

Uprising 44 – Q & A

1. **2.2** CEL = counter step, i.e. one side of a counter.
Yes.
2. **2.43** Rules state that German player receives no cards on turn 1, however, reinforcement chart states 1 card; which is correct?
In such cases, always check reinforcements card.
3. **2.44** Are cards nullified by an opponent's card in combat, discarded?
Yes.
4. **2.45** "cards with a black number in the corners" should read "cards with their card number in a black circle". German card that shows +5 PS = +5 StrP.
Yes.
5. **3.0** German CP received during the game differ between the rules and the German reinforcement chart. Which is correct?
In such cases, always check reinforcements card.
6. **3.0** During which phase is normal movement undertaken? Phase 4?
Yes.
7. **4.13** Is over stacking permitted during movement?
Yes.
8. **4.17** When are **4.15 / 4.16** additional movement costs nullified? At the beginning of a turn or at any time?
Any time.
9. **4.18** Should read "4 - 6", not "5 - 6".
Yes.
10. **5.0** Do all moves have to be completed before combat? Or can some units move and attack before other units move?
You have to finish all the movements before combat.
What happens if stacking *after combat* exceeds 12 StrP (this can happen when a terrain point is flipped to its garrison side, e.g. 12 StrP of Germans enter a zone containing 1 Polish unit and a terrain point. In the ensuing assault the Polish unit is eliminated, and the terrain point is flipped to its garrison side. The Germans took no losses, thus the total strength in the zone is now 12 StrP plus 1 StrP for the garrison = 13 StrP, thus over stacked. What happens?
You can't enter such a zone with such a number of units. So, for example, you used 12 SP and managed to drive the Poles away. There is a terrain point there than will be flipped into 1 SP Garrison. Because of that, you can enter such a zone with 11 SP only.
11. **5.12** States that terrain modifiers are for Polish units only, however, map legend does not restrict park and cemetery to "(only for Poles)"; do units of both sides benefit from park and cemetery modifiers?
Board description is correct.
12. **5.14** losses can be absorbed by TP's and garrisons. What happens when a loss is absorbed this way? Is the counter flipped (thereby allowing the other side to absorb losses with the flipped counter)?
TP and garrisons can absorb the losses only if there are not any other units that can suffer losses.
13. **5.15** does not exist in the Polish rules. "expect" should read except".
Yes.
14. **5.24** This rule does not appear in the Polish rules. Example: if Polish units retreat, shouldn't they take 1 step loss, not 2 on a -/2 result?
Yes, it should.
15. **5.36** Should read "TP counters with a yellow VP on a red background are influencing morale level."
Yes.
16. **5.37** Should read "TP with yellow number on red background provides combat modifier +1 or +2 for the Polish player (in defence only)."
Yes.
17. **7.2** Barricades – does it cost 1 CP per barricade or per level of barricade? e.g. does placement of a 2-level barricade in a zone marked with two yellow stripes cost 1 or 2 CP? **1 CP per level.**

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18. **8.0** Airdrops – If the maximum SP gained via airdrop per turn is 2 each for the Allies/Soviets, (excluding Frantic VII) and any unused SP are transferred to the Polish Supply Points track, why do the Allied Soviet tracks extend to 30/15 respectively? Am I missing something?
Regarding the tracks - 30/15 is, as far as I understand, the maximum of the airdrops you can get during the entire game. After every airdrop you move the counter down (starting with 30 at the allied track) and when it will reach 0, you won't be able to get any more air drop supplies.
Are the SP's received under "Frantic VII" in addition to SPs obtained through normal airdrops?
Yes, these SP are added to the total sum of allied SPs.
19. **9.0** Reinforcement chart shows removal of 2 HG 1 units, one of these should be HG 2. Polish reinforcement chart, "PA" = Polish Army. Do summary units only get released when all (B) and (K) units are eliminated or are, for example, summary units for (B) released if all (B) units are eliminated and some (K) units remain in play? Are reinforcements placed in an entry zone for free or does one have to enter from off map by paying CPs?
Yes, you can use summary units only if all the units of such a group are eliminated. Reinforcements are placed in the proper boxes for free, but to place on the board, you have to spend CP.
20. **9.11** Are reinforcements placed simultaneously, or in order of initiative?
According to the initiative.
21. **9.17** Can Polish units be reconstituted in in an MZ under German control?
No.
22. **10.13** "yellow number on the red background" presumably refers to the terrain point side of the counter?
Yes.
23. **11.0** is the +1 for *each* of the zones controlled starting turn 18? i.e. a maximum of 4 points per turn? What happens when maximum/minimum morale is reached or exceeded?
Yes, only zone XI counts till the end of the turn 17. Morale can't be higher than marked at the morale track.
24. **12.0** Pacification/Ruins – presumably ruins can only be placed in urban (city) areas? In order to comply with **12.13**, presumably a German unit places a ruins counter in its own zone and then has to move out during the movement phase?
Yes.
If a ruin marker is placed in a zone that also contains a garrison, presumably the garrison is removed from the game?
Yes.
25. **13.0** At what point in a turn are ammo counters placed?
According to the 13.13, German player places ammo counters right after receiving these.
26. **16.0** Are Polish units removed from Praga counted as eliminated?
No, they're removed, not eliminated per se.
27. **17.11** "but only if zones 212 and 214 are controlled by insurgents" should read "but only if zones **211** and 214 are controlled by insurgents".
Yes.
28. From the **extended example of play #2** it is clear that two garrisons in a zone can be assaulted/attacked separately and consecutively within one turn. If, however, there are friendly German units in the same zone as the garrison(s), by reference to **5.32**, am I correct in my understanding that the garrisons cannot be targeted separately, and there is only one combat, with the StrP of German units and garrisons in the zone being added together in one defence?
5.32 says that Garrisons add their strength to the strength of the other units in the same zone, but not with other garrisons. So, if Polish player attacks German unit in the zone with garrison, he has to attack the garrison as well in the same combat.