



WORLD WAR III

TEAM YANKEE

FIELD MANUAL 101
FREQUENTLY ASKED QUESTIONS

MARCH 2023

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QUESTIONS AND ANSWERS ON TEAM YANKEE

MARCH 2023

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.

MEASUREMENT

Is it possible for my team to be an exact distance from another team, say exactly 4"/10cm, so neither less than 4"/10cm or more than 4"/10cm?

No. You cannot use this dodge to try and get the benefit of two rules: one that requires you to be at least 4"/10cm from a team and one that requires you to be within 4"/10cm of a team for instance. Your teams will always be within 4"/10cm or further away than 4"/10cm.

COMMAND

If a team ended its Movement so that it was In Command at the end of the Movement Step, does it remain In Command until its next Movement Step?

Yes. In Command is defined by its position at the end of the Movement Step.

The Command Leadership rules give re-rolls if the Formation Commander is close enough and in Line of Sight. Do friendly teams block Line of Sight for command?

No. Ignore friendly teams when determining Line of Sight for Command purposes.

Can my Formation Commander give Command Leadership re-rolls if he is in a Transport?

Yes. Whether a Formation Commander is in a Transport or not has no effect.

Can my Formation Commander give Command Leadership re-rolls if his tank is Bailed Out?

Yes. Whether the Formation Commander is Bailed Out or not has no effect.

Most Command Leadership re-rolls require the Formation Commander to be close to the Unit Leader. However, when Remounting a Bailed Out tank, the rules say the tank itself has to be close to the Formation Commander. Is this right?

Yes it is. If the Formation Commander wants to motivate a Bailed Out tank to Remount, they have to be close to that tank, rather than the Unit Leader.

Does the Command Leadership re-roll apply to the Remount test needed when a Bailed Out Tank is Bailed Out again?

Yes. It applies to all Remount tests for any reason.

If a Team is Out of Command, if it moves, it suffers a +1 penalty on its rolls To Hit when shooting. Does this +1 penalty apply to assaults as well?

No. The penalty for being Out of Command only applies to shooting.

What happens if my Formation does not have a Formation Commander?

If your Formation lacks a Formation Commander (whether because, like a Soviet Mixed Tank battalion, it can't have one, or the Formation Commander has been Destroyed), it continues to fight on. It no longer benefits from Command Leadership re-rolls, but is otherwise unaffected.

MOVEMENT

Some Movement Orders only affect teams in Line of Sight of the Unit Leader. Do friendly teams block Line of Sight for Movement Orders?

No. Ignore friendly teams when determining Line of Sight for Movement Orders.

If my Unit fails a Blitz Move movement order, does it have to Move, or can it remain where it is and Go to Ground?

It doesn't have to Move. However, if it Shoots, it must shoot with the +1 penalty.

When a team moves using a Blitz Move movement order, do they follow all the normal Movement rules? Are they actually moving?

Yes. A team using a Blitz Move movement order doesn't suddenly teleport to the new location. It moves 4"/10cm as normal, following all the rules for moving. Then, once it has finished its movement, it no longer counts as having moved.

This means that it must take any Cross tests necessary, roll to cross Minefields as usual, and leaves any Foxholes it has dug behind.

I pass a Blitz Move movement order and move 4"/10cm, then I move at Tactical speed. Do I suffer the +1 to hit penalty?

No. The +1 to hit penalty only occurs if you fail a Blitz Move movement order, in which case it applies to your shooting whether you move or not.

If I move through several pieces of Difficult Terrain, do I have to take a Cross check for each of them?

Yes.

If I moved into a wood last turn (and took my Cross check then), do I need to take another Cross check this turn to move out of it?

Yes. If you start your Movement in Difficult Terrain, you need to take a Cross check at that time.

If a Unit Leader issues a Cross Here order, can they use it to cross multiple pieces of Difficult Terrain?

Yes they can. Any team from the Unit crossing any of the Difficult Terrain within 6"/15cm of where the Unit Leader crossed will benefit.

Does a Dig In or Mine Clearing movement order prevent teams that are not digging foxholes or clearing mines from moving?

No. Teams that are not using the Movement Order can act as they wish.

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 my models end their movement on top of other models?

No.

TRANSPORT

Are Transport Teams Tank Teams?

Yes. All Teams are either Tank, Infantry, or Aircraft Teams. Transport Teams are Tank or Aircraft Teams with additional capabilities.

My Formation HQ doesn't have Transports, but my Infantry Units do. Can the infantry teams of my Formation HQ ride in the Infantry Unit's transports?

Yes they can. If there is enough space in the Transports, the Formation HQ can squeeze in with the Infantry Unit.

If a Unit is being carried as Passengers, can they use the Blitz Move movement order to Dismount?

Yes, as long as all the rules for Dismounting (such as you can't do it after the Transport has moved) are obeyed.

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 Passengers in a Transport take or dispute an Objective?

Yes they can.

Can a Pinned Down infantry unit Mount their Transport?

Yes they can. However, they can't move towards visible enemy while doing so. That means that their Transports need to be behind them so they can fall back into them.

If an infantry unit is Mounted in Transports, does it remain Pinned Down? Can the Transports move towards the enemy?

Yes, it remains Pinned Down. This does not stop the Transports from moving towards the enemy, but when the infantry Dismount, they will have to do so away from the enemy if they are still Pinned Down.

When can a Transport team be Sent to the Rear or Brought Forward?

A Transport team can be Sent to the Rear or brought Forward any time in the Movement Step.

HELICOPTER MOVEMENT

Can any Helicopter Land, or just Transport Helicopters? When can Helicopters Land?

Only Transport Helicopters can Land, and only when they are Mounting or Dismounting Passengers.

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 you can't land within 4"/10cm of enemy troops, as you'd have to immediately take off again. So, you'll need to make sure you have space around the helicopters to dismount the passengers.

Can I use a Blitz move to land a Helicopter, then dismount the Passengers in the same Movement Step?

Yes, like any Transport, you can do so.

Can I deploy a Transport Helicopter landed beside its Passengers, ready to pick them up?

No. A Helicopter can only Land in the turn it is Mounting or Dismounting Passengers.

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.

When can my Helicopter switch from being on table to Loitering? Can I do it in a Follow Me or a Shoot and Scoot?

You can only do so in place of your movement in the Movement Step. You cannot use a Movement Order to switch to Loiter.

Can I deploy a Helicopter Loitering off table? If it is a Transport, can it have its Passengers on board?

Yes you can deploy your Helicopter Loitering off table. If it is a Transport Helicopter, then you can deploy troops that would normally be on table as its Passengers instead.

Can Transport Helicopters be Sent to the Rear or Brought Forward?

No. That rule only applies to Tank Teams.

SHOOTING

My M1 Abrams tank has three machine-guns. The .50 cal AA MG has ROF 3, while the other two only have a combined ROF 2. 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.

ROTATE TO FACE

Do all Teams need to rotate to face? What about Infantry teams that have an all-round field of fire?

All Teams, including Infantry teams, need to rotate to face their target.

The purpose of the rule is to make it look like your toy soldiers are actually shooting at their target, so they need to turn to face them.

After rotating to face my target, other enemy teams are now in my field of fire. Can I shoot at them now?

No. You determine your field of fire before you pick your target. The rotation does not change this.

What do I do if there isn't enough space to rotate a team to face the target?

If the team can rotate by moving slightly away from the obstacle, then do so. Otherwise, it just rotates as far as it can and shoots anyway.

CONCEALMENT

Do the general Concealment rules for Tall terrain apply to Hills and Buildings? Is my tank concealed simply by being on a hill?

Hills and Buildings do not follow the rules for Tall Terrain as they have their own rules for Concealment.

Does a team need to be fully in or behind Short Terrain to be Concealed? Is a team half behind Tall Terrain Concealed?

Unlike with Buildings and Hills, teams must be entirely within or behind Short or Tall Terrain to be Concealed.

Does a team need to be fully in or behind Smoke to be gain the +1 To Hit penalty when shot at?

Teams must be entirely within or behind Smoke to gain its protection.

Infantry teams that are stationary in Flat Terrain are Concealed. Teams in Short Terrain are Concealed unless the team looking at them is on a Hill

or other high ground. Is an Infantry team that is stationary in Short Terrain Concealed to a team looking at it from a Hill?

Yes. While the Hill cancels the benefit of the Short Terrain (essentially making it the same as Flat Terrain), it doesn't make stationary Infantry teams any more visible. They are still Concealed.

My Cobra is a Hunter-Killer helicopter, so can be Concealed by Tall terrain within 4"/10cm. Does this terrain have to be between the shooting team and the helicopter?

Like any other team, terrain needs to be between it and the team shooting at it to have any effect.

Does Smoke provide Concealment?

No. Smoke has its own effects separate from Concealment, which is only provided by terrain.

GONE TO GROUND

Is there any benefit to having my teams Gone to Ground if I'm not Concealed?

No. Only teams that are Concealed benefit from the additional +1 to be hit (taking the bonus from +1 to +2) for being Gone to Ground.

So why can my teams be Gone to Ground in the middle of an open field? Suppose you have a tank behind a hedge. It doesn't want to shoot or move, so is Gone to Ground. To teams looking at it from across the hedge, it is Concealed, so gets the +2 bonus to be hit for being Concealed and Gone to Ground.

On the other hand, a team that is behind the hedge looking at it will see it sitting in the open in the middle of the field, without concealment. In this case, there is no benefit from being Gone to Ground, and the team shoots at it with no penalty.

Can my Tank teams be Gone to Ground?

Yes. Infantry, Gun, and Tank teams can all be Gone to Ground. In the case of a Tank team, this represents the crew finding the best concealment available and doing things like covering their tank in branches to make it harder to see.

LINE OF SIGHT

Do the general Line of Sight rules for Tall terrain apply to Hills and Buildings?

No. The specific Line of Sight and Concealment rules for Hills cover the special case of Hills.

If I have a team on a high hill trying to shoot at a team on the far side of a low building, can it do so?

The height of a hill is exactly the height it is modelled. The only way to know what you can see from that hill is to get down to the level of the model and see if there is a Line of Sight over the building or other intervening obstacle to the opposing team.

A shooting team has line of sight to a window into a building containing several infantry teams. Which ones can I shoot at?

You can't shoot through walls, so you'll need to see the target team through a door or a window to be able to hit it.

The Terrain Table has a bit of an oddity where it says that doors and windows are Short Terrain while the walls they are in are Tall Terrain. It makes more sense to view the doors and windows as Tall Terrain too.

That means that you'll be able to see any teams in the building that you have line of sight to through a door or a window, and that are within 2"/5cm of the door or window.

The converse applies for teams looking out of the building at your troops too.

If I shoot Smoke at a team in the upper storey of a building, where do I place the Smoke Marker?

As per the rules, you place the Smoke Marker on the target team, in the building.

Can a Team on a hill or in the upper story of a building see over a Smoke Marker?

No. Teams beyond a Smoke Marker always benefit from the effect of the smoke. The only exception is Aircraft, which are only affected by Smoke Markers within 4"/10cm of the teams on the ground.

For a Tank team, Line of Sight is drawn from the weapon mount. What if I'm firing an MG that has no obvious weapon mount on the model?

In that case, draw the Line of Sight from the tank's main gun.

What if the Tank team has multiple MG mountings, such as a tank with a co-axial MG beside the main gun in the turret and a bow gun in the front of the hull?

Choose one of the weapon mountings and use that.

ROTATE TO FACE

Do all Teams need to rotate to face? What about Infantry teams that have an all-round field of fire?

All Teams, including Infantry teams, need to rotate to face their target.

The purpose of the rule is to make it look like your toy soldiers are actually shooting at their target, so they need to turn to face them.

How does this work when firing MG weapons on Tank teams?

Do not rotate the team to face if the only weapon firing is a Self-defence AA weapon, or the tank does not have a turret but the weapon is not Forward Firing. Otherwise, rotate the turret or team like a normal turreted or forward-firing team.

After rotating to face my target, other enemy teams are now in my field of fire. Can I shoot at them now?

No. You determine your field of fire before you pick your target. The rotation does not change this.

What do I do if there isn't enough space to rotate a team to face the target?

If the team can rotate by moving slightly away from the obstacle, then do so. Otherwise, it just rotates as far as it can and shoots anyway.

DANGER CLOSE

Do Aircraft prevent other Aircraft from firing at targets near them?

No. Aircraft can shoot at targets within the Danger Close range of Aircraft from their own Unit

MIXED TARGETS

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 120mm main gun of a Chieftain 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.

What if the transport vehicle was Destroyed by a Repeat Bombardment (which also requires any Infantry teams that it hits to re-roll successful Saves).

Yes. The Repeat Bombardment also forces the Passengers to re-roll their Infantry Saves.

MISTAKEN TARGET

You have to assign one of the hits from a shooting team to the team that it was targeting. Does this restriction also apply to the opponent when they use the Mistaken Target rule?

No. It is possible to use the Mistaken Target rule to swap hits between the target team and a team that had no hits assigned, resulting in the targeted team not having any hits on it.

BULLETPROOF COVER

Does an Infantry team need to be immediately behind a stone wall or similar bulletproof terrain to be in Bulletproof Cover?

No. So long as it is Concealed by the bulletproof terrain, it is in Bulletproof Cover and the opponent needs to make a Firepower test to Destroy it.

FIRING MISSILES

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.

KILLING COMMANDERS

If my Formation Command team is Destroyed, but succeeds in switching to a Team from another Unit, does the Formation HQ Unit still exist?

Since the Formation HQ Unit is defined as the Formation Command team (and possibly other teams as well), and the Formation Commander still exists, the HQ Unit still exists.

If my Formation Commander was Destroyed, but switched to a Team from another Unit, does that Unit count the Team taken by the Formation Commander as being Destroyed?

No. That Team is simply is no longer part of the Unit. The Unit continues on with one less Team.

What if the Unit no longer has any Teams left because the Formation Commander switched to the last Team in the Unit? Is the Unit Destroyed?

A Unit that has no Teams left is not a Unit, so yes, it is Destroyed.

WRECKS

When multiple Armoured Tank teams get Destroyed in a small area, the resulting area of Wreckage can make it difficult to position Teams to Launch Assaults, Hold Objectives, or Repel Attacks. How do I handle this?

The best way to handle this is to move aside or remove a wreck to make space for your Team. When your Team moves away, place the wreck back where it came from. You can mark the position of the wreck by a base roughly the size of the wreck or a token

ANTI-AIRCRAFT SHOOTING

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.

If a Helicopter fires its Anti-Helicopter weapon at another Helicopter, does it get full ROF?

Yes. It is an Aircraft weapon and Aircraft weapons always get full ROF when shooting at enemy Aircraft (including 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. The Anti-helicopter rule simply lets it shoot at Helicopters.

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, although one suffers an additional +1 penalty To Hit since it has a base ROF of 1.

Can my M1 Abrams tank 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.

Some tanks (such as ADATS and Blowpipe) have multiple-use weapons that can fire at Aircraft and ground targets (Tanks and Infantry), paired weapons that have a similar capability (BMP-3, LAV-AD, and 2S6 Tunguska), or Anti-helicopter weapons for use against aircraft and other weapons for use against ground targets. Does this allow them to shoot at Aircraft in the enemy turn, then shoot at ground targets in their own turn?

If a Team fires AA MGs at Aircraft in the enemy turn, it cannot fire the AA MGs in its own turn. If a Team fires anything other than an MG at Aircraft in the enemy turn, it can only fire MGs in its own turn.

Where is the rule that says that Infantry Teams (other than Heavy Weapons) and AA MGs shooting at Strike Aircraft must re-roll their Firepower tests?

It is part of the Strike Aircraft rule on page 69.

AA IN THE ENEMY TURN

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 if Dedicated AA, otherwise 1 die.

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, but once again, with ROF 1 if they are not Dedicated AA.

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 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 shot in my previous turn, can it shoot at an Aircraft in the enemy turn?

Yes it can. You don't need to predict when enemy Aircraft will appear. However, once it shoots at an Aircraft in the enemy turn, it cannot shoot in its own next turn.

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 Luchs shoots its 7.62mm AA MG at some helicopters, then is assaulted by some enemy infantry. It can shoot its 20mm Rh 202 in Defensive Fire, but not its 7.62mm AA MG.

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

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.

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.

Can a Helicopter Shoot at an enemy Helicopter in the enemy turn?

No. Aircraft can only shoot at other Aircraft in their own turn.

AA MISSILES

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.

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.

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.

HUNTER-KILLER AIRCRAFT

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.

LANDED HELICOPTERS

A flying Helicopter is an Aircraft team. What type of team is it when it lands?

It is still an Aircraft team, more specifically it is a Landed Aircraft team.

What can shoot at a Landed Aircraft?

Landed Aircraft can be shot at by any weapon, as long as it has enough Range and Line of Sight to the aircraft.

The Line of Sight To and From Aircraft rule on page 41 says that Terrain never blocks Line of sight to or from Aircraft. Does this apply to Landed Aircraft?

No. The last sentence Landed Aircraft obey the same rules for line of Sight and Concealment as any other team on the ground.

When I shoot at a Landed Aircraft with a Radar weapon that increases its Range when shooting at Aircraft, do I get the increased Range?

Yes. A Landed Aircraft is an Aircraft, so the increased ROange applies.

When I shoot at a Landed Aircraft with a Brutal weapon, does the helicopter need to re-roll its save?

No. Only Infantry and Unarmoured Tank teams re-roll their saves when hit by a Brutal weapon, and the helicopter is an Aircraft team.

When can a helicopter fire its Door Guns?

They can only fire them when Landed, and they can only be landed while Mounting or Dismounting Passengers. So, basically, they can only fire them to cover an assault landing into a hostile area.

ARTILLERY

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

Yes it does.

DANGER CLOSE

Do Aircraft prevent you from firing an Artillery Bombardment near them?

Yes. They can fire their own Bombardments near themselves, but pilots really don't like their own side firing explosive projectiles into their airspace.

RANGING IN

If my Artillery Battery fails to Range In, can it Shoot with direct fire? Can it still be Gone to Ground?

No. It fired ranging shots for the Bombardment, preventing it from Shooting and revealing its position.

If I fail all my attempts to Range In with a One Use weapon, can I try again later?

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

My infantry unit has a mortar in it. Does the mortar lose its Ranged In marker when the other, non-Artillery, teams move?

No. Only remove the Ranged In marker if an Artillery team moves. Other teams can move without causing you to lose the Ranged In marker.

An Artillery Battery started with game with its Ranged In marker on the table. Does it force enemy teams to re-roll their Saves using the Repeating Bombardments rule on the first turn.

Yes it does. It is firing on its existing Ranged In marker, so it is a Repeated Bombardment.

I successfully Ranged In with an Artillery Battery on the first attempt. I then use the same Spotting Team to attempt to Range In a second Artillery Battery, succeeding straight away. What are the To Hit penalties for these Bombardments?

The first Battery was Ranged In on the Spotting Team's first attempt, so has no penalty. The second Battery was Ranged In on the Spotting Team's second attempt, so suffers the usual +1 To Hit penalty for Ranging In on the second attempt.

I have an Artillery Battery that is firing a Repeat Bombardment. I also have another Artillery Battery that I want to

Range In on a new target. Can I use the same team as the Spotting team for both Bombardments?

Yes you can. However, although the Repeat Bombardment automatically Ranges In on its first attempt, that still counts as the Spotting Team's first Ranging In attempt. You can then use the Spotting team's second (and third if necessary) attempt to Range In the other Artillery Battery.

Can I do it the other way around, with the Spotting team Ranging In the new Artillery Bombardment first?

Yes you can. However, if the Spotting team doesn't Range In the new Bombardment by their second attempt, they won't be able to Spot for the repeat Bombardment as their third attempt will be taken up still trying to Range In the new Bombardment.

My Spotting team is Ranging In two Repeat Bombardments, then attempting to Range In a third Artillery Battery. How does this work?

Each time they Range In uses up one of their attempts, so they'd use the first two attempts Ranging In the repeat Bombardments, leaving their third attempt to try to Range In the third Artillery Battery.

My Spotting team is Ranging In two Repeat Bombardments, then attempting to Range In a third Artillery Battery. How does this work?

Each time they Range In uses up one of their attempts, so they'd use the first two attempts Ranging In the Repeat Bombardments (although both Repeat Bombardments still count as having Ranged In on their first attempt), leaving their third attempt to try to Range In the third Artillery Battery with a +2 To Hit if they succeed..

A Spotting team must have Line Of Sight to the Aiming Point when Ranging In. Do friendly teams block Line of Sight for spotting?

No. Ignore friendly teams when determining Line of Sight for Spotting purposes.

Can a Transport team that is part of the Formation HQ Spot for an Artillery Bombardment?

No. An HQ Transport cannot Spot for an Artillery Bombardment.

SPECIAL AMMUNITION

Can any Artillery Unit fire special ammunition like Minelets or Laser Guided Projectiles, or are they only available to Units listing them on their cards?

They are only available to Units listing them on their cards.

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.

Can my FIST spot for more than one battery firing Laser-guided Projectiles at the same time?

No. Like any Bombardment, they can only work with one Unit at a time.

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.

Laser-guided Projectiles are Guided Weapons which can normally fire at Helicopters. Can Laser-guided Projectiles fire at Helicopters?

No. The flight time of a Laser-guided Projectile is too long for them to be effective against Helicopters.

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.

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.

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.

SMOKE BOMBARDMENTS

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.

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.

Can a Team on a hill or in the upper story of a building see over a Smoke Screen from a Bombardment?

No. The only things that can see or be seen over a Smoke Screen are Aircraft, since nothing blocks Line of Sight to Aircraft.

An M1 Abrams with Thermal Imaging is 2"/5cm from a Smoke Screen. The Abrams wants to fire through the smoke. How far can it see and Shoot?

Line of Sight through Smoke Bombardments is limited to 6"/15cm. The Thermal Imaging rules do not change this. So in this case, the tank could fire 4"/10cm into the Smoke Screen.

If the Abrams was 8"/20cm away from the Smoke Screen. How far can it see and Shoot?

This situation is like a tank that is just outside its Terrain Dash but inside its Cross Country Dash from an obstacle, in that it can move up to the obstacle, but not attempt to cross it.

So the tank can see up to the Smoke Screen, but since Line of Sight through it is limited to 6"/15cm, it cannot see through it.

ASSAULTS

CHARGE INTO CONTACT

An Infantry team has Contacted the enemy if 'its front edge is as close as it can get to the enemy team' or 'its front edge is as close as it can get to another Infantry team from its own Unit that is directly in Contact with an enemy team.' What does the phrase 'as close as it can get' mean?

This phrase is used to cover all the physical things that can prevent a team from being placed physically in contact with another, such as a wall or hedge between them, or even irregularities in the table surface. Basically, if you can't fit them any closer together than they are, then they are in Contact.

I want to assault an enemy Team behind a hedge or wrecked tank. How close to the enemy Team do I need to be to launch the Assault?

There's no set distance for this. You must be able to move into Contact with the enemy Team by moving 4"/10cm or less. If there is nothing between the your Assaulting Team and the Team being charged, then your Assaulting Team would need to be within 4"/10cm of the enemy Team to Charge into Contact.

In the case where there is an obstacle physically preventing your Assaulting Team from actually touching the enemy Team, then your Assaulting Team would only need to be within 4"/10cm of the obstacle, since after moving 4"/10cm

while Charging into Contact it would be in Contact with (as close as it can physically get to) the enemy Team.

Does that allow an Infantry team that is 4"/10cm behind another Infantry team that is already in Contact to Charge into Contact?

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

If my Infantry team doesn't have enough movement to physically touch the enemy team, but moves as close as it can given its charge move, is it in Contact?

No. It is still not as close as it can possibly get to the enemy team, so it is not in Contact.

If I can just get a corner of my team into Contact is that enough?

No. The rules require the front edge to be in contact, not a corner.

Do I have to Contact the front edge of the enemy team, or can I contact it anywhere?

You can Contact any part of the enemy team with the front edge of your team, the front, side, or rear of its base, or even a corner of its base.

Do I need to be square to the enemy team's base when I Contact them?

No. You stop when you Contact them, and may or may not be square on to them at that point.

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.

Do I have to Charge into Contact with the closest enemy team?

No you don't. You can Charge into Contact with any enemy team that is close enough, but you must take the shortest route to Contact that team.

If an enemy team Charged into Contact with the rear of my team, is that team in Contact with the team

that Charged it when I Counterattack? Does the team move when Charging into Contact?

If an enemy team is in Contact with your team, then your team is already in Contact with that enemy team. That means that it does not move when Charging into Contact.

When I assault troops in a building, do I have to go through the doors and windows?

Yes. The walls are Impassable Terrain, so you can't move or fight through them.

DEFENSIVE FIRE

If my Infantry teams are stationary in Flat Terrain, and therefore Concealed, can they use the Sneaking Up on Tanks rule to prevent the Tank teams that they are Assaulting from performing Defensive Fire?

No. The Infantry must be Concealed by Short or Tall Terrain.

If one of my Infantry teams is already In Contact with an enemy Tank team, can I move a team less than 4"/10cm from that team out of Concealing Terrain and into Contact with the rear of my Infantry team and then use the Sneaking Up on Tanks rule to prevent the Tank from using Defensive Fire?

No. It's impossible to sneak up on a tank when another team has already charged into contact with it and alerted it to your presence.

If there is any doubt, move all the teams that are Sneaking Up on Tanks before moving any teams that are not.

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.

Do Helicopters get to do defensive fire in assaults?

No, Flying Aircraft play no part in assaults.

Does getting Pinned Down by something like being hit by a Minefield or the Defensive Fire of a Flame-thrower force my assaulting Unit to Fall Back and end the assault?

No. The only thing that forces you to Fall Back is taking a sufficient number of hits from Defensive Fire. A single hit that Pins Down a Unit will not do that.

If a tank charges a gun with the Forward Firing rule from slightly off to the side, it will hit the front at an angle and, because a small part of the tank is behind the front of the gun, it will now technically be out of the gun's Field of Fire, preventing the gun from shooting in Defensive Fire. Is this right?

While it is technically correct, it makes no sense as it would essentially prevent Forward Firing guns from shooting in Defensive Fire in most situations.

A better interpretation of the rule is that if the tank was a valid target at the start of its Charge into Contact, and is still at least partly in front of the gun's base when it makes Contact with a defending team, then the gun can shoot in Defensive Fire.

Can the gun then use its Anti-tank rating against the tank's Side Armour rating when it counterattacks, or does it have to use the default Anti-tank 2 against Top Armour?

Again, while the tank is not technically in its Field of Fire (the requirement for using the gun's Anti-tank rating), if the tank was in the gun's Field of Fire for Defensive Fire and still has at least part of the tank in front of the gun's base, then it should be in the gun's Field of Fire for this purpose as well.

ASSAULT COMBAT

If I have two teams in Contact with two enemy teams and both of enemy teams score hits, can I allocate both hits to the same team?

No. You must spread the hits around if there are multiple teams that are eligible targets.

If I have an Infantry team and a Tank team, both in Contact with an enemy rifle team and an enemy RPG team, can I allocate the RPG hit to the Infantry team and the rifle team's hit to the Tank team?

Yes. Presumably the Infantry team were attempting to protect the Tank team from the RPG, and kept it away from the Tank team, but died in the process.

My RPG anti-tank teams have the Assault 5+ special rule. What does this mean?

It means that instead of hitting on a 4+ in Assaults like the larger AK-74 teams, the small RPG teams hit on a roll of 5+.

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 RPG or Carl Gustav can be very effective against lighter vehicles like the Leopard 1 or T-55, but have limited effect against heavy tanks like the Leopard 2 or T-80. Against these infantry in the open can only endure and hope the tanks break off before the infantry's own determination to counterattack fails.

COUNTERATTACK

I have passed my roll to Counterattack. Can I add additional teams into the Assault, or am I limited to those teams already involved?

You are limited to those teams already involved in the assault. That means only the teams that originally assaulted on the attacker's side and those originally within 8"/120cm of them on the defender's side.

If my defending Unit passes its Motivation test to Counterattack, can it Charge into Contact with teams from other Units on the attacking player's side?

No. Neither player may bring additional teams into the assault. On the attacking player's side, only the teams that initially assaulted are in the fight. On the defender's side, only those within 8"/120cm of them at the start of the assault are in the fight.

When my Unit Counterattacks, can I move teams that have been Contacted by the enemy?

No. A team that is in Contact with the enemy, either because the enemy Charged into Contact with them, or because the team Charged into Contact with the enemy, cannot move. It is already in Contact with the enemy (because the enemy is in Contact with it), and must fight the enemy it is in Contact with before seeking out other targets.

My Tank assaulted two Infantry teams, one inside a building and one outside. They destroyed the team that was outside. Have I won the assault since there are no more teams that they can Contact with a 4"/10cm move (since the building is Impassable to my Tank)?

Yes. There are no more teams that you can assault, so you have won the assault.

BREAKING OFF

I have two Units ready to launch assaults on an enemy Infantry unit. My first Unit assaults and is forced to Break Off. My other Unit is within 6"/15cm of the victorious defending Infantry unit. Does it have to Break Off as well, or can it still launch its own assault?

Only Units that were part of the assault can be forced to Break Off. Since you cannot assault with two Units at the same time, your second Unit cannot have been part of the assault, so does not need to Break Off.

Unless the defenders Consolidate away from your second Unit (so that it can no longer Charge into Contact), it can launch its own assault once the first is over.

An enemy Tank Unit assaults my infantry and forces them to Break Off. I have tanks within 6"/15cm of the assaulting teams, do my tanks also need to Break Off?

Yes they do. As the defender in the assault, all of your teams within 8"/120cm of an assaulting team are part of the assault. That makes your tanks part of the assault (and thus able to shoot in Defensive Fire) even though the assaulting tanks cannot directly attack them. So, when their infantry support falls back, they do too.

My tanks failed their Counterattack test and are Breaking Off. Directly behind them there is a hedge, but just off to the side is a gate. Do they have to go back over the hedge and risk failing their Cross test and getting captured, or can they detour through the gate?

The rules are deliberately somewhat soft on the matter. It would be silly to require the tank to cross the hedge if it could move a few millimetres to the side and go through the gate, for instance.

If a team can dodge an obstacle, it may if you want it to. Whichever choice you make, though, it must take the shortest path to do so.

My troops are surrounded by enemy infantry when they need to Break Off. Can they move through the infantry to get away?

If that is the shortest path to safety, then yes they can.

Can I use non-Assaulting Teams to build a wall around an enemy Team to prevent it Breaking Off and force it to surrender?

No. If a Team is unable to Break Off due to its potential paths to safety being blocked by enemy non-Assaulting Teams, move those enemy non-Assaulting Teams by the minimum distance necessary to allow the Team to Break Off.

My Infantry Unit has to Break Off after being assaulted by a Tank. They are all in a Building, which is Impassable to the Tank, so do they have to run out of the building?

No. When Breaking Off, you must move until you are 6"/15cm from all Assaulting teams. However, if you are in, or enter a place where no Assaulting teams could reach you with a 6"/15cm move due to Impassable Terrain, you do not need to move further away.

If I Counterattack against a team in a Minefield, do I risk getting hit by it?

Yes, even if the models didn't move, they are still moving around in a minefield.

CONSOLIDATION

Can an Infantry Unit that is Pinned Down Consolidate towards visible enemy teams?

Yes it can. The restriction against moving towards visible enemy teams while Pinned Down does not apply while Consolidating.

BUILDINGS

How should I handle multiple storey buildings?

The easiest way to handle it in the case of small buildings is just treat them as one space that can fit more Teams than a single-storey building.

If the building is particularly large, you might want to break it up into a series of rooms, treating each room as a separate building that can either be reached directly from the outside (although moving into an upstairs room from outside will not normally be possible) or from the rooms beside, above, or below it.

MORALE

I have a Unit that started the game with one tank. When does it have to take a Unit Morale test?

A Unit only needs to take a Morale Test at the start of a turn when it had at least one team Destroyed or Bailed Out.

So, your Unit would only need to test if the tank was Bailed Out and failed to Remount.

The phrase 'only count teams that are In Command' under In Good Spirits in Unit Morale only refers to the second part of the rule that lists how many teams you need to be In Good Spirits if you've taken casualties, correct?

Yes. Driving away from them doesn't make the morale effect of the casualties go away.

My unit had three tanks at the end of my last Movement Step and they were all In Command. My opponent shot two of them, leaving just one alive. Are the two Destroyed tanks still In Command? Do they stop me from needing to take a Morale test?

They aren't In Command, they're dead! The unit only has one tank In Command, so needs to take a Morale test.

A Transport Unit with just one team remaining would need to take a Unit Morale test at the start of each turn. Does it still need to do so if I Send it to the Rear?

Yes. They are still disturbed by the number of casualties they've taken and are likely to be reluctant to return to the front when called upon.

A Formation is In Good Spirits if it has two Units still in existence. Can the HQ be one of those?

Yes it can, although it doesn't have to be.

Do the Units need to be In Good Spirits to keep their Formation In Good Spirits?

No, they just have to still be in existence.

Can Independent Teams be part of a Formation? Can you count them as Units to keep the Formation In Good Spirits?

No, they are never part of a Formation.

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.

AIRCRAFT

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.

NIGHT

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.

SPECIAL RULES

If a special armour like the Bazooka Skirts on the Leopard 1 or the Chobham Armour on the Marder 2 would increase its Side Armour above its Front Armour, does it also increase the Front Armour?

Yes it does. The Armour rating is the better of the basic Armour rating and that provided by the special armour.

Can a weapon with Overhead Fire shoot at Aircraft?

No. These weapons are usually light mortars and grenade launchers that lob shots at the enemy. Their rounds move way too slowly to hit an Aircraft.

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).

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.

BUILDING A FORCE

I have a T55AM2 Tank Battalion entirely equipped with T-55AM2 tanks. The T-55 Tank Company occupies the same black box as the T-55AM2 Tank Company. Can I take a T-55 Tank Company as Formation Support?

Yes. You do not have any T-55 Tank Companies in your Force, so you can take one as Formation Support.

Can I take an M60 Patton Tank Platoon Unit as part of an M60 Patton Tank Company Formation, and then take another M60 Patton Platoon as Formation Support?

No. You may not take a Unit of the same type (that is the same name) as you already have in your Force as Formation Support.

If I take two Formations, can I take Support Units for both of them? Could I take two lots of aircraft for instance?

No. You must choose a Force Diagram as the basis of your Force. This determines what Support is available to you. You can take as many Formations as you like within this Force, but they all share the same Support.

If I take an Allied Formation, can I take Support Units from both nationalities?

No. You must choose a Force Diagram from one country or the other to base your force on, and can only take options shown on that diagram (including the Allied Formation option). Since Support Units are only found in the Force Diagram (and not in Formation Diagrams), the only Support Units available are those from the principal nationality.

MISSIONS

All infantry are in Foxholes at the start of the game. Does this include infantry that deployed in No Man's Land using the Spearhead rule?

Yes it does.

DEPLOYMENT

Can I deploy my Infantry units without their Transports (either Tank or Helicopter Transport teams)?

Yes you can. Use the left Out of Battle rule to leave them out of the game if you want to deploy your Infantry Unit without their Transport Attachment.

Can passengers in a Transport take or dispute an Objective?

Yes they can, unless the Transport is an Aircraft that is Flying.

In missions like Free-for-All that have alternating deployment, can I 'deploy' my Aircraft to effectively skip my turn to deploy?

No. Aircraft must be your last deployment after all other Units have been deployed.

HOLDING OBJECTIVES

Can I place an Objective partly under a building or a hedge?

No. An Objective must be placed flat on the table or on a piece of terrain. It cannot be placed under terrain.

When do you check if a Unit is Holding an Objective? Can a Team that started the turn Bailed Out, but then Remounted Hold an Objective?

A Team triggers the Holding the Objective rule after you have Checked Victory Conditions. If its still there and not Bailed Out, then you've met the first criteria of starting the turn with a Team on the Objective. Now all you need to do to Hold the Objective is end the turn with no opposing teams within 4"/10cm of the Objective.

The Holding Objectives rule says that a Team that moved at Dash speed cannot take an Objective nor prevent the enemy from taking it. How does this work?

What it means is that an opposing Team that only came within 4"/10cm of the Objective in its turn by moving at Dash speed cannot stop you from Holding the Objective in your turn. If you end your turn with no other enemy teams within 4"/10cm, you Hold the Objective.

How do I Hold or contest an Objective if it is surrounded by Destroyed tanks and I can't get within 4"/10cm of it?

If the Objective is such a tank graveyard that your models cannot be placed within 4"/10cm of it, treat them as being within 4"/10cm of it if they are as close to the Objective as they can get.

AMBUSHES

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.

MEETING ENGAGEMENTS

The rules for Meeting Engagements require the first player's Helicopters to Loiter on their first turn. As many Helicopters cannot fire on the move, this effectively costs them their second turn's shooting as well. Can they stay on table, and just not shoot?

The rule as written unduly penalises Hunter-Killer Helicopters, so yes they can start the game on the table, but cannot shoot in the first player's first turn.

RESERVES

How do I work out my Reserves if I have spent less than the permitted maximum points on my force?

The important point to remember is that you are allowed 60% of the permitted maximum points value on table at the start of a game with Reserves. So, if your force is smaller, it just means that your Reserves will be less than the remaining 40%.

How do my troops arrive from Reserves? Can I just place them on the edge of the table and begin shooting?

Teams arriving from Reserve move on from the edge of the table. Simply pick a point on the table edge and measure their movement from there.

Are Independent Teams (such as artillery observers) affected by the Deep Reserves special rule that restricts a player to one Tank Unit with Front armour 4 or more or one Aircraft Unit on table at the start of the game?

No. They can be on the table in addition to the one Unit allowed by the Deep Reserves rule.

Are Formation HQ Units affected by the Deep Reserves special rule?

Yes. The restriction applies to all Units (apart from Independent teams), regardless of their function.

My opponent has ended up with Infantry teams all along the area where my Reserves arrive, leaving no room

for my Reserves to arrive without going within 2"/5cm of their teams. What happens to my Reserves?

Since the battlefield doesn't suddenly end at the edge of the table, the obvious solution is to move some of the opposing teams back just enough to allow the Reserves on to the table so that they can try to fight their way through the infantry.

STRATEGIC WITHDRAWAL

When in the Starting Step do I withdraw a Unit in a game of Rearguard? Can I still withdraw it if it failed a Morale Check?

Withdraw Units after Checking Victory Conditions. If a Unit is still on table at that point, you can withdraw it.

SPEARHEAD

A Spearhead Unit was deployed in No-Man's Land close to another Spearhead Unit, rather than moving there from its Deployment Area. Can other Units use the Spearhead rule to deploy near it?

Yes. The Spearhead rule does not remember how a Unit got where it is when deploying further Units.

When deploying a Unit in the area around a Spearhead Unit, what does the rule prohibiting placing the unit in a place that the Spearhead Unit cannot go mean?

Units deploying around the Spearhead Unit need to be able to move from the Spearhead Unit's location to their deployment location. So you can't deploy your Unit across impassable terrain like a river or cliff.

If my Spearhead Unit were armoured cars (which cannot enter a building), can I place an Infantry Unit in a building beside the Spearhead Unit?

Yes. Although the armoured cars cannot actually enter the buildings, infantry following their spearhead can deploy in the buildings.

MINEFIELDS

If a Team starts its Move in a Minefield (as opposed to moving into it), does it still need to roll a Skill test?

Yes. Any time a Team Move into, through, or out of a Minefield, it needs to roll a Skill test to avoid being Hit by it.

When a team moves using a Blitz Move movement order, do they still need to take Cross tests and test to see if they got hit by a Minefield?

Yes. All the normal movement rules apply while making a Blitz Move. The only difference is that once you've finished the Blitz Move, you don't count as having moved for things that happen afterwards.

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.

When I place Minefields, can I overlap them to make a Unit trying cross them roll a Skill test for each Minefield?

No. 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.

What happens if a Unit deploys in a Minefield (or has Artillery drop a Minelet Minefield over it)?

The Unit is fine as long as it does not move. However, if it moves or counterattacks if assaulted, it will have to test for casualties like any other Unit crossing a Minefield.

If a Unit deployed in a Minefield (or has Artillery drop a Minelet Minefield placed over it), how does it go about clearing it?

It moves 'into' the Minefield (i.e. out of its carefully prepared defences, or across the surrounding minelets) testing to do so as normal. Then in the next turn (having moved into the Minefield on a previous turn as required by the rules), the Unit Leader issues a Mine Clearing order and the Minefield is removed.

If I Counterattack against a team in a Minefield, do I risk getting hit by it?

Yes, even if the models didn't move, they are still moving around in a minefield.

Book and Card Updates

This section has updates to the various *Team Yankee* army books and their associated cards.

WWII: BRITISH & IRON MAIDEN

BRITISH UNITS

CHIEFTAIN ARMoured
SQUADRON HQ, CHIEFTAIN
ARMoured TROOP

*The Terrain Speed is 14"/35cm, the
Cross-Country Speed is 20"/50cm, and
the Road Speed is 24"/60cm.*

The Moving ROF of the AA MG is 3.

LYNX AIRMOBILE COMPANY HQ

*The Formation Commander rides with
one of the Lynx Airmobile Platoons.*

LYNX AIRMOBILE PLATOON

*The TB117 Lynx Airmobile
Platoon GPMG team does not have
Pinned ROF 1.*

WWII: AMERICAN & STRIPES

AMERICAN UNITS

M60 PATTON ARMoured
COMBAT TEAM HQ

The .50 cal MG is not an AA MG.

M3 BRADLEY ARMoured CAVALRY
TROOP HQ, M3 BRADLEY SCOUT
SECTION

*The M242 25mm Bushmaster gun has
Moving ROF 3.*

9TH MOTOR HMMWV SCOUT
SECTION

*The TOW-2 missile is the same as the
Improved TOW missile, except that it has
Anti-tank 23.*

LAV COMPANY HQ

LAV-25 cannot carry Passengers.

QUESTIONS

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-in-*

*fantry HE rounds. The US Army focussed
their tanks on killing other tanks, so they
mainly carry anti-tank ammunition.*

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 allow-
ing it to remain Gone to Ground while
shooting.*

WWII: SOVIET & RED THUNDER

SOVIET UNITS

T-62M TANK BATTALION HQ

- 1x T-62M 3 points

BMP-3 MOTOR RIFLE COMPANY

- 7x AK-74 team with RPG-18 anti-tank
6x RPG-7 anti-tank gun
2x PKM LMG team
9x BMP-3 21 points

BMP-3 SHOCK MOTOR RIFLE
COMPANY

*All BMP-3 transports are Shock BMP-3
transports.*

QUESTIONS

The 125mm 2A46 guns on a T-64
and T-80 have the Advanced Stabiliser
rule giving them a Tactical move of
14"/35cm. Does this also apply to
the AT-8 Songster or AT-11 Sniper
missiles?

*No. The AT-8 Songster and AT-11
Sniper weapon lines do not say Advanced
Stabiliser, so like the machine-guns, the
tank cannot fire it if it moves faster than
10"/25cm.*

If I have an Afgantsy Air Assault
Battalion, the Air Assault rule prevents
the infantry Air Assault Companies
and Mi-24 Hind Assault Helicopter
Companies from being in Reserve
unless all of the Units on the table

are Air Assault Units. What happens
if more than 60% of my force are Air
Assault Units?

*Since the part of your force that is on the
table will all be Air Assault Units, any
remaining Air Assault Units are allowed
to be in Reserve along with any non-Air
Assault Units in your force.*

How do I carry my Air Assault
Companies in my Mi-24 Hind heli-
copters? Each helicopter can only carry
two passengers and there are only four
helicopters in an Assault Helicopter
Company.

*The Afgantsy Air Assault Battalion is set
up to model a battalion that has already
been air-landed, and is now awaiting
relief from ground troops. As such, the
transport helicopters (or aircraft if they
parachuted) that brought them in have
already left the battlefield.*

However, an Assault Helicopter Company can carry a small Air Assault Company, so that's one option for moving a small rapid-reaction force around the table.

As the Assault Helicopter Company is a separate Unit, rather than a Transport Attachment to the infantry, it can carry whoever it needs to carry. This allows you to move a larger Air Assault Company by mounting it in the helicopters of several Assault helicopter Companies.

What happens when a Formation with the Air Assault special rule defends in a mission with the Deep Reserves special rule?

Units with the Air Assault rule can only be placed in Reserve if all of the Units on table have the Air Assault rule. If you

have more than one Air Assault Aircraft unit in the force, this limits your on table force to Units with the Air Assault special rule with a maximum of one Aircraft Unit on table. This is an attacking formation, so it is inadvisable to choose the Defend Battle Plan for it.

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.

WWIII: WEST GERMAN & LEOPARD

GERMAN UNITS

LEOPARD 1 PANZERKOMPANIE

You may field either a Jaguar 1 Jagdpanzer Zug or a Jaguar 2 Jagdpanzer Zug.

LUCHS SPÄH TRUPP

- 2x Luchs 2 points

MARDER PANZERGRENADE KOMPANIE HQ

This has Rally 2+ and no Remount value.

GEPAARD FLAKPANZER ZUG

Twin 35mm L/90 gun has Range 40"/100cm when shooting at Aircraft.

FLIEGERFAUST GRUPPE

Redeye Teams are Heavy Weapons, meaning they cannot Charge into Contact.

HEIMATSCHUTZBRIGADE KANONENJAGDPANZER ZUG

This unit has the Infra-red (IR) rule..

M109G OR M109A3G PANZERARTILLERIE BATTERIE

- Arm all M109G or M109A3G with Bomblets for +1 point.

LARS RAKETENWERFER BATTERIE

This has Rally 4+.

M113 OP OBSERVATION POST

This is an Independent Team and has the Scout rule.

QUESTIONS

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.

WWIII: WARSAW PACT

SOVIET UNITS

SU-17 FITTER AVIATION COMPANY

30mm GSh-30-2 gun has Moving ROF3.

WWIII: RED DAWN

QUESTIONS

Can airborne forces from other books (for example, the UH-1 Huey Infantry combat team from *World War III: American*) use the heavy transport helicopters (i.e. CH-47 Chinooks) for normal missions?

Yes.

What happens to airborne Transport Attachments like BMD-1s when their Infantry Unit is landed by transport helicopters in normal missions?

In the Airborne Assault mission, all Transport Attachments must be parachuted onto the table at the start of the game.

In other missions, Transport Attachments to Unit has been given heavy transport helicopters can be Brought Forward (see page 35 of the rulebook) later in the game after their Unit has dismounted its helicopters.

FREE NATIONS

CANADIAN UNITS

ADATS AIR DEFENCE PLATOON

TCA112 Unit Card is missing the option for 6x ADATS missile launcher for 15 points.

FRENCH UNITS

AMX-30 ESCADRON BLINDÉ, AMX-30 PELETON BLINDÉ

20mm M693 gun should be 20mm M693 MG. It can shoot at the same time as the 7.62mm AA MG.

FRENCH SPECIAL RULES

GUN SLINGER

A Gun Slinger helicopter can use Tall terrain for Concealment (see page 42 of Team Yankee), and can remain Gone to Ground while moving.

Enemy Anti-aircraft, Anti-helicopter, and Infantry weapons Shoot at a Gun Slinger helicopter after it Shoots in its own turn (instead of before when normally shooting at Aircraft).

NETHERLANDS UNITS

YPR-765 PANTSERINFANTERIE PELETON

The whole Unit has Thermal Imaging.

ANZAC SPECIAL RULES

RECOILLESS

A Team firing a Recoilless weapon cannot be Concealed if it shot in its previous Shooting Step.

M113 (T50 TURRET) TRANSPORT

The .50 cal and 7.62mm MGs have the Anti-Helicopter rule.

OIL WAR

ISRAELI UNITS

M109 SP ARTILLERY BATTERY

Direct Fire Range is 36"/90cm.

IRANIAN UNITS

M113 MECHANISED GROUP

- *Add 1x SA-7 Grail AA missile team and M113 transport for +1 point.*

IRANIAN QUESTIONS

I have a force with more than 60% of its points of Basij Assault units in a game with Reserves. If I choose to

make a Basij Assault, I cannot have any Basij Assault units in Reserve. What happens?

Since you must have Basij Assault units in Reserve to meet the Reserve rule, you cannot meet the requirement to make a Basij Assault (i.e. no Basij Assault units in Reserve), so cannot conduct a Basij Assault. Pick the Attack Battle Plan to allow you to attack without Reserves.