

From F&M 19

Additional Errata for Road to the Rhine

Order of Appearance

Sept I: The U.S. 79th Wing should be the 70th Wing.

Dec. III: The German 4-15 Fuehrer Grenadier Brigade os panzergrenadier, not panzer.

Jan. II: The U.S. air transport unit arriving should be the 54th Wing, not the 53rd Wing.

Bulge Scenario setup

U.S. 1st Army: add 7-20 Armored Division (5th) and change number of allowed units in reserve to 5.

U.S. 8th Corps: The unit in hex N-2025 should be the 28th Division, not the 26th.

U.S. 3rd Army: Add 7-20 Armored Division (4th)

U.S. 9th Army: The 103rd Armored Cavalry Group should instead be the 106th.

Germans: A number of units which have entered the game are not listed in the setup information. All such units have been cannibalized.

Market-Garden setup

British 2nd Army: Add 6-20 infantry division (Br. 50th).

RULES

Rule 5: (arrival of Allied MSP's) conflicts with the Order of Appearance. The Order of Appearance is correct.

Rule 8: The cost of crossing an unbridged major river hexside is 1/2 of a unit's movement allowance. Fractions are retained, not rounded.

Rule 9C: Any reserve unit which is attacked loses its reserve status.

Rule 11: All divisions (not just those which are backprinted) have a cadre strength.

Rule 16: A player may not declare an impulse to be his last if he has dropped airborne units during the impulse.

Rule 18, Replacements:

B. Using Replacements: Only units in general supply other than by airdrop may received replacements.

Rule 23, New Units

A. German Units: German units may appear on the north edge of the north map or the east edge of either map.

B. Allied Units: Rebuilt French units enter on the west or southwest edge of the south map.