# AN ATTRITION OF SOULS Rule Clarifications (8 December 2021)

### **Double Advance**

If tiles advance after a battle (4.8.4) and, in doing so, participate in yet another battle (a battle marker having already been placed in the region they are advancing into) and are again victorious, can they advance a second time?

Yes, in this scenario, these tiles would conduct two advances in the same turn.

## **Railing Elite Infantry**

During the rail phase (4.4), do elite infantry tiles that are returned from the board to a player's reserves using a rail action have to be mobilized at the cost of 2 infantry tiles again (10.3)?

No, elite infantry that were removed from the board <u>using a rail action</u> may ignore this specific requirement (10.3), and may be mobilized like normal infantry.

# **Abandoned Trenches**

Can trenches (17.0) be left alone in a region? For example, what would occur if all of a player's tiles were railed out of a region containing one or more of his trench markers? Would the enemy still have to battle the abandoned trench, or is the trench marker removed?

Trenches are considered markers and not tiles (combat units). If the owner of a trench marker removes all his tiles from the region containing the trench, the trench marker is removed from the board during the Update Region Status phase (4.9).

#### **Returning the Last Defending Tile to the Aerodrome**

After a battle has been resolved, if the only tile left on the defending side is an airplane, what happens if the defending side wants to return it to their aerodrome (11.4)? Does the region remain contested, or does the attacker gain control of the region?

In this situation, if the only defending tile (an airplane) was returned to the aerodrome, the attacker would gain control of the region during the Update Region Status phase (4.9). However, the attacker would NOT conduct an advance after the battle (4.8.4).

## <u>Tiebreaker</u>

What happens if both players have the same number of industrial points after Fall 1918 (5.2)?

The player with the most tiles on the board is the winner.

**ERRATA** (changes to original text are underlined):

**10.7.1 Stormtrooper Special Ability** should read, "If you are attacking in a battle containing 1 or more of your <u>stormtrooper</u> tiles (of any nationality) and 1 or more of your artillery tiles (of any nationality), you may use the following special ability:"

**4.1.2 Return Destroyed Tiles to Your Pouch** should read, <u>"Group all tiles in your destroyed pile by</u> nationality. You may return some, all, or none of the groups back to your pouch. You may either return all destroyed tiles of a nationality, or none of them."

**10.8 French Tirailleurs Sénégalais** should read, "Add to reserves in <u>Spring</u> 1915."