

HIGHWAY TO THE REICH

ERRATA 2011

This is the compiled errata for Decision Games Highway to the Reich game (2008).

4.1 Game Turn Sequence Outline

2. CP and Logistic Phase (Optional) Add:
After they have been received, CPs can be allocated to subordinate HQs; this is recorded by adjusting the CP totals on the record tracks.

5. Add: HQs expend CPs for supply and command.

1. The British Achilles TD is correct

5.1.3 Direct Fire is no longer restricted to just the top two units in a hex. The top two AFV and top two non-AFV units may always conduct DF from a hex. Additionally, units may conduct AT Direct Fire from any position in the hex, but they are then immediately vulnerable (no matter what their stack position is) to Return Fire being conducted by the AFV units they just fired at.

5.1.6 Fire Strength Modification (Clarification)

Towed artillery weapon units are doubled when they conduct Indirect Fire (which is still a form of conventional fire). Artillery units conducting an Unobserved Barrage have their Fire strengths quartered (round up).

5.1.8 Modifications to Fire Effectiveness Ratings

- For IF, reduce the Fire Value of an artillery/HW unit by 4 if the target is in Defilade and Entrenched (and not an AFV).
- For IF, reduce the Fire Value of an artillery/HW unit firing on an AFV by the amounts listed for point 5 on the Indirect Fire Value Matrix
- For Direct Fire, Disrupted units DO NOT reduce their ER for Fire Attacks by one-half or four (their Fire Strength is reduced, instead).

5.1.9 Opp Fire and Return Fire

Note that in some cases the non-phasing play may conduct Fire Combat as a response to certain enemy actions. 8.4 covers Opportunity Fire triggered by enemy movement. Another form of Opp Fire is called Return Fire. Return Fire may be conducted by AFV units that have just

been fired upon – this Return Fire can only be directed against the units that just fired on the AFV unit in the same phase. The normal fire procedure is used to conduct Return Fire. Note that Return Fire can be conducted against any type of unit that fired on the AFV (including other AFV units).

5.22 AT units may conduct AT fire from any position in a stack (also, see 5.1.3 above)

5.29 Minimal Fire (new rule)

If there are units whose fire does not generate a Fire Value that is large enough to register on the Fire Results table, the owning player may make one Minimal Fire Attack (conventional fire only). Roll a 2d6 and if the result is "2", the target must make a morale check. If it fails, a result of "1" is obtained. If it passes, the result is a D.

5.32 a unit that does not have a concentrated mode remains in Travel mode and take an extra step loss.

5.35 (add) Losses in excess ...in which case the remaining step losses must be inflicted on any remaining units that are of the same target type (AFV or conventional) if this applies.

Disrupted units may not conduct Indirect Fire.

5.41 Clarification

A "controlling" HQ unit is defined as either the HQ to which the artillery unit is subordinate, or a HQ to which the artillery unit's HQ is subordinate. Artillery units assigned directly to a division may be controlled by any regimental/brigade HQ subordinated to the same division.

5.42 HW units may treat the spotting company (from the same battalion) as a controlling HQ for the purposes of this rule.

5.43 A unit can fire even if 5.41 and 5.42 conditions are not met if the unit uses Unobserved Fire (6.7).

5.61 Fire Value Matrix: Direct Fire

Ignore note 2 and substitute: In a hex, the top two AFV and top two non-AFV units

may always be fired upon if the firing unit has a valid LOS to the hex. Additionally, an AFV unit can always Return Fire (a form of Opp Fire) against a unit that has just conducted AT fire against it. Note that Disrupted units do not reduce their ER by four. On the Entrenched line entry, changed the two leftmost values from NA to 2 and 3 respectively.

5.62 Fire Value Matrix: Indirect Fire

Points 4 and 5: the reduction is to the Fire Value obtained after cross referencing Fire Strength and Fire Effectiveness- not to the Fire Effectiveness Value itself.

5.63 Fire Results Table: Ignore the Direct Fire (nonAT) notation in the Table Title. Ignore the reference to "or Entrenched" on the topmost Fire Value line. A unit's entrenchment status has already been accounted for on the two Fire Value Matrix Tables (IF and DF). Also, note 5 on the Fire Results Table referring to a modifier of two for Indirect Fire if more than 18 SPs are in the target hex is correct and overrules the modifier of one given in the rulebook. Also, all AFVs use the Medium AFV line, ignore the Heavy/Very Heavy and Light AFV references on the table.

5.71 A unit with an AT dot or an artillery unit with an ER of seven or eight may conduct AT Direct Fire during any friendly Conditional Fire phase. Artillery units with an ER of seven have a Light AT fire rating, if the ER is eight the rating is Medium AT.

5.73 If an AT fire packet contains any Disrupted unit, the to Hit value suffers a -2 DRM.

5.75 An AT unit in Defilade mode does not halve its AT Fire Strength.

5.78 Artillery units may use direct AT fire only if they occupy of the two topmost positions in their stack. These units also do not double their fire strength as they would if conducting conventional fire. Artillery units may use IF to attack enemy AFV that have been spotted normally.

5.91 Add

German infantry with a morale of 5 or less and all Allied infantry have a Light AT capability. All engineers except Bridging

Engineers should have a medium dot. The errata counters correct this.

6.0 OBSERVATION

(third paragraph) Add: If a LOS exists from the target to the Observer, then the converse is true as long as the target unit is not in covering terrain and the target hex is still within Observation Range of the new observer (6.1&6.2).

6.61 (add)

The LOS number 9 appearing next to the Stream/Dike terrain type on the TEC applies only to Dike terrain features. Streams have no effect on an LOS.

6.7 Unobserved Barrages

(add) Perform the quartering of Fire Strength after first doubling it for Conventional Fire. Additionally, no more than two friendly artillery units may combine in such a barrage and HQs or any unit in Travel Mode cannot be affected by Unobserved Barrages. Note that some scenario instructions temporarily suspend these restrictions (GT2 and GT3 barrages by 30 Corps are an example of this).

7.41 (add) Units never exert a ZOC into a Forest or City hex. Units exert ZOCs into Woods or Town hexes only if they are adjacent to these hexes. In all other cases, a unit with a printed range of two or more exerts a ZOC out to a range of two hexes into any hex it can observe. An HW unit with a range of 2 does not exert a ZOC into a Woods or Town hex two hexes away but it can see into the hex if there is no blocking terrain between the two.

8.14 (add) A unit that has not yet moved may always Close Action an adjacent hex regardless of the MP cost, but that unit's movement is considered finished after that CA has been resolved (the unit may advance into the hex if no enemy unit still occupies it)

8.21 (add) Leg units using any Road Movement rate are restricted to no more than two units moving as part of the same stack in the same phase. Towed AT/Flak may retreat from a CA if they pass a Morale Check first. If any Leg unit is stacked with them, then the Morale rating of the Leg unit may be used. Towed AT/Flak do not need the MC to move one hex during a movement phase, unless they are attempting to enter an EZOC, in which case the MC is required (accompanying Leg units may use their Morale instead of those of the AT/Flak unit).

8.23 (add) Towed AT and AA/Flak units can be moved one hex while in Defilade mode.

8.32 (add) The supply line must be traced solely along roads or trails back to the controlling HQ to remount.

8.34 (add) note that 8.23 allows these units to move one hex while in Defilade mode.

8.4 Opportunity Fire

(add to end of first paragraph) To be eligible to conduct Opp Fire, a unit must be exerting a ZOC into the hex in which the Opp Fire was triggered (exception: see Close Action 8.43 and Indirect Opp Fire). Disrupted units may only conduct Opp Fire against enemy units Close Assaulting them.

8.43 (add) A Disrupted unit being Close Assaulted may Opp Fire. All units in a defending stack may fire against Close Assaulting units. Any attacking unit may be fired upon as long as any units stacked above it have also been fired upon.

8.53 (add) no more than two Leg units may be moved as part of the same stack if they are using the road movement rate. A mech unit moving as a Leg unit must follow this restriction, and when moving as a vehicle must also follow the vehicle movement restriction.

8.6 Close Action

(add) in the game, the terms Close Action and Close Assault are synonymous. (delete): Execution of a close action attack requires all units expend two MP in addition to the costs of entering the hex they're attacking. (add) To participate in a Close Action, a unit must expend one-half of its current MA (in addition to any terrain costs), unless it begins its movement adjacent to the hex being Close Assaulted. If Close assaulting units do not begin their movement in a hex that is already adjacent to a defending hex, no more than two attacking units may participate in that Close Action.

(add) An attacking unit in Defilade mode in a Close Action has its combat strength halved (round up) when calculating the Close Action ratio. Defending units in Defilade mode do not halve their combat strengths in a Close Action. Indirect Fire Artillery units have their Fire Strengths reduced when Opp Firing against Close Actioning units. If the attacker begins the movement phase adjacent to the target hex of a Close Action, the Close Action Value is shifted one column to the right in favor of the attacker. In the case of a minimum CA where the attacker has 3:1

odds and manages to override the D result on the CA value table, the CA value is also shifted one column to the right on the CA results table.

8.74 (add) –if the lead unit first passes a morale check and loses one step.

8.75 (add after second sentence) If the opposing side has AT units with similar AT dots, no bonus is awarded.

8.77 (new) AT and Flak units may retreat one hex while in Defilade mode.

9.11 (add) If units are overstacked (even momentarily), then all units in the hex become Disrupted. Units that are already Disrupted are eliminated, instead.

9.21 (add) Retreats and advances after Close Action are not restricted by this rule.

9.41 (delete all and change to) The two topmost AFV units and the two topmost units of any other types may always fire, and be fired upon when part of a single stack. AT units may always fire DF AT fire from any position in a stack (and return fire may always be directed back at them). Artillery units may conduct Indirect Fire from any position in a stack, but they may only Opp Fire against Close Assaulting enemy units if they are the two topmost non-AFV units in a defending stack.

10.44 (add) Defenders on a Hilltop hex receive a one-column shift to the left (in their favor) of the ER Differential on table 8.72.

10.5 Entrenchment (add)

Entrenchments do not provide any benefits to units that are currently conducting any kind of Movement function. Units in Defilade do not halve their Combat strength when defending against a CA.

10.92 (add) or headquarters to Travel Mode unit reference.

11.12 (change) The 30Corps Supply Train source is initially located at hex D0119 and only D0119. Ignore the references to hexes D0109 and D0131. A divisional HQ is out of supply if it can't trace back to D0119 or one of the major city hexes listed above after a 30 Corps unit has passed through them.

11.13 (add) to last paragraph: All other units (Allied and German) are automatically in Supply until the 0601 GT of Dec 18, when they must start tracing normal supply.

Airborne HQs must use 30 Corps supply sources to supply any 30 Corps units that have been attached to their command.

11.14 (delete) "note that all headquarters in the division must be out of supply, and that a headquarters can be voluntarily out of supply".

11.15 Non Airborne Divisional/Independent Supply Sources

(change the first sentence to read): All non-Airborne Divisional and Independent HQs of both sides trace to their controlling Corps HQs as their supply source (delete the entire second sentence): Divisional HQ...as their supply sources. (add to the end of rule 11.15): This rule applies to KG Walther, as well.

11.17 Regimental, Brigade, and KG Supply Sources (new-added)

The supply source of all Regiment, Brigade, and KG HQs belonging to a division is the Div HQ. If these HQs are independent, the supply sources is whatever Division HQ they have been attached to (see Command 11.4) or if still independent, then the nearest Corps HQ (or Corps supply source if there is no Corps HQ). Guards Armored Division is a peculiarity in this regard. It has two Brigade HQs (5th & 32nd) and four Guards Group HQs (Irish, Welsh, Coldstream, and Grenadier Guards). Treat each Guards Group HQ like a regimental HQ. When using the optional CP rules, the Allied player does not expend CPs for either of the two Brigade HQs to supply the Guards Group HQs. Instead, the Brigade HQs act like conduits for CPs, but the CPs must be expended for each of the Guards Group HQs to fully supply their subordinate units.

11.18 (New) Combat Unit Supply Sources

The supply source for all combat units (non-HQs) is the HQ they are directly subordinated to. Note that some units arrive as independent battalions and companies. These units must be subordinated (by either verbal declaration or written on a piece of paper) to some HQ of regimental, brigade, or KG size. Note that the German player has many such units.

11.23 (Add) The same limit applies to Independent HQs, whether or not they have been attached to a Division.

11.24 (Add) A non-Airborne combat unit is always in supply if its supply source is on the map and the unit is in or adjacent to the hex containing the supply source.

11.25 (add) An intact bridge over such a feature negates its effect on a Supply Path.

11.26 (change) Units of the Household Cavalry may trace supply to any HQ in the Guards Armoured Division. Note that the unit labeled HC/XXX should have been, and is 30 Corps HQ.

11.3 (Add) Optional: Players can dispense with the die rolling and simply reduce the MA of Leg units to 8 MPs and that of Vehicular units by one half (retain fractions).

11.34 Effect of Depletion

(delete): It's fire effectiveness during a CA is one. (add) the morale of the unit if it is the top defending unit in a CA is reduced by two.

11.4 Independent Units

(add) No more than eight independent companies may be attached to a regiment/brigade/KG HQ.

11.5 (add) Its AT fire suffers a -2 DRM.

11.51 (add) Towed AT and Flak may retreat one hex.

11.61c (add to end of first para): Record these CPs on the Airborne Div's Track. (add to end of last para): Unobserved barrages may not be used in this way.

11.65 (add) 30 Corps HQ may also be allocated CPs for the purpose of saving them for future use. Up to eight CPs and AmPs (each may be saved by this HQ. Use the 30 Corps Record Track to record this. The 30 Corps HQ may freely transfer CPs to a divisional HQ at the beginning of a Supply Phase without a die roll. They cannot go directly to a brigade HQ.

11.66 (add) when moving during a Response Movement Phase, the die rolls are still required if an HQ wasn't allocated two CPs. If the resulting MA is not equal to or greater than one-half of the unit's normal MA, the unit may only move half as many hexes as normally allowed.

11.93 (add to end of second bulleted reference) If the unit fails, it may not attack.

12.31 (add) An HW unit may conduct Opp Fire indirectly if the spotter is a company from the same battalion.

12.42 (change) from "any" to "up to nine".

12.43 (clarification) note that the British 52nd Arty regiment (2x 4-9-5) is identified as the

52/GA, but they are listed on the 30 Corps display as being with 30 Corps. They may be controlled by 30 Corps directly or by either brigade HQ of Guards Armoured Division.

13.1 (change) note that AT/ Flak units in defilade mode may retreat one hex due to a Close Action.

14.5 Action Taken Upon Actual Drop

14.51 (change) A 2d6 is no longer made to see how many MPs a unit has remaining for the current phase. Instead, Leg units may move up to two hexes and Vehicular units up to four. The units use their normal movement allowances and move normally, but may not exceed the stated number of hexes.

14.6 (add to end) The Allied player always receives one extra Lift Point per day that can be used to fly in previously aborted units still in England. This lift point may fly in one serial containing up to 24 SPs of units during any daylight GT. Glider units and parachute units may be mixed together in this serial. No CPs or APs are lost when a unit returns.

16.16 (add) to use a Ferry, German vehicular/AFV units require an engineer with at least two SPs present in one of the Ferry hexsides.

16.6 (change) a Bridge engineer unit in supply must remain in a hex for six consecutive GTs to repair it, not three.

17.16 (change) no more than 8 indep companies may be assigned to a Regt/bgde/KG.

18.1 (change) HW are too strong in CA. They should not be allowed to CA if they have displaced more than one hex and if they are the top unit, their maximum ER rating is capped at four.

20.1 Restrictions on Off-map Movement

20.11 (delete) "and then only in concert with their HQs".

20.2 (change to) 1W GT 6, 2W GT 33, 2E GT 8, 3E GT 26, 4E GT 33, 5E GT 47, 6E GT 64.

21.1 (add) The partial command of KG von Erdmann (7th FJ xx) is in supply and command as long as it can trace a supply path 8 hexes or less to a friendly E map edge. Once the Divisional HQ arrives, the units trace to that unit for supply normally.

23.6 (add) If a German unit conducts any kind of movement nearby, then 30 Corps is allowed to move units that are in close

proximity to those German units. Any German unit within 3 hexes allows Allied units to move into contact with those German units.

23.63 (Change to): Allied armoured car units of either the HHC or 43 Division may move farther than the limits given above, but they must always end their move within 12 hexes of Club Route.

23.65 (add) 30 Corps armor units that have been attached to an Airborne Division and are stacked with units of that division may ignore this rule.

23.7 AT Fire against Leg Units (new)
AT Fire can be conducted against Leg units in Fortifications, Towns, or Cities. AFV and AT/Flak units may use AT Fire instead of Conventional fire in such situations. Consider the Leg units to be Heavy Armor targets if they are in a City or Medium Armor targets if they occupy a Town. If such a unit is Entrenched, then it is considered Very Heavy and Heavy respectively.

25.23 (add) If the weather condition is P, then an airborne division receives one-half of the normal CPs and AmPs it normally would get.

26.3 (errata) the serial 13 should include two glider AT units of 81/101, not one.

28.5 (change) With the time compression of the GTs, the 9SS should have come in on GT 1 with a much reduced MA. Bring in the elements of Grabner's unit (the four units that originally arrived on GT2) with one-half of its MA available.

28.53 (add) On GTs one and two, any Allied unit attempting to CA any German unit belonging to 16SS bn must first roll a 1d6. On a roll of 1-3, the CA fails and the unit may not be the target of any further CA that phase.

30.1 (errata) The scenario begins with phase 6 (not 8) of the 1501 GT.

30.46 (Add/change) The 30 Corps player may not attack units further than six hexes away from the Club Route. Additionally, German units that start on the map east of Club Route and six or more hexes away from Club Route may not fire on Club Route and exist only to be exited off the map edges by the end of Sept 18. This means that you may not use these units to indirect fire on the highway or move toward Club Route to interdict it, at least not until these units have exited and re-entered the map at a later time. 6th FJ regiment is not affected by this rule.

31.21 (add) Add all of the rules for 1st Airborne Drop.

31.24 (add) The 231 Brigade of the 50 Brit Div is setup on or adjacent to the frontline within 3 hexes of D0917. The units must be north of the Meuse-L'Escaut Canal and they may start in any mode the Allied player desires. All 30 Corps and Gds Armored artillery is in Defilade mode anywhere south of the canal and they are all considered to be in communication with 30 Corps HQ. Once these artillery units move from these positions, the normal rules of communication are in effect for them. The 231 Brigade may advance as far north as Valkenswaard and may move and fight without any restrictions with 3 hexes of Club Route until the end of GT 4. After that, they must halt and await the activation of the rest of 50 Division.

31.25 (add) on GTs 2 and 3, the British player may conduct unobserved IF as if they were observed barrages. These barrages must be conducted against units with three hexes of Club Route only. Also, the night GT restriction is suspended for GT4 for 30 Corps. 30 Corps and DG Walther become active on Phase 6 of GT2. Before that time they may not do anything except influence the Airlanding procedure.

