

## **FAQ's Rev 07-02-17**

### ***Why doesn't the Sherman 76mm get +1 for additional shots?***

This Data Card represents the early version without muzzle brake. The back blast from the 76mm gun kicked up so much dust and debris that the firing tank often couldn't see where their shot went and often had to have other tanks, or even troops, spot for them. This is why there is no +1 for follow-up shots. Ammo for the 76mm gun also had a much weaker HE charge than the standard 75mm, and the longer gun barrel was a problem in the confined spaces of the Normandy Hedgerows and Villages. That was why US Army Commanders were slow to embrace the 76mm Shermans, until they ran into Panthers and Tigers! Interestingly, this gun was actually 75mm in caliber, same as the "standard" M4 Sherman's, but used completely different ammo and was named the 76mm to distinguish it from the "regular" 75mm guns.

### ***Why is the SS Panzer Grenadier "Platoon" so large and so expensive?***

This Platoon is large specifically for the *SPR Scenario*. You can adjust the Points by taking out teams. An SS Platoon would normally have only 6 Troop Teams, which removes 360 Points, getting the cost down to 590 Points. That's a bit more expensive than other platoons because they're better in every area.

### ***Why do the regular Russian Rifle Platoons cost so much?***

Because there are so many Troop Teams in each Platoon! You can adjust the Points cost by reducing the number of teams in the Platoon (*see Points Costs Table and TO&E Rules*). You'll find they are "cheaper" by the Team than most other nations' Troops. But you'll also find them less capable and quicker to die.

### ***Cover shows a Tiger Tank overrunning a Jeep but I can't find that in the rules.***

This is an Optional Rule which can be downloaded from the Downloads Page.