

1. More question concerning the engineering that can be performed by the defender. Hull down positions require 6 earth working points to build but no time is noted. I am assuming that one 6 point earth mover can build one per hour? The Bunker requires earthmoving 6 points but 3 hours to construct. The scenario has a 4 hour engineering preparation time so Bunkers could be build. Does the 6 earth moving points need to be expended during the 3 hours precluding the use of the earthmover being used for other activities? Or does the earthmover spend 2 points per hour toward the bunker while it performs other activities with the remaining 4 points during the hour?

Earthmovers accumulate 6 earthmoving points per hour. Think of it as a total accumulation of earthmoving points that may be spent as needed. The transportation or movement of the earthmover between various points of work were factored in when determining earthmoving points. In the original *Bundeswehr* rules :

B. How Engineers Work:

1. Before the Game: the scenario will specify whether one player (or both) may do engineer work before the game, and how many hours of work may be done. The rules specify the work each unit may do in an hour. Improved positions and some obstacles are built with earthmoving points. Each earthmover unit counts as 6 points per hour. Some engineer companies receive extra earthmoving points representing additional equipment which has no use during the game, and is consequently not represented by counters. See the earthmoving assets table.

That being said, a 4 hour pre-game engineer prep phase would have each earthmover ◆ accumulating 24 earthmoving points and each ▼ earthmover accumulating 12 earthmoving points in addition to any other points generated by the Earthmoving Assets Table. One other thought, if I read the rules correctly and looking at the Engineer Obstacle/Defense Construction Table, Dismounted P-Class units can begin the game in a bunker if they have been in place for 8 hours. It seems, (though this is not clear nor expanded in the *Bundeswehr* Rules), that being said a 4 hour prep phase would mean the P-class unit has a half completed bunker and would only require 1.5 hours of Construction and 3 Earthmoving points to expand an entrenchment to a bunker (This, however; would not be within the time constraints of this particular scenario).

2. A final question for the M128. The Minelayer Table shows it to be able to install 24 single density or 16 double density minefields in one hour of pregame engineering preparation. When I asked about this before I hadn't realized the pre-game minelaying was per hour. I thought it was per load on the M128. My first question about this was how many reloads were available. You had indicated that the unit had one pre-game load and one reload. Did you mean that it could lay one hour of mines pre-game and then be reloaded to 20 fields that can be laid during the game? It could potentially lay mines for 1 hour before the game and then be reloaded for 50 minutes and lay another hour of mines and then be reloaded for 50 minutes with maybe 20 minutes before turn one. This would be two pregame hours of mines and one reload for when the games starts.

There are a limited number of mines available for the scenario. The pre-game load is expended during the Pre-game Engineer Prep Phase. The unit starts the game having been re-loaded with mines. The idea here is to simulate the planning, movement, emplacement, and re-supply ops. Yes, it would be possible but my thought is that it would only occur in a world where Murphy does not exist. It is more realistic that only one mining mission could be completed with the GEMMS being fully re-loaded and heading back out when the shooting starts.