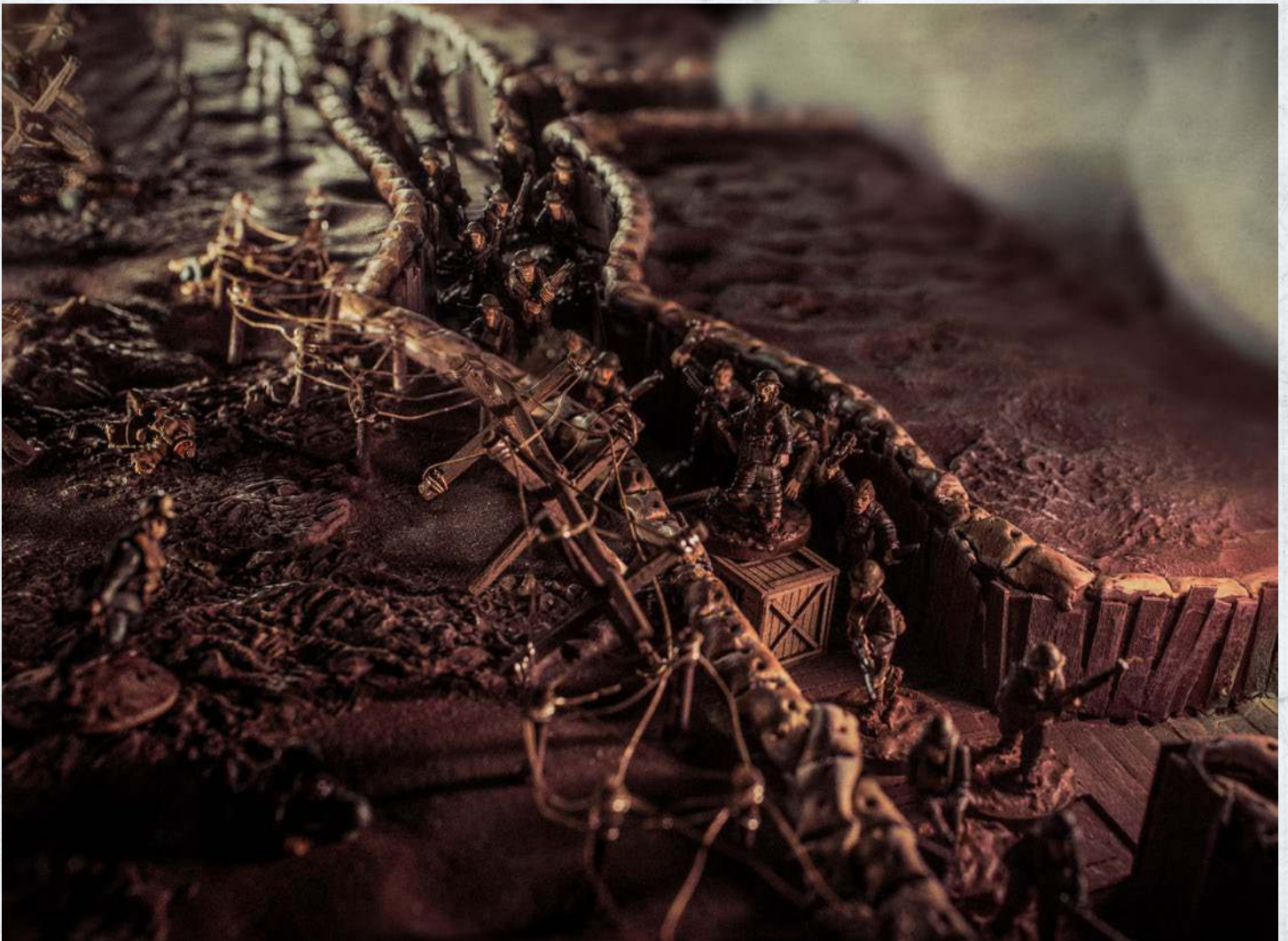


BLOOD AND VALOR



ERRATA AND FREQUENTLY ASKED QUESTIONS (F.A.Q'S)

ERRATA

PAGE 52

Remove **Assault Experts** from Colonel John Monash's profile

PAGE 54

ANZAC Close Combat Specialists

Unit Composition Should Read:

4 Riflemen(add models for 6pts., max 8 models in the unit)

PAGE 73

American Inexperienced Riflemen grant **2** Army Initiative Points not 3 as Listed.

PAGE 75

Belgian Army Force List

Under Optional Add:

0-1 x Sniper (Support)

FAQ'S

GENERAL

Q: Once you reach the end of a turn (i.e. end of turn one) do you remove all tokens, or do things such as 'run' and 'in cover' carry over until that unit activates in the next turn?

A: Status tokens stay on the unit until the next time it is activated, this carries over between turns. So a unit that ended turn one with a run token will still have it in turn two until the unit is activated. Remember command points and the Grand maneuver do not count as activating the unit, thus the unit would not lose its status effect.

Q: Are all the scenarios in the book designed to be played on a 3x3 board?

A: The game is designed to be played on a 3' wide board only. The 3 suggested board sizes are 3x3, 3x4 and 3x6 depending on how big of a game you want to play.

Q: Can Aim actions be taken as the unit's only action?

A: Aim actions must be taken at the same time as a Shoot action, and cannot be saved for later in the turn. Command points only can give a unit one action and it is taken outside of the unit's normal activation, so a commander cannot give a unit an Aim action.

Q: What are the rules for a test if the target number becomes greater than 10?

A: 10 always is a success and 1 is always a fail. So if the target number is greater than 10, a roll of 10 will still be successful.

Q: The rule book mentions 'fight tests' and 'close combat tests', are they the same thing?

A: Fight test and close combat tests are the same.

Q: Do modifiers stack? If so, is it the case that Turk trench raiders get a -2 buff to their Close Combat skill test when charging (blood curdling charge and ruthless) and also a re-roll on failed results (close combat specialists)?

A: Yes, the blood curdling charge and ruthless stack. -2 to the target roll... Pretty nasty if you can pull it off.

TERRAIN

Q: Should shooting through barbed wire be classified as soft cover?

A: Yes, so +1 to the shoot test.

Q: If a unit is in a piece of area terrain and shooting out of it, does its target still get the cover bonus, even if the target is out of cover?

A: If you shoot out from area terrain, you count as being at the edge of that terrain. The target would not get cover from the terrain you are in.

SHOOTING

Q: If only some models are within a range modifier bracket, which modifier should I apply to the shooting test?

A: Measure from closest to closest models in the attacking and targeted units and use that modifier for the test. The goal is to make figuring out the target number to hit as easy as possible.

Q: If only some models in a unit have line of sight, can the whole unit shoot the target?

A: If a model in an attacking unit cannot see any enemies, it cannot shoot. Line of sight works both ways. If a model can't be seen it can't die and if a model can't see anything it can't shoot.

Q: So if my attacking unit scores more hits than models that can be seen in the targeted unit, what happens?

A: The number of hits still affects the number of fatigue points that the targeted unit can receive, but models that cannot be seen cannot be taken off the table as casualties. Extra hits are ignored for these purposes.

Q: Can friendly units shoot through other friendly units?

A: You cannot shoot at a target if your line of sight must pass through within an inch of a friendly unit. Units can shoot through enemy units if they have line of sight to the targeted enemy unit.

Q: On page 96 under the Heavy Gun and Infantry Support Gun paragraph it says "when shooting at a tank with a Heavy Gun, the attacker rolls 1 D10". To me, the paragraph implies that Infantry Support Guns have the same effect as Heavy Guns, but it's not stated in that sentence. So are Infantry Support Guns treated the same way as Heavy Guns when shooting at tanks?

A: Infantry support guns are the same 37mm gun as in the FT17 they work the same depending on shooting at infantry or tanks. Look on page 97 under heavy gun.

COMMANDERS

Q: Does it cost a commander any of his actions to use his command points on other units?

A: No, using a command point is a Free action and does not count towards the commanders actions.

SPECIAL UNITS

Q: If a single sniper takes two fatigue points, is he removed from play due to having twice as many fatigue points as models?

A: Yes, sniper units are powerful when pinning down units, but very vulnerable when taking fire. Snipers do have the hidden setup rule, where they can't be targeted until they move or fire, so save your shot.

Q: Snipers seemed very powerful, with the extra 'auto-fatigue' point. How does this work?

A: A unit hit by a sniper automatically gains one fatigue point, no resolve roll is taken. Now the unit must make a shoot save for the "Hit" by the sniper. If the unit fails the shoot save, for example, remove one of the models from the unit. The unit then takes a resolve test. Roll two dice, one for the initial hit and one for the causality. Conceivably a unit hit by a sniper could gain three fatigue from the attack. 1 auto-fatigue for being hit and 2 more fatigue for failing the resolve roll.

Q: Can support weapons like HMG's and trench catapults take 'aimed' shots?

A: Yes, heavy weapons can Aim.

SPECIAL EQUIPMENT

Q: Do rifles and machine guns have unlimited range?

A: Rifles, LMG, and HMG do have unlimited range. Other weapons have shorter ranges, for example pistols have a 6" range. These are listed on page 27.

Q: Can Barrages only be used once per game?

A: Yes, each Barrage can only be used once per game. Although, you can take more barrages depending on how you build your list. Some armies can take 2 Barrages.

Q: Can I have an example of how Grenades are used?

A: Example of grenades A 5 Man unit equipped with rifles and grenades makes a shooting attack at a unit 4" away. First, roll three dice looking for 7+ for the grenades. Any grenade hits are saved on a 9+. Next the 5 Riflemen shoot their rifles applying modifiers for range and cover. Both attacks happen at the same time. After all Casualties are removed, roll for resolve.

Q: So the grenades are an extra attack, not an alternative attack the squad can make instead of firing with their standard weapons?

A: Yes, extra attack added to the total. Grenade attacks happen simultaneously with the shooting attack.

Q: Is it three dice per model?

A: No, Grenades add 3 dice total to the attack.

Q: Every time you fire a flamethrower, the flamethrower team receives an ammo marker. Once you acquire two ammo tokens, all fuel is spent. So a flamethrower can only fire twice per game, right?

A: Yes, once the Flamethrower has shot both bursts it is removed from the game and you lose Army Initiative Points for the Flamethrower Team. This can give your opponent victory points depending on the scenario.

Q: What's the rationale behind removing them - doesn't it make them a bit of a waste in the long term?

A: They are out of fuel and return to the rear for refueling. They are also extremely powerful. They should kill a whole unit if they are able to get in range.

ARMY COMPOSITION

Q: Can Americans take the FT17?

A: Americans can take the FT17 tank as part of the Disabled tank scenario. Players can take allied tanks if their Force doesn't list them. Tank battles are in the narrative play scenarios, so it allows players to bring hypothetical amounts of tanks to battle it out.

Q: On many rifle units you have the option to add a rifle grenade or LMG. Can these options only be selected once or unit or may you purchase multiple for the same unit?

A: One per unit, a unit can have 1 LMG and 1 Rifle grenade total.