

American Tank Ace Official Errata and Clarifications (as of 5 Dec 2022)

[4.4] 5. – (correction) – You must roll to hit with White Phosphorus rounds on chart [B1]. However, regardless of hit or miss, a Smoke 2 marker is placed in the target's area.

[6.2] (clarification) – You only roll once for INF quality on [A6]. All INF are considered to be from the same unit and therefore the same quality.

[6.6] (clarification) – A counterattack does not get its own entry on the log, as it happens right away, and IMM tanks remain so, and skill use does not refresh. It does count as a second mission for experience points. However, it combines the number of destroyed enemy units with the first mission for awards purposes.

[7.1.4] (addition) – Enemy AT guns are replaced by an equal number of SPGs when defending. Additionally, it only takes one move backward to end the mission, regardless of current range. The maximum moves forward by the enemy is two (if starting at long range) or one (if starting at medium.)

[7.2] 3. (clarification) – Commands are decided upon and given by the commander sequentially. You do not have to decide in advance, as you may destroy a target with a first round, for example.

[7.2] 3. A (correction) - Page 13, 1st column, 3rd sentence: INT should read INF.

[7.2] 3. A (correction) - "Ammo Round Expenditure" paragraph, 6th sentence: change 'To' to read 'Two.'

[7.2] 3. A (clarification) – If the turret facing had to change, the coax MG is restricted to firing once this round, just like the main gun.

[7.2] 3. E (clarification) – If the player includes a range change with this action, he rolls twice for immobilization. If not, just once.

[7.2] 3. (addition) – add a new command P. – Rotate the turret to face any direction (without firing). Reloading the ready rack cannot be simultaneously performed with this action in the same round.

[7.2] 3. (clarification) – MG reloading is done by the responsible crew – Commander for the .50 cal, loader for the coax, assistant driver for the bow MG. (notice

although the gunner's Weapon Maint. skill affects the coax and the loader's skill affects the .50 cal, they don't do those reloads.) Nothing else is done that round for that crew unless the commander gives commands, which overrides reloading.

[7.2] 3.J. (correction) – the reference to "Focus" should be a reference to "Synergy."

[7.2] (addition) – Actions D, E, and G will include a free "F" action if desired.

[7.2] 4. (correction) – The word "combat" is duplicated. Delete one.

[7.2] 4. (clarification) – Each enemy unit checks to target you EVERY round, not just the first, but only those units which are not already targeting you. Once targeting you, an enemy will not stop attacking until it is destroyed or withdraws, and therefore no longer needs to check targeting.

[7.2] 6. (addition) – Withdrawal from the battle board in an operational vehicle, besides mission failure, results in no experience gain and a +1 DRM to your next promotion attempt (DRMs may accumulate.)

[7.3.1] (addition) – After gaining hull down status, a player loses it with any movement action taken (except for angling the hull.)

[7.3.2] (clarification) – All enemy vehicles start unbuttoned, and if buttoned, remain so for the duration of the mission.

[7.3.3] (addition) – Enemy SPGs that are immobilized can still fire at you, but after you move, they cannot for the rest of the mission. If you move to flank an immobilized enemy vehicle, they are flanked for the rest of the mission.

[7.3.5] (clarification) – Firing a smoke round (HCBI) does not require a "to hit" roll on Chart [B1]. You simply place a Smoke 2 marker in the target area.

[7.3.5] (clarification) – The smoke level in an area never goes above "2" by firing more smoke.

[7.3.8] (clarification) – Enemy tanks and SPGs are affected by Shock. However, as enemy crews are not tracked in the game, you do not check for spalling.

[7.4.3] (addition) – New crewmen who replace dead or wounded crew do attend Ft. Knox training first.

[7.4.3] (correction) - SW paragraph: The reference to “C1” should read “C2.” Additionally, SW crew cannot bailout of a DE tank (burning or not.) The only way for them to survive the mission is to win, or you voluntarily abandon your vehicle (other crew pull him out) or withdraw from the battle board.

[7.4.6] (addition) - Abandoning your tank. You may voluntarily abandon your tank. All crew check for a wound (from possible small arms or other enemy fire) similar to a “B” result – on a 1d6 “1-2” that crewman is wounded. You will receive a +1 drm to your next promotion attempt, which can accumulate. You may abandon an IMM tank without penalty, however.

[7.6] + Chart [W2] (clarification) – You must have a command radio (in other words, be a 1LT or CPT in rank) to be able to barter for and use an “extra” mortar mission. This is unlike the “free” artillery mission that comes with an Assault, because in that case the mission is pre-planned.

[7.6] (clarification) – Enemy vehicles may be buttoned by friendly artillery. They remain so for the rest of the mission. They can also be immobilized with an artillery “B” result on a roll of “0” or less.

[7.6] (Optional) – Players designate an AREA (A, B, C, D, or E) to be hit by indirect fire (mortars or artillery) and not a specific unit. When the mission is resolved, it hits all enemy units currently in that area (if an artillery attack) or one random unit (if a mortar attack).

[7.6] (addition) – Players make request smoke with indirect fire, instead of an HE attack. Simply place a “Smoke 2” marker in the area when it resolves.

[7.7] + Chart [B8] (correction) – The Eye for Terrain skill helps you find hull down terrain, therefore it is supposed to be a +1 DRM on Chart [B5a] not a -1 as listed in the rules and Chart [B8].

[7.9] (correction) – the reference in the last sentence to rule 6.7 should be to rule 6.8.

[8.2.1] (correction) – A SFC (Sergeant First Class, aka an “E-7”) was called a Technical Sergeant during World War

II. The rank image is correct. This has no impact on play per se, just a minor research error.

Rulebook – Back Cover (correction) – The Sequence of Battle has errors under 6.a. ii. and 6.a. iii. Both Tanks and SPGs will shoot at you with Chart [B1] just like AT guns.

Rulebook – Back Cover (correction) – Move action #3 (enemy targeting) down to #5. Renumber #4 and #5 to #3 and #4 respectively.

Chart [A1] (correction) – The reference in red text to [4.8] should actually be to [4.7].

Chart [B1] (clarification) – the +1 DRM for Firer Buttoned Up is based on the tank commander’s status. As long as the commander is unbuttoned, the DRM does not apply.

Chart [B6] (correction) – the word “Ineffective” in the left column entries should read “---” (none.)

Chart [B9] (addition) – If, at the time you roll a “Minefield” event, you happen to be immobilized, treat as “no event.”

Chart [B9] (correction) – Under “B9 Instructions” the final sentence of GE Mortar and Artillery Attacks should read “Rain DRM does not apply.” Mud and Snow does apply.

Chart [B9] (correction) – Under “B9 Instructions,” although the GE Arty stands a very good chance of a “B” result, the player’s tank is only IMM on a result of an adjusted roll of “0” or less. Notice mortars never immobilize, only “B” if they hit.

Chart [C1] (correction) – under result #4, it should reference “APCR” not “APDS.” Error caused by 20 years of habit.

Chart [W1] (addition) – Items from the battlefield are lost if your tank is destroyed.

Chart [W2] (clarification – HVAP (High Velocity Armor Piercing) and APCR (Armor Piercing Composite Rigid) are two names for the same thing.

Tank Mats (typo) - (Guinner) should be spelled (Gunner)

Tank Mats (clarification) – The M4A1 (early) does not have a loader’s hatch, the Notes section is correct. Ignore the faint image of the loader’s hatch on the view.

Countersheet 2 – (clarification) several “Generic” German infantry have been included in the game, having no printed Morale Level (ML).