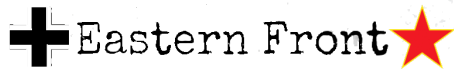


COMBAT!



Official Clarifications as of 8/7/26

Series Rulebook:

Rule 2.3

*Change the 3rd sentence of the 'Map' section to read:
The half hexes at the bottom of the map are playable.*

Rule 7.3

It should be common sense, but Characters that are incapable of firing (Routed, Out of Ammo, etc.) cannot be given a Fire Order (including RUN & GUN).

Rule 8.24

Add this sentence to the final paragraph, to cover a very rarely encountered situation:

"If a Character has available targets for both Rifle and Hand Grenades, they will throw Hand Grenades."

Rule 12.5

In the Grenade Attack Example on page 20, change the first three sentences of the bottom left paragraph to say: "Let's say that for Smith's Grenade throw at Jahn's hex he rolled a 0. He adds 3 to that die roll for a 3 total. This is higher than Smith's WS in Grenades, so it is a Grenade Far result which hits Jahn's hex."

Rule 14.2

The target should be randomized before the attacker rolls the WMC (O).

Rule 16.5 (Continuous Slope)

*For clarity, change the 'Continuous Slope' section to read:
Continuous Slope. The pancake levels of the terrain on the map do not allow for LOS down what would, in real life, be a smooth, continuous slope. To represent the reality of a continuous slope, one more rule needs to be added. A Character on a higher Level hex may see down hexes of their same elevation feature (hill) as long as the hexes are adjacent, they decrease one Level per hex, and there is no Blocking terrain. *Hex 3 (Level 3) can freely see hex 2 (Level 2) and hex 1 (Level 1) because there is a Continuous Slope. Since hex 1 is in LOS, hexes 1A and 1B are also in LOS. Hexes 2, and 1 cannot see hex 0 because hexes 1A and 1B (both Level 1) interrupt the Continuous Slope. Hex 1B can see hex 0. Hex 3 can also see hex 0 due to the 'Blind Hex Reduction' rule.**

Rule 17.32

The last paragraph of 17.32 should read exactly like the last paragraph of Rule 7.62. To avoid confusion, change the last paragraph of Rule 17.32 to read:

"Characters that are Spotted are eligible for all types of attacks. They will remain Spotted throughout the game unless they use a Hide Order to become Unspotted, per Rule 7.62. As a reminder of that rule, at the end of the Turn, during Step 5b, any Characters that were assigned a HIDE Order in their Orders Phase will become Unspotted if they meet these conditions:"

Grenade Attack Example On Page 20

Change the first three sentences of the bottom left paragraph to say:

Let's say that for Smith's Grenade throw at Jahn's hex, he rolled a 0. He adds 3 to that die roll for a 3 total. This is higher than Smith's WS in Grenades, so it is a Grenade Far result which hits Jahn's hex.

Game Rulebook:

Rule 34.7

Add these clarifications.

1st paragraph: Do not adjust the Base or Current Confidence as Dummies are revealed.

3rd paragraph: Break and Waver only happen once each.

Rule 35.5

Prisoners and Routed Characters do not count against ANY geographical victory conditions, including hex bands, or being 'on map'.

Rule 28.4

In the 2nd paragraph of Flare Pistols, the check for the accuracy of the Flare should be a WC (W), not a WMC.

Scenario 11

The Wire marker setup listing for 18.17 should be 08.17.