

ARDENNES '44

Errata and

Frequently Asked Questions

UPDATED: June 16, 2004

OPTIONAL RULES FOR PLAY BALANCE:

American Engineer Units: These units now have a defense strength of 2, but if they retreat more than two hexes in a single combat they are eliminated.

Roadblocks and Advance After Combat: A Roadblock no longer stops advance after combat, instead units advancing after combat into or through an enemy Roadblock may not use the Road Bonus.

TWO NEW RULES

The following two rules fix a problem caused by a German player taking full advantage of the 2-turn movement restrictions of the two regiments of the 2nd Infantry Division.

2nd Infantry Division Release: If the Germans advance into or through Hofen, Monschau, hex 1837 or hex 1839 (turning the 2nd Division's left flank), then the two regiments may move one hex on turn 1 and two hexes on turn 2. Likewise, if the Germans advance adjacent to either the V/187th or V/406th artillery units, that artillery unit is freed from its movement restriction and may move its full Movement Allowance.

Artillery Support for the Roer River Dam Offensive: Since this section of the line had an offensive currently in progress, the Surprise rule that prohibits US artillery units from providing defensive artillery support on Turn 1, does not apply to the V/187 and the V/406 artillery units.

Rulebook Errata:

15.8 ADDITION: A unit that begins construction of an IP in its Movement Phase may not attack in the following Combat Phase. Artillery may not be used to build IPs.

21.1 Any Recon Unit with a TQ number counts as both an infantry and a Tank Unit for the purposes of the defensive Armor Shift.

21.1 To accommodate the Flak and Recon units into the Armor Shift rule, 21.1 should have been worded like this:

- He has a Tank Unit participating in the battle and the defender has no units with a TQ rating.
- The attacker has a Tank Unit participating and the defender has a unit with a TQ rating, but the TQ rating of the attacker's Tank Unit is greater than the TQ value of the defender's unit.

24.2 Last sentence should say "...and Allied Traffic Markers have no effect on Allied Units."

24.8 Roadblocks may not be placed in a hex containing an enemy Roadblock.

25.21 The Flak unit requires a Tank/Recon replacement to be rebuilt.

30.2 Allied units entering play may not use any F/G Entry hex that has been used by German units exiting the West Map edge.

Map Errata:

Missing Bridges: W2927, W3321/3422, E2639, E1007/1008, E1109/1210, and E1110/1211.

Missing white hex outline for Vianden (E1811), and Seraing.

The small numbers along some primary roads are to help count movement cost for arriving Allied reinforcements.

Counter Errata:

- British 33 Arm Bde should be a TQ of 3 on the front and back.
- British 34th Arm Bde should have a NATO symbol, treat it as a combat command.
- German 61 Jpz is supposed to be a one-step unit.
- 7 Arm/CCA: Ignore the little 3 in the yellow box—it has no meaning.

Reinforcement Schedule Errata:

- American VIII/174 artillery arrives at road B, not AB
- American 628TD arrives on Turn 15.
- Turn 19, 24 AM should read Turn 19, 25AM.
- Turn 21, 25 AM should read Turn 21, 26 AM.
- Turn 22, 25 PM should read Turn 22, 26 PM.
- German 246th Inf Div arrives on Turn 19.

Note: The arrival Info on the counter is correct in all cases above.

Quick Start Map Errata:

There should be an Improved Position in hex 1722.

Questions and Answers:

2. GAME COMPONENTS

Q: Can armored units with the NATO symbol enter rough woods and cross rivers without bridges?

A: No

Q: What are the white hexsides around towns and villages?

A: Just a visual aid to indicate towns and villages.

Q: Is the panzergrenadier breakdown unit supposed to be called "B"? If there's only one I suppose it should be "A"

A: It really should be A. I use to have two and deleted one towards the end of production.

8. STACKING

Q: Can the 1SS 1/(-) and the 1SS 1/1 can stack together, AND can have one silhouetted tank unit stacked with them?

A: Yes

Q: Can the 9 Arm/CCA(-) and 9 Arm/60 stack together and count as a single unit?

A: Yes

10. ZOC BONDS

Q: May two Tank Units in a forest form a ZOC Bond?

A: Yes, only Wooded Rough hexsides affect Tank Unit's ZOCs.

11. BASIC RULES OF MOVEMENT

Q: Must units using Tactical Movement stop upon entering an E ZOC?

A: Yes

Q: Can units using Tactical Movement ignore ZOC Bonds?

A: No

Q: Do secondary roads in wooded rough hexes cost 1 or 2 MP's for mech units?

A: 2 MPs

12. STRATEGIC MOVEMENT AND TRUCK MARKERS

Q: TRUCK MOVEMENT. Please clarify.

A: Trucks get 12 MPs. That's 12 hexes along secondary roads and 24 hexes along primary roads.

Q: If a Strat Move unit ends stacked with another unit (due to the regularly moving unit moving later, or other circumstances), do the DCB and column shift modifiers still apply?

A: You cannot stack with a unit using Strat Move.

Q: Can units in Strategic Movement use Determined Defense?

A: No

Q: Do prime movers fall under the Strat Move rules?

A: No

13. REINFORCEMENTS & ENTRY HEXES

Q: Can British units that come in on G Entry Hexes use the G Entry hexes in and around Liege (East map)?

A: No, they must stay on the West Map.

Q: The Germans captured Entry Hex A. Does this mean that no Allied units may enter any of the A, B, or C Entry Hexes until either hex A is recaptured or is blocked by 6 defense factors?

A: Yes

Q: If Entry Hex A is the only hex occupied by Germans, does it have to be blocked in order for an Allied unit/unit to fight its way onto the map through that hex?

A: No, you could fight your way onto the map without the block and may fight your way on with less than 6 combat factors.

Q: Can blocking units also attack at the same time they are blocking?

A: Yes.

Q: Germans succeeded in capturing Entry Hex A on 17AM. The US has two units of the 4ID arriving. Could those two units go straight on the attack in order to enter on 17AM? They have a combined defense strength of four.

A: Yes.

Q: If German units occupy 4 entry hexes in A, B, or C, that would mean the Americans would need to block all 4 of those hexes with units with defense strengths of at least 6, before a reinforcement could enter in any entry hex in any of those areas?

A: Yes

Q: All of those occupied entry hexes would need to be blocked before the American could attempt to attack his way onto the map?

A: YES, but you don't need to block the Entry Hex that your forces are attacking to enter the map board. In other words, your flanks have to be protected before you may fight your way onto the map.

Q: Rule 13.4 specifically mentions reinforcements. Is it correct that this rule does not affect units using off map movement?

A: Once a unit enters an off map box it must operate under the same restrictions as the other units in that Sector.

14. BASIC RULES OF COMBAT

Q: Can independent units be reassigned to other divisions at the owning player's discretion?

A: Yes.

15. COMBAT MODIFIERS

Q: On the TEC, it states in Note #4 that "Silhouetted Tank Units defending in IP's receive a maximum DCB of +1" while in 15.1, third bullet, it states "a maximum DCB of +1", but without the IP limitation. Is it max +1 anywhere, or just max +1 in IPs ONLY?

A: It is max +1 anywhere.

Q: If a silhouetted Tank Unit or an artillery unit is stacked with an infantry/combat command unit, can they get the full DCB of the hex?

A: Yes

Q: Can U.S. air units provide defensive shifts to a unit that's hit with a German breakthrough attack?

A: Yes

Q: If a unit is supplied at the start of its turn and constructing an IP, but then is put out of supply by an advance of enemy units, would the unit still be able to complete its IP, since supply isn't checked till the end of the turn?

A: Supply has no effect on IP completion.

Q: Does unit quality count in regular combat?

A: No, check troop quality in combat only in FF and Determined Defense.

16. COMBAT RESULTS

Q: Can a Determined Defense be used against a regular advance on the Fire Fight table?

A: Yes

Q: What if it's D1ed, but has only one step?

A: The unit is eliminated and so cannot use Determined Defense.

Q: Does a successful Determined Defense cancel step losses from the Fire Fight Table?

A: No. The defender could lose 1 step in the Fire Fight (from a D1, A1/D1 result) plus lose another in the Determined Defense.

Q: An attack has an armor shift and gets a DR2. Defender goes for the Determined Defense, and gets a Yes (EX). Does the EX still have to come from the unit that gave the armor shift?

A: No, the attacker may pick any participating unit to take the loss.

Q: A stack with an Attacker's Advantage marker receives a retreat result. If I'm successful with the Determined Defense can I keep the Attacker's Advantage?

A: Yes

Q: When is an armor step loss required?

A: An armor step loss is only required on a CRT "EX" result and only if you gained an Armor Shift. However, tank losses can also occur on the FF Table if they are the Lead Unit.

Q: What happens, when you roll an A1/Eng result, and the attacker loses his only step, does the Defender still get an Engaged Marker?

A: Yes. Although player turns are sequential, they often represent simultaneous actions.

17. RETREATS

Q: When a stack is forced to retreat, must the units stay together, or can they split up and take different retreat paths?

A: They can take different retreat paths.

CLARIFICATION: The cases under 17.1 are in priority order and apply in a way to permit a successful retreat with the "if possible" meaning the lowest priority case is the first one you set aside as not possible. So retreating the full number of hexes from the battle hex is more important than entering a vacant hex without an enemy ZOC as the first retreat hex; retreating to a vacant hex without an EZOC is more important than heading towards friendly supply; and heading towards friendly supply is more important than motorized units following roads.

CLARIFICATION: A unit may only pass through a given hex one time during a retreat.

18. DISRUPTION AND RALLY

Q: Suppose I have a stack of 3 battalions of the same regiment in a stack, and that stack is disrupted. If that stack is forced to retreat and is disrupted again, does the regiment take a step loss (one battalion), or does each counter take a step loss (eliminating the regiment)?

A: Each counter in the stack would lose a step (eliminating the regiment).

Q: May a disrupted unit move from the map to an Off-Map Box?

A: Yes.

Q: May a disrupted unit move from one Off-Map Box to another?

A: No

19. ADVANCE AFTER COMBAT

Q: Can a Breakthrough Group attack a unit retreated by a previous combat in the same turn?

A: Yes

Q: A stack of units gets a breakthrough combat and moves adjacent to an enemy stack and assists in the combat with another stack of friendly units. That attack results in another D1*. The breakthrough units only get a Regular Advance and cannot engage in combat again, but does that apply to the other stack as well? Do they get the Bonus Advance and the Breakthrough combat?

A: Yes, the original units couldn't get another breakthrough, but the ones fighting their first combat this turn could go on to another attack.

Q: In Breakthrough Combat, is the single attacking stack the only attacker force that can advance, or can the other attackers (assume a multi-hex force) advance normally?

A: Everybody involved in the attack may advance, but only one stack may attack again.

21. TANK AND RECON UNITS

Q: Will any ole' attacking tank do to prevent the defender's armor shift or does it have to have a grey TQ rating?

A: Any tank unit, including tank destroyers and sturmpanzers. The value of the TQ is not important.

Q: Does this mean the sturmtiger and sturmpanzer IV can gain the armor shift if the defender has no tanks?

A: No, only Tank Units with a gray TQ may gain an armor shift in the attack.

Q: Could you clarify Armor Shift and Terrain?

A: Armor NEVER gets the Armor Shift if the defender is in City, West Wall, Forest or Wooded Rough.

Armor NEVER gets the Armor Shift if attacking across a hexside they legally could not cross during the Movement Phase.

With the above in mind, its possible to get the Armor Shift attacking across a bridged river hexside or out of a Wooded Rough hex along a road.

22. ARTILLERY UNITS

Q: As I understand it, a U.S. artillery unit that uses regular movement cannot fire until the following turn, but one that uses strategic movement cannot fire for two turns— is that right?

A: Yes

Q: May American Artillery Units move 1 Hex from the Off-Map Box to an Entry Hex without being flipped?

A: Yes.

Q: Can Prime movers use Tactical Movement?

A: Yes, and that method is helpful when they're confronted by a combination of Traffic Markers and Bottleneck hexes.

Q: If artillery successfully disengages and retreats only one hex, does it flip?

A: No

Q: Can off board arty support one combat-onto-the-map on a turn then support another at the other end of the Off Map Box on the next turn?

A: Yes

23. SUPPLY AND SURRENDER

Q: Because of the length of the supply path (four hexes) and the word 'contiguous', there is a chance that the supply path could conceivably enter two (non-contiguous) separate hexes in an enemy ZOC. Is this allowed?

A: Yes

Q: Can Out Of Supply units use tactical movement?

A: Yes

Q: The rules say OOS units move 2 hexes. I know it says 2 hexes, but does it mean two hexes or MPs?

A: 2 hexes.

24. TRAFFIC MARKERS, BOTTLENECK HEXES and ROADBLOCKS

Q: Do those St. Vith yellow hexes continue to delay the Germans indefinitely?

A: Yes, however they are reduced to +2 after St. Vith falls.

Q: Those St-Vith Bottleneck Hexes (yellow)—are they two additional movement points in total, or two PLUS the regular cost (major road = 1/2, so 2 1/2?)

A: PLUS TWO to the regular cost. Prime Movers should use Tactical Movement through those hexes when it's +4.

25. NIGHT TURNS AND REPLACEMENTS

Q: Must stacks that have been designated for night movement/combat maintain stack integrity during their night move, or may they split up?

A: They may split up.

Q: Rule 25.22 states that units replaced from the Dead Pile must arrive on their reduced side. But I think this includes 1-step units on their fresh side, correct?

A: Yes

Q: Can Extended Movement be used in Night Turns?

A: Yes.

Q: May a replaced unit be put in a hex with an enemy Roadblock?

A: No.

26. BREAKDOWN UNITS

Q: Can the destroyed breakdown components immediately be re-used for breakdown of other units?

A: Yes, they're generic units that are always available, even if eliminated or lost while isolated.

27. SPECIAL UNITS

Q: If 150th Pz brigade attacks without a combat bonus, does it have to roll for detection?

A: Yes

Q: If 150th Pz brigade moves next to a US unit without attacking or infiltrating, does it have to roll for detection?

A: No

Q: Does 150th Pz brigade retain its ability after a combat without a combat bonus?

A: It's automatically detected after its first battle whether or not it used its combat bonus.

Q: von der Heydte — Does this unit have to check supply at the close of the turn it lands?

A: Yes

Q: What happens if I keep rolling 3's and 4's on the 653 Jpz VI unit?

A: It keeps getting delayed.

29. TURN 1 SPECIAL RULES

Q: Can the 2/38 in the forest at 1535 and 2/9 in the forest at 1636 dig in on turn 1?

A: Yes

32. FUEL DUMPS

Q: In the optional Fuel Dump rules, it says that their destruction is like that of bridges, and proceeds to list slightly different modifiers than for bridge destruction (in such a way that it could conceivably be a typo; they're reversed, if I recall). Is that intentional?

A: Yes, its slightly more difficult to blow a dump during a German turn

Q: A strat moving German unit bumps into a real Fuel Depot (no ZOC). Can it attack it?

A: Yes, penalize the attacking unit one shift left..

33. OPTIONAL UNITS

Q: German optional mechanized reinforcements - Do these have to be designated to one of the two Panzer armies for purposes of rolling on the German supply shortage table.

A: You must assign a spot (and a Pz Army) for them on the Fuel Shortage tables.

Q: At which moment will the optional units enter the Map, during the same Movement Phase a friendly unit crosses the Meuse or in the following Turn?

A: The following turn.

Q: The optional rules state that if a German unit crosses the Meuse river the 11th and 10ss panzer divs are released! Does this mean I can send a Lehr recon unit screaming over the Meuse in the Sedan area, then radio Hitler with the great news "I'm here send the division."

A: The crossing has to be between Givet and Liege (inclusive).

Q: 33.2 says the 5th Armored arrives at the Northeast Off-Map Box, but on the counter is shown the Northwest Off-Map Box (G). Which one is correct ?

A: Northwest. The counter is correct.

Q: I was trying to find all 10 units with 'GREEN' Army I.D. color for Operation Nordwind and I kept counting 9 on the counter sheet.

A: One of the Nordwind units was dropped at the last minute because we could not verify its participation. It was the 353 Jpz.

EXTENDED EXAMPLE OF PLAY

Q: In the illustration "Allied Turn 1" the 18/244 StG is shown in Hex 1525. How was it possible to move to this hex, because I think it had to stop in hex 1426, because of the ZOC of unit 106/422 in the Schnee Eifel?

A: That is an error, the 18/244 StG should be in 1526

Q: In the extended example on page 32 of the rules, the disengaging battalion in Hosingen is, according to the example, not allowed to retreat into 2413 (the wooded rough hex two hexes away). Is that correct? If so, is that actually in the rules, or was it inadvertently left out? The wooded rough rule on movement appears to apply only in the movement phase.

A: Good catch, the Extended Example is incorrect. Infantry type units can retreat into such a hex.

Q: How does the 9Amr/CCB legally move from 2131 to 1923 (as shown in the illustration) without violating EZOC movement stop or mech unit crossing an unbridged river hexside?

A: Dang!! Missed that. Originally the American battalion outside of Winterspelt (H in the German Turn 2 illustration) held out for one more turn. That allowed the 9 CCB to get into position. I changed that battle

result but did not correct the 9 CCB.

Q: Also what happened to the artillery reinf (VIII/174) due to enter 2-B?

A: It should have been included in the illustration. I probably left it off thinking its location after movement (Junglinster) would be cropped off in the final version.

JIM PASTRICK'S REMINDER LIST

1. Non-artillery corps units (no div designation) are considered a separate division unless stacked with a divisional unit (attached). Max two divs in an attack.
2. You can overstack when retreating.
3. No ZOC bonds through 2 Wooded/Rough hexsides. No tank ZOC's out of forest/rough (except along roads).
4. Units must start adjacent to woods/rough and river hexsides to cross, even when using tactical movement or advancing after combat.
5. Tanks never get a shift when attacking forest, woods/rough, or city hexes (even along roads).
6. Tanks can get a shift (albeit half-strength attack factor) when attacking across a bridge, assuming defenders terrain is not as in #5.
7. Defending armor/tank destroyers must be stacked with an infantry type unit to use their shift in combat, when only infantry is attacking them.
8. If single step unit is eliminated during a Determined Defense, the attacker only gets Limited Advance.
8. Disrupted units may not move into a ZOC (regardless of circumstances), and must attempt to move out of ZOC during their turn if they can. This was a biggie that I repeatedly missed.
9. Second disruptions cause a step loss for every disrupted unit in the stack, not one step loss for the whole stack.
10. Roadblocks cannot be placed on friendly or enemy units, and must be able to trace a valid ROAD-BOUND supply path from the placement hex to a friendly unit (no more than 4 hexes in length).
11. Traffic markers do not affect tactical movement, advances, or retreats.
12. If you use an armor shift on the attack, and roll an EX result on the CRT, the step loss has to come from a qualifying tank unit. I had been playing that any attacker step loss involving the armor shift had to come from a tank unit, not just EX results.