KONFLIKT '47
FAQ - MAY 2019

ERRATA - KONFLIKT '47 RULEBOOK

Page 56: Weapons Chart
Table updated in Konflikt '47: Defiance.

Page 64: Flamethrowers
Rule updated in Konflikt '47 Resurgence.

Page 66: Tesla
Rule updated in Konflikt '47 Resurgence to remove PEN penalty at long range.

Page 68: Measure Range & Move
Replace the fourth paragraph with:
If the distance is within the allowable move of the assaulting unit then the assault is successful. Move the models in the assaulting unit into contact with the models in the target unit **by the most direct and shortest route.**

Arrange the combatants so that as many models from both sides touch as is possible. Once the assaulting unit has moved, any models in the target unit that are not already in contact with an enemy model are moved to touch. **Walkers with the Assault special rule being assaulted by infantry may now change their facing by up to 90 degrees at this point if desired.** Models unable to touch an enemy model for whatever reason are positioned as close as possible and count as fighting in the combat, even if they are not in contact.

Page 73: Firefight
Replace the first sentence with:
A unit that is shot at by an enemy with a Fire **or Advance** order at ranges up to 20″ can react by shooting back.

Page 73: Run to Cover
Replace the first sentence with:
A unit that has been shot at by an enemy unit with a Fire **or Advance** order at ranges greater than 20″ can react by running to cover.

Page 81: Tough Fighters
Rule updated in Konflikt '47 Resurgence.

Page 81: Fanatics
Rule updated in Konflikt '47 Resurgence.

Page 81: Flight
Rule updated in Konflikt '47 Resurgence.

Page 101: Walkers Assaulting Infantry and Artillery
Replace the first paragraph with:
Walkers with the Assault special rule are allowed to make an assault move to close quarters. Walkers without the Assault rule are treated as tanks with regard assaulting infantry and artillery (using the rules above).

Page 102: Close Quarters
Replace the third sentence with:
If the vehicle is immobilised, has not yet taken an action **or has an order dice placed on it that is not Run or Advance,** in all these cases each attack from the infantry will score a hit on a dice roll of 4, 5 or 6.

Page 103: Role of Transports
Rule updated in Konflikt '47 Resurgence.

Page 106: Jump
Rule updated in Konflikt '47 Resurgence.

Page 106: Recce
Rule updated in Konflikt '47 Resurgence.

Page 127: Hitler's Buzzsaw
Rule updated in Konflikt '47 Resurgence.

Page 128: Specialist Medic
Replace the Special Rule with:
Special Medic (When a unit within 6″ makes a roll to avoid casualties due to this medic, the player may remove a single model from any friendly unit within 6″ of the specialist medic to receive +1 on these rolls, so 6+ becomes 5+).

Page 130: Heavy Sniper Team
Add the following Special Rules:
• May be selected as either an Anti-tank or Sniper Team choice in a Reinforced platoon.
• Multiple Weapons. The heavy sniper team loader may fire his SMG (or panzerfaust if option taken) if the AT rifle doesn't fire.

Page 130: Medium and Heavy Mortar
Add the following:
Options - May have spotter for +10pts.

Page 131: Waffen-SS Shocktrooper Squad
Unit entry updated in Konflikt '47 Resurgence.

Page 137: Panther
Add the following:
Options - May have additional pintle-mounted MMG for +15pts.

Page 137: Tiger
Add the following:
Options - May have additional pintle-mounted MMG for +15pts.

Page 138: Thor Heavy Panzermech
Add the following:
• Slow.

Page 140: Spinne Light Panzermech
Adjust the Flamethrower option to read:
• **Replace the light autocannon with a small vehicle flamethrower and remove the Open-topped, Recce and Flak special rules for +25pts**

Page 146: Plentiful Supply
The following sentence is added to the end of the rule:
This rule does not apply to teams with the Sniper special rule.

Page 154: M5A1 Stuart
Add the following:
Options - May have additional pintle-mounted MMG for +15pts.

Page 159: Mudskipper Jump Walker
Unit entry updated in Konflikt '47 Resurgence.

Page 166: Automated Infantry
Add additional Special Rule:
Automated Infantry may move and fire without suffering the -1 to hit penalty.

Page 166: Armoured Infantry Section
The points cost for the basic squad of 4 models should be 140pts (Veteran) not 150 points.

Page 173: Cromwell-T
Change the listed points cost to:
210pts (Regular), 260pts (Veteran)

Page 173: Churchill
Update Options to read:
Substitute 75m medium anti-tank gun for a 95mm medium howitzer for no cost.

Page 175: Grizzly Medium Assault Walker
Unit entry updated in Konflikt '47 Resurgence.

Page 180: Quantity has a Quality all of its Own
Add the following to the end of the paragraph:
This squad does not count against the maximum of five squads per Reinforced Platoon but is limited to one per force rather than one per platoon.

Page 182: Commissar
Add the following to the end of the unit description:
If using the Force Selectors from Konflikt '47 Defiance, the Commissar is selected as detailed in those rules. If using the generic Force Selector from the basic rule book, the Commissar is selected instead of a Senior Officer.

Page 185: Heavy Infantry Squad
Unit entry updated in Konflikt '47 Resurgence.

Page 195: SU-122
Change the listed points cost to:
144pts (Inexperienced), 180pts (Regular), 216pts (Veteran)

ERRATA - KONFLIKT '47: RESURGENCE

Page 34: Jump (Revised)
Change the last paragraph of the rule to read:
- To conduct a jump, the vehicle must be given a Run order. All jump movement is conducted at the vehicle's Run movement rate and must be in a straight line. **A walker may make a single turn of up to 90 degrees prior to the jump, no turns are permitted after the Jump move.** As it has received a Run order, the vehicle may not fire as per the normal Run order rules.

Page 41: Towed Schwerefeld Projektor
Add the following Special Rule:
- Slow

Page 43: Paragon Officer "Slammer" Samuels
Add the following Special Rule:
- Immune to Horror

Page 45: M3A2 Pondskater
You may select two M3A2 Pondskater walkers to fill a single Light Walker slot in a Force Selector.

Page 48: Churchill Meteor
Change the listed points cost to:
450pts (Regular), 550pts (Veteran)
Change the listed damage value to:
11+ (super-heavy tank)

Page 49: Automated Mobile Platform
Remove 'Fist' and 'Assault' special rules.

Page 53: Commissar Drugov
Delete the option to add one man to the unit.

Page 61: SNLF Squad
Change the listed points cost to:
91pts (Veteran)

Page 62: SNLF Grenadier Squad
Change the listed points cost to:
91pts (Veteran)

Page 62: Teishin Shudan Paratrooper Squad
Change the listed points cost to:
91pts (Veteran)

Page 63: Assault-Exoskeleton Squad
Under Options, adjust the points cost for replacing an SMG with a Compression Rifle to '+1'.

Page 65: Sniper
Add Special Rule:
Sniper

Page 79: PaK 40
At the end of the descriptive paragraph, add:
If a PaK 40 is selected as part of the platoon, you may purchase a SDKFZ 7 Half-track as its tow, using the entry on Page 143 of the Konflikt '47 Rulebook. It is Finnish and uses Finnish National Rules, not German ones.

Page 81: Spinne Light Panzermech
Adjust the Flamethrower option to read:
- Replace the light autocannon with a small vehicle flame-thrower and remove the Open-topped, Recce and Flak special rules for +25pts

ERRATA - KONFLIKT '47: DEFIANCE

Page 16: Small Arms Weapon Table
Change range of Light Machine gun to 36" from 30"

Page 31: Soviet (Guards) Platoon Selector
Replace the footnote as follows:
^ All HQ Teams, infantry squads and weapon teams must be Veteran except for the Commissar (if taken)

Page 46: Towed Schwerefeld Projektor
Change the listed points cost to:
90pts (Regular), 110pts (Veteran)

Page 93: Jackal Light Jump Walker
Amend the options entry to read
Options - May add an Infantry Flamethrower for +20pts

Page 97: Locust Medium Panzermech
Change the listed points cost to:
240pts (Veteran)
Adjust the points cost of swapping the light autocannons with MMGs to:
-40pts

COMMENTARY

Page 63: Machine Guns and Team Weapons

Under the description of team weapons, LMGs are unfortunately cited as an example of team weapons within infantry squads. However, LMGs do not have the Team Weapon special rule and are therefore not Team weapons in the purest sense. However, when purchased as part of an infantry squad, a member of that squad must act as the loader if required by the option in the unit entry. Troop entries that do not include this requirement therefore do not need loaders for their LMGs (British Galahad Squads for example). If there is a requirement for a loader, and one is not present, the LMG shoots at -1 to hit.

Another potential point of confusion is the use of MMG and HMG (or similar Team weapons) by individual infantry models within infantry squads (Automatons, I'm looking at you). These are certainly Team weapons but employed in a squad rather than as a separate team. Part of the Team Weapon rules places a -1 Morale penalty on 'a team unit reduced to just one man'. This is intended to penalise weapon teams that are down to a single figure, not penalise full infantry squads equipped with heavier weapons. Therefore, to clarify, a squad that includes team weapons does not suffer the Team Weapon penalty to morale as it is not a 'team unit', it is a 'squad unit'.

Page 84: Horror

The impact of Horror has led to several discussions, the vulnerability of vehicles and the requirement to pass Orders Tests to charge Horror causing troops being the most frequent questions raised. At this time no changes to the core rules are planned, vehicles suffer from Horror and troops that assault Horror causing troops are assumed to have overcome any negative effects whilst making the assault.

As the wording is less exact than intended with regards assaults; an assaulted unit fights after the Horror causing troops **in each phase**, so point blank shooting still occurs before Horror causing troops conduct hand-to-hand. This sounds harsh, but most horror causing troops are both fast and lethal, to avoid them being auto-win options or ridiculously priced in points, this allows better balance.

Page 102: Infantry Assaulting Vehicles (Walkers)

Several comments have been made by the apparent omission of Walkers with the Assault special rule being able to attack back at infantry assaulting them. This was a deliberate decision based on the relative lack of agility and dexterity of 1947 era walkers, and that they would be no less vulnerable than other vehicles against an infantry section looking to hit their weak armour and blind spots. In light of player's feedback, the moving in to assault rules have been amended to allow walkers a change of facing when assaulted and we will continue to monitor this decision for potential revision.

Page 166: Automated Infantry

The lack of an NCO in the unit does not incur a -1 morale on the Automated Infantry as this penalty is only applied if a unit **loses** an NCO in the game. When wielding an MMG (or HMG), Automated infantry are considered to be without a loader so suffer the -1 penalty to hit as normal for this situation. However the addition above of a rule allowing them to move and fire without penalty somewhat mitigates this situation, and allows them to operate as mobile firebases in keeping with their role.

Page 185: Russian Heavy Infantry Squad

The use of the phrase Assault Weapon is descriptive, it has no associated special rules. A unit equipped with two Dual Weapon Packs can fire both when it shoots (otherwise the upgrade would be a touch nugatory).

Page 185: Siberian Terror Squad

The use of the word Knife is descriptive to indicate they are not unarmed, it has no associated special rules.

FAQ

It was originally our intent to only include Konflikt '47 specific FAQ responses, but with the transition of Bolt Action from Version One to Version Two, we have included the most relevant entries from the Bolt Action v1 FAQ for completeness.

TROOP QUALITY

Can you take veteran men with inexperienced officers (or any such mix of men and officer within an officer HQ)

No you can't - the HQ unit is either veteran, regular or inexperienced.

SETTING UP SPOTTERS, SNIPERS AND FORWARD OBSERVERS VS FIRST WAVE & RESERVE

If the scenario being played does not have a clear 'half of the table' where can I set up my snipers/observers/spotters?

Anywhere on the table that is not within an enemy set-up zone or within 12" of an enemy unit.

If a scenario tells me that some of my units are setup, while others are places in a 'first wave' to come in on turn 1 and/or others are in reserve, how does the special set-up rule for spotters, snipers and observers work?

If a spotter/observer/sniper etc. unit is in Reserve, they cannot use their special set-up rules. If, on the other hand, they are chosen as one of the units you set-up on the table, or they are in the first wave, then their own special set-up rules take precedence. In this case, wait for the normal set up to be finished, and then set up any spotters/observers/snipers according to their special rules before the start of turn 1.

If a spotter and his unit are in reserve, does the spotter move onto the table when its unit does so?

No, to order a spotter to move in from Reserve, you will need to give it a separate order using the Order Die it shares with its mortar/gun, which means that the weapon will not be able to fire that turn.

HIDDEN SET-UP

If the scenario being played means that there are no enemies on the table during set-up, can all of my units set-up hidden as they are 'out of sight' of all enemies anyway?

Yes, they can (and we suggest they do!). However, remember that being Hidden simply means that the enemy's to hit penalties if your unit's in cover are increased, so if your units is not in cover, being hidden does not help it all, and it can be shot at without any additional penalties!

ORDER TESTS

If a unit FUBARs and rolls a panic result and is really close to the tedge, does it move off the table?

No, units cannot move out of the gaming area unless the scenario includes rules on how to do so. So, a unit that rolls a Panic result will flee along the table edge trying to get as far as possible from the closest visible enemy unit.

RANGE & CASUALTIES

If units fire at a unit and only one model is in range, can you only hit this one model or does the shooting affect the rest of the unit?

When firing, you target a unit, not individual models, so as long as the shooting models are in range of at least one model in the target unit, they can fire. If they score a hit and damage, casualties can come from any model in the target unit. This is because bullets don't suddenly stop in mid-air!

When a unit is destroyed, when is the order dice removed? Immediately or at the end of the turn?

The dice for the destroyed unit is removed immediately, either from the bag if it has not activated, or from the table if it has.

HE

Does the HE PEN bonus apply to all hits caused by a HE weapon, including multiple hits against infantry and soft targets, or does the PEN bonus only apply to single hits against armoured vehicles?

HE weapons' Pen bonuses are always added to the roll to damage against all units, regardless of type – both to the single hit inflicted against armoured targets, and to each of the multiple hits inflicted on infantry and soft targets. special rules before the start of turn 1.

When you determine whether a building is destroyed when an HE shell hits a unit inside it, is it the number of hits actually inflicted on the unit (i.e. after halving them for down etc.) Or the number caused by the shell before halving the hits if the unit goes down?

It's the number caused by the shell (i.e. the actual 2D6 or 3D6 roll), before halving if the unit goes Down – in other words, whether the men inside the building are standing or lying down makes little difference to the building's chances of collapsing.

FLAMETHROWERS

If a flamethrower team that is part of a unit runs out of fuel, is the flamethrower man removed or replaced with a rifleman?

The man with the flamethrower is removed, and any loaders turn into a basic troop for the squad, equipped with the basic weapon for its squad type.

If a multi-storey building is set on fire by a flamethrower and there are units on the upper floors, what happens to them?

Those units also must immediately leave the building, 'disembarking' from the building as if they were on the ground floor – it's amazing how fast you move to get out of a burning house!

ASSAULTS

Do assaulting models have to take the most direct path or can they use their movement to attack from a flank or from around an intervening obstacle?

You measure the distance taking into account the fact your unit might have to move round impassable terrain – like a tank that's in the way, or a house, or potentially a high wall - and then if the unit is within the distance (generally 12" for an infantry unit) the assault goes in. The movement must be most direct and shortest route.

VEHICLES

If a pinned vehicle fails an orders test, it reverses at its basic rate. Presumably following the reverse moves rule?

Yes, exactly as described on page 94. Recce vehicles capable of reversing at Run speed can freely choose whether to do so or simply reverse at full Advance move.

What happens if a vehicle FUBARs and panics?

Treat this exactly the same as if it had failed an order test.

If an immobilised tank FUBARs an order test and must panic and so make a run move, what happens?

It simply goes Down.

Does a 'natural 1' always fail to damage a vehicle?

Yes.

Can a recce vehicle react with an escape move from an air strike or artillery barrage?

No it cannot, as the artillery barrage does not target the vehicle directly, and the air strike does not require line of sight from the attacking plane and does not roll to hit, instead hitting automatically.

MULTIPLE WEAPONS

Can vehicles with multiple weapons mounted side-by-side on the same mount, (like the four hmgs on an American M16 anti-aircraft carriage, or the M9A2 kodiak assault walker) fire all their weapons at different targets?

No, when the structure of the vehicle and the way the weapons are mounted make it very obvious that the weapon system is designed so that all of the weapons were firing at a single target, like in the examples mentioned above, those weapons must be fired at the same target and cannot split fire. Only weapons mounted on separate mounts can split fire, for example you could fire the coaxial machine gun or main gun of a Sherman against one target, the hull mounted machine gun against a separate (or the same) target, and the pintle-mounted .50 cal on the turret against another (or the same) target.

What are linked weapons?

If weapons are noted as being linked in their description, the linked weapons must fire at the same time and at the same target, even if not on the same mount, as is the case with the US Mudskipper.

If a weapon has multiple barrels (e.g. quad barrels) do you roll once to hit, then four dice to determine the actual hits, or roll four dice to hit (one for each barrel)?

Actually you roll a number of dice equal to the shots fired by each barrel, multiplied by the number of barrels. For example, a US Kodiak Walker has 1 autocannon and 2 HMGs per arm. Each cannon fires 2 shots, and each HMG 3 shots, so when you fire this weapon, you roll 8 dice per arm. Then of course, every cannon hit you score is multiplied again, as each shot has the HE (D2) rule!

TRANSPORT VEHICLES

If a transport vehicle is inexperienced, and the passenger unit is regular, does the -1 apply to firing the weapon since the regulars are doing the firing?

It is the transported unit that is doing the firing so it is their troop quality that applies.

If a transport vehicle is pinned, which morale do you use – that of the vehicle or that of the passengers?

When you activate the vehicle, you use the vehicle's Morale. You use the passengers' Morale when you activate them to order them to Advance/Run in order to disembark.

If a transport vehicle carrying passengers suffers additional pinning markers from a damage result, are the additional pinning markers added to the transported unit too?

Yes, just as normal – any pinning markers gained by the transporting vehicle are also gained by the transported unit.

If a transport is towing a gun is it assumed the gun crew are being transported as well, does that count as crewed so the transport's gun be fired?

Yes, the gun crew acts as the transport's weapons crew.

If a transport loses the transport ability (because of gaining the recce rule or some extra weapons), do they lose the vulnerabilities of transports (i.e. proximity to enemies, inability to fire onboard weapons)?

Yes.

If jeeps that are upgraded to MG status are no longer transports for any purposes, then how many are allowed per platoon and what force selector slot would they take up?

The jeep is still selected in the platoon as a transport for an infantry unit, but then loses its transport capacity. That infantry unit cannot then select another transport – effectively its 'transport slot' has been taken by the 'MG jeep'.

Does such a jeep also lose the capacity to tow a light anti-tank gun?

Yes, it cannot tow anything anymore, as the anti-tank gun crew cannot be transported.

Does a Kübelwagen really remain capable of transport when upgraded with a MMG (while jeeps do not)?

Yes, it does remain capable of transport.

AIR SUPPORT

Do hits from ground attack aircraft act as HE against vehicles? In other words, are they a single roll with the given pen value or do they do 3d6 hits with the pen value?

This attack represents multiple rockets or large-calibre antitank rounds, so the hits are all resolved, and are not treated as HE against vehicles.

How do you resolve an air strike against a unit in a building?

This is a complex situation that needs some explanation. As the Air Strike rules are generic, you cannot know for sure whether the warplane is firing HE or simply automatic cannons and machine guns at the target, which complicates matters with the Shooting at Buildings rules. So, the following points should clarify how to resolve an air strike against a target in a building.

- FAOs can call air strikes against units in buildings in the same way as firing a heavy weapon – i.e. they just need line of sight to the building itself.

- When the plane arrives, pin markers are placed around as normal, measuring ranges from the building itself. After pinning markers have been placed, the unit inside the building is hit automatically by the plane, just as if it was in the open.

- The Extra Protection rule does apply, regardless of the type of plane attacking (and thankfully this means it's better to be in the building than outside!).

- If the plane inflicts 12 or more hits (before halving for units that are Down, but after applying flak modifiers) on the target, the building collapses, as described on page 110 of the Konflikt rulebook.

Units in bunkers suffer the additional pinning markers from air strikes as normal, but do not suffer any actual damage.

What happens if the target is destroyed before an airstrike comes in?

The dice for the air strike is rolled as normal at the beginning of the next turn. If the result is a 1, it is resolved as normal. If the result is a 2-3, the roll is postponed to next turn, and the player can change the target to a different unit, as normal (assuming the observer is still alive, otherwise treat as a 4-6). If the result is a 4-6, the airplane aborts the air strike as it cannot locate the target and the air strike is wasted.

MORTARS, SPOTTERS & OBSERVERS

Assume that a mortar fires against a target it cannot see because its spotter can see it instead, and the mortar hits the target. In the following turn, it should now hit that target on 2+, but before the mortar fires, the spotter is killed. Can the mortar still fire against the target? If so, does it still hits on 2+?

The target is no longer visible, so the mortar can no longer shoot at it.

If the artillery forward observer is killed does that cancel out the effect of their artillery?

No, it does not. Once the token is in place, the FO model is irrelevant from the point of view of the artillery or smoke barrage arriving – simply follow the instructions on the appropriate chart. If, on the Artillery Barrage Chart.

I roll a result of 1 or a result of 4+ and the artillery barrage arrives, is the token removed and the process stops, or do I keep rolling on the chart for the rest of the game?

Once the artillery barrage arrives, the process stops and no further rolls are made. Only the result 2-3 on the chart mean that you must keep rolling in following turns.

If a two-man unit suffers a casualty as a result of a preliminary bombardment, does it have to take a morale check?

Yes.

How do you resolve an artillery barrage against a unit in a building?

This is resolved in the same way as described above for Air Strikes, measuring all ranges to the building itself. The only difference is that, if the unit is hit by a heavy howitzer (on a result of 6), treat this in the same way as a unit hit by a heavy howitzer that is firing indirect fire against the unit, following the rules for indirect fire hitting units in buildings.

Units in bunkers suffer the additional pinning markers from artillery barrages as normal, but do not suffer any actual damage.

If I fire a mortar (or other indirect fire weapon) against an enemy unit and then my opponent orders his unit to advance and simply nudges a model a few millimetres, or indeed declares that his unit moves 3" forward and then 3" back to reoccupy the same position, does that re-set the firing sequence of my mortar back to requiring a 6 to hit the next time I target that unit?

According to the rules, the mortar 'resets' if "either the shooter or the target have moved from their position". An opponent resorting to this type of activity clearly has little regard for the enjoyment of the game. We think it reasonable to say that the entire unit must be at least an inch away from the area that it was covering before.

FLAK

Do flak-capable units use their HE dice to determine the actual number of hits scored by a successful hit on an airstriking plane?

Yes – the number of hits scored is multiplied by the HE value, much like in the case of a hit against a soft-skinned vehicle.

Do you first reduce the number of hits suffered by the target of an air strike because of the effects of flak, and then halve the remaining hits if the unit goes down, or vice versa?

You first apply the effects of the flak, reducing the total number of hits caused by the attack, and then, if the unit is/goes Down, halve the total.

Is the –2 to hit incoming planes with flak in addition to normal modifiers or instead of them?

The -2 is in addition to all other modifiers, which apply as normal.

FORCE SELECTION

Does a 'free' unit take up a force selection slot?

The free units are additional to the Selectors. In each cases it's +1 per army, not per platoon.

I want to collect an army of paratroopers. However, there are no specific paratrooper officers, snipers, mmg teams, etc to go with my paratroopers squads.

We assume that the special rules only apply to the 'proper' (and normally larger) squads of paratroopers, but not to their HQs and support teams, as they are not big enough for the rule to 'come into play', or that their tactical role is different, as represented by their own special rules or specialised weaponry. So, we normally just select officers and support teams of the same quality as the relative infantry squads – in the case of paratroopers for example, choose all of your officers and support teams as Veterans – they are not going to be as hard as the men, but still not bad. Also, when possible equip them with weapons that make them as similar as possible to their 'main troops'.

MISCELLANEOUS

If it's entry states that a model is armed with 'pistol, submachine gun or rifle/carbine as depicted on the model', but the model (an officer for example) has no visible weapons at all, what happens?

In these rare cases, the player can either convert the model to clearly show which weapon is carrying, or assume it is carrying a pistol in a pocket or hidden holster.

If a sniper hits a model inside a building, does the extra protection rule apply?

No, it does not, because the extra protection rule specifies "Note that this is the same as for artillery equipped with gun shields" and snipers ignore the Gun shield protection, so they ignore the extra protection rule too.

Is it intended that snipers may shoot at units inside bunkers at no extra penalty?

Yes, obviously through the bunker's firing slits.

Does indirect fire ignore gun shields?

No if it comes from the front. Yes if it comes from the side/rear as normal.

If a howitzer fires indirectly at a target, then it fires directly at the same target, and then it goes back to firing indirectly against it (assuming that the target has not moved), does it hit on 6+ (sequence starts from scratch), or does it hit on 5+ (sequence continues)?

The sequence restarts, so it hits on 6+.

Can a unit enter the board and immediately move off again in the same turn (could be very handy for outflankers in envelopment for instance)?

It is possible, though it is a very risky tactic, as the outflanking unit would need to wait until at least turn 5 before entering and immediately leaving the table. This might mean failing the Order test to enter the battle and counting as destroyed instead. As the unit has to enter the table before it can leave it, any enemy unit in Ambush can still shoot the outflanking unit as it enters the table and just before it leaves – place all of the outflanking models at the edge of the table, as they enter, resolve the Ambush fire and then, if the outflanking unit has survived the Ambush fire, it may continue its move and leave.

Can you change the loader for an LMG in a rifle section from say an SMG gunner to a rifleman?

Any other man in the unit (including the NCO) can act as the loader when the unit fires, and this does not need to be the same man from turn to turn. Normally we assign a rifleman to be the loader for the entire game so if the LMG man is taken out by exceptional damage, we normally replace the loader model with a normal rifleman, as the loader would from now on begin to fire his rifle again.

If a flamethrower or panzerfaust attack is declared against a recce vehicle and the vehicle subsequently moves out of LOS or range does the flamethrower or panzerfaust actually have to fire and either have to do a fuel test or expend the panzerfaust?

Yes, they do have to fire and miss automatically.

Can a unit in ambush fire at a recce unit that is executing its escape move?

No, as an Escape move is not an Advance or Run move.

When rolling to damage armoured targets, do all heavy weapons suffer the –1 pen value for long range, or is it just anti-tank guns?

All heavy weapons. Anti-tank guns are only used as an example to illustrate the rule. Do remember, of course, that some weapons' special rules state that they ignore this modifier – namely HE rounds and shaped charges. Note also that this means that flamethrowers DO suffer from this modifier, as the amount of flammable liquid reaching the target is reduced at long range.

Does a roll of 1 on a to hit roll always miss?

No, but note that, on the other hand, the roll to damage rules do state clearly that a roll of 1 is always a fail, regardless of modifiers, and that includes rolls against armoured vehicles.

If an officer (or other HQ model) is killed by an exceptional damage roll, do other men in his unit stay in the game? If so, do they suffer -1 morale for losing the squad leader?

Yes, they stay, and they do suffer the -1 morale!

When playing a scenario where a portion of your forces are deployed prior to the start of the game, and a portion are held back to form either a first wave or in reserve, does the spotter and his associated mortar/artillery team count as 1 or 2 units for the purposes of calculating the aforementioned portion?

They count as 1 (because they only have 1 dice).

How do you determine whether a vehicle is in cover or not?

It's actually the visibility of the entire vehicle, not just the facing you are firing at. So if the majority of the vehicle (over 50%) is in cover, then the vehicle is in cover, and vice versa. In your example, the vehicle would not get cover.

If a unit has two or more panzerfausts, does this allow it to fire at multiple enemy targets (as long as they are all vehicular)?

Yes, each one can be fired separately at a different enemy vehicle, and there is no obligation to fire them all at once.

Are the pinning values in the HE chart in addition to the normal 1 pin or 'instead of'?

Instead of.

When a vehicle is hit by a HE shell, it takes a single hit rather than multiple. But what about pin markers – is that also a single pin or does the vehicle takes multiple pins?

It takes multiple pins, according to the HE level of the shell, as normal. Keep in mind, however, that is the HE shell had a Pen value that would make it impossible to cause damage on the vehicle, Veteran vehicle would take no pins at all, and a Regular one might also not take any pins.

Can a recce model being fired at by an ambush react with an escape?

Yes, this is an exception to the rule that you can't react to a reaction!

Does a unit armed with one or more panzerfausts gain the benefit of the 'tank hunters' rule?

No, the Panzerfaust does not confer the 'Tank Hunters' rule in assaults against tanks. Having unused Panzerfausts does however stop the unit carrying it from taking the Tank Fear test.

Can you charge from inside a building into a unit in another building which is not adjoining?

Yes. The 'enemies outside' mentioned in the rule include enemies occupying other buildings.

When firing a flame thrower team at an open-topped armoured transport how are the hits against the troops inside resolved?

Fully enclosed armoured vehicles take 1 pin. Anything else takes D3+1. So in the case in question, the vehicle would take D3+1, and the same amount of pins would go on each unit inside. Only the vehicle would have to take the test, not the troops transported, even if the vehicle was destroyed by the test.