

unboxed strength of 0 is always 0 (barring any positive modifiers for Wire or Movement).

## 44. BRITISH

**44.1 HAND CAPACITY:** British Line Troops have a five card hand capacity with a maximum discard capability of two cards per turn, but discards are allowed only in those player turns in which the British take no action.

*Discard Capability, 44.1, 14.5, 4.32, and 4.33 Can nationalities with multi-card discard capability discard two or more wires on a single group in a single turn?*

A. Yes.

*Examples:*

*[NOTE: The examples assume that the indicated discards are valid for the scenario and situation (i.e. the discarding side has sniper capability).]*

*Non-moving Group: May discard any number of SNIPERS and/or any number of WIRE cards.*

*Moving Group: May discard one terrain card and/or any number of snipers and/or any number of WIRE cards. Rejecting the terrain does NOT reject the WIRE. If the terrain is accepted and WIRE is not allowed in that type of terrain (e.g. MARSH) then the WIRE is discarded.*

*Two Moving Groups Exchanging Group Letters: Same as a moving group with two additions. If either group rejects a terrain discard, the position exchange is cancelled. If terrain is discarded on one group and accepted, the moving player MUST complete the position exchange by placing the other group in terrain (including open ground) on his next turn.*

**44.2 SPLIT CARDS:** The British player may use any Split Action card usable by either the American or German. There is one exception; the British player can use a Radio card only if it is usable by *both* the Americans *and* Germans.

**44.3 FIREPOWER BONUS:** The British were known for their coolness under fire and also benefited from greater marksmanship skills due to greater emphasis on practice firing in their training. Consequently, the British player may reduce the firepower factors to make any attack (by infantry only) by one per attack (down to a minimum of one).

**44.4 TROOP TYPES:** Airborne are British Elite Troops. Airborne may take one action and still discard one card, or take no actions and still discard two cards. Home Guard are British Second Line troops. Home Guard troops have a maximum discard capability of one per turn, and only in those turns in which they take no action.

**44.5 PIAT:** The PIAT is a LATW [30.0] and is governed by the rules for bazookas except that it is not a crew served weapon (thus the absence of bracketed To Hit frequency numbers).

**44.6 ORDNANCE** During the early years of WWII, British ordnance suffered from an inability to fire both AP and HE ammunition. Anti-tank Guns and Tanks were viewed as anti-armor weapons exclusively, and consequently were at a loss to deal with infantry targets. Special "CS" (Close Support) versions of each tank design which could fire only HE had to be employed to deal with infantry, and in turn, were at a disadvantage versus enemy armor. To reflect this in game terms, all British ordnance incapable of firing HE ammunition has been given a red unboxed Effect number of 0. Such weapons may not add the To Hit Random Number on the RNC just drawn to determine a hit to the 0 Effect of the ordnance card [25.4]. The maximum effect strength of any British ordnance hit with a red

*44.6 Change the last sentence to read: ". . . modifiers for wire, hill, or movement) prior to the draw of the RNC to determine its Final Strength."*

**44.7 BREN CARRIERS:** The British have a form of AFV card which is subject to elimination by Panic in the Pinned mode. The Wasp and Bren Carrier AFV cards are subject to the usual AFV rules for open-topped AFVs, but can also be eliminated due to Panic in the same manner as an infantryman due to the nature of their vehicle which never afforded full protection from small arms fire. A Bren Carrier (or any AFV) cannot be captured or used by other personnel; it is removed from play after Rout.

**44.8 DYO:** The purchase cost of a British radio in a DYO scenario is identical to that of a German radio of the same strength [43.7].

*44.8 Does a British FT get the Firepower bonus when attacking infantry by itself?*

A. Yes.

*44.8 Does a British FT get the Firepower bonus when attacking an AFV's armored defence values?*

A. Yes.

**44.9 LMG:** The Bren Gun is not considered a crew-served weapon; thus the absence of bracketed firepower and malfunction values. A Hero card can be used to double the un-bracketed firepower values [10.45] of this weapon only if the Hero card is also a black RNC. This rule cannot be used for other nationalities (EXC: Japanese).

*44.9 This rule states that the British and (via exception) Japanese non-crew served LMGs can only double its firepower with the black RNC Hero card, thus implying that the American BAR can use either Hero card. Specifically "This rule cannot be used for other nationalities (EXC: Japanese)." However, rule 50.6 (DESERT WAR) states "Like all LMGs in the game which are not considered a crew-served weapon, a Hero card can be used to double the LMG's firepower only if the Hero card is also a black RNC." Which rule is correct (as they contradict each other), and how is the BAR handled?*

*A. Both are; nor do they contradict. The BAR is not considered to be an LMG. Either hero card may be used to double its firepower.*

*CLARIFICATION:*

*The American BAR may use both Hero cards, and is not considered an LMG.*

*The British LMG may only use the Black Hero card.*

*The French LMG may only use the Black Hero card.*

*The German LMG may use both Hero cards, but doubles its bracketed value.*

*The Italian LMG may only use the Black Hero card.*

*The Japanese LMG may only use the Black Hero card.*

*The Russian LMG may use both Hero cards, but doubles its bracketed value.*

## 45. JAPANESE

**45.1 HAND CAPACITY:** Japanese Line Troops have a four card hand capacity with a maximum discard capability of two cards per turn, but discards are possible only in those turns in which no action is performed (EXC: [45.11] & [45.12]).

**45.11 FREE MOVEMENT:** The Japanese may play Movement cards in any capacity without affecting their discard capability for that turn. In other words, play of a Movement card by the Japanese counts as an action for the group it is played on, but does not count as an action that would prohibit the Japanese from making a discard during that turn.

45.11 Can the Japanese still discard if they attempt to infiltrate one man (only) aided by a movement card for the attempt (so as not to take a morale check)?

A. Yes.

45.11 Can the Japanese still discard if the attempt to infiltrate two (or more) men, all using movement cards?

A. Yes.

45.11 Can the Japanese still discard if the attempt to infiltrate two or more men and one or more makes morale checks while others use movement cards?

A. No.

**45.12 COWER DISCARD:** Regardless of the number of actions taken or cards discarded in a turn, the Japanese player may always discard printed or scenario-defined Cower cards in excess of his normal discard capability for that turn by showing the Cower cards to his opponent prior to discarding them. Remember that those cards are to be removed from the deck after their initial discard or used as a RNC/RPC are deemed "scenario-defined Cower Cards", as are Sniper cards for a player who has no Sniper capability.

**45.13 INFILTRATION:** To reflect the Japanese emphasis on infiltration tactics, any Japanese attempt at infiltration is aided by an additional one column shift to the left. This shift is cumulative with that for jungle terrain and all other such shifts.

**45.2 SPLIT-ACTION CARDS:** The Japanese player uses the Russian designated side of any Split-Action card.

**45.3 BUSHIDO:** The Japanese "Samurai" or warrior code infused their men with a tremendous fighting spirit which far exceeded the will to resist of the combatants of other nationalities. This willingness to die for the Emperor is reflected in their higher relative morale as well as the following special rules.

**45.31 BROKEN SQUAD:** Unlike other nationalities, the Japanese do not automatically lose when they have lost more than half of their Personality cards due to KIA and/or Rout [16.5]. A Japanese force does not break until it has lost at least 75% of its Personality cards (i.e. 10 out of 13 cards in the average scenario).

**45.32 ROUT:** Although the Japanese are given the lowest Panic values in the game, this does not reflect a high likelihood that they will run away. To the contrary, these low Panic values reflect the greater likelihood that a pinned Japanese soldier would ignore pinning fire and continue aggressive pursuit of an enemy and be killed in the attempt. Consequently, the Rout Number printed on the back of each Personnel card is always two higher than the Panic value of that man. Therefore, most pinned Japanese removed by subsequent fire attacks [6.531] will not rout, but be considered KIA and earn more Victory Points for the opponent.

**45.33 CLOSE COMBAT:** Any Japanese CC attack vs an AFV is subject to the +1 "heroic" CC modifier [28.81]. This modification is in addition to the effects of any Hero card(s) played at the same time.



**45.4 BANZAI:** Any Japanese group containing a SL or ASL may declare a Banzai attack as its sole action for that player turn by playing a Movement card in the sideways mode (regardless of the presence of pinned men) and declaring the enemy group it is attacking. The Movement card can serve no other purpose (such as Lateral Transfer, Forging, Wire or Flanking Fire Removal, etc.); its sole effect can be to declare a Banzai attack. A Banzai attack can be declared only against an adjacent or directly opposite group -

regardless of the range thereto. Place a Banzai counter bearing the Group ID of the declared target group on the Banzai force to identify the attacking and target groups.

45.4 Insert after the third sentence: "However, Banzai may not be declared against an enemy group that is blocked at the time the Banzai is declared."

EXAMPLE:

BLACK	A[3]	B[0]
RED	A[0]	B[0]

The Japanese player is the red troops. Japanese group A may not declare Banzai versus Enemy group B, because direct movement by Japanese group A to relative range 5 with Enemy group B is blocked by Enemy Group A.

45.4 If a group on a Wire card declares Banzai, must they remove the Wire card with their next played Movement card or may they ignore the Wire and move forward?

A. Their next Movement card play must be to remove the Wire.

45.4 When a Banzai attack is declared, are crewed served weapons uncrewed at that time?

A. Yes.

Infiltration (20.23) requires loss of crewing, but CC doesn't. If uncrewed I assume then that Heavy Weapons (45.6) are left behind?

A. Correct.

45.4 Is the initial sideways Movement card of the Banzai eligible for Terrain placement by an opponent?

A. Yes.

45.4

SITUATION: British Group D is at Range Chit 2, stationary in open ground with a wire card on them. Japanese Group D is at Range Chit 2, and had declared a Banzai the turn before. This turn the Japanese player plays a movement card to Range Chit 3 (Relative Range 5 with the British group). The British on their turn discard a Stream on Japanese Group D. The Japanese then attack in Close Combat from the Stream and fail to defeat all of the British in Group D.

If the British counterattack, are the Japanese penalized for being in a stream, or is the modifier for "Attacking in CC" only.

A. Yes, they are penalized.

Are the modifiers for Stream, Wire and Marsh in this situation for the attacker only?

A. No, the modifiers apply to both sides.

In the above situation, if the Japanese defeat all the British in the next turn, can they take over the British terrain (Open Ground with Wire on it)?

A. Yes.

CLARIFICATION: Rule 20.8 should be modified to say, "... is subject to capture by any group currently infiltrating (or Japanese Banzaiing) that..."

**45.41 RALLY EFFECT:** Declaring a Banzai attack automatically rallies all pinned men in that group at the time of the declaration (including the leader which declared the Banzai attack).

**45.42 MOVEMENT EFFECT:** Once a Banzai attack is declared, the Japanese may take no action with that group other than Close Combat or the play of Movement cards in a forward or sideways mode for as long as the Banzai attack is in effect. Furthermore, the Japanese player may not play a Movement card on any other group unless he has already played a Movement card on the Banzai group during that turn, or the Banzai group is currently engaged in Close Combat.

45.421 The Japanese player cannot place terrain on a Banzai group, but his opponent can still discard terrain on a Banzai group to slow it down or alter the TEM of subsequent attacks vs the Banzai group or the CCV of members of the Banzai group [45.423]. Placement of such terrain does not cancel the Banzai attack, i.e. a Movement card need not be exposed to be considered in the act of Banzai. The Japanese player retains the right to reject terrain in the normal manner.

45.422 In the next Japanese turn after a Banzai group has reached Relative Range 5 to its target, all members of its group perform Close Combat in that player turn as the sole action of that group for that player turn (assuming the target group is still at Relative Range 5) and all succeeding player turns until there are no longer opposing forces in the target group at Relative Range 5. Infiltration, Morale Check, and/or the play of additional Movement cards is not necessary; Close Combat is automatic. Even after a Banzai charge has resulted in Close Combat, the Banzai group is still subject to fire attacks from the target group and/or other enemy groups.

45.422 May a Japanese man who is the sole survivor of a Banzai Group that has reached Relative Range 5 elect to use a Demo Charge that he possesses, instead of attacking in CC?

A. No.

What if there are other men in the group, would he have the option of using it?

A. No.

45.423 A Banzai group can perform Close Combat even while on a Stream, Marsh, or Wire card provided it is at Relative Range 5 to its target. However, the -1 Attack Strength Modification for Banzai personnel attacking from this terrain is applicable to the CCV of those units. If the Banzai group is not at Relative Range 5 to its target, it would have to play Movement cards normally to transit these obstacles so as to be able to close the range. A group cannot declare Banzai against a Pillbox group [23.5]. A Banzai group (or berserk man - ignore [24.7]) can perform Close Combat even while on a Minefield provided it is at Relative Range 5 to its target. However, each such man must draw a black RNC prior to entering Close Combat for the first time; if he draws a red RNC he is eliminated. After surviving one such RNC draw, the man need not draw again for the same minefield.

45.43 DURATION: Once declared, a Banzai attack persists until all of the attacking or defending cards in the respective groups have been eliminated or the game ends because one side or the other has been broken by the infliction of sufficient casualties [16.5]. The Japanese player has the option to cancel a Banzai attack only if the target group retreats or moves laterally out of range (i.e. the target group is no longer directly opposite or adjacent), or if another enemy group moves in such a way as to block the access of the Banzai group to the declared target. Cancellation of a Banzai attack does not require an action, but must be announced during the Japanese player turn.

45.44 CONCEALMENT: The Japanese player may not use Concealed cards to aid a Banzai group; either on defense or in Close Combat.

45.45 FIRE EFFECTS: A group which has declared Banzai is no longer subject to Pinning results [6.52]. A Pin result is treated as a KIA instead unless the man has been wounded. A Wound result can occur anytime the final attack strength is  $\geq$  the target Morale value and  $< 9$ . A check is then made under the 7w column of the RNC which generated that final attack strength to determine if it equalled the Morale of the target and thus caused a wound. A wounded man continues in the Banzai attack normally although he engages in Close Combat with his pinned CCV [33.5].

45.46 VS ARMOR: Banzai attackers do not need to infiltrate in order to attack an AFV, but their Close Combat attack [28.81] is modified by the -3 modifier for a berserk attacker.

45.47 COUNTERATTACK: Once the Banzai attack has resulted in Close Combat, any ordnance in the defending group may

not attack the Banzai group as long as they remain at Relative Range 5 [20.54]. However, all unpinned men in the defending group attacked by the Banzai force may perform CC (even if on a Stream, Marsh, or Wire card as per [45.423]) on the remaining Banzai attackers without infiltration provided the Banzai group is not attacked by Fire Combat from any source during that player turn.

45.47 The reference to 45.243' should be to 45.423'.

45.47 Do the men in the target group of a Banzai attack, on their first turn after the first Close Combat by the Banzai group, need to play a movement card or pass a morale check to perform Close Combat versus the Banzai group?  
A. No.

45.48 VICTORY CONDITIONS: A Banzai group cannot be used to satisfy any Victory Conditions pertaining to the reaching of a particular range chit or Relative Range. The group must be released from Banzai status before it could satisfy those Victory Conditions.

45.5 SPECIAL ARMS: All Japanese paratroops and Sergeants have pistols which can be used as a 1 FP weapon at Relative Range 5 if otherwise unarmed [19.4] provided it is used in conjunction with a Fire card with a black RNC. A pistol is not sufficient armament to cancel the Morale/Panic penalties of [19.4].

45.51 CCV VALUES: The Japanese LMG and Machine Pistol weapons actually mounted a bayonet. Therefore, a Japanese LMG has a weapon CCV of 2 instead of 1 [20.6], and a Japanese Machine Pistol has a CCV of 4 instead of 3.

45.52 MALFUNCTION: The Japanese LMG malfunctions on a red 5 or red 6 RNC and would malfunction automatically on a red 5 RNC without checking to see which weapon in the group malfunctioned (unless a FT, captured weapon, or another LMG is part of the same group). Note that the Japanese LMG is not considered a crewed weapon and therefore has no bracketed firepower or malfunction values. A Hero card can be used to double the un-bracketed firepower values [10.45] of this weapon only if the Hero card is also a black RNC.



45.6 HEAVY WEAPONS: The Japanese ATR and Medium Machine Gun were so heavy that they could not be moved by one man. Any group with these

weapons must contain at least two unwounded men crewing those weapons in order to play a Movement card for any purpose unless they abandon their weapons. Abandonment of weapons does not require an action. The men crewing these weapons cannot also be armed with another weapon requiring crew for efficient use.

45.6 This rule states that "heavy" weapons must be crewed in order to play a movement card on that group for any reason, else the weapon must be abandonment. If a weapon is "abandoned" but the group does not leave it's location (e.g. the movement card was to remove wire) is the weapon still available for acquisition?

A. No (18.4).

If a group is in the act of moving and a heavy weapon becomes uncrewed (e.g. the crewman is killed) can they still go to terrain w/o crewing the weapon?

A. Yes, but the weapon is removed.

45.7 DYO: The purchase cost of a Japanese radio is identical to that of a Russian radio of the same type [43.7], and the purchase cost of a Japanese AT Mine is equal to that of an ATMM.

**45.8 UNIT TYPES:** SNLF are Japanese second line troops. Special Naval Landing Force troops may not play Movement cards without counting them as an action. Samurai are Japanese elite troops. Samurai may take one action and still discard up to two cards (plus any free Cower card discard function).

**45.9 UNIT TYPE TABLE EXTENSION:**

	1945	1944b	1944a	1943b	1943a	1942b	1942a	1941b
<b>BRITISH</b>								
S	----	1	1	1	1	1	1 - 2	1 - 2
L	1 - 7	2 - 7	2 - 7	2 - 7	2 - 8	2 - 8	3 - 8	3 - 9
E	8 - 0	8 - 0	8 - 0	8 - 0	9 - 0	9 - 0	9 - 0	0
<b>JAPANESE</b>								
S	1 - 2	1	1	1	1	----	----	----
L	3 - 9	2 - 9	2 - 9	2 - 8	2 - 8	1 - 8	1 - 8	1 - 7
E	0	0	0	9 - 0	9 - 0	9 - 0	9 - 0	8 - 0
<b>AMERICAN</b>								
S	1	1 - 2	1 - 3	1 - 4	1 - 5	1 - 6	1 - 7	1 - 8
L	2 - 7	3 - 8	4 - 8	5 - 9	6 - 9	7 - 0	8 - 0	9 - 0
E	8 - 0	9 - 0	9 - 0	0	0	----	----	----

.....  
*45.9 & 46.2 Are there different Unit Types for Marines?*  
 A. No.

**46. MARINES**

**46.1 IDENTITY:** For the scenarios of UP FRONT and BANZAI provided with the respective games, all American forces opposing the Japanese are considered Marines unless specified otherwise by *Scenario Special Rule (hereafter referred to as SSR)*; scenarios vs Germans are considered to use regular U.S. Army troops.

**46.2 MORALE LEVEL:** Marines are considered a semi-elite force in that they must start each scenario with a minimum morale value of 2. If a scenario using Marines lists a man with a Morale value of 1, a "2 Morale" and "3 Panic" chit should be placed near that man's card to reflect his higher morale.

.....  
*46.2 & 45.9 Are there different Unit Types for Marines?*  
 A. No.

**46.3 HAND CAPACITY:** Marines have the same card hand capacity, discard capability, and other characteristics as American line troops. Marines are represented by the same American Personnel cards and weapon chits used in UP FRONT plus the two supplemental leader cards provided in BANZAI.

**46.4 FIRE TEAMS:** In any scenario depicting the 1944-45 version of the Marine squad ( with three BAR men), no BAR man may setup in the same group with another BAR man, nor may a BAR man Individually Transfer to another group containing a BAR man as long as there is another unpinning man in his own group which could make the transfer instead of him. This rule also applies to any nationality and scenario with two or more LMGs on the same side as such concentration would be unrealistic.

.....  
*46.4 CHANGE: Previous errata deleted. Second sentence of rule should read, "This rule also applies to any nationality and scenario with any combination of*

*two or more BARs/LMGs/MMGs on the same side as such concentration would be unrealistic."*

.....  
**46.5 A Scenario OB listing of "#(Weapon)"** for the Americans refers to one of the unnumbered spare Personnel cards provided in UP FRONT; the type to be used is specified by the weapon in parents. If the Morale/Panic values for such a card are not specified, they are always assumed to be Morale 2 and Panic 3. All scenarios depicting Marines prior to 1943 are assumed to be armed with Bolt-Action rifles instead of Semi-Automatic rifles. The only difference this entails in game terms is that their firepower would be halved for moving fire [12.11] and their DYO purchase value would be reduced by one. Any scenario using Marine leaders #42 and #43 which are armed with Springfield Rifles is assumed to occur prior to 1943; those scenarios not including these leaders are assumed to occur in 1943 or later.

**47. JUNGLE TERRAIN**

**47.1** Due to the nature of war in the Pacific, much of the fighting which took place there occurred in jungle terrain where LOS and long range fire opportunities were extremely limited. Simulating this type of extremely close quarters combat would not be conducive to a very interesting game using the UP FRONT game system as nearly all long to medium range fire would be eliminated. Consequently, our depiction of jungle terrain is abstracted for playability to only those actions occurring on the fringe of jungle terrain where most fighting took place anyway.

**47.2** Jungle terrain comes into effect only when specified by SSR and only in scenarios in which the Japanese are facing British or Americans. In jungle scenarios, all Buildings cards are treated as the equal of Woods cards in every way except that the Buildings cards with a TEM of -3 also have a TEM of -3 as a Woods card (representing extremely dense jungle). A Buildings card retains none of its other characteristics in a Jungle scenario.

.....  
*47.2 This rule can be misinterpreted as regards the status of Woods cards in a Jungle scenario. In the fifth line, after "Woods card" (the parenthetical reference to "extremely dense jungle"), the word "jungle" should be capitalized, denoting a new type of terrain card, a -3 Woods (Buildings) card. In Jungle scenarios, all -2 Buildings cards are considered to be Woods cards as well. In addition, the following sentence should be inserted at the end of Rule 47.2, after "in a Jungle scenario.":*

*In any Jungle scenario, all Woods cards of any rating, whether printed -2 Woods cards, -2 Buildings cards serving as Woods, or -3 Buildings cards serving as Jungle, are considered to be "Jungle" cards for all purposes, especially including calculation of Aggressive Action Victory Points or determination of scenario-specific victory conditions.*

.....  
**47.3** All Fire attacks (including ordnance and Demolition Charges, but excluding Flamethrowers and CC) which occur in a scenario using jungle rules must reduce their Fire Strength by one regardless of the terrain cards in play.

**47.4** Marsh cards cannot be refused in a Jungle scenario, and for that reason they cannot be placed on an AFV or Infantry Gun group.

**47.5** All infiltration attempts during a Jungle scenario use an additional one column shift to the left when checking for infiltration (in addition to the normal one column shift to the left for Woods terrain).

47.6 An AFV must check for Bog every time it plays a Movement card and may not enter, or Overrun units in, -3 TEM buildings (Woods) in a Jungle scenario.

## 48. RANDOM REINFORCEMENTS

48.1 Random Reinforcement is used in conjunction with the rules for Reinforcements [35.0] and can be used only when cited by SSR or at a cost of 50 points per Deck in a DYO scenario [43.0]. Note that a player could purchase the Random Reinforcement capability for only a fraction of a scenario's length, but in that case would be entitled to attempt to gain Random Reinforcement only during the Deck paid for. Reinforcements would not have to arrive during the Deck paid for.

48.1 *It appears that random reinforcements cost 50 points no matter which deck you purchase them for. Is this correct?*

A. No, normal deck multipliers apply.

48.2 A player may attempt to earn Random Reinforcement immediately only during his next player turn following his opponent's drawing of a black 6 RNC ( the card must have been used by him as a RNC; not as a RPC, action, or discard). If the player elects to try for reinforcements, he may do so by drawing a RNC as his sole action for that player turn. If he draws a red RNC he receives no reinforcements, but if he draws a black RNC he has succeeded in gaining reinforcement and immediately checks the Random Reinforcement Table to determine the extent of his reinforcements as per the RNC drawn. The reinforcements received do not appear on the table immediately, but must enter as per [35.3]-[35.4] in a subsequent turn. The player may also attempt Random Reinforcements in his first turn following the shuffle of a deck in which he was eligible for Random Reinforcement. However, in both cases, if a player does not attempt Random Reinforcement in his very next player turn he loses that capability until another opportunity (an opponent's drawing of a black 6 RNC or end of a qualifying deck) presents itself.

48.2 *If random reinforcements are purchased for the last deck of the game, there is no "free" check for Random Reinforcements at the shuffle of a deck in which the player was eligible for Random Reinforcements. Is this correct?*

A. This is correct.

*If so, shouldn't there be a discount for not having the best chance for reinforcements available?*

A. No, that's the price you pay for buying them so late in the game.

48.2 *In playing a scenario where Random Reinforcements are available throughout the entire game, a fire attack is made near the end of the first deck. Before the deck ends, a black 6 RNC is drawn and then the deck runs out with a few men left in the fire attack resolution. Is the player with Random Reinforcements now qualified for 2 Random Reinforcement attempts?*

A. Yes.

*Can they be made during one turn?*

A. Yes, all Random Reinforcement checks must be made on the next turn (as in the above situation) or ALL opportunity is lost for receiving Random Reinforcements.

*Does this apply if two or even three black 6 RNCs are drawn during that attack?*  
A. Yes, and if multiple reinforcements appear, they are combined into one reinforcing group.

48.21 Russian Entrenchment attempts and Japanese Movement, although not counted as actions for discard purposes, are not allowed during a player turn in which that player attempts to gain Random Reinforcement. A Hero card is the only card which can be played during a player turn in which Random Reinforcement is attempted.

48.22 No discards are allowed during a player turn in which Random Reinforcement is attempted except for the Japanese free Cower card discard capability.

### 48.3 RANDOM REINFORCEMENT TABLE:

RNC	BRITISH	GERMAN	JAPANESE	RUSSIAN	U.S.
0	Sniper	Sniper	Sniper	Sniper	Sniper
1	8,9	8,9	11,12	24,25	11,12
2	10,22,24	9,10,24	4,13,25	21-23	17,20,21
3	8,22,25,*	10,19,24,*	15,18,25,*	20-22,*	20,25,26,*
4	8,22,24,25,*	8,24,26,27,*	15,20,25,26,*	19,23-25,*	20-23,*
5	34	30	37	31	31
6	35	39	34	34	34

48.3 & 15.1 *When reinforcements include an ASL, does he function as an auxiliary ASL, in case of the loss of the original SL or ASL?*

A. Yes.

48.31 CHOICE: A reinforcement entry listed only as a "\*" entitles the recipient to choose any one Personnel card available other than a MMG, AT Gun, or AFV. If he chooses a man armed with a rifle or MP he may equip that man with a secondary weapon such as a DC, PF, or ATMM. If he chooses a blank Personnel card, he must use Morale/Panic chits to reflect a Morale/Panic rating of 3/4 respectively regardless of nationality. Whatever his choice, the player must make it immediately; he may not wait until he actually brings the reinforcements into play.

48.32 SUBSTITUTES: If a designated reinforcement personnel card is not available because it is already in play or that weapon is not available during the year the scenario is being played, substitution is made according to the following order of priorities: A personnel card with the same weapon worth the same or less point as listed on the unavailable reinforcement. A personnel card with another weapon worth the same or less points as listed on the unavailable reinforcement.

48.32 *If all the men called for by the Random Reinforcement Table are already in the game, can you use a man that is an SL (or an ASL)?*

A. Yes, and that man could function as the SL if all of the original SL/ASL in the scenario are eliminated.

48.33 ENTRY: Random Reinforcement may enter at Group E or Z. Reinforcements which enter with a Movement card which is a red RNC must enter as Group Z. Reinforcements which enter with a Movement card which is a black RNC must enter as Group E. If a Group E or Z is already in place thus blocking entry of reinforcements along that edge, the reinforcements may not enter along that edge until the blocking group has been moved or eliminated. Reinforcements may not use Individual Transfer to enter play.

48.33 *Do you have to bring in Random Reinforcements into play in the order in which they were obtained?*

A. Yes.

48.33 & 17.6 *Are reinforcements, entering in a sideways mode (without the Flanking Fire card of 35.3) at Range Chit 0 and behind an adjacent group A or D, entitled to Flanking Fire advantages?*

A. Yes.

**48.4 SNIPER:** A Sniper Reinforcement can be used to regain a lost Sniper capability, or used to gain Sniper capability for a player who did not start the scenario with that capability. If the player still has a Sniper capability when he gains a Sniper reinforcement, he may attack twice for each Sniper card he plays (or three times if he gains sniper reinforcement twice, etc). Multiple sniper attacks using the same Sniper card must draw a separate RPC to determine the recipient of each attack (unless there is only one card in the only attacked group). This dual Sniper attack capability can also be used in DYO scenarios where additional snipers are purchased.

**48.41** The Sniper player has the option to split his multiple Sniper attack between different groups or apply all shots against the same group, but must predesignate the group(s) to be attacked before the first attack is resolved.

**48.42** A successful Sniper Check [14.4] eliminates only one sniper, not a player's entire multiple sniper capability. Each group attacked by a sniper is still allowed the option of only one Sniper Check as its sole action for that turn regardless of the number of times it was attacked by one or more Sniper cards during that turn.

---

*48.42 & 14.4 If a group is attacked by more than one Sniper, which RNC must it beat in a Sniper Check?*

*A. The lowest absolute value. Example: Against multiple sniper results of a black 2 and a red 4, the affected group would perform a Sniper Check using a value of 2.*

---

**48.43** Sniper reinforcements do not have to be brought into play by a Movement card [35.3] as do other reinforcements. They are automatically available in the next player turn.

## 49. SOLITAIRE PLAY

**49.1** Although UP FRONT is designed as a competitive game for two players or teams, it can be modified to allow entertaining solitaire play with only a few slight changes to the existing rules of play.

**49.11** All actions in a player turn must be predesignated before any are resolved. The player is not allowed to see the outcome of one action before declaring any others they will make during that player turn.

**49.12** Both hands are placed face up on the table. However, all cards drawn to fill a depleted hand are placed face down and not revealed until that side's turn or the opposing side has attacked or discarded a terrain card on one of its moving groups (whichever comes first). This usually results in each side having a number of unknown cards in its hand which may be played at the last minute to lessen an attack or influence a decision to accept or reject a terrain card.

**49.13** Don't cheat! Play both sides to the best of your ability given the resources of that nationality, its on board situation, and the Victory Conditions. By playing both hands to their best advantage, you have a workable solitaire system, but only as long as you don't favour one side over the other.