

## ***A & A GAME ENGINEERING PRODUCT SUPPORT***

Product Support sheets come in the following types:

- Clarifications – these are more general clarifications about game play in response to questions from players.
- Corrections and Amendments – these include corrections to errors in game data, typing errors, and mistakes in game play that have come to light. These may come in two alternatives:
  - applicable to the most recent edition.
  - applicable to previous editions. These items will all have been incorporated into the latest edition on sale.
- New Rules – These rules will have been developed in response to requests from players. They may also have been developed from House Rules (see below).
- House Rules and player suggestions. House rules that are tested and work well may be incorporated into the basic rules if the author(s) approve.

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# ***OFFICER'S HANDBOOK***

## **REVISED UPDATE TO ISSUES 1 (POD AND PDF) AND 1.1 (PDF)**

**v.4**

**DATE: 26 JULY 2018**

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### ***What is in this document ?***

#### ***Notes regarding the Update sheets***

These updates are applicable to the PDF and Print on Demand versions of Edition 1.0. The page numbers reflect this.

The presentation of the update sheet has been changed slightly. The original updates which were issued bear no date “tag”. The revised updates from version 2 onwards are now marked clearly, so you can now see which changes may be relevant. Updates up to version 3 have been incorporated in the PDF Edition 1.1 of the rules. The current updates (version 4) have not been incorporated.

Here you will find:

- A few corrections to start with, where “my finger slipped” and some bits of wrong text got put in.
- A number of Clarifications which cover some game effects which did not come to light during play testing. As part of these Clarifications, we have found some unhelpful text, which, while correct, is misleading.
- Some Updates to the Definitions and changes to the after-effects applicable to Transport Vehicles and their Passengers in Close Assault.
- The “To Hit” penalty for HC attacks in Direct Fire has been removed.
- A Clarification of the rules concerning the ownership and control of Objective Markers.

***[Update v.4 dated July 2018]***

- An update to what happens at the end of each Game Turn, when assessing victory (this concerns who controls Objective Markers at the end of the game Turn).

***[Update v.4 dated July 2018]***

### ***New Vehicles***

***We have also created additional vehicles, which appear in separate documents. Please check our website for details.***

As part of the exercise we have carried out to add some new vehicles, we came across some anomalies in some wheeled vehicles which are carrying guns, in effect being used as self-propelled guns.

We had a look at some of our underlying calculations and applied a “tweak” which revises some of the data, usually the vehicle speed across country and in bad going. This means that the costs of the vehicles concerned change. It is perhaps important to say that the costs of these vehicles were originally calculated by taking the generic transport vehicles speeds and cost, then adding the cost of the weapon. Delving deeper into the matter we have found additional information, meaning that we have been able to re-calculate these vehicles making use of their actual data.

The revised data is included in the updated National Data Tables which you can download from our website.

## CORRECTIONS

### Page 2 – Index

In column 2 the entry “Using Contact Markers” should be deleted (this rule is covered by 3.3).

### Page 20 – Special Orders (6.6)

This should be renumbered to 6.5.

### Page 23 – Other Actions (7.5)

This should read that a Unit with an Overwatch Token cannot carry out any actions other than **Shooting** or Spotting. After a Unit has been given an Overwatch Token it cannot subsequently be Activated during the Game Turn other than to react to the enemy's actions.

### Page 27 – Order of Resolution of Direct Fire (9.7)

In the final Bullet point under Item #7, the parenthesis should read “(other than unarmoured Transport Vehicles)”

### Page 31 – Firing for Effect (9.20)

#### Order of Resolution

In Item #8 the parenthesis should read “(other than unarmoured Transport Vehicles)”

### Page 37 – Order of Resolution (10.4)

In the penultimate bullet point the text and parenthesis should be altered to read “... lost any Bases (other than unarmoured Transport Vehicles), including while crossing Defensive Obstacles, ...”

### Page 45 – Table of Game Types (10.4)

*[Update v.3 dated April 2018]*

In row 7 of the Criteria (Objective Markers) the vertical border line between the Encounter and Stand your Ground games should be removed. In both games the Objective Markers are calculated from the # of Units divided by 4.

## UPDATES

### Page 5 – Definitions

#### Vehicles, Transports

This definition is unfortunately a bit unclear. The following text is a better Definition for use in the game:

Transport Vehicles are used for carrying troops or towing guns. They can come in two varieties:

- ARMOURED and ARMED, such M3, M5 and SdKfz 251 Half-tracks and the White M3 Scout Car. They can be used to conduct a Close Assault, and their Passengers can conduct an assault from them. They cannot be Dispersed. If such Vehicles are lost during combat their Unit must take a Morale Test.
- UNARMOURED and UNARMED transport vehicles such as lorries, jeep types and similar vehicles. They cannot be used to conduct a Close Assault, though their Passengers can conduct an assault from them. They can be Dispersed. If they are lost during combat they do not cause a Morale Test to be taken by their Unit.

### Page 13 – Destroyed Transport and Towing Vehicles (4.6)

We have come to the view that something is not quite right when a transport vehicle is knocked out in a Close Assault and its Passengers or Towed weapons have to take a Saving Throw.

Such Passengers or Weapons must apply an additional –2 modifier if their Transport was knocked out in a Close Assault.

In addition, if the Passengers or Weapons do pass the Saving Throw with a 6+, they cannot ‘Fight Back’ against the attacker who just destroyed their vehicle. Therefore at the bottom of the section marked ‘After the Saving Throws’ please add the following text:

“If the vehicle was destroyed while defending during a Close Assault, if any Passengers or Weapons passed their Saving Throws and managed to Disembark Unpinned they CANNOT ‘Fight Back’ against their assailants from the current combat. If they were attacked in a subsequent Order and survived, then they can ‘Fight Back’.”

### Page 19 – Order of a Game Turn (6.1)

*[Update v.4 dated July 2018]*

At the end of a Game Turn the players have to see whether one or the other has lost the battle. The wording of the last paragraph of the point 6 should be reworded as follows:

“At the end of each Game Turn, the Players must assess whether they have lost Objective Markers to their Opponent, which will count towards their Break Point. At this point one side or the other may have lost the battle, at which point the Game ends.”

### Page 27 – To Hit with Direct Fire (Table)

When shooting with Hollow Charge (HC) Ammunition, weapons are nearly always subject to the *Restricted Use* rules. In cases where the weapon itself is capable of firing at very long ranges, the maximum range is limited to 70cm in all circumstances.

We have therefore decided that the additional – 1 “To Hit” Modifier is unreasonable in this circumstance. Furthermore, the most common use of these weapons will be in the form of Infantry Anti-tank weapons like Bazookas, etc. in Close Assaults, where there is no such “To Hit” Penalty.

**Page 34 – Introductory Remarks (10.1)****Transport Vehicles**

We have come to the view that the second paragraph here is wrong. If the Transport Vehicle is knocked out, the passengers take their Saving Throws, with the additional – 2 modifier introduced above. If they survive and are Unpinned, they CANNOT 'Fight Back' against the current attackers. If they are attacked subsequently and survive, they 'Fight Back' as normal.

The text after the first sentence should be replaced with the following:

"If any Passengers or Weapons passed their Saving Throws and managed to Disembark/Unlimber Unpinned they CANNOT 'Fight Back' against their assailants from the current combat. If they are attacked in a subsequent Order and survive, then they can 'Fight Back'."

**Page 47 – Controlling Objectives (15.6)**

[Update v.4 dated July 2018]

The following changes have been introduced because it became clear that in a game it is possible that the situation concerning who is controlling an Objective Marker may appear to be unreasonable. The following changes have therefore been introduced. The first paragraph is replaced with the following two paragraphs:

"At the start of the game, the Player who placed the objectives is regarded as controlling them. It is not necessary for him to garrison them, though if they are threatened by the enemy he will have to take action to protect them.

Objectives cannot be "disputed", they are owned by one side or the other. To wrest control of the Objective, any enemy within 10cm must be eliminated or driven off.

To take an Objective Marker controlled by the enemy the following conditions apply:

- You must have been the Player who last had one or more Bases which ended their Activation within 10cm of an Objective Marker.
- The enemy may not have any Bases within 10cm of the Objective Marker.
- These Bases may be Pinned.

You can only control an objective with Bases of the following types:"

In addition, it would be advisable to revise the bullet point regarding Infantry and Combat Engineers to read "Dismounted..."

**CLARIFICATIONS****Page 12 – Transport Vehicles****4.5 – Transport Vehicles in Combat****Effect of Pinning on Transport Vehicles**

This paragraph shows lots of information about what can happen when a Transport is Pinned, and what its Passengers may be able to do. It does, however, not mention anything about whether a Passenger can 'Fight Back' if a Pinned Transport survives a Close Assault.

To match the Clarification concerning *Pinned Bases and Shaken Units* shown for Page 34 (below), it is suggested that the following text is added at the end of the 1<sup>st</sup> paragraph: "A Passenger in a Pinned vehicle cannot 'Fight Back' if the vehicle is attacked and survives in Close Assault."

**Pages 26 and 28 – Arcs of Fire (9.5) and Area of Effect (9.12)****Effects on Artillery Batteries**

When determining the size of the Area of Effect when using Artillery this depends on how many guns in the Battery cover the Aim Point Token with their Arcs of Fire. The Players should take note of this when deploying their Artillery Batteries because you may find that a target area cannot be covered by all the guns in the Battery. This is particularly true if the Aim Point Token is out towards one side of the field of fire of a Gun Battery. Placing a battery in a Square may restrict the field of fire laterally, but it is more likely that all the guns will be able to cover the Aim Point. Traditionally Players tend to line their guns up in a row.

Guns on turntables do not suffer from this potential restriction.

**Page 34 – Close Assault (10.1)****Pinned bases and Shaken Units**

This paragraph is a bit misleading because a Passenger in a Transport Base is not Pinned when the Transport suffers a Pinned result. The Passenger can be issued Orders in his own Activation, which could also permit him to Disembark and/or Close Assault. Of course if he conducts a Close Assault from the Transport and fails, then the enemy will 'Fight Back' against the vehicle, not the troops. The Passenger in a Pinned vehicle cannot 'Fight Back' if the vehicle is attacked in Close Assault.

A Tank Rider can be Pinned independently of the Tank he is on. In this case, if the Tank Rider is not Pinned, then he can Close Assault or 'Fight Back', as long as he is not Pinned.

**Action:** It is suggested that the sentence reading "This includes ... Pinned Vehicles" be deleted.

**Page 35 – Consolidation (10.2)**

The following alternative Actions are possible if a victorious attacking Unit Consolidates:

- Dismounted Troops can remount their Transport Vehicles instead of moving. The Transport Vehicles cannot move.
- If the Close Assault was carried out from vehicles, then the victorious Troops can disembark; once again, the Transport Vehicles cannot move.
- Dismounted Troops can Disperse or Recall their Unarmoured Transports, though Troops cannot move themselves.
- Guns could be Limbered or Unlimbered (though the latter is unlikely to happen unless the towing vehicle was Armoured).

You will note that these all fall into the Category of a Movement Order (cf. Page 20 in the rules).

## ***Page 36 – ‘Fighting Back’ (10.3)***

### ***Table of Close Assault Defence***

In the 2<sup>nd</sup> detail row, regarding Passengers, a second footnote with ‘\*\*’ is required as follows:

\*\* Passengers cannot ‘Fight Back’ if their Transport is Pinned.

## ***Page 39 – How to Retire (11.6)***

### ***Step 4 – Move the rest of the Unit***

In Step 2 we say that any infantry clamber on to their transports before they retire; any infantry for whom there is no space move on foot. The retire procedure stipulates that one Base is selected to determine the route of retreat, and this Base moves at its appropriate speed (Cross Country for vehicles). The rest of the Unit then moves to remain ‘In Command’ after they have moved.

In the first two bullets on Step 4 our intention as regards the Infantry is that any who could not be loaded onto Transports are regarded as clinging on to any available vehicles or running as fast as they can. This means that Infantry could potentially move faster than their usual speed of 15cm. It is not our intention that the speed of Infantry left behind on foot slow down a retreat.

## ***Page 44 – Conducting an Air Attack (14.5)***

***[Update v.3 dated April 2018]***

We have to confess this could have been better expressed. In order that an Air Attack can take place there has to be at least one Air Attack Token on the table. If there are several FACs in action there may be more than one.

When fielding your forces, you may have bought a number of Air Attacks, which can be delivered separately against different targets or together against a single target, or a combination of both.

If you have purchased say, 2 bomb and 2 strafing attacks for your army, you can choose to commit any or all of these in an attack. You use a single Order, select what you want to use, and declare this as a sortie to the opponent. If he has an anti-aircraft unit on Overwatch he can challenge the sortie, and if successful all the committed attacks are either driven off (and can be used again in a subsequent turn) or, in the worst case, shot down and all the attacks are lost.

If the sortie survives or there is not any anti-aircraft fire, then each attack is resolved separately. Each tests for accuracy, then rolls to hit any targets within 5cm of where the attack actually hits, after which any saving throws are taken and other combat effects applied as usual.

All the declared attacks are expended, you cannot “hold back” an attack if the first one has destroyed all the available targets.

All this activity is carried out by a single Order, therefore, if our example sortie of 2 bomb and 2 strafing attacks, these are resolved individually in any order, and none of them have any Fatigue applied.

## ***Page 46 – Allocating Forces (15.3)***

### ***Step 4 – Hidden Units and Contact Markers***

When determining the number of Contact Markers that will be used, the number of Officers who are available at the start is used. These could be deployed either as a model or hidden by a Contact Marker. Officers who have been placed in reserve are not used.

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## NATIONAL DATA TABLES

The following data corrections have come to light and should be applied to your armies.

### Page 55 – France

Under *Self-propelled Anti-tank Guns* the following changes are required:

Laffly W15 TCC 47mm Portee: The speeds should be altered to 45/25/10, and the cost changes to 25 points.

S20TL 25mm Portee: The speeds change to 50/30/15, and the cost changes to 19 points.

### Page 63 – Germany

Under *Other Vehicles*, the following revisions are required:

Armed VW Kubelwagen: Speeds are 60/40/20, costing 20 points.

Armed VW Schwimmwagen: Speeds are 60/35/20, costing 23 points.

*[Update v.2 dated January 2018]*

Armed Motorcycle/sidecar: Speeds are 65/55/25, costing 18 points.

### Page 67 – Great Britain and Commonwealth

The entries for the Crusader I CS and Crusader II CS are incorrect. Both should show the Hull weapon as being an MGT(2:35), the correct points values being 101 and 100 respectively.

In addition there should also be the option of the vehicles without the sub-turret in the hull (cf. the listing for the standard tanks on page 66). The costs in this case are 91 and 89 points respectively.

### Page 68

*Self-propelled Anti-tank Guns* require the following revisions:

2pdr Portee: change the speeds to 60/35/20, costing 25 points.

25mm Portee: change the speeds to 60/40/20, costing 21 points.

6pdr Portee: change the speeds to 50/30/15, costing 40 points.

#### *Anti-aircraft Vehicles*

Bofors SPAA: change the speeds to 60/30/15, costing 39 points.

Oerlikon SPAA: change the speeds to 60/35/20, costing 44 points.

The entries for the Bofors and Oerlikon SPAA vehicles should also be marked with the annotation 'CV' in the Notes Column.

### Page 69

#### *Other Vehicles*

LRDG Chevrolet (Option 1): change the speeds to 45/45/20, costing 51 points.

LRDG Chevrolet (Option 2): change the speeds to 45/45/25, costing 40 points.

LRDG Chevrolet (Option 3): change the speeds to 45/45/25. The entry for the 0.5-in HMG should show a FPF of (3:35). The overall cost changes to 52 points.

SAS Jeep: change the speeds to 65/50/25, costing 59 points.

### Page 70 – Italy

In the footnote section under the Infantry Table, the Support Weapon Code O should read "Unit can add Support Weapons (Anti-tank and medium Machine Guns)".

### Page 72

#### *Self-propelled Anti-tank Guns*

The Lancia da 90/53: Speeds should be 45/15/10, costing 82 points.

#### *Anti-aircraft Vehicles*

20mm Scotti SPAA: Speeds should be 50/25/10, costing 18 points.

#### *Other Vehicles*

Armed motorcycle: Speeds should be 55/40/20, costing 12 points.

### Page 82 – Soviet Union

#### *Self-propelled Artillery*

BM-13-16: Speed 55/30/15, costing 85 points.

BM-13-24: Speed 50/25/10, costing 114 points.

BM-13DD-16: Speed 55/30/15, costing 95 points.

BM-13DD-24: Speed 50/25/10, costing 128 points.

BM-31-12: Speed 55/30/15, costing 84 points.

BM-8-36: Speed 50/25/15, costing 57 points.

BM-8-40: Speed 55/25/10, costing 57 points.

BM-8-48: Speed 50/20/10, costing 56 points.

#### *Anti-aircraft Vehicles*

GAZ-64 AA: Speed 65/40/20, costing 34 points.

### Page 87 – United States

#### *Self-propelled Anti-tank Guns*

M6 37mm GMC: The speeds should be 60/50/25, costing 36 points.

### Page 88

#### *Transport and Towing Vehicles*

*[Update v.2 dated January 2018]*

We have reviewed the data entries for the M3/M3A1 and M5A1 Half-tracks and the M3A1 White Scout Car. The basic armament on the Half-tracks remains the 0.5-in Heavy Machine Gun, as shown. There are two alternative weapon fits which add either one or two 0.3-in MGs. In operational use these may or may not have been part of the equipment of the Infantry being conveyed, however it is equally likely that these weapons had been "acquired" along the way, which is the view which we have taken (for simplicity).

The final costs are as follows:

M3/M3A1 with 1x 0.5-in HMG	57 (as shown)
with additional 1x 0.3-in MG	69
with additional 2x 0.3-in MG	82
M5A1 with 1x 0.5-in HMG	55 (as shown)
with additional 1x 0.3-in MG	68
with additional 2x 0.3-in MG	80

The White Scout Car should be armed basically with the HMG (with its associated PEN data which you can take from the Half-tracks). The revised final costs are as follows:

M3A1 SC with 1x 0.5-in HMG	48
with additional 1x 0.3-in MG	61
with additional 2x 0.3-in MG	73

Only the basic vehicles with the HMG are available in each case as Lend-lease (which should also include the Scout Car)

#### *Other Vehicles*

Willys Jeep (armed): Change the speeds to 65/50/25, costing 27 points.