

## 5-03 Ardennes (4 Feb 04)

- 1) The terrain key on the map lists “river” and “stream” features, these should be “Major River” and “Minor River” respectively.
- 2) In scenario 5.1, the 293-18 VG which sets up in B42.06 should set up in B47.06.
- 3) In scenario 5.2, delete B31.17 and the blank after it—the 9 Arm units show up as reinforcements.
- 4) More than one DG result against a unit has no additional effect.
- 5) The St Vith hex (listed for its supply dump) is B42.16, not B41.16.
- 6) The terrain effects which apply to the Barrage Table are those listed under the table itself—do not apply the regular terrain effects (the Combat Effects) to the Barrage Table; those are for the regular Combat Table only.
- 7) In scenario 5.5, the 387 Inf Rgt of the 167 VG Division sets up in hex B24.13 with the Divisional Artillery Regiment.
- 8) When a bridge reverts back into an engineer, it can do so into either hex of the two forming the hexside containing the river being bridged. In other words, the engineers can reform on the far bank to avoid crossing the river they were bridging without the benefit of their own bridge.
- 9) Add the following to rule 1.7: After conducting an Overrun, successful or not, a unit may continue to move using Movement Allowance remaining after paying the Overrun cost (this supercedes the first sentence of SCS rule 6.2a). However, the unit cannot conduct a second overrun in that phase even if it does have enough remaining Mps to do so.
- 10) The 1994 Variant countersheet provided the 11th Pz Division as an optional inclusion. This unit can set up with any German units at start. There is no VP cost for this option (just agreement between the two players that they want to see what effect this formation would have had on the offensive). The division was in OKH reserve and was not used in the historical battle.