OFFICIAL

FAQ, Errata; Changes & Clarification for

Assault Red Horizon 41

V1.0 (10.8.2022)

This document is structured in the following chapters:

For the use of this document:

- Questions and Statements are in black
- Answers are in blue

This .pdf document is interactive. To read directly in the rulebook, we have included a direct links to our online rulebook where necessary. You can go direct to online version (klick on link below): Online Rulebook

In addition, you can easily navigate through the document using the inserted bookmarks.

Many thanks to all questioners and especially to Fred (Germany) who has already collected many of these topics in an unofficial document.

Should there be more feedback or questions about the Assault System. Please post your questions in our BoardGameGeek Forum (click on link).

https://www.assault-games.com/en/

Frequently Asked Questions V1.0 (10.08.2022)

FAQ

1 INTRODUCTION

In this chapter we want to collect all the questions that arise in the Assault Community. It should help you to better understand the game and thus ease your entry into the Assault system.

2 CAMPAIGN BOOK

2.1 SCENARIOS

KEYWORDS: CAMPAIGN BOOK

The Narew Campaign Book includes 8 different sectors. The Formations are consistent within sectors, except for the sector 6 (Tough Encounter Battles). In the Sector 6 battle, both sides have an infantry / armor formation, but in the sector 6A battle, both sides are listed as just having an armor formation each (no infantry). Is this correct? It looks to me like the sector 6A battle should have infantry formations as well. In every other sector, the formations match across the different battles within the sector. I've just played the one scenario so far, but it played fast and clean. The scenario had quite a few different troops so have tried most aspects of the rules with no questions - although did have to read some parts of the rules quite carefully as there are a few new concepts. I expect to be buying the expansions

The 6 and 6a are different as you wrote above. This is right. You can see this also in the different special rule's sections of each scenario.

3 CLOSE COMBAT

3.1 RENEW

KEYWORDS: CLOSE COMBAT

I need a little clarification on close combat. Could someone walk through what happens when a unit reinforces a close combat but all the enemies in the hex have already conducted a close combat. The second paragraph of MR 12.2 is not clear to me.

The unit moving in will initiate a new close combat. If there are more than on enemy unit in the hex, the attacking unit decides which one. The enemy unit will have its close combat marker flipped to its side, (if it isn't already). Resolve close combat.

3.2 SUPPRESSION

KEYWORDS: CLOSE COMBAT, SUPPRESSION, ADRENALINE RUSH,

Playing the first scenario, and I had this happen: I initiated close combat, and eliminated the defending unit, while getting suppressed in the process. Do I have to do a fall back, even though there are no opposing units left in the hex? Also, does the Tough ability for the Soviet Heavy Infantry apply if they initiate the CC? I would say no, but I've been known to misinterpret things in the past.

First thing is that during CC units ignore one suppression because of adrenaline rush. If there are two or more suppression symbols left. The unit performs a fallback when in CC. So, you eliminated the enemy unit, so the CC is over. I would rule that the suppressed unit stays in the target hex. But if this unit is suppressed, it cannot take control of that hex. It must be in good order to capture it. Tough units ignore one damage when CC is in the unit's hex. But only for the initial CC round.

3.3 CC WITH SUPPRESSED UNIT

Keywords: Close Combat, Suppressed unit

When a unit enters the hex of an enemy unit for CC, if the enemy unit is suppressed, it must do an immediate "Fallback" (MR 12.0)

1. Can the unit that enters the hex of the suppressed enemy unit continue its move, if it still has movement points?

2. If the answer is "Yes", can the unit then enter the hex of the enemy unit AGAIN, and therefore eliminate it, all in one move?

1. Yes, because no CC is triggered with the suppressed unit.

2. Yes.

3.4 ATTACK / DEFENSE DICE

KEYWORDS: CLOSE COMBAT, MODIFIERS

On pages 26-27 the rules sections MR 12.7 and MR 12.8 describe Attack Dice/Defense Dice modifiers in Close Combat.

Are these modifiers for Attack/Defense Dice during CC in ADDITION to the "normal" modifiers from the Players Aid Card, or are they used INSTEAD of the standard modifiers? For example, has "Dug in" any impact on CC?

I do not know exactly what modifiers do you mean? But, for your "dug in" example. As a Infantry or Artillery unit which is dug-in gains one green defense die - because this defense die stays during a CC... but for the defender in the first CC round, only (MR 12.7.1. Terrain). So, in this case it is additional.

Some more examples:

- If an Infantry unit which has a -1 one attack die marker goes into CC - this attacking unit has one attack die less for the first round CC
- If a Tank unit goes with fast action into CC - the defending unit gets no bonus (players aid 10.9.4) because this table counts for ranged fire, only
- If a defending unit was in fallback (which is a status marker) - 12.8.1. counts

4 COMMAND CARDS

4.1 HANDSIZE

KEYWORDS: COMMAND CARDS, HANDSIZE

In MR 6.2.1 of the sequence of play it states you draw command cards "up to the command limit stated in the scenario" but I haven't seen a scenario mention how many command cards you get I'm currently using 3 because I saw/read that somewhere...maybe one of your videos Wolfgang?

3 is the default. Any difference is noted in the Scenario special rules.

4.2 CARD PLAY LIMIT

Keywords: Command Cards, Card Play Limit

I am not sure if I understand the Card Play Limit correctly. MR 8.3 states *"Both the active and non-active player may play a maximum of one command card in response to a unit's activation, as long as the command card allows it."*

This is a little bit vague. Does that mean that I can play a MAXIMUM of one card when activating one of my units?

Example 1: I want to activate a tank unit. Before the activation I play a **"Before Activation"** Card that allows my tank unit to repair one damage point.

I then make a "Firing" action with the tank. I play an "Anytime" Card to add one green die to the attack roll.

This is the SECOND card I play on the unit; is this allowed?

Example 2: The same as example 1, but this time I play TWO **"Anytime"** Cards that both add dice to the attack roll. This is the THIRD card I play on my unit during the activation.

Is this allowed?

For example 1: MR 8.3 says: *„…in response to a units activation."*

Response means. When a unit gets activated. Every player can play one command card (cc), only. So you can play your "before activation" card, too. Because this card is not a response to the activation.

Example 2: No, because you want to play a second cc as response

4.3 TIMING OF COMMAND CARDS

KEYWORDS: TIMING, COMMAND CARDS

What is the exact timing of the **"Anytime"** Cards that add dice to Attack/Defence rolls; must I play them BEFORE rolling the dice, or can I play them AFTER rolling the dice (so that I can see the results of the roll)?

I guess you must decide before rolling, but just to be sure.

Anytime means anytime you want to play it.

5 COMMAND POINTS

5.1 REINFORCEMENTS

KEYWORDS: COMMAND POINTS, REINFORCEMENTS

The rules are clear that when a formation reinforcement is received, the player gets the command points identified on the formation card. Are any additional commands received if the player simply gets a unit?

If so, it'll be listed in the scenario special rules.

6 GAME MATERIAL

6.1 UNIT CARDS

6.1.1 Blast Value

KEYWORDS: BLAST VALUE

On the unit cards up where the image of the unit resides is what looks like a fire graphic which

contains a colored square. I assume this is for a die, but what does this graphic represent in the game?

Yes. This is the blast value of this unit. And we introduce this Feature in a next add-on.

7   LINE OF SIGHT

7.1   CHECKING LOS

KEYWORDS: LOS

I might be unable to find it, but I am not 100% sure about LOS: I assume that terrain the firer's and the target's hex do not count for checking LOS. Is that correct?

Definitely correct for terrain.

7.2   ELEVATION

KEYWORDS: PLAYERS AID, ELEVATION

Also, to be honest, I don't understand at all the meaning of the elevation value column. Is that just for a LOS?

Yes, that's right - this column is only important for determining the LOS. You do not need it in relation to the movement costs.

7.3   ALONG A HEX SIDE

KEYWORDS: LOS, CLEAR LOS, HINDERED LOS, BLOCKED LOS

The question of LOS running along a hex side (and the impact of terrain in those hexes) is also a bit vague.

LOS is blocked/hindered if it goes through a hex containing blocking/hindering terrain/smoke.

Tracing along the hex side doesn't count for tracing LOS. The exception is if LOS is being traced along a hex side where...

1.   Blocking terrain is present on both sides of the same hex side. Then it is considered blocked.
2.   Blocking terrain and hindering terrain/smoke are present on both sides of the same hex side. Then it is considered hindered.
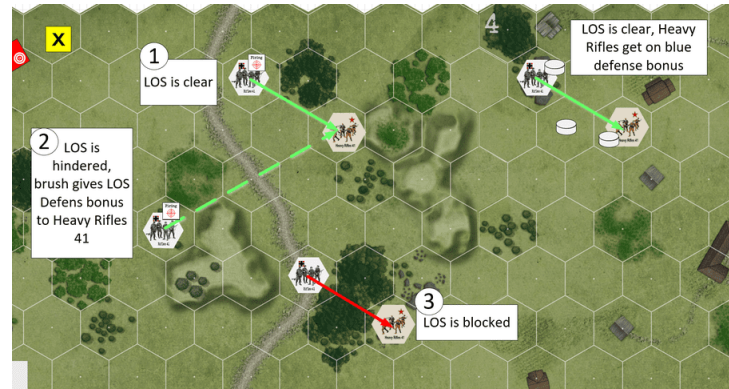
Some examples from the designer.
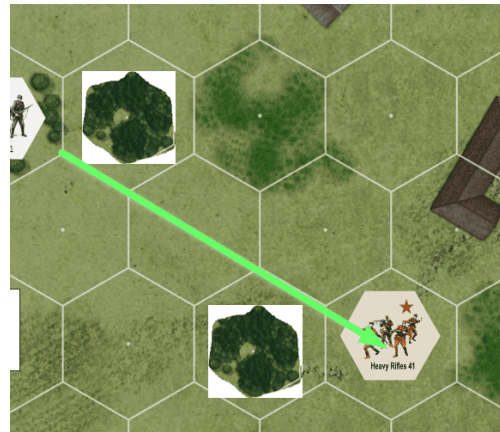
LOS is clear in this second example as the blocking terrain is not on both sides of the same hex side.

7.4   HEX DEFINITION

KEYWORDS: LOS, BUILDING

So, am I right saying that a building in a hex means the complete hex is considered buildings for LOS purposes and not just the building footprint itself? In some games the LOS must cut the building itself to consider LOS blocked.

You are correct. The whole hex. That applies to all terrain types.

7.5   FIRING THROUGH HINDRANCES

KEYWORDS: LOS, SPOTTING ROLL, HINDRANCES

I have a tank in a clear hex and immediately behind a light forest hex. It is being fired on by an enemy tank with LOS through the light forest and within range. Does the firing unit need to make a spotting roll, or do I just apply a defense bonus die for the hindrance since the target does not actually occupy a hex with a defense bonus?

You do not have to perform a spotting roll. The spotting roll is related to the hex in which a unit is located. In this case, the tank is clearly visible

standing on a free area, but the LOS is hindered through the light forest.

7.6 ARC OF FIRE

KEYWORDS: ARC OF FIRE, HINDRANCES, LOS

If possible could you do a full ranged arc of fire for the 88 mm antitank as no sure the arc does not flow for me as in I cannot quickly visualize the frontal. If you are able to do a full ranged diagram that would be great to add to the FAQ.

See the picture below.

- Green hex = inside arc of fire,
- White hex = outside arc of fire, but in the area of effect
- Orange hex = inside arc of fire, but brush is hindering the LOS
- All other hex = blocked due to hills, buildings or more than two hindering terrain while drawing the LOS
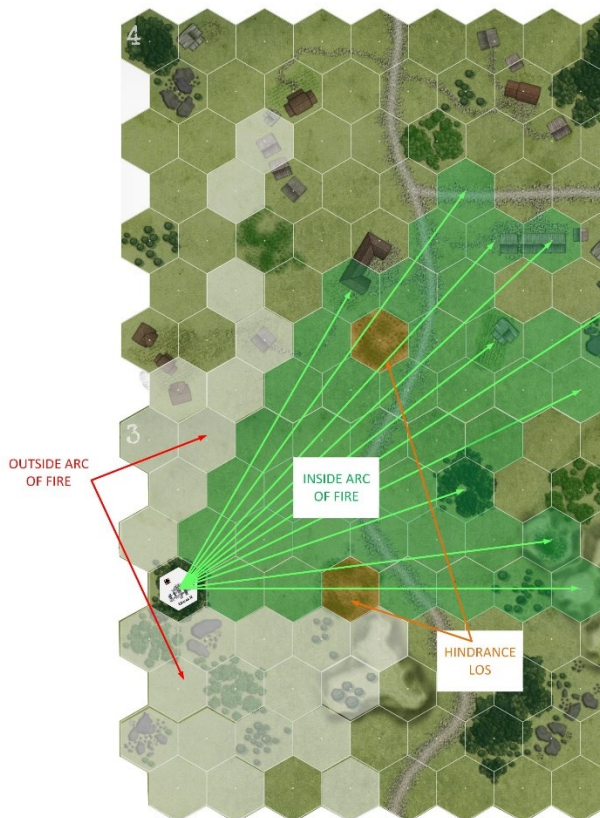
8 MARKER MANAGEMENT

8.1 SUPPRESSED / FALLBACK

KEYWORDS: SUPPRESSED, FALLBACK

I have a question regarding units taking a suppression hit after they have made a 'fast action'. Normally, at the conclusion of a game turn,

the 'fast action' marker would be flipped to show the '-1 dice' side. However, rule MR 10.7.3 'Assigning Damage' states that *"...Any action status markers previously placed on the unit are removed"*, thus, the suppressed unit escapes the penalties of making an extended move.

Is this correct, or should an exception be made in this case?

Yes, if a unit got suppressed all other action markers are getting removed. Only suppressed marker stays on the unit.

My other question is, if a vehicle makes a fallback due to a critical hit, and makes an extended move (fast action) in accordance with the rules, is it then marked with a fallback marker or an extended move marker?

If the vehicle must perform a fallback and makes a fast action... it is marked with fallback only.

Thanks for the fast reply, but the situation I refer to is that if the unit made a fast action, it would be marked as such and, at the end of the turn, that marker would be flipped to its -1-die side.

However, if, before the end of the turn the unit took as suppression, then the suppression marker would replace the fast action marker, and then the suppression marker would be removed at the end of the turn. So, my point is that in such a situation, the unit which made the fast move, and was then suppressed would have its fast move marker replaced with a suppressed marker thus losing its -1-die marker which would have been in effect for the next turn.

Ah. OK this is worth think about. To keep this simple. It is like you said.

We guess this is a situation which could happen but not so often. You can house rule of course, and keep the fast action on that, but our logic was to avoid stacks of markers. I think the general principle of a morale status overriding an action status is quite an important one in terms of keeping the game relatively simple. I'd be very loath to modify this principle of MS always overriding AS, even as an exception.

8.2 SUPPRESSED / FALLBACK 2

KEYWORDS: SUPPRESSED, FALLBACK, COMMAND CARDS

Just making sure I have interpreted this correctly. If a unit is marked with a 'fallback' marker, then,

6

during the clean-up phase, this would be flipped to show a 'suppressed' status, in which case it means that that unit cannot be activated in the following turn, with the suppressed marker then being removed in the clean-up phase?

Yes.

Turn 1: If your unit got in fallback; during the clean-up phase it will be reduced (flip marker) to suppressed.

Turn 2: This suppressed marker will stay with this unit till the end of turn 2; in the clean-up phase it will be removed. This simulates the rally and getting back to good order.

Turn 3: This unit can perform actions again

But if you play with command cards: There are command cards which can remove suppressed markers

8.3   SUPPRESSED MARKER
KEYWORDS: SUPPRESSED

Also, does Suppressed marker give the unit a green defense die as a bonus, or does that green die replaces all other defense dice?

Suppression gives an additional green defense die for arty and infantry units. This simulates that they keep their heads in the dirt.

8.4   FAST ACTION / -1 ATTACK DIE
KEYWORDS: FAST ACTION, -1 ATTACK DIE

I am a little confused about the "Attack -1 Die" side of the Fast Action marker. What I know is that a Unit performing a Fast Action gets the (yellow) marker and is done activating for the turn. At the end of the turn all white markers are removed, then yellow markers are flipped to their white side. Is a unit that "Fast Acted" last turn -1 Attack doi for the next turn? By the rules as I recall/understand them, yes. Just making sure.

That is correct. Any unit that takes a fast action in one turn will have a -1 attack die on the next turn (as all yellow markers flip to their reverse side at the end of a turn).

9   MOVEMENT ACTIONS

9.1   FALLBACK
KEYWORDS: MOVEMENT ACTION, FALLBACK

When a unit must do a "Fallback" move, does it pay the normal movement cost from the Players Aid Card for the terrain entered?

Yes, a unit performs a fallback action has to pay the movement costs for the terrain

When a unit must do a Fallback, what happens if it cannot move even a SINGLE hex, because each move would take it closer to an enemy? I guess the unit then simply stays in the hex it is in, and gets a damage point, right?

Yes, right.

9.2   HILLS
KEYWORDS: MOVEMENT COSTS, HILLS, ELEVATION

Do I calculate the elevation value during movement? For example, if artillery (from clear terrain) wants to enter a hex with hills and forest what is the movement cost? 4 or 5? What's the movement cost in the case when wheeled vehicle want to enter the light forest from the road? Two or three? Regarding that, on player aid, why is the elevation value box in gray color? Is it only relevant for wheeled vehicles? For some reason, I have a big problem understanding the movement.

Movement Costs:

Yes, the movement value for a movement e.g., up a hill is cumulative. I.e., if you want to move your artillery unit to a hill with a forest, then you calculate the movement costs as follows: Movement cost for heavy forest = 2 plus movement cost +2 to overcome the height difference makes a total of 4 movement costs. For most Artillery units this will end in a delayed action because this movement exceeds the movement points.

You will always see a "+" symbol in front of the numbers in the movement cost column for the hills (for Smoke, too, by the way). This means that you always must add these costs to the costs for the target hex type. The other example with the wheeled vehicle: Your vehicle wants to move from a road hex to a hex with light forest. For this, you only must plan the costs for the light forest. In other words, only the hex into which your unit wants to move counts when determining the movement costs.

The column Elevation values for the terrain type has nothing to do with the movement costs. You only need this column when determining LOS and

it shows you the elevation level of the respective hex. The gray or white color has no relation to the movement costs!

9.3 ARTILLERY SPECIFIC MOVEMENT

9.3.1 Digging In

KEYWORDS: DIG-IN, DUG-IN

Can artillery units dig in?

No, they can´t. See more: #Digging In

9.4 INFANTRY SPECIFIC MOVEMENT

9.4.1 Fast Action

KEYWORDS: FAST ACTION, DEFENSE DIE

Rule book, the bottom of page 14 (MR 9.2). *"Infantry units lose their weakest defense die when using fast movement, but they will always have at least a minimum of one defense die."* As far as I know, all infantry units have only one defense die. How can they lose that one and still retain a minimum of one? What is the point of that rule? Am I missing something?

Weakest Defense Die: The things behind this regulation are as follows. As an infantryman, you will always use the terrain you are moving in - especially during combat - in some way. Only if you want to cover certain distances in fast movement will you have to neglect your cover somewhat. You will move less carefully - but you will reach your goal faster. We have mapped this characteristic with this rule. In other words, if an infantry unit moves quickly, the player must sacrifice the weakest defense dice.

All infantry units have the one yellow die on their unit card. But infantry units get Terrain Defense Bonus dice added depending on the type of terrain. Now it can happen in the game that an infantry unit moves fast on a road. If this unit is shot at, the blue defense die for the road is automatically eliminated because of the fast movement. If there is now an additional effect for the reduction of the defense dice (e.g., by a command card), there is always at least one dice left for the defense. This one die as a minimum symbolizes the natural use of any cover by the soldiers during a fire fight. We do not want to have black and white battle situations, because there is always a chance to stay alive - with luck! Even on a open terrain!

9.5 DIGGING IN

KEYWORDS: DIG-IN, DUG-IN

The rules state that infantry can take the "Dig in" action.

Artillery cannot take this action, right?

If artillery moves into a hex with a "Dug in" marker, do they get the additional green defense die, or not?

Yes, Infantry can "dig-in", only. And MR 9.8.1 last Paragraph Shows that infantry only gets the green dice.

9.6 VEHICLE SPECIFIC MOVEMENT

9.6.1 Change Facing

KEYWORDS: FACING

Here 2 areas of self-doubt I have created related to Vehicle Specific Movement (MR 9.10) *"Vehicle units can also change their facing. Changing facing up to one hex vertex during a move is free..."* - Is this one hex vertex free no matter how many hexes the unit enters, or is it one free vertex per hex entered?

"The one exception is movement on a road. During movement on a road the vehicle may freely change its facing, including the final road hex it enters." - Does this limit free hex vertex changes to that which follow the road twists and, or does it allow any turn, up to a complete 180 turn in the hex for free if it is on the road?

Vehicles can change facing free for one vertex for each hex they enter during movement. On a road - vehicles can change facing for free even if they turn around 180 degrees.

9.6.2 Fast Action

KEYWORDS: FAST ACTION, ACTION MARKER

Can a vehicle unit take a fast action 2 turns in a row? It is clear in paragraph MR 9.2 that an infantry and artillery units can't, but it is silent on vehicles ability to do this. My gut reaction is to say that they can do fast actions as many times in a row as they like because the rules don't say they can't. The rules lawyer in me, makes me ask the question.

Yes, I would like to dig in here and say that vehicles can carry out every round a fast action. In the case of infantry, we are referring to the personal effort of a quick overcoming and the necessary breather

or possible reorganization afterwards. A vehicle, on the other hand, can of course always overcome terrain quickly without the crew needing a breather

As a follow up question, do you flip the fast action marker to its 'white' side after its move, but then flip it back to the 'yellow' side if you make another fast action during the next turn?

You can do flip it back to the yellow side if you perform again a fast action. The -1 modifier is not needed if doing a fast action again.

9.6.3   Fallback Action
KEYWORDS: FALLBACK, REVERSE MOVEMENT

The tank target takes some hits and is left with 1 critical which result in a fallback. Normal movement for this vehicle is 5, so must I apply the full movement +1 extra. This would, however, mean that the vehicle is moving in reverse which would normally be at a reduced rate. In this instance, it would also mean moving the vehicle off the edge of the board!

A vehicle falls back: Moving reverse with a vehicle is halved rounded up. In you case 5+1 = 6 movement points /2 = 3 points reverse. Or you can decide to change direction of the vehicle and move it (depends on the situation).

Regarding the edge of the board! Would be nice to get a pic how the situation on your board is?

I guess, Page 29 (MR 13.3) in the rule set should apply in your case:

"...Each hex should increase the distance between it and any enemy units. If that isn't possible at any point during the fallback, the unit takes a damage point and remains in the hex it was last able to retreat into."

If your unit stands on the edge of the board, already and there is no other way out instead of moving off the board. Then the unit is eliminated.

9.6.4   Terrain Damage On Vehicles
KEYWORDS: TERRAIN DAMAGE

As I understand the rules for terrain damage on vehicles, the vehicle only rolls ONE SINGLE die (the strongest) in defense, right? So for example, a Pz IV rolls one SINGLE red die?

Yes.

9.6.5   Overrunning Artillery
KEYWORDS: OVERRUNNING ARTILLERY, ARC OF FIRE

Artillery last shot during armor vehicle overruns: Does the overrunning unit need to be in the artillery units arc of fire to conduct a "last shot"? MR 9.10.3 does not mention anything about this, which leads me to believe that artillery facing is not considered as a requirement for the last shot.

If you overrun the arty via a hex outside of its arc of fire, I would suggest that the arty must be turned to be able to fire. This gives the defending vehicle the modification for move & fire on the player's aid.

As I understand the rules for "Overrunning Artillery Units" (MR 9.10.3), in order to overrun the artillery unit, the tank unit MUST START its activation ADJACENT to the artillery unit, and the artillery unit MUST be in one of the two frontal hexes of the tank unit, correct?

The tank must not start adjacent. The arty must be in one of the frontal hexes.

10   REACTION FIRE

10.1   TRIGGER REACTION FIRE
KEYWORDS: REACTION FIRE, MOVE AND FIRE

Reaction fire is triggered by movement so I have a situation whereby a unit is behind a hill, it moves onto the hill. May I use reaction fire at that point before the moving unit fires? Presuming the reacting unit if allowed just spots and fires as normal?

Yes, according to rule book (MR 8.2): Each hex the moving unit enters can create reaction fire. If this moving unit wants to perform a move and fire action - the non-active player can interrupt after the movement with reaction fire - precondition must be LOS, of course.

10.2   SUBSEQUENT REACTION FIRE
KEYWORDS: REACTION FIRE

Only a single unit may use reaction fire to a hex a unit moves into. But if the unit continues to move, other non-phasing units may fire at subsequent hexes entered?

Yes, that is correct.

The Reaction Fire is not a "free" action, instead it is the firing units action for this turn, right?

Yes.

10.3 MOVE AND FIRE
KEYWORDS: MOVE AND FIRE

Unit A is doing a move and fire action. Unit B wants to do reaction fire. Is this conducted after unit A fired? Or does Unit A move, then Unit B does reaction fire, then Unit A fires.

It's the Unit moving into a hex that creates the opportunity for reaction fire. This interrupts the active player's action. So before the Move/Fire Unit does its fire.

I have a unit which wishes to fire and move away. First movement after firing would be turned to face the direction of movement. Does an enemy unit using reaction fire at the retreating unit in the hex it turned in or the hex it first moves into?

8.2 Reaction Fire is triggered when an enemy Unit moves into a hex.

May a unit move as part of a reaction? Could that be fire and move?

8.0 No. It's Reaction Fire - no fire and move.

10.4 LOS - FRIENDLY FIRE
KEYWORDS: LOS, FRIENDLY FIRE

May friendly units' fire through each other?

10.2 - Units, whether enemy or friendly never block LOS

Does this fire, if valid, require a modification for hindrance?

No

10.5 SPOTTING
KEYWORDS: SPOTTING, MOVE AND FIRE

An enemy unit in cover fires at one of my units. I wish to respond my moving another unit, which couldn't see the enemy fire but will be after movement. Does my moving unit need to spot?

It can do a move and fire action. It will automatically spot (MR 10.5.1) because the enemy unit has done a fire action (exception - if the enemy unit did a fire and move action)

When doing spotting for a "turret firing" are the rules for "automatic spotting" still used?

Example 1: My tank wants to "Turret Fire" at an enemy tank in a clear hex. Must I roll for spotting, or is the enemy automatically spotted (for the clear hex)?

Example 2: My tank wants to "Turret Fire" at an enemy tank with a "Fast Action" marker. Must I roll for spotting, or is the enemy automatically spotted (for the Fast marker)?

Clear hex = automatically spotted, Fast action = automatically spotted, It's this easy

10.6 TURRET FIRE
KEYWORDS: TURRET FIRE

Can a tank make a REACTION fire with the turret firing, or is "Turret Firing" not allowed as Reaction Fire?

Yes, a tank can make a REACTION with turret fire

10.7 STACKING LIMIT
KEYWORDS: REACTION FIRE, STACKING LIMIT

A unit can pass through a hex containing another unit. Should that unit be hit, whilst in the hex with the original unit, does it retreat?

E.g., I have a tank moving 3 hexes and the first hex it's moving into has another tank unit (same side). The opponent call's reaction fire and hits the tank. Let's say, for example, it's a single hit outright (no cancellations). so, I have to put a red counter on the unit...does it continue moving?

Or does it have to stop because it's been hit? If it has to stop, it's over stacked in the hex (with the other tank unit) so what's the procedure?

If the tank did not get a suppression, then it can keep moving. It must have had sufficient movement point to enter and then exit the friendly occupied hex. For suppression, the best solution is, that a unit that takes a suppression hit as per above, should cease movement in the hex it was attempting to move from. The tank should therefore be placed in the last hex before that occupied hex
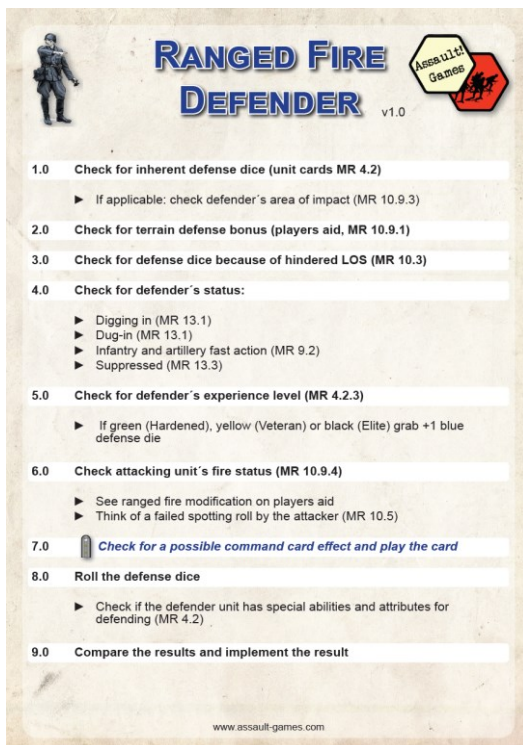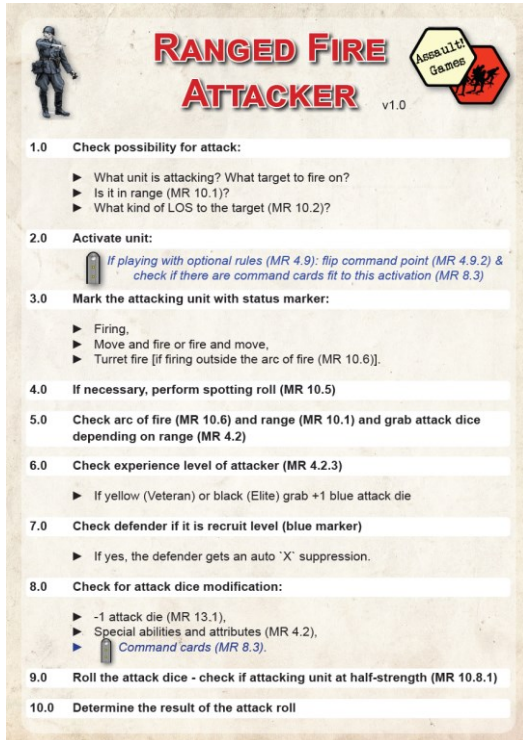
11 RESOLVING COMBAT
11.1 RANGED FIRE PROCESS
KEYWORDS: RANGED FIRE AID CARD

Probably a process will help to keep track.

I would propose the following procedure for resolving ranged fire combat actions. Follow this link to the Ranged Fire Aid Cards (click)

11.2 Resolving Combat – Dice rolls

Keywords: Resolving Combat

During resolving combat, do both sides roll simultaneously? Or one side first, then the other?

That is important because my reroll decision in the case of rapid-fire can be affected by defender roll result.

The Players roll first the attacker and then the defender.

11.3 Critical Hits

Keywords: Ranged Fire, Close Combat, Critical Hits

In ranged combat an uncanceled Critical hit automatically means one Damage Point. In close combat, on the other hand, the rules state that you just flip the counter on a Critical hit, so there is no additional Damage Point on a Critical in CC, correct?

Critical hits are auto damage for ranged fire, yes. And for CC you are right.

12 Sequence Of Play

12.1 Initiative Phase

Keywords: Initiative Roll

The rules for MR 6.1 Initiative Phase state, *"Whichever player has the highest roll is the starting player and can take the first action in each phase."*

When I win the Initiative roll, can I choose to let the OTHER player start with the first action of the turn? I ask, because there are situations when it is better to let the other player start with the first action.

No and yes. If you pass your first action - the other player may do something.

13 Special Abilities

13.1 Maneuverable

Keywords: Maneuverable, Change Facing

The "Maneuverable" special ability allows a unit to change facing without paying any movement points. When I activate such a unit and change the facing to fire at an enemy, I guess this is STILL counted as a "Move/Fire" action, even if I don't have to pay any movement points, right?

Yes, your example would be a move & fire action - but changing direction is still free because of maneuverable.

14 Spotting

14.1 Move And Fire Action

Keywords: Arc of Fire, Spotting, Move and Fire, Facing

On the Player Aid Card are two spotting tables: one for enemy in fire arc, one for enemy outside of fire arc. I'm not sure when I must use the table for enemy outside of fire arc. Is this decided at the start of the activation or is it decided directly before my tank fires.

I activate one of my tanks. An enemy tank is some hexes to the left of me in Light Forest and it is outside of my fire arc.

I choose a "move and fire" action. I change my tanks facing one vertex to the left.

NOW, the enemy tank is in my fire arc.

So, do I use the FIRST spotting table (inside arc) or do I use the SECOND spotting table (because it was outside my fire arc at the start of the activation)?

I play it like this: "I am the commander - I expect an enemy tank in the light forest left of my tank. So, I order (activate) my tank to perform a move & fire action. First my tank moves into the planned direction (incl. chance facing). Second my tank spots the expected target - trying to spot that enemy tank now in the arc of fire --> so I must roll on the white side of the spotting roll table. So, to answer your question: spotting is always the last step before the firing action.

If your tank wanted to use the turret to fire at the enemy on the left - then of course you must turn the turret - spot outside the arc of fire. This mechanic is for situations in which you do not want / or you are not able (in case of being immobile) to turn your tank.

Errata, Changes Clarifications

1   INTRODUCTION

In this chapter we want to collect all upcoming errata and change topics for the Assault rulebook but also the game components.

2   RULEBOOK

2.1   REACTION FIRE

2.1.1   Intercept Move and Fire

KEYWORDS: MOVE AND FIRE, CHANGE

AFAIK move and fire (and fire and move) are not normal not fast actions, so it's not possible for my opponent to do reaction fire in response to them? If that is correct, what is the thematic reasoning behind? Why is not possible to "intercept" that unit? Is it not much easier to spot a moving unit after they perform fire?

Yes. I see your point. MR 8.2 states... reaction fire for... Normal Action (non-active player only) Fast Action (non-active player only) Emergency disembark (both) Fallback (both) It is good to ask this question... it is not clear enough in the rules, but you can perform reaction fire on move and fire and fire and move actions... You could see the symbol (green arrow) for normal action of the marker for move and fire and fire and move. So,

this is intended to be a normal action in combination with a fire action. I think we will keep this for a future rule book update to get this clear for the players.

2.2   SPOTTING

2.2.1   Failed Spotting on Vehicles

KEYWORDS: SPOTTING, VEHICLE, CHANGE

Just need a clarification; A vehicle unit that makes a spotting attempt and fails is not classed as taking an action and is thus not marked with any kind of action marker. Also, I have been playing it so that a failed spotting attempt does not use a command point, but a successful attempt then must be followed by a fire action which does use a command point.

We want to change the actual rule - **attacker vs. vehicle and spotting fails --> no firing to:**

If a spotting roll vs. a vehicle fails - the defending vehicle **gains a red defense** die in every case for the Attackers status:

is firing, turret fire and move and fire / fire and move.

We think this is simulating the situation that an attacker unit must take more time as expected for spotting the enemy vehicle unit because it is a point target. And for this spotting time the attacker is not able to perform his firing effectively as if he had discovered the unit immediately - so the attacker has less time for firing available. This is deviating from the actual rule, but it prevents a unit to lose all its action because of a spotting roll.

For this we must change the table on the player´s aid and write this into 10.5. -As we are planning an updated players aid for download later this year (because of a fault in the terrain chart) we can add this. We will bring in a "no spot does not shoot" rule later in kind of status markers for defensive operations and actions. But this will be expansion work.

2.3   TRANSPORTING UNITS

2.3.1   Loading Immobile Artillery

KEYWORDS: TRANSPORT, IMMOBILE ARTILLERY

This section (MR 9.11.4) will be added in an upcoming rulebook version:
Normally a unit being transported loads up/dismounts in its own activation, not its transport's activation, (see MR 9.11.2 and MR

9.11.3). However, transporting immobile artillery is an exception to this.

In order to load immobile artillery, the transporting unit moves into its hex. The immobile artillery unit must not have any of the following status markers: delayed action, suppressed, fall back, or close combat. Since they cannot be loaded onto the transport with those status markers, the transport is not allowed to enter the hex itself, (as stacking limits would apply).

Once the transport enters the hex the immobile artillery is considered loaded. This ends the activation for the transport, which is marked with a delayed action.

2.3.2   Unloading Immobile Artillery
KEYWORDS: TRANSPORT, IMMOBILE ARTILLERY

This section (MR 9.11.5) will be added in an upcoming rulebook version:
Unloading immobile artillery is done during its transport's activation. It must be unloaded into a hex adjacent to its transport. The immobile artillery unit is marked with a delayed action.

During the unloading, the players should make sure they apply the stacking limit of one friendly unit per hex.

They cannot unload into a hex containing an enemy unit. Immobile artillery also cannot unload if their transport has moved into harsh terrain that turn.

Unloading can attract reaction fire.

3   SCENARIO BOOK

3.1   TRAINING SCENARIOS
KEYWORDS: OBJECTIVE HEX, CHANGE

In the first two (training) scenarios in the scenario book, the victory conditions state that you must "control" the objective hexes at the end of the last turn. In ALL other scenarios the victory conditions state that you must "occupy" the objective hexes at the end of the last turn. Is this the same as "control", or do you really MUST have a unit right in the objective hexes at the end of the game to win?

OK, understood. "Occupy" = "Control" You do not need to put a unit on the objective hex - but the objective marker must show your faction symbol -

to occupy - control. I will note this for a future print run.

3.2   HEERESANKLOPFGERÄT SETUP
KEYWORDS: SCENARIO SETUP, CHANGE

I am setting up for a solo run at the scenario entitled Heeresanklopfgeraet (this is really unfair to make a dyslexic person type this). The Soviets have 2 vehicle and 2 infantry formations to start with. Total quantity of units exceeds the space available in the first 2 columns of map 3. Since the stacking is only 1 unit per hex. what is done with the extra units. Second question, do the Soviet reinforcements for turn 3 and 5 set up anywhere in the first to columns of map 3 during their turn of entry?

We had this question before somewhere. Just let the troops which you cannot place initially march in via that map tile during the action phase. - this is a general rule for such situations. And for the 2nd questions. Yes, you can place the reinforcements anywhere.

4   PLAYER´S AID

4.1   VEHICLE DAMAGE FROM TERRAIN
KEYWORDS: TERRAIN DAMAGE, CHANGE

While checking the Players Aid Card I noticed that "Vehicle Damage from Terrain" has a yellow die for Wooden Buildings, but only a Blue die for Stone buildings. Shouldn't it be the other way round?

Yes, indeed this is a tiny failure that happened in the last iteration for the production data. The wooden and stone building have the same "Yellow" die for damaging vehicles.

5   UNIT CARDS

5.1   MOT. RIFLE 41 AND RECON TEAM 41
KEYWORDS: MISPRINT, CHANGE

I noticed that there are 2 German infantry unit cards (Mot Rifle 41 and Recon Team 41) where I do not understand one detail: The first range hex (close range) on the vehicle range band shows the value '1' but there are no attack dice above this hex. Is the '1' a misprint or are the attack dice missing?

That is a misprint. You can ignore the "1".

Optional Rules V1.0 (10.08.2022)

OPTIONAL RULE´S

1 INTRODUCTION

During our games there are always ideas to make the Assault System better, more interesting, or more detailed and more realistic.

Therefore, we want to open a chapter here to collect these ideas as optional rules.

Maybe we will integrate these rules into the rulebook in the future. Try out! May the ideas flow!

2 SPECIAL ABILITIES

2.1 LOW SILHOUETTE

KEYWORDS: SPECIAL ABILITIES

Optionally, you can add the "Low Silhouette" special ability to the StuG IIIe unit to account for the low height of this vehicle.

3 RANGED FIRE

3.1 EXTENDED RANGE

This rule extends the range bands given on the unit cards. In principle, you can fire at targets beyond the maximum range bands on targets.

If you want to fire at a target beyond the largest range band, take the attack dice from the last band and remove the weakest die and reduce the strongest die by one color (e.g., red to yellow). The remaining dice make up the attack roll.

If the unit has only one die left after this and a **-1 Attack Die** status marker, reduce the die color by one category (e.g., from red to yellow, from yellow to green, etc.). As a minimum, there is always at least one blue dice to attack.

For example: If a StuGIIIE is firing on a vehicle target in range of 15 hex. In the range band 8-12 hex it has a red and a blue die for attack. For a range beyond 12 hex, it has now one yellow attack die.

3.2 SUPPRESSIVE FIRE MODE

This rule adds the suppressive fire mode to the fire combat.

Now, if a player wants to fire at an enemy unit, he can decide whether he wants to:

a: destroy it or

b: suppress it.

Suppressing enemy units can be very useful depending on the game situation. For example, infantry units entrenched in houses are difficult to destroy. It can help to suppress them better before approaching them.

Suppressive fire is relatively easy to implement. The procedure follows the ranged fire rules in MR 10.0. If a player wishes to suppress an enemy unit, he chooses the attack dice specified on the unit card. In addition, he takes the die for the Blast Value. If the firing unit does not have a Blast Value die, the player always adds **one blue die**.

Now the attack roll is made exactly as described in MR 10.0. The difference to the normal ranged fire is that all damage point symbols no longer count as damage points but as **suppression**. All critical hit symbols remain critical hits.

The defender now selects all defense dice like MR 10.0. and rolls them.

The results of the two rolls are now evaluated differently from MR 10.7.2 regarding critical hits. Critical hits can only deflect critical hits. The remainder of MR 10.7.2 remains unaffected.

4 REALISTIC LOS

KEYWORDS: LOS

The LOS rules in the MR remain as they are.

Overwrites the note in MR 10.3. from: "*Note: When deciding if a LOS is hindered or blocked the terrain type of a hex is defined by the map tile illustration that takes up the majority of the hex, even if doesn't fill the whole hex…*"

In deciding whether a LOS is hindered or blocked, the object through which the LOS line crosses is evaluated.

Exception: In the case of brush, light forest, forest and heavy forest, the note designated in MR 10.3 remains in effect.

Players should apply their common sense here.

Example for Realistic LOS:

Index

INDEX