The description for the Stimulant Kit special ability from Operation "Cerberus" is incorrect. It should read as follows:

The Field Medic can inject a soldier unit in an adjacent space with newly developed combat drugs. The next time the injected unit is activated, it can perform two consecutive activations that round. At the end of the injected unit’s second activation, lay all of its miniatures on their sides in the space where their activation ended. These soldiers are now exhausted. While the unit is exhausted, it cannot be reactivated by any Command Squad. It cannot perform any action, and it cannot even fight back if attacked in close combat! The next time this unit is activated, stand the miniatures upright. This costs the unit both of its actions for that round. This skill may only be used once per game. If the Field Medic injects a squad that is joined with a Hero, that Hero is also injected. The Field Medic can choose to inject a lone Hero instead of a squad, but that will still use all of his stimulants for the game.
The Unit Entry section of the Core Rules is incorrect. When entering the battlefield during the first round of the game, each unit’s first action must be a **move** action, using movement points to enter one of the entry spaces on the map per that unit’s movement rules. The unit is not restricted to a move of one space if it has more movement points available to it.

The **Stefan** unit card from the **Axis Hero Pack** is incorrect. “Flammenwerfer 40: Flame Weapon” should be added to the unit description.

The unit cards for the **SSU Observer Team “Nabludatyel”** and **SSU Sniper Team “Jnetzi”** are incorrect. The success indicator for Soft cover shows a die with the symbol. It should instead show a die with a symbol.

The unit card for the **ALLIES Medium Combat Walker M3-E “Rattler”** is incorrect. The rating against Aircraft 1 armor for its 40 mm AA twin is listed as “4/1”. It should instead read “5/1”.

The unit cards for the **SSU Commissar Squad** and individual Commissars are incorrect. In addition to the existing weapon lines, the following weapon line should appear on each card:

```
1 2 3 4 1 2 3 4 5 6 7 1 2 3
Knife & Grenade C 2/1 1/1 1/1 1/1 1/1 1/1 - - - - - - - -
```

The unit card for the **SSU KV47-E Aero “Nikita”** is incorrect. “120 mm Mortar: Reload” should appear in the unit’s skill listing.

On page 30 of the **Operation: “Hades”** rulebook, the following flavor text for the **Prinzluth**er is incorrect: “Commonly used Command Squad skills, such as reactivating a unit or calling down an artillery strike, can be used easily from within the **Prinzluth**er.” An artillery strike cannot be called down from within the **Prinzluth**er, because line of sight cannot be drawn from a unit that is being carried inside of a vehicle.

**Demo Charges**, **Magnetic Mines** and **Dynamite** all benefit from the rules for Explosives Weapons.
UNITS THAT TAKE UP TWO SPACES

Units that take up two spaces on the battlefield must follow a few special rules for entering the battlefield and movement. Otherwise, all normal rules for a unit’s armor type also apply to units that take up two spaces.

ENTERING THE BATTLEFIELD

Like any other unit, units that take up two spaces must use a MOVE action to enter the battlefield. Until they are completely on the battlefield, these units cannot perform any actions other than a MOVE action, and cannot be targeted by an attack. Because these units cannot move sideways, some units that take up two spaces cannot fully enter the battlefield with a single MOVE action. These units must perform a second MOVE action to enter the battlefield.

EXAMPLE: During the first round, a Vladimir Lenin is entering the battlefield. Its first action for the round must be a MOVE action, which puts its front half on the board (diagram A), but this is not enough for the tank to be “in play.” Therefore, the SSU player must perform a second MOVE action (diagram B) for the Vladimir Lenin to fully enter the battlefield (MOVE + MOVE).

To enter the board, the Vladimir Lenin had to spend both of its actions, so it must wait until its next activation to perform more actions. Now that it is fully on the board, the Vladimir Lenin can be targeted by enemy units.

PROHIBITED MOVEMENT

Units that take up two spaces on the battlefield cannot move directly sideways.

EXAMPLE: The Bellowing Bertie takes up two spaces on the battlefield. Facing is not an issue, so it can move forwards or backwards. However, it cannot move directly sideways. The green arrows in the above diagram show legal moves that the Bellowing Bertie can make. Movement that follows the red arrows is not allowed.
**CHANGING ORIENTATION ON THE BATTLEFIELD**

Sometimes a player will want to change the orientation of a unit that takes up two spaces on the battlefield, whether to occupy a more tactical position or to move around obstacles. To perform this maneuver, move the front or rear of the unit one space to its right or left, then position its opposite half in the space that was vacated by the half of the unit from which the movement began. This costs one MOVE action and is explained in more detail in the diagrams below.

**EXAMPLE:** In order to move across the battlefield, the Vladimir Lenin will need to perform two MOVE actions, changing its orientation on the battlefield each time.

It begins by shifting its front half to its left (diagram A). Its back half moves to occupy the space from which its front half began the movement. This constitutes a single MOVE action. The Vladimir Lenin has changed its orientation during its movement and now occupies the position shown in diagram B.

In order to continue its path around the squares of impenetrable terrain, the Vladimir Lenin must again change its orientation on the battlefield. It now shifts its front half to its right (diagram B). Its back half again moves to occupy the space from which its front half began the movement. This constitutes a single MOVE action. The Vladimir Lenin has successfully moved across the battlefield, ending its activation in the position shown in diagram C.

**TARGETING**

A unit can attack a unit that takes up two spaces on the battlefield if the attacking unit can trace line of sight from the center of its space to the center of any of the spaces occupied by its target.

Similarly, a unit that takes up two spaces can attack another unit if it can trace line of sight from the center of any of the spaces it occupies to the center of a space that its target occupies.

**EXAMPLE:** The Pounder has clear line of sight to one of the spaces that the Vladimir Lenin occupies, so it can attack it. The Vladimir Lenin also has line of sight to the Pounder, so it can attack with all of its weapons. It does not matter that the Vladimir Lenin's main gun appears to be blocked by the obstacle. If a unit that takes up two spaces on the battlefield has line of sight to its target, then all of its weapon lines can fire at the target.
**RULES**

**Q: In what situations will a squad benefit from “corner cover”?**

**A:** A targeted squad receives corner cover when the imaginary line of the attacking unit’s line of sight passes through the corner of a space that blocks the attacking unit’s line of sight. If a targeted squad is adjacent to a terrain feature or vehicle that blocks the attacking unit’s line of sight, and if the imaginary line passes through the corner of a space that contains that terrain feature or vehicle, then the targeted squad benefits from corner cover.

Corner cover only applies if the attack is at a 45 degree angle from the attacker to the target.

See the following series of examples that portray several situations where a squad may or may not benefit from corner cover:

**EXAMPLE:** The **BBQ Squad** does not benefit from corner cover when attacked by the **Kommandotrupp** because the imaginary line does not cross the corner of the terrain square. The **BBQ Squad** cannot be targeted by the **Luther** because the **Hot Dog** blocks Line of Sight.

**EXAMPLE:** The **BBQ Squad** benefits from corner cover when attacked by the **Kommandotrupp** because the adjacent anti-tank trap. However, the **BBQ Squad** does not gain corner cover when attacked by the **Luther** because the anti-tank trap does not block Line of Sight against vehicles.

**EXAMPLE:** The **BBQ Squad** benefits from corner cover when attacked by the **Kommandotrupp** because squads block line of sight when attacked by other squads. The **BBQ Squad** also benefits from cover when attacked by the **Luther** because of the adjacent **Hot Dog**.
Q: How can a unit “split fire” to target different units during the same activation?

A: The unit card displays a weapon line for each type of weapon that the unit carries. Each weapon line can be assigned to one target within that weapon’s range. Let’s look at a sample unit card:

It is possible for the Recon Grenadiers to “split their fire” across four different targets, as is depicted in the following example. Remember that the player chooses the order in which weapon lines fire. Also, all actions, targets, and attacks (including close-combat weapons) must be declared before any dice are rolled.

**EXAMPLE:** The Axis player activates a squad of five Recon Grenadiers. The player targets The Gunners squad with the StG 47 weapon line. All weapons of the same type must fire at the same target, so all four soldiers who are carrying this weapon fire on The Gunners. The Axis player rolls one die per weapon, so he rolls a total of four dice against the The Gunners.

Next, the Axis player targets a BBQ Squad with the MG 48. The weapon line shows a “(1)” after the weapon name, which means that only one soldier in the squad is carrying this type of weapon. The Axis player rolls four dice per weapon, so he rolls a total of four dice against the BBQ Squad.

The Axis player then targets a Pounder with the Panzerfaust. All weapons of the same type must fire at the same target. The player chooses to expend all three Panzerfausts, so all three soldiers who are carrying the weapon fire on the Pounder. The Axis player rolls one die per weapon, so he rolls a total of three dice against the Pounder.

Finally, the Axis player targets the adjacent Recon Boys squad with the Knife & Grenade. All weapons of the same type must be used against the same target, so all five soldiers engage in hand-to-hand combat with the Recon Boys. The Axis player rolls one die per weapon, so he rolls a total of five dice against the Recon Boys.

Q: Do close combat weapons ignore cover?

A: Yes, close combat weapons (Range C) ignore all types of cover.

Q: On my turn, can I have a unit pass during its activation so that I can activate it later in the round instead?

A: No. If a unit passes on making one or more actions during its activation, the unit still counts as being activated. It cannot be activated again until the next round.
Q: “Tracked Vehicle” is listed on one of my unit cards. Are there special rules for tracked vehicles? If so, what are they?

A: Yes. Tracked vehicles, though considerably powerful, are not as agile as walkers. Due to their cumbersome nature, tracked vehicles cannot move diagonally.

Q: One of my units is riding in a transport and I don’t want to have it disembark yet. Do I still have to activate it?

A: Yes. A unit that is embarked on a transport must still be activated. It may choose to pass on its actions, but its activation must still take place.

Q: When exactly can a unit attempt Reactive Fire?

A: Reactive Fire may only be attempted between any two actions. A unit may not attempt Reactive Fire before an enemy unit takes its first action, or after it completes its last action. If a unit wishes to react after the last action performed by an enemy unit, the player must activate the unit per normal activation rules (after all, it’s his turn to pick a unit next!).

Q: Does a unit using Reactive Fire attack with all of its weapon lines, including close-combat attacks such as Knife & Grenade?

A: Yes, a unit using Reactive Fire (including Advanced and Superior Reactive Fire) may attack with any or all of its weapon lines that have sufficient range to the target unit (i.e. the unit that triggered the Reactive Fire). In the case of a close-combat attack, the target unit must be adjacent to the attacking unit. Remember that during a Reactive Fire attack, all weapon lines must fire at the unit that triggered the Reactive Fire attempt.

Q: How do close combat weapons work with Reactive Fire?

A: If a unit uses a close combat weapon as part of a Reactive Fire attack, all other weapon lines are resolved first, then both units attack simultaneously with their close-combat weapons.

EXAMPLE: The Allied player activates The Gunners squad and performs a MOVE action that brings them adjacent to an unactivated squad of Recon Grenadiers. The Axis player decides to interrupt The Gunners movement and attempts to use Reactive Fire against them. He rolls one die and obtains a 4. The Reactive Fire attempt is a success so he immediately activates the Recon Grenadiers and performs a single ATTACK action with all weapon lines that have sufficient range. After resolving the first three weapon lines, both units simultaneously attack each other with their Knife & Grenade weapon lines. At this point, the Reactive Fire action is complete. The Recon Grenadiers squad is deactivated and The Gunners can resume their MOVE action.

Q: Can I attempt Reactive Fire with more than one unit against the same target on a single activation?

A: No. Only one unit may attempt Reactive Fire during a single enemy activation.
Q: How does Reactive Fire work with the Fast ability?
A: Reactive Fire takes place between actions. If a Fast unit starts its activation by performing a MOVE action, no Reactive Fire can take place until this first MOVE action is completed in its entirety. So, if a unit moves into range for Reactive Fire with its base movement, but decides to use its Fast ability to move one more space, Reactive Fire does not occur after it completes its base movement. It can only occur after the unit has completed all of its movement for its first MOVE action, including movement gained from the Fast ability. The unit’s controlling player may choose which MOVE action (if any) will receive the bonus movement from the Fast ability.

EXAMPLE: A Hellboys unit (Fast, movement value of 1) decides to perform a MOVE + MOVE action sequence. The Fast ability can be applied to its movement once during its activation, allowing it to move an additional space. During the first movement action, the Hellboys move one space, leaving them vulnerable to Reactive Fire by an unactivated Hans. To keep from drawing Reactive Fire, the controlling player decides to use the Hellboys’ Fast ability on the first MOVE action, and moves them one additional space to a square that is out of range. The second MOVE action can now proceed normally, without interruption by Reactive Fire. If the player controlling the Hellboys had instead decided to save the Fast ability for the second MOVE action, the Hans would have been able to attempt Reactive Fire.

Q: How does Reactive Fire work with the Charge ability?
A: Charge adds an additional ATTACK action to the end of a unit’s activation. Therefore, a unit may attempt Reactive Fire against the charging unit between the first and second MOVE actions, or between the second MOVE action and the bonus ATTACK action.

Q: How does Fast work with the Assault skill?
A: When Fast is used with Assault, a unit doubles its base Movement value. Any additional effects, such as Fast, are applied during the unit’s movement, after the use of the Assault skill has been declared.

EXAMPLE: A Fast unit with a Movement value of 2 and Assault could move as follows: (unit’s Movement value) x2(Assault) +1(Fast) = 5 spaces/movement points.

Q: In the Core Rulebook, the Fast skill states that when a unit performs a move action, it may move one additional space. If my Fast unit has already moved diagonally once during its movement, does this mean I can use the Fast skill to make a second diagonal movement at the cost of one movement point, since it is only one space away?
A: The number of spaces a unit can move and its Movement value are interchangeable when it comes to a unit’s movement. Whenever a unit makes a second diagonal movement during its activation, it counts as a movement of 2 spaces.

EXAMPLE: A unit with a Movement value of 2 has the Fast skill, allowing it to move one extra space during a MOVE action. It takes a MOVE action and can move 3 spaces. It begins by moving diagonally, which uses one movement point. If the unit continues to move diagonally during its MOVE action, each additional diagonal movement will count as a movement of 2 spaces/movement points.
Q: When are casualties removed?
A: When a unit attacks with a ranged weapon (any range except for Range C), the defending player removes casualties immediately after the attacking player resolves each attack. (The defending player normally chooses which figures to remove from his own squad – some special abilities, like Sniper, may change this.)

When a unit attacks with a close-combat weapon (Range C only), each player simultaneously removes casualties from his own squad.

EXAMPLE: The Axis player activates a full squad of Recon Grenadiers. He moves them one square, putting them adjacent to a full squad of The Gunners. He declares that the Recon Grenadiers are attacking The Gunners with the StG 47, MG 48, and Knife & Grenade weapon lines.

The Axis player performs the StG attack by rolling four dice (one for each figure carrying a StG). He obtains one and three . The Allied player chooses to remove one figure from The Gunners squad as a casualty.

The Axis player performs the MG 48 attack by rolling four dice. He obtains two and two . The Allied player chooses to remove two figures from The Gunners squad as casualties.

The Axis player and the Allied player both perform their close-combat attack simultaneously. The Recon Grenadiers roll five dice (one for each figure in the squad), and The Gunners roll two dice (also one for each figure in the squad). The Recon Grenadiers obtain two and three ; The Gunners obtain one and one . The Axis player chooses to remove one figure from the Recon Grenadiers squad as a casualty. The Allied player removes both remaining figures as casualties, which destroys The Gunners squad.

Q: When units are being carried by a transport, and that transport is destroyed, where are the surviving units placed?
A: Each surviving unit is placed by its owner on an empty space that was previously occupied by the destroyed transport. If there are not enough of these empty spaces to accommodate surviving units, they are placed on any legal adjacent space. If a unit cannot be placed on any of these spaces, the unit is eliminated.

Q: If a helicopter is destroyed while transporting a walker, does the walker take any damage before it is placed on the battlefield?
A: No.

Q: Do aircraft units block line of sight?
A: No.

Q: I’m playing a scenario with a wide deployment zone that is not at the edge of the board and I want to have my heavy walker enter the battlefield. Can it fully enter the board in a single move action, allowing me to use its second action to attack?
A: Heavy walkers must always perform two MOVE actions to enter the board, no matter where, or how large, the deployment zone is.
Q: The Ludwig’s figure physically shows two cannons, but the unit card only shows one weapon line. Does the Ludwig roll double the amount of dice shown on the weapon line when firing with both cannons?

A: No, the Ludwig only rolls the number of dice shown on the weapon line. The Ludwig always fires both cannons together at the same time, so it cannot split its fire either.

Q: When a unit with an Artillery weapon fires at a squad, can the squad benefit from cover?

A: Artillery weapons ignore all types of cover, except cover gained from being inside a structure.

EXAMPLE: In the example above, the Radioman from the Kommandotrupp squad calls in an Artillery Strike on the BBQ Squad from the nearby Lothar. The BBQ Squad does not benefit from cover against the Lothar’s Nebelwerfer 42 and would take full damage from the artillery weapon.

EXAMPLE: In this example, the Lothar can attack the BBQ Squad with its Nebelwerfer 42 because the attack would enter through the entrance of the structure.

Q: Can Artillery weapons (Range A) be fired from inside a structure?

A: No. Artillery weapons fire in a parabolic trajectory. Any artillery weapons fired from inside a structure would hit the ceiling of that structure and explode, making it very dangerous for the artillery unit!
Can units attack between two boards when they are connected by metro/sewer entrances?

A: Yes. The only way that units may attack between two boards is if both the attacking unit and its target are on corresponding metro/sewer entrance spaces. Treat the attack as though both units were adjacent to one another.

Note: Reactive Fire cannot occur between two boards.

Q: Can a solo hero share a space with a friendly unit while in the sewers?
A: Yes.

Q: Does cover provided by the Dim Light rules apply to solo heroes and superhumans?
A: Yes.

Q: Does cover provided by the Dim Light rules stack with other cover bonuses?
A: Yes, to a maximum of Hard Cover.
Q: On page 7 of the Core Set rulebook, it makes mention of “victory points.” How do players calculate victory points?

A: This answer replaces the section “End of the Game” on page 7 of the Core Set rulebook.

The final round is triggered when one of the following events happens:

- All of one player’s units have been eliminated.
- One of the two players has fulfilled his scenario objective.
- The time limit (number of rounds) ends. Calculate each side’s victory points to determine the winner (see below).
- Neither player can fulfill their objective any longer (because all objectives were destroyed, for instance). Players can either calculate victory points to determine a winner or continue fighting until there is only one side standing!

Regardless of what triggers the final round, the game always ends at the end of a round. Even though one player may be in a good position to win, he still needs to prevent his opponent from accomplishing his objective.

Calculating Victory Points

To determine how many victory points each player has earned, calculate the total AP value of all enemy units each player destroyed during the scenario. Some scenarios provide bonus victory points for holding a certain objective or accomplishing a specific task during the scenario. If a player successfully fulfills the condition, add the number of victory points specified in the scenario to that player’s total. The player who earned the most victory points wins the game.

EXAMPLE: The Axis player lost one Heavy Laser Grenadiers squad and one Hans (30 + 24 = 54). As a result, the Allied player earns 54 victory points.

The Allied player lost one Hell Boys squad and one Death Dealers squad (34 + 23 = 57).

As a result, the Axis player earns 57 victory points. The Axis player earned 57 victory points, which is more than the 54 earned by the Allied player. The Axis player wins the game!

Q: The structure rules on page 11 of Operation “Seelöwe” state that Soldiers (Armor 🗡️) are considered to be in Soft Cover when inside a building. But the Core Rules state that Heroes (also Armor 🗡️) do not benefit from cover. What is the correct rule?

A: The rule in Operation “Seelöwe” is incorrect. The correct rules are:

- Squads are considered to be in **SOFT COVER** when they are inside a building and targeted by an enemy unit that is also inside the same structure.
- Squads are considered to be in **HARD COVER** when they are inside a building and targeted by an enemy unit that is outside the structure.

Regardless of what triggers the final round, the game always ends at the end of a round. Even though one player may be in a good position to win, he still needs to prevent his opponent from accomplishing his objective.

The only way a Hero can benefit from cover in any situation is if that Hero has joined a squad.

Q: The first scenario of Operation “Blue Thunder” says that “there is no cover for this mission.” What does this mean?

A: It means no 3D terrain pieces (cover elements) are used in this scenario. Normal cover rules (i.e. Hard and Soft Cover, corner cover, etc.) still apply.
WEAPONS AND SKILLS

Q: How do laser weapons interact with the SUSTAINED ATTACK action?

A: When a unit with laser weapons performs a sustained attack, reroll all obtained from the first roll of the dice only. This is for the sustained attack. Then, continue rerolling all (including those obtained from the sustained attack) for the laser weapons.

EXAMPLE: The Axis player declares that his Laser Grenadiers squad is performing a sustained attack against a BBQ Squad. The Laser Grenadiers roll five dice against the BBQ Squad and obtain three and two . The Axis player sets the three dice showing to the side. Then, because the Laser Grenadiers are performing a sustained attack, he rerolls the two dice showing and obtains one and one . Now, because they are using laser weapons, the Axis player takes the three dice he set aside earlier as well as the one obtained from the sustained attack and rerolls them. He obtains two more . He then rolls those two dice and obtains one more . Again, he rolls that one remaining die and obtains a , ending the attack. All together, the Laser Grenadiers scored seven total against the BBQ Squad.

Q: Does Joe’s Grenade Launcher ignore cover?

A: Yes. At the bottom of Joe’s unit card there is an ability called “Grenade Launcher: Grenade Weapon.” This weapon is classified as a type of UGL, so when Joe attacks with this weapon he also ignores cover.

Q: Does the Hans’s Granate Werfer ignore cover?

A: No. Although the German word for “Grenade” is in the weapon name, it is not intended that the Granate Werfer use the Core Rulebook’s rules for grenade weapons.

Q: Hot Dog’s Napalm Thrower has a range of two. Which targets can be hit by this flamethrower weapon?

A: Flamethrower weapons that fire farther than one space inflict damage on all units in spaces between the attacking unit and the target unit – even if the spaces are occupied by friendly units. Flamethrowers do not continue beyond spaces that block line of sight.

When a unit fires a flamethrower weapon with a range greater than one, the controlling player chooses the spaces where the flames spread. The attacking unit must still be able to see each target following normal Line of Sight rules.

EXAMPLE: In this situation, the Allied player can choose which spaces the Hot Dog’s Napalm Thrower affects, as long as it has clear line of sight. In this example it may target either:

- The Laser Grenadiers and the Luther.
- The Recon Grenadiers and the Luther.
- The Laser Grenadiers and the Lothar.

The Hot Dog cannot target the Kommandotrupp. They are behind the Lothar, which blocks line of sight.
Q: Must the special ability Berserk be declared before rolling dice for the attack?
A: Yes.

Q: How does the special ability Berserk work with the SUSTAINED ATTACK action?
A: First, reroll all successes obtained from the initial roll of the dice. Then, reroll all remaining successes for Berserk.

EXAMPLE: Sigrid has joined a Laser Grenadiers unit. During the game, they perform a Sustained Attack, combined with Sigrid’s Berserk skill, against the Recon Boys who are two spaces away from the Axis squad. The Axis player rolls eight total dice (three for Sigrid’s Laser-Pistole-B and one for each Laser Gewehr and Laser Werfer in the Laser Grenadiers squad).

The first roll produces one success and seven successes! The Axis player sets aside the one success, and due to the Sustained Attack, rerolls the seven successes. This results in two more successes and five successes. Because the Axis player declared that he is using Sigrid’s Berserk skill, he may now reroll all current successes before resolving the laser weapon’s effect. The Axis player rerolls the remaining five successes, producing two successes and three successes, for a total of five successes.

Because the squad is using laser weapons, the Axis player rerolls all five successes to see if the attack causes further damage. He obtains two successes and three successes. He rerolls the two successes and both result in success. Overall, this attack causes seven points of damage, which is more than enough to eliminate the entire Recon Boys squad.

Q: Does the special ability Black Ops work during the first round?
A: Yes.

Q: If both an Observer squad and a unit with an Artillery weapon have line of sight to a target, can the Observer squad use its Artillery Strike skill to activate the unit with the Artillery weapon to fire a direct shot instead of an indirect shot?
A: No. If an artillery unit has line of sight to the target, it must fire the direct shot on its own activation.

Q: How do Burst Weapons work?
A: When firing a burst weapon at a target that has not performed a MOVE action during this round, double the number of dice rolled.

Q: When using an Incendiary Blast weapon to attack a squad composed of multiple figures attached to a single base, how many dice are rolled?
A: When attacking a squad composed of multiple figures attached to a single base, Incendiary Blast weapons roll one die per symbol listed against the target squad’s armor class. For example, a 1/ symbol Incendiary Blast weapon rolls one die against squads composed of multiple figures on a single base; a 1/ symbol Incendiary Blast weapon rolls two dice.

Q: The Operation Hades rulebook states that the Axis Heavy Antitank Grenadiers cannot fire both their machine gun and antitank gun if they are reduced to a single health box. Do similar restrictions apply to other squads composed of multiple figures attached to a single base?
A: Unless specifically stated in the rulebook, a squad composed of multiple figures on a single base may fire all of its weapons until it is eliminated.
Q: How exactly does the Wiederbelebungsse- 
rum skill work?
A: When a hero with the Wiederbelebungsse-
erum skill attacks 
an enemy squad or hero (armor class 3), he 
recovers one health point for each 5 result. This 
skill cannot be used to recover damage sustained during the 
same attack that the Wiederbelebungsse- 
erum skill is used. It can only be used to recover damage that was lost earlier 
in the battle during another attack and only after all 
weapons lines have been resolved, including close- 
combat weapon lines.

The Wiederbelebungsse- 
erum skill cannot be shared with 
any squad the hero joins and all attack dice from that hero 
should be rolled separately from the squad’s attack dice.

EXAMPLE: TotenMeister and a squad of Axis Zombies 
attack a squad of Grim Reapers in close combat. Toten-
Meister and the zombies deal three damage to the Grim 
Reapers, defeating them. But, because close combat is 
simultaneous, the Grim Reapers also deal two damage 
to TotenMeister. TotenMeister cannot yet use her Wieder-
belebungsse- 
erum skill to heal this damage because it was 
sustained during this same attack.

Later that round, the Allied player activates The Ham-
mers and attacks TotenMeister and the Axis Zombies in 
close combat. The Allied player rolls The Hammer’s at-
tack dice dealing one 5 to TotenMeister who has now 
sustained three damage – two from the previous combat 
with the Grim Reapers and one from the current comb-
bate with The Hammers. Simultaneously, the Axis player 
rolls the Axis Zombie’s attack dice which result in all 5.
Then, he rolls TotenMeister’s attack dice and gets three 
5 against The Hammers, destroying the squad! Toten-
Meister survived this combat and can now recover the 
two health points she lost in the previous combat with the 
Grim Reapers. TotenMeister must wait until another comb-
bat to attempt to heal the one damage sustained during 
this combat with The Hammers.

Q: When a single miniature is brought 
back to a squad through the use of the 
Medic’s “Get Up It Ain’t That Bad” skill, 
how much limited ammo does that mini-
ture bring back with him?
A: The miniature returns to its squad with its special weap-
os intact, but no ammunition for limited weapons 
is restored. Squads maintain the ammo limitations on their 
unit cards.

Q: Can a unit with both the Jump skill 
and the Fast skill use both of those skills 
at the same time?
A: Yes, the Jump skill and the Fast skill can be applied to any 
MOVE action, even the same MOVE action.

EXAMPLE: The Mickey encounters an anti-tank trap and 
the only way around it is to go over it. The Mickey uses its 
Jump skill and its Fast skill during one MOVE action. The 
Jump skill allows the Mickey to jump over the obstacle 
and the Fast skill gives it the extra movement needed to 
land in the empty space beyond the anti-tank trap. The 
Mickey now has one action remaining.

Q: On what part of a tank are tank riders 
positioned? Do they need to use a MOVE 
action to move from one side of the tank 
to the other?
A: Tank riders are considered to be on both squares of the 
tank. As such, tank riders do not need to perform a MOVE 
action to move from one side of the tank to the other. If range 
and line of sight can be drawn to any square of the tank they 
are riding, the tank riders may be targeted by attacks from 
enemy units. Conversely, if the tank riders would have range 
and line of sight to an enemy unit from either square of the 
tank, they may attack or attempt reactive fire as normal.
Q: When using the Take Aim skill, do you invert the die results of rerolls caused by the “laser” effect of a Tesla Weapon?

A: No. The Take Aim skill only inverts the die results on the initial attack. Additional rolls caused by the “laser” effect of a Tesla weapon succeed on results as normal.

Q: Do modifications to initiative rolls caused by a unit’s skill (such as Black Ops or Legendary Tactitian) still apply if that unit is inside a transport?

A: Yes.
**UNITS**

**Q:** The soldiers in *The Gunners* squad have UGLs on their rifles, but the *Tank Killers* unit card does not include a “UGL” weapon line. Likewise, soldiers in the *Battle Grenadiers* squad are armed with Panzerfausts, but the *Tank Killers* unit card does not include a “Panzerfaust” weapon line. Can these units use these weapon types that the figures are carrying, even if the unit card doesn’t show that weapon line?

**A:** Normally, if a figure is holding the weapon, then he can use that weapon. However, if any figures are holding weapons that are not included on the unit card, they cannot use those weapons.

**Q:** When fielding a *Bot Hunters* or *Tank Killers* squad, which figure gets replaced by the extra bazooka/panzerschreck figure?

**A:** The figure on the far right of each picture is the figure that you exchange with the extra bazooka/panzerschreck figure.

**Q:** When a hero joins a squad with a different movement value than the hero, which movement value does the combined unit use?

**A:** The combined unit’s movement value is equal to the fastest movement value of the two units.

**Q:** Is the USMC Heavy Mortar Team’s 120mm Mortar a reload weapon?

**A:** No. The USMC Heavy Mortar Team’s 120mm Mortar is considered to be an artillery weapon, but it does not need to be reloaded after each attack.

**Q:** After the first mandatory MOVE action, can a Fireball use the extra movement provided by the Scout skill to finish entering the battlefield?

**A:** Yes. After using its first MOVE action and the Scout skill to enter the battlefield, a Fireball’s second action may be used to either move or attack.

**Q:** When heroes are alone, do they get a cover save?

**A:** No, Heroes do not get a cover save when they are alone. Their unit cards do not show any cover value. The only way for a Hero to get a cover save is when it joins a squad.
**SCENARIO ERRATA**

**Operation “Seelöwe”**

**Scenario 1 – We’re Here!**

In this scenario, the top right structure tile should be rotated 180 degrees so the two entrances line up with the adjacent structure tile as shown in the following image:

![Operation “Seelöwe” Scenario 1 - We’re Here!](image)

**Victory Bridge**

**Scenario 5 – Seize the Explosives!**

This scenario should have three Attacker deployment spaces directly behind the structure as shown in the image to the right.

![Victory Bridge Scenario 5 - Seize the Explosives!](image)