

BALKAN WARS (S&T 164)

Q: Is there really no limit to the number of units that may use Rail Movement each player turn? (5.2)

A: Yes, but remember that railroads can be used only by units still inside their home country. This restriction and the weekly game turns made further bookkeeping about rail capacity unnecessary in a game of moderate complexity.

Q: Does the definition of a "friendly" Railroad (5.2) mean that any railroad which connects directly with the home country's rail net is friendly, unless it is in an allied country? For example, assuming it is clear of enemy units, is the rail line running from Wranja (2236) through 2637 down to Salonika (and hence through the entire Turkish net) "friendly" to the Serbs?

A: No to both. Each railroad hex is judged individually for each unit making use of it. A rail line that crosses into a hex outside the unit's home country (whether allied or enemy) ceases to be friendly at that point.

Q: Can an Engineer provide bridging for a hex (5.4) and then move?

A: No. The last sentence of the rule is intended to emphasize that bridging is temporary. No bridge markers are needed to keep track of this function.

Q: Can Ottoman units entering play from the Off-Map Display (5.6) do so using Railroad Movement, and thus end up in Scutari (3011)?

A: Yes.

Q: What happens to the British Fleet once it is placed in a hex during a friendly Combat Segment? (6)

A: Remove it at the end of the segment and set it aside. It can only participate in friendly attacks, and contributes nothing to defense.

Q: The cost of a Railroad hex outside a unit's home country when tracing a Supply Line is 1/2 MP, and zero when a Road is inside the home country? (6.1)

A: Yes, because Railroads and Roads are identical in the game.

Q: Do HQs, Depots, and Mobile Supply units use their printed strengths when attacking or defending? (6.3)

A: Yes. Unlike Fortifications and Artillery, there are no exceptions.

Q: If there are CRT column shifts for both Bombardment Values and terrain, are these added together before calculating the actual shift? (6.3)

A: No. Determine the shift for Artillery Superiority first, and then add to that the terrain effect. If the column ends up at "1/3" and there are still terrain effects, they are simply ignored.

Q: Since Demoralized units cannot charge, can they ever be eliminated due to a second Disrupted (D) result on the CRT? (6.4)

A: No, but note that the CRT explanation for "Disrupted" (p.40) provides that in case no unit charges, one attacker

must be disrupted or eliminated if already disrupted.

Q: Does the Engineer die roll modifier apply only against a defender in a hex with an Entrenchment marker or Fortification unit? (6.5)

A: Yes.

Q: Is the rule about retreated units defending normally in a subsequent attack (6.6, bullet #5) an exception to the general

rule prohibiting more than one attack on a unit?

A: Yes. The general rule (6.3, bullet #1) should read: "...no unit may be attacked more than once per Combat Segment in the hex it currently occupies."

Q: Why does Demoralization affect movement but not combat strength? (10)

A: In this conflict, demoralized soldiers tended to "go turtle" and stay where they were. When actually engaged in combat, the defense had such an advantage that halving defense strength would have produced unrealistic results. Technically, a unit should be halved on attack but not defense, but this is the kind of detail that is easily forgotten. The impact of Demoralization on marching ability, removal of the Charge option, and the danger of losing units to another combat result seemed more than a sufficient deterrent to offensive action, so the added complication was dropped. Players wishing to restore it are free to do so.

Q: The special Entrenchment rule in the Second Balkan War (scenario 2) can really slow down the action. Is it accurate?

A: Yes! Only Bulgaria's very poor strategic position (once Rumania joined the Balkan League) permitted anything to happen at all. After playing this scenario, you can see why Europe should have learned something about trench warfare prior to 1914!

SUCCESSORS (S&T 161)

Q: Do you make additional white units whenever they are needed?

A: No. The countermix is a limit for all units, including white.

Q: When you play Event Chit #18, does the +1 die roll modifier affect just a single battle?

A: Yes. The chit is played immediately before combat resolution and is expended. Also, the chit can be played by the defending side if it wishes, even though the chit is labeled "Surprise Attack."

Q: Can a side control a province with no friendly units present? The language of ODD events #45 and #54 seems to suggest this is possible.

A: No. The language is incorrect, and should simply be ignored. Follow all other instructions. If no player controls Persia, place two white revolting levy units there.

Q: What is the difference between an "allied" and "friendly" unit for game purposes? (2.0)