

# TEAM YANKEE

WORLD WAR III

## FIELD MANUAL 101

FREQUENTLY ASKED QUESTIONS

FAQ



# FM 101 FAQ

## FREQUENTLY ASKED QUESTIONS ON TEAM YANKEE – 23 DECEMBER 2015

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

### MOVEMENT

| Can I move under a helicopter?

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

### SHOOTING

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?

| *No they can't.*

### 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 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 block Line of Sight to Aircraft?

*No. Nothing ever blocks Line of Sight to Aircraft.*

| 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.*

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 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 my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, can it be Gone to Ground in the next enemy turn?

*No. It shot, so it is not Gone to Ground.*

| 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?

*No. Infantry teams that are Anti-aircraft teams do not need to re-roll their Firepower against Aircraft.*

My AH-1 Cobra is 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

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 are harder to hit.*

*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 has no idea 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 lose a new target for each round.*

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).*

## 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.*

## MORALE

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

*Yes. You must have at least one of your Formations In Good Spirits. Otherwise you have lost.*

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.*

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.*

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.*

## NIGHT

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.*

## 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.*

| 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.*

## SPECIFIC WEAPONS SYSTEMS

The book entry for the SA-13 Gopher shows it with a Cross-Country Dash speed of 240"/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.*

For more information about Team Yankee visit

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# NEW TRICKS FOR OLD DOGS

## MOVING FROM FLAMES OF WAR TO TEAM YANKEE

This document outlines the main differences in play between Flames Of War and Team Yankee.

### MOVEMENT

You have four movement rates: Tactical, Terrain Dash, Cross-country Dash, and Road Dash.

- Tactical speed allows you to shoot effectively (usually from short halts). For most tanks that is 10"/25cm, although this varies, for instance the M1 Abrams has superb stabilisers that allow it to move 14"/35cm at Tactical speed.
- Dash speed is faster, but prevents you from shooting. Unlike Flames Of War's At the Double, teams making a Dash move are no more vulnerable to enemy fire.
- Terrain Dash is used for crossing terrain.
- Cross-country Dash is used in the open.
- Road Dash is used on roads.

Each tank has an individual Cross number that it needs to meet to avoid bogging down in Difficult Going (there is no Very Difficult Going). This is usually higher than Flames Of War's 2+, but teams are automatically freed at the start of their next turn. Note: bogging down doesn't necessarily mean literally getting stuck, rather it's an indication that the team didn't move through the terrain as fast as expected.

### IN COMMAND

To be in command you need to either end your move within 6"/15cm of the unit leader, or within 16"/40cm and in line abreast. The line abreast option allows large Soviet units to form line and advance on the enemy while bringing all of their guns to bear.

The only penalties for being out of command are that you can't dash (unless it's back into command) and if you move you'll need an extra +1 to hit.

### MOVEMENT ORDERS

Movement Orders replace special rules like Stormtroopers and Avanti. Any unit may use these orders if they pass the required test (but suffer a penalty for failure).

- Blitz Move requires a Skill test and allows teams to move 4"/10cm before their normal movement. If they don't move further, then they can shoot at their halted ROF. If they fail, they are all out of command and moving, so get a +1 to hit.
- Follow Me required a Courage test and allows teams to move an additional 4"/10cm after their additional movement, but can't shoot. If they fail, the unit leader dashes on ahead and they still can't shoot.
- Shoot and Scoot requires a Skill test and allows teams that did not move to move 4"/10cm instead of assaulting.
- Cross Here improves a unit's Cross number by 1, but prevents them from shooting.
- Dig In allows a unit to dig in on a Skill test.

### WHAT CAN SHOOT

Each Infantry team can shoot with one of its weapons.

Each Tank or Aircraft can shoot with all of its machine-guns or one other weapon.

### LINE OF SIGHT & CONCEALMENT

Terrain is now rated as Tall or Short. Tall terrain blocks LOS, short terrain doesn't. Teams must be entirely in or behind terrain or more than half behind a building to be concealed.

Teams within 2"/5cm of the far edge of terrain are not affected by it. Teams more than 2"/5cm into tall terrain cannot be seen from outside. Line of Sight through gaps now requires a ¾"/20mm corridor.

### ROLL TO HIT

You can now score a hit when you need a 7+ or 8+. A 7+ requires a 6 followed by a 5+, while an 8+ requires a 6 followed by a 6.

### ASSIGN HITS & MISTAKEN TARGET

The shooting player nominates the target and assigns additional hits to other teams in the unit that are within 6"/15cm. If the targeted player wishes, they can swap all of the hits between two valid targets on a roll of 3+. If they succeed, they can try again for another pair. Tanks within 8"/20cm or infantry within 4"/10cm are too close to be mistaken and cannot have hits swapped to or from them.

As you can automatically appoint a new unit leader (similar to Flames Of War's Mission tactics rule), picking off unit leaders has little effect and players will not usually bother with Mistaken Target to avoid their loss.

### SHOOTING AT AIRCRAFT

Aircraft are always visible from anywhere on the table, and can only be concealed by tall terrain within 4"/10cm of the ground team, which also conceals the ground team from the aircraft. Hunter-killer helicopters can also be concealed by tall terrain within 4"/10cm of themselves.

Anti-helicopter weapons, guided weapons, and infantry (except heavy weapons) can shoot at helicopters in addition to AA weapons. All bar anti-tank guided missiles can shoot in the enemy turn before the aircraft shoots, but that weapon cannot shoot next turn if it does so (other weapons on the team can though) and the team cannot assault.

AA and aircraft weapons shoot at aircraft with full rate of fire. All other weapons have ROF 1 (with an additional +1 if they are already ROF 1 – as all anti-tank guided missiles are). Aircraft are units, so are allocated hits like any other unit. Hit aircraft then roll their saves, and any failing their saves are subject to a Firepower test to kill. Infantry (apart from AA weapons) re-roll successful Firepower tests.

## ARTILLERY

An artillery unit always uses the same size template, regardless of the number of guns firing. Normal artillery use a 6"/15cm Artillery template, while rockets and bomblets use a 10"/25cm Salvo template. The safety distance is 4"/10cm between friendly troops and an Artillery template or 6"/15cm to a Salvo template. Aside from this, you may centre the template anywhere in line of sight of the spotting team.

The roll to Range In is now an unmodified Skill test, and the Roll to Hit is based on the target team's To Hit number. The modifiers are similar to shooting, but being concealed is of no benefit (although being gone to ground still is). On top of that teams out of line of sight (but still under the template also gain a +1 to be hit. The usual +1 for ranging in on the second attempt and +2 for the third attempt still apply.

As there are no staff teams, any artillery unit may repeat a bombardment on the same target. In addition, you may place your Ranged In marker before deployment to represent preplanned bombardments.

A new addition for artillery is special minelet, bomblet and laser-guided projectiles.

## ASSAULT

The biggest difference in assaults is that teams must be directly in contact with the enemy to be involved in the fight (aside from defensive fire). So if a team cannot get into contact (or if infantry into contact with another infantry team that is in direct contact), it can't charge. Also teams cannot move more than 10"/25cm and still assault.

A new introduction is the Assault X rating on some infantry teams. This gives them a different Assault rating from the rest of the unit. An example of this would be a small anti-tank team. With very few men, they are less likely to score a hit in assaults than a full fire team.

Infantry that score a hit can either use their normal Anti-tank rating against a tank's Side armour, or Anti-tank 2 against its Top armour (not very useful against most tanks as they have Top armour 2).

Break Off is now the minimum move to get 4"/10cm away from the enemy, while consolidating teams cannot approach within 2"/5cm of the enemy.

## MORALE

Units are now in good spirits (and therefore don't test morale) if they have two tanks or aircraft or three infantry teams operational within 6"/15cm of the unit leader. This is regardless of unit size, so big units are very robust.

Formations are in good spirits (and therefore don't need test morale) if they have at least one unit in good spirits, and your force will fight on as long as it has at least one formation in good spirits.

## SMOKE

Direct-fire smoke adds +1 to hit for teams shooting under it or through it (unless the shooting team has Thermal Imaging gear).

Artillery smoke bombardments place a line 4"/10cm long for each weapon firing and 2"/5cm wide starting at the aiming point and running in any direction. Artillery batteries can only fire a single smoke bombardment per game. These smoke screens block line of sight at ranges over 6"/15cm and add +1 to hit like direct fire smoke.

## NIGHT

The biggest change to night fighting is that night does not provide concealment, rather it adds a separate +1 to hit. This is penalty is negated by Thermal Imaging equipment. Teams with Infra-red or Thermal imaging equipment roll two dice on the Night Vision table and take the best.

## MINEFIELDS

Minefields are now indicated by a small token. Teams moving within 2"/5cm of the token enter the minefield. Missions like No Retreat give the defender minefields. US artillery can purchase minelet ammunition to lay an additional minefield during the game.

## MAKING A FORCE

The Force, Formation, and Unit cards give you everything you need to make your force. A Force has one or more Formations and Support units. These Support Units operate as normal, but as they aren't part of any Formation, they don't help for Formation Morale Checks.

Each Formation has a Formation card showing its HQ and the Units that make it up. Each unit card has the structure of the Unit and its points cost on the back.

Infantry Units have attached transport units (M113 APCs or BMP IFVs). These deploy with the infantry, but move and fight as a separate unit. If the infantry fail a Unit Morale Check, the transports leave as well, however the infantry will fight on without their transports if necessary.

## MISSIONS

The six missions in the rule book are similar to the Flames Of War missions, but have a few improvements. Read through the mission rules carefully the first time you play each mission.

One big change is in determining who attacks and who defends. The players each elect to attack or defend, with a dice off if they choose the same option. You should think carefully before electing to defend in No Retreat, as the mission's Deep reserves rule means the defender will only have one of their battle tank or aircraft units on the table at the start of the game. Infantry forces will want to defend, but tank forces may want to attack.

For more information about Team Yankee visit

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