

SPI Ardennes Offensive Derived Errata by Donald Johnson 05/18/2022

[10.2] (Change) The Opposing player determines the path of retreat. The retreated unit **must** come to rest the full number of hexes away from its initial position called for in the result as traced by the most direct path. Units may **not** retreat into an overstack condition, into an Impassable hex, into an enemy unit, or into a hex with an unnegated Enemy Zone of control.

Retreat priorities per 10.2 including errata and this discussion:

- 0) So that the retreated unit survives if possible. (Implied, see discussion below.)
- 1) Towards Friendly Supply and away from Enemy Supply. (official errata)
- 2) To or along a road and non-interdicted bridge hexsides.
- 3) To or through clear terrain.
- 4) Through rough terrain and ford hexsides.
- 5) Through interdicted bridge hexsides.
- 6) Through unbridged river hexsides.
- 7) Onto or through the least number of Friendly units.

These retreat priorities need some discussion, as follows:

- 1) "Towards Friendly Supply and away from Enemy Supply." - This means that the unit is required to be retreated to a hex in supply if it can be. Furthermore, if it is Allied, then it should be retreated in the direction of any available supply route towards a North, West, or South map edge that it can be (note that this means it should not be retreated towards the East map edge if it can be avoided); and if it is German, then it should be retreated towards the East map edge if it can be.
- 2) "To or along a road and non-interdicted bridge hexsides." - This means that the unit is required to retreat along a road if it can; if it cannot, it then retreats towards a road using later priorities, but should avoid interdicted bridge hexsides if it can (see priority 5).
- 3) "To or through clear terrain." - This means the unit being retreated should try to stay in clear terrain hexes if it can and move towards a clear terrain hex if it is not currently in a clear terrain hex.
- 4) "Through rough terrain and ford hexsides." - The "rough terrain" part means that units are allowed to retreat into rough terrain as a last resort for terrain types in a hex. The "ford" part means that crossing a river through a ford is preferred (priority 4), next preferred is through an interdicted bridge hexside (priority 5), then the least preferred is through an unbridged river hexside (priority 6) which is to be avoided if it can be. Also, if there is a choice between entering a rough terrain hex and going across a ford, then the player retreating the unit decides (since these 2 options are mentioned together with the same priority of 4).
- 7) "Onto or through the least number of Friendly units." - If all of the above priorities still allow a choice of hexes into which to retreat, then the last priority is to retreat onto or through the least number of Friendly units.

Net: Although the opposing player retreats your units, often the retreat will be determined totally (or almost totally) by the strict order of retreat priorities that they must follow. However, there is a concern if the (added) zeroth rule above is not used, as discussed below.

Note especially these 3 rules:

[5.2] (N) 2nd sentence: German units which are themselves forced to retreat off the live map area are eliminated.

[7.5] (E) The Zone of Control of German units extends into Allied map edge hexes, even though the physical entry of German units into these hexes is prohibited.

[9.7] Allied units which have no other path of retreat may retreat onto Allied map edge hexes. (These are the off-map blue hexes on the North, West, and South edges of the map, as modified by the errata.)

Discussion:

Notice that "forced to retreat off" and "no other path of retreat" are effectively synonyms in the two rules mentioned above. This means that a subtle implied retreat priority (which should be the zeroth retreat priority and so is explicit above) is that a unit must be retreated by one's opponent in a way so that it survives if can. If you do not play with this implied retreat priority, this it is entirely possible for your opponent to destroy your units by legally retreating them in ways that destroy them, where each retreat hex follows the remaining explicit retreat priorities. This is because your opponent may be able to retreat your unit hex by hex following the remaining retreat priorities into a hex which does not allow further retreat.

Note: This erratum can make a difference on turn 1. Hex 3502 must attack hex 3503 at 1-1 which might result in an Ar2. If the Allied player is not required to retreat it so that the German unit survives if possible, then he can choose to retreat it off the map so that it is eliminated.

[11.0] (Clarification) The symbols used for an (Active) West Wall hex and for a "Cleared" West Wall hex do not mean that the terrain effect is only towards the West, the terrain effect is used when attacking any adjacent hex or being attacked from any adjacent hex.

[14.1] (Change) Allied Reinforcements MAY be voluntarily delayed, with the same effect as if they could not enter when all entry roads are blocked. The specific concern this change addresses is that the German player can set up a trap for the Turn 2 entry of the 3 US mech units on the SE map edge. The Germans can choose to close some roads but leave others open so the US units MUST enter into a trap which they will not be able to get out with the rules as written, which likely results in an easy German automatic victory. This German ploy was apparently missed in playtesting.

[16.2] (Clarification) A German immediate victory happens at any time the German player has 35 VPs or more as long as it happens by the end of turn 6. Note that the number of Allied VPs is not relevant to this calculation.