

First to Fight

Errata, Q&A

September 13, 1994

Counters

The Luftwaffe counter He 123A should be Hs 123A as per the German order of battle.

Maps

Map 37: Hex 0801 (Kalmar) is missing its minor port symbol. (The corresponding hex on map 13A is okay.)

Map 13A: Hex 2106 (Stolpmunde) should be a wooded swamp, vice clear terrain hex. (The corresponding hex on map 37 is okay.)

Orders of Battle

Slovakian Europa Draft Order of Battle, Regular Reinforcements, Dec 1 39: -Full: 1x 2-1-10 Tank III 1 should be 1x 1-8 Tank II 1.

Polish Europa Order of Battle, High Command Reserves, Page 16: The unit ID of the 1-8 mot hv AA II should be the 11th, vice the 1st.

First to Fight Q&A

Q. (Polish Campaign, Polish Order of Battle, turn 2 reinforcements) Why is the mobilization of the 24th Infantry Division listed apart from the other three mobilizations, when all the units in question have the same strengths?

A. This was just an oversight when compiling the OB; it has no play implications.

(The Polish Campaign, German OB)

Q. Army Group South Reserves are to set up at least 3 hexes from the Polish border. Does this mean a unit can set up in hex 37:2934? In other words, is this distance inclusive or exclusive of the hex the unit is placed in?

A. The 4th paragraph of Rule 29 on page 22 gives an example of this procedure. Based strictly on setting up "at least 3 hexes from the Polish border," your placement in hex 37:2934 would be legal. BUT... there are other considerations. The AG South Reserves must be placed in the 8th, 10th, and 14th Armies areas, and the easternmost hexrow of these areas is hexrow 37:2233-1835. Hex 37:2934 lies out-side these areas, so units of the AG South Reserves may not deploy there. In actual play, the easternmost hex available for deployment of AG South Reserves is 37:2034. However, note that only the mountain divisions of the AG South Reserves may deploy there, since the hex is in Slovakia (see the deployment instructions on page 5 of the OB booklet).

(German Orders of Battle)

Q. What, exactly, are "any" units?

A. "Any" units are 2-10 mot hv AA III and 0-6 Railroad Engineer III. For example, when deploying the Army Group South Reserves, you select any one (1) Railroad Engineer III and any one (1) mot hv AA III from the units listed in the "Other Forces" section of the OB.

(The Polish Campaign, German OB)

Q. The Germans must withdraw a JU 86G air unit on turn 6. What if this air unit is flying an air mission

(such as defensive air support) at that time?

A. It is removed from play during the German initial phase of turn 6, regardless of where it may be on the board or what it might be doing.

Q. (Rule 3A2) Is a motorized artillery unit a c/m unit or artillery unit?

A. It is a c/m unit and an artillery unit.

Q. (Rule 6A) Entering enemy ZOC costs +5 MPs for c/m and +3 MPs for all other units. Does this mean that it costs 5 MPs for a c/m unit to enter an enemy ZOC, or that it costs 5 MPs to enter the ZOC of an enemy c/m unit?

A. Europa makes no distinction between the ZOCs of c/m units and the ZOCs of other types of units. The costs listed in the ZOC Movement Costs Table are the MPs paid by the moving unit. Therefore, a phasing c/m unit would pay +5 MPs to enter any enemy ZOC, and all other units would pay +3 MPs.

Q. (Rule 7A1) A unit may move by rail only in friendly-owned rail hexes. Must such hexes be owned at the start of the movement phase?

A. No, only at the instant of rail movement.

Q. (Rule 7A3) Suppose the Polish player captures a cleared rail hex in turn 2; in German turn 3, the German player recaptures, but does not clear the hex. In the Polish movement phase of turn 3, the Polish player again regains ownership of the hex. Can the hex now be used for Polish rail movement in the remainder of the Polish movement phase?

A. Yes.

Q. (Rule 9F) A German Inf XX in 37:2927 is attacked by a Polish Inf XX in 2826, another Inf XX in 2926, and two units (w/o ZOC) in 3027 and 2928. The combat result is an EX. The German division is cadred, the Polish division in 2826 is also cadred and the Polish unit in 2928 is eliminated. Can the German cadre retreat to 2928 or 2827?

A. No, defending units must take losses and retreat before attacking units take losses and advance. Therefore, the German cadre is eliminated, since at the time it retreats it must retreat through ZOC.

Q. (Rule 12B) Restricted supply sources for the Poles supply a limited number of REs. When the Poles mobilize cadres into divisions, REs are gained. For restricted supply purposes, are such mobilized units counted as 1 RE or 3 REs?

A. The unit would mobilize before supply is checked, and so it would count as 3 REs.

Q. (Rule 13) A supplied 10-point stack of German c/m units is in hex 37:2225. The Polish player moves 5-6-6 Inf XX into 2224 and 2226, and 1-8 MG II into hexes 2325 and 2326. Can the German c/m units in hex 2225 overrun either of the units in hexes 2325 or 2326?

A. No, the German units would spend 2 MPs for leaving a ZOC, 5 MPs for entering a ZOC, 3 MPs for the overrun and 1 MP for the hex. This totals 11 MPs, making the overrun impossible.

Q. (Rule 14A2) Can combat engineers achieve a +1 combat resolution die roll modifier against fortified hexsides?

A. No.

Q. (Rule 14B1) What is the rail movement allowance of a unit with an "R" movement rating?

A. It may move 40 hexes.

Q. May rail-only artillery units enter enemy ZOC?

A. Yes, as per Rule 7A1.

Q. When a rail-only artillery unit moves, does it count against the rail capacity of its side?

A. Yes.

Q. (Rule 20D1) When a transferring air unit is successfully patrol attacked, where may it land?

A. At any friendly airbase within 3 times its printed movement rating.

Q. Can it land at its originally-intended target hex?

A. Yes.

Q. (Rule 20F) Exactly when does the phasing player commit his air units to ground support, harassment, or defensive support missions?

A. Air units flying defensive support must announce this during the mission resolution step prior to AA fire, since AA fire against them occurs later. All other missions are announced in the mission resolution step after AA is fired.

Q. (Rule 20F2d): Is it the units in the hex that are being harassed or is it the hex itself? In other words, do only the units starting in the hex pay extra MPs when they leave the hex, or do any units traveling through the hex pay extra MPs?

A. A harassment hit affects every enemy ground unit leaving the hex. This would include those that start in the hex, as well as those that move through the hex from other hexes.

Q. (Rule 27A5) If the German player captures a city on turn 1, by what turn must it be garrisoned to avoid a victory point penalty?

A. A Polish city captured on game turn 1 would incur a victory point penalty starting with the German initial phase of turn 3 if lacking its garrison at that time.

Q. Does this mean that cities captured on turn 9 or later would not need to be garrisoned, as the lack of a garrison would not incur a victory point penalty during the time frame of the game?

A. Yes. This isn't in the spirit of the rules, but isn't a big enough problem to worry about.

Q. Must Soviet units garrison Polish cities they capture? If they fail to do so, does the German player lose victory points?

A. Polish cities captured by Soviet units must be garrisoned per the guidelines of Rule 27A5, except that the garrisoning units are Soviet, and not German. Failure to adequately garrison such cities with Soviet units results in the VP penalties for the German player, as stated in the rule. Also note that the capture of Polish cities and fortresses by Soviet units counts towards several German player VP awards.

Q. May Soviet units assume the garrison duties of German units, and thus release them for other assignments?

A. Yes. The German player must garrison captured Polish cities with units he controls; thus, the garrisons may consist of either German or Soviet units (except position AA units).

Q. (Rule 27B2) When Polish air units evacuate by flying to any airbase in a neutral nation, what type air mission is this? May the evacuating Polish air units be patrol attacked? May they be intercepted?

A. Polish air units evacuate by flying the transfer mission to any airbase in a neutral country.

German fighters may patrol attack an evacuating Polish air unit only in non-neutral hexes. If returned due to a patrol attack, an evacuating Polish air unit may treat neutral airbases as friendly airbases during the air return step.

Interception is not possible, as it would require the German fighters to fly over one or more hexes of the neutral nation to reach the target hex, and they are not allowed to do so per Rule 27E.

Q. Does the Polish player get Victory Points for evacuating the French air unit?

A. Yes. Per Rule 27D2 if the French air unit appears in the game, it is treated the same as other Polish air units.

Q. (Rule 28D) When the Polish order of battle calls for a unit to be mobilized, does it have to be the exact unit listed in the Polish reinforcement schedule? Specifically, on turn 2 the Polish player is allowed to mobilize the 24th Infantry Division from its 2-6 cadre strength to its full 5-6-6 divisional strength. Suppose the 6th Infantry Division was reduced to cadre and the 24th Infantry Cadre was eliminated in the German player turn of game turn 2. May the Polish player "mobilize" the 6th Infantry Division in place of the 24th or is this mobilization lost?

A. First, players may ignore unit designations when playing the game, as they are for historical interest only. If this has been done during set up, then the 24th Infantry Division may already be somewhere on the board at its full 5-6-6 strength. So when ignoring unit designations, clearly one could mobilize any 2-6 Infantry cadre in play to its 5-6-6 divisional side.

Second, visualize mobilization in First to Fight as follows: a group of hastily assembled reservists rush to the front to be attached to a unit in dire need of warm bodies. Normally, this would be the understrength unit listed in the order of battle. However, if the unit is unavailable, or if there are pressing needs elsewhere, it is logical to assume that these reservists would be assigned to another unit.

In answer to the specific question, it is okay to mobilize any Polish 2-6 Infantry cadre possessing a 5-6-6 full-strength side to its divisional strength and not just the 24th Infantry Division. For example, it would be okay to flip over the 6th Infantry Division.

Q. Rule 28A states that reinforcements unable to enter play as specified are eliminated instead. Rule 28C states a con-version may be made in any friendly initial phase on or after the turn the conversion is specified in the order of battle. But Rule 28D does not state what happens if mobilization must be delayed. For example, in the Polish order of battle four infantry divisions are slated to be mobilized from their 1-6 cadre strength to full 4-5-6 divisional strength on game turn 3. Suppose that there are only three 1-6 infantry cadres on the board. Is the fourth mobilization lost, or may it be accumulated until one of the three remaining divisions is again reduced to cadre, and then used to build that division back up to its 4-5-6 strength?

A. As explained above, the men are available and waiting for an opportunity to be used. So it is okay to accumulate the unused mobilization until there is again a 1-6 cadre on the board during a subsequent Polish initial phase.

As an optional rule to simplify this process (and add variety), try the following: Each mobilization listed in the order of battle may be used to flip one Polish cadre (regardless of strength) to its full-strength side. A mobilization may be used in any Polish initial phase on or after the turn that it is specified in the order of battle. Note that this treatment of the rule benefits the Polish player.

Q. (Rule 30B) Does the Polish player earn VPs for eliminated Slovakian units?

A. Yes, treat as German units per Rule 3B1.

Q. (Rule 31B2) The German commando unit has special abilities when operating in Western Poland. Does this unit have the same abilities when operating in Germany? East Prussia? Danzig Free City Area?

A. No, only in western Poland, as defined in the rule.