

# HIGHWAY TO THE REICH ERRATA

(As of December 1978)

These errata apply to the second-edition rules only. If the reader does not possess a copy that states clearly on the cover (of the rules) that it is a second-edition rules, then he may obtain a copy of the second-edition by sending SPI the rules cover, and a self-addressed 9 by 12 inch manila envelope with \$0.95 in postage on the envelope.

## CHARTS

[5.61] (addition) Note 3 should now read "Units that are Disrupted, Depleted or in Travel Mode (with the exception of "pure" armor) cannot fire and their Effectiveness Rating is zero."

[8.72] (addition) The third line of Note 3 should read "0 Effectiveness Rating (with the exception of "pure" armor); Current Strength..."

[14.11] (change) The Weather Condition Table below replaces the one printed in the game:

DICE	0201-0600	
	North	South
2	0	0
3	9	10
4	6	7
5	3	3
6	0	0
7	6	6
8	0	0
9	P	6
10	3	0
11	11	8
12	3	0

DICE	1201-1400	
	North	South
2	3	6
3	9	10
4	3	3
5	P	7
6	6	6
7	P	P
8	0	0
9	6	3
10	3	6
11	0	0
12	11	8

## DISPLAYS

Allied Formation Display (deletion) Delete the paragraphs starting with "Group 2: ..." to "... on or after Game-Turn 3." The actual Turns for the release of off-map units are given in Case 31.17.

## RULES

[3.6] (omission) The third sentence in this Case should read "Each Armor unit represents a platoon and each Artillery unit represents a battery."

[5.22] (addition) An exception to this Case is Case 5.29.

[5.23] (deletion) In the fifth line of the Case, strike the phrase "and Heavy Weapons", as Heavy Weapons units are not Indirect Fire units, *per se*.

[5.29] (addition) "Pure" Armor units (i.e., those units with just the armor symbol and nothing else) have 5 (five) deducted from their Effectiveness

Rating when in Travel Mode. They may fire when in Travel Mode.

[5.32] (addition) The second-to-last sentence should read "If the target is in Travel Mode the unit *must* take an additional one Strength Point loss, and the owning Player may place it in Dispersed or Concentrated Mode immediately. However, if he elects to change the Mode of the target unit, it is automatically *Disrupted* at the end of the Fire Phase." Ignore the parenthesized remark, as it no longer applies.

## [5.7] SPECIAL ARMORED UNIT RULES (clarification)

[5.71] Tank destroyer units possessing both Travel and Concentrated Mode defend as armored artillery (which defends as it moves). The other tank destroyer units defend as normal armor.

[5.72] Armored infantry in Dispersed Mode defends as regular infantry. In any other Mode, armored infantry defends as regular armor.

## [6.0] PROCEDURE (clarification/deletion)

Delete the last sentence and replace it with the following: "Note that the target unit's hex is considered for blocking purposes (of Line of Sight), and the Observing unit's hex has no effect whatsoever on the Line of Sight."

[6.14] (addition) A unit may always observe a directly adjacent unit, regardless of the intervening terrain or the terrain of the hex in which the adjacent unit is situated.

[6.4] (clarification) Exception (a) should read "any dispersed unit in a City or Forest hex not adjacent to a unit Friendly to the Airstrike."

[6.63] (correction) Since there is no Weather Condition 12, ignore all references to that Weather Condition.

[7.62] (addition) Insert "(exception: "pure" Armor units)" between "... Travel Mode" and "exert no Zone of Control."

[8.6] (clarification) At the end of the sentence in the eleventh line, add the phrase "but do not necessarily have to begin the Conditional Movement phase adjacent to the Close Assaulted unit."

[8.6] (addition) A unit may not be prevented from performing a Close Assault by a Mode change caused by Opportunity Fire triggered as a result of the Close Assault.

[8.9] (addition) Armored Infantry units are prohibited from crossing a Stream or a Dike in and of themselves (an Engineer may still aid them across a Stream).

[10.5] (correction) The reference to Friendly "Combat" Phase should read Friendly *Command* Phase.

[10.51] (clarification) The Case should read "Armor (with the exception of Armored Infantry) is prohibited from ever using Entrenchments. All other units may benefit from Entrenchments (including the aforementioned Armored Infantry)."

[10.6] (clarification) When determining Line of Sight, the hex in which the Headquarters is located matters for the Line of Sight, but the hex in which the other unit is located has no effect on the Line of Sight whatsoever.

[10.6] (note) The City hexes A2338 and B3533 are treated as Forts for Line of Sight purposes only.

[10.71] (clarification) Therefore, if a unit performs Movement in one of the above-mentioned hexes, it does not trigger Opportunity Fire.

[10.73] (addition) If a unit Close Assaults from a Forest or City hex or through a Dike hexside, the unit still pays the Movement cost for leaving a Zone of Control, even though such a unit is not

technically in a Zone of Control. The Movement cost is a standard penalty for performing a Close Assault.

[10.93] (deletion) The last sentence in this Case should be ignored, as it serves only to confuse the Players.

[13.51] (correction) The opening sentence should read "At the conclusion of his Conditional Movement Phase a Player may *remove* his units from Travel Mode at the cost of one Movement Point."

[14.1] (clarification) When rolling for the Weather Condition, the Players roll first for the Northern Weather Condition, and then for the Southern Weather Condition.

[14.11] (change) On the first day (17 September), all units landing on Maps A, B and D must use the northern route, and all units landing on Map C must use the Southern route.

[14.12] (deletion/change) The last sentence should be deleted and the second-to-last (and now last) sentence should read "... the units on Maps A, C and D have the same option as the units on Map B."

[14.5] (clarification) If a unit or group of units lands in a hex causing overstacking, one (or more) units in that stack must immediately be moved to an adjacent hex. Artillery units may not be displaced (the owning Player may eliminate them and, should he have no choice, he *must* eliminate an artillery unit in an overstack). If a unit displaced from one stack in turn displaces a unit in another stack, the second unit is Disrupted.

[14.51] (deletion/change) The second sentence in the Case should be deleted. With the exception of displacement, a unit may not be moved in the Turn that it lands. There are no other exceptions to this rule.

[14.52] (deletion) The last sentence should be deleted.

[15.18] (change) A Disruption result has absolutely no effect on a previously Disrupted unit. Similarly, a "1\*" result only forces a non-Armor or non-Headquarters to lose one Strength Point; the Disruption has no effect whatsoever.

[17.21] and [17.22] (clarification) An artillery unit (with the exception of anti-tank and flak) does not cause a multi-formation attack so long as the Indirect Fire unit it is firing with can trace a line of subordination to the artillery unit's commanding headquarters. If the units are not commonly subordinated it is a multi-formation attack. Anti-tank and flak units fall under the rules for Direct Fire units, with the exception that they may fire with a unit that can trace a line of subordination to the Headquarters they are directly subordinated to and not cause a multi-formation attack.

[18.1] (correction) The reference in the ninth line to Direct Fire should read "Indirect Fire." Under no circumstances may a Direct Fire unit fire from a position that is not one of the top two in a stack.

[18.41] (clarification/addition) The reference in the tenth line to "a Morale of +1" should read "a Morale greater than zero (i.e., positive)." In addition, a Combat Engineer must be in Concentrated Mode (though it may be any position in a stack) to perform any of its special functions.

## [18.6] ARTILLERY UNITS (addition)

Artillery units in a Close Assault perform in all ways as an Anti-Tank unit.

[19.12] (clarification) The Case should read (in the second sentence) "... the Leader must be stacked with a unit involved in the attack subordinated to him, and all other units..."

[23.0] (note) Should the Players choose to implement one or more of the optional rules enumerated

AN IMPORTANT NOTE ON THE COUNTERS TO  
HIGHWAY TO THE REICH:

The double-sided design of the counters has produced a minor but annoying problem: we attempted to give the historical designation and the morale rating of each unit on **both** sides of each counter as a matter of convenience for the player. Because of the resultant large amount of material on the backs of the counters and the limitations of the die-cutting process, players will find that in some cases the historical designation and the morale rating on the **backs** of their counters are cut-off in whole or in part. This slight miscutting has proven to be **unavoidable**. The counters, however, are still perfectly serviceable: the designations and morale ratings are carried in full on the **front** face of each counter. Had we known the problem it was going to cause, we would not have put the designation and morale rating on the backs of the counters in the first place—we apologize for this slight imperfection and hope you are not inconvenienced by it. If any of the **large** strength numbers are mis-cut on your counter sheets, you should contact SPI Customer Service. We cannot, however, rectify the problem of the designations and morale ratings on the back of the counters.

—Thank you for your understanding,  
Redmond Simonser, Art Director