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# Table of Contents

GENERAL QUESTIONS .....	1
THERE ARE SOME PLACES IN THE RULES WHERE YOU SAY "INTERRUPT." IS THIS THE SAME AS "REACT?" .....	1
WHAT HAPPENS WHEN A HIDDEN UNIT MOVES OR FIRES? .....	1
FIREPOWER RELATED QUESTIONS .....	2
HOW DO I RESOLVE FIRE AGAINST AN ENEMY UNIT IN A BUILDING FROM A UNIT CONTAINING SMALL ARMS AND WEAPONS CAPABLE OF DESTROYING THE BUILDING? .....	2
HOW DO I TELL IF AN MG IS A SAW OR LMG, GPMG, ETC.? .....	2
CLOSE ASSAULT RELATED QUESTIONS .....	3
WHAT GUN COLUMN ON THE VEHICLE DAMAGE TABLE DOES A UNIT CLOSE ASSAULTING AN AFV USE? .....	3
REACTION RELATED QUESTIONS .....	4
HOW DO YOU HANDLE FIRE AGAINST OVERWATCH UNITS IN THE END PHASE? .....	4
IF I DECLARE THAT ONE OF MY UNITS IS GOING TO REACT TO AN ENEMY UNIT AND I DON'T GET TO DO ANYTHING, DOES THAT STILL COUNT AS A REACTION? .....	4
ATTRIBUTE RELATED QUESTIONS .....	5
DOES THE POINTMAN MODIFIER MAKE AMBUSHES BY TQ D6 TROOPS IMPOSSIBLE? .....	5
FOG OR WAR RELATED QUESTIONS .....	6
WHEN DO ASSETS GRANTED BY A FOG OF WAR CARD ARRIVE? .....	6
MORALE RELATED QUESTIONS .....	7
DO CASUALTIES COUNT TOWARDS MORALE CHECKS? .....	7
IF A UNIT BECOMES PINNED WHILE IN COVER, DOES IT STILL HAVE TO MOVE TO NEW COVER? .....	7
IS THE "MOVEMENT LEFT" REFERRED TO IN MORALE EFFECTS BASED ON THE UNIT'S DECLARED MOVEMENT? ...	7
WHO CAN PINNED UNITS SHOOT AT? .....	7
DO UNITS WHO ARE FORCED TO PULL BACK HAVE TO MOVE TO A NEW POSITION AWAY FROM THE ENEMY EVEN IF THEY'RE ALREADY IN COVER? .....	7
IF A UNIT IS FORCED TO MOVE BECAUSE IT BECOMES PINNED OR IS FORCED TO PULL BACK, DOES IT HAVE TO ABANDON ITS CASUALTIES? .....	7

## **GENERAL QUESTIONS**

### **THERE ARE SOME PLACES IN THE RULES WHERE YOU SAY "INTERRUPT." IS THIS THE SAME AS "REACT?"**

Yep. "Interruption" was our old term for "Reaction." I used the old terminology out of habit a few times in the rules and didn't notice before the book went to print. Sorry for any confusion this might have caused!

### **WHAT HAPPENS WHEN A HIDDEN UNIT MOVES OR FIRES?**

Hidden units may move without being spotted as long as their movement doesn't bring them into the enemy's LOS and optimum range. Movement within LOS gives the enemy a chance to Spot. Movement within LOS & Optimum Range is automatically Spotted.

If a hidden unit fires its weapons, it is spotted unless using suppressed weapons, in which case a Spot check must be made.

## **FIREPOWER RELATED QUESTIONS**

### **HOW DO I RESOLVE FIRE AGAINST AN ENEMY UNIT IN A BUILDING FROM A UNIT CONTAINING SMALL ARMS AND WEAPONS CAPABLE OF DESTROYING THE BUILDING?**

Let's say we have a unit firing a SMAW at a building to bring it down. The unit contains an assaultman with a SMAW (AP:4/AT:2(H)), a SAW gunner (AP:1), a grenadier (AP:1) and a rifleman.

Both the unit and the launcher can fire at the unit in the building, but only the launcher can knock the building down - you'd roll the attempt to knock the building down separately. Then you'd add the units firepower into the attack against the infantry inside.

If the building is destroyed, roll an additional FP die for the weapon that knocked the building down and add the FP of the other figures in the unit. If the building stands, do the same thing, but subtract a die rather than adding one.

Here's how it would work out based on the example unit above:

The whole unit declares it's firing against the enemy unit in the building. First roll to see if the SMAW brings the building down. Roll 4D vs. the building's strength. Save the dice as they'll be used in the attack against the infantry inside the building, too.

If the building falls down, perform an attack on the infantry inside it with a FP of 11D (based on 4D from the SMAW - use the dice already rolled for this - +1D for the building collapse, +4D for figures in the fireteam, +1D for SAW, +1D for grenade launcher).

If the building stays up, perform an attack on the infantry inside it with a FP of 9D (based on 4D from the SMAW, -1D for the building's failure to collapse, +4D for figures in the fireteam, +1D for SAW, +1D for grenade launcher).

### **HOW DO I TELL IF AN MG IS A SAW OR LMG, GPMG, ETC.?**

*The suppression rules say that Squad Automatic Weapons are treated like Small Arms for the purpose of Suppression Fire. How do I tell if an MG is a SAW or LMG, GPMG, etc.?*

The terms SAW & LMG are used in our context to define whether or not an automatic weapon receives

the -2 penalty. This results in some weapons being referred to as "SAWs" even though the term might not apply based on the using nation's nomenclature.

By our definition, SAWs are automatic weapons homogenous to a squad or fireteam whose primary purpose is to add extra firepower. These weapons can usually be operated without assistance and their "A-Gunner" is primarily tasked with carrying extra ammunition.

Weapons that do not receive the -2 penalty are defined by a more substantial capability for sustained fire, whether due to a greater amount of ammunition available, being crew-served, or being emplaced/tripod/vehicle mounted.

However, the primary differentiation between weapons that suffer the small arms suppression penalty and those that don't is the manner in which they're deployed - most automatic weapons that are deployed as part of a rifle fireteam should be assumed to suffer the -2 penalty, while weapons deployed as a team should not.

*Example:*

*An M60 GPMG used as part of a fireteam would be treated as a SAW in as much as it would suffer the normal -2 FP modifier in Suppression Fire.*

*The same M60 GPMG fielded as an MG team would not suffer the negative modifier and all its fire would be treated as Suppression Fire.*

Not all automatic weapons are used as "weapon teams," however. The US M249, for instance, is only fielded as a SAW. Its gunners are not trained to use the sort of machine gun tactics and techniques as, say, an M240G gunner. Determining whether or not a particular MG is fielded as a team weapon might require some research on your part. We'll try to provide that information as much as possible, though!

## **CLOSE ASSAULT RELATED QUESTIONS**

**WHAT GUN COLUMN ON THE VEHICLE DAMAGE  
TABLE DOES A UNIT CLOSE ASSAULTING AN AFV  
USE?**

The Light Gun column

## **REACTION RELATED QUESTIONS**

### **HOW DO YOU HANDLE FIRE AGAINST OVERWATCH UNITS IN THE END PHASE?**

*Can other Non-Initiative (NIU) units who were held in reserve and have not fired or moved during the turn React to the fire of any Initiative Units (IUs) on Overwatch who React to the NIU firing?*

No, the normal restrictions on firing at Overwatch units still apply, even in the End Phase.

### **IF I DECLARE THAT ONE OF MY UNITS IS GOING TO REACT TO AN ENEMY UNIT AND I DON'T GET TO DO ANYTHING, DOES THAT STILL COUNT AS A REACTION?**

Sadly for you, it does. Sorry!

## **ATTRIBUTE RELATED QUESTIONS**

### **DOES THE POINTMAN MODIFIER MAKE AMBUSHES BY TQ D6 TROOPS IMPOSSIBLE?**

*On p42, it states that Ambushing units suffer a Negative Die Shift when attempting to ambush enemy units with an attached Indigenous Scout or designated Pointman. Does this mean Ambushing units with a TQ of D6 are unable to Ambush such units?*

No. Unless otherwise stated, a unit's TQ cannot be dropped below D6.

## **FOG OR WAR RELATED QUESTIONS**

### **WHEN DO ASSETS GRANTED BY A FOG OF WAR CARD ARRIVE?**

*If a Fog of War card calls for an asset to arrive, a sniper to shoot, a mortar barrage to land, etc., does that happen immediately or at the beginning of the following turn?*

Fog of War card effects take place immediately unless otherwise noted on the card itself.



## MORALE RELATED QUESTIONS

### DO CASUALTIES COUNT TOWARDS MORALE CHECKS?

*My 4-man fireteam has just suffered a casualty. No First Aid check has been made yet. Do I throw three or four dice for my Morale Check?*

You throw three dice. Your casualty doesn't count as a figure for Morale checks until you determine his status by a First Aid Check. If he's lightly wounded or just winded, he contributes a die towards Morale checks. If not, he doesn't.

### IF A UNIT BECOMES PINNED WHILE IN COVER, DOES IT STILL HAVE TO MOVE TO NEW COVER?

No. Units in cover who become pinned can remain in place - the key point is that pinned units seek cover. If they're already in cover, they're happy with that.

### IS THE "MOVEMENT LEFT" REFERRED TO IN MORALE EFFECTS BASED ON THE UNIT'S DECLARED MOVEMENT?

Yes, it is.

### WHO CAN PINNED UNITS SHOOT AT?

*Page 55, Actions While Pinned, seems to say that Pinned units can only shoot at enemy units who move within their LOS. Is that right?*

Pinned units can React to units that move in their LOS but not to units that fire (unless those units are firing at the Pinned unit).

Here's the logic: Pinned units aren't looking for more trouble, but they also don't want to get flanked or have someone close assault them. Their situational awareness is also too compromised to allow them to locate and respond to enemy fire (it's bad news if you your Overwatch unit gets pinned).

### DO UNITS WHO ARE FORCED TO PULL BACK HAVE TO MOVE TO A NEW POSITION AWAY FROM THE ENEMY EVEN IF THEY'RE ALREADY IN COVER?

Yes. Units that get a Pull Back result MUST pull back. They are definitely "bugged" at this point and have decided any place must be a better place than where they're at now!

### IF A UNIT IS FORCED TO MOVE BECAUSE IT BECOMES PINNED OR IS FORCED TO PULL BACK, DOES IT HAVE TO ABANDON ITS CASUALTIES?

No. Pinned units or units that are Pulling Back take their casualties with them (it's assumed that some of the casualties are mobile enough to assist in evacuating themselves and their comrades - after all, we don't know how bad off they are till the 1st Aid Check). Units must **voluntarily** abandon their casualties. It never occurs automatically. It also comes with some serious repercussions. See **Abandoning Casualties**, pg. 53 of *Force on Force*.