

Action Pack 4 Replacement Pages and Errata

Action Pack 4 includes replacement pages for the Wall Advantage and Bocage rules, replacing pages B9 and B10 with four pages that clarify and expand on the current rules. In addition to the many clarifications, expanded examples, and improvements on wording, these replacement pages also contain some actual rules changes, although the intent was to change how a rule actually works only if absolutely necessary.

As we clarified the rules in these pages, we realized that there was a need for errata in rules not contained in pages B9 or B10 that address how vehicles are treated when Hull Down and how units are affected when WP is placed in their Location.

We also took this opportunity to eliminate the errata that we published in Journal 7 addressing TEM when on a bridge (while maintaining a useful clarification about Residual FP that was contained in those errata). These additional errata are included in AP 4 and are repeated below (and will be reprinted in Journal 8).

Below is a list of the changes and the most important clarifications in the new replacement pages. There are many other clarifications, especially in the new examples, but also in the body of the rules. The accompanying errata are listed afterwards.

B9.323: Clarifies that a unit affected by Mandatory WA will gain WA even outside the five times mentioned in B9.322. Later examples clarify that Broken or unarmed units are not affected by Mandatory WA unless there are other units claiming WA in their Location.

B9.36: Some contradictions in the Hull Down rules have been eliminated, and the rule has been simplified. A vehicular target is considered HD vs ordnance, but receives the Wall TEM vs non-ordnance - regardless of the target's armor status. See the accompanying errata for A7.308, D4.2, and D4.21.

B9.41: This new rule explains the timing of losing WA during movement. In short, WA is lost as soon as the unit starts entering a new Location, even if exit of its current Location fails.

B9.42: This new rule explains how a wall/hedge affects LOS that is drawn to a vertex of that wall/hedge hexside, e.g. during bypass or snapshot.

B9.521: This rule is rewritten to clarify how LOS to/from a unit behind bocage works. The most important clarifications explain that a unit not adjacent to the bocage can still see the Location immediately behind the bocage but not any units in that Location that do not have WA. It also explains that two adjacent units can always see each other through bocage even if neither have WA.

The examples in B9.521 help clarify the difference between having LOS to a Location and having LOS to the units in that Location. For example, a unit out of LOS is immune to all non-Mortar fire attacks, and also immune to Mortar attacks unless there is an in-LOS unit in its hex. If occupying the Ground level of its hex, it would not,

however, be immune to a WP attack when WP is placed in its Location (see accompanying errata for C3.33 and the C3.331 example).

B9.55: This rule is rewritten to clarify how setting up concealed/hidden in non-concealment terrain with a bocage hexside works. It also clarifies that Non-Assault Movement behind a bocage hexside is treated exactly as Assault Movement for concealment loss purposes (unless the enemy has WA over the bocage hexside).

Errata Printed in Action Pack 4

A7.308: lines 15-16, delete “[EXC: if HD the vehicle is unaffected by an Immobilization result]”.

B6.3: lines 3-4, disregard the B6.3 errata from the Journal 7 Debriefing; instead, after “regardless of LOF”) replace “is” with “and Residual FP attacks are”. [If correcting the Journal 7 errata instead of disregarding it, delete the phrase “with a TEM of -1 which is cumulative with other TEM (e.g., AFV/Wreck) and FFMO/FFNAM”. We apologize for any inconvenience.]

Chapter B Terrain Chart: in row “6. Bridge” in the “TEM” column replace “LOS” with “FFMO”; in the “Notes” column replace “If” with “FFMO if”.

C3.33: line 11, replace “all vulnerable units/PRC hit by WP must take an A24.31 NMC” with “see A24.31 for a hit by WP or if in a Location where WP is placed”.

C3.331 EX: at the end add “See also B9.521 second EX for WP placement.”.

D4.2: lines 3-4, replace “Direct or Small Arms/non-ordnance [EXC: DC, C7.346] fire” with “Direct Fire ordnance”.

D4.21: lines 1-2, add “ordnance” after “Direct Fire”.