



09/10/2010

All of the following clarifications, additions, and modifications apply to the revised stat cards and to the Advanced and Expanded rules.

Rules Modifications/Clarifications

Building an Army

An army can contain any number of units. No more than 10% of an army's maximum allowable cost can be spent on Obstacles.

Mixing Nationalities: (Optional rule) Units from differing nationalities can appear in mixed armies only in the following combinations:

- Germany, Hungary, Romania, Slovakia, Italy
- Finland, Germany
- Japan
- Soviet Union
- France, Belgium, United Kingdom
- Nationalist China, United States, United Kingdom
- Poland
- Free Poland (units deployed after 1939), Free France (units deployed after 1940), United States, Canada, Australia, , South Africa, United Kingdom
- Greece, United Kingdom, Australia

Single-Nationality Armies: (Expanded rules) An entirely Finnish army or an entirely Greek army can be built with 110 points.

Heroes: In standard games (including DCI constructed play at 100, 150, and 200 points), Heroes are limited to one per army per 100 points. In DCI limited (80-point sealed) play, no cap is placed on Heroes.

Sequence of Play

Flight Phase: The first player places one Aircraft anywhere on the board. Then the second player places one Aircraft anywhere on the board. Continue alternating placement until all desired Aircraft have been placed. Only one Aircraft can occupy a hex. Aircraft can be held off the map, but once a player declines to place an Aircraft, he can't place any more that turn.

Attack, "Instead of Attacking"

Some special abilities tell you to do something "instead of attacking" and replace your normal attack with some other effect. In these cases, the effect that happens "instead of attacking" is considered to be an attack if it results in you rolling attack dice.

Stacking

(The following Stacking rule supersedes the entire Stacking section of the Advanced (pg. 13) and Expanded (pg. 18) Rules books.)

"Stacking" refers to the number of units in a hex. The stacking limit applies at all times, except as noted below.

Stacking with Friendly Units: Three of your units can occupy a single hex. Only one of them can be a vehicle.

Stacking with Enemy Units: A hex can contain up to three units of each army. Only one of those six units can be a vehicle.

Aircraft and Obstacle Stacking: Aircraft and obstacles don't count toward the normal stacking limit, but only one aircraft and one obstacle can occupy a hex. Aircraft and obstacles never affect, and are never affected by, the stacking of soldiers and vehicles in the same hex.

Stacking While Moving: During your movement and assault phases, you can exceed your stacking limit by one soldier or vehicle per hex, but never more. At the end of your portion of the phase, after movement and unit placement are finished, all hexes should be within your stacking limit. Units in overstacked hexes are penalized (see below).

Penalty for Overstacking: If a hex exceeds your stacking limit at the end of your portion of the movement or assault phase, after all movement and unit placement are finished, then your opponent places one face-down hit counter on one of your soldiers or vehicles in that hex. Any soldier or vehicle in the hex can receive the hit, including one that already has one or two face-down hit counters. A hit counter is placed in every hex where your units are overstacked, not just those hexes that became overstacked in the current phase.

Overstacking Vehicles: If a hex contains vehicles from both sides, then an overstacking penalty applies to the player whose vehicle entered last. It also applies to a player who has two vehicles (or more than three units) in the hex, if those are separate players.

Overwatch

(Expanded Rules only) Under the Expanded Rules, Soldiers can be used in overwatch if they have the Relocate special ability or if they are Artillery with speed 0. The SU-152 cannot use overwatch.

Grazing Fire

(Expanded Rules only) Grazing fire attacks every Soldier and Vehicle (other than the original target) in the affected hexes. Units in the attacker's hex are never subject to grazing fire attacks. Grazing fire can't be used if the first target of the Double Shot attack is in the attacker's hex or was an Aircraft.

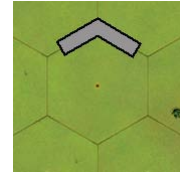
Attack and Defense

Artillery units without the Antiair special ability can't attack Aircraft.

The Crack Shot special ability does not give +1 to attack rolls against Aircraft.

Specific Units Modifications/Clarifications

Barbed Wire: Each individual Barbed Wire piece covers two adjoining hexsides, as shown at right.



Bren Machine Gunner should have a start date of 1939.

Canadian Infantrymen should have a start date of 1941.

Churchill Crocodile: The Hull-Mounted Flamethrower special ability works only against soldiers and vehicles.

Eagle-Eyed NCO should have a start date of 1941.

Imperial Sergeant: The Banzai Charge special ability applies only to non-Artillery, non-disrupted soldiers.

Intrepid Hero should have a start date of 1941. (This reflects the presence of Canadian units in the Battle of Hong Kong.)

M3 Half-Track: "I" should be "It" in the second sentence of the Transport SA.

M4A3 (105) Sherman: The Bombardment special ability should include, "This unit can't attack aircraft."

M5 Half-Track should have a start date of 1943.

M7 105mm Priest: The Bombardment special ability should include, "This unit can't attack aircraft."

Marines M2-2 Flamethrower: The Flamethrower special ability works only against soldiers and vehicles.

Minefield: Minefields follow the standard Fortification deployment rules -- "During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the battle map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits." Also, the Minefield special ability should state, "Whenever a unit ends its movement phase or its assault phase in a hex containing this Obstacle, OR leaves a hex containing this Obstacle, the unit's controller rolls a die."

P107 Half-track: This unit cannot transport large artillery. Artillery can't attack while transported.

Panzer II "Flamingo": The Flamethrower special ability works only against soldiers and vehicles.

Royal Engineers, U.S. Engineers, Pioneers: Remove the words "or obstacle" from the last sentence of the Bridge Demolition special ability. A movement roll is required to cross a destroyed bridge, as it would be to cross any unbridged stream, but not a destroyed obstacle.

Sandbagged Machine-Gun Team: This unit should have Speed 1.

Semovente 90/53: The Extended Range 12 special ability applies only against vehicle targets.

Veteran Fallschirmjäger should have the Paratrooper subtype.

Wehrmacht Oberleutnant: The Angriff special ability applies only to non-Artillery, non-disrupted soldiers.

ZIS-2 57mm model 1943 costs 7 points, not 8.

Special Abilities Modifications/Clarifications

Angriff/Banzai Charge: In your assault phase, friendly non-disrupted non-Artillery Soldiers adjacent to this unit can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

Antiair: Artillery units without this special ability can't attack Aircraft.

Blast: When a unit with this ability attacks, it makes a separate attack against each Soldier and Vehicle in the target hex. Friendly Soldiers and Vehicles -- as well as boarded units and units with the Camouflaged and Superior Camouflage special abilities -- in the hex are also affected. Roll your attacks against each unit separately. If the targets are in defensive terrain, cover rolls are made for them separately. A unit with this ability uses it even when making defensive fire attacks.

Bridge Demolition: Units must make a movement roll to cross a stream where a bridge was destroyed. No movement roll is needed to cross a destroyed obstacle. A unit can't use this special ability while boarded on transport.

Crack Shot: This special ability does not give +1 when attacking Aircraft.

Fighting Platform: A non-artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase. A Soldier carried by this unit can make defensive-fire attacks.

Flamethrower, Hull-Mounted Flamethrower: If this unit rolls three or more 6s on a short-range attack against a Soldier or Vehicle, the target is destroyed immediately. Aircraft and obstacles are unaffected by this special ability.

Limited Range 2: This unit can attack only at ranges of 2 or less.

Open Back: Enemy units can use their anti-Soldier attack values when attacking the rear defense of this unit.

Spotter: This special ability provides a bonus only for attacks against Vehicles and Soldiers.

Tally-Ho! In your movement phase, friendly non-Artillery Soldiers that start their move adjacent to this unit get +1 speed.

Transport: A Vehicle with this ability can carry a Soldier. A Soldier in the same hex as this Vehicle can use its move in the movement phase to "board" it, and a Soldier that starts its movement phase boarded can use its move in the movement phase to "dismount" it. For example, on one turn, a transport Vehicle could move into a Soldier's hex and the Soldier could board it. Then, on the next turn, the Vehicle could move, and then the Soldier could dismount.

- While a unit is boarded, it can't attack. A boarded unit can't be attacked. Any abilities that affect "each" unit in a hex, will affect boarded units.
- A Soldier with speed 0 can board and dismount a unit with the Transport ability. A Soldier that "can't move" because of a special ability can dismount a unit with the Transport ability.
- If the transport Vehicle is destroyed, any Soldier on it is destroyed too. If the transport Vehicle is disrupted or damaged, any Soldier on it is unaffected.
- You can start the game with a Soldier already mounted on a transport Vehicle.
- A unit on a transport Vehicle doesn't count against the stacking limit.
- Transport Vehicles can't carry Soldiers with the subtypes of "Artillery", "Motorcycle" or "Cavalry."