

# 2006 Annual

Toppling the Reich Addenda as of Dec. 1, 2021

## The Map:

- Partial land coastal hexes are playable.
- 2316 is considered east of the Scheldt Estuary despite the bit of land that extends into it from the west.

## The Charts:

**The Ultra Intelligence Table**, column heading, should read "Current Allied (not German) VP Level."

Also, the No Effect (NE) DR results are in error on the table and rules Case 13.1.1 is correct.

## The Rules:

**Section 3.3.1 General Supply (clarification):** Allied Army HQs tracing to see if they are within 12 hexes of a railroad that is connected with a map entry hex can only use friendly "opened" railroad hexes behind a railhead. So in scenario 1 the 12 hexes must lead back to Versailles (as the railroad east of there can't be used for supply).

**Sections 3.3 and 3.5 (clarification):** Supply and command status is first determined during the Command Segment (4.1). Supply and command status is re-checked just before the moment of combat to determine if either or both have degraded in the interim. Use the following:

### When tracing command and supply in the Command Segment:

- A unit that is marked OOC at this time cannot attack at any point throughout the rest of the turn. (3.7)
- A unit that is marked OOS at this time can attack, but only as a minor attack and only with  $\frac{1}{2}$  strength (3.3.5) and (3.7) and only then if it can trace general supply to a supply source at the moment of combat.

### When tracing command and supply in the Combat Segment at the moment of attack:

- A unit that cannot trace general supply to a supply source (fortress supply is not sufficient) cannot attack. (3.3.1) even if it could trace general supply earlier.
- To be able to expend an ASP for a major or oversupplied attack a unit must be able to trace general supply to a supply source (fortress supply is not sufficient) and trace command control to an Army HQ (7.1).

### Combat Eligibility Summary (at the moment of attack):

- To take part in a non-oversupplied minor attack, a unit may not be marked OOC and must be able to trace general supply back to a supply source.
- To take part in an oversupplied minor attack, a unit may not be marked OOC and must be able to trace command control and be able to trace general supply back to a supply source.
- To take part in a major attack (whether or not it is oversupplied) units may not be marked OOS or OOC and must be able to trace command control and be able to trace general supply back to a supply source.

**Rule 3.5.4 (clarification):** Combat units stacked with a Front or Army Group HQ, but out of command control range

of a friendly Army HQ, instead trace to that Front or Army Group HQ for command and general supply purposes. The division cannot attack by itself or be assigned an Attack Supply Point and is treated as a Higher Command Reserve.

**Rule 6.5.2 (clarification):** The COM Z is mostly used in the Campaign Game. When playing a particular scenario use the designated reinforcement deployments and entry areas. This rule applies in an individual scenario only to release Allied units in the COM Z per the scenario rules.

**Section 7.4 Terrain (clarification):** Allied units never benefit from Westwall and German Fortifications.

**Section 7.8 Retreat Result (clarification):** Stacked units must remain stacked throughout a retreat.

**Section 7.9 Hot Pursuit (clarification):** Eligible, surviving attacking units can advance in Hot Pursuit up to the number of hexes called for in the defender's retreat result (regardless of whether there were any surviving defending units). Per the rule, the first hex entered is the defender's vacated hex. Any hex or hexes beyond the defender's hex to be entered via Hot Pursuit is up to the attacking player (limited only by the eligible unit types, terrain and enemy ZOCs).

**Section 7.11 Attrition Combat (correction):** The last sentence should say to see the Attrition Combat Example of Play and not Section 19.5.

**Section 10.1 Commandos (clarification):** Allied Commandos treat the Scheldt Estuary hex sides as Major Rivers.

**Rule 10.4.1 (change):** This rule should say, "Up to two rail-line hexes per railroad may be opened per Allied player turn regardless of the number of Engineer units being used for construction."

**Section 11.2 Counter-Air (clarification and correction):** Counter-air missions incur a missions incur a -1 DRM for the player's Air Availability DR in the next turn (the rules are correct, the chart is in error).

**Section 11.3 Air Interdiction (clarification):** Air interdiction on a hex affects enemy ground units only (there is no effect on friendly units moving into or through such a hex interdicted by a friendly air unit).

**Section 11.4 Combat Air Patrol (correction):** There is a discrepancy between the rule and the Air Mission Table. The rule is correct (it does not cause Exhaustion). Change the entry "Yes" to "No" in the Exhaustion column on the Air Mission Table to match.

**Section 11.6 Paratroop Drops (correction):** The last sentence should say to see the Special Scenario Rules Card (Scenario 4 and Campaign Game) and not Section 16.4.7.

## The Scenarios:

### Scenario 1 (clarification):

Patton's Third Army HQ is explicitly deemed in command even though an Allied Army Group HQ is not in play at start (as Bradley's 12<sup>th</sup> Army Group HQ is just off-map and it enters at Entry Area #5 on turn 1).

### Scenario 2 (corrections):

Set Up:

Both US Parachute Divisions are placed in or adjacent to Eindhoven.

Canadian Tank Brigade is 1 (not 4).

The German HQ listed for Munchen should actually set up in Munchengladbach.

Reinforcements:

Disregard the unidentified US Armor unit for turn 1, scenario 2 at entry area 7.

Withdrawals (clarification): Withdrawing the British Infantry Division on turn 3 at the Command Segment is correct for this scenario (withdrawals are done during the Final Reorganization Segment for all other scenarios and the Campaign Game per rule 9.0).

### Scenario 3 (correction):

There are 8 German Army HQ but only 7 sites listed. The missing set up location is Mayen.

### Scenario 4 (corrections):

Set Up:

Only one US 4-6 Airborne division (not two) is set up on the COMZ.

Reinforcements:

Allied: The Allied Reinforcement schedule is missing the entries for Turn 9's ASPs, Replacements, and Reinforcements. They are the same as Turn 8.

German Turn 8: Withdraw the 8-10 (not 6-10) SS Panzer Brigade.

**Campaign Game Reinforcements (clarification):** Allied railheads are considered reinforcements. One railhead is available at start per Scenario 1. Two more appear with Scenario 2. A fourth railhead appears in Antwerp with Scenario 3, provided the Allied player controls the city per the Scenario 2 special rule.

**Campaign Game Victory Conditions (omission):** Ruhr area hexes are worth  $\frac{1}{2}$  (not blank) of a city for this rule.

**Antwerp (correction):** Ignore the reference to Bergen Op Zoom in the Antwerp rule. Breskens, Flushing and hex 2417 (not the unlabeled Bergen Op Zoom) need to be brought under Allied control for a clear sea passage to be established.

## The Counters:

- 4x 4.4/2.4 VS Corps units. These should have 2 step indicators (not 4) on the front and 1 (not 3) on the back.
- 1x 3.4/14 VS division, the 9<sup>th</sup> should have a divisional (not Corp) flag.
- 1x German leader Balck (not Black).
- 1x German 1st LW HQ should be 1st FJ.
- 1x The OB West HQ should have the command level of Front (not Army Group).
- The LXXVIII and XC Volksturm Corps (2x 9.4/7.4) should have step loss indicators of 4 on the front (not 2) and 3 on the back (not 1).
- 1x US leader Simpson should be Army (not Army Group) rank.
- 1x Canadian leader Crerar should have the Canadian (not US) background color (beige).

**Note:** Replacement counters for the above units were included on the counter sheet in Against the Odds Magazine issue 17. Players can also print out and mount the replacement images below:

Front:



Reverse:

