

Battles for the Ardennes™ Addenda

MAPS:

Celles (Map A):

1. Ignore *End 1944 Campaign* printed on Game-Turn 31 of the Turn Record Track.
2. Change *2 Dec PM* to *2 Jan PM* on Game-Turn 36 of the Turn Record Track.
3. Two set-up hexes printed on the map are incorrect. The German Panzer grenadier unit 304/2 should be set up in hex 0514; the British armored unit RF/29 should be set up in hex 0607.

Some of the cutting guide lines on the maps are incorrect. To assemble the four maps for campaign game play, see the instructions in Case 24.2. They are correct.

Sedan (Map C):

The hexside between hexes 2117 and 2216 should have a bridge symbol.

COUNTERMIX:

St. Vith:

The US airborne infantry unit 325G/8 should be 325G/82. Note that the reduced strength side of the counter is correct.

Clervaux:

1. The following German units are Armored engineer units: 28/5, 600/5 and 85/7. The engineer symbol on these units may be difficult to discern. Note that all German engineer units, and only German engineer units, have a parenthesized Combat Strength (see Case 9.15)

2. The US armored unit CCB/9 should be CCB/10. Note that the reduced strength side of the unit is correct.

Campaign (Counter Section Nr. 5):

1. Fifteen German units in the 1940 Campaign Game have incorrect set-up hexes printed on them. The following five infantry divisions (each com-

posed of three units) are set up within one hex of the listed hex (as per Case 25.22): 32 (B0419), 62 (B0924), 8 (B1422), 28 (B1721) and 251 (B1920). The hex numbers currently printed on these units should be ignored.

2. Three Allied units in the 1940 Campaign Game have incorrect set-up hexes printed on them. They should be set up as follows: French 3 *Spahi* cavalry brigade in hex C1307, French 1 *Cavalry* brigade (1 Cav) in hex C0518, and Belgian 2cc/2c armored Cavalry regiment in hex C1013.

3. The following corrections should be made to the 1940 Campaign Game reinforcement schedule. The German Panzer regiment 10/8 does not enter on Game-Turn 1, but instead on Game-Turn 6. The French cavalry brigade 4/4 DLC is marked *opt* but should actually enter in the historical game on Game-Turn 4 at Entry Area "J". The French armored infantry regiment 14/4 DLC enters on Game-Turn 1 instead of Turn 2. The *Sedan* reinforcement track (on the Turn Record Track) is correct for the 1940 Campaign Game with respect to the entry areas of the French units common to both games; the entry areas on the appropriate counters should be ignored.

STANDARD RULES:

[11.42] (*Correction*) A unit is isolated when all three of the following conditions are met: it is unable to trace a supply line; is totally surrounded by Enemy units or Enemy Zones of Control in all six adjacent hexes regardless of the presence of other Friendly, out-of-supply units; and is more than three hexes from any supplied Friendly unit.

[14.25] (*correction*) . . . These units may not be moved. A dispersed unit may not attack, and if attacked, defends at half strength (round fractions up). Any unit in March Mode must . . .

[15.13] (*addition*) If the reinforcement units are entering the map in march mode, the expenditure of Movement Points to move into the entry hex is based

on the march mode movement rate. **Example:** A mechanized unit with a Movement Allowance of "5" would be considered to possess 18 Movement Points (including one extra MP, see Case 15.12) before the cost for moving into the hex was subtracted.

[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 German Player must be able . . .

[18.55] (*correction*) Omit 10 FB division from the German reinforcement schedule. These units are not in the *St. Vith* counter mix and do not appear in the *St. Vith* game.

[20.29] (*omission*) The bridge from Hotton (0620) to 0721 is considered blown at the start of the *Celles* game.

CAMPAIGN RULES:

[28.21] (*correction*) . . . no Allied reinforcements may arrive earlier than Game-Turn 3, unless they are historically scheduled to enter earlier.

[31.4] (*addition*) The German Player earns five Victory Points if the British units are activated as a result of the Allied Player losing 55 or more units (the third condition of Case 30.72).

[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

Many players have noted that after playing the 1944 Campaign Game, it is difficult to segregate those counters used in the *St. Vith* and *Clervaux* folio games from the entire campaign counter mix. To facilitate the proper sorting of these counters, copies of the *St. Vith* and *Clervaux* countersheets are printed on other side.