CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73) for *Ardennes Offensive, Red Star/White Star*

Ardennes Offensive

As a result of post-publication playtesting 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 unit(s) 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 interchangeably 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 intersted, 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 GAME TURN RULES

On the first Game Turn the German Player MUST attack 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 1 T, 1102e, 1107e, 1111e, 1128e, 354e, 342e

Game-Turn 11
(NE). 329 i, 330 i, 331 i, 401G (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). cca11, ccb14, 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

Rev

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 (III), 8 ai (III), 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:
-
Game-Turn 10:
167 i (XX)
Game-Turn 11:
-
Game-Turn 12:
246 i (XX)
Game-Turn 13:
9 i (XX)
Game-Turns 14, 15, 16, 17:
-
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:
-
Game-Turn 11:
9 i (XX)
Game-Turn 12:
-
Game Turn 13:
340 i (XX)

Red Star/White Star

As a result of post-publication playtesting, the
following errata has been assembled to clarify
and correct various errors or ambiguities in the
original game components.

COMBAT

(A) *Should read* -- You may not attack the
same unit more than once per phase using the
same Weapon Class (exception: see Zones of
Control)

FIRE COMBAT

(H) *Should read* -- Only HE units may use
Indirect Fire. To use Indirect Fire a unit need
not have a Range Allowance of "7" or greater.

(J) *Should read* -- Direct Fire may never be
used at ranges greater than ten hexes. Direct
Fire *never* requires Spotting. Direct Fire may
be applied into, but not through, Blocking or
Covering Terrain hexes.

(L) *Should read* -- For Direct Fire purposes a
firing unit may trace a Line of sight into, but
not through, Blocking or Covering Terrain
hexes.

(M) *Should read* -- If the Line of Sight at any
point BETWEEN (BUT NOT INCLUDING) the
hex of the firing unit and the target hex, passes
through Blocking Terrain, the Line of Sight is
blocked and Direct Fire is prevented. A unit
may use Direct Fire against a unit in Covering
Terrain, without the target hex being spotted,
if the firing unit can trace a Line of Sight (no
longer than ten hexes) into the target hex

(P) *Should read* -- Spotting is a necessary
precondition only for Indirect Fire. Spotting is
never required for Direct Fire. Because Direct
Fire cannot be employed at ranges greater
than ten hexes, and because a firing unit will
always be able to trace a Line of Sight into (but
not through) Blocking or Covering Terrain
hexes (assuming the firing unit is within ten
hexes range, and that there is no intervening
Blocking or Covering Terrain) Direct Fire will
never require Spotting.

(Q) *Should read* -- Indirect Fire may only be
used by HE units. To use Indirect Fire HE units
need not have a Range Allowance of "7" or
greater. Indirect Fire may be used at any range,
subject to the firing unit's Range Allowance.
The two prerequisites for using Indirect
Fire are:
1) Only HE units may use Indirect Fire.
2) The target hex must be spotted (as in
Case P).

CLOSE ASSAULT

(W) *Should read* -- An Enemy unit making a
Close Assault upon a defending Friendly unit
may be fired on by the defending Friendly unit
(and any other Friendly units within range,
using Direct or Indirect Fire) only if the hex
from which the Close Assaulting unit enters
the defending Friendly unit's hex, is in a
Friendly Zone of Control (i.e. Enemy units
Close Assaulting from Woods or Town hexes
may not be fired on during the Close Assault
by the defending Friendly unit or any other
Friendly units).

ZONES OF CONTROL

(D) *Should read* -- Targets in Woods or Town
hexes must always be spotted for Indirect Fire
only. If a firing unit can trace a Line of Sight
into a Woods or Town hex, it may use Direct
Fire against Enemy units in that hex without
requiring the hex to be spotted

(E) *Should read* -- No Friendly unit may fire
more than *once* during the Enemy Movement
Phase. Non-Phasing units may each fire only
once during an Enemy Movement Phase at
Enemy units which attempt to leave Friendly
Zones of Control. Once a unit fires during an
Enemy Movement Phase it may not fire again
during that phase regardless of how many
Enemy units attempt to leave its own, or any
other Friendly Zone of Control. Units which do
not fire during the Enemy Movement Phase may
not fire during the ensuing Fire Phase

HELICOPTERS

General Rules -- Helicopters do possess a
normal Zone of Control. Soviet ground units
are affected by helicopter Zones of Control and
must announce their intention to leave such a
Zone, and are subject to fire when they
attempt to leave a helicopter Zone of Control.
Note also, in any Game-Turn in which a
helicopter remains stationary in a Soviet Air
Defense Zone, the Soviet unit(s) may fire at
the helicopter (using the Soviet Air Defense
Table) in the Soviet Offensive Fire Phase. This
fire is in addition to any normal ground fire the
Soviet unit wishes to employ during his
Offensive Fire Phase.

UNIT IDENTIFICATION CHART

The quantity of the following units is correct in
the counter-mix but wrongly noted on the Unit
Identification Chart

US M 125 Platoons   (6) is the correct
quantity
US M 106 Platoons   (4) is the correct
quantity
US OTOW APC Platoons   (12) is the correct
quantity

THE SCENARIOS

Scenario # 8 -- The counter-mix is lacking one
ARCv Platoon. In this scenario Players should
make up the unit from spare counters

...

Soviet units entering the mapsheet (rather
than being initially deployed) may never
employ Indirect Fire.