengers would still receive the +2 DRM from the vehicle, which is correct? A. Rule 112.42. {KM}
- 782. **112.42** Could the enemy units ignore the vehicle and attack the passengers first in the Close Combat Phase? If the enemy units fail to destroy the vehicle are they in melee with the passengers and would they be entitled to an attack against the passengers in the same turn they attacked the vehicle? A. Yes. No. {KM}
- 783. **112.42 & 112.812** According to 112.42 non-CE passengers in a halftrack would be affected by fire from the same level, if this is true, wouldn't the halftrack crew or other open-topped AFV crews also be affected by fire from the same level?, or must the firing unit be in an upper level building hex as in 112.812 to affect crews

- of open-topped AFVs? A. Yes. {KM}
- 784. **112.5** In this example, could the STG III elect to use reverse bypass movement to back up one hexside, change its covered arc focal point to I7-I8-J7, and remain in the same hex? A. Yes, at a cost of 8 MP. It could also back into J7 at a total cost of 12 MPs. {17.3-46}
- 785. **112.5** Assume that an AFV has stopped in L7 during bypass movement as per the example. Would a squad in I7 firing into I8 receive a +2 DRM for firing across a stone wall (the AFV)? A. Yes. {COD-106}
- 786. **112.6** Does a wreck in bypass mode ever affect LOS? A. Yes - it is treated as a stone wall along the hexside of the wreck's covered arc for LOS purposes. {17.3-46}
- 787. **112.65** When firing at the Covered Arc Focal Point of a stationary vehicle bypass target, how do you determine target facing if the LOS crosses more than one target facing before reaching the focal point? A. The facing is determined solely on the basis of where the LOS enters the target hex - regardless of how much further it must be traced within the hex to reach the focal point. Draws are resolved in favor of the (33.5) defender. {COD-106}
- 788. **112.71** See 106.1 & 112.71
- 789. **112.73** Is a non-moving vehicle in Bypass mode ever a hindrance to LOS? A. No. {COD-106}
- 790. **112.812** See 32.1 & 112.812

TRAIL BREAK COUNTERS

- 791. **113.7 & Supp. F.** If a trail break counter is present in a wood hex and Supp. Rule F is utilized, could the non-tracked vehicle move through that hex without having to

n (39.1)? A. Yes, as per 113.2. {KM}

SKI TROOPS

- 792. **114.** See 116 & 114.
- 793. **114. & 31.** May units ride vehicles with their skis on? A. No. {KM}
- 794. **114.3 & 73.1** Does a unit in ski mode get one extra MF for staying on a road throughout its turn? A. No. {17.3-46}
- 795. **114.4** Can a ski unit disembark a vehicle into an adjacent hex and change from foot to ski mode? A. No, they would have to do it in the Advance Phase. {COD-106}
- 796. **114.51** The 2 MF it costs a ski-unit to cross a wall or hedge, are those inclusive or exclusive of the cost of the hex moved into? A. Exclusive. {KM}
- 797. **114.8** May a unit on skis which goes berserk remove those skis before entering Close Combat? A. No. {COD-106}
- 798. **114.8** If units on skis enter into Close Combat, could they take off their skis if it turns into a melee so as to escape the DRM for being on skis? A. No. {KM}
- 799. **114.9** Do routing units maintain ski movement capabilities while routing if they were in ski mode when broken? A. Yes. {COD-106}

SCOUTS

- 800. **116.** See 13.4 & 116.
- 801. **116. & 114.** Can a scout be generated from a ski unit?, and would he retain his skis? A. Yes to both. {KM}
- 802. **116.1 & 123.9** May scouts be created by an off-board force during the Rally Phase of the Player Turn they are scheduled to enter? Does a scout created from a motorcycle squad retain cycle experience? A. Yes, provided the scout enters on the same hex as the squad and leader which created it; Yes. {COD-106}
- 803. **116.2** Can a side create scouts ad infinitum as long as they don't have more than 1/4 the number of squads on board at any one time? A. No. Scout creation is limited to a maximum of four per side per scenario regardless of how many are in play at any one time. {17.3-46}
- 804. **116.2 & 25.4** May scouts be created from and reform with concealed/hidden squads? A. Yes, but the act of creation and/or reforming eliminates the concealed/hidden status of the squad. {COD-106}
- 805. **116.4** Does a scout exist for purposes of Rout - enemy units may not rout toward or end in a hex containing only a scout? A. Yes. {OAF}

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111. Diagram of different movement costs in snow:

To move 1 Clear hex, no change in elevation

	Falling snow	Normal Snow	Deep Snow	Extreme winter
Tracked vehicle	1 MP	1 MP	2 MP	2 MP
Truck	4 MP	8 MP	16 MP	16 MP
Infantry	1 MF	1 MF	2 MF	2 MF
Cavalry	1 MF	1 MF	2 MF	2 MF

To move 1 Road hex, no change in elevation

	Falling snow	Normal Snow	Deep Snow	Extreme winter
Tracked vehicle	1 MP	1 MP	2 MP	2 MP
Truck	1 MP	2 MP	4 MP	4 MP
Infantry	1 MF	1 MF	2 MF	2 MF
Cavalry	1 MF	1 MF	2 MF	2 MF

(When I asked about different Movement costs, I presented a diagram like the above to Avalon Hill and asked if it was correct; they corrected 6 costs and above is the corrected diagram.) {KM}

806. **116.51** May a scout destroy support weapons or ordnance in its hex? **A. Yes**, unless specifically stated otherwise, scouts have the same capabilities as other infantry units. {17.3-46}

807. **116.6** May scouts take prisoners or force adjacent broken units (or broken units in the same hex) to rout? **A. Yes**. {17.3-46}

808. **116.6 & 13.41** Can a broken unit rout toward an enemy scout in its LOS? **A. No**, but it could cross open ground in LOS of enemy scouts because they have no firepower. {17.3-46}

809. **116.62 & 89.11** Can a broken unit remain in a hex with an enemy scout? **A. No**, but neither could a scout claim a prisoner by moving into a broken unit's hex during the Movement Phase. {17.6-46}

CONCEALED MOVEMENT

810. **117.** If a concealed unit moves and ends its turn in an open hex out of the LOS of an enemy unit, does it still remain concealed if an enemy unit subsequently moves into LOS?

A. No. {COD-106}

811. **117.4** Will just a HIT on a concealed vehicle break its concealment or must there be some effect such as shock, STUN, immobilization, etc.? **A. Just a HIT.** {OAF}

ORCHARD

812. **118.** Do orchards have any effect on parachutes? **A. No.** {OAF}

813. **118. & 99.4** Do paratroops take a MC for dropping into an orchard hex? **A. No.** {COD-106}

814. **118.3** Can a unit firing through an orchard hex at a unit moving in open ground receive the -2 DRM? **A. No.** {COD-106}

815. **118.4** May a unit blindly Area Fire into an orchard hex? **A. Only** if an adjacent unit has a clear LOS into that target hex and can inform the firer of the target in that vicinity. {COD-106}

MACHINE GUNS VS. ARMOR & LONG

RANGE

816. **119.9** See 13.42 & 119.9

INTERROGATION

817. **120.1** Does the inherent driver/handler of trucks, sturmboats, pulkkas, horses, etc. count as a prisoner for interrogation or victory purposes? **A. No.** {COD-106}

818. **120.4** Should more than one leader fail his MC, is the effect on prisoners cumulative or is only the highest leadership modifier added? **A. Cumulative.** {COD-106}

819. **120.5** What happens if all present units already have to be eliminated to achieve victory? **A. Nothing** else. {KM}

MEN UNDER FIRE

820. **121.** See 136.83 & 121.

821. **121.1** Assume moving infantry has "gone to ground" in the 3rd hex entered during its Movement Phase. Can the defender fire at it in the 2nd hex entered during its Movement Phase? **A. No** - once a potential target goes to ground, the defender forfeits all fire opportunities against it in other than that specific target hex, so it behooves the defender, if he has several target hex possibilities against the same moving unit, to carry out his attacks in the order the target traversed the hexes involved. {COD-106}

822. **121.1** See 55. & 121.1

823. **121.1 & 131.51** Can "going to ground" save an abandoning crew from any further -2 DRMs? **A. No...**"going to ground" applies only to moving infantry on foot during the Movement Phase - not to crews bailing out. {COD-106}

824. **121.41** Can a leader deploy more than one squad from a stack per Rally Phase? **A. No.** {OAF}

825. **121.42** If an engineer squad deploys, do both half-squads retain the smoke-making capacity? **A. No** - neither of them does. {17.6-46}

WOUNDED LEADERS

826. **122.1** Does a wounded leader cause other units in his hex to take a MC? **A. No.** {COD-106}

MOTORCYCLES

827. **123.** Are motorcycles considered low ground pressure vehicles? **A. No.** {OAF}

828. **123.** Can a squad on motorcycles move along with an AFV? **A. No.** {OAF}

829. **123.2** See 30.4 & 123.2

830. **123.2 & 103.2** May any support weapon other than a LMG be fired from a sidecar using 103.2? **A. No.** {COD-106}

831. **123.42** Can motorcyclists dismount into an adjacent hex during the Movement Phase in the same way passengers dismount a vehicle? **A. No.** {17.6-46}

832. **123.6** If a unit fires during its Prep Fire Phase on a mounted motorcycle, is the target considered still moving? **A. No**, unless it contains a motion counter. {COD-106}

833. **123.9** See 116.1 & 123.9

THE ROYAL FAMILY

834. **124.3 & 124.5** Do these sections also apply to the German Player when he has captured the Royal Family? **A. No.** {COD-106}

RIVERS

835. **126.2** Are berserk units able to cross a bridge in order to reach the nearest enemy unit? **A. Yes**, but if on their way to or from the bridge they become closer to another enemy unit they charge that unit instead. {COD-106}

836. **126.32** What happens if a boat drifts off the board? **A. If** occupied by an unbroken unit, it is assumed to land on the bank of its choice with a delayed entry onto the board as per 99.5. {COD-106}

837. **126.32 & 128.6** Are boats subject to drift before landing in the Advance Phase in which they are intended to land? **A. No.** Per sequence of play 7.4 and 7.5, landing occurs before drift. {OAF}

838. **126.4 & 133.76** If a bridge is destroyed over shallow water, does rubble occur at water level? **A. Yes.** Boats, amphibious vehicles, and fording infantry may not move into a water rubble hex at any time. {COD-106}

839. **126.57** May fording units be in the same hex with boats? If so, may fording infantry benefit or be hurt by leaders in the boats? May fording infantry and boat passengers form fire groups? May fording and boat units in the same hex exchange support weapons? **A. Yes**, however note that a boat may not form a fire group with another boat even if in the same hex. {COD-106}

840. **126.59** How are routing units supposed to deal with water obstacles with limited crossing areas? Should they rout to the known crossing points? **A. They** ignore woods/buildings behind the water obstacles in determining closest suitable cover. {OAF}

841. **126.62** Assume a unit in 7R10 wants to fire at units in 7V8. Does the green hexside of 7U9 block fire to 7V8? **A. Yes**, even though 7U9 is a marsh hex and technically not a ground hex, the green hexside of 7U9 would make it the equivalent of a ground hex for purposes of this rule. Furthermore, the 3 hex interval between R10 and the river dictates a 6 hex blind zone along this hexrow such that the first river hex along this LOS which could be fired on from R10 is BB5. {COD-106}

MARSH

842. **127.2** Would units fired on while entering a marsh hex during the Movement Phase be exempted from the -2 DRM for moving in the open? **A. Yes.** {COD-106}

BOATS

843. **128.** May boats be kindled, towed by sturmboats or amphibious vehicles, or overloaded with support weapons and pushed by fording infantry? **A.** No. {COD-106}

844. **128.** See 51.22 & 90. & 128.

845. **128.32** Are the requirements for loading a ferry or double grosse flossack ruined by being fired on? **A.** No, unless one or more of the units making up the required crew are broken by that fire. {COD-106}

846. **128.42** Can boats be launched by their passengers? Can boats already in the water take on passengers? **A.** Yes, No. {COD-106}

847. **128.53** Can opposing boats occupy the same water hex? **A.** Not voluntarily. An opposing boat cannot move into or through a river hex containing occupied enemy boats. If a boat drifts into a river hex with enemy boats, Close Combat ensues, but any resulting melee can be broken up by later drifting. Note also that fording infantry can always advance (during the Advance Phase only) into a Close Combat situation with either opposing boats or fording infantry but boats cannot move into a hex occupied by fording enemy infantry except by drifting. {COD-106}

848. **128.6** May infantry debark from a boat on a river onto an adjacent land hex during the Advance Phase? May a boat be loaded while in a hex adjacent to a riverbank? **A.** Yes, No. {COD-106}

849. **128.6** See 126.32 & 128.6

850. **128.72** If an amphibious vehicle is hit, may the crew/passengers survive if in shallow water? **A.** Yes, but they would be eliminated if previously broken. Note that amphibious vehicles would leave a wreck in shallow water but this wreck would be no hindrance to movement although it might affect LOS (32.3). {COD-106}

FRENCH ARMOR

851. **129.41 & 129.42** Can an AFV with a one man turret overrun while in CE status? If so, are only the bow and AAMG factors used? **A.** Yes. No, just quartered. {OAF}

852. **129.42** See 129.41 & 129.42

PARTIAL ARMOR PENETRATION**SHOCK**

853. **131.** See 64.44 & 131.

854. **131.1** Can indirect fire (63.39), MG TO KILL attempts, mines and ATMs result in shock effect? **A.** Yes, but not Molotov

cocktails, flamethrowers, or Close Combat. {COD-106}

855. **131.2** May a CE AFV be shocked and if so, what happens to its CE status? **A.** Yes, and the CE status must remain in effect while the "No Move" side of the shock counter is in play. Afterwards it may remain or be removed as per the normal CE movement rules (64.44). {COD-106}

856. **131.3** See 136.73 & 131.3

857. **131.51** See 121.1 & 135.51

BRIDGES

858. **133.7** What if the placing unit is broken while moving to the "new placement hex"? **A.** The "plunger" is dropped in the hex where the unit is broken and treated like any abandoned support weapon. {COD-106}

859. **133.7** May fording infantry or infantry in boats/amphibious vehicles beneath a bridge place a demolition charge to the bridge? **A.** Yes, providing all the provisions of 133.7 are met. {COD-106}

860. **133.75** If enemy units leave a bridge detonation hex are the detonation DRM accumulated to that point lost or are they permanent? **A.** Permanent. {17.6-46}

861. **133.76** See 126.4 & 133.76

MOVING VEHICLES

862. **135.** See 64.44, 79. & 135.

863. **135.42** Would the KVI, or other tanks with a One Man Turret which are treated like an SP Gun, lose the ability to fire their main armament while in motion? **A.** Yes. {COD-106}

ADVANCED MINE WARFARE

864. **136.** See 55. & 136.

865. **136.1** Does this mean infantry NOT bypassing the building, but instead entering it after crossing a non-building hexside, is unaffected by the minefield? **A.** Yes. {OAF}

866. **136.2** Is there any limit on the number of individual booby traps that may be placed in a single hex? **A.** Yes, one doorway mine per building hex or one doorway mine and one stairway mine per staircase hex. {COD-106}

867. **136.2 & 58.1** Are booby traps in a building which is rubbled or set afire eliminated? **A.** Yes, but only after any units inside using a staircase to exit (59.6) the fire hex undergo any existing stairway mine attacks. Note that booby traps may be set in a rubble hex (136.85) but do not survive the rubbleing of a normal building hex. {COD-106}

868. **136.42** Can a unit which didn't spend any extra MFs in entering a hex with a booby-trap ever disarm the booby-trap? **A.** No. {KM}

869. **136.421** If an 8-0 leader begins his Movement Phase by entering a building by expending 2 MF, can he disarm any doorway booby trap therein with a die roll of four or less? **A.** Yes - assuming he was the first enemy unit to enter the hex and that he announced he was expending all of his MFs in entering the hex. Note that a leader with a -1 leadership DRM in the same situation could disarm it with a die roll of five or less. {COD-106}

870. **136.43** Does the explosion of a booby trap affect any units bypassing the building during that Movement Phase? **A.** No. {COD-106}

871. **136.73 & 131.3** How does one calculate the MPs expended by an AFV which enters an antitank mine hex due solely to shock? **A.** Simply by the normal MP expenditure to enter such a hex - even if the AFV is in "motion" and hit during the Prep or Advancing Fire Phase. {COD-106}

872. **136.81 & 90.12** May unplaced mines be captured and used by enemy sappers? Do any penalties apply? **A.** Yes; No, they may be used by sappers/engineers as if they were their own. Non-sapper/engineers may never place mines. {COD-106}

873. **136.83** Must a sapper squad dismount from any transport before placing mines or booby traps? Must a sapper be inside a building to set a booby trap? **A.** Yes, Yes. {COD-106}

874. **136.83 & 25.4** May concealed/hidden sappers place mines without losing their concealed/hidden status? **A.** No. {COD-106}

875. **136.83 & 121.** Are sappers laying mines subject to Men Under Fire rules (121) even though they are not technically moving or firing? **A.** No. {COD-106}

876. **136.93** Should the crew survive, are they subject to minefield attack from any remaining anti-personnel mines? **A.** Only if they attempt to leave the hex by any other than the hexside the flail tank entered. {COD-106}

TRENCHES

877. **137.4** May a trench be placed next to a river hex such that it too becomes a water obstacle? May it be connect to a gully? **A.** No; Yes, it may even be placed in a gully but it still maintains the elevation of the hex it is in - not the hex it connects to. {COD-106}

ARMORED CARRIERS

878. **138.4** May mounted armament (such as an ATR) be removed from a carrier and replaced by another type (such as a mortar)? **A.** Not in a mounted firing position. In a portaged position any weapon may be loaded into a carrier provided there is sufficient portage capability. Removal of mounted armament does not increase a carrier's portage capability. Armament can only be remounted into a firing position if it is the same type of armament removed, and it can only take place during an Advance Phase assuming the vehicle/crew has neither moved or fired from the vehicle hex during that player's turn {16.5-46}

879. **138.4** May a flamethrower attached to a carrier vehicle (WASP) be removed and used as an infantry support weapon? **A.** No. {COD-106}

880. **138.4** May the mortar from a SPW251/2 be removed? Does this rule apply to bow and co-axial MGs as well?, and what kind of MGs are they (LMG,MMG, or HMG)? **A.** Yes. Yes. Same FP as given on the vehicle counter. {KM}

881. **138.4** See 33.9 & 138.4

AIR SUPPORT

882. **139.** Would TO HIT Case A apply to large AA guns firing on aircraft? And would the firepower be halved for smaller AA guns? **A.** Yes to both. {KM}

883. **139. & 101.3** May units in woods fire at fighters and divebombers?, or just at fighters since divebombers may not attack units in woods? **A.** Yes. {KM}

884. **139.152** When a player withdraws aircraft must he withdraw them all simultaneously? **A.** No. {16.5-46}

885. **139.2** If a player has the possibility of air support which cannot be used because of limited visibility weather, must he still roll for its appearance and chance losing it before the weather clears? **A.** Most scenarios calling for possible air support assume good visibility. If, however, you use the foul weather rules or design such scenarios of your own the answer would be yes. Arriving aircraft may circle overhead waiting for the weather to clear until their "time on board" expires. {16.5-46}

886. **139.3** See 101.3 & 112. & 139.3

887. **139.43** See 47.8 & 139.43

888. **139.5** See 63.46 & 139.5

889. **139.51** See 140.4 & 139.51

890. **139.52 & 99.** What TO HIT category is used if large AA-guns (over 45mm) fire on descending paratroopers? **A.** Infantry in other. {KM}

GLIDERS

891. **140.4 & 139.51** Do AA guns get multiple shots vs. gliders or only one? **A.** Only one. However, if the AA does not fire at an aerial target during that fire phase it would have its normal rate of fire vs. ground targets in its LOS. Once landed, however, the glider is removed (140.8) and therefore is not considered a vehicular target, so any TO HIT rolls must be attempted on the basis of its contents. {16.5-46}{OAF}

892. **140.41** If a glider must check morale twice, is it eliminated if it breaks twice? **A.** No, but the amount by which the MCs are failed is cumulative for crash determination (140.6) purposes. {16.5-46}

893. **140.2** May a glider move more than the "number of hexes" error to increase its chances of a good landing? **A.** No. {16.5-46}{OAF}

894. **140.6** Does the facing of the glider in respect to the wall or hedge make any difference? **A.** No, any hex containing a wall or hedge hexside qualifies. {16.5-46}{OAF}

895. **140.6** Is there any crash DRM for flying through a smoke hex? **A.** No. {16.5-46}{OAF}

896. **140.9** Can infantry broken as a result of an off-board crash ever reenter play? **A.** Only if they crashed with a leader who can attempt self-rally and then try to rally the rest normally. Once all concerned are rallied, the dice roll for reentrance (99.5) can be attempted. {16.5-46}{OAF}

INFANTRY SYSTEM CHANGES &**ADDITIONS**

897. **142.81** May pinned units assemble and disassemble SWs? **A.** Yes. {OAF}

ARMOR SYSTEM CHANGES &**ADDITIONS**

898. **144.3** If a wreck is created in CC, do the attacking units get to be under it for the following PFPh? **A.** Yes. {OAF}

899. **144.94** Do bailed out passengers get the Assault Movement benefit if they stay in the same hex? Would they get the vehicle TEM if they stayed in the hex with them, even in the MPh? **A.** Yes, Yes. {OAF}

900. **144.97** See 66.4 & 144.97

ADVANCED TO HIT TABLE

901. **145.34** How are emplaced guns affected by building hits (145.4)? **A.** As any other

target under 145.4 - Area Fire with no DRM. {OAF}

SPECIAL AMMUNITION

902. **148.52** What DRM is used when a fresh smoke counter is added to a dispersed counter? **A.** Single DR + 1/2 that same DR up to a MAXIMUM of DR = 6. {OAF}

SUNKEN ROADS

903. **151.5** May infantry in a depression but not in a crest status attempt to immobilize an AFV in an adjacent non-depression hex? **A.** No. {OAF}

904. **151.51** Is simple assumption or relinquishment of crest status considered sufficient movement to deny concealment? **A.** Yes. {OAF}

STREAMS

905. **157.43 & 157.74** Should routing units roll stream entry for any reason? Will they suffer any casualties for failing this DR? **A.** Yes, if they were to continue moving along the stream. No. {OAF}

ADVANCED ARTILLERY OPTIONS

906. **163.1 & 163.4** Can a SR be called for in a preregistered hex though the hex is out of spotter LOS but the flash would be visible? **A.** No. {OAF}

907. **163.2** Plotted fire: if the spotter is disrupted by Prep Fire can these instructions still be carried out on the assumption that they were actually given during the RPh? **A.** No. {OAF}

EQUIPMENT POSSESSION

908. **164.11** Since a SMC is considered a part of a MMC, can a SW possessed by a SMC be freely given to that MMC in any phase? **A.** No - any friendly MPh or APh. {OAF}

910. **164.2** Can a unit advancing into a hex for the purpose of CC (i.e. enemy units are in the hex) acquire loose SWs in that hex, especially if the enemy units are only vehicles? **A.** No. {OAF}

CANALS

911. **172.1** Is the building 7D7 supposed to be present on the bank? **A.** No. Assume it does not exist - the hex is all water. {OAF}

TREETOPS & ROOFS

912. **174.2** Under 42.5 and 106.6, must a player possessing a treetop sniper halt the entrance of any non-AFV units if the sniper is the only friendly unit in the hex? **A.** Yes. {OAF}

913. **174.2** Will searches or scouting attempts reveal treetop snipers if there is no specific search of treetops? **A.** Yes. {OAF}

914. **174.2** Is treetop a separate level for sniper check purposes? **A.** No. Treetop snipers

are revealed by search, scout and sniper checks the same as if they were at ground level. {OAF}

SUPPLEMENTAL RULES

915. **Supplemental Rule B.** Is this now the universal official rule on AFV crew morale levels? **A.** Yes. {OAF}
916. **Supplemental Rule F.** See 113.7
917. **Supplemental Rule K.** See 63.16 & 64.45

SCENARIOS & SPECIAL RULES

918. Does a scenario end on the last numbered turn of the scenario card or the turn after the last numbered turn marked "END"? **A.** It ends on the last numbered turn. {14.5-34}
919. **Scenario 2:** In Scenario 2, must you deploy at least one unit in each listed building or can you leave a building unoccupied? **A.** No, you may leave some of the listed buildings unoccupied. {14.5-34}
920. **Scenario 2 & 3:** Is the die roll to see who moves first in Scenarios 2 & 3 made before or after setup? **A.** After. {14.5-34}
921. **Scenario 4:** In Scenario 4 are the Germans restricted to setting up on one board? **A.** No, {14.5-34}
922. **Special Rule 9.3:** Shouldn't this rule refer to "elimination of a German squad or crew," rather than just squad? **A.** Yes. {COI4-72}
923. **Scenario 11:** What happens in Scenario 11 to American units which attempt to land on hidden German units on the shore line? **A.** They are eliminated. {14.6-34} {COI4-69}
924. **Scenario 13:** If a Russian tank moves next to a concealed German unit on the first turn, does the German unit lose its concealment status? **A.** Not unless it ends its move there or attempts an Overrun as per 42.6, and only after the Defensive Fire Phase. The German units could only be attacked by the tanks anyway, due to Special Rule 13.4.
925. **Special Rule 18.1:** May Russian infantry unload from a tank which may not move due to this command control rule? **A.** Yes. {COI4-72}
926. **Scenario 20:** Does the unarmored SdKfz7t provide cover like a truck or a regular halftrack.
A. A truck. {COI4-72}
927. **Scenario 20:** What is the MP cost of the Heavy Truck unloading its two squad passenger capacity? **A.** 2 MPs for each hex

in which the unit must stop to disembark passengers.

928. {COI4-72}
929. **Special Rule 20.1:** If an AFV uses its entire "one-half" MP allotment, does it have to roll for breakdown (79)? **A.** Yes. {COI4-72}
930. **Scenario 21:** Are the crews for the PzKw lb's given SS morale of "9" or are they actually Wehrmacht since the SS did not actually crew tanks or SPG's at this period of time? **A.** Wehrmacht. {OAF}
931. **Scenario 109: Is the 7-0 leader given the Germans actually supposed to be the SS 7-0 leader named "Callop" or is this a mistake and actually supposed to be the regular 7-0 German leader (Wehrmacht)?** **A.** It's supposed to be the regular 7-0 German. {OAF}
932. **Scenario 1000:** In the Order of Battle for the Italian Garrison, Wire is listed. Is there truly only one Wire counter? **A.** Our number fell off on the way to the presses; there should be ten Wire counters. {20.4-46}
933. **1002.11 & 1002.21:** Are the points that are awarded for these building hexes given for each level of each hex, or just for each hex regardless of the number of levels? **A.** For each unrubbed hex. {20.4-46}
934. **1002.25** Does the Allied player get any points for exiting Bishops, AECs or Brens? **A.** No. but the Axis player gets points for destroying them (1002.18)
935. {20.4-46}
936. **1002.25 & 1025.4** In the Special Rules, British Churchill tanks are mentioned. Are these supposed to be in the Order of Battle, and in what command? **A.** A last minute discovery of an obscure OB source showed that the Adv. Detachment had no Churchills, only Shermans. The scenario OB and most references were changed; these two slipped through. There are no Churchills in Scenario 1000. {20.4-46}
937. **1005.12 & 1005.13** When dropping the two groups of paratroopers, is one to use the normal drop procedure outlined in Rule 99.22? If so, and one rolls a "4" or "5", must he choose the other of the two boards selected as per the Special Rules? **A.** Yes, all the facets of 99.2 are in force; and he may thus choose any board as the landing point (badly scattering his force if not careful). {20.4-46}
938. **1020.** When adding up the point totals for Italian Battlefield Integrity, what point value does one use for the Italian crews? **A.** Sorry - 6 points. I keep forgetting that our readers aren't necessarily aware of the

lists of point values we use here. {20.4-46}

939. **1021.3** Does this Special Rule mean that the fighters are assumed to have drawn a "6" chit as per Rule 139.12? **A.** Yes; due to the proximity of airfields and importance of the bridge, the fighters were "over target" for some little time. {20.4-46}

QUESTIONS & ANSWERS WITHOUT NUMBERED RULE REFERENCES

WHY NO REFERENCE NUMBER: DEFINE

940. Re: Passenger Capacities listed on Pg. 61, may one leader still ride in addition to the listed squads/crews? **A.** Yes. {16.5-46}
941. Would a tank which ends its Movement Phase in a different hex with its turret covered arc changed have to use both case A and C? **A.** No - only Case C. A tank can freely change its turret covered arc as it moves without further penalizing its Advance Fire. However, if the tank actually fires outside its Turret Covered Arc during the Advancing Fire Phase, then both Case A + C would apply. {17.3-46}
942. Does the 11+ BX number of the A9, A10, and A13 CS tanks affect the smoke depletion number? **A.** No - a dice roll of "11" would break the gun which could later be repaired. The smoke depletion situation remains unchanged. {17.3-46}
943. Are the following hexes open ground or building hexes: 2D6, 4P6, 4X8, 5I9, 6C4, 6K1, 7K9, 7P10, 8C9, 8L3, 8O2, 8AA1, 12M2, 13H1, 13I8, 14P1, 15H1, 15FF8? **A.** These are building hexes. {KM}
944. May a leader direct indirect fire from a halftrack, and if so would he be considered in a CE status? **A.** Yes to both. {KM}
945. Would a SPW251/10, sIG38H or other open-topped AFVs be considered in a CE status after firing their main armament? **A.** No. {KM}
946. Would fire from above only affect crews in open-topped AFVs if it is directed from an adjacent hex and would the +2 DRM still apply? **A.** Yes. {KM}
947. If a vehicle in a CE status is hit by indirect fire, is there any effect on the CE counter?, if the vehicle was in the same hex with infantry hit with direct HE-fire? **A.** Only if a stun results. {KM}
948. When a MG is used on the AFV Kill Table do leader DRMs apply? Size modifiers? **A.** Yes, for To Hit purposes. Yes. {KM}

949. Would hex 4A5, 4A6, 6GG5, 6GG6 and similar "split" road hexes all be considered road hexes? **A.** Yes. {KM}
950. If a mortar is firing directly against a target behind a wreck, vehicle, wall, etc. is the target considered "hull down" even though it is a mortar firing? **A.** No. {KM}
951. Are mortars governed by covered arc? **A.** No. {KM}
952. What is normal range for AFVs with regard to routing restrictions? **A.** 16 hexes. {KM}
953. If an AFV which has used its entire MP allowance and has not been immobilized elects to move one additional hex, could it make an overrun in that hex? **A.** Yes. {KM}
954. Can the passengers in a halftrack that has an AAMG combine their firepower?
955. Can a leader direct the fire group (halftrack & passengers)? **A.** Yes, Yes. {JM}
956. If a player is allowed to exchange entrenchments & trenches for wire factors, must he inform his opponent how many he exchanged? **A.** Not until after play ends. {JM}
957. Do exposed crews receive the same infantry height advantage if they are one or more levels above firer? **A.** No. {JM}
958. If a crew captures ordnance (i.e., ATG), do they suffer the +2 TO HIT and -2 to breakdown penalties for captured equipment? **A.** Yes. {BT}
959. Can an MG attempt to kill more than one AFV which moved through the same hex? **A.** No. {BT}
960. Can sequential entry be avoided by having one AFV enter at 4A6 and by having the next AFV enter at 4A5? **A.** No. {OAF}
961. May a Tank pivot without firing in the Defensive Fire Phase? May an SP Gun? May an AT Gun? **A.** Yes to all. {MMP}
962. May a Tank pivot without firing in the Advancing Fire Phase if it has neither moved nor fired that player turn? May an SP Gun? May an AT Gun? **A.** Yes to all. {MMP}

COI RULEBOOK: INSIDE COVER

A WORD ABOUT THE SCENARIOS

- a. Each scenario lists certain new rules (Rules Introduced) which should be utilized in the play of that particular game for purposes of learning new rules. Unless specifically listed in the scenario,

however, a scenario does not necessarily have to utilize all rules presented up to that point. Players may (and should) choose to omit any rules sections upon mutual agreement beforehand.

- b. All vehicles which enter the playing area on the same hex and the same turn must do so sequentially with the second vehicle paying one additional MP to enter, the third two additional MPs, etc.
- c. Unless otherwise indicated in the scenario, all forces scheduled to arrive on a certain turn must arrive during that turn. They may not wait off the board for later entrance.
- d. Unless otherwise indicated, placement on board half-hexes does not satisfy either initial set-up or victory condition criteria.
- e. Unless otherwise indicated, units which leave the board must remain off the board and are considered eliminated for victory purposes (Exception: AFVs forced to withdraw by a STUN result). AFVs cannot satisfy Victory Conditions requiring occupation of buildings; such occupation must be by an *infantry* unit (including *dismounted crews*).
- f. **All numerical references past 103 refer to rules in *CRESCENDO OF DOOM*, the second *SQUAD LEADER* expansion gamette.**

COD RULEBOOK: INSIDE COVER

A WORD ABOUT THE MECHANICS OF PLAY

- g. As the complete *SQUAD LEADER* game system unfolds it becomes harder and harder to incorporate all of the many rules which the system has to offer if only due to the shortcomings of the human memory. Agreeing beforehand on specific rules to be used or not used, although a necessity, can be a lengthy process if the players get too picky. For true *SQUAD LEADER* aficionados, the game has become a branch of the hobby all its own. Under these circumstances, players may find it prudent to accept all but the most objectionable rules stated in advance as being in play and handle any discrepancies which may arise in the following manner.
- h. All results stand once play has progressed past the point of commission. In other words, if an error is discovered after play has passed that point, the game cannot be "backed up" to correct the error, even if such error is in violation of a rule. For example, assume an attack is resolved without the application of all proper DRMs, and a subsequent attack is resolved or play proceeds to another phase before Player A remembers he was entitled to a DRM in the previous attack, thus changing the result. His failure to apply that DRM at the time of commission has cost him his right to claim that DRM. The result cannot now be changed. Similarly, Player B

moves several units before remembering that he wanted other units to attempt to Rally in the Rally Phase or fire or entrench in the Prep Fire Phase. Once the Phase for execution of a deed has passed, the player has lost any claim to that capability.

- i. In essence, the player's knowledge of the system and methodical application of its benefits as opportunities present themselves, becomes an added skill factor better reflecting the abilities of an experienced battlefield commander.
- j. Several of the new rules contained herein will require use of a colored die to differentiate it from the other die in use. Remove one of the dice purchased with your original *SQUAD LEADER* game and replace it with a colored die of any hue (or failing that one of different size). Both dice are still rolled simultaneously and read normally for most purposes.
- k. Although not actually rules of the game system it is advised that players agree beforehand whether to use the following conventions whose use adds varying degrees of playability and/or realism to the game.
- l. Allow the defender the courtesy to temporarily "back up" a moving vehicular type unit one hex for defensive fire purposes provided no other unit has moved in the interim.
- m. Once a moving unit has been fired on, the defender forfeits all additional fire opportunities at that unit in target hexes occupied prior to the initial fire. Therefore, if a defender has several target hex possibilities against the same moving unit he may want to carry out his attacks in the order the target hexes are traversed.
- n. **NOTE. Neither side may use HEAT ammunition during the 1939-41 time period covered by the scenarios in this gamette. This ammunition was first introduced by the Germans in 1942.**

GIA GAME CHART

- o. **Artillery Barrage vs Vehicle DRM's 63.39.** Add worst of any positive DRMs only if all armor DRMs are positive
- p. **TERRAIN EFFECTS MODIFIERS 11.1.** Higher elevation (RE: 91.1); only if no other positive, non vision TEM's apply.