



Retro Sci-Fi

AE-WWII CORE RULES - FAQ

CLOSE COMBAT

1. **What happens if you can't make it into base to base contact with an enemy when you charge?**

You still move the full distance. The Charge is considered a Sprint.

2. **If a unit is in combat with multiple units I assume that it rolls to defend against each attack?**

Yes, the unit gets a roll to defend against each attack. However, remember that a unit suffers penalties when fighting multiple opponents (depending on the size of its base).

3. **Can a model 'walk' into close combat rather than charging? That is, can a model spend an Action Point to move into base contact and then spend an Action Point to make a close combat attack?**

Yes, a model does not have to charge into close combat. In fact, moving into base contact with an enemy model may be the only option if the acting model is in difficult terrain or doesn't have LoS to the target.

RANGED COMBAT

1. **Can you Suppress troops with things like mortars and grenades?**

Generally, no. Right now the way the rules word it you could but they'd only receive a single hit from the attack, which makes it hard to suppress them.

2. **Can a unit be auto-suppressed (i.e., needing less than a '1' to resist suppression)?**

Yes, if a unit's roll to resist being suppressed is lower than a 1 it is not allowed a roll and is automatically suppressed. In addition, any attempts to break this suppression automatically fail as well.

3. **If two units are activated at the same time (for example, using the Coordinated Attack special order), can both units combine fire for suppression purposes?**

Yes. The player in control of the activated units would declare how many total shots were being used to suppress a single enemy unit, spend AP's accordingly and then force a suppression check. In essence, the two units would act as one when using suppression fire.

4. **Is suppression by model or by unit?**

By unit.

5. **Do enemy models receive a cover bonus to Armor if the firing model is in base contact with the intervening piece of cover?**

CHARACTERISTICS

1. **Are 'bonus' units gained from certain hero types such as the Embedded Reporters and Gulag Recruits counted towards the requirement for Support units?**

Yes, bonus units gained from hero types count as normal units for all intents and purposes (including the requirement for special weapons such as a BAR).

2. **The Lab Rat Hero says "For each of the hero's attributes (M, S, A, W), roll a d6" Am I correct in assuming that you only roll for those 4 attributes? Or do you roll for all 7 attributes because it says "each" of the attributes?**

You only roll for the four attributes mentioned

3. **Can an Individual use the command ability on a unit to which it is attached?**

No. Since the attached unit usually uses the individual's Drive, the unit's Drive cannot be increased using command.

4. **If a unit possesses the hidden deployment ability (including the scouts Special Order) and are not initially deployed prior to the beginning of the game, are they still able to use this ability when they become available?**

Yes. If a unit with hidden deployment is forced to be deployed later during a scenario (whether through enemy Special Orders such as stragglers or scenario-specific rules) they still deploy using the rules for hidden deployment.

5. **Do models with the berserk trait have to charge the nearest model in line of sight, or the nearest model, regardless of line of sight?**

Nearest model without regards to line of sight. Since models receive a free turn during their activation, the berserk model can change facing before charging.

6. **Berserk states that a berserk model must charge the closest model, but what if this model is in difficult terrain and therefore can't be charged?**

The rule should read 'a berserk model must move to and attack the closest model, charging if possible'.

7. **Can models with the unintelligent trait be used to call down artillery strikes and/or act as spotters for mortar teams?**

No.

No. If a firing model is within 1" of a piece of terrain, that piece of terrain does not provide cover for the target.

Consider the facing to be a 90-degree arc extending from the center of the vehicle.

6. When is a unit no longer suppressed?

Suppressed units remain suppressed through their next activation. Meaning, after the unit's activation has been completed they are no longer suppressed.

4. Do passengers count as moving for cumbersome weapons?

No.

THE WEAPONS OF WAR

1. Can you pay AP's over multiple turns to reload a weapon?

No, you cannot carry AP's for reloading over multiple turns.

5. Do friendly units suffer a -1 Drive penalty when a vehicle is destroyed, or its crew is killed, or both?

Friendly units suffer a -1 Drive penalty when either the vehicle is destroyed or the crew wiped out, whichever comes first.

2. How weapons with the mental trait affect vehicles?

Rather than targeting the vehicle, weapons with the mental trait target vehicle crews. When fired, a weapon with the mental trait may target any crew member or non-crew passenger, even if the vehicle does not possess the open-topped trait. The attack is otherwise resolved normally.

6. Do area of effect attacks that target vehicle crews, or non-crew passengers, still grant a cover bonus for the crew?

If an AoE attack targets the vehicle, the crew and non-crew passengers do gain a cover bonus against the attack. If an AoE attack is able to target the crew or non-crew passengers (such as in the instance of an open-topped vehicle) the affected crew and/or non-crew passengers do not gain a cover bonus against the attack.

3. Can weapons with the mental trait be used for suppression fire? If so, how do they affect it?

No, weapons with the mental trait cannot be used for suppression fire.

7. Can vehicle crews be used as spotters for weapons with that special ability?

Yes.

4. If a weapon with the no cover rule is used for suppression fire, does it ignore cover bonuses to resist suppression?

Yes.

8. Can vehicle crews be used to call down the artillery strike special order?

Yes.

VEHICLES

1. Can template weapons be used to injure vehicle crews?

The rules somewhat contradict themselves. Template weapons do not hit crew. Even if the vehicle is open-topped you cannot shoot the crew. AoE weapons and special abilities (such as Aim) are the only real ways to target the crew.

9. Can a vehicle fire its weapons at a model in which it is in base contact?

Yes, as long as the weapon(s) have line of sight to the target.

2. Routing Crew: On page 64, under Crew Morale it says "If the vehicle has more than one wound remaining [and is Drive 0], the crew retreats...If the vehicle is immobile, the crew bails out as above." Does this mean that if the vehicle has more than 1 wound (and a Drive 0) that the Crew flees aboard the vehicle?

If a vehicle has more than one wound and is reduced to zero Drive, the crew uses the vehicle to retreat off the table. If the vehicle has only one wound or is immobilized, the crew bails out.

10. Can models in base contact with a vehicle 'walk out' of close combat without suffering a free strike from the vehicle or requiring a CC check to withdraw?

Yes. Models in base contact with vehicles, though technically engaged in close combat with the vehicle, are still able to move out of base contact without the need for a CC check or suffering a free attack from the vehicle.

3. How far does LOS extend from, say, the front of a vehicle? Is it straight ahead in a column? Or is it 180 degrees off the front? 90 degrees?

11. When the M20 Armored Utility Car is upgraded with a Tesla Electrical Gun and its Troop Type changed to Tesla Device, does this mean it can now be taken in detachments that don't normally allow vehicles?

No. Even though the M20's troop type changes to Tesla Device, it still counts as a Medium Scout or Command vehicle and can only be taken in detachments that allow those vehicle types.

12. Does embarking/disembarking count as movement for the

purposes of certain abilities such as walking fire and move and fire?

Yes.

FORCE ORGANIZATION

1. If a unit paralyzed by Faulty Technology is charged, do they get to make a CC roll? What happens if they win?

Yes, models affected by the Faulty Technology Special Order are allowed a CC roll when attacked and are able to inflict wounds on attacking enemy models. In other words, close combat with models affected by Faulty Technology is resolved normally.

2. Where they're allowed, do Vehicles take up a unit selection? Is it one simply equivalent to their Training Level? Can their Training Level be upgraded just like non-vehicle units or does the detachment type have to specifically allow Vehicles to upgrade?

Vehicles are only allowed in certain detachment types (Recon, Cavalry, Motorized Infantry and Command). In these detachment types, the vehicles are selected in addition to the units listed. Detachment types that allow vehicles all allow the upgrading of vehicles just like non-vehicle units.

3. How does the Surrender special order affect unintelligent models and/or models that have gone berserk?

The Surrender special order does not affect unintelligent models but does affect models that have succumbed to berserk.

4. Does the Artillery Strike special order have to target a model or can it target a point on the ground?

It can be used to target a point on the ground similar to an indirect weapon.

5. Explain the difference between using a detachment Option to upgrade a unit and using the options listed in the unit descriptions to upgrade that unit.

Using an Option, as defined on page 70 to upgrade a unit changes the Training Level of one of the slots found under the Composition section of the detachment type to the next higher TL. This requires the sacrifice of a slot from the detachment and upgrades the slot only, not the unit placed in it.

Any unit that has the option to upgrade its TL can do so without cost to the player. The unit uses the Action Points of the new unit and now takes up a slot from the detachment Composition equal to its new TL. This does not use an Option from the detachment, nor does it require the sacrificing of any slots from the detachment composition.

So, to sum up, using an Option from the detachment type increases the TL of a slot from the detachment Composition

while the option listed under a unit is free, allowing the unit to use the new TL.

SCENARIOS AND OBJECTIVES

1. Do routing units count as being on the table for the Delaying Action secondary objective?

Yes, they do.

FACTION LIST – AMERICAN SCI-TECH

1. In the Army List section, under Airborne squads, it says one squad in three may upgrade with a BAR. Does this mean I need three squads before I can upgrade or does this mean for every three squads or part thereof, I can upgrade one?

This restriction functions exactly as the one placed on Support units. For every three Infantry selection present in the detachments, one Airborne or GI can exchange their weapon with a BAR.

FACTION LIST – GERMAN GENETICISTS

1. Can the Mad Doktor use his inoculate ability while in a vehicle?

Yes. The Mad Doktor is considered in base contact with any models in a vehicle so long as he is a passenger in that vehicle. The Mad Doktor can use this ability on vehicle crews as well, so long as he is a passenger.

2. Can the Mad Doktor use his inoculate ability on a model/unit more than once?

No.

3. Can the Mad Doktor use his inoculate ability on a model that is engaged in melee combat?

Yes.

FACTION LIST – SOVIET PSI

1. Under what circumstances does the bonus conferred by the Clouded Minds ability apply?

Units with the Clouded Minds ability gain a +2 bonus to their Armor against any and all ranged attacks including attacks that ignore cover, template and AoE attacks, mental attacks and all other ranged attacks.

2. The Politruk 'Not a Step Back' rule states that the routing model needs to be within 12" but has no LOS requirement. Is this intentional?

No, the 'Not a Step Back' ability requires line of sight to the routing model.

3. **When an anti-tank dog blows itself up, does the handler suffer a Drive penalty (due to the loss of a member of the squad)?**

Yes.

4. **The Politruck Not a Step Back rule states that the routing model needs to be within 12” but has no LOS requirement. Is this intentional?**

No, the 'Not a Step Back' ability requires line of sight to the routing model.

5. **Do models killed using the Not a Step Back ability of the Politruck count for the purposes of the attrition victory condition?**

Yes.

6. **When a model is killed using Not a Step Back, does the squad suffer a -1 Drive for the loss of the model? If the last model from a unit is killed using Not a Step Back, does the entire detachment suffer a -1 Drive loss for the loss of a unit?**

No on both counts. Models killed using the Not a Step Back ability do not count for purposes of Drive loss.

7. **The Not a Step Back ability specifies that it can be used against any model that has succumbed to rout. Does this mean that the model must first be activated and routing before it can be targeted by this ability?**

No, the ability can be used on any model that has a current Drive of zero.

8. **Do both soldiers in the NKVD Psi Cannon Team possess a psi cannon?**

Yes.