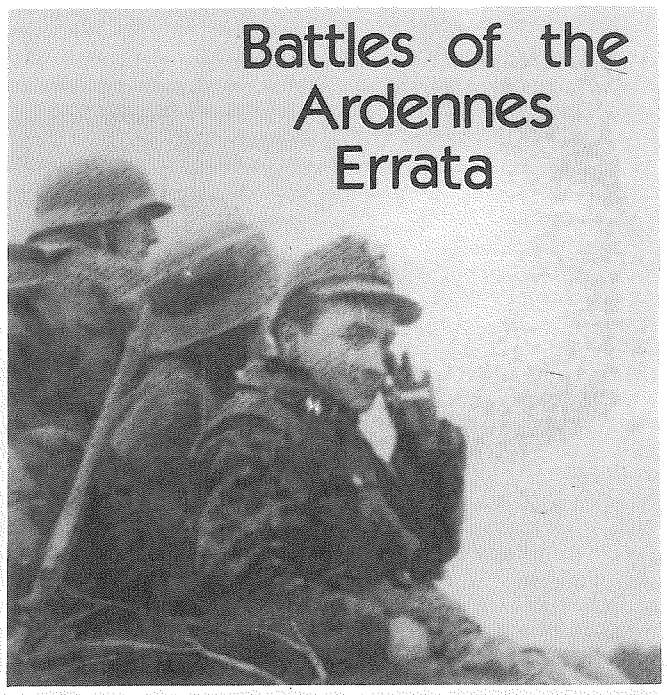
# Battles of the Ardennes Errata



## OFFICIAL ERRATA

**THE MAP**

1) On the turn record track for the '44 campaign game, turn 36 should be listed as 2 January P.M.

2) It is suggested for legibility that the town markings be darkened with a flair pen.

**THE COUNTERS**

The printing on some of the German *panzer* engineers is spotty. These units are (1)-5 battalions.

**STANDARD RULES**

(*9.68*) (Correction) If a Player is forced to retreat a unit into a friendly-occupied hex and the units in that hex are attacked in the same combat phase, the retreated unit does not add its strength to the units in the hex. However, if any combat result (loss or retreat) is applied against the units in that hex, the previously retreated unit(s) must also suffer that result.

(*15.13*) (Clarification)... This expenditure of movement points to move onto the entry hex is based on the march mode rate, if the units enter as reinforcements in march mode. Example: A mechanized unit with a movement allowance of "5" would be considered to possess 18 movement points (one MP additional when moving onto the map) before the cost for moving onto the entry hex was subtracted.

**ST. VITH**

(*18.1*) (Correction) The U.S. 26/1 Infantry Regiment (a 6-3) should not start the game on the map, but should enter the map as an Allied reinforcement on Game Turn 3 at entry area "A;" the U.S. unit in 0417 should start the game in an improved position.

(*18.12*) The 9SS/9H (an 8-5) and 20SS/9H (a 7-5) enter the game on Turn 10 instead of 8.

(*18.41*) (Addition) Manhay (0805) is also worth 2 victory points.

(*18.42*) (Correction) The German Player earns two victory points for each mechanized unit that he exits off the west edge of the map on a road hex north of hex 0601. The unit(s) must be in supply at the moment of exit in order to earn the victory points.

(*18.26*) (Correction) All German units are automatically in supply for the first four turns...

**CLERVAUX**

(*19.1*) (Correction) The U.S. Armored Brigade designated CCB/9 (a 7-6) in the Clervaux countermix should be designated CCB/10.

(*19.25*) (Correction)... All German units are automatically in supply for the first four Game Turns...

**CELLES**

(*20.1*) (Correction) The German 304/2 Panzer Grenadier unit (a 6-5) should setup in hex 0514; the British RT/29 Armored Regiment (a 3-6) should setup in hex 0607.

(*20.29*) (Omission) The bridge from Hottem to hex 0721 is considered to be blown at the start of the game.

**SEDAN**

(*21.3*) (Addition) If the German Player exits 30 mechanized strength points off road hexes 0301 or 0107 and controls Sedan at the end of the game, he is not required to exit an additional thirty strength points off the west edge of the map; but must fullfill the other victory conditions.

**CAMPAIGN RULES**

(*25.21*) (Correction) The French 3 Spahi Brigade (a 1-4) should setup in C1307; the French 1 Cavalry Brigade (a 1-4) should setup in C0518. The Belgian 2cc/2c (a 1-5) should setup in C1013.

(*25.22*) Some of the German infantry divisions setting up on the map have their setup hexes incorrectly designated. See corrections below. Note that German units may not setup west of the westwall hexes.

| Units | Correct Setup hex |
|---|---|
| 4/32 94/32 96/32 | B0419 |
| 183/62 164/62 190/62 | B0924 |
| 28/8 38/8 84/8 | B1422 |
| 7/28 49/28 83/28 | B1721 |
| 451/251 459/251 471/251 | B2019 |

(*25.23*) The German Panzer Regiment designated 10/8 (a 6-6) should not appear as a reinforcement on Turn 1, but instead on Turn 6. The French Cavalry Brigade designated 4/4 DLC (a 4-4) is marked "opt" but actually should appear in the standard game on Turn 4 at entrance area "J." The 14/4 DLC unit (a 2-5) should appear as a reinforcement on Turn 1 instead of Turn 2. The Sedan reinforcement track is correct for the campaign game with respect to the entry areas of the French units common to both the games; the entry areas on the appropriate counters should be ignored.

**BATTLE OF THE BULGE**

(*29.25*) (Addition) unit in B0417 should also start in an Improved Position.

(*30.34*) (Correction) The 9H Panzer Division arrives according to the errata in 18.12. The 2DR Panzer Division arrives on Turn 10 instead of Turn 8.

(*30.95*) (Correction) All German units are automatically in supply for the first four Game Turns...

(*32.42*) (Correction) Each German infantry step eliminated: -1 VP
Each German mechanized step eliminated: -2 VPs
Each German artillery or engineer unit eliminated: -2 VPs

(*34.21*) The setup hexes of the units below should be changed to that listed below for the 22 December scenario:

German: 5/3FJ – B1316
16/116 – B0701

Allied: 334/84 – A0518
333/84 – A0619*
335/84 – A0215
CCR/3 – B0801
119/30 – B1308 (Omission)
Br. 34 – A1606 Arm Brig
IP in B1415 instead of B1515

## SUGGESTED RULES CHANGES

The following rules changes are not official SPI errata but are suggested by the designer to increase historicity and balance.

**6.0 March Mode**

*6.1* It costs all units one half of their Movement Allowance (rounded up) to enter March Mode. It costs nothing to leave March Mode.

*6.11* A unit may enter March Mode even though it does not begin its turn on a road hex. All other restrictions still apply.

*6.22* Units in March Mode may move through road hexes, non-road hexes, or combinations of both. Units in March Mode move off roads at the normal terrain cost (as described in 6.24). Units in March Mode may transverse any terrain except unbridged river hexsides. Example: A 7-6 armored unit in March Mode would have a March Mode movement allowance of 18 and could thus move through six light woods hexes off the road.

**9.14 Second Combat**

If and only if, an attacker receives a "no result" in a battle, he may decide to immediately attack again in a special second combat called an Escalating Assault. The attack is carried out exactly as was the previous

combat with a second die roll at the same odds. Regardless of the result, however, the attacker must take a step loss from one of his attacking units that participated in the assault. An Escalating Assault may be executed only once for each unsuccessful attack. The loss taken is in addition to any other combat result that may be applied against the attacking units.

**10.0 Artillery**
U.S. and British artillery units have their range increased to four hexes and their FPF strength increased to "3."

*10.1 Artillery Corps Subordination.* Any number of artillery units may fire in a barrage attack, so long as they all have the same corps designation. (Abolish the artillery portions of 18.26, 19.25, 30.94.)

*10.19* The barrage strength of artillery units is also halved when firing into woods or dense forest hexes.

*18.21, 19.21, 30.12* The Allied player may not attempt to blow bridges on Turn 1 *or* Turn 2.

*21.22* The German player receives three Air Points each Game Turn.

*21.23* Two times during the course of the game, the German player may expend more than one Air Point on combat support for a single attack.

*26.31* The German player receives five Air Points per game turn, which he may use in accordance with Section 14.0. Three times in the game, the German player may expend more than one, but not more than three, of his available Air Points to aid a single attack (not defense) with combat support...

*30.4* The German player does not receive Air Points on Turn 4 or 5 but does have one available on Turn 30.

## FURTHER OPTIONAL RULES

The designer offers the following optional rules to players interested in additional historical detail at some expense in playability.

**(16.4) ARMOR SUPERIORITY**
A tactical superiority in armored forces was at times decisive in the Ardennes fighting, although the nature of the terrain did serve to limit their effectiveness.

(*16.41*) If in a battle, the attacker or defender possesses an armored or recon unit and his opponent has none, then the player owning the armor is said to possess Armor Superiority.

(*16.42*) A player possessing Armor Superiority may shift the combat odds of the battle one column in his favor (right for the attacker; left for the defender).

(*16.43*) Neither player may utilize Armor Superiority in any battle in which the defender occupies a town, improved position, city, westwall or heavy woods hex. Also, the attacker may not possess Armor Superiority if any of the units he is attacking in a battle are adjacent to a friendly armor engineer or recon unit or if all his participating armored units are attacking across a river, bridge, or ford hexside.

(*16.44*) If the attacker must take a loss in a battle in which he used Armor Superiority, the losses must be taken by the participating friendly armored units(s). A defender using Armor Superiority is not bound by such a restriction.

**(16.5) SURRENDER**
Certain infantry divisions on both sides were completely "green." This had rather obvious morale problems which became particularly acute if the green unit was out of supply and surrounded by the enemy. As demonstrated by the U.S. 106th Division in the actual battle, this could lead to outright surrender.

(*16.51*) Any unit from any of the following divisions are considered to be "green:"

| U.S. | British | French | German ('44 only) |
|---|---|---|---|
| 106, 87, | (none) | 53, 55, 61, | 62, 352, 560 |
| 99, 75 | | 18, 26, 71 | |

(*16.52*) Roll the die for each green unit or stack of green units that are isolated at the beginning of the enemy player's Supply Determination Phase. A roll of "six" and the unit or stack in question is considered to be eliminated during that phase. This is checked each time during the enemy Supply Determination Phase.

(*16.53*) If a green unit is stacked with a non-green unit, or units, it is not considered to be a green unit at that moment for the purposes of this rule, regardless of supply state.

**(16.6) COMBAT ATTRITION**
To more accurately simulate the actual combat attrition situation in the Ardennes, the following changes are offered.

1) Combat Result "E" = Affected units lose one step each and must be retreated two hexes or take two additional step losses.
2) Combat Result "Eng" = Attacking player must lose at least as many combat strength points as the defending player. Defending player chooses first which unit will take the loss.
3) Both players do not receive replacements until Game Turn 10.

**(16.7) DEFENSIVE FLANKING FIRE**
Almost invariably in the Ardennes fighting, although the attacker would attempt to strike on a narrow front for penetration, he would often come under flanking fire from adjacent unengaged enemy units in the line.

(*16.71*) Although a unit or units adjacent to enemy units are not required to attack, if they do choose to attack, then all enemy units adjacent to the attacking units must also be attacked (by the attacking unit or units themselves or by other friendly units or by friendly artillery barrage).

**(16.8) DISORGANIZATION IN ADVANCE**
All combat tends to be disruptive. This particularly affected armored infantry units which had to dismount for battle, and then later found it difficult to rapidly follow up an enemy retreat.

(*16.81*) If the advancing units are armored infantry units, or include armored infantry units, then those units must stop upon entering the first enemy controlled hex, *including* the first hex entered during the advance. This is not true, however, for armored or recon units, which may advance as stated in 9.73.

**(16.9) HEAVY SNOWS**
Because of the bitter winter and heavy snows in the later part of December, the offensive capabilities of both sides were severely limited.

(*16.91*) Beginning with Game Turn 27 of the '44 Campaign Game, the maximum allowable advance for any type of unit after successful combat is one hex (the vacated hex). This is applicable to both players but in no way affects retreats.

**(16.95) RESERVES**
(*16.951*) Units that do not move or attack in the regular movement and combat phases may be designated as reserves. Reserves cannot be created from units that start their turn in enemy zones of control. Reserves may be designated by placing a marker on these units. At no time may a player have more than 10 of his units in a quadrigame, or 20 units in a campaign game, in reserve status. Reserves may be used in three ways: as exploitation forces, as combat reserves, and as defensive reserves.

(*16.952*) After friendly movement and combat has ended, units that were designated as reserves may move in a special exploitation phase or remain in reserve for defensive purposes. Once reserves are moved, they are removed from reserve status.

(*16.953*) Units moving in the exploitation phase may move their full movement allowance and may enter March Mode at the beginning of the exploitation phase if they are eligible. Units may not enter Strategic Movement during the regular movement phase of a turn while they are being held as reserves.

(*16.954*) Units that move in the exploitation phase may participate in a special "Shock Combat" phase at the end of exploitation movement. The Shock Combat Phase is identical to the standard combat phase with the following exceptions:

1) Units performing Shock Combat may not have moved by Strategic Movement in the exploitation phase.
2) Only one unit may perform Shock Combat in a given battle.
3) The combat strength of an attacking unit performing Shock Combat is doubled. In addition, Shock Combat is always resolved on the German initiative die roll column regardless of the type of unit performing the shock combat.
4) It is possible for both standard combat, then second combat, and finally Shock Combat to be performed on one defending unit in the same turn. It is also possible for an armored unit performing Shock Combat to possess Armor Superiority.
5) Any two units of a division may receive Divisional Integrity in a standard attack, if and only if, the other unit or units of the division is in reserve and within three hexes of the defending unit.

(*16.955*) Reserves that do not move in the exploitation phase are defensive reserves and receive a special "reaction phase" during their opponent's following turn. This reaction phase occurs immediately after the enemy movement phase and before the enemy combat phase. During the reaction phase, defensive reserves may move their full movement allowance but may not be moved using Strategic Movement.

(*16.956*) Reserves may be held indefinitely. It cost no movement points to enter or leave reserve status. Units are automatically removed from reserve status whenever they move, whether in the standard movement phase, the exploitation phase, or the reaction phase. Reserve units that are attacked or otherwise find themselves adjacent to enemy units are immediately withdrawn from reserve status. Reserve units defend normally should they be attacked.