

Combat! 4.0 Clarifications

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OFFICIAL COMBAT! GAME SYSTEM CLARIFICATIONS: This is the Official Clarifications, Errata and Q & A publication for the Combat! version 4.0 rulebook. The version number of this publication appears in the upper right-hand corner (e.g., version 1.0) of page one of this document. This document is categorized by section, so you can scan for new information added since the previous version more easily. The material in this document will be preceded by a 'Q' for questions, an 'A' for answers, a 'C' for clarifications, an 'S' for suggestions, an 'N' for notes and an 'E' for errata.

It is our aim to include material in this document that will assist one in becoming a better Combat! player, not just fix errors. Thus, as questions come in we'll add explanations in as much depth as possible.

A new Terrain Effect Chart play aid, version 1.2, is being included with Combat! Kursk. A copy of it can be downloaded at www.Criticalhit.com and a replacement printed copy can also be obtained for the price of shipping.

Combat! is an ongoing project and customer feedback has been superb as this group effort has rolled along. We thank all Combat! enthusiasts for their hard work and interest in tactical-level gaming.

Rules Section 2 GAME COMPONENTS:

Q. On the play aid card, there is a 'AC reduce' for other units for morale recovery. Wouldn't it be 'MC reduce' as the rules?

A. Yes.

Rules Section 3 SCENARIOS AND SET UP:

Q. What is the VP of a Demo team? When exited off-board? When eliminated? When having been used?

A. A Demo SW Team is just that, a SW Team and is covered on the Victory Points Table. It is worth 2 VP eliminated. No points are 'earned' if it is used.

Rules Section 4 SEQUENCE OF PLAY:

Q. 4.3.1.3 The rule said a leaderless unit must pass a MC to reduce any yellow marker. I think it has to be rewritten as 'All units outside MSR of a non disrupted leader must pass a MC if they want to reduce any yellow marker'.

A. This rewording is a little clearer and is correct rules-wise.

Rules Section 5 LINE OF SIGHT:

Q. If a unit tries to get LOS and fails, is it marked with a Fire 1 marker?

A. No. It is not marked in any way and may try again in a subsequent impulse. However, the player hands the impulse over to his opponent when a LOST roll is failed. Attempting LOS uses an impulse but does not mark a unit as Fired. Note that enemy units that have fired, moved, were fired at previously by the unit(s) in question or have an acquired marker in their hex do not require a LOST roll. Failure on the LOST has the disadvantage of giving the other player the impulse, but your unit may still try again that turn. Thus, there are no fewer 'shots' in a turn, just an unknown when said shots may be delivered. Think of what this means - you may have to actually send forward a scout to draw fire (imagine the usefulness of an armored car heretofore useless in tactical level games!). Heights positions are very important, to cut down on all those terrain hexes you'd be looking through.

C. Add this line to 5.1.8: f) If a unit has fired at an enemy hex the previous turn, it may continue to fire at that hex without making a LOST dice roll. Acquired markers may be used as a memory aid for non-Gun units at the players option.

C. Change 5.1.5.1 to read as follows:

5.1.5.1 **LOST Dice Roll Routine:** A LOST dice roll is not made for each hex the straight-edge passes through. Use the lowest number for any hex the straight-edge passes through (intervening Hindrance hexes) or enters (the target hex). If LOS passes through more than one type, make a LOST roll for the lowest number (i.e., the hardest to see into or through) of the terrain types. If there is more than one intervening hindrance hex, a LOST DRM is added for each hex as follows: Add +10 for each hex with a LOST number of 50 or greater; add +20 for each hex with a LOST number of 49 or less.

Example: A German squad needs to make a LOST roll to see an American squad in a Woods hex. There are two intervening hindrance hexes along the LOS that is traced between firing unit and target hex, a Grainfield and a Graveyard. To have an LOS to the Woods hex, the firing player normally needs to make a d100 dice roll of 55 or less. A DRM of +10 must be added for the Grainfield and +20 for the Graveyard, resulting in a d100 of 25 (55 less a total DRM of +30) to have an LOS to the target hex.

Q. I preferred a lot when there was a DRM for hindrances. And I don't understand why I have to make a LOST DR when firing against a building. Sure, the troops can hide in a house, but it's an obstacle, so having to obtain 45 or less on the LOST, then having a +20 DRM make them look like fortress!

A. Once again, you only make the DR if they have not fired or moved. Is there anyone in there? Did they leave? The LOST brings in the Fog of War. Also, reference the absence of a To Hit routine here. When you have a gun pouring on the fire (with an acquired marker placed, or a machine-gun playing fire into it turn after turn) a building is a place to get the heck out of. Note also we've allowed non-gun/mortar units to 'acquire' a hex they've fired into previously to avoid LOST checks.

Rules Section 6 TERRAIN NOTES:

Q. 6.1.3 Does the hexside DRM (of a bocage, for example) is added to the DRM of a Dug-in?

A. No, as per 6.1.3, use the highest terrain DRM for a target hex. Note, however, that being Dug In will make the unit 'safer' because of the +10 it applies to LOST checks.

Q. How is use a hexside DRM when resolving mortar/FFE/Aircraft fire?

A. It is added as per 6.1.3, using the highest. So if a unit was in a hex with a wall on one hexside and a hedge on another, you would use the wall's +10 DRM.

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Q. A unit is dug-in in the open. Is there a LOS DR because the dug-in give a +10 DRM for the LOST, or none because it is in the open?

A. Zero, because it is in the open. The Dug-In only adds a DRM if the terrain is not already 'OK' for LOS purposes.

Q. In the TEC there are a few errors.

A. A new Terrain Effects Card, version 1.2, is being provided with Combat! Kursk. We'll also make copies available to anyone free for the cost of shipping.

Q. Grainfield should be a hindrance.

A. Yes.

Q. Factory line: The DRM is +20. I suppose it is for fire coming from outside. It lacks the +10 for fire from the inside.

A. Yes.

Q. Open-roofed building: It is an obstacle, but has a '45' in the 'outside through' column.

A. Should be BLOCK.

Q. Rails cars line: It is an obstacle, but has a '25' in the 'outside through' column.

A. Should be BLOCK.

Q. Machine parts line. It lacks 'Lumber Yards'. It is an obstacle, but has a '55' in the 'outside through' column.

A. Should be BLOCK. Use the same line for Lumber Yard.

Q. Debris line. Why is it marked as O/H and not H (it doesn't block fire through it)? Also why a DRM of +10 and not +5 (6.5.1.8.1)?

A. Delete the 'O'. It is +10 for fire into or through. Ignore the example.

Q. Wreck/AFV: It is an hindrance but has 'OK' in the 'outside through' column.

A. This is because the +10 is applied to the fire but wrecks simply do not pose enough of a place to hide to potentially eliminate LOS.

C. In rules section: 6.5.7.3 If a unit becomes lost in the sewer system, the opponent may place the unit in any sewer hex within six hexes.

C. In rules section 6.5.1.2.1 - Cellars should have a +20 DRM (as on the TEC).

C. In rules section: 6.5.1.1 - The LOS level is of a rooftop is the same as the highest level of the building.

C. In rules section: 6.5.1.2.2 - The LOS level is of a cellar is the same as the lowest level (ground level) of the building.

Q. If a unit in sewer (6.5.1.7.3) fails its AC, his opponent may place it in a sewer hex of his choice, but within how many hexes?

A. Within six hexes. This needs to be added to 6.5.1.7.3.

Q. In rules sections 6.5.1.1.4, 6.5.1.1.7, TEC & LOST tables don't you need to include rows in the TEC & LOST tables for values used/needed for combat within the factory building/complex. Is there a difference in TEM and LOST for a normal factory hex (i.e. hindrance DRMs) and one that is open rooftop/debris? The hindrance for both are the same, as the rules are now.

A. The TEC serves to provide reference to all DRMs, etc. but we can't cram the entire rule, especially a unique set of rules for Stalingrad factories, on the card. Players will have to learn the vagaries of factories as terrain types and use the TEC as a reference tool.

Q. In the FFT modifiers, is 'behind bocage hexside' a mistake at "1/2 FF"?

A. It is 1/2 only if it is hidden behind a bocage hexside. Otherwise, see the bocage rules section, which takes precedence and do not halve the firepower.

Rules Section 7 FORTIFICATIONS:

Q. Shouldn't the 7.9.6 example say it should be 85 or less (not 15 or less) for LOST to a pillbox in clear terrain?

A. Yes.

Rules Section 9 INFANTRY/SW/GUN MORALE:

C. In rules section: 9.2.4 Sentence five should read "...building of less than or equal to 4 hexes..."

Rules Section 10 INFANTRY/SW/GUN MOVEMENT:

Q. Where is it indicated that a wounded leader is slower?

A. Wounded leaders are not allowed to use Running Movement. Add the following rule:

10.1.3.1 **Wounded Units:** No unit marked as WIA, including wounded leaders, may use Running Movement.

Rules Section 11 VEHICLE MOVEMENT:

Q. What happens to riders of armored transport (11.5)?

A. The following applies:

K-Kill = Eliminates all riders

M-KILL or F-KILL = C/M vs. riders and dismount

Non-FFT Suppression = M vs. riders and dismount

Miss on DFET = M vs. riders; dismount if failed; apply yellow markers normally on dismounted

FFT fire: Apply results to riders normally

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C. 11.4.3 Note the rewording:

11.4.3 A vehicle firing its gun during Assault Movement must make a Screened Shot DR to use a DFET or FFT attack and add their TUR DRM to any fire on the FFT for that gun. Assault Moving vehicles never place acquisition markers. They may use their machine-guns without penalty.

C. Reword the last sentence in 11.5.7 to read: The riders of any tank (i.e., not half-tracks or trucks) that fires a Gun are automatically dismounted in the hex.

Rules Section 12 FIRE COMBAT:

C. Guns can only fire through their Covered Arc.

Q. 12.3.2 - 2nd sentence: 'After obtaining a LOS (using the LOST) or when use of the LOST is not needed (if a target unit is marked as Fired, Moved, a yellow marker...)' This is not consistent with 5.1.8 where a yellow marker don't give you an automatic LOS. So which one is correct?

A. Ignore the reference to yellow marker in 12.3.2, it is an error. 5.1.8 is correct. Note the other important changes made to the LOST routine in Section 5.

Q. 12.5 Can the mortar place an acquired? It seems only guns can do that.

A. Mortars can too.

C. In rules section: 12.7.1 Platoon Fire may be used as Defensive Fire (12.1.2) by units eligible to fire in any manner except Desperation Fire.

C. 12.9.9 Bazookas and Panzerschrecks may only fire at infantry targets in buildings or behind wall hexsides.

C. In rules section 12.4.6 - Add: "(see 12.4.5.3)" at the end of the section.

C. In rules section: 12.7.3 - change to Leadership DRM only for "non-commissar" leaders

Q. If a unit spots for mortars, may it fire later in the turn?

A. No. It is marked as per 12.5.6 as spotting is treated as a form of Platoon Fire, thus marking all involved units with a Fire 1 or Fire 2 marker as appropriate.

Q. I would like the rules for Plunging Fire and Machine Gun Defilade Fire back!

A. Here they are:

12.8.1.4 **Plunging Fire:** Any machine-gun fire at a target at a lower level than the firing MG (including 'MG' vehicle machine-guns) may apply a -5 Plunging Fire DRM to its Firepower Factors Table rolls, unless the target is a non-moving target in a building.

12.8.1.5 **Defilade Fire:** A machine-gun may use the principles of mortar LOS & Spotting (12.5.6) to represent defilade fire positions. Only an adjacent non-building/non-Woods hex at a higher level than the machine-gun may serve as the Observation Post hex. Furthermore, the machine-gun may not set up in a building hex. Defilade Fire may not be used by 'MG' armed vehicles.

Q. I don't understand when to use the M/F-KILL table. Let me walk through an example, please point out if I get it wrong. A US 37mm AT gun is shooting at the range of 4 hexes. It's the first shot, and is at the side of the tank in question. The DFET shows for TP1 a 14. Let's assume no armor modifiers.

1) If I roll 10, the tank is K-killed. Correct?

2) If I roll 19, then I make a roll on the M/F kill table, correct?

3) If so, then the roll for this example on the M/F kill table is:

I roll another D100. If that result is 4-9, the unit is M-killed.

If the result is 1-3, the unit is F-killed AND M-killed. Right?

If, for the original example I roll 35, I then roll on the suppression table, assuming the tank is not already suppressed.

I use the <= 45mm line, and so must roll 25 or less to put a suppressed marker on the tank. Correct?

A. You have this right (i.e., correct), right down the line.

Q. When I want to fire with a gun or mortar (including on a tank), do I automatically use the FFT? So the gun hits automatically? If so, a mortar is very effective.

A. Yes. Yes. Mortar fire was deadly and each impulse represents more than one round being fired at the target. Note you can only use one Rate of Fire per impulse, however. The 'automatic' nature of a hit comes into play when targets are sitting out in the open. This presentation was presented by Hal Hock back in TOBRUK, when units that were in the most exposed 'cover state' in that game (i.e., sitting in the open) would not require a roll on the Tobruk TO HIT TABLE. We have a harder time with all the 'misses' in other games that occur when firing at an enemy unit sitting in the open, with no accounting for the projectiles. We simply decided to implement the 'Hock' rule in this instance. You have the interplay of the LOST and terrain effects DRMs, as well as the Screened Shot Table usage, for most situations that do not involve 'hitting the side of a barn', i.e., engaging units in the open. Finally, even 'elimination' in our game may be construed as 'flight' that leads to 'flight', rendering units *hors de combat* and thus removing them from our control—and the game board. Sitting out in the open when a tank gun starts landing rounds in your midst might result in the dissolution of the squad—with no reorganization possible within the time confines of a scenario, i.e., elimination.

Q. What does SUPP in the HE EQUIV column stand for?

A. The SUPP found in the 8 FP EQUIV column indicates the amount of Firepower needed to make a vehicle roll on the Suppression Table. Any amount of non-DFET fire totaling 8 FP or greater makes a non-Suppressed vehicle make a roll. Here is the rule that applies:

12.3.1.4 **Vehicles as Infantry FFT Targets:** The only effect a non-Gun/non-anti-tank rifle unit may have on an AFV is to possibly Suppress it if firing with 8 FP or more. Make a roll on the Suppression Table any time 8 FP or more is fired at an AFV that is not already Suppressed.

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Q. See 12.9.7 and put in maximum range (10 hexes) for ATR. Need it for shooting at non-vehicle targets.

A. Agreed. The DFET range limits for Anti-Tank Rifles, Panzerfaust, Panzerschreck and Bazookas apply for all fire by these weapons. Add the following for ATR:

12.9.7.1 **Maximum Range:** For fire on the FFT, Anti-Tank Rifles are limited to the maximum range listed on their DFET.

A. And note the change to 12.9.9 for Panzerschrecks and Bazookas to read (only rules numbers and reference from "Panzerfausts" to "Panzerschrecks and Bazookas" made; no other changes):

12.9.10 **Panzerschrecks and Bazookas:** Panzerschrecks and Bazookas are German and American SW Teams that may fire at AFVs and infantry. Panzerschrecks use the 88 pz Bu 54 DFET. Bazookas use the M1 Bazooka 76 C or B DFET (the Bazookas in *Combat! Rangers* are all 'B' types). Panzerschreck/Bazooka SW Teams are treated as a 1-2 HS for all purposes except as detailed below.

12.9.10.1 **Range:** Panzerschrecks and Bazookas may only fire at targets that are within the range printed on their counters (0 = same hex).

12.9.10.2 **Gun Size:** Non-DFET fire for a Panzerschreck uses its 88 Gun Size. Bazookas use a Gun Size of 76. The 'B' on a Bazooka and Panzerfaust counter is only used to denote its DFET, not as a Gun Rating.

C. 12.9.9.1 - The range for a Panzerschreck should be 0-5 (as on the DFET table), not 0-3 (as on the counter).

Q. How do the red dot/black dot target size modifiers on the back of some vehicle counters work with the Screened Shot Table?

A. The red dot provides a -1 Screened Shot DRM due to target size. A black dot provides a -1 Screened Shot DRM.

C. 12.2.1.5 - Add in Panzerfausts, Panzerschrecks and Bazookas after "**Others**".

C. 12.3.2 - Change the exceptions in parens in sentence one to read: (Exception: Anti-Tank Rifles, Bazookas, Panzerfausts, and Panzerschrecks).

Q. If hindrance/terrain DRMs are used on the screen shot table, are these modifiers still used on the FFT table?

A. Yes. Note the rewording of the Screened Shot Table rule, calling this table into play only for fire that involves a DFET:

12.3.2 Screened Shot Table

This table is only used for Guns (including vehicle guns), not infantry, MG units or Other (Exception: anti-tank rifles). After obtaining a LOS (using the LOST) or when use of the LOST is not needed (if a target unit is marked as Fired, Moved, or Acquired) or an 'OK' result, some DFET usage may involve the need to make a d10 dice roll on the Screened Shot Table before fire can be resolved on the DFET. The following firing unit-based situations for Gun units (including vehicle guns), and any unit capable of attacking with a DFET (i.e., not infantry, MG units, artillery, aircraft, etc.) require a roll on the Screened Shot Table: (rest of rule remains unchanged)

C. Rule 12.4.5.1 is correct. A turn of a turret is added to FFT fire as a DRM, using the circles turret number per hexspine change. Use of the Screened Shot Table is no longer needed for this fire.

C. Add new rule:

12.9.10.4 **Acquired Targets:** Panzerschrecks and Bazookas may not place Acquired Target markers.

Q. Do Panzerschrecks, Bazookas and Anti-Tank Rifles use the Screened Shot Table for non-Vehicle targets?

A.No. Note new rule allowing Panzerschrecks and Bazookas to only fire at non-vehicle targets that are in buildings and behind wall hexsides.

S. Add in the screened shot table: +1 per hex for a Baz/Pz Bu fire.

A. A small table for shaped charge weapons (Bazooka, Panzerfaust and Panzerschreck) has been added to the back of the new LOST that provides DRM for their use at different ranges.

C. 12.9.7 antitank rifles do get target aquisition.

C. 12.9.9.1 - Change to: "Range: Bazookas and Panzerschrecks"

C. Add to rule 12.4.4.1 Remove the Acquired Target marker for any unit that moves.

C. 12.4.5.2.1 Hulldown rule should also include Dug-In AFVs as well.

Q. I don't understand something about defensive fire: Is it possible for a stack to form a firegroup (i.e., Platoon Fire) when using Defensive Fire?

A. Yes.

Q. There is no difference to fire a Bazooka against a infantry target whether it is a 1 hex or at 5 hex. Is it correct?

A. Correct. This we intend to treat, however and have added a new table to handle shaped-charge weapons. You add a +1 Screened Shot DRM for every hex beyond 1 hex in range: a +1 DRM at 2 hexes; +2 DRM at 3 hexes, +3 DRM at 4 hexes and +4 DRM at 5 hexes.

Rules Section 14 CLOSE COMBAT:

Q. About close combat, I think that older rules were better. First, I don't understand why it isn't resolved for both sides by the CCT, second it isn't easy to resolve it during an impulse and not at the end of the turn. For example, units are already in CC. One side decide to CC. This is resolved, but both sides still have units in CC. Later, a squad decide to bayonet charge and enter the hex. How is it resolved?

A. CC can be conducted using an impulse, and an enemy unit in CC can be attacked more than once in a turn, including by additional units entering the hex via Bayonet Charge. The main problem with the old way is that units in CC represent the ultimate game 'roadblock' with no opportunity to 'dig them out' until the next CC Phase. Since we provide freedom to do just about everything else in the Fire & Movement Phase, the argument for letting CC just sit there untouched could not be sustained.

Q. Also, we resolved a CC. One side won. Later in the same turn, the CC-winner decides to bayonet charge an adjacent hex and it succeeds in killing the enemy unit there! Was that correct?

A. No. Mark the unit that used a CC with Fire 1. They could not subsequently leave their hex during the same turn. They could

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conduct additional CC in their current hex, though, as Desperation Fire, or using the multiple Rate of Fire of a MG.

Q. I have some problems understanding the Close Combat mechanisms, especially in view of the Bayonet Charge. I don't see its specificity. What does it give?

A. A Bayonet Charge allows a unit to move and make a CC attack in the same impulse. For clarification, I have re-worded the rule as follows:

Q. 10.5.3.1.1 **CC Effects:** Units conducting a Bayonet Charge attack using their full CC Table values, they are not reduced for any reason. A Bayonet Charge may only be conducted by units using Running or Cautious Movement.

Example: A German 6-6 squad making a Bayonet Charge attacks with a CCV of '6'. It must be Running or using Cautious Movement.

Q. For CC, the unit must enter an enemy hex by Assault Movement or Crawling by passing an AC, wait for another impulse (next turn) to CC (with enemy defensive fire simultaneous). Do I get it right?

A. No. If a unit is using a Bayonet Charge, it may make a CC attack in that very same impulse. The enemy unit may use Defensive Fire normally, first, and may also choose to use CC as defensive fire, and engage the Bayonet Charging unit in CC. If a unit uses Assault Movement or Crawling it may CC right away, or wait to use a later impulse, but its CCV will be halved.

Q. What happens if the enemy unit CC first (I suppose the first unit can defensive fire, but may it CC subsequently in the same turn?)?

A. Any CC declared is considered simultaneous, even if I declare it first, then you state you'll use CC as Defensive Fire (including as Desperation Fire).

C. In rules section: 14.10 - Leader DRM only for non-commissar leaders

Rules Section 15 ARTILLERY AND AIR SUPPORT:

S. Add a DRM of +10 for maintaining contact (phone and radio) in the Contact Numbers.

A. This has been done on the new table, on the back of the new LOST and applies to all non-Plotted Russian Artillery Accuracy as a +10 d100 DRM.

S. Add in the MC DRM: +1 if in an acquired hex or within a FFE/bombardment radius or CFF hex.

A. You'll just have to remember this rule for now.

Q. About radio contact, I think the value are too low. It is very hard to contact once a battery, and you must maintain it the second turn (without DR for maintenance?) to FFE! Add to this that scenarios are usually short, that you need battery response (very hard at the end of the game), so you understand that you need a lot of chance to see it happening at least once in a game.

A. We've altered some of the numbers on the new table going on the back of the new LOST that will be included in Combat! Kursk (ver. 1.2). Radio Contact is now (all are less than or equal to) 60; Phone Plot is 85; there is a +10 DRM for Maintain Contact. The Battery Response d10 DRMs are Danger Close -2; Low Ammunition -2; High Ammunition +1.

Q. In the artillery rules, what is the difference between moving a CFF and moving a FFE?

A. CFF does not usually have Bracketing markers down to benefit from. Otherwise, the same.

C. In rules section: 15.1.1 change to "three hex range (a 37 hex blast area) for Bombardments".

Q. If a unit uses the radio to contact artillery, is it marked with a fire 1 regardless if contact is made?

A. No, only if contact is made. It may try again in a later impulse.

S. The Soviets should have a +10 DRM for Artillery accuracy on the Artillery accuracy Table for non-plotted fire.

A. This has been implemented on the new version 1.2 card provided with Combat! Kursk (and available as a download).

Rules Section 16 COMBAT! NORMANDY UPGRADE:

Q. 16.1.1.1.1 The scenario we played give the German player 3 MG 42. We had only 2. We decided to use a MG 34 (8-9) but with 12 FP. Was that correct?

A. Yes, for any of the older Combat! Normandy scenarios that exceed the counter-mix of MG 42 counters use the MG 34 heavy machine-gun (the 8-9).

C. In rules section: 16.1.1.5 This is a new section. Add one Panzerfaust for every three squads in any Combat! Normandy scenario with American tanks.

Rules Section 18 QUICK START:

N. Turn 1: The German impulse 1 show a SW Team (MG-42) running ((10.3.2)

A. An error. They cannot use Running Movement.

N. In the American impulse 4, the German NCO is disrupted, but none of the German squad takes the MC required for panic (9.2.3)

A. They must take the MC.

N. Turn 2: American Impulse 1: It is said that 'Pinned Down Marker in O16 negates need for LOS roll...' but 5.1.8 doesn't say that yellow markers negates the need for LOST rolls.

A. Ignore this reference. The Pinned Down marker has no impact on LOST checks.

N. German impulse 4: Where the MG-42 assault moved in the turn. Also (10.3.2), SW teams can't assault moved.

A. Just the 2 x 6-6 and Officer should be firing.

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Rules Section 20 RELEASE NOTES:

C. In rules section 20.3.2.2 - Russian PTP 42 45mm AT gun should be included as a 45A.

Q. See 20.3.1. I think you need to carry over more rules from Combat Stalingrad.

A. Stalingrad specific rules can be used verbatim from the rulebook provided with Combat! Stalingrad.

Q. In the Normandy game, each German squad had a inherent PF. What about their translation, now? In a scenario where Americans has tanks, how many PF teams do you get?

A. One Panzerfaust SW Team per 3 squads.

COMBAT! KURSK - COUNTER ERRATA:

E. The Pz IVF1 has a Troop Quality of 8 (missing on back of counter).

E. Panzer III N counter should have a rate of fire of 1 not 2 (because of a larger 75mm gun, it should fire slower like a Panzer IV F1).

COMBAT! RANGERS ERRATA:

C. Combat Rangers - scenario #5/German OOB - German officer should have a morale rating of 8 not 7.

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