

## Questions and answers Blitzkrieg 1940

Hannut:

First, I can't find a formation marker for the German "KG", despite it being clearly called for in the setup.

**A: There is no Formation Marker for the KG units, delete the word KG from the Formation Activation markers of the German Initial placement. Treat KG units as independent units, see rule (10.3).**

Second, there is a unit with the color of the I/5 Pz Regiment but it is labeled as the I/14th. I can not find a reference to anything of the 14th in either the Hannut or Stonne setup instructions.

**A: Correct, this is a misprint, I/14 Pz should read I/5 Pz. There is no effect on play.**

The German setup is quite peculiar. In particular, it is very easy for the French player to setup the II/11 RDP such that it is impossible for the German player to set up most of the units of the 4th Panzer.

**A: The Set-up hex for the II/ RDP should read 1412 or 1413 instead of 1712.**

Also, there is about 8 VP spots that would be behind the German setup line, but control specifically is defined as the last to have a unit in such a hex -- does the German player need to send many units scurrying back to these vp hexes to gain control on turn one or risk losing the game due to lack of victory points?

**A: The 7 Victory hexes which starts the game on the German side are already german controlled. So add a clarification to rule 11: All hexes east of row 17XX (inclusive) start the game german controlled, all others are french controlled.**

Finally, the German halftracks are just an open set -- what does it mean to be "embarked" -- can the French player target an embarked infantry separate from the halftrack?

**Yes**

If the half track takes a hit, does the embarked infantry suffer the same?

**No**

What does it cost to embark or disembark?

**It cost ½ x Movement points for both the halftrack and the Infantry to embark or disembark.**

From a play standpoint, what does the halftrack gain me? the halftrack takes up a stacking point and is weaker on attack than another infantry unit. It is much faster, but the penalties for being out of command are harsh and I'd rather not separate the halftrack and passenger from the bulk of the infantry regiment.

**A: An Inf embarked is better protected. Also if there is a gap in the frontline, you can use the halftrack for a quick move far behind the front-line, and disembark the infantry to occupy a VP hex for example.**

Oh, and one of the halftracks has the wrong formation id.

**A: Correct, this is a further misprint, I/13 Sch R should read I/12 Sch R. There is also no effect on play.**