

## Battles for the Ardennes (SPI) Derived Errata by Donald Johnson 05/21/2022

This derived errata is in addition to the official errata of October 1979.

[2.1] Derived errata for the map:

- 1) On map C the road between Beauraing and Givet crosses hexside 2207/2307 and does not enter hex 2308.
- 2) A0117 should have a road junction just like C2317 which overlays it on the Campaign map.
- 3) Towns can be marked in some way to make them easier to see.

[6.22] Some hexes have 2 roads going through them that do not connect (e.g.D2027); when you enter such a hex on a road, the unit cannot switch to the other road. If the unit stops in a hex with 2 roads in it, the unit should be placed to indicate which road it is on by sliding the unit away from the other road while still being in the hex as much as possible.

[8.11] The phrase "armored and reconnaissance battalion units" means "armored battalion units and reconnaissance battalion units" and not "armored units and reconnaissance battalion units". See 8.12 where only the noun "battalions" is associated with both adjectives armored and reconnaissance, that is, "units" is not mentioned in 8.12.

[8.12] The following units are the only units that do not have a ZOC unless in a city, town or improved position: two 1940 French Armor battalions (1-5), nine US Armor battalions (2-6), two US Recon battalions (2-7), and three British Armour regiments (3-6). See 30.98. There are no German, Belgian, or 1944 French units that suffer this limitation.

[9.17] The nationality of a unit is color coded as stated on the countersheets; in 1940 there are Germans, French, and Belgians and in 1944 there are Germans, US, French, and British. Units of different nationalities may not participate in the same attack. See 30.75. Units of different nationalities stacked in a hex will participate in the same defense.

[9.76] In the explanation for the advance of victorious units after an E result "armor" should say "armor and recon" and "mechanized infantry" should say "mechanized infantry and cavalry". See 9.7 items 2 and 3.

[9.8] If a unit that is a part of a division stacks with a unit of a different nationality (different counter color), then that division may **not** get the divisional integrity bonus. See 30.75.

[10.14] Barrage Attacks: The adjacent friendly unit must have the same nationality (same counter color) as the barraging artillery. Only one nationality of artillery may participate in any one barrage attack. See 30.75.

[10.16] Barrage Attacks: In 1944, the Allied player may combine as many in-range US artillery units as they wish in a single attack. This is based on history, the US had the best artillery coordination in the world and this insight is due to Randy Heller and Bruno Sinigaglio.

[10.3] Final Protective Fire: The friendly unit being aided by FPF must have the same nationality (counter color) as the artillery providing FPF. Only one nationality of artillery may participate in any FPF. See 30.75.

[12.24] Bridge Blowing: The 2 sentences taken together are confusing as to what is intended. The DG edition bridge blowing picture adds the following sentence to the explanation: "All other bridges may be blown by the American unit on a roll of 1-3." Therefore, this clarifying sentence should be added to the SPI version as errata giving the designer's intent. This means if you want to prevent an enemy unit from trying to blow a bridge that is in its ZOC, a friendly unit **must** occupy that hex in the enemy ZOC.

[16.11] Forced March: Ideally, forced march markers should have been included. In order to distinguish a unit that forced march from a normal OOS unit, the player can place 2 rotated OOS markers on the forced march unit and then remove one at the end of each player turn.

[26.1] Belgian Withdrawal: There are 3 stated requirements:

- 1) Starting with turn 2, each Belgian unit **must** be moved as quickly as possible into the Belgian Defense area (defined as being all hexes west and north of the Meuse/Sambre rivers, except that Namur A1506 is also in the area). They must stay in the Belgian Defense area once there, but can otherwise be moved and used normally.
- 2) If not on a road, it **must** be moved to a road hex by the most direct route possible.
- 3) Once on a road, it **must** be placed in March mode and moved to enter the Belgian Defense area as quickly as possible.

However, there are some derived implications of these 3 requirements to point out:

- 1) Tracing supply is normally something a player wants to do; but Belgian units could be slowed down in their withdrawal if they were marked OOS, so they **must** be put into supply when possible.
- 2) As a unit in March Mode cannot move out of a EZOC (6.26), if on turn 2 or later a Belgian unit outside the Belgian Defense area finds itself in March Mode in an EZOC, it **must** enter combat mode in order to try to meet the requirement to move closer towards the Belgian Defense area.
- 3) Each Belgian unit not yet in the Belgian Defense area has at least one fastest path to get into that area. Each turn, for each unit not yet in the Belgian Defense area the Allied player **must** move it along one fastest path to try to get into that area.
- 4) The 3 units of the 1CA division are armored infantry; as such when not in march mode they can choose to move as either mounted or dismounted infantry. In some cases, such a unit may be able to get closer to the Belgian Defense area by moving dismounted than moving mounted, so both methods should be checked and the better one **must** be used; for example, moving dismounted when crossing a river without a bridge or ford.
- 5) It is possible that the German advance with ZOCs and/or cut bridges will cut off a road section from being connected by road to the Belgian Defense area, any hex on such a road section should **not** be considered the closest road hex for Belgian Withdrawal purposes.
- 6) Finally, it is possible that due to the German advance with ZOCs and/or cut bridges that some Belgian units may not be able to enter the Belgian Defense area; they **must** still try to get as close as possible.

The intent of these derived rules for Belgian Withdrawal is to try to ensure that voluntary actions taken by the Allied player do not affect the ability of Belgian units to get into the Belgian Defense area as soon as possible.

[20.1] Celles Scenario Setup: The US 629TD Bn sets up on map A0108 which is a heavy woods hex where it may be hard to see the placement indicator.