Learning From My Mistakes: AFV and Woods-Road

Description

This article has been deprecated by a revision to the Q&A which formed the basis of this article. I have struck through the portion of the article which is no longer correct. I am also including the Q&A submitted by Robert Hammond to clarify the current state of the game.

July 2023 Revised Q&A

"I read Jim Bishops' article on vehicles in woods (dtd 9 March 2022). I was troubled by his answer for an AFV on a *woods-road* changing its VCA.

"Jim stated the AFV would pay 2 MP for changing its VCA across a non-road hexside while in woods (last sentence of rule B13.41). Jim continues to assert that rule D2.11 also applies. It appears there is posted clarification / Q&A on this subject. I wrote to Klas about this, and he directed me to write to you.

"I disagree with combining both rules. Here is why.

"Rule D2.11, the third sentence states in pertinent part, ". . . two MP per hexspine change if actually **in** . . . woods". [emphasis mine] From a grammatical standpoint, this sentence is implying that the AFV must be IN woods. Moreover, this is also why this same rule makes the distinction of an AFV being in bypass (thus not *in* the woods) and not paying more MP!

"QUESTION: Is an AFV on a woods-road actually in woods? (I do not think so.) The AFV is in a *woods hex*, but not *in* the woods. Moreover, if the LOS is traced solely along the road to the AFV while it is moving, the AFV receives no woods TEM (B13.31, first sentence). Also, a stopped AFV on a woods-road never receives wood's TEM unless on a partial TB (B13.31, in the exception which is in the last sentence). Thus, if the AFV is not currently receiving wood's TEM, rule D2.11 cannot apply.

"REQUEST FOR RECONSIDERATION: I am therefore requesting a reconsideration of the posted answer that an AFV would expend *4* MP to change its VCA on a woods-road across a non-road hexside. I believe it should only cost 2 MP and rule D2.11 should not apply."

His question and Perry's answer are:
Question:

What does it cost an AFV on the road in a wood-road hex to change VCA across a non-road hexside?

A. 2 MP. This revises our prior answer of 4 MP.

Today I am starting a new series in which I explain various rules gaffes I make in the course of playing ASL. As my play isn't super regular, articles in this series will be sporadic. Today's example comes from a game I played with Joe Arthur at Heroes. We were playing J130 *The Art of Dying* when the two situations described below came up. Let's see what Jim got wrong, shall we?

Map Overview
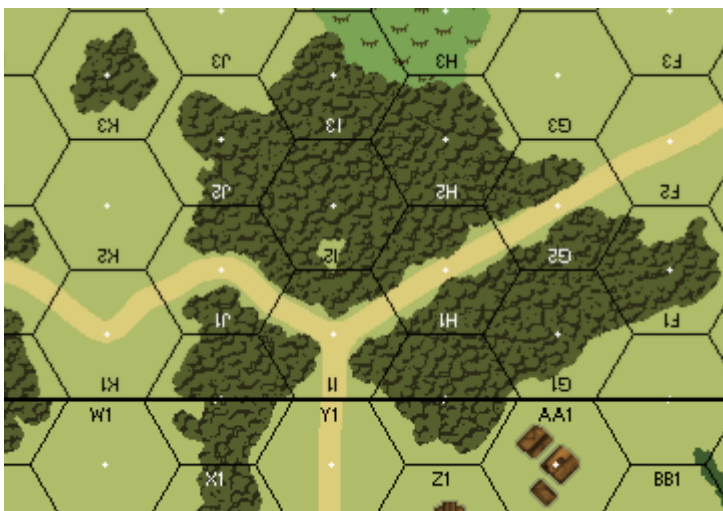
I am providing this image here so you can see the terrain itself without counters. In the following two examples, there will be counters in play. This makes it difficult to see the terrain and obscures the point I am making. Hopefully this inclusion will make everything clear.

Mistake 1: Proper MPs

In this example, Joe is moving his L6/40 along a Woods-Road. Upon entering the Location, Joe announced a turn of 1 hex side clockwise for 1 MP. I was fairly certain this was wrong but I couldn't recall where the rule was supporting my position. I was convinced the MPs are doubled for changing the VCA across a non-Road hexside. With the benefit of time, I can now confirm I was right and the rule is B13.41 (*All MP penalties for entering a hex containing a wreck/vehicle, and/or for changing a VCA across a non-road hexside, are doubled while in a woods hex.*)

But I was also wrong. I NEVER remember D2.11 (*two MP per hexspine change if actually in [not in bypass of] a building/woods/rubble or any combination thereof*). So the actual cost of changing VCA in a Woods-Road Location across a non-Road hex side is 4 MPs.

Mistake 2: Exiting A Woods-Road Location Via A Non-Road Hexside

Joe continued to move his AFV into J1 and announced a move to K2 for 1 MP. Again, I was pretty sure this required exiting the Road into the Woods portion of J1 but couldn't find the rule supporting it. If you look at the map overview image above it seems like Joe's move should be allowed. Since I couldn't show an actual rule at the time, I allowed the move. I don't like to stop people from doing something if I can't prove it. I would rather

my mistakes err in favor of my opponent.

When I got home, I pulled the picture from the actual game and started digging. Turns out, the answer is in B13.421: *Any vehicle that enters a woods hex via a road must take a Bog Check when exiting the hex via a non-road hexside as it enters the woods portion of the hex*. To move from J1 to K2, the L6/40 must first move into the Woods portion of J1 and take a Bog check. If it passes the Bog check and has enough remaining MPs it may continue to move into K2 and beyond. Note, moving from the J1 Road to the J1 Woods is as if entering any other Woods hex (1/2 or more MPs in accordance with B13.41 or B13.42).

Image from our actual game. The L6/40 is offset so I could see the hex when I

got home.

Conclusion

First, I apologize to Joe for getting the rules wrong. I hope this helps erase that mistake. Second, I hope it helps to show we all make mistakes, even self-appointed bloggers who write rules-dense articles. I hope by sharing this, you can also learn from it. More importantly, hold me accountable when we play! I ALWAYS forget the 2 MP cost for changing CA in a Woods-Road hex, even while I remember the doubling of the cost across an non-Road hexside. Until next time. — jim