

# FAQ FOR VICTORY

“A man who makes one mistake and doesn't correct it makes another.”  
Dwight D. Eisenhower

## P.21

Regarding the initiative tie table:

- For numbers 5 and 12, in case of the same number of successes, nothing happens.
- For number 11, the integrated wandering figure is equipped with a rifle (R) or serves as a crew member.

## P.30

In the paragraph “Target Unit Modifiers” remove “do not stack”. In “Team hit the dirt / Camouflaged” remove “if it is a commander”.

## P.33

- Replace the page reference in the last paragraph of the first column with “page 30”.

## P.42

The moral string on this page and on the summary sheet must be replaced by :

You can download the correct summary sheet from the Studio website.



## P.46

- The special rule for the sniper rifle indicates that it benefits from an improvement to its shooting pool. This improvement is already integrated into the firepower: 1D12+.
- Add to the flamethrower: A flamethrower can never perform reactive fire.
- The medium mortar and medium howitzer become HE (S) instead of HE (M).
- The AT capacity of the “Reloadable portable anti-tank weapon (ATW)” is C

ATW			
Range	Firepower	AT	Close Combat
2L	-	C	-
Special Rules			
Backblast / Short Range Firepower			

## P.49

### › Carriage

- Add after the first point:
- Only the crew members of weapons with the Carriage rule can flee or retreat, leaving the weapon in place. The weapon becomes operational again as soon as their leader re-enters contact with the weapon. No other unit can use an abandoned weapon. An enemy leader in contact can use a tactical order to put the weapon out of action. It is considered destroyed, and the crew members are removed from the table.

### › Cumbersome:

- Replace all with: The crew members can never use a run order. In addition, a crew cannot use the launch an assault action.

### › HE (X)

- Delete the first point (it only concerns “indirect fire”).
- Add at the end of point 4: Cover does not degrade the firepower dice for this shot.

Add this rule:

### › Penetration:

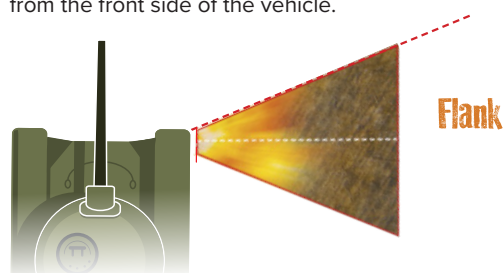
- When firing at a light vehicle, units with the penetration rule resolve it as an anti-tank shot on p. 32, even if their penetration factor is E. This special rule should be added to the following weapons: Autocannon (ACN), Ultra-light Anti-tank Cannon (ATG (UL) and Light (LH) / Medium (MH) Howitzer.

### › Indirect Fire:

- When performing an indirect shot, roll 1D6; if it's a success, resolve the shot normally. If it's a failure, you lose half of your dice (rounded up) to hit the target. Troops at X distance from the target are always hit by half of the initial firepower dice (rounded up).
- Linear obstacles and gun Shields don't give any protection against this fire action, and therefore don't burn any firepower dice.
- Weapons that can only fire indirectly can never perform an opportunity shot. Additionally,
- A success on the destruction roll will always be considered a result equal to 5, and the player will always roll a D6 on the light damage table.

## P.53

- The flanks of vehicles are defined by an angle of 22.5° starting from the front side of the vehicle.



## P.54

Add after the 5th paragraph:

- A unit in a vehicle can be targeted. It will then benefit from the entrenched rule (see “Entrenched” page 63) if the vehicle has an armor of 1 or more, or only light cover if its armor is 0, including against an HE shot. Furthermore, a unit in a vehicle that is targeted can ‘hit the dirt’

## P.60

Replace the 4th point of “Shooting at a Building” with:

- If the weapon has the Indirect Fire rule, it can target the building, but the chances of inflicting losses on the units inside are negligible. After rolling your D6, roll as many dice as the firepower (normal or half) and inflict a stress token for each unsaved success. Distribute these tokens like shot hits (see above) but throughout the building rather than in a single area. No losses can be inflicted. Point 5 of the HE rule does not apply.

## P.62

In the LEADER rule, replace point 5 with:

- When your leader activates a mortar for a shot, it can trace its line of sight from the leader’s position instead of its own.

## P.64

Change the text under the Group 1 shema: This American mechanised infantry group includes a half-track, as shown.

## P.67

- The example of Fred’s army composition is incorrect. He cannot take the jeep because the balancing rule makes him lose 1 ⚡.

## P.72+

- Any figure with PST, R, AR or SMG can be equipped with a panzerfaust.

## P.79

The Kubelwagen has a special “Recon” rule (page 62).

## P.80

- The Luchs costs ⚡⚡⚡.

## P.81

- The Hetzer costs ⚡⚡.

## P.81

- Delete “Open-topped” for the Sturmpanzer IV.

## P.86

- The Recon group has the special rule “Recon” (page 62).

## P.94

In the “Cannon A/C” box, replace :

\*Zis 2 / \*\* Zis 3 by \*45 mm M1937 / \*\* Zis 2

## P.94

In the “Command Group” box, the “Sniper” team is identical to the one on page 95.

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## P.95

In the “Reinforcement” box, replace :

\*Maxim or DShK 12,7 By \*DP

## P.95

Reinforcements cost ⚡⚡. If your experience is ‘Recruit’, your Group Three costs ⚡.

## P.97

- The KV-85 / IS-1 / IS-2 costs ⚡⚡⚡⚡. Replace the ATG (Heavy) with an ATG (Extra-Heavy).

## P.102

- Groups 1 and 2 are identical. You must take group 2 as a model. Group 3 is quite different from the other two.

## P.103

Add

### » Balancing

- When you spend the ⚡ granted by a scenario, you have 1 less ⚡ to spend.

## P.108

- You can remove two figures to replace a soldier’s R in a group with an LMG (with a maximum of 2 LMGs for the entire force).

## P.116

In “deployment” replace the third bullet with :

- Next, each player takes 3 objective markers. Starting with player B, and alternating, each player places one of their objective markers in the opponent’s half of the table, more than **L** from each of their dice and more than **M** from the edge of the opponent’s table.

## P. 119

The format is 6⚡ and not 8.

## P.120

Change the last sentence of point 11 to:

- Each of the two markers from the same team located in the same half of the table must be more than 3**L** apart from each other.

## P.123

- In the terrain table of the summary sheet, the height of “Walls, embankments, barricades” is low, while that of Bocages is high. You can download the corrected sheet on the Studio Tomahawk website.

## QUESTION/ANSWER

**Q:** Do I have to use all the orders on a card?

**A:** No, you can even play none of the orders on the card if you want, even if only Captain Miller does that.

**Q:** Do I have to wait for my opponent to declare whether he’s going to “hit the dirt” before choosing between a direct fire and a suppressing shot

**A:** No, you have to choose when you give your order to a unit, i.e. before your opponent decides to “hit the dirt”.

**Q:** *My line of sight passes through 2 light cover and 1 heavy cover. How much degradation is there?*

**A:** In V for Victory, each cover accumulates, both for spotting and shooting. So in this case, it will result in 4 degradations.

**Q:** *Can I fire a bazooka inside an open vehicle?*

**A:** No, as explained on page 54, only weapons with the "Sidearm" rule can do so.

**Q:** *When both players have "Recon" units, how do you perform movements after deployment?*

**A:** The movement of these units will be done alternately, starting with the player designated by the initiative card.

**Q:** *When one of my units becomes "Panicked" and I still have Stress to apply, do I have to immediately perform a morale test?*

**A:** No, we still give this unit a chance to rally. When an event causes the panicked status, the excess stress due to it is ignored. It is only during the next stressful event of a panicked unit that you will have to perform a morale test to determine its reaction.

**Q:** *Is it possible to limit the number of markers with the units?*

**A:** The number of markers per unit is limited: you must not have more than 3 markers per unit: - 1 marker for your morale level; - 1 activation marker; - 1 Shooting marker if applicable. For those who appreciate visual aesthetics, this Shooting marker can be usefully replaced by smoke (cotton or wadding will do).

**Q:** *If I "hit the dirt" can I perform an opportunity shot?*

**A:** No, when you "hit the dirt" during the opponent's turn, you remain so until the end of all actions on the card, so you cannot react.

**Q:** *What is the armor of an open vehicle on a mortar shot? Is the shot considered to come from the side, rear, or top?*

**A:** The armor remains as indicated in the ODB (without reduction). We consider that the chance of the shell falling directly into the vehicle is minimal. The armor is only reduced on anti-tank shots and not on shots against light vehicles.

**Q:** *I receive a mortar shot on my vehicle, is the unit inside it hit?*

**A:** On a mortar shot, all units at X from the target receive a shot with half the base dice. So indeed, the transported unit suffers a shot. However, it can still "hit the dirt".

**Q:** *When I deploy a group with included vehicles, am I prevented from deploying the infantry if the scenario prohibits vehicle deployment?*

**A:** No, only the vehicles cannot be placed on the table. The infantry of the group with a vehicle can be deployed on the table, while its vehicle will remain undeployed.

**Q:** *How do I enter units that are off the table?*

**A:** As if they were on the table. You can assign a card to a unit, a group, or the leader if he is also off the table. Then you place your ruler on the table edge and make your move normally.

**Q:** *What is the difference between a building and a ruin for purposes of indirect fire?*

**A:** At the start of the game designate the terrain feature as a ruin or a building (even if it is damaged). A ruin is then an area of heavy cover. Just to note we consider a ruin to be a building that no longer has a floor.

**Q:** *Can I fire a reaction shot at a unit that receives an assault order and is already S away from my unit?*

**A:** No reactive fire is possible if assaults begin within a short.

**Q:** *Do I use a d6 for the Defence Roll if I am in the open and had been running.*

**A:** No, the only time you will roll a base d6 for Defence is when reactive fire has caught you while in the process of running.

**Q:** *Can a unit in a transport receive an order from the card assigned to it?*

**A:** Only "dedicated" transport (those shown on your core force OoB) can "share" the orders on a card with the units inside. If the transport comes from Divisional Support the card is only played on the vehicle.

**Q:** *Can a pinned unit use reactive fire?*

**A:** Pinned units cannot perform reactive fire. Their actions are restricted to "rally" or "fall back".

**Q:** *In the scenarios, can all team leaders hold objectives?*

**A:** No, in order to hold an objective, a table quarter, or anything else, the leader's team must be neither "Pinned" nor "Panicked".

**Q:** *If I have multiple units in a building, how do they "hit the dirt"?*

**A:** When firing at a building that contains multiple units, all of them must "hit the dirt" for your opponent to suffer the 2 burns.

**Q:** *On my turn, when I decide not to resolve the activation card played in order to retrieve a previously played activation card from the discard pile (p.21), do I have to show my opponent the card discarded from my hand? Do I have to show my opponent the card retrieved? Can my opponent look at my discard pile?*

**A:** When you decide to discard a card from your hand to retrieve a card from the discard pile, neither the discarded card nor the retrieved card needs to be shown to your opponent. Similarly, your discard pile is not available for your opponent to look at. Only the last activation card played is face up on top of your discard pile.