

ENEMY ACTION: ARDENNES

GAME OFFICIALLY RELEASED on June 9, 2015

OFFICIAL ADDENDA as of January 1, 2016 (*V2 updates highlighted*)

ERRATA

ALL GAMES

Allied Command Card 23: “4th Armored Division” should read “4th Infantry Division”

German Command Card 43: “I SS Panzer Corps” should read “II SS Panzer Corps”

German Command Cards 58, 59, 66, 67, 70 & 71: “7th Panzer Army” should read “7th Army”.

Counters: The combat strength on the reduced side of CCA/9A/VIII should be “2”. The combat strength on the reduced side of CCB/9A/VIII should be “3”.

TWO PLAYER

Player Aid, Allied Player Events, Break in the Clouds:

Sentence should read “**This day only** During all combats on this day, you may play any card as an *Airpower* combat tactic.”

Game Map: Hexes 0201, 0205 and 0206 should be marked “No Exit”

Game Map, Victory Point Awards: Victory Points for exiting German units should match those in 14.1 of the rules. The rules are correct.

GERMAN SOLO

3.0, Setting up for Play, Card Preparation: Step 2 should read: “2. Place your initial supplemental cards in the Available Supplemental Cards box.” Step 3 should read: “3. Place your German reinforcement cards in the Cards Entering Play box.”

4.0, Sequence of Play, II Card Preparation Phase: Step 3 should read “3. Place all Supplemental Discards from the previous day face down in the Available Supplemental Cards box.”

6.5, second example: Delete the third sentence, beginning “You may play a division card ...”

9.62, Deployment Under German Threat: The second bullet should read “A German unit is proximate to or within three hexes of the position.”

13.52, Allied Defender’s Hold Chance: The third item in the list of hold chance modifiers should read “+2 if the defending units have not yet retreated and all attackers are across a river”

13.75 Two-hex Retreat: Defending Allied unit(s) will retreat in violation of stacking limits only into the first hex of the retreat and if at least one defender hit remains unfulfilled after entering the hex. The retreating units then fulfill their next hit by retreating a second hex, instead of checking the priorities of 13.52. If unable to retreat a second hex from the over stacked hex, the defending units may not retreat at all.

14.4 Allied Air Resupply: This text should match that of the corresponding event description on the Events player aid card. The text on the player aid is correct.

15.1 Roadblock Check: Add bullet reading “The hex is not a German controlled town.”

Allied Action Card 15, Strengthen: Situation description should begin “Unit proximate to but not stacked with unit/stack with total strength ≤ 3 (≤ 3 steps if in VP hex),...”. First sentence of Action description should read: “Move to closest qualifying unit/stack, then weakest.”

ALLIED SOLO

9.2, Movement Method 3: The text of the second bullet should read “If able to reach more than one hex that would cause surround, move to a hex adjacent to the Allied unit, then to the hex that would prevent the Allied unit from tracing supply if able.”

12.52, German Defender’s Hold Chance: The third item in the list of hold chance modifiers should read “+2 if the defending units have not yet retreated and all attackers are across a river”

12.75 Two-hex Retreat: Defending German unit(s) will retreat in violation of stacking limits only into the first hex of the retreat and if at least one defender hit remains unfulfilled after entering the hex. The retreating units then fulfill their next hit by retreating a second hex, instead of checking the priorities of 12.52. If unable to retreat a second hex from the over stacked hex, the defending units may not retreat at all.

Player Aid, German System Intelligence [2], Movement Method 3, Cause Surround: The second and third sentences should read “If more than one hex, move to hex adjacent to Allied unit, then hex that would block supply trace. If already causing surround but not adjacent to Allied unit, move adjacent.”

CLARIFICATIONS

ALL GAMES

2P 9.8, GS 13.8, AS 12.8, Two-Hex Advance: An attacking unit advancing a second hex after eliminating the defenders in a combat is deviating from the path of retreat (since there was no retreat) for purposes of determining which hexes the advancing unit may enter.

2P 12.2, GS 16.2, AS 14.2, Bridges – Control at Start: The second sentence should read “...and the five intact bridges behind the German lines (at hexes 0302, 0502, 1802...”

Player Aids, German Events & Tactics, Press the Attack: The *Press the Attack* combat tactic has no special advantage. Like all other combat tactics its play allows the attacker to draw a combat chit.

Maps: A bridge depiction should exist across the 2302-2303 hexside.

TWO PLAYER

6.5 Consecutive Activation Restriction: If you activate any units in a given corps, whether by brigade, division, corps, *kampfgruppe* or single unit activation, NO units of that corps may be activated in your next impulse. *For example, if you play a division card to activate the 2 Panzer Division (part of the XLVII Panzer Corps) you cannot activate any units of the XLVII Panzer Corps in your next impulse.*

GERMAN SOLO

2.21, Unit Selector Number: In the event you must select from units with the same selector number (possible if units are in different corps), select the unit in the lower numbered corps.

6.5 Consecutive Activation Restriction: Once you activate any units in a given corps, whether by brigade, division, corps, *kampfgruppe* or single unit activation, NO units of that corps may be activated for the rest of the current impulse and the next impulse. *For example, if you play a division card to activate the 2 Panzer Division (part of the XLVII Panzer Corps) you cannot activate any units of the XLVII Panzer Corps for the rest of the current impulse and your next impulse.*

10.4 Performing Allied Actions, Restrictions. If after applying all conditions and restrictions to an Allied move, more than one destination hex is eligible, move to the westernmost hex.

15.11: If a German unit's entry into a hex triggers both a roadblock check and a bridge demolition check, conduct the demolition check before the roadblock check.

Player Aid, German Events & Tactics, Greif Bridge Protect: German event name should read “**Operation Greif**”.

Allied Action Cards 19 and 20, Withdrawal Under Fire: The preferences given in the Action description when moving additional hexes also apply to the first hex of the move.

ALLIED SOLO

3.0, Illustration of Unit Placement & Adjustment: Setup instruction C3 is in error: the independent *Panzer-Bn* does not move from its original setup hex.

6.4 Consecutive Activation Restriction: If you activate any units in a given corps, whether by brigade, division, corps, or single unit activation, NO units of that corps may be activated in your next impulse. *For example, if you play a division card to activate the 9 Armored Division (part of VIII Corps) you cannot activate any units of VIII Corps in your next impulse.*

8.13, 3rd and 4th bullets: The next to last sentence should read “Also activate German units in the Reserve Units box, if in the same corps as any on-map active units.”