

Breakout & Pursuit

The following corrections and amplifications follow the sequence as prescribed in the *Breakout & Pursuit* Rules Folder.

EXPLANATION OF TERMS (Correction): A reference is made that only division-sized units qualify for scoring Victory Points. This is not the case (see Victory Conditions).

SEQUENCE OF PLAY (Correction): Players should ignore the reference to Replacements during the Allied Player-Turn. There are no Allied Replacements.

ZONES OF CONTROL (Omission): Allied Zones of Control never extend into German Fortress hexes.

TERRAIN EFFECTS CHART (Omission): Allied Zones of Control do extend into German West Wall hexes. Allied Zones of Control never extend into German Fortress hexes.

COMBAT (Clarification): Terrain and supply effects upon Combat Strength and the Combat Results Table die rolls are cumulative. Units whose Combat Strength has been halved due to receiving an "Ad" Combat Result may be further impaired by supply effects. Units which retreat into Friendly occupied hexes which are subsequently attacked during the same Combat Phase are subject to the results of that attack.

BATTLEGROUPS (Clarification): In accordance with the rules governing their creation, Battlegroups may be formed at the option of the owning Player. Note: The Allied 17-8 Armored Division may be replaced with a 3-8 Battlegroup.

SUPPLY (Clarification): Allied units are never required to trace a path to a Supply Source except during the German Combat Phase and then only under the conditions detailed under Allied Supply Case (H).

SUPPLY EFFECTS CHART (Omission): When halved as a result of Supply Effects, any remaining fraction of a unit's Movement Allowance is rounded downward, i.e., half of five is two.

ALLIED PARATROOP UNITS (Omission): Allied Paratroop Units are considered "supplied" on the Game-Turn in which they are Airdropped. At the beginning of the next Allied Supply Judgment Phase they become subject to normal supply requirements. Allied Paratroop Units may move and/or attack normally on the turn they are dropped. They may be dropped onto German controlled hexes. Paratroop Units in the Staging Area may either be Airdropped (see Allied Paratroop Units for procedure) or may enter play as additional reinforcements at Cherbourg on any Allied Reinforcement Phase.

ALLIED TRUCK UNITS (Clarification): Allied Truck Units are always "supplied." Truck Units are considered Motorized Units and pay the appropriate Movement Point costs to enter and/or leave German controlled hexes. A non-mechanized unit may not be carried an unlimited amount of times in Truck Units during a Movement Phase. Passenger units must have sufficient Movement Points to board the Truck Unit (five). Truck Units do not have a Zone of Control except when carrying a non-mechanized combat unit. Non-Mechanized combat units being carried by a Truck unit are not required to dismount for combat. When attacking an Enemy unit, a passenger unit being carried by a Truck Unit may use its

normal Combat Strength (subject to supply and Terrain Effects). When defending, the Truck Unit's Combat Strength of "1" is added to the Combat Strength of the defending passenger unit. A Truck Unit may carry a maximum of one passenger unit (supply or combat) at a time, although assuming it has sufficient Movement Points it could pick up and drop off several units in a single Movement Phase.

ALLIED SUPPLY PIPELINE UNITS (Clarification): Allied Supply Pipeline Units may not be withheld but must appear as dictated by the Allied Reinforcement Chart. Supply Pipeline Units may be placed in German controlled hexes. Supply Pipeline Units are never affected by the presence of German Zones of Control. A Supply Pipeline Unit is destroyed (removed from the map) if a German Unit enters the hex in which it is located. When a Supply Pipeline Unit is destroyed a gap is formed in the Pipeline Chain, and Supply Pipeline Units no longer connected to the Bayeaux hex by a chain of "active" Supply Pipeline Units are rendered "inactive." After putting newly arrived "active" Pipeline Units into the gap, the Allied Player may begin to reactivate the inactive Supply Pipeline Units (see Allied Supply Pipeline Units, Case G).

ALLIED SUPPLY UNITS (Clarification): Allied Supply Units may move during the Allied Initial Movement Phase only. The three methods for moving Allied Supply Units are as follows:

1) *Pipeline Movement* – An unlimited number of Allied Supply Units may move over the "active" portion of the Allied Pipeline Unit chain during the same Movement Phase. A Supply Unit may move any distance along a chain of "active" Supply Pipeline Units. In addition to Pipeline Movement, during the same Movement Phase a Supply Unit may also be either Shuttled or Transferred by an Allied Truck Unit. A Supply Unit may never combine Transfer and Shuttle Movement* during the same Movement Phase.

2) *Shuttle Movement* – A Supply Unit may move a maximum of ten hexes per Movement Phase by Shuttle Movement (although it may combine Shuttle Movement with an unlimited Pipeline Movement during a single Movement Phase). In Shuttle Movement a Supply Unit may move up to ten hexes (overland) to an Allied Truck Unit. The Truck Unit so moved to may not move at all during this Movement Phase, but is instead inverted to signify the Truck Unit's participation in the Shuttle Movement. In effect, the Truck Unit is moving the Supply Unit although the Truck Unit need not actually be moved. When moving to the Truck Unit the Supply Unit may ignore Terrain costs, but it may not move through German occupied or controlled hexes. Shuttle Movement may be used to maintain a constant flow of Supply Units to the Front by stationing Truck Units every ten hexes between the Pipeline and the Front. Truck Units helping to Shuttle Supply Units may not move in any Movement Phase in which they perform the Shuttle function.

3) *Transfer Movement* – This is simply carrying a Supply Unit as a passenger unit in an Allied Truck Unit. A Supply Unit may be embarked and/or dropped off a Truck Unit at no Movement Point penalty to either unit. A Supply Unit using Transfer Movement may never, however, be Transferred by more than one Truck Unit in a single Movement Phase. A Supply Unit may never be Transferred more

than fifteen hexes in a single Movement Phase. A Truck Unit Transferring a Supply Unit must pay the normal entry costs to enter various terrain hexes. A Truck Unit Transferring a Supply Unit may continue moving (assuming it has remaining Movement Points) after dropping off the Supply Unit.

Allied Supply Units are eliminated if a German Unit enters the hex the Supply Unit occupies, or if all Allied Combat Units with which they are stacked are eliminated. A Truck Unit either Transferring or Shuttling a Supply Unit may employ its Combat Strength of "1" in defending both itself and the passenger Supply Unit.

ALLIED NAVAL SUPPLY UNIT (Clarification): If a German unit enters the hex the Allied Naval Supply Unit occupies, the Supply Unit is not destroyed. On the next Allied Initial Movement Phase the Naval Supply Unit may move to any other coastal hex, regardless of intervening distance or intervening German units or German controlled hexes. The Allied Naval Supply Unit can never be destroyed. British and Canadian units may not use the Naval Supply Unit as a source of supply when the Naval Supply Unit is in a hex occupied by a German unit or a German Zone of Control.

GERMAN FORTRESSES (Clarification): West Wall Hexes are not considered German Fortresses. German units in West Wall hexes must meet normal supply requirements. German units in West Wall hexes do exert a normal Zone of Control, and Allied Zones of Control do extend into West Wall hexes. "Dr" Combat Results are applicable to German units defending in West Wall hexes. Allied units may enter vacant West Wall hexes at a cost of one additional Movement Point. West Wall hexes have no intrinsic Combat Strength, although German units defending a West Wall hex have their Combat Strength tripled.

GERMAN DELAY MARKERS (Clarification): Unlike German Zones of Control which only effect Allied mechanized and motorized infantry units, German Zones of Delay affect all Allied Units.

THE MAP (Correction): The *Breakout & Pursuit* Mapsheet contains a geographical error. The German cities Bonn and Remagen are in each other's correct locations. Bonn should be in hex # 1903. Remagen is located in hex # 2103.

TIME RECORD/REINFORCEMENT CHART (Correction): When using the German Set-Up Modification "r," the German 3rd Panzer-Grenadier Division is not available as a reinforcement on Game-Turn 11 (it is in the initial set-up).

GERMAN REPLACEMENTS (Clarification): German Mechanized Replacement Points may be taken only from previously eliminated units including eliminated Battlegroups. If replacement points equal to or less than the Turn Allowance are not available from eliminated units, the replacement points for that Game-Turn are forfeited.

