

# CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

## Ardennes Offensive

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

### MAPSHEET

1. As depicted, the Allied Map Edge Hexes extend beyond the flanks of the German side of the front-line. This is an error. Hexes nrs. 0101 thru 0108 inclusive and hexes nrs. 3701 and 3702 are not Allied Map Edge Hexes and may not be entered by any unit of either side for any purpose.
2. The river hexside shown between hex nr. 2311 and hex nr. 2211 is a mistake. Ignore it.
3. The bridge between hex nr. 3111 and hex nr. 3010 was left out by mistake. Draw it in.
4. Hexes nrs. 1107, 2819 and 1016 are tainted with rough terrain. They should be considered clear terrain.
5. The "front-line" or "start line" is the line of dotted hexsides running from hex nr. 0108 to hex nr. 3702 exclusive.
6. The towns of Monschau and St. Vith have an American unit deployed in them. The unit is shown in an adjacent hex with an arrow pointing into the town.
7. Hexes nrs. 1516, 1506, 3505 and 3612 should be impassable terrain.

### RULES

#### [5.0] MOVEMENT

It is suggested that all units on a side maintain a common facing. Note that the initial deployment has all the Germans facing west and all the Americans facing east. Whenever a Friendly mechanized unit attacks its facing can be turned sixty degrees. Then the Friendly Player can easily recognize which of his mechanized units are eligible to move during the Mechanized Movement Phase. At the completion of the Player-Turn all units can be returned to the original facing.

#### [6.0] ROAD MODE

Section 6.7 Case L - The opening sentence should read "If a *Friendly* unit in Road Mode attacks or is attacked it must leave the Road Mode at the beginning of the Initial Movement Phase of the next Friendly Player-Turn ... " Players should note that any unit with a Movement Allowance of less than twelve cannot leave Road Mode if it is unsupplied or isolated. If such an unsupplied unit is required to leave Road Mode it is eliminated. The elimination takes place before any other activity in the Initial Movement Phase. It is entirely conceivable that the strongest German Panzer unit would have to self-destruct if it was attacked while in Road Mode by an American engineer regiment and then found itself unsupplied at the start of the German Player-Turn.

#### [13.0] BRIDGES AND INTERDICTION

1. The Bridge Interdiction Rules simulate the effect of artillery fire on bridge approaches as well as the bridge itself being inoperative. The presence of Friendly units can never negate the interdiction of a bridge by an Enemy unit. Do not confuse Zones of Control with Bridge Interdiction.
2. Sect. 13.4 Case E refers to all bridges which are entirely behind the German side of the start line. Bridges which are bisected by the start line are interdicted by Allied units on Game-Turn 1.
3. Sect. 13.1 Case A establishes what bridges are interdicted for the Friendly Player. The bridges so established remain interdicted for the

entire Friendly Player-Turn. Even if the interdicting Enemy units) are eliminated or displaced as a result of Friendly unit attacks, the interdicted bridges would remain to affect the Friendly Player Mechanized Movement Phase. By the same token an Enemy Unit which has been retreated (or advanced) to within range of a bridge does *not* interdict the bridge for the Mechanized Movement Phase. 4. During the Friendly Player-Turn the interdiction of bridges by Friendly units is determined for the Enemy units at the moment of combat.

#### [12.0] SUPPLY

1. Supply status markers on Friendly units should be removed from Friendly units at the conclusion of the Friendly Player-Turn. During the Enemy Player-Turn the supply status of Friendly units will be determined at the moment of combat.
2. Once the supply status of a Friendly unit has been determined during the Supply Judgment Phase of the Friendly Player-Turn it is determined for the entire Player-Turn. No combination of movement and combat can change that status for that Player-Turn.

#### REINFORCEMENT TRACK

The Allied Reinforcement Track is accurate in terms of unit Combat Strength, Movement Allowance and direction of appearance. It is *not* accurate in terms of unit size and type. Players can use units of the same Combat Strength and Movement Allowance inter- changeably without regard for unit size and type. It is suggested that the British units be reserved to represent West-Bank reinforcements as it is easier to visually keep track of them. For those interested, the actual unit designations for reinforcements for both Players are detailed below.

#### [10.2] RETREATING UNITS

The first priority for retreating units should be: toward Friendly Supply and away from Enemy Supply.

#### [9.0] COMBAT

1. Section 9.2 Case F refers to a stack of defending units which was intact at the beginning of the Combat Phase. If in a given Combat Phase a unit is retreated into a stack it does not add to the Defensive Strength of that stack during that phase. It does however suffer any combat results applied to that stack.
2. Section 9.4 Case L, add "The German Player may never voluntarily reduce the odds of his attacks below 2-1."

#### [4.2] SPECIAL DEPLOYMENT AND FIRST GAMETURN RULES

On the first Game-Turn the German Player **MUST** attacks every American unit adjacent to German units on the start line, and every German unit adjacent to an American unit must participate in an attack.

#### [11.0] TERRAIN EFFECTS CHART

The chart states that "Ar & Dr Combat results have no effect on units in town hexes." This is a *voluntary* immunity which may be waived by the Player whose unit is in the town hex.

However, the immunity must be waived *before* the die is rolled and the Combat results known.

This same voluntary immunity extends to German units in West Wall hexes.

#### [18.0] SCENARIOS

Scenario Nr. 2 should be played with German *accelerated* reinforcements.

#### Allied Historical Reinforcement

Game-Turn 2:

(NE): cca7, ccb7, ccr7, 39 i, 47 i, 26 i, 517 pi

(SE): caa10, ccb10, ccr10

Game-Turn 3:

(NE) 117 i, 119 i, 120 i

(W) 504 pi, 506 pi, 325 (G), 401 pi, 327 pi, 502 pi, 505 pi, 501 pi

Game-Turn 4:

(NE): 16 i, 18 i

Game-Turn 5:

(NE) 32 a, 33 a, 36 ai

(SE) cca4, ccr4, ccb4

(WB) 56Gds, 32Gds, 129 i (X), 130 i (X), 214 i (X), 152 i (X), 153 i (X), 154 i (X), 71 i (X), 158 i (X),

160 i (X), 33 a (X), 29 a (X)

Game-Turn 6:

(NE): ccr5, 333 i, 334 i, 335 i

(SE) 2 i, 10 i, 11 i, 101 i, 104 i, 238 i, 317 i, 318 i, 391 i

Game-Turn 7:

(NE): 24 i, 60 i, 66 a, 67 a, 41 ai

(SE): 6 ac

Game-Turn 8:

(NE) 289 i, 290 i, 291 i

(SE) 4 ac

(WB) FR. LT., 1102e, 1107e, 1111e, 1128e, 354e, 342e

Game-Turn 11:

(NE): 329 i, 330 i, 331 i, 401 G (II)

(SE) 134 i, 137 i, 320 i

(WB) 508 pi, 551 pi

Game-Turn 12:

(SE): cca6, ccb6, ccr6

(WB): 34 a (X)

Game-Turn 14:

(SE): ccal1, ccb11, ccr11

Game-Turn 16:

(W) 68 i (X), 151 i (X), 231 i (X)

Game-Turn 17:

(W) 513 pi, 507 pi, 193G, 194G

#### Allied Slowed Reinforcements

Game-Turn 2:

(NE): cca7, ccb7, ccr7

(SE): cca10, ccb10, ccr10

Game-Turn 3:

(NE) 39 i, 47 i, 16 i, 18 i, 26 i, 517 pi

Game-Turn 4:

(NE) 117 i, 119 i, 120 i

Game-Turn 5:

(W) 327 pi, 401 pi, 502 pi, 501 pi, 506 pi, 504 pi, 505 pi, 325G pi

Game-Turn 8:

(NE): 32 a, 33 a, 36 ai

(SE): cca4, ccb4, ccr4

Game-Turn 9:

(W) 129 i (X), 130 i (X), 214 i (X), 152 i (X), 153 i (X), 154 i (X), 56 GD, 32 GD

Game-Turn 10:

(W): 34 a, 29 a, 71 i, 158 i, 160 i

Game-Turn 11:

(NE) 289 i, 290 i, 291 i

(SE): 6 a cav

Game-Turn 12:

(SE): 2 i, 10 i, 11 i, 101 i, 104 i, 328 i

(NE) 66 a, 67 a, 41 ai

Game-Turn 13:

(SE): 317 i, 318 i, 319 i

(NE): 329 i, 330 i, 331 i  
Game-Turn 14:  
(W) 354 e, 342 e, 392 e,  
366 e, 1308 e, 1313 e, Fr.  
Lt. i. (Brig)  
Game-Turn 15:  
(SE) 134 i, 137 i, 320 i  
(NE): 24 i, 60 i, 401 G  
Game-Turn 16:  
(W): 34 a  
(SE): cca6, ccb6, ccr6  
Game-Turn 17:  
(SE): cca11 , ccb11,  
ccr11 Game-Turn 18:  
(W) 68 i (X), 151 i (X),  
231 i (X)  
(SE) 513 pi, 193 G, 507  
pi, 194 G  
*German Historical*  
*Reinforcements*  
Game-Turn 1:  
1 a (x)  
Game-Turn 2:  
2 a (x). Von Der Hedyte  
Game-Turn 3:  
3 a (x)  
Game-Turn 4:  
4 a (x), 2ss a (III), 3ss ai  
(III), 4ss ai (III), 9ss a (III),  
19ss ai (III), 20ss ai  
(111), 8 ai (111), 29 ai (III),  
FE (x)  
Game-Turn 5:  
5 a (x). 1130 i (III)  
Game-Turn 6:  
6 a (x)  
Game-Turn 7:  
7 a (x)  
Game-Turn 8:  
8 a (x). 33 a (III), 10 ai  
(III), 11 ai (III), 104 ai (III),  
115 ai (III), FG (x), 79 i  
(XX)  
Game-Turn 9:  
(none)  
Game-Turn 10:  
167 i (XX)  
Game-Turn 11:  
(none)  
Game-Turn 12:  
246 i (XX)  
Game-Turn 13: 9 i (XX)  
Game-Turns 14, 15, 16,  
17:  
(none)  
Game-Turn 18:  
340 i (XX)

*German Accelerated*

Game-Turn 1:  
1 a (x)  
Game-Turn 2:  
2 a (x) Von der Heydte,  
2 ss a (III), 3ss ai (III),  
FE (x)  
Game-Turn 3:  
3 a (x), 4ss ai (III), 9ss a  
(III), 19ss ai (III), 20ss ai

(III), 8 ai (III), 29 ai (III),  
10ss a (III), 21ss ai (III),  
22ss ai (III), 15 a (III),  
110 ai (III), 111 ai (III),  
FG (x)  
Game-Turn 4:  
4 a (x)  
Game-Turn 5:  
5 a (x). 33 a (III), 10 ai  
(III), 11 ai (III), 104 ai (III),  
115 ai (III), 1130 i (III)  
Game-Turn 6:  
6 a (x), 79 i (XX)  
Game-Turn 7:  
7 a (x)  
Game-Turn 8:  
8 a (x), 167 i (XX)  
Game-Turn 9:  
246 i (XX)  
Game-Turn 10:  
(none)  
Game-Turn 11:  
9 i (XX)  
Game-Turn 12:  
(none)  
Game-Turn 13:  
340 i (XX)