

# 5-25 Ardennes II (4 Nov 23)

## Stock Number:

The rules state the stock number is 5-23 it should be 5-25 as stated on the box. The order between 5-24 and 5-25 were switched in development, but the numbers remained as they were.

## Rules, Map, and Tables:

- 1) On the Bridge Blowing Table, ignore the +1 for having a German unit adjacent to the Bridge. This is not possible as the governing rule doesn't allow any German unit to be in such a location and allowing the Bridge to be blown.
- 2) The track in B1.11 should connect with the road in A40.10, not matter which map is placed on top.
- 3) The occasional mentioned "Barrage & DG Marker Removal Phase" in the Pre-Turn should be only a DG Marker Removal Phase. Effectively, this means the US Barrages on the map at the start of a turn get removed at the beginning of the German Player Turn and not in the Pre-Turn.
- 4) All mentions of a Barrage Marker Removal Phase (one in each Player turn) apply to **both** players and all Barrage markers.
- 5) The village in B30.49 should be Buchholz not Buckholz, as all good ASL players know.

## Counters:

- 1) Any actual counter errata will be listed below when any is found. In the mean time, all cases where the scenario or OOA lists a digit different from the counter, the counter is correct (and you should use the 6-8-6 on the counter rather than the 6-8-8 listed in the scenario/OOA. Also, be sure to check the unit's ID as in the short period of time of the battle, there aren't multiple upgrades of the same Panzer unit or some such with different values.

## Scenarios:

All Scenarios:

- 1) Units setting up in a Traffic Jam hex which are not marked DG are given an blanket exception and are not marked DG.
- 2) In all scenarios where US 2/423 Inf Bn (106 Inf) gets special permission to be in its starting hex as it in a Mech MA unit and the hex is P for movement. It does not have this freedom in any other hex.

In Scenario 7.1:

- B40.27:** 6-4-12 SS Pz Bn (I/12), 3-3-12 SS PG Bn (III/26) should be in **B40.47**.  
**B35.30:** 12 VG 2-2-10 Bicycle Bn (12 Fus) should be in **B35.40**.

In Scenario 7.2:

- 1) The set ups refer back to "6.1," this should be back to 7.1.
- 2) Note that the 1-3-16 Inf Bn (99) and 2-3-14 Mech Bn (526) "set up" out of the play area; they are reinforcements.

In Scenario 7.3:

- B40.27:** 6-4-12 SS Pz Bn (I/12) should be in **B34.45**.  
**B32.40:** 2-2-10 Bicycle Bn (12 Fus), 4-5-8 Inf Rgt (48) should be 1-2-8 Pio Bn (12), 4-5-8 Inf Rgt (48)  
**B31.40:** 4-5-8 Inf Rgt (27), 1-2-8 Pio Bn (12) should be 4-5-8 Inf Rgt (27), 2-2-10 Bicycle Bn (12 Fus)  
**B31.39:** 3-3-12 SS PG Bn (III/2) should be **B31.38**.  
**B31.38:** 2-3-8 LW FJ Bn(+) (A/9) should apply a Step Loss and move to **B31.37** with A/5 FJ Bn.

In Scenario 7.4:

- B23.37:** 3-3-10 Hetz KG (Renn) should be in **B24.37**.  
**B22.38:** [9]-1-16 Arty Grp (174) should be in **B20.34**.

In Scenario 7.6:

- 1) For simplicity, the Victory Conditions can be read allowing the German player to include all VP hexes he controls at the end of play, **including** the two he starts with in the set up, but **to win he must control 6 VP hexes** at the end of play.
- 2) US Reinforcements entering from A40.25 should enter via A40.26 instead.

**A39.32:** 3-3-12 SS PG Bn (III/4), 4-4-12 SS Inf Rgt(-) (4) should be in **A40.33**.

## Order of Arrival:

The second entry for the German OOA lists it as "Turn 6," it should be Turn 3.