

This article is in response to the discussions on errata in Mailcall and in the feedback replies. I would like to see more rules clarifications in these pages since rules are the most likely cause of problems in our games. If any of you have information supplied direct from the publishers on games queries and would like to share this with other gamers I would be only too happy to start up an errata column. This project is in your hands! Editor.

HIGHWAY TO THE REICH 2nd EDITION RULES CLARIFICATIONS

Rule 14.52 Should a stack of units, including an Art. unit, land overstacked, the Art. can stay on the landing hex with no adverse effect while another unit(s) in that serial is displaced to an adjacent hex. Should a second serial land on the hex occupied by that Art. unit (presumably through scatter) that serial would be displaced to an adjacent hex. The Art. unit plus any accompanying units in the original hex would be disrupted as would the second serial. Any Art. units accompanying the second serial would be displaced, disrupted but **not** automatically eliminated.

Rule 8.51 is an exception to 8.46

Rule 5.23 states that indirect fire weapons (including heavy weapons) can fire at any unit in a stack top or bottom. 18.1 contradicts this as does 5.62 para 1. 5.23 is **incorrect**, heavy weapons may only fire at the top two units in a stack.

Rule 7.43 10.93 appears to contradict this. However ZOCs do extend both into and across river hexes regardless of ferries.

Rule 17.21 is an exception to Rule 12.2

Rule 8.22 states that units can leave travel mode (at the cost of 1 MP) after moving. Rule 13.51 states the exact opposite. Rule 8.22 is **correct**, disregard 13.51.

Rule 14.1 Allied player rolls separately for weather conditions on each flight route.

Rule 31.17 states 44th Royal Tank Regt. comes into play on turn 13. This is correct. Disregard formation display which brings these on 10 turns earlier. 31.17 takes precedence over all arrivals given on formation display.

Misc. German reinforcements are considered to be in an off the map box prior to arrival. They can be moved to an adjacent off the map box (within the normal restrictions) on the movement phase they arrive rather than bringing them onto the map.

Should a unit's HQ be eliminated it may be attached to an alternative HQ **on the first command phase following the elimination.**

Weather conditions at the start of the campaign game are considered to be '0'.

Close assaults at 0- any value are treated as 1-3. Thus if units in travel mode close assault a unit(s) which has a strength, effectiveness and morale rating the attack would be resolved at 1-3 because units in travel mode have no effectiveness rating. Units with a CR, ER and MR that close assault a disrupted (depleted) unit do so at 4-1 as the disrupted (depleted) unit has no effectiveness or strength rating. Should a unit(s) in travel mode close assault a disrupted (depleted) unit(s) it would do so at 1-1 since both have at least one '0' factor in their combat ability.

Hopefully these clarifications will be of some use and, should reaction be suitably positive, we will be happy to run this column as a part of our regular service on new SPI games as they come out.

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