

FAQ FOR VICTORY

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

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 sniper rifle's special rule indicates that it benefits from a boost to its firepower reserve. This improvement is already included in the firepower; 1D12+.

P.46

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.86

- The Reco group has a special “Reco” rule (p. 62).

P.94

In the “Cannon A/C” box, replace :
*Zis 2 / ** Zis 3 by *45 mm M1937 / ** Zis 2

P.95

In the “Reinforcement” box, replace :
*Maxim or DShK 12,7 By *DP

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.

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 neutralising shot 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”.