

PE TANG 1900 Q&A with Marco Campari

Pat La Pella, April, 2023

The following exchange clarified the rules and led to the optional line of sight table I created to make it harder to fire at the Boxer Artillery units..

Pat: Thank you, Marco. I am enjoying your game. I have additional questions:

Allied Fire Phase:

1. Assume a unit is on track 1 and has AMMO. This unit can fire at a Boxer on track 1. This unit can also fire at artillery. But the unit can only fire once per game turn so the target is either the Boxer on track 1 or artillery. If the player decides to fire at artillery, how many artillery units are in the line of sight for the unit in track 1?

2. Line of sight is not addressed in the rules except for the unit placed on the Cathedral roof so a line of sight table would be useful. Artillery is located in 3 places: between tracks 1 and 2; between tracks 2 and 3; and between tracks 3 and 4. Call these Artillery 1, 2, and 3 respectively. Is this an acceptable interpretation of the rules? Here is the proposed table:

Allied Unit Track Location Artillery within Line of Sight

Position/Artillery within line of sight

1 / 1

2 / 1, 2

3 / 2, 3

4 / 2, 3

5 / None

6 (roof) / 1, 2, 3

3. If all three artillery are destroyed, and the D6 is 6 and 6, (or 6, 6, and 6), does the mine explode or does the mine cease to exist when the 3 artillery are destroyed?

Hand to Hand Combat Phase:

The rules do not explain the procedure when there are 2 or more units in the same location as the Boxer unit. Assume there are 2 units and 1 Boxer unit on track 4 inside the cathedral. Should there be 1 D6 die roll to resolve the hand to hand combat or should there be 2 D6 die rolls, one per Allied unit?

Two die rolls make more sense as there are 2 units fighting the Boxer. At the same time, you could say that 2 units would have a better chance of defeating the Boxer unit at hand to hand combat so there could be a die roll modifier if there will only be 1 D6 die roll to resolve the hand to hand combat with multiple Allied units. What should the rule be for multiple Allied unit hand to hand combat?

Marco: Thank you Patrick. Good ideas you can use them if you want.

For line of sight Zi kept without because the artillery position is an indication only, but your rules can be applied. For hand to hand each Allied unit roll a D6 (one roll each). If Artillery is destroyed, Mine still apply!

All the best!

Marco