

## ASCARI QUESTIONS & ANSWERS

### General

Q: Counters - are the single sided counters eliminated at the first hit?

A: Yes

Q: Opportunity fire - is it possible to opp-fire on a unit which moves one hex back for a Retreat Penalty?

A: Yes

Q: Opportunity fire - example: an Italian unit A is attacked in melèe by a Dervish spear unit. If the Dervish wins it remains alone in the hex adjacent to another Italian B unit. Can the B Italian Opp-fire BEFORE the Dervish engage in melèe this other unit?

A: Yes

Q: Or the Opp-fire has to be considered as a consequence to MP expenditure?

A: There is a special indication in the rule 5.42

Q: When Opportunity Fire is possible?

A: The Opp Fire can be done in any moment of the movement of the active unit, if in range; The inactive player will ask the active one to stop momentary the unit (before entering a new hex in the sense that if the movement is not interrupted by this request of stopping, the active unit will enter in the new hex), will resolve all the Opp Fire what wants to do and if the active units does not get any hit, can move forward and be subject again to the Opp fire.

If the active unit decides to enter in Melèe, it cannot be object of Opp fire ( see 4.33)

Q: "Multiple slopes" means 3 different elevations as depicted on the TEC or two is enough?

A: As depicted on the TEC.

Q: Example: hex 1810 (Agordat) is a clear hex, a slope hex or a multiple slope? (and so 1607-1707-1813)

A: 1810 is a slope hex. You will find multiple slope hexes in Amba Alagi and Coatit for example.

Q&A: Regarding the SUPPORT Fire DRM: as stated in the rules, it is enough that "at least" another Italian unit (not MM or Bande) is adjacent to the firing Italian unit. NO need of LOS, range or other issues; the fact of being adjacent is the sole need in order to get the DRM (historically being supported meant better fire results!)

Q: Is the FIRE DRM cumulative? So would a unit firing from a Palm Tree hex at a unit in a Palm Tree hex fire a -2 DRM?

A: Yes, FIRE DRMS are cumulative; you have in the case described a -2 drm.

Q: If you are firing artillery at 1-2 hex range, it's not possible to inflict a single hit, you either miss or inflict a double hit, correct?

A: It is correct; at 1-2 hexes in Artillery Fire you miss or inflict double hit.

Q: Can you stack more than one commander with a unit ? If yes, the leader DRM are cumulative (something that could happen in Coatit as all ethiopian leaders have melee DRM) ?

A: I think that it could be possible to stack all the leaders all together with an unit (Leaders do not affect stacking!) for cumulating the DRM, but it is highly NOT recommended: if this unit is fire

targeted, the leaders could be lost all together and as well, they wouldn't be used in other parts of the battle!

Q: When an adjacent enemy unit moves, you can opportunity fire at it. But if the same adjacent enemy unit does not move, you cannot fire at it (no defensive fire ala ASL). It seems a little bit weird isn't it ?

A: Actually the decision not to permit the opportunity fire on every enemy unit but only on the moving ones has been taken by me during the play testing because I wanted to add the opportunity fire in the system, but when we tried the "defensive fire", the Italians were sweeping away in a couple of turns every approaching enemies, with no Melèe at all!

It sounded to me too unbalanced and not historic, therefore I decided to permit opportunity fire on enemy moving units only.

Q: When an italian unit fires at 1 hex with a +1 drm and roll a 5 for a final of 6. Is it a double hit ? Or only on an unmodified dr of 6 ?

A: It is a double hit; it is always better have a support

Q: Now about leader stacked with a unit in melee. When his unit suffers a hit, can the leader be hit like during a fire attack ? If yes (I presume that) how ? On a dr of 5-6 like during fire ?

R: In order to simulate the toughness of the clashes, in the Melèe, where the fight was very fierce historically, a Leader follows the faith of the unit to which is stacked, getting one hit when she does and being eliminated with her.

Q: Is an italian unit in support fire marked with a "Fired" marker ?

A: No, as the Italian support unit doesn't get any marker for supporting any firing units.

Q: An hill hex like 1609 on Agordat is treated as a clear hex (i.e., is there a "plateau" effect") or as slope hex ?

A: There is like a "plateau" effect in relation to another same level hex like 1508 (even if it is not clear hex), but is is always a slope hex in relation to the LOS effects or Melèe DRM (as per TEC chart) in the situations indicated there (i.e. the hex is between hexes at lower elevation or the active player enters the melèe in that hex from a lower hex);

### **First Agordat**

Q: Camels - the roll to check if the women revolt has to be done in the first very moment the condition apply (3 hexes and clear LOS), ain't it?

A: Yes

Q: Does it matter if a unit is approaching the camels? I mean there is just one roll at three hexes, or another one at two and another adjacent?

A: A roll at each approaching hex.

Q: Camels - for the same camel unit in a turn, we should roll for every different italian unit which meet the conditions, or just once per turn?

A: For every Italian unit.

Q: Camels!!! - if a dervish leader is stacked with a camel unit, does the unit roll to check if it change side as well? (and if it change side is the leader eliminated?)

A: The camel unit rolls anyway and if revolts the leader is killed by the women!

Q: Counters - Dervish Rifle unit Ib-1 has the same values on both sides. Is it correct?

A: Yes, it is very tough!

Q: Do you roll for each booty counter only once per game or every turn the conditions apply?

A: You roll every time the conditions apply. And when it revolts, it is revolted and you have no more to roll for that unit!

### **Agordat**

Q: Partially River Barka hexes 1501-1701-1901-2101 (Argodat map) are to be considered impassable?

A: Only hexes 1901 and 2101 are passable, the others are impassable.

Q: Slope hexes cost 1mp or +1 mp? Is there a penalty in climbing?

A: as per TEC depends on how many slopes are in the hex. If you enter a one slope, it costs 1 mp either upwards and downwards; if you enter a multiple slope hex, it depends if you are climbing or descending (follow the TEC description).

### **Coatit**

Q: One question about the victory conditions: what do you mean by "control" of an hex:

- 1) to currently occupy it with a unit ?
- 2) to be the last to have occupied it even temporarily during movement ?
- 3) when do you check this : at the end of a game turn ? player turn ?

A: To control an hex for the victory conditions you have the last one to have occupied it even temporarily during movement. It is checked during the player turn; it is then a sudden death! If the Ethiopian player enters with an unit (combat unit!) in a Coatit hex, he/she wins!

Q: How do you handle officers in melee when their unit suffers a step loss : do you roll a die to see if the leader suffers this step loss (like with fire attack) or it is automatically the unit that suffers the step loss ?

A: In this case it is the unit which suffers the step loss; in case of elimination of the unit, the leader is eliminated as well.

Q: According to the TEC, an ethiopian unit in 2715 can move to 2714, 2713 and 2712 where it must stop (ravine upwards). In any case, it must stop because it has expended all its movement allowance.

If the same unit starts in 2713, it must stop in 2712 as well (ravine upwards) after moving 1 hex instead of 3 in the previous hex.

Its seems strange isn't it ? Why not paying 3 MP to move upwards ?

A: 1) I preferred to let work the "ravine" like it is because giving a fixed cost in MP (for instance 3) would have given some unhistorical advantage to fast units (cavalry). The issue for the troops is to climb the ravine.

2) Getting immediately a Moved marker gives the difficulties into passing downwards a ravine; as well it is not sure that the unit coming from the ravine would exploit all its MP (in this case only it would get the Moved marker).

Q: Each game turn is comprised of one ethiopian turn + one italian turn, right ?

A: Yes

Q: S5.42 states that since no Leaders are present, Moved Markers are not used. I can't understand the relation. Furthermore this is a great advantage for the Ethiopian units which grab abandoned rifles. They can grab and shoot with no penalty in the same turn.

A: The relation is that a rifle unit can exploit all its MP and doing it, it does not get a MOVED marker, as there are no Leaders who can avoid it.

The rule S5.41 states that the Rifle Marker rule is used and therefore must be followed (the use of MOVED marker is permitted, then).

Q: 5.42 Victory Advance. Is it possible for a unit which cause an enemy to retreat, to keep on fighting with that (retreating) unit?

A. Yes, it is possible.

Q: If a unit with just 1 MP allowance is forced to retreat but has all the adjacent hexes occupied by friendly units, can it retreat TWO hexes?

A. Yes, retreating does not cost MP.

Q: 2.0 states "the turn marker is moved after each player has been active". So a Turn is composed by two of the sequences described in 2.0. Does this mean that if a unit fires Opportunity Fire during the adversary movement phase, can not fire in his own Fire phase? Rule 4.31 states that Opp Fire marker indicates that unit can not fire again this turn BUT in 6.0 we find that Opp markers are removed at the end of EACH sequence. Doing so will lack to indicate the units which Opp Fired and cannot fire in the subsequent fire phase. Please help!

A: A rifle unit during the same turn (where Turns are used) can Opportunity fire as Inactive and then Fire as Active. Where turns are not used, as well.

### **Amba Alagi**

Q: Does the bayonet charge DRM apply to the Bands units ?

A: Not to the Italian units only. Bands are not Italian

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Q: What is the level of hex 2211 ? 2210 ? What is the MP cost to move from 2211 to 2210 : 1 MP (if both at the same level) or the multiple slopes cost (with immediate stop) ?

A: For Amba Alagi: 2210 and 2211 are multiple slopes hex; to move from 2210 to 2211 it costs 1MP (same level); to move from 2210 to 2109 (multiple slopes with track) costs immediate stop (no direct use of the track).

Q: How do you define the level of an hex : by the darkest color ? by the color in majority in the hex ? by the color in the center of the hex ? It is very important because of the melee modifier for an attacker attacking from a lower level.

A: The level depends from the darkest color present in the hex.

Q: 2210, 2211 and 2109 are exactly the same kind of hexes : multiple slopes with the same 3 colors. So why the cost for moving from 2210 to 2109 is different than the cost for moving from 2210 to 2211?

A: The cost from 2211 to 2210 is 1MP because there is continuity of all the lines of slopes between the hexes; from 2210 to 2109 there is not such full continuity, then there is a cost of stop, as 2109 is climbed if the unit moves from 2210.

### **Metemma**

Q: A question about setup : the two columns indicated for the dervish setup are included or not ?

A: Included

Q: LOS is blocked if it passes along a hexside between two hexes containing blocking terrain. How have we to consider the gray (non)hexes outside the grid? Example (Metemma map): if hex 2613 is

occupied by a unit, is the LOS between 2513 and 2713 blocked?

A: Yes it is blocked... the "limit of the world" rule or something like that.

Q: Zeriba - TEC states it block LOS. So how can a unit be shot if inside it and have benefit from the -1 DRM. Does it mean that Zeriba block LOS to units NOT adjacent to it BUT units adjacent to it can be shot with a -1 DRM?

A: Zeriba blocks LOS through. A LOS may enter a hex with blocking terrain, but may not pass through, see 4.2

Q: Metemma Water - the impassable hexes are the "oasis" ones?

A: Yes as per TEC.

Q: Do they ALL(Zeriba hexes) cost the whole MP allowance to enter? (in this scenario)

A: In Metemma the cost to cross the Zeriba is the whole printed Movement Allowance;

Q: Consequently, if Zeriba block LOS, units can be fired at, only if they are in the "first ring" hexes of the village, right? (2005-2009,2104,2205,2305 etc...)

A: Units can be fired only if they are in the first ring.

Q: Does the road passing through 2007 and 2407 bypass the Zeriba MP cost, lowering it to 1 MP?

A: The road do not bypass the Zeriba cost.

Q: Is this possible for units retreating crossing the Zeriba that in Metemma games costs the whole MP allowance?

A. Yes, retreating does not cost MP.

Q: Why didn't you make a marker for the Ethiopian Emperor Johannes IV? He can cause desertion but no benefits at all!

A. I thought it wasn't valuable; the Ethiopian player would have kept him somewhere far from the Zeriba in order to avoid his killing and the subsequent melting of his Army....