

WACHT AM RHEIN Errata

(as of 7 August 1978)

Counter-Mix:

- (1) The German 560 VG Division's regiment counters should read **1128**, **1129**, and **1130** rather than 128, 129, and 130 respectively.
- (2) The German 9 Panzer Division has a tank battalion with a mis-printed designation. It should read **1/11/9P** rather than 1/119P.
- (3) The British engineer battalion 260/42xx should read **260/43xx**.
- (4) The German 26 VG Division should have a 1-3-6 engineer battalion; this is not provided in the counter mix.
- (5) The U.S. 741 tank battalion is duplicated in the counters. The correct battalion is **741/2xx**. The 741/99xx is not used.
- (6) Players should ignore the Corps attachments on the following German HQ units: 3PG, 15 PG, 9P, 11P. When these Divisions enter the map as reinforcements, they may attach themselves to any corps HQ on the map, but once attached they may never switch corps (or armies).

Map:

- (1) The River connecting the SE hexside of C1826 with the SE hexside of C1824 should not be a River; it should be a *Creek*.
- (2) There should be Fords between hexes C2433 and C2432, D0336 and D0435, and C3544 and D0244.
- (3) The road connecting hexes D3104, D3105, and D3005 does *not* bridge the Sauer River. The road is considered to stop at the River at all points.

Rules Clarifications and Corrections:

- [7.31] (Clarification) Units in March Mode may never enter a Woods hex, although a unit in Tactical Mode on a Woods/Road hex may go into March Mode.¹
- [8.42] (Clarification) This rule stands without exception. An HQ unit in a Town or Village hex that is adjacent to Enemy units during its Friendly Combat Phase is still eliminated.
- [9.25] (Clarification) Two U.S. company-size units may enter March Mode under one March Mode marker as a team if they started that Friendly Movement Phase in the same hex.
- [10.4, 10.5] (Clarification) The maximum number of Regimental Integrity and Combined Arms bonuses that may be awarded per attack is *one*, regardless of how many attacking stacks possess it.
- [10.8] (Modification) Combat results take effect after all attacks made from a single hex have been rolled for. If two units in a single hex are attacking different hexes, no combat results may be applied until the second attack has been resolved. If, in one attack the defender could advance and in the other the attacker could advance, then neither Player may advance his unit after combat.
- [10.94] (Clarification) Advancing units must stop when entering an Enemy Rigid Zone of Control, not including the first hex entered in this advance.
- [11.1] (Clarification) German VG Divisions *do* have Corps attachments. The starting VG Divisions are attached as follows: 212, 276, 352, 5FJ VG's: 7 Army; 26 VG: *XLVII Corps*; 560 VG: *LVIII Corps*; 18, 62 VG's: *LXVI Corps*; 12, 277, 3FJ VG's: *ISS Corps*; 326, 272, 246 VG's: *LXVII Corps*. Reinforcing VG Divisions may attach

themselves to any corps or army, but once attached they may never shift corps or army. (Note that they may still trace supply to *any* corps or army HQ.)

- [11.7] (Correction) The restriction against German Barrage Strength Points applies only to pure Artillery Strength Points. Rocket Artillery Barrage Strength Points are never counted against the 20 Point restriction, nor do German "120" Artillery units (these are mortars, although this is not indicated on the counters).
- [11.4] (Clarification) An Artillery unit adjacent to an Enemy unit may not use its FPF Strength.
- [14.0] (Clarification) *All* German Artillery units with a Movement Allowance of zero are *always* in supply.
- [15.1] (Correction) Engineer units may attempt to blow a bridge only if they can trace a path of hexes, free of Enemy Zones of Control, to a hex to which the bridge hexside is attached. Friendly units negate Enemy ZOC's in the hexes they occupy for the purposes of tracing this path of hexes.
- [16.0] (Clarification) Improved Positions and Entrenchments may not be built in the same hex.
- [16.0] (Clarification) If an Enemy unit comes within three hexes of a Friendly unit that is building IP's or entrenchments, the IP or entrenchment marker is immediately removed.
- [16.0] (Correction) Units in March Mode may not build IP's or entrenchments. They may never benefit from the effects of these positions.
- [17.0] (Clarification) U.S. companies may trace supply to any U.S. HQ unit.
- [17.0] (Clarification) During the first three Game-Turns of Scenarios 25.1, 25.2, and 27.0, U.S. company-size units may receive full support from all artillery units listed under their Division for the starting set-up, plus all Artillery units listed under "Corps Troops" for these set-ups (if the company's Corps is the same as that of the Corps Artillery). After the first three Game-Turns, U.S. company-size units *never receive full artillery support from any Artillery unit*. Barrage and FPF Strength Points are always halved as described in Case 11.14.
- [19.2] (Correction) For every two Air Points the Enemy Player has allocated to Patrol, the Friendly Player must reduce the number of Ground Support and/or Resupply Escort and/or Interdiction Air Points by one. The choice of which Air Points to be reduced is left to the Enemy Player. For example, if 10 German Air Points were allocated to Patrol, the German Player could reduce U.S. Ground Support Points by three, Resupply Escort Points by one, and Interdiction Points by one.
- [19.43] (Clarification) During the Mutual Supply Determination Phase of the U.S. Player-Turn, the U.S. Player may attack any German units in March Mode with his Interdiction Air Points. One or more Interdiction AP's must be allocated against each German unit in March Mode that is to be attacked. For example, if the U.S. Player allocated six AP's to Interdiction, he could attack six German units in March Mode at a strength of one, three units at a strength of two apiece, or two units at a strength of three apiece.
- [21.2] (Correction) Reinforcements whose entry hex is blocked may come on the map up to *three* entry hexes away from the scheduled entry hex. A Game-Turn delay in arrival still takes effect, however. Otherwise, Case 21.22 applies in full.
- [21.3] **REINFORCEMENT RESTRICTIONS**
A hypothetical hexrow surrounds the map. Reinforcements that are blocked from entering their Entry Hex may delay their entry one Game-Turn and either:
 - (a) Follow the original restrictions of Case 21.2, including errata, *or*
 - (b) Deploy their units in the hypothetical hexrow in Tactical Mode within four hexes of the original Entry Hex. From here, they may conduct attacks against Enemy units normally. Units may never be attacked in the hypothetical hexrow, but once they leave it, they may never return to it. When attacking from this hexrow, a unit may never retreat, although it may sustain step losses in the hex it occupies without having to pass a Morale test.
- [22.0] There are several omissions on the U.S. Master Reinforcement Schedule. These are as follows:
Game-Turn 5: C2 (North — 33/7Axx (E))
Game-Turn 7: C7 (North — 613/V (D-M36))
Game-Turn 11: C6 (North) — 745/1xx (T), 20/1xx (E); C2 (North — 740/VII (T), 643/VIII (D))
Game-Turn 12: C7 (North) — 195/VII (A)
Game-Turn 17: D1 or 2 (South — 602/III (D)); D3,4, or 5 (South) — 737/III (T), 818/III (D)
Game-Turn 32: Between D4 and B4 (South) — 654/III (D)¹
- [22.0] (Correction) The 9/VII (H) unit listed under Game-Turn 7 reinforcements should be 9/VII (H). Delete the 9/V (H) unit from Game-Turn 21 reinforcements for the U.S. Player.
- [22.0] (Clarification) Two U.S. units are provided in the counter-mix that are already broken down into companies at the beginning of the game. These are the 801/99xx (D) and 612/2xx (D). These units are never used in the game. They are provided for historical purposes only. Additionally, the 610/III (D) U.S. unit is not used in the game.
- [22.0] (Correction) Delete U.S. Artillery unit 776/V from Game-Turn 38 reinforcements.
- [22.0] (Correction) All units of Fuehrer Grenadier Brigade should appear on Game-Turn 18 (December 21, PM), not Game-Turn 24.
- [22.0] (Correction) The U.S. 4th Armored Division, 274/III (A), and 177/III (A) appear in their designated area on Game-Turn 18 (December 21, PM), not on Game-Turn 14.
- [22.0] (Clarification) The Engineer units of the following German divisions may enter the map with a bridge marker: 11th Panzer, 10th SS Panzer, 3rd and 15th Panzer Grenadier. These bridges are in addition to the others already listed on the Reinforcement Schedule.
- [22.0] Ignore all references to British units on the Master Reinforcement Schedule. Instead, use the following changes:
Game-Turn 14: Between A2 and A11 (inclusive) — All units of "British Reserve" available (see Case 23.1).
Game-Turn 17: A10 — 23H/29Ax (T), 2FY/29Ax (T), 3RT/29Ax (T).
Second Allied Player-Turn after German unit has crossed Meuse River: A2 — All units of 51st Division and 34th Armored Brigade.
Fifth Allied Player-Turn after German unit has crossed Meuse River: A2 — All units of 53rd Division and those bearing XXX corps designation.
- [23.0] **BRITISH MOVEMENT RESTRICTIONS**
(Ignore original Section)
- [23.1] **THE BRITISH RESERVE**
 - [23.11] The "British Reserve" consists² of the Guards Armored Division, 43rd Division, 33rd Armored Brigade, plus an additional unit not provided in the counter mix: *2HC/XXX*. This is a tank unit with strengths of 7-5-14 (front) and 3-3-14 (back).
 - [23.12] Starting with the first Game-Turn in which the British Reserve is available (and on all

subsequent Game-Turns), the Allied Player rolls one die. The resulting number is the number of units from the British Reserve that may enter the map on that Game-Turn.

[23.13] On the Game-Turn in which a unit from the British Reserve enters the map, it may use its entire Movement Allowance in either Mode. On subsequent Game-Turns, it may do nothing (other than going out of March Mode) until activated (see Case 23.2). It may not move from the hex in which it ended its movement until this time.

[23.14] On the Game-Turn in which they enter the map, British Reserve units are subject to all the restrictions of Case 23.21.

[23.15] On the first Allied Player-Turn after a German unit has crossed the Meuse River, all units of the British Reserve may enter the map, and British Reserve die rolls are no longer undertaken.

[23.2] ACTIVATION

[23.21] No British unit may ever cross south or east of the Meuse, leave Map A, build IP or entrenchments, or build or blow bridges until activated.

[23.22] A British unit is activated in one of three ways:

(a) A German unit moves within five hexes of a British unit (not vice versa). In this case, that particular British unit is no longer subject to any movement restrictions.

(b) A German unit is west or north of the Meuse at the beginning of an Allied Player-Turn. In this case, all British units on the map are activated, but may still not move east or west of the Meuse (although they may be freed of this last restriction by cases (a) or (c)).

(c) The Allied Player declares an "emergency". In this case, no British unit is ever subject to movement restrictions and may partake in game functions normally. However, if the Allied Player declares an "emergency", he loses two "steps" of victory at the end of the game (i.e., a Decisive Allied Victory would become a Marginal Allied Victory).

[23.23] Note that there is no longer a specific date in which British units lose all their movement restrictions.

[24.1] (Correction) Motorized infantry is any unit in the game with a *standard* infantry symbol that possesses seven or more Movement Points. It is strongly suggested that Players use this optional rule. Any unit that so converts has its Defense Strength reduced by two, but its Attack Strength reduced by *one*.

[24.3, 24.4] (Clarification) German Truppeneinheit and parachute commando units never affect POL markers. U.S. units may retreat onto Truppeneinheit units, but not parachute-commando units.

[24.4] (Correction) German parachute-commando units must drop on any Clear or Broken hex within five hexes of C1131.

[24.5] (Clarification) Units of the German 150th Panzer Brigade may attempt to leave an Enemy rigid ZOC to enter another hex, which does not have to be another Enemy rigid ZOC. The 150th Panzer Brigade units do not have to begin their Movement Phase in an Enemy rigid ZOC; they may enter this ZOC and then attempt to leave it as described in the rules of this Case. If the units are attempting to "infiltrate" in this manner, they do not pay the one-half MP cost for leaving an Enemy rigid ZOC.

[25.12] (Correction) U.S. units 3/112/28(I) and 1/112/28/(I), starting on hexes D0520 and D0319 respectively, should start the game in Entrenchments, not Improved Positions.

[25.16] (Clarification) Uncommitted units may not build Improved Positions or Entrenchments, blow bridges, or breakdown into companies. Uncommitted artillery units may use their Barrage and FPF Strength.

[25.22] (Correction) U.S. unit 323/99xx(E) should read 324/99xx(E); the German 18 VG Division has a Replacement Battalion (1-4-6) that starts on the map within one hex of C2508; the German Artillery unit 116Pxx(150) begins the game on hex C3514 not C3816.

[27.4] (Addition) Special Rule 25.24a applies to the Campaign Game. Special Rule 25.24b does not apply to the Campaign Game.

SUGGESTED RULES CHANGES

[11.9] ARTILLERY MOVEMENT

[11.91] All non-self-propelled Artillery units may move only in March Mode, never in Tactical Mode. The act of going into March Mode indicates that the Artillery unit is Out of Battery. Flip the Artillery unit over to indicate this state. This obviates the need for March Mode markers on Artillery units, since any Artillery unit on its reverse side is in March Mode. All standard March Mode rules apply. Ignore Case 6.3 when using this rule. Additionally, revise the "In Battery Segment" of the Sequence of Play to state, "The Player *may* flip all of his Out of Battery Artillery units to their In Battery sides."

[11.92] Some non-SP Artillery start the game in Woods hexes. Such units may enter March Mode and leave these hexes, but this is the only time during the course of the game that they may do so.

[11.93] Self-Propelled Artillery units may move in both March and Tactical Modes. All SP Artillery units may move up to *six Movement Points* in Tactical Mode without having to go Out of Battery. SP units enter March Mode like other Artillery units — by flipping the unit to its Out of Battery side (thus expending four MP's) and then moving. SP units may never enter March Mode and use their Barrage and FPF Strengths in the same Game-Turn. At the moment an SP unit in Tactical Mode expends its seventh MP in its Friendly Movement Phase, it is flipped Out of Battery.

[11.4] FINAL PROTECTIVE FIRE

These rules are slightly abstracted in *Wacht am Rhein* in that the Defensive Player has a tremendous leeway over odds determination because he states his FPF last. In a combat, it is suggested that the Attacking Player state his total Attack Strength *not including any barraging Artillery* while the Defensive Player states his total Defense Strength *not including any FPF*. Then the Defending Player writes down how many FPF Strength Points he is using in support of his defense from Artillery units within range. *Before* this number is revealed, the Attacking Player states how many Barrage Points are supporting his attack from Artillery units within range. Next, the Defending Player reveals his FPF number while pointing to the Artillery units providing this support. All Divisional and Corps Artillery integrity rules must be strictly adhered to by both Players. These Artillery Strengths are added to the Players' Strengths. A final total is calculated and a ratio determined.

[15.2] GERMAN ENGINEERS AND BRIDGE BUILDING AND REPAIR

German Engineers had the ability to repair destroyed bridges. This occurred frequently in the Battle of the Bulge, although the delays hindered the German advance tremendously. Using this rule, a German Engineer unit may repair a blown bridge from either of the two hexes the bridges

formerly connected (unless the Engineer unit is in a U.S. ZOC). The Engineer unit must remain in this hex for two *complete* Friendly Movement Phases without moving. In the Bridge Building and Blowing Phase following this second consecutive Movement Phase of immobility the blown bridge marker may be removed. The bridge is considered intact again for all purposes.

[31.0] MORALE

The combat rules of *Wacht am Rhein* allow both Players a complete freedom of choice as to how to retreat and/or take losses among their units suffering a combat result. This is an abstraction. In the heat of battle, high-ranking officers rarely knew the "strategic situation" other than in their immediate area. It usually did not work out that battalion "x" held its position to the last man so that battalion "y" had a more favorable retreat route — especially when both battalions were engaged in fighting at the same time. Battalion commanders could only act in such a situation on the basis of the morale of the men under their command.

[31.1] Given an adverse combat result, the affected Player may *always* choose to retreat his units subject to the retreat rules.

[31.2] If a Player wishes to take a step loss in lieu of retreating, he must roll a die and refer to the highest Morale Rating possessed by all of his affected units. If the die roll is equal to or less than this Morale Rating, the owning Player has complete latitude as to how he may fulfill his combat result for his affected units in that particular combat (as described in Case 10.75). If the die roll is above this Morale Rating, the owning Player may not take step losses in lieu of retreating for the duration of his retreat. In this case, the units *must* retreat the required number of hexes (unless the unit is completely surrounded by Enemy-occupied hexes, in which case the unit would be forced to take step losses instead of retreating). At the moment a Player declares that he wishes to take a step loss instead of retreating, he rolls the die. This die roll will determine his ability or inability to control the rest of the retreat.

[31.3] Morale Ratings (for parent formations):

U.S. airborne divisions; German SS divisions; British Guards Armored Division: 5

U.S. armored and infantry divisions (non-green — including those listed in Case 24.6); German 26 VG Division; German fallschirmjager divisions; German panzer and panzergrenadier divisions; all remaining British units: 4.

All U.S. green divisions; U.S. corps troops; all non-green German VG divisions: 3.

German green VG divisions; non-U.S.-U.K. Allied units: 2.

[31.4] All units in a reduced state have their Morale Ratings reduced by *one*.

[31.5] All U.S. company units have Morale Rating of *three*.

[31.6] When using Morale rules, U.S. airborne battalions should reduce their Attack Strength to *three* and their Defense Strength to *five*. U.S. Glider battalions should reduce their Attack Strength to *two* and their Defense Strength to *four*. The reduced side of airborne battalions should read 1-3-6 and that of glider battalions 1-2-6.