

THREE D-DAYS (Paper Wars, Issue 108)

Questions and Answers

IMPORTANT NOTE: Hexes **1526**, **1527**, and **1627** are Rough terrain, not Mountain. [Click here](#) for a Print-and-Play map patch.

Q1. Rule 5.2 says the Air Superiority phase takes place “during Game Turns 2 through 11” of the 1942 and 1943 scenarios. Rule 5.3 then says “Game Turns 1 through 11.”

A1. The explanation in 5.2 is the correct one.

Q2. Rule 8.10 refers to a loss of “one CE” for being OOS, even though the term “CE” is not defined until 10.18.

A2. Please see rules 10.18 and 10.20 for the full definition of “CE.”

Q3. Rule 8.11 says: “All German-controlled cities in Germany and lying west of the 52xx hex row are supply sources for German units.” There is no 52xx hex row. The easternmost hex row is 36xx, should we therefore delete the part beginning “and lying west...” and treat all cities in Germany as potential supply sources.

A3. Yes, ignore the “52xx” reference.

Q4. The example combat result in Rule 10.18 explaining the “1/2” result should refer to “two CE” lost by the defender, not “three CE.”

A4. Correct.

Q5. Rule 10.20 refers to “the German mechanized class divisions in the 1942 scenario,” but no unit counters are labeled as divisions.

A5. Delete the reference to “German mechanized class divisions” from that rule.

Q6. The Design Note at the end of 12.1 refers to Operation Bluepoint and says “See 12.13 below for details.” There is no 12.13. Operation Bluepoint is detailed in 12.9.

A6. In the design note following rule 12.1, change “12.13” to “12.9.”

Q7. Rule 12.3 says: “All hexes east of the 40xx hex row...constitute the Allied attenuated supply area in this scenario.” There is no 40xx hex row; the easternmost hex row is 36xx. Should that therefore read “32xx,” as for the other two scenarios?

A7. Yes.

Q8. Rule 13.9 refers to the “second invasion US beachhead marker” but there is no counter specifically marked for the second invasion.

A8. Use the US beachhead marker from the 1943 scenario as the second invasion marker.

Q9. Rule 13.9 says the second invasion consists of “any one or two or three available US or FF corps,” but does not define which units count as “available.”

A9. Corps “available” for the second invasion are potentially all those that have not yet been brought into play on the map.

Q10. The TEC entry for “Borders” has a note saying “see rule 6.6 for details.” Rule 6.6, “Fog of War,” does not refer to borders, and I am unsure of the intended reference.

A10. The TEC entry for “Borders” should simply read “No Effect” in both its columns.

Q11. How do transport lines affect mechanized unit combat into mountain hexes?

A11. Change the second sentence of this rule to read as follows: “Also note that mechanized units may only attack into a mountain hex if they are doing so from a transport line hex that leads into the mountain hex to be attacked. For example, a mechanized unit in hex 1623 could attack into mountain hex 1723, but it could not attack into mountain hex 1724.”

Similarly, on the Terrain Effects Chart (14.3), add the following to the end of the “Combat Effect”

entry for Mountain: ", except along transport lines."