

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

UPDATES TO ISSUE 2

DATE: FEBRUARY 2024

What is in this document ?

Background

We decided that this Update was necessary because with further playing it became clear that the new Challenge rules were unsatisfactory. The main change that we introduced in Issue 2 was that any Challenge takes place before the “target unit” starts to carry out its Order, such as move, dig-in, etc. This important rule remains in place.

The effect of the actual Challenge was, we felt, not enough. The revised rule only provided for a Reaction Test if the target unit was hit. The previous version of the rules, actually used Direct Fire and its effects to try to damage the target, which in game terms is much more satisfying for the Players. There was always the possibility that a target lost any Bases, it would have to carry out a Morale Test, with potentially adverse results. We have therefore reinstated this mechanism.

In addition, one further change we have made in the case of a Unit which has an Attached Officer is that it no longer costs an Order to place a Unit on Overwatch, or take it off Overwatch.

In this document you will find all the required text changes that need to be applied to Issue 2 of the Officer's Handbook.

There is also a replacement for page 28, with the whole rules section for Challenge Fire.

TEXT CORRECTIONS

Page 6

In the Bullet under **Morale** delete "...or Reaction...". Note though that the concept of a Reaction Test is still present under Anti-aircraft Fire.

Page 7

Right hand column

Change the 3rd Bullet to read:

- After Attaching itself to a Combat Unit that has not yet been Activated in the current Game Turn, an Officer Base can Activate that Unit and carry out further Actions involving the entire 'Combined' Unit. Alternatively the newly Attached Officer Base may place a Challenge Token on the 'Combined' Unit; the **Challenge rules [8]** now apply.

Change the 5th Bullet to read:

- An Attached Officer Base can remove the Challenge status from a Unit with a Challenge Token; the Token is removed and the Unit can then be given other Orders.

Page 12

Rules section 4.5

Change point 2) to read:

- 2) Immediately after a Unit has been deployed, it may come under Suppressive Fire from an enemy Unit with a Challenge Token. The Challenge Fire is resolved as shown under **[8.2]**.

Page 24

Rules section 7.1

In point 4, change the 2nd paragraph in the 2nd bullet to read:

Units may also be given or lose Challenge Tokens during the Game Turn, but this requires an Attached Officer.

In point 5, change the 1st bullet to read:

- If a Unit Action is Challenged, incoming fire and a subsequent Morale Test are resolved before carrying out the Action.

Page 26

Rules section 7.6

The 4th paragraph under **Dig-in** should be replaced with:

This Order can be Challenged by the enemy (before the 'Dig-In' Action takes place). The Challenge Fire is resolved as shown under **[8.2]**.

Under **Embarking and Disembarking** in the right hand column, 2nd paragraph, 2nd sentence, change this to read:

The Challenge fire is resolved as shown under **[8.2]**.

Page 39

In the 2nd paragraph between the two tables you may wish to insert "... Anti-aircraft..." before the words "Reaction Test"

Page 45

Section 12.1, 2nd sentence. Delete "when Challenged".

REPLACEMENT PAGE

We have created a replacement page for page 28.

This appears in two formats.

The first is a simple replacement page.

The second is a sheet with additional margin marks. If you cut the sheet carefully just on the inside (text-side) of the side margins and the lines at the top and bottom on the page, you can fit this replacement over the existing text.

You could glue it in place with a suitable glue stick, or if you have access to A4 sized self-adhesive sheets (many label makers provide these) then if you print the sheet, then trim the edges, and place it face down over page 29, covering the text on that page, then carefully close the rule book from the spine edge outwards, the replacement will fit over the previous text on page 28.

8 — CHALLENGE ! SUPPRESSIVE FIRE

Combat Units may be given an Order to Challenge enemy Actions. The effect of having a Challenge Order is that a Unit conducts Fire with the aim of disrupting the activities of an enemy Unit. If the target suffers casualties, it will have to take a Morale Test in the usual fashion, which may interfere with its current Activation.

A Unit which has received a Challenge Order is marked with a Challenge Token. In the following cases no Orders are required so Fatigue is not initially applied to the Units concerned:

- A Unit may be given a Challenge Token, or have it removed, at the start of each Game Turn.
- A Unit may also start the game with a Challenge Token.
- A Unit may be voluntarily deployed from a Contact Marker with a Challenge Token. It cannot receive a Challenge Order if it was forced to deploy after being Spotted by the enemy.

In addition, the following rules apply to a Unit which has an Officer Attached:

- It may be given a Challenge Token at the start of its Activation. After this it is subject to the Challenge rules. If the Officer has moved to Attach to the Unit, then the Unit will receive one or more Fatigue Markers.
- If it is given an Order to remove a Challenge Token, after which it may receive further Orders to carry out other Actions.

Loss of Challenge Tokens

In addition to losing the Challenge Token following an Order from an Attached Officer, a Token is removed immediately if the Unit carries out a Rally Test, is attacked during a Close Assault (but only when the first attack die is rolled) or is forced to Withdraw.

8.1 – Units with Challenge Tokens

Suppressive Fire

Only one Unit can react to an enemy Unit's Order. If that enemy Unit subsequently does something else that meets the conditions, any friendly Unit with a Challenge Token can react to this, including one that has already reacted to this or another enemy Unit's Activities. Units may use Suppressive Fire if an enemy Unit has received one of the following Orders:

- ◆ Move. (Reacting to a Move Order of Artillery Observation Aircraft is treated as *Anti-aircraft Fire [10.22]*). A Challenging Player must be alert for opportunities to shoot. If a Player had planned to move a Unit several times, each of these Actions must be carried out separately. Players must remember that the Challenge is issued at the start of each Movement Action, not during it; because of this, it is possible for a fast moving Unit to dash across a gap in terrain. Bear in mind, however, that after the dash it will have to have moved all its Bases out of a Challenging enemy's LOS; if it were to issue another Movement Order, it may be subject to a later Challenge.
- ◆ Close Assault. Only the Initial Movement of a Close Assault can be Challenged. If the target of the Close Assault is already in Close Assault range of 5cm to 10cm, then no Challenge is permitted.
- ◆ Deploy from a Contact Marker. (The Challenge occurs after the Unit has been deployed – see *Deploy from a Contact Marker [4.5]*.)
- ◆ 'Dig-In'.
- ◆ Reposition a Weapon.
- ◆ Embark in Transports or Limber Weapons.
- ◆ Disembark from Transports or Unlimber Weapons.
- ◆ Carry out an Engineering Task.
- ◆ Carry out an Attack Run with Close Air Support. (This is treated as *Anti-aircraft Fire [10.22]*.)

- Challenges are conducted using Direct Fire; all rules concerning Lines of Sight, Arcs of Fire and Ranges apply. At least one Base in the Challenging Unit must be able to trace a Line of Sight to at least one Base in the enemy Unit. Only Bases that can see enemy Bases can be used (see *[8.2]*).
- If the entire enemy Unit is Concealed then the *Visibility Rules [6.4]* apply, reducing the visibility distance.
- Only PRIMARY Ammunition may be used.
- Smoke (even if this was Primary Ammunition) and *Restricted Use [3.11]* Ammunition cannot be used.

You cannot use Suppressive Fire if an enemy is Shooting, using a Rally Order, Withdrawing or Dispersing Transport Vehicles.

Effect on Orders on Target Units

Having received incoming Suppressive Fire, and assuming it has passed any Morale Tests, a Target Unit may choose to abandon its current Order in favour of doing something else. A Unit cannot change Orders, but must issue a new Order to carry out a different Action.

On the other hand, the Player may decide to use a current Move Order to move the Unit in a different direction, having seen that his originally intended route was "unsafe".

Spotting

A Unit with a Challenge Token may use one or more Orders to try to Spot enemy Contact Markers, as a normal Activation, taking account of any current (and causing) Fatigue. Carrying out this Order has no effect on its Challenge status.

If the Player owning the Contact Marker is intending to move the Contact Marker, then the Spotting Action takes place before the Marker is moved.

8.2 – Conducting Suppressive Fire

When a Unit conducts Suppressive Fire, an Order is used and placed by the Unit (causing Fatigue). Traditionally the owning Player shouts "Challenge!". The Challenging Unit rolls to hit Target Bases following all the normal Direct Fire Rules *[10.6]*.

If any Target Bases are eliminated, the target Unit must carry out a Morale Test immediately.

- If it passes the test, it can then carry out its intended Action; if any Bases had been Pinned an intended Movement Action (in particular) may have to be modified. In some cases it may be necessary to abandon the current Order (see above).
- If it fails the Morale Test, then the intended Order is cancelled and the Unit must apply the effects of the Morale Test result.

8.3 – Other Actions

A Unit with a Challenge Token cannot carry out any Orders other than Suppressive Fire or Spotting. However...

- If a Unit with a Challenge Token has Pinned Bases or is Shaken the owning Player may issue one or more Rally Orders as a normal Activation.
- If subjected to a Close Assault, its Bases can 'Fight Back' if they survive the attack.

In either case the Challenge Token is removed immediately.

8.4 – Applying Fatigue

As soon as a Unit has reacted to an enemy Action it is treated exactly as if it had carried out an Order in its own 'Activation', and the Order Counter becomes a Fatigue Marker.

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