

COMBAT INFANTRY FAQ

FREQUENTLY ASKED QUESTIONS

December 7, 2017

Q1: What is the difference between a Player Turn and HQ Activation?

A: In a game with 1 company per side, there is 1 HQ activation per Player Turn, and the terms are synonymous. However, when players have 2+ companies, there are multiple HQ Activations within a single player-turn.

Q2: Can face-up units (not HQs) still perform actions? For example, can Rifle Squad-A2 be activated to fire by PHQ-A, then later in the same Game Turn be activated by CHQ-A to another action?

A: No, each unit can make only ONE action per Game Turn, except a unit can always **defend** normally in an assault.

Q3: Can a company headquarters activate three weapons within their company and also activate 1 battalion weapon?

A: No. CHQs may command three units **total**. These can be three units within the company, or three battalion weapons, or any combination. Off-board artillery or air support counts for one of the three commands.

Q4: Where do Battalion and Company weapons setup? The rules aren't clear.

A: Battalion and company weapons can be commanded by a CHQ (anywhere in play) or with an adjacent PHQ. Subject to scenario instructions, deploy units as you wish so they can be efficiently commanded. Generally, any company or battalion weapons you want under platoon command need to be deployed adjacent to the PHQ, keeping in mind only one of them can be commanded each PHQ activation. With the CHQ there is no command range, but a limit of three such weapons per activation.

Q5: Do HQs count for stacking?

A: YES. HQs count for stacking, but only at the end of your HQ activation. The rationale for HQs counting for stacking is that logistics and leadership did take up a fair amount of space. Also if they do not count, then you would know that an overstacked hex contains an HQ. Because they can deploy one hex upon activation, and have one hex command range, they rarely need to be in the frontline.

Q6: In reading the rules, it looks like 'passing' is not really an option. But 10.5 mentions "passing". What is happening here?

A: Units can pass, but an HQ can "pass" **only** when it has been eliminated (see: 4.4). Timing of an eliminated HQ pass is up to the active player to prevent this always being his last activation.

Q7: Can a unit pass activation by its PHQ, but later be activated by its CHQ?

A: YES. This might be useful for combined arms, but it would then be one of the CHQ's three commands. Similarly, a CHQ could command two squads from different platoons that have not yet activated, etc. But remember a unit can only act **once** per GAME TURN.

Q8: Should the 'Stack' column on the Terrain Chart say '2' for foxholes, instead of OT? The OT would be Clear terrain which has a stacking limit of 3, but 7.1 says that foxhole stacking is 2.

A: Foxhole stacking is 2 units. Please change the Terrain Effects Chart (page 12).

Q9: Diagram 2 shows American platoon headquarters B3 activating a weapon from A company. Is this correct?

A: No. Change the A company MG in Diagram 2 to a B Company MG. PHQs may only command their own rifle squads, plus a company (same company) weapon that is adjacent, OR any **attached** battalion weapon that is adjacent. A PHQ from B Company may NOT command anything from Company A.

Q10: Diagram 3 on p.6 has an error: two units are firing across a bridge hexside.

A: Diagram 3 is wrong. We tried allowing two units to fire across a bridge, but feel that bridges provide some cover (watch the movie "A Bridge Too Far") and reduced it to one. The infantry firing across the Pont St. Abyn should instead fire at the German IN 2 across the other bridge.

Q11: What about a destroyed bridge?

A: Fire limit 1 still applies. A destroyed bridge will likely be a tangled jumble of steel and concrete. Assault is 1 (same as river).

Q12: Normally, I cannot fire through a friendly unit, but how about a friendly minefield?

A: Mines are below the surface and not an obstacle. If the minefield has already been revealed (face-up) and is the **only** unit in that hex, then **both** players can fire through it. If a minefield is upright (hidden) the owner may **reveal** it and fire through it.

Q13: Please clarify the distinctions between face-up and face-down units.

A: They both mean a unit has acted this Game Turn. Face-up units indicate they have fired or made a special action and they can be targeted. Face-down units have moved or made a rally attempt and they cannot be targeted, but do take hits normally.

Q14: Clarify what happens when there are units in a tunnel units and above on the surface.

A: The tunnel and surface above are two entirely **separate** and disconnected hexes. Stacking is one (1) in the tunnel and OT on the surface. Units in the tunnel can fight each other. Units on the surface can fight each other. Units on the surface cannot fight with units in the tunnel, or vice-versa.

Q15: Can a tank, vehicle, and gun can enter a woods hex through a clear hexside?

A: No. Guns, tanks, or vehicles can only enter woods, marsh, or town hexes via a **road hexside**. See: Terrain Effects Chart (footnote 1).

CORRECTED DIAGRAMS ON THE NEXT PAGE

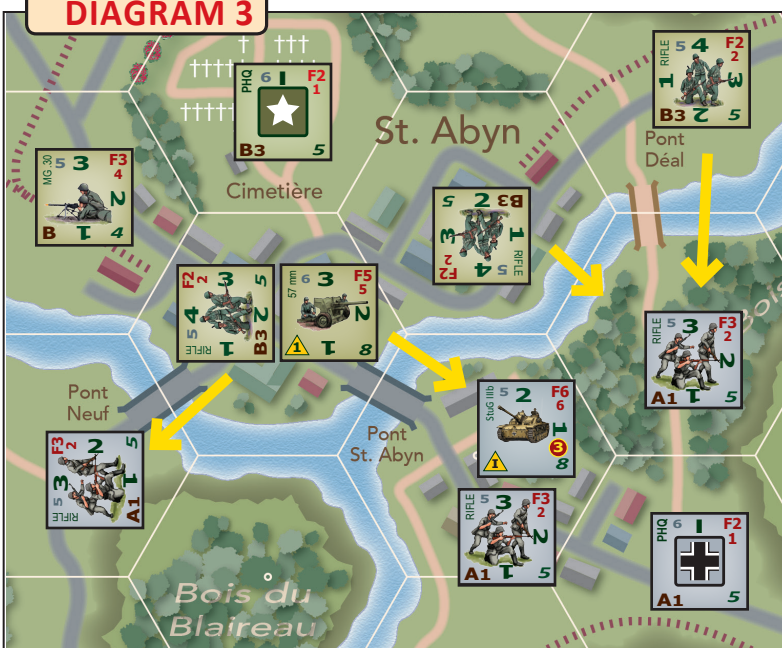
COMBAT INFANTRY

DIAGRAM 2



American MG 2, changed to "B" company.

DIAGRAM 3



DEFENDING ST. ABYRN

American

- PHQ B3 in cemetery activates; all units are under command *except* IN 4 defending *Pont Déal*. This unit rolls against Morale 5 to see if it can fire, and passes with a roll of 2. It then fires at F2 across the bridge into a woods hex; 1 hit scored on IN 2, recorded as "half-hit" because German has D2 (6.7).
- IN 2 fires across river at F2, scoring 1 hit, converting the previous "half-hit" to a full hit.
- IN 3 (F2) cannot target tank (Armor 3). It could fire at the infantry with the tank, but that would prevent the AT gun firing across the same bridge. Instead, it fires across the *Pont Neuf* bridge at the IN 2 but misses. AT Gun (F5) targets German tank at F2 (after subtracting armor 3). It scores 1 hit, wasted because of town D2.
- Machine Gun cannot activate. The PHQ may only command one company or one battalion weapon; it activated the battalion AT.

German

- PHQ A1 activates. Concluding the town is too well defended, German declines to fire or rally, and moves away. The IN 2 at Pont Neuf is out of command but passes a morale check.

NOTE: A fire and hold tactic might have suited a more aggressive German who liked his strong defensive position. Neither side controls the three bridges; withdrawing will concede them to American control.