

THE FACE OF BATTLE

The Face of Battle: Errata V1.0 – May 2003

- N New rule
- C Rule Clarification
- E Errata
- G General Information

The Game

General Information

The free demo rules will not be offered for download. [G]

PART A - RULES OF PLAY

Designer Notes

Page A-2, On Time, last sentence should read: "I did not feel a need to quantify the game time." [E]

Basic Rules of Play

Page A-7, section 3.0, Game Setup: The paragraph layout is wrong. [G]

Scales and Basing

Page A-9, A-10. The section heading should not read Units. It should read Scales and Basing. [E]

Page A-9, paragraph 2.2, the scales should be as follows. [C]

Ground Scale		
Figure Scale	Ground Scale	Range Multiplier
10mm	1" = 4.0 metres	x 0.50
15mm	1" = 2.6 metres	x 0.75
20mm	1" = 2.0 metres	x 1.00
25mm	1" = 1.6 metres	x 1.25
28mm	1" = 1.4 metres	x 1.25
1.72nd	1" = 2.0 metres	x 1.00
1.76th	1" = 2.0 metres	x 1.00

Cards

Page A-12, section 1.0, does everyone flip their card at the same time? Everyone flips their card at the same time. There is no you-go-I-go. Players are ALWAYS involved in the action. Occasionally players will finish their decks ahead of other players because someone forgot to flip the card. This is okay. The players with remaining cards just finish their cards as usual until all cards are 'flipped'. [C]

Page A-12, section 1.0, what happens when two players flip and their soldiers can act at the same time? The rules explain what happens during 'simultaneous actions'. Activities occur half-way through each other. If a soldier was firing at another soldier that was going from standing to prone, the shot would occur half way through the move. Since the target was going prone, I would use the kneeling stance modifier. Of course there are tricky situations, but I can't handle every possible rule or event. Yes, you could get the 'Mexican stand-off' where someone will not do something until the other person goes, and vice versa. Put, in 5 years of play testing I have never seen this happen. The odds of two cards coming up, with two soldiers facing each other, with conflicting activities/goals, is almost impossible. Most likely they will just shoot each other. If the players/GM cannot resolve it, write down what they are going to do. [C]

Page A-15, section 14.0, I usually make a deck contain no more than 30 cards. [G]

Task Resolution System

Page A-17, a soldier is wounded, fatigued and shaken, what are the modifiers to SRT, MRT and FRT? [C]

SRT: $x2$ (shaken) $x2$ (fatigue) $x2$ (wound) = $x6$
FRT: $x2$ (shaken) $x2$ (fatigue) $x2$ (wound) = $x6$
MRT: $x2$ (shaken) $x2$ (wound) = $x4$

Page A-21, section 10.0, what are the modifiers for a shaken and wounded and out of command (ZC)? [C]

MRT: $x2$ (shaken) $x2$ (wound) + 20 (out of ZC) = $x4 + 20$

Page A-18, paragraph 3.4, Fog Dense: A $x2$ modifier applies to the SRT, direct fire ERT and FRT for dense fog. [E]

Page A-21, section 10.0, bagpiper morale modifier is -20 (the table is incorrect). [E]



PART B - UNITS

Units

Page B-3, section 7.0, Assigning Values: The paragraph layout is wrong. [G]

Personalities

Page B-4, paragraph 3.2, modified rule “A medic can remove an incapacitated result (INC) from a wounded soldier by rolling a successful skill check with a x2 modifier. Removing an INC result may only be attempted twice on the same soldier.” [N]

Actions

Page B-8, does it take any actions to set up a machinegun? Set up and take down of a machinegun is an action. Weapons with a bipod are omitted from this rule. [C]

Morale

Unit Cohesion: Although there are no unit cohesion rules, unit cohesion is implied through various rules. If a soldier leaves the ZC of the CO/NCO, they lose a lot of benefits. First off, he cannot receive leadership cards. Second they lose morale benefits – such as the leadership bonus, outside ZC, and good order units within 1”. Finally if a soldier does get into morale problems (broken) he cannot self rally. Even a pinned morale failure is hard to remove, but a leader can remove it automatically. [C]

Routing: Many players dislike the fact there was no run away or melting of the troops. It entices players just to play to the death. That was a tough design call. Do I ‘force’ units to retreat or allow the player to make that decision. Players have a tendency to fight to the death (since they are only little lead men). I will think about this and if it is enough of a concern from other players, I may change it. [G]

Suppression: Players ask why is there no suppression morale results. I explain that the fact that their squad is shaken, pinned and half broke is basically suppressed. [G]

Page B-12, section 5.22, a leader must be killed in LOS and ZC to incur a morale check. Units ahead of leader, thus out of LOS, do not need to make a morale check. [C]

Page B-13, section 7.0, fatigue does not affect a courage, morale or self rally checks. [C]

Page B-15, section 15.0, do the normal morale event modifiers apply to a self rally check? Yes. [C]

Page B-15, section 16.32 “A leader can automatically remove their own pin counter.” [N]

Infantry Movement

Page B-12, paragraph 2.18, turning around costs half a movement. Does turning around a lesser amount cost anything? No. A unit may turn and move without a movement penalty – such as moving around a corner, slight turns to avoid obstacles, etc. [C]

PART C - TERRAIN

Terrain

Page C-5, section 8.42, a soldier may freely move through a gate. If the gate is locked, a skill check is required to open it. [N]

Page C-5, paragraph 9.2, last sentence should read “Crops prior to harvest provide good cover and block LOS. A x2 concealed modifier is applied when troops are out of LOS”. [E]

Page C-5, paragraph 9.21, “Any unit in a corn field at full height is basically out of LOS. The unit is treated as concealed in soft cover (x2 modifier). If they are prone, the unit receive medium-partial terrain cover with a x2 concealment cover. Units within 4 inches of the field edge, are not considered concealed. Units firing out of a cornfield incur a x2 modifier. [N]

Page C-8, paragraph 25.63, “A vehicle travelling in medium mud must roll a mire check for each movement segment.” [N]

Page C-7, paragraph 21.2, hedges do not block small arms fire. Firing at targets behind a high hedge are considered concealed. [C]

Gully: treat a gully as a half-movement penalty and apply the foxhole rules for cover and terrain. [N]

Line of Sight and Spotting

I do use spotting when hidden units are in play or if there is a questionable spot or LOS. Otherwise, I leave it out. To me the scales are too close, with too much movement and fire to have anyone really undetected. Spotting clarification:

- any unit moving in the open and in LOS is automatically spotted.
- any unit in half short range is automatically spotted.
- to spot infantry, the ranges are 16, 36 and over 36 inches.
- the spotting modifiers for range are -30, 0 and +30.
- there are modifiers for cover, binoculars,

Lets assume the spotting soldier's CV is 70. The target is behind a half-wall (hard-partial) at effective range of 28". The chance would be 70 with a +20 to the die roll. A 50-50 chance. This assumes the target has not fired. If the spotter was using binoculars, the range would double to 32, 72 and over 72. So know the target is in short range. The modifier would be -30 to the die roll (+20 and -30 and -20 for binoculars). Basically 100%. Lets use the first example of a 70% chance with a +20. The player rolls a 45. He spots a soldier but is not sure what it is (of course, in certain scenarios he may not have to roll the identify check). If he had rolled 15 or less, he would have spotted and identified. On his next roll he is now rolling for identify. He only needs to roll a 50 or less since he is not spotting (basically a standard skill check). [C]

Identify: You can leave out the identify portion of the spotting to speed up play. Also, as per rule 10.1, you may give each soldier a free spotting attempt at the beginning of the turn, in addition to their regular action spotting check. [G]

Concealed: Concealed means out of LOS, but can still be engaged. For example, behind a wooden barn is concealed as the target is out of LOS but may still be fired upon - the wood not stopping the bullets. Very hard to hit or see a non-visible target, but still possible in either case. The same applies to terrain such as full hedges. The figure is out of LOS but may still be fired upon (at a x2 modifier). So concealment is simply a terrain thing - not whether someone is moving or firing.[C]

Autospot: The autospot rule isn't clear to me. Does it mean any unit within 8" is spotted and identified regardless of the cover? That is correct. there has to be a point where the closeness of the two soldiers negates any spotting check.

Page C-15, paragraph 3.11, first sentence should read "LOS is traced from the spotting soldier to the target." [E]

PART D - COMBAT

Wounds

Page D-1, section 3.0, Saving Throw. This is an optional rule.

Firearm Combat

Machineguns: There is no true ROF in TFoB. The SS/SP/FL number is the amount of soldiers that can be hit during a burst. If you look at specific weapons, the MG-42 can hit more targets in different roles and therefore gets a higher hit count per burst. The number of soldier's hit per burst is related to the weapon's ROF, but not exactly. The German MG-34 and MG-42 are multi-purpose machineguns and are different than most Allied machineguns which had specific roles. On different mountings and barrels they were used in light, medium and heavy machinegun roles. Although not truly a heavy machinegun as dictated by ammunition calibre size, the MG-42 still counts as a heavy machinegun when mounted on a tripod with a heavy barrel for game purposes on the FRT and it does have a higher ROF than it's light machinegun role. So a MG-42 mounted on a tripod counts as a heavy machinegun for game purposes, but actually has different statistics than a .50 cal US machinegun (a true heavy machinegun). [G]

Page D-10, paragraph 14.6, the non-loader +10 FRT modifier does not apply to a vehicle machinegun (e.g. bow machinegun). [C]

Hand-to-Hand Combat

Page D-11, paragraph 3.1, a fatigued and wounded soldier is x4 to the FRT dice roll. [C]

Grenades

Page D-14, section 5.0, scatter, instead of using the grenade scatter template, you can use the scatter chart on the explosion reference sheet to determine direction and a dice roll as shown below to determine distance. A grenade may never deviate more than half the distance throw. [N]

Grenade Deviation			
Skill Check	Success		
	Short Range	Effective Range	Long Range
Success	1d6/2	1d6	2d6
Failure	1d6	2d6	3d6



Rifle grenades: RG are covered under section 8.0, page D-16. Basically used like normal grenades, with a longer range. A normal grenade is 4/8/16. The rifle grenade is 12/24/48. As well, all range modifiers apply. Long range is +30, short range is -30, through a doorway is +10, through a window +30. Finally there is a -20 RG modifier (more accurate than throwing a grenade). A RG uses the grenade scatter template based on the range and the outcome of the skill check. [C]

Page D-16, section 8.0, any unit can use a grenade launcher. [C]

Mortars

Page D-17, mortar table. The names of the mortar are the German equivalent. The mortars should be listed as generic Light Mortar, Medium Mortar and Heavy Mortar. [E]

Artillery

Page D-22, section 8. Artillery has changed as follows: [N]

8.1 When the artillery arrives, a location marker is placed on the board for every gun firing. The location of the markers may not be placed more than 10" apart. The location markers indicate where the artillery was intended to land. [N]

8.2 Depending on the type if attack, the shells will drift a certain distance from the location marker. Use the scatter table to determine the direction of shell drifts. The Well-Known position is for regular artillery against a known map coordinate (hill, village). This will be indicated in the scneario. [N]

Artillery Drift	
Condition	Drift
Regular	5d6
Pre-Plotted	3d6
Well-Known Position	3d6
Barrage	2d6
Rocket Attack	3d6

Page D-23, paragraph 10.1, add this sentence to the end of the paragraph "A deviation counter may be used to keep track of the number of drift dice rolled. Place the counter by the FOO, CO or NCO commanding the artillery. [C]

Ordnance

Page D-26, section 9.0, autocannons are basically run like a HMG, and do not have an explosion. An AtC receives 2 shots

per action (ROF of 2) and a -40 from the FRT. [C]

Demolition Charge

Page D-29, section 1.0, any unit can use a demolition charge. [C]

PART E - Vehicles

Mire and Bog

Page E-6, table in paragraph 1.2, add medium mud as a +1 modifier. [E]

Page E-6, table in paragraph 1.5, add crossing a wall as a mire event. [E]

Page E-6, paragraph 1.6, is incomplete, It should read:

1.6 A vehicle that is both mired and broken down, must resolve the breakdown first, prior to becoming unmired. [E]

Vehicle Breakdown

Page E-7, paragraph 1.58 should read: "Case H: Starting a vehicle on a vehicle card can cause a breakdown." [E]

Page E-7, paragraph 1.59 should read: "Case I: Stopping a vehicle on a vehicle card can cause a breakdown." [E]

Vehicle Combat

Page E-9, section 3.0, straight on rear shot. How does one determine the hit location? Just use the vehicle hit location table and where it states Front, substitute Rear. So it is rear/rear/ rear/side and side/rear and Side/Side. [C]

Page E-9, paragraph 3.32, vehicles with a superstructure (SS) are listed on in the notes section following the vehicle detailed description. There is no SS listing on the vehicle data sheets. [E]

Page E-10, section 4.0, when a tank (or similar AFV) is hull down, it receives the +15 (medium cover) and +40 (hard cover) target modifier to the gunner's skill check. Add +4 to the hit location die roll. A hull hit still counts. [C/E]

Page E-12, paragraph 8.325, structure is also referred to as superstructure (SS) or structure value (SV). [C]

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Page E-13, paragraph 10.1 the second sentence should read, "A 1d10 die roll less than or equal to the number in the fire column indicates the vehicle has caught fire (brewed up)." [E]

Page E-13, paragraph 10.3, the rule should read: "Any LOS traced through a burning vehicle will suffer the same penalties as sighing through smoke (e.g x2). The vehicle wreck itself may still block LOS."

Page E-13, paragraph 11.3 should read:

11.3 A crew member may incur an injury through damage to another system. For example, main gun damage will affect the gunner and loader. As well, exploding shells within the vehicle compartments may injure the crew. This is called incidental crew damage. [C]

11.31 Incidental damage occurs when a hit is scored on the VDT damage table and an incidental injury is listed (e.g. cupola - commander, radio - radio operator), or if at least one penetrating hit is scored on an AFV, or a soft skinned vehicle incurs at least one hit. An incidental injury dice roll is made only once after alldamage has been determined. For each surviving crew member, a roll is made on the FRT. As a result of the FRT dice roll, a crew member may be KIA, INC or suffer a morale or courage check, or be unaffected. [C]

11.35 Any crew that is has incurred incidental damage from the VDT increase the hits by one per incident. [E]

11.37 A crew member does not suffer incidental injury from a non-penetrating hit that lists an incidental injury on the VDT (e.g. a cupola). [N]

Page E-13, paragraph 11.35 should read 11.36. [E]

Page E-13, 11.4 a large calibre round is anything greater than 20mm. [C]

Motorcycle: Motorcycles are engaged like a regular vehicle. You may not target drivers or passengers (unless the soldier is a sniper). Use the passenger column on the VDT chart for passengers. [C]

Motorcycle: The motorcycle driver is hit on a driver result. If a tire is hit, the motorcycle is out of control. The driver must make a skill check x2. If he fails, the driver and passenger receive damage on the FRT based on twice the motorcycle's speed. If the skill check was successful, use the motorcycles speed. [C]

Vehicle Close Assault

Page E-21, section 2.0, the PF for machineguns is wrong. The reason we give a PF is to simulate the high volume of fire against a target and the chance of doing some internal damage. You will not be able to knock out a vehicle with a single burst from a LMG or MMG. Lots of vehicles, although armoured, were not really that good against a MG (e.g. the US M3 half track, although armoured, could not effectively stop MG fire). The new PF factors are given below. The heavy machinegun PF should only be applied to machineguns with a calibre of 12.7mm or greater (e.g. US .50 calibre anti-aircraft machinegun or the Russian DshKM 1938). Therefore, even though the MG42 mounted on a tripod is considered an HMG for anti-personnel purposes (the -40), it is still considered an LMG when determining PF. [E]

Firearm Data		
Generic		
Name	Type	PF
Light Machinegun	LMG	1d6
Medium Machinegun	MMG	1d10
Heavy Machinegun	HMG	2d10

PART F - SPECIAL RULES

Weather

Page F-7, section 3.0, Light Breeze should read, "Fire will spread 1" in the direction of the wind." [E]



PART p - german army

Pages P-25-26, are not missing. They are for future releases. [G]

Equipment

Page P-4, German Firearm Data table, the first Type entry for the MG42 should read LMG. [E]

Page P-4, German Firearm Range table, the first entry for the MG42 should read MG42 (LMG). [E]

Page P-7, 7.5cm PaK 40, the last sentence should read “The PaK 40 was a larger version of the PaK 38.” [E]

Vehicles

Page P-23, German Vehicle Data table, the crew listing for the 15cm PzB “Hummel” should read CGLDDR. [E]

PART r - russian army

Pages R17-R18, R19-R20 are not missing. They are for future releases. [G]

Equipment

Page R-6, the Russian Ordnance Data table is missing the secondary explosion diameter. [E]

Russian Ordnance Data			
Name	Damage	Primary	Secondary
AutoCannons			
20mm ShVAK	small	1	2
Anti-Tank Guns			
37mm PTP 30	small	2	4
45mm PTP 32	small	2	4
45mm PTP 42	small	2	4
57mm PTP 43	small	2	5
100mm PTP 44	large	3	7
76.2mm P30	medium	3	6
76.2mm P39	medium	3	6
76.2mm P36	medium	3	6
85mm P 44	large	3	6
Anti-Aircraft Guns			
25mm ZP 40	small	1	2
37mm ZB 39	small	1	4
76.2mm ZP 38	medium	3	6
85mm ZP 39	large	3	6
Infantry Guns			
37mm PP 15R	small	2	4
76.2mm PP 27	medium	3	6

Page R-6, the Russian Ordnance Range table is missing some information. [E]

Weapon	Normal		
	S	E	L
20mm ShVAK	15	45	100

PART U - United States

Do you need the VC Expansion to use the US Expansion? No. [G]

PART V - COMMONWEALTH

In some copies, pages V28, V29 and V30 were incorrectly printed. Please contact Meramic at info@thefaceofbattle.com for free replacement pages. [G]

Do you need the US Expansion to use the VC Expansion? No. [G]

Ranks and Medals

Page V-1, Rank table, a Lance Sergeant, Colour Sergeant and Staff Corporal are just example ranks from various military units. They are included as a guideline for different ranks. [C]

Page V-1, Mentioned in Dispatches should read “Not an award, but a less formal honour to those soldiers performing brave actions, exceptional acts or conduct above and beyond. Can be in the form of a badge”.

Equipment

Page V-5, Patchett Mk 1, the third sentence should read “Less than 200 were produced”. [E]

Vehicles

Page V-13, Challenger [A30], the Firefly replaced the role of the Challenger (since the Challenger was not ready for D-Day). [C]

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SCENARIOS

Unless otherwise specified, all map squares are 1' x 1'. [C]

FBG004

The squad reference sheet for 1-2 should not include units 11 and 12. [E]

All units for squad A on the squad reference sheet for 2 should be Regular not Green. [E]

FBH001

The leadership RA for the Leutnant should be 4 (not 2) as listed on the German 1 squad reference sheet. [E]

The units ID's (B1-B8) should not be listed on the German 2 squad reference sheet. [E]

The units ID's (B1-B8) should not be listed on the Russian 2 squad reference sheet. [E]

FBH003

The vehicle data sheets for the Stuart, Sherman and Panzer IV F2 are missing. Please download them from the web site. [E]

FBH005

Hummels were rear area vehicles. How come there is one in this scenario? The Canadians advanced to the rear of the German lines, encountering their support vehicles. Read the book, A Fine Night for Tanks for more information. [C]

REFERENCE SHEETS

QRS Number 2

The morale modifier for a bagpiper should be -20 (not +10). [E]

QRS Number 3

The Crew Injury Table should look like this.

Crew Injury	
Turret Hit - Hull Crew	Reduce hits by 2
Hull Hit - Turret Crew	Reduce hits by 2
Incidental Damage	Increase hits by 1

Over Run	
Soldier in Slit Trench	+10
Soldier in Fox Hole	+20

QRS Number 7

On the Mortar table, the names of the mortar are the German equivalent. The mortars should be listed as generic Light Mortar, Medium Mortar and Heavy Mortar. [E]

