

ARDENNES 44

Frequently Asked Questions

UPDATED: NOV 17, 2003

Rulebook Errata:

15.8 ADDITION: A unit that begins construction of an IP in its Movement Phase may not attack in the following Combat Phase. **Artillery may not be used to build IPs.**

21.1 Any Recon Unit with a TQ number counts as both an infantry and a Tank Unit for the purposes of the defensive Armor Shift.

24.2 Last sentence should say "...and Allied Traffic Markers have no effect on Allied Units."

25.21 The Flak unit requires a Tank/Recon replacement to be rebuilt.

Map Errata:

Missing Bridges: W2927, W3321/3422, E2639, **E1007/1008, E1109/1210, and E1110/1211.**

Missing white hex outline for Vianden (E1811), **and Seraing.**

Counter Errata:

British 33 Arm Bde should be a TQ of 3 on the front and back.

German 61 Jpz is supposed to be a one-step unit.

7 Arm/CCA: Ignore the little 3 in the yellow box--it has no meaning.

Q: I was trying to find all 10 units with 'GREEN' Army I.D. color for Operation Nordwind and I kept counting 9 on the counter sheet.

A: One of the Nordwind units was dropped at the last minute because we could not verify its participation. It was the 353 Jpz.

Reinforcement Schedule Errata:

American VIII/174 artillery arrives at road B, not AB

American 628TD arrives on Turn 15

German 246th Inf Div arrives on Turn 19

Note: The arrival Info on the counter is correct on the three cases above.

Quick Start Map Errata:

106/424/1 should have an IP dot after hex 1722 and start in IP.

Questions and Answers:

2. GAME COMPONENTS

Q: Since many of the American armored units (brigades) use NATO symbols rather than tank silhouettes, I'm assuming they can enter rough woods and cross rivers without bridges. Is that right?

A: No, vehicle units (silhouette or NATO) cannot cross unbridged rivers or enter non-road forest hexes (included rough-forest).

Q: The TEC does not explain about the white hexsides. I assume they are town boundaries?

A: Correct. This is explained on the map.

Q: BTW, is the panzergrenadier breakdown unit supposed to be called "B"? If there's only one I suppose it should be "A"

A: It really should be A. I use to have two of those battalions and deleted one towards the end.

8. STACKING

Q: So, the 1SS 1/(-) and the 1SS 1/1 can stack together, AND can have one silhouetted tank unit stacked with them, correct?

A: YES

Q: Can the 9 Arm/CCA(-) and 9 Arm/60 stack together and count as a single unit?

A: YES

11. BASIC RULES OF MOVEMENT

Q: Is there any ZOC hexside restrictions on tactical movement aside from not breaking the ZOC bond?

A: No, ALL units must stop upon entering an enemy ZOC. Tactical Movement only allows you to ignore Terrain and Traffic Marker MP costs.

Q: Do secondary roads in wooded rough hexes cost 1 or 2 MP's for mech units?

A: 2 MPs, think of a wooded rough hex as a forest hex surrounded by the dark green hexsides.

12. STRATEGIC MOVEMENT AND TRUCK MARKERS

Q: If a Strat Move unit ends stacked with another unit (due to the regularly moving unit moving later, or other circumstances), do the DCB and column shift modifiers still apply?

A: You cannot stack with a unit using Strat Move.

Q: Can units in Strategic Movement use Determined Defense?

A: No

Q: Do prime movers fall under the Strat Move rules?

A: No, they may stack when moving.

Q: The optional rules state that if a German unit crosses the Meuse river the 11th and 10ss panzer divs are released! Does this mean I can send a Lehr recon unit screaming over the Meuse in the Sedan area,

then radio Hitler with the great news "I'm here send the division."

A: The crossing has to be between Givet and Liege (inclusive).

Q: A strat moving German unit bumps into a real Fuel Depot (no ZOC). Can it attack it?

A: Yes, penalize the attacking unit one shift left.

13. REINFORCEMENTS & ENTRY HEXES

Q: In my solo game, the Germans captured hex 1201 (entry hex A). As I interpret rule 13.4, this means that no Allied units may enter any of the A, B, or C Entry Hexes until either hex A is recaptured or is blocked by 6 defense factors. If this is the only hex occupied by Germans, does it have to be blocked in order for an Allied unit/units to fight its way onto the map through that hex?

A: No, since this is the only captured Entry Hex you have in this sector, you could fight your way onto the map without the block and may fight your way on with less than 6 combat factors. The rule was designed so you couldn't fight your way onto the map while you completely ignored a captured Entry Hex on your flank.

Q: I want to make sure I understand Rule 13.4 - German Capture of Entry Hexes. If, for example, German units occupy 4 entry hexes in A, B, or C, that would mean the Americans would need to block all 4 of those hexes with units with defense strengths of at least 6, before a reinforcement could enter in any entry hex in any of those areas?

A: YES.

Q: All of those occupied entry hexes would need to be blocked before the American could attempt to attack his way onto the board?

A: YES.

Q: Rule 13.4 specifically mentions reinforcements. Is it correct that this rule does not affect units using off map movement?

A: Good question. I think that once a unit enters an off map box it must operate under the same restrictions as the other units in that Sector.

Q: Can blocking units also attack at the same time they are blocking?

A: Yes.

Q: Germans succeeded in occupying the hex (1201) on 17AM (they were quite successful down there). The US has two units of the 4ID arriving. Could those two units go straight on the

attack in order to enter on 17AM? They have a combined defense strength of four.

A: Yes.

15. COMBAT MODIFIERS

Q: On the TEC, it states in Note #4 that "Silhouetted Tank Units defending in IP's receive a maximum DCB of +1" while in 15.1, third bullet, it states "a maximum DCB of +1", but without the IP limitation. Is it max +1 anywhere, or just max +1 in IPs ONLY?

A: It is max +1 anywhere.

Q: If a tank silhouette unit or an artillery unit is stacked with an infantry/combat command unit, can they get the full DCB of the hex?

A: YES

Q: Can U.S. air units provide defensive shifts to a unit that's hit with a German breakthrough attack, just as you could use artillery for such shifts?

A: YES

Q: If a unit is supplied at the start of its turn and constructing an IP, but then is put out of supply by an advance of enemy units, would the unit still be able to complete its IP, since supply isn't checked till the end of the turn?

A: Supply has no effect on IP completion.

Q: Does unit quality count in regular combat?

A: No, check troop quality in combat only in FF and Determined Defense.

16. COMBAT RESULTS

Q: Can a Determined Defense cancel a retreat generated by a D1 or a DR2 on the Fire Fight table?

A: YES

Q: What if it's D1ed, but has only one step?

A: The unit is eliminated and so cannot use Determined Defense.

Q: Does a successful Determined Defense cancel step losses from the Fire Fight Table?

A: No, only retreat, advance and disruption are cancelled by Determined Defense. The defender could lose 1 step in the Fire Fight combat (from a D1, A1/D1 result) plus lose another in the Determined Defense.

Q: An attack has an armor shift and gets a DR2. Defender goes for the Determined Defense, and gets a Yes (EX). Does the EX still have to come from the unit that gave the armor shift?

A: No, the attacker may pick any one of his participating units to take the loss.

Q: A stack with an Attacker's Advantage marker receives a retreat result. If I'm successful with the Determined Defense can I keep the Attacker's Advantage?

A: YES

Q: When is an armor step loss required? (EX, FF table loss?)

A: Basically, an armor step loss is only required on an EX and *only* if you gained an Armor Shift. However, tank losses can also occur on the FF Table if they are the Lead Unit.

17. RETREATS

Q: When a stack of units is forced to retreat, must they stay together, or can they split up and take different retreat paths?

A: They can take different retreat paths.

CLARIFICATION: The cases under 17.1 are in priority order and apply in a way to permit successful retreat with the "if possible" meaning the lowest priority case is the first one you set aside as not possible. So retreating the full number of hexes from the battle hex is more important than entering a vacant hex without an enemy ZOC as the first retreat hex; retreating to a vacant hex without an EZOC is more important than heading towards friendly supply; and heading towards friendly supply is more important than motorized units following roads.

CLARIFICATION: A unit may only pass through a given hex one time during a retreat.

18. DISRUPTION AND RALLY

Q: Suppose I have a stack of 3 battalions of the same regiment in a stack, and that stack is disrupted. If that stack is forced to retreat and is disrupted again, does the regiment take a step loss (one battalion), or does each counter take a step loss (eliminating the regiment)?

A: Each counter in the stack would lose a step (eliminating the regiment).

19. ADVANCE AFTER COMBAT

Q: The combat rules says no unit may attack or be attacked more than once per turn with the exception of Breakthrough Combat (19.4). Can that breakthrough combat attack a unit retreated by a previous combat in the same turn?

A: YES, the Breakthrough Group may attack any unit, even one that was previously retreated.

Q: A stack of units gets a breakthrough combat and moves adjacent to an enemy stack and assists in the combat with another stack of friendly units. That attack results in another D1*. The breakthrough units only get a Regular Advance and cannot engage in combat again, but does that apply to the other stack as well? Do they get the Bonus Advance and the Breakthrough combat?

A: Yes, the original units couldn't get another breakthrough, but the ones fighting their first combat this turn could go on to another attack.

Q: In Breakthrough Combat, is the single attacking stack the only attacker force that can move, or can the other attackers (assume a multi-hex force) move normally, but ONE can use breakthrough combat?

A: Everybody involved in the attack may advance, but only one stack may attack again.

21. TANK AND RECON UNITS

Q: Will any ole' attacking tank do to prevent the defender's armor shift or does it have to have a grey TQ rating?

A: Any tank unit, including tank destroyers and sturmpanzers.

Q: Does this mean the sturmtiger and sturmpanzer IV can gain the armor shift if the defender has no tanks?

A: No, only Tank Units with a gray TQ may gain an armor shift in the attack.

22. ARTILLERY UNITS

Q: As I understand it, a U.S. artillery unit that uses regular movement cannot fire until the following turn, but one that uses strategic movement cannot fire for two turns-- is that right?

A: YES

23. SUPPLY AND SURRENDER

Q: Because of the length of the supply path (four hexes) and the word 'contiguous', there is a chance that the supply path could conceivably enter two (non-contiguous) separate hexes in an enemy ZOC. Is this allowed?

A: YES

Q: What are the Out Of Supply effects on non-mech movement? Can they use tactical movement?

A: Maximum of two hexes. They can use Tactical Movement (they must if they cross a river hexside).

Q: The rules say OOS units move 2 hexes. I know it says 2 hexes, but does it mean two hexes or MPs?

A: 2 hexes, so you might as well move them with Tactical Movement.

24. TRAFFIC MARKERS, BOTTLENECK HEXES and ROADBLOCKS

Q: Do those St. Vith road net/yellow hexes continue to delay the Germans indefinitely?

A: Yes, however they are reduced to +2 after St. Vith falls.

Q: Those St-Vith Bottleneck Hexes (yellow)--are they two additional movement points in total, or two PLUS the regular cost (major road = 1/2, so 2 1/2?)

A: PLUS TWO to the regular cost (major road = 2 and 1/2 MP). Remember, before St-Vith is captured it cost 4-1/2 MPs to enter via a major road. Prime Movers should use Tactical Movement through those hexes when it's +4.

Q: I'd also like to echo concerns about using Roadblocks to backstop weak defenses, which seems artificial to me.

A: Well it sounds like it's not a big enough problem to justify an official rule change, at least for now.

DESIGN NOTE: Its going to help the Allied player along the Clervaux-Bastogne road and make it easier for him to win the race to Bastogne (probably a good thing); but it will hurt the German player as he trudges through that heavy forest belt beyond Bastogne (probably a bad thing).

HOUSE RULE: If a player doesn't like the effect, I would recommend that a roadblock doesn't stop an advance, but prevents a unit from getting the road bonus (same as a forest road would).

25. NIGHT TURNS AND REPLACEMENTS

Q: Must stacks that have been designated for night movement/combat maintain stack integrity during their night move, or may they split up?

A: They may split up.

Q: Can Extended Movement be used in Night Turns?

A: Yes.

26. BREAKDOWN UNITS

Q: Can the destroyed breakdown components immediately be re-used for breakdown of other units?

A: Yes, they're generic units that are always available, even if eliminated or lost while isolated.

27. SPECIAL UNITS

Q: If 150th Pz brigade attacks without a combat bonus, does it have to roll for detection?

A: Yes.

Q: Does 150th Pz brigade retain its ability after a combat without a combat bonus?

A: It's automatically detected after its first battle whether or not it used its combat bonus.

Q: Skorzeny brigade -- if the German player wishes to move Skorzeny next to a US unit without infiltrating, does he have to roll for detection?

A: NO

Q: von der Heydte -- Does this unit have to check supply at the close of the turn it lands?

A: YES

29. TURN 1 SPECIAL RULES

Q: Can the 2/38 in the forest at 1535 and 2/9 in the forest at 1636 dig in on turn 1?

A: YES

32. FUEL DUMPS

Q: In the optional Fuel Dump rules, it says that their destruction is like that of bridges, and proceeds to list slightly different modifiers than for bridge destruction (in such a way that it could conceivably be a typo; they're reversed, if I recall). Is that intentional?

A: Yes, its slightly more difficult to blow a dump during a German turn.

33. OPTIONAL UNITS

Q: German optional mechanized reinforcements - Do these have to be designated to one of the two Panzer armies for purposes of rolling on the German supply shortage table.

A: You must assign a spot (and a Pz Army) for them on the Fuel Shortage tables. A die roll of 1 might be a good choice.

EXTENDED EXAMPLE OF PLAY

Q: In the extended example on page 32 of the rules, the disengaging battalion in Hosingen is, according to the example, not allowed to retreat into 2413 (the wooded rough hex two hexes

away). Is that correct? If so, is that actually in the rules, or was it inadvertently left out? The wooded rough rule on movement appears to apply only in the movement phase.

A: Good catch, the Extended Example is incorrect. Infantry type units can retreat into such a hex.

Q: How does the 9Amr/CCB legally move from 2131 to 1923 (as shown in the illustration) without violating EZOC movement stop or mech unit crossing an unbridged river hexside?

A: Dang!! Missed that. Originally the American battalion outside of Winterspelt (H in the German Turn 2 illustration) held out for one more turn. That allowed the 9 CCB to get into position. I changed that battle result but did not correct the 9 CCB.

Q: Also what happened to the artillery reinf (VIII/174) due to enter 2-B?

A: It should have been included in the illustration. I probably left it off thinking its location after movement (Junglinster) would be cropped off in the final version.

DESIGN QUESTIONS:

Q: Why don't the American engineers have any special capabilities? I thought they were the guys who blew up all the bridges in the battle. It seems like they might be used to provide a beneficial DRM or something if you used them to attempt bridge demolition.

A: Engineers blow all the bridges. When an infantry battalion blows a bridge just imagine that they called in a small engineer team to do the job.

Q: Did you originally intend for all ENG (not just ENG+) results to get an Attacker Advantage?

A: There use to be a 16% chance to get a ENG+ on the standard CRT--that was back before the Fire Fight idea came about. That half sheet of counters was printed last year! So yes, at one time there were more Attacker Advantage results.

Q: I find myself repeatedly looking back to see that the 1 movement rating on the front side of artillery means something different from the usual movement rating (as well as checking to see whether it's vehicle type or not) - it's one HEX, not one MP. I'd have liked to see some highlight to the value as a reminder, but I'm sure I'll remember soon.

A: Artillery counters MA of 1 = One hex. I didn't even think of it, but 1H instead of 1 on the counter would have been a good idea.

Q: What's the deal with units such as 277VG & 326 VG? They are green units, but have the same attack factors as veteran units such as 12VG!

A: Combat Factors mainly reflect TO&E. If I didn't have morale ratings I would have to adjust combat factors.

Q: Vehicle units should not be allowed to attack prohibited hexes! Also, they should not be allowed to attack up a road in a forest at full strength! (Should be limited to one attack factor, no matter what the unit's printed strength is!)

A: In the early stages of the design I tested those ideas, but German progress was worse than historical. I'm OK with full strength up a forest road because the battle is taking place at the tree line and no armor bonus is achieved. I'm OK with tanks attacking prohibited hexes because defending infantry in those hexes throw their ZOC outside the hex. Also, there may be many cases where range fire is possible.

Q: Even half attack for vehicle units over bridges seems generous. I'd limit them to one attack factor as per #4.

A: In most cases there is plenty of open spaces near a bridge site that would allow tanks to support an attack across a bridge.

Q: Determined Defense seems rather harsh on the defender.

A: The Determined Defense was at one time much milder on the defender--but playtesting revealed that it bogged the game down and became a source of major irritation to the attacker. The Determined Defense Table should only be used in emergency situations.

Q: I would like to know why you used NATO symbols for the recon units instead of the original silhouetted ones? Maybe to prevent confusion?

A: Yes. Since silhouetted tank units have a few special rules (mainly a max of +1 DCB) I wanted them to stand out. If I used silhouettes for the recon units players might think they had the same rules as silhouetted tank units.

Q: It seems that the attacker should get a column shift for attacking a disrupted unit (although I admit he won't have the chance to try it too often!)

A: There is already a penalty for being disrupted (unit loses a step if it retreats again). I didn't think a double penalty was necessary.

REMINDER LIST

Jim Pastrick submission

After two solo plays, I can't wait to play this one against a human opponent! The tension level is excellent, and I feel that the players have to make pretty much the same decisions, based upon a system that brings out historical flavor very well, as the real life commanders did.

While I did enjoy the heck out of these run-throughs, I missed some important rules, or played them wrong. With all the games I've played over the past 30 or so years, this one has quite a few very original and unique rules that can be easily missed, because they're not in the back of my head as "standards" for consims.

So, to get to the point, I thought I'd share a list of things that I overlooked/missed/misplayed. Think of this list as a reminder "cheat sheet" if you like. This list was on a scrap of paper, and really helped me the latter half of my second solo run with A44. The Germans won my first game (big time), but the Americans won the second one.

I hope you guys find these helpful too.

1. Non-artillery corps units (no div designation) are considered a separate division unless stacked with a divisional unit (attached). Max two divs in an attack.
2. You *can* overstack when retreating.
3. No ZOC bonds through 2 Wooded/Rough hexsides. No tank ZOC's out of forest/rough (except along roads).
4. Units must start adjacent to woods/rough and river hexsides to cross, even when using tactical movement or advancing after combat.
5. Tanks *never* get a shift when attacking forest, woods/rough, or city hexes (even along roads).
6. Tanks *can* get a shift (albeit half-strength attack factor) when attacking across a bridge, assuming defenders terrain is not as in #5.
7. Defending armor/tank destroyers must be stacked with an infantry type unit to use their shift in combat, when only infantry is attacking them.
8. If single step unit is eliminated during a Determined Defense, the attacker only gets Limited Advance.
8. Disrupted units may *not* move into a ZOC (regardless of circumstances), and *must* attempt to move out of ZOC during their turn if they can. This was a biggie that I repeatedly missed.
9. Second disruptions cause a step loss for *every* disrupted unit in the stack, not one step loss for the whole stack.

10. Roadblocks cannot be placed on friendly or enemy units, and must be able to trace a valid supply line from the placement hex, within 4 hexes of a friendly unit.

11. Traffic markers do *not* affect tactical movement, advances, or retreats.

12. (added) On my list of things to remember: If you use an armor shift on the attack, and roll an EX result on the CRT, the step loss has to come from a qualifying tank unit. I had been playing that any attacker step loss involving the armor shift had to come from a tank unit, not just EX results.