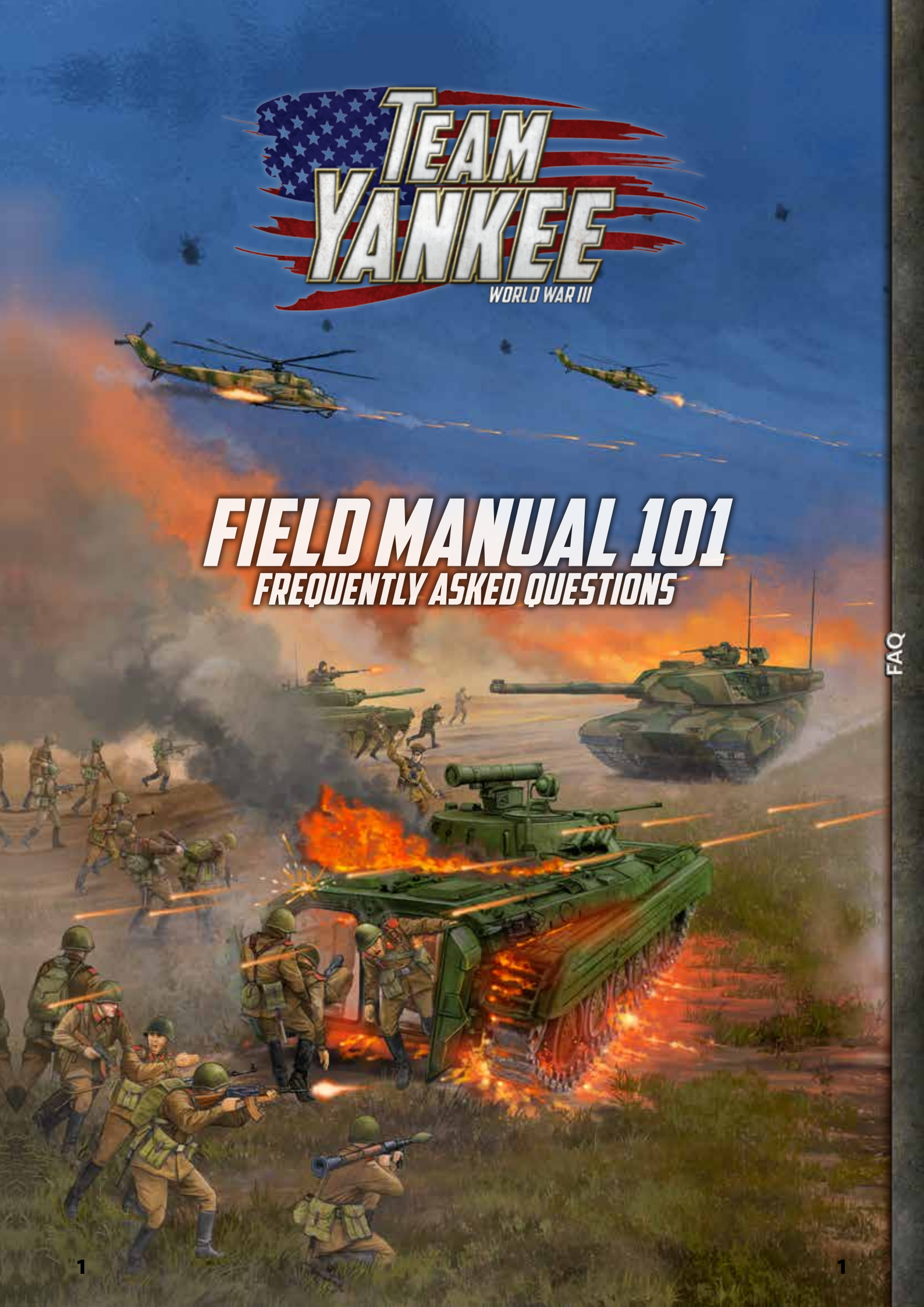


# TEAM YANKEE

WORLD WAR III

## FIELD MANUAL 101

FREQUENTLY ASKED QUESTIONS



FAQ

# FM 101 FAQ

## FREQUENTLY ASKED QUESTIONS ON TEAM YANKEE – JULY 2017

During the time that *Team Yankee* has been out, players have asked many questions about the game. The questions and their answers have been gathered into this document. Please note that this is an on-going project and our answers may change over time as we get more feedback from players. To help players who have read earlier versions of FM101, new material is marked with a line in the left margin. – Phil Yates, Game Designer

## FORCES, FORMATIONS, UNITS, AND TEAMS

What's a T-72 Team? Is it a single vehicle or a group of vehicles?

*There are four levels in Team Yankee:*

- *Force - everything you have in the game (a Force card is where you find Support Units).*
- *Formation - a NATO company or Warsaw Pact battalion, the core of your Force (a Formation card tells you which Units you can have in the Formation).*
- *Unit - a NATO platoon or Warsaw Pact company, the smallest grouping of stuff (a Unit card tells you what Teams are in the Unit and what their characteristics are).*
- *Team - a single playing piece, either a single vehicle or a fire team of infantry.*

What is an Artillery Unit?

*It is a Unit with a weapon capable of firing a Bombardment, i.e. one with a ROF of Artillery or Salvo.*

## MOVEMENT

When my Tanks are in line abreast, the rules say they must be in Line Of Sight to be In Command. For Shooting, friendly teams block Line Of Sight. So how do I stay In Command while in line abreast since there will usually be friendly tanks between the end tanks and the Unit Leader.

*Friendly Teams block Line of Sight for Shooting. They do not block Line of Sight for Command purposes.*

Can I use the Blitz Move order to dismount my infantry from a transport vehicle, then shoot them as if they hadn't moved?

*Yes you can. If they use the Blitz Move order to dismount, then move no further, they don't count as having moved.*

Can a passenger dismount using a Shoot and Scoot movement order from a transport vehicle that did not move in the previous Movement Step?

*No. You can only Mount and Dismount in the Movement Step.*

Can I use a movement order to dismount my infantry from a Transport after it has moved?

*No. Teams cannot dismount after their transport has moved.*

Can Blitz my Helicopters to land, then Blitz the passengers out, before then having the Helicopters take off again in their normal movement?

*Yes. A Blitz move does not count as Movement, so at that point the Helicopters still have not 'moved'. This allows the passengers to dismount before the Helicopters take their movement.*

Can a team move through a friendly team?

*No. The Moving Through Gaps rule applies. If the gap isn't big enough, then you can't move through it.*

*Remember, Infantry ignore their base when using this rule, so can move through pretty small gaps, and Tanks Teams can easily move through them.*

Can I move under a Helicopter?

*Yes you can. Although the mounting post will limit where you can end your movement.*

Can I place my Flying Aircraft within 2"/5cm of an enemy Infantry team?

*Yes you can. Ground troops do not restrict the placement of flying aircraft. The only restriction on placing them is finding a suitable place to put the base of the flight stand.*

If my Helicopter Loitered last turn, where does it move onto the table from?

*It moves on to the table from the table edge in your deployment area.*

Where can I Land a Transport Helicopter?

*Pretty much anywhere that the model can reasonably be placed. Troops can rappel down into a woods if there is no clearing. They can jump out of a hovering helicopter onto a flat building roof, etc.*

*Remember if you try and land within 4"/10cm of enemy troops, you'll have to immediately take off again, and you'll need space around the helicopters to dismount the passengers.*

What happens if an enemy Tank moves within 4"/10cm of my Landed Transport Helicopter?

*It will take off, the same as if an enemy Infantry team moves within 4"/10cm of it.*

## SHOOTING

If an Aircraft Unit Leader is Destroyed, can I replace them?

*Yes. Appoint another aircraft as the Unit Leader in the same way you would replace a Tank Unit Leader.*

Do all weapons in *Team Yankee* have an all-round field of fire?  
*At the moment, yes.*

My M1 Abrams tank has three machine-guns. The .50 cal AA MG has ROF 3, while the other two only have ROF 1. Why is that?

*Adding more machine-guns after the first has diminishing returns. The first machine-gun has the most effect, while each additional machine-gun adds a smaller increment.*

My tanks are shooting at a unit of three enemy tanks, one standing in the open, one concealed at the edge of a wood, and one out of sight behind the woods. What score do I need to hit them if they are within 16"/40cm and have a Is Hit On number of 3+?

*If your tanks target the tank in the open, they'll need 3+ to hit. They could target the tank in the woods (needing 4+ as it is Concealed), but would normally gain little from doing so.*

I've just scored three hits rolling 3, 3, and 5. How are my hits allocated? Which hits can I allocate to the tank in the woods? Can I allocate hits to the tank behind the woods?

*The score you rolled to get the hit has no impact on how the hits are allocated. Think of it this way. The hardest part of hitting a target on the modern battlefield is finding it without being hit first. A lone tank sitting in the open is a dead giveaway. Where there's one, there'll be more. Now that you know where the enemy are, it's a lot easier to find the rest of the unit that's trying to hide.*

*So, in game terms, having figured out where the enemy is, you've scored three hits. The first hit has to go to the target tank, and all hits have to be allocated to valid targets, so the tank behind the woods can't be hit. That leaves two more hits to be allocated. They have to be allocated evenly, so one has to go to the tank in the woods, leaving you the choice of which of the two will take the second hit.*

Does a Passenger in a vehicle destroyed by a Brutal weapon like the 125mm main gun of T-72 re-roll its save?

*Yes. Passengers of a Destroyed vehicle need to make an Infantry Save, and Brutal forces them to re-roll any Infantry Saves.*

On page 50, the diagram shows a 2S1 Carnation firing smoke at an M1 Abrams. However, the M1 Abrams has Thermal Imaging, and that neutralises the effect of direct fired smoke.

*Correct. The diagram really should have shown something like an M109 howitzer rather than an M1 Abrams.*

Can a Pinned Down Infantry team with a moving ROF of '-', such as a US M47 Dragon or Soviet SA-14 Gremlin team shoot at all while Pinned Down?

*No they can't.*

Can a Infantry missile team with a moving ROF of '-', such as a US M47 Dragon or Soviet SA-14 Gremlin team shoot after a Blitz Movement Order?

*Yes they can, as long as they don't move in their normal movement.*

Can the above Infantry missile team shoot if they fail to make an attempted Blitz Movement order?

*Yes they can, but suffer normal +1 to hit penalty.*

## ANTI-AIRCRAFT SHOOTING

What ROF do Anti-aircraft weapons use when shooting at Aircraft in the enemy turn?

*They use their full ROF. If shooting in their own turn, this is whatever ROF they would normally have, Moving ROF or Halted ROF depending on whether they moved or not. In the enemy turn, the fire with their best ROF. That is normally their Halted ROF, but if they have no Halted ROF, that will be their Moving ROF.*

If a Tank Team shooting at aircraft is at the very edge of a wood, does it see the aircraft unconcealed, as it would an enemy tank?

*Yes, terrain works the same for aircraft as for any other team, with the exception that all Short Terrain and any Tall Terrain more than 4"/10cm from the ground Team is ignored.*

If my Anti-aircraft team is in the middle of a wood, can it still shoot at aircraft?

*Yes, although the Aircraft will be Concealed. Nothing ever blocks Line of Sight to Aircraft. Presumably the Anti-aircraft Unit is set up in a small clearing.*

Does Smoke ever block Line-of-Sight to and from Aircraft?

*No, however it does provide Concealment. Smoke is in effect treated as Tall Terrain for the purpose of Line-of-Sight to Aircraft, meaning if within 4"/10cm of anti-aircraft team or target, but is still just Smoke for Concealment.*

My anti-aircraft team fires during the enemy turn at some aircraft, then doesn't do anything in their own next turn, are they Gone to Ground in the next enemy turn?

*No, it effectively grabbed its shooting from its own next turn.*

*The basic concept is it can't be Gone to Ground if it shot in or since its last turn.*

Does my AH-1 Cobra helicopter firing an ITOW guided missile at another helicopter suffer the +1 to hit for being an ROF 1 weapon?

*Yes it does. Despite being mounted on an Aircraft a Guided weapon will always have the +1 to hit for ROF 1.*

My SA-14 Gremlin AA missile teams are not Dedicated AA. Can they fire at full ROF at Aircraft?

*Yes they can. Guided AA always fires at full ROF at Aircraft.*

The SA-14 Gremlin AA missile teams are Heavy Weapons. Does this mean that they can't fire at Helicopters?

*No it doesn't. Shooting at Aircraft on page 39 lists who can shoot at aircraft, it is not a list of criteria that must all be met (otherwise nobody could do so!). Since your SA-14 Gremlins are Anti-aircraft weapons, they can shoot at helicopters.*

*Your companies' PKM LMG teams, for instance, are Infantry Heavy Weapons. As they aren't Anti-aircraft, Anti-helicopter, or*

*Guided weapons, none of those clauses allow them to shoot at helicopters. They are Infantry teams, so could do so under that clause, except that they are Heavy Weapons, so are excluded there as well, so your PKM LMG teams cannot shoot at helicopters.*

The 30mm gun on my BMP-2 is an Anti-helicopter weapon. When it shoots at a Helicopter, does it use its full ROF?

*No. It is not a Dedicated AA weapon, so has ROF 1.*

My M1 Abrams has two Anti-aircraft machine-guns. They aren't Dedicated AA weapons, so only fire with ROF 1 against Aircraft. Does that give my tank two shots?

*Yes. It gets one shot for each machine-gun.*

Can it still use its 105mm gun in its next turn?

*Yes. It cannot use its machine-guns, but can use other weapons, in this case the M68 105mm gun.*

Does my M1 Abrams have to point its turret at a helicopter to shoot its AA MGs at it?

*No. The AA MGs can engage targets in different directions from the main 105mm gun. Since they cannot easily be repositioned on the model and would have no effect if you could, you do not need to point them at the target.*

Anti-aircraft weapons shooting in the enemy turn shoot immediately before the Aircraft shoots. Can you be more specific?

*As it says, the AA weapon shoots immediately before the Aircraft, so whenever the player declares that they are going to shoot with their Aircraft, the AA player can jump in and try to shoot them down first. You can wait to shoot your Aircraft until after your tanks have knocked out the enemy AA weapons if you want to, which would limit the amount of AA fire they would take.*

If I shoot part of my Unit at one enemy Aircraft Unit immediately before it shoots, can I shoot the rest of the Unit at another enemy Aircraft immediately before it shoots later in the enemy turn?

*Yes. Each time you react to an enemy Aircraft Unit that is about to shoot by shooting at it. In effect, this triggers a mini Shooting Step for your AA Unit. You go through the normal shooting sequence, including declaring targets for those teams that will shoot. When the next enemy Aircraft Unit is about to shoot, you declare targets for any AA weapons that have not yet shot this turn, and so on as each enemy Aircraft Unit prepares to shoot.*

If my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, can it shoot at another Aircraft Unit later in the same turn?

*No. Once it has shot, that weapon can't shoot again for the rest of the enemy turn and your next turn.*

If an enemy Helicopter doesn't shoot in its turn, can I shoot at it in the enemy turn?

*No. You must wait until your own turn to shoot at it.*

If my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, the rules say the Weapon cannot shoot in

Defensive Fire or Assault in its next Assault step? How does that affect a Team?

*If the weapon cannot shoot, the Team can fire its other weapons in Defensive Fire. For example, a Marder shoots its 20mm Rh 202 gun at some helicopters, then is assaulted by some enemy infantry. It can shoot its 7.62mm MG in Defensive Fire, but not its 20mm gun.*

*However, because one of its weapons shot at an Aircraft in the enemy turn, the Marder cannot Assault in its next Assault Step.*

If it is Night and my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, does the enemy need to roll on the Night Vision Table to see it?

*No. It will be visible at night until the beginning of the next enemy turn.*

Aircraft can't target a team within 2"/5cm of a friendly team. Why does this matter?

*While Infantry can't be within 2"/5cm of the enemy or vice versa, Tanks can be closer than that to enemy Tanks. The rule stops your Aircraft shooting into a swirling tank knife fight.*

Infantry teams need to re-roll successful Firepower rolls against Aircraft. Does this apply to an SA-14 Gremlin AA missile team or an M47 Dragon missile team?

*They are firing Guided or Guided AA weapons rather than using normal Infantry weapons. Guided weapons do not need to re-roll their Firepower Test, only Infantry weapons that do not fit into any other category need to do that.*

My AH-1 Cobra has the Hunter Killer special rule. It is about to shoot from behind a wood, so is Concealed. The enemy are going to shoot their Anti-aircraft weapons at it before it shoots. Is it still Gone to Ground when they shoot?

*Yes. It has not yet shot, so is still Gone to Ground. The enemy could wait until their own turn to shoot at it. If they did so, it would no longer be Gone to Ground.*

If my AH-1 Cobra helicopter shot last turn, but has not moved this turn, does the Hunter Killer rule mean that it is Gone to Ground until it shoots this turn?

*No. The Hunter-killer rule allows the helicopter to move and remain Gone to Ground. It does not allow it to shoot and remain Gone to Ground. If the helicopter shoots, it is not Gone to Ground again until it has an opportunity to shoot in its Shooting Step and elects not to.*

## ARTILLERY

Do tanks get a +1 to their Armour Save for being more than 16"/40cm from an Artillery Battery that hit them with an Artillery Bombardment?

*No. That bonus only applies to Armour Saves from Shooting, not to Artillery Bombardments.*

If one of my 2S1 Carnation artillery pieces Spots for the Unit's Artillery Bombardment, can it still take part in the bombardment?

*Yes it can. The rules prevent it from moving or shooting with direct fire while Spotting, but do not prevent it from joining in firing the bombardment.*

When I roll to hit with artillery, do I roll separately for each team under the template, and can I use Mistaken Target to reallocate the hits?

*Yes you roll for each team. However, you cannot use Mistaken Target as you are not aiming the weapon at any specific team.*

When rolling to hit with artillery, there is no penalty for the target being Concealed, but there is a +1 penalty for it being Gone to ground and a +1 penalty for it being out of Line of Sight. Why is that?

*A bombardment covers an area, whether the target team is visible or not doesn't change its effectiveness. On the other hand, teams that are Gone to Ground are lying down or taking cover in dips and hollows in the ground, so may be protected from explosions and shrapnel.*

*Because a bombardment's Aiming point can be anywhere that your Spotter can see, it is possible that the Aiming Point will place the Template where it catches teams that the Spotter couldn't know were there. Since the Spotter cannot see what effect the bombardment is having, they can't ensure that it is effective against these targets.*

Laser-Guided Projectiles require an Observer team such as a FIST. Are they of any use if my FIST has been knocked out?

*No they aren't. Once your Observer team is gone, so is your ability to use Laser-Guided Projectiles.*

My artillery are firing Laser-Guided Projectiles. My FIST is spotting for them. How do I go about allocating hits?

*Treat it as if the FIST was shooting with ROF 1 for each gun firing, and allocate the hits as normal. The first goes to the team being targeted by the FIST, with additional hits being allocated evenly to nearby teams.*

*In reality, the artillery fire the projectiles one at a time with an interval of 20 to 30 seconds, so that the FIST can switch targets and lase a new target for each round.*

What is the range of Laser-Guided Projectiles? The rules say 16"/40cm to Normal. What does that mean?

*Laser-Guided Projectiles have a minimum range of 16"/40cm (it takes a while for the shell to find the target after the shock of launch!), and a maximum range equal to the bombardment range of the shooting team. For a M109, the range will be 16"/40cm-96"/240cm.*

Artillery has a rule that if the unit fires an Artillery Bombardment, all the teams either fire as part of the bombardment or not fire at all. Do Laser Guided Projectiles count as an Artillery Bombardment?

*Yes, since the Unit must be capable of firing an Artillery Bombardment to fire Laser-guided Projectiles, it cannot be shooting direct fire.*

In the force building example, the M109 battery pays three points for its Bomblet munitions. The card shows them as one point for the whole Unit.

*Well spotted. It should show them buying Laser-Guided Munitions which are +1 point per team (unlike Bomblet and Minelet which are +1 point for the Unit).*

*Note, some versions of the card also have a glitch. They state that Minelets and Bomblets are +1 point per team, whereas they should be +1 point for the whole unit.*

What happens when One Shot weapons fail to Range In? Can they try again next turn?

*Yes they can. Until they actually fire the Bombardment, they still have enough ammunition to try again.*

If I'm attempting to fire a Smoke Bombardment (and it's a once per game option) and fail to Range In, can I try again later?

*Yes you can. Until you actually fire the Smoke Bombardment, you still have the ammunition stocks to try again.*

Does my artillery lose its Ranged In marker if I don't fire or shoot another weapon instead?

*No. You never lose the Ranged In marker, just move it around as you change artillery targets.*

My artillery has Minelet ammunition so places a minefield for every three weapons firing. I have four guns. How many minefields do I place?

*Two. One for the first three, and one for the remaining part of three.*

Can I use an existing Ranged In marker from a previous turn to fire a Smoke Bombardment without needing to Range In again?

*Yes you can.*

## ASSAULTS

My teams need to be within 4"/10cm to Charge into Contact. Does that allow an Infantry team that is 4"/10cm behind another Infantry team that charged to charge as well?

*Yes. As long as its 4"/10cm move brings it into Contact with the enemy (whether directly or through a fellow infantry team), it can charge.*

Can a tank contact the enemy by moving into contact with another tank that is in contact with the enemy?

*No. Only infantry teams can contact the enemy through a friendly team, and only if that friendly team is also an infantry team.*

My Soviet RPG anti-tank teams have the Assault 6 special rule. What does this mean?

*It means that instead of hitting on a 5+ in Assaults like the larger AK-74 assault rifle teams, the small RPG-7 teams hit on a roll of 6.*

How do my infantry kill tanks in assaults?

*Infantry that hit a tank in an Assault may either use their normal Anti-tank rating against a tank's Side armour or Anti-tank 2 against its Top armour. Using weapons like the M72 LAW, RPG-7, and RPG-18 can be very effective against lighter vehicles like the M113 or BMP, but have limited effect against main battle tanks like the M1 Abrams or T-72. Against these infantry in the open can only endure and hope the tanks break off before the infantry's own determination to counterattack fails.*

Can my Guided anti-tank missiles fire in Defensive Fire?

*No. Defensive Fire requires that you shoot at a target within 8"/20cm, while missiles can't shoot at targets within 8"/20cm, so you can't do it.*

If my troops move their 8"/20cm Tactical move, then make a 4"/10cm Follow Me move, can they assault?

*No. They can't assault if they move more than 10"/25cm. They could move 8"/20cm and then use their Follow Me move to only move 2"/5cm (for a total move of 10"/25cm and then assault though).*

Do Helicopters get to do defensive fire in assaults?

*No, Flying Aircraft play no part in assaults.*

If my unit Breaks Off from an assault, how far can it move? Can it move its whole movement distance?

*It moves the minimum distance to get at least 4"/10cm away from the enemy (or surrenders if its move isn't far enough to achieve this). Once it is beyond 4"/10cm, it stops immediately.*

When a team Breaks Off, it can move up to its Dash speed. Does this mean that the restrictions on moving at a Dash such as the requirement to face in the direction of travel and not approach within 8"/20cm of the enemy (pages 30 and 31) apply?

*No. For some types of team, their Tactical speed may be too slow to allow them to get away under some circumstances. Since a team that is breaking off from an assault will be moving at its best possible speed, it is more appropriate to use its Dash speed as an upper limit on its possible movement.*

## MORALE

If my Mi-24 Assault Helicopter Company fails a Unit Morale Test and is destroyed, is my Assault Landing Company removed from the game?

*No they aren't. If an Infantry Unit fails a Morale Test or is destroyed, then its Transport Attachment (i.e. its BMP or M113 transport vehicles) are removed as well. However, the reverse doesn't apply, so having the helicopters fail a Morale Test does not result in the removal of their Infantry Attachment (the Assault Landing Company).*

*On the other hand, if the Assault Landing Company is still mounted in the helicopters, and the helicopters aren't landed, they will be carried off the table with them and will be unable to return.*

Have I lost the game if none of the Formations in my Force are In Good Spirits?

*No. However, you will be taking Formation Morale Checks for all of your Formations, and will lose once the last Formation has been destroyed.*

Can my Formation Commander be In Good Spirits? If so, is this enough to keep my Formation from needing a Formation Morale Check?

*Formation Commanders are never In Good Spirits, nor not In Good Spirits, so you need a combat Unit In Good Spirits to avoid a Formation Morale Check.*

## AIRCRAFT

Are Aircraft Units subject to the normal rules for being In Command and Out of Command?

*Yes. They are Units, so all the Unit rules apply to them.*

Can Aircraft use Movement Orders?

*Yes they can.*

Can Helicopters land in a Blitz Movement Order.

*Yes they can.*

If a Tank Team is right on top of a bare hill, does it count as concealed to aircraft as it would to an enemy tank?

*On a hill, a tank in a 'hull down' position behind the crest is using the hill as a form of Short Terrain in the same way it would use a wall to gain concealment, so it would not be concealed from Aircraft. On the other hand, if it was hiding behind the hill, it would be concealed.*

Why do aircraft weapons have such short ranges? My AH-1 Cobra can only fire 8"/20cm with its M197 20mm Vulcan Gatling gun for instance.

*Aircraft shoot most of their weapons in a 'strafing run' style of firing pass. While it starts shooting some distance away, by the time it finishes, the aircraft is very close to the target. Positioning the model at the end of its strafing run means that short-ranged weapons actually get a chance to shoot at it.*

Why does the Mi-24 Hind's AT-6 only have a range of 20" while the TOW has a range of 48"?

*It reflects the Hind flying toward the target while guiding the missile in a form of strafing run.*

*If we gave the missile the range it would have at the point of firing, then the helicopter would never (in the game) approach the target, leaving it invulnerable to short-ranged AA weapons that it would in reality come very close to or pass over.*

*Instead, we give the missile the range of the end of the firing pass as the missile hits the target and breaks off. This puts it in the correct place for anti-aircraft fire in the game.*

My A-10 Warthog is strafing a unit of BMP infantry fighting vehicles with its GAU-8/A Gatling gun. Does it target one vehicle then allocate hits as usual?

*Yes it does. The hits are shared between the target and other teams from the platoon within 6"/15cm as normal.*

I want to use the rocket pods on my aircraft. Do they operate as a single combined Artillery Unit or as one Artillery Unit per aircraft?

*They are a single combined Artillery Unit, so the whole Unit gets one Salvo template with the appropriate number of weapons firing.*

Can my Aircraft spot for its own rocket pods as the rules state that a moving team cannot Spot for a bombardment?

*Yes it can. Aircraft can spot for and fire their own bombardments while moving. However a Helicopter would need to be stationary to Spot for another Unit's Artillery Bombardment.*

The Danger Close rule prevents you from placing a template close to friendly teams, including the firing team. My A-10 Warthogs have to be within this distance to use their bombs. Can they actually fire a Bombardment with their CBU-52 cluster bombs?

*Yes they can. The Danger Close rule does not apply to aircraft when they are firing their own Bombardments. It still applies to other friendly teams around them, though.*

Can Aircraft use the Repeating Bombardments rule to attack the same target again next turn without needing to Range In?

*Yes they can.*

If my Strike Aircraft are in Reserve, when do I start rolling for them to appear?

*As they are a Unit in reserve, you must get them from Reserve first (with a normal 5+ Reserve roll) before you can start rolling for their appearance using the Strike Aircraft rule.*

An Aircraft cannot take or contest an Objective, but can the Passengers in my Helicopter do so?

*No. They have to dismount to do so.*

My Mi-24 Hind helicopters are carrying an Assault Landing Company as passengers when they are shot at. At the end of the shooting I have just one helicopter left with two infantry teams aboard. Do I have to check Unit Morale for both the helicopters and the Assault Landing Company?

*You must test for both the Helicopter Unit and the Assault Landing Company.*

What happens if the Helicopter Unit fails its Unit Morale Check, but the infantry pass theirs?

*The helicopter flies off carrying the remnants of the Assault Landing Company with it, since the infantry cannot Dismount from a Flying Aircraft.*

What happens if the Assault Landing Company fails its Unit Morale Check, but the helicopters pass theirs?

*The Assault Landing Company is Destroyed. The survivors remain aboard the helicopters and refuse to dismount. Since the Helicopter Unit is not a Transport Attachment to the infantry, it stays in action, despite the infantry failing their Unit Morale Check.*

## MORALE

My force has two M113 Mech Combat Teams. At the start of the game I have one on table and one in Reserve. The second one doesn't have any Units on table, so it can't have any Units that are not In Good Spirits on the table. Does it have to take a Formation Morale Test?

*No. That wouldn't make much sense. A Formation must have a Unit on table that is not In Good Spirits or have had a Unit Destroyed before it needs to take a Formation Morale Test.*

## NIGHT

Do I need to roll to see how far I can see if I want to bombard at night? If so, where do I measure this from?

*Yes you need to roll to see how far the Spotting team can see, and the Aiming Point must be within the Spotting team's Line of Sight.*

If I'm planning on shooting at a target at Night and find that my roll on the Night Visibility Table isn't enough to see it, do I still have to shoot?

*No. If you have no target, or don't want to shoot at the targets you do have, you can elect not to shoot.*

*If the team was planning to Spot for an Artillery Bombardment, but can't see the planned Aiming Point, they can either pick a different Aiming Point or choose not to Spot for that Bombardment and do something else instead.*

A team does not need to roll to see how far they can see when shooting at a target that shot last turn. How does this work with Artillery Bombardments?

*If the Aiming Point is a team that shot last turn, then the Spotting team does not need to roll to see how far they can see.*

Thermal Imaging appears to work as well for an M1 Abrams' machine-guns as it does its main gun. Is this correct? This would apply to AA fire as well, then, wouldn't it?

*Yes. It keeps the rules simple.*

In a game played at night, a Strike Aircraft fired in its previous turn, then departed the table as usual. This turn the Strike Aircraft returns, and my AA weapons want to shoot at it. Do I have to roll on the Night Visibility Table to see it, or does the rule about not needing to roll because it shot in its previous turn apply?

*Since the Aircraft departed the table between the last time it shot and now, it would not make sense for its previous shooting to reveal its presence. So, you always need to roll on the Night Visibility Table when targeting a Strike Aircraft at night.*

My AA weapons have radar which isn't affected by darkness. Why do I have to roll on the Night Vision Table for them?

*While it is possible to put a radar-guided AA weapon on automatic and tell it to shoot down anything it doesn't recognise as friendly, this is very risky. IFF (Identification Friend or Foe) should prevent accidents, but it really isn't reliable enough to trust without visual identification as well. Hence the need to roll to see how close the aircraft needs to get for you to properly identify it.*

*As an aside, many of the AA weapons in Team Yankee don't actually have radar guidance. Their radar is purely for calculating the range to the target.*

## MINEFIELDS

When I place Minefields can I overlap them so I make a Unit trying cross them roll Courage and Skill for each Minefield?

*No, a Unit only takes one Courage Test to cross the Minefields. Teams also only roll one Skill Test to cross the Minefields safely. However, a Team who successfully removes a Minefield, only removes one, even if they are in several.*

When a team removes a minefield (instead of Moving) using a Mine Clearing Order, is that minefield removed right away or at the end of the Movement Step?

*It is removed immediately.*

## SPECIAL RULES

A Guided weapon (such as an ITOW missile) can only shoot infantry if they are stationary and in Bulletproof Cover. Can it shoot at infantry that has just entered a building?

*No. The target must not have moved in their turn (otherwise they aren't stationary).*

Can I have one of my Units use the Spearhead rule to expand my Deployment area, then deploy a second Spearhead Unit there and use its Spearhead movement to expand my Deployment Area even further?

*Yes. As long as each Spearhead move obeys the rules and stays far enough from enemy Teams, Deployment Areas, and Objectives, you can do this.*

If a team making a Spearhead move Bogs Down, does that team still extend the Deployment Area?

*Yes it does.*

If a Unit deploys in an area that becomes part of the Deployment Area due to a Spearhead move, and deploys in a Minefield, would they need to pass a Courage test and the individual teams a Skill test just as if they had moved into it?

*Yes they would.*

No US or Soviet Units have the Accurate special rule. Is it there for future Units?

*Yes. Older tanks have range finders that give them this rule.*

The VADS and Shilka cards seem to indicate the Radar rule allows them to ignore the long range penalty on all shots, not just against aircraft?

*No, both lines refer to shooting at Aircraft. The text was shortened to fit on the card from the full rule on page 69 of the Team Yankee rulebook.*

## MISSIONS

If the players run out of time on the No Retreat mission, who wins?

*Use the There are No Draws rule. Both sides lose the game.*

Do Helicopters limit where enemy Ambushes can be placed in the same way that Tank or Infantry teams do?

*Yes they do.*

Can I put the Infantry of a BMP Motor Rifle Company on the table and place their BMP fighting vehicles in Ambush?

*Yes. That is a Soviet tactic, forming a mobile tank-hunter group to support their infantry. Basically, you can put any unit you could deploy on table in Ambush.*

How do Reserves arrive on the table?

*They move on from the appropriate table edge in the Movement Step. This can be any valid form of movement, so a company of T-72 tanks could move 10"/25cm onto the table at Tactical speed and then shoot in the Shooting Step. The same applies to Aircraft using Movement Orders to move onto the table.*

How are HQ Units brought out of Reserves? Together with arriving Units or do they consume a successful roll on their own?

*If you hold a HQ Unit in Reserve it will arrive with another Unit when it arrives from Reserves.*

Can I use a Movement Order in the turn I arrive from Reserves? Specifically, can I use a Blitz Move order to move onto the table and then move no further and shoot as if I did not move?

*Yes you can.*

My force has seven Units. How many will be in on table in a mission with Ambushes and Reserves?

*The mission rules will tell you to place at least half of your unit in Reserve, so that will be four units in Reserve (half of 7 is 3.5, since you must have at least 3.5 units in Reserve, you'll have to have 4 since you can't have half a unit in Reserve).*

*The rules will then tell you to place an additional unit in Ambush. So now you have four units in Reserve and one more in Ambush, a total of five units accounted for so far.*

*Next the rules will tell you that all remaining units are deployed on table. You started with seven, so that leaves two units remaining to be deployed on table.*

Are Units Loitering on table for calculating Reserves, more specifically in Missions with Deep Reserves?

*Yes they are. Loitering Units are available to you any time you want them, Reserves are not.*

*Deep Reserves allows your to have one tank with front armour over 4 or one aircraft on table (including Loitering). That means you have either the tank or the helicopters on, not both. If you choose the helicopters, they can be on table or loitering.*

If I have Strike Aircraft in Reserve, can I roll for them to appear in the turn they arrive from Reserves?

*Yes you can. The order in the Starting Step is a little screwy at this point, but yes, you can roll to get your aircraft on the table on the turn they arrive from Reserves.*



Can Independent teams be held in Reserves?

*Yes they can.*

Does expanding your Deployment Area using the Spearhead Rule also expand the area you can deploy an Ambush from?

*No. The effect of Spearhead ends at the end of deployment.*

## SPECIFIC WEAPONS SYSTEMS

Does the M901 ITV have a turret?

*Yes it does have a turret, and the front of the turret has a nice thick piece of steel to protect it from incoming fire from the direction it is pointing.*

Can I shoot at an M901 ITV if just the turret is showing above terrain?

*Yes you can. It's a small target, so that's why it has the Hammerhead rule allowing it to remain Gone to Ground while shooting.*

The book entry for the SA-13 Gopher shows it with a Cross-Country Dash speed of 24"/60cm. Is that supposed to be 24"/60cm as shown on the card?

*Yes. It has a Cross-country Dash move of 24"/60cm.*

The 125mm gun on the T-72 has the Brutal special rule. Why doesn't the gun on the M1 Abrams have it too?

*The Soviet Army placed considerable importance on infantry support, so their tanks carry lots of very effective anti-infantry HE rounds. The US Army focussed their tanks on killing other tanks, so they mainly carry anti-tank ammunition.*

Mortars like the M106 don't have a direct-fire line. Does that mean that they can only fire bombardments?

*Yes it does.*

I thought the AT-3 Sagger missile on the BMP-1 was an old manually-flown system unlike the semi-automatic systems used by more modern missiles. Shouldn't it be less accurate?

*The AT-3 Sagger was significantly upgraded between its first use in the 1973 Yom Kippur War and the 1980s, becoming a modern semi-automatic missile in the process.*

How do the teams of my Motor Rifle Company divide between all of the BMP transports?

*There's no particular way you have to do it. In training, each of the large teams (PKM and SA-14) had their own vehicle. The remaining teams pair up with one AK-74 and one RPG-7 team in each vehicle, with the spare AK-74 team (the Unit Leader) having a BMP all to itself.*

As an unarmoured vehicle, the BM-21 Hail rocket launcher can be Pinned Down. If it is Pinned Down, what is its Rally number? My card doesn't show one.

*Its Rally number is 3+. Some early cards missed this out.*

The East German and Soviet BRDM-2 cards (TV119 & TS128) have different ROFs for the 7.62mm MG, which is correct?

*The East German card (TV119) is correct and the Soviet BRDM-2 Recon Platoon card should have a Halted ROF 1 and a Moving ROF 1.*

## FREQUENTLY ASKED QUESTIONS ON LEOPARD AND PANZERTRUPPEN

Sometimes players will have questions about our Force Books. We will endeavor to answer them here. Occasionally we will also make corrections to things we missed in the proofing process.

– Wayne Turner, Game Designer

In Leopard it states Bazooka Skirts give Side Armour 10 protection against HEAT Weapons. On the cards and in Panzertruppen it states Bazooka Skirts give Front and Side Armour 10 against HEAT Weapons. Which is Correct?

*The Cards and Panzertruppen are correct. Teams with Bazooka Skirts have a Front and Side armour rating of at least 10 (unless already higher) against HEAT weapons.*

The Marder Panzergrenadier Kompanie HQ card says Remount 2+. Is this correct?

*No, it should read Rally 2+. Its Remount value is on the Marder Transport card TG115.*

In Panzertruppen the third grey optional Panzergrenadier Zug says Marder Panzergrenadier Zug, but the silhouette shows an M113. Which type of Unit is it?

*It should say: M113 Panzergrenadier Platoon.*

If I take formations from both *Leopard* and *Panzertruppen* in the same force?

*Yes. Specifically you can take a Leopard 2 Panzer Kompanie formation with your forces from Panzertruppen (the Leopard 2 Panzer Kompanie being the only formation missing from Panzergrenadier Brigade 1 force diagram and force card TG002).*

On the Gepard Flakpanzer Zug card the Radar rule range for shooting at Aircraft is different from the range in the Team Yankee rulebook. Why is this?

*The Gepard had an excellent radar and was a very effective anti-aircraft weapons system so we have given it a longer anti-aircraft range of 40"/100cm instead of 32"/80cm.*

## FREQUENTLY ASKED QUESTIONS ON IRON MAIDEN

Sometimes players will have questions about our Force Books. We will endeavor to answer them here. Occasionally we will also make corrections to things we missed in the proofing process.

– Phil Yates, Game Designer

The Overhead Fire rule for the 2-inch mortar on the cards says that it cannot shoot at aircraft, but the rule in the book doesn't have this restriction. Which is right?

*The card is correct. It's pretty hard to hit an aircraft with a mortar!*

The similar Soviet SA-14 Gremlin AA missile teams is a Heavy Weapon, should the Redeye Teams in the Fliegerfaust Gruppe also be Heavy Weapons?

*Yes, the Redeye Team on the TG116 Fliegerfaust Gruppe should have the Heavy Weapon rule.*

*Heavy Weapon: Team cannot Charge into Contact.*

A Fliegerfaust Gruppe is an Infantry Attachment. Does this mean I can attach it to another infantry Unit?

*No. Infantry Attachment just means it is an Infantry Unit that can only be taken if its parent Unit is taken in your force.*

*In the case of the Fliegerfaust Gruppe you can only take it if you get a Gepard Flakpanzer Batterie or a Roland Flakrakpanzer Batterie. It is simply bought with the Gepards or Rolands and placed at the same time as them in deployment. After that it operates as a separate Unit.*

Is a West German M113 OP an Independent Team and should it have the Scout rule?

*Yes.*

As an unarmoured vehicle, the LARS rocket launcher can be Pinned Down. If it is Pinned Down, what is its Rally number? My card doesn't show one.

*Its Rally number is 4+. Some early cards missed this out.*

The GPMG teams in the Lynx Airmobile Platoon has a note of Pinned ROF 1. Should it?

*The TB117 Lynx Airmobile Platoon GPMG team note should NOT say Pinned ROF 1. Ignore this, it has its normal ROF 2 (the same as its Moving ROF) when Pinned Down.*

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