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<https://boardgamegeek.com/boardgame/267661/crossing-line-aachen-1944>

<http://talk.consimworld.com/WebX/1de06e64/27>

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Errata

German 353rd Division

- The Formation Activation marker for this division shows a "12" instead of "353".
- On the "Campaign & Scenario 2" card, the 353rd is wrongly listed as a panzer division.

Fortunately, both points will not have any impact on the game itself.

Combat support example (page 27)

The tank unit provides combat support for the armored infantry A/36, but it shows it's disrupted side. Please consider this unit to be undisrupted.

Armor Superiority DRMs example (page 28)

+3 AT Defender Terrain for Defender in Town should be +1 AT.

Clarifications

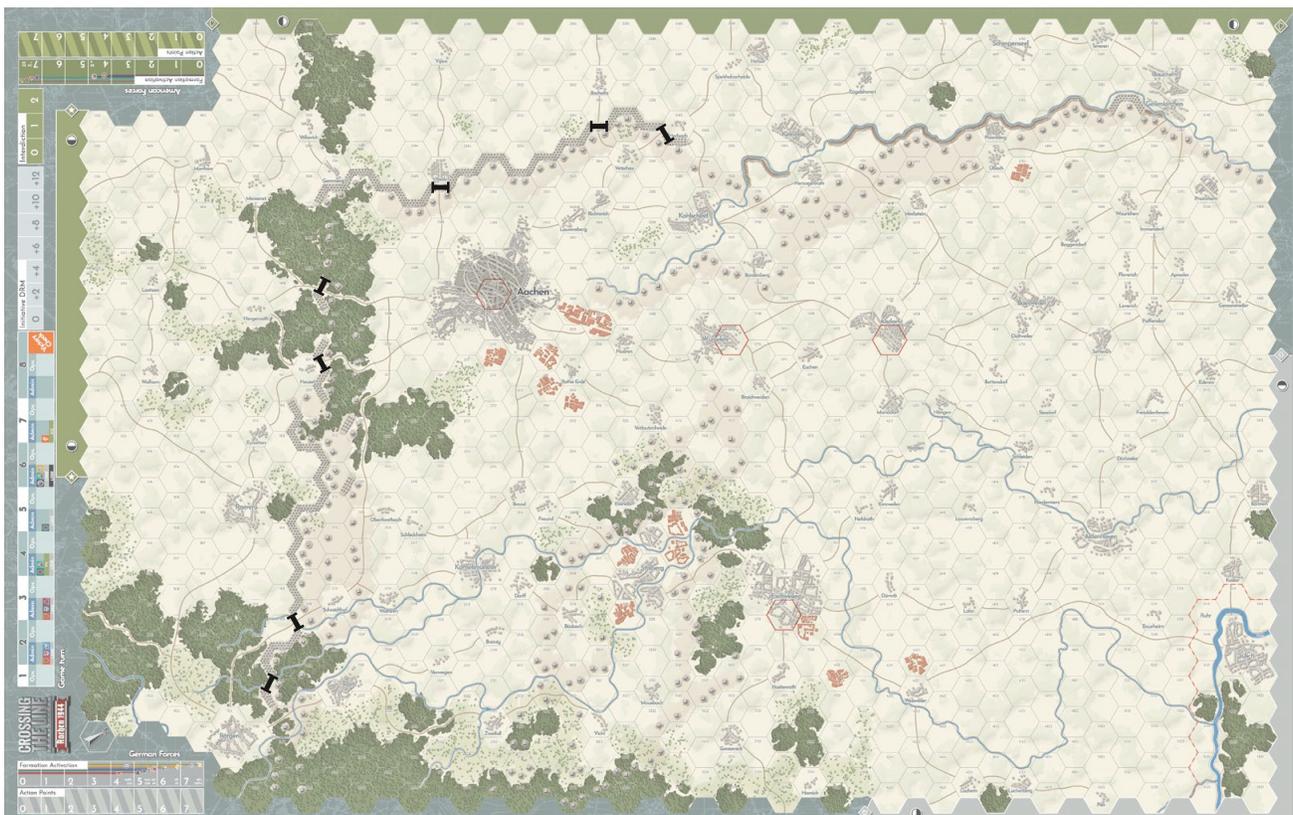
Movement & Terrain (3.1.1)

- Movement penalties apply for both sides. It does not matter, which side controls the hex.
- A road that passes through dragon teeth negates penalties for movement (*only*) through that hexside.

Combat & Terrain (3.1.1)

- American units get the defensive bonus of pillboxes, too.

- If you attack with armor and infantry against dragon's teeth, the first hit has to go against the armor, even though its tank points are zero. They are nevertheless considered to be attacking with Tank Points.
- For the hexsides, where a stream or road runs through a dragon's teeth depiction, it should be assumed, that dragon's teeth exist there. So **1821/1921**, **1919/2019**, **2011/2110** and **2008/2108** are dragon's teeth hexsides, as well as **2504/2505**, **3102/3103** and **3403/3303**.



Stacking (5.3.1)

- Units from different Formations may stack together up to the stacking limits. Only one Formation can be activated at the same time. When the stack is being attacked, all units will defend together.
- For a Formation Reaction attempt, you can choose which of the Formations with units in the stack will try it. But if it fails, the other Formation may **NOT** make an attempt, as only one attempt is allowed per Movement Action.

Isolation (5.8.4)

- As soon as a Command Path is broken due to any reason, a unit is isolated regardless of being within command range to its HQ. So Out of Command would only happen with a unit having a clear Path of Command but being beyond Command Range to its HQ.
- Being Out of Command usually happens far more often than being isolated. It is more easy to obstruct the shortest Command path(s) of the opponent only, so that a unit has to use a Command Path on a tortuous longer way. Completely encircling the opponent is not that easy in most cases.
- To simplify the game process, for units that are marked Out of Command or Isolated (see 5.8.3 and 5.8.4); the marker is removed as soon as the unit in question finds itself in Command Range, or is no longer in Isolated status.
- Even units that do **"nothing"** can be Out of Command or Isolated. A unit found Isolated and Disrupted in the Recovery Phase must conduct an Attrition Check (see 5.8.4).

Formation Activation / Determination of APs (6.3)

Please use the following sequence at the beginning of a Formation Activation:

1. **Supply check**
2. **Determine Action points available to the formation**
3. **Adjust Formation Activation marker down one level**

Formation Reaction (6.4)

- As soon as a successful Reaction Attempt is done, the Movement Action of the active player is finished (*AFTER entering the hex, which caused the attempt*) and any left-over Movement Points are lost. The Reaction is processed now and after that, the active player can move with the same unit again but has to spend a new AP for that Movement. The Reaction can be done with any units like a normal Formation Activation.
- If a Formation Reaction attempt is successful, the reaction player rolls a die on the AP table (*red numbers*) for his Formation to determine the number of APs available for his Formation Reaction. This is independent from the die roll of the initiative player.

- One reaction attempt can be made per movement action of the initiative formation. So, only one reaction attempt is allowed per movement action, but if the initiative formation performs more than one movement action, a reaction attempt can be made during each movement action.
- If by virtue of movement, a reaction unit that was otherwise in command is placed out of command at the moment the moving unit moves adjacent to it, it is **NOT** allowed to make a reaction attempt. In other words, a Formation Reaction attempt takes place after the triggering Movement took place.

Combat strength determination (7.5.1.1)

For combat strength determination, all combat units in the attacking (*or defending*) stack get multiplied by the corresponding modifier from the same chit. So in each combat, two chits get drawn, one for all units of the attacking stack and one for all units of the defending stack. Of course, units in the same stack can have different multipliers, depending on the Effectiveness Rating.

Combat Support DRM (7.5.1.2)

The Combat Support DRMs for **"Friendly"** and **"Same Formation"** are not cumulative. The bonus for Prepared Attack is already accounted for in the -2 DRM.

Efficiency Check (7.5.2)

If one unit fails an EC, all other units in the stack must also retreat to satisfy the second hit.

Bonus AP (7.5.3)

The bonus AP after combat can immediately be spent for any Action. Using a Movement Action to move back into the hex, left due to a retreat would be a valid option. The bonus AP can trigger a reaction attempt.

Placement of Reinforcements (8.5)

If available, reinforcements must be set up in the given hex (*or hexes*), possibly adjacent to enemy units. If no given hex is available (*and only then*), reinforcements in a hex must be set up as close as possible to the given hex, if this hex is in command range and no enemy units are adjacent.

Replacements (8.4)

US Armored Engineers cannot receive Replacements in CtL, as they are neither (*armored*) infantry, nor tanks.

Hex control (9)

To change control of a victory hex, a unit in the hex (*or projecting a ZOC onto it*) must be able to trace a line from his supply source to the hex in this moment. No need to be in command. The enemy has to fulfill the same conditions to **"retake"** it after that.

Independent units / Campaign setup (10.4)

"Pol", **"Gen"** and **"394 Assault Gun"** start the campaign attached to **526th Volksgrenadier Div.**