

# 2009 Annual

Combined Addenda as of Jun. 5, 2014

## VERDUN: A GENERATION LOST

### The Rules

#### 3.0 Important Definitions

**Disruption** (clarification): Additional disruption results on a disrupted unit have no additional effect.

**Meuse River** (addition): ZOCs, Command lines and Supply lines may only cross the Meuse River at Major road bridges. Units cannot Assault or Defensive fire across the Meuse except at Major road bridges.

**Suppression** (addition): Suppressed units have adverse Zone of Control, Mode and combat effects. Additional suppression results on a suppressed unit have no additional effects.

**8.2.2 Fort Targets** (addition): A Suppression (S) result is considered a Disruption (D) result.

**9.2.3a, last sentence** (clarification): Change to say, "A step loss on a disrupted reduced artillery unit permanently eliminates it from the game."

**10.1 Headquarters Stacking** (addition): A HQ in command mode defends with a strength of one when alone and if eliminated returns to the game as a reinforcement in two turns. A HQ in supply mode is eliminated if alone in a square which comes under the influence of an enemy ZOC. It returns to the game as a reinforcement in 3 turns after being eliminated.

**10.1.2** (correction): "Stacking applies at the end of each **segment**"

**10.1.4** (addition): If an over stack situation occurs at the end of a phase, eliminate enough units to bring the square back to legal stacking limits.

**12.3.2** (addition to second paragraph): "**Exception: Square L18** Units can move through this square along the road or rail line as long as they end their movement in an adjacent square connected by the road or rail line."

**12.3.5 Minor Road Example** (correction): The actual cost should be 2 MPs to enter the hex.

**12.3.5 Major Road Example** (correction): The actual cost should be 1 MP to enter the hex.

**12.5.2 and 12.5.3** "R" units have an MA of 1.

**13.4 Closing In** (correction): The last two rule cases of this section are numbered wrong. They should be 13.4.4 and 13.4.5.

**14.2.4, fourth sentence** (correction): Change this to read "Each artillery unit can support only one assault and is rotated 45 degrees (facing a square's corner) to indicate it has been used."

**16.5.6** (addition): **i)** Each unit which is unable to retreat remains in place and suffers a step loss in addition to any other losses.

**17.3 Replacement Determination, 1st paragraph, 11<sup>th</sup> line**

(correction): Replace "roll" with "working total of"

**19.0 Note** (addition): Please add the following text to the end of the note:

*The reinforcements come from divisions or brigades in the Replacement Pool. Alternate equal size or smaller, but not larger, divisions or total brigade factors can substitute. As an example, a 7.5.6 reinforcing division can come from a 7.5.6 in the Pool, or a 4.3.6 and a 3.2.6 brigades in the Pool. Division and brigades may not combine for the same reinforcement division. A reduced division or reduced brigades are useable to get the required strength of the incoming division.*

**19.3.3 Artillery, second sentence** (correction): "Nineteen units (not the four reinforcements from Apr 10 and May 15) set up behind..."

**19.3.5 a) Alpen Brigade** (clarification): The intent of this rule is that all of the 192nd Brigade's units must be removed from the board by the end of the German June 5th turn. First remove a number of battalions on the map that would be required to rebuild any 192

regiments in the replacement box and place them in the available pool of battalions. Then remove any actual 192 units from the game (wherever they are).

**19.4.1 German Setup** (correction) Change the L21 setup location from the 68<sup>th</sup> Division's set up locations to "Pool". Also add to the Battalion setup list: "L21 x 2".

**19.5.1 Artillery, second paragraph**, (corrections):

- **Second sentence** This should state "**twenty**" heavy artillery.
- **Fourth sentence** This should state "**twenty-two**" available artillery.

**19.5.3, Reserves** (deletion): Delete the sentence "No brigades are placed in the Replacement Pool".

**20.3.2** (correction): This should read "**Lull** Turns 1 and 2 may not be lull turns. Initially, these starting forces were more or less ready for operations."

### The Charts

**Counter Battery Table** (correction): Values in the columns of the top row should read:

"1-3, 4-7, 8-11, 12-14, 15-17 and then 18+."

**Bombardment Table** (corrections):

The die rolls of "1" and "6" should read "≤1" and "6+" respectively.

The "Fort" target type should be on the row "Ridge, 2nd Trench".

Delete it from the "Start Trench/Hill" row.

The "Fort +2" DRM should be deleted.

**Assault Table** (correction): The die roll results of "0" and "15" should read "≤0" and "15+" respectively.

**Command Center Table**

Delete the "Attack Planning +2" modifier

**Replacements Table** (correction): Delete the "≤" before the top row's "6"

**Rally Table** (correction): The rules reference number should be to section 17.7 instead of 13.8.

**TEC** (corrections): The column shift for Woods should be 1L. The column shift for Hill should be 3L

### The Counters

**The German and French Replacement tracking markers** back sides should read "+10" instead of "+1"

**Both the German and French Assault tracking markers** should have a "+10" on their back sides.

**Both the German and French Disruption tracking markers** should have a "+10" on their back sides.

*(Updated counters for the above are inside all copies of ATO #41).*

### The Map

**Terrain Key** (correction): The river "Meuse" is misspelled "Muese" on the example.

**Turn Track** (correction): There are 4 "blue" turn Dates that need to be corrected:

- Sept 4 becomes Aug 28
- Sept 11 becomes Sept 4
- Sept 18 becomes Sept 11
- The second July 24 becomes Sept 18

## AN LOC, 1972

### The Rules

**8.0 Movement (clarification):** Artillery uses Infantry MP rates.

**9.3 TAC (clarification):** This rule allows the ARVN player to choose to assign the hit to one of three outcomes:

- NVA Replacement Point loss
- An NVA unit (NVA player's choice) step reduced which is adjacent to an ARVN unit.
- An OP point loss.

If the second option is chosen, the NVA player can still (at his option) eliminate a replacement point (if available) instead of taking the loss.

**9.4 CAS (clarification):**

- Units on CAS can be used only once per OPs Phase.
- An un-used HQ can do the following:
  - 1) Provide 3 CAS for support (attack or defense)
  - 2) Provide a DRM and 2 CAS for support (same combat).

A used-HQ can provide 2 CAS for defensive support only.

**9.5 Helicopter Transport (clarification)** Artillery can be helicopter transported.

**13.1.1 (correction):** KPPF should be RPPF.

**13.1.6 (correction):** Ignore the reduction for Lai Khe.

## The PAC

**An LOC Surrender Table (clarification)**

- The modifier for Windy Hill or Hill 169 is if NVA control (occupy or last to occupy) those hexes.
- Surrounded modifier should state "Uncontested ZOC"

### The Counters

The 51 BCND counter should be 81 BCND.

The three independent 105mm artillery units belong to the 21st Division and should have a blue color Interior NATO symbol.

*(Updated counters for the above are inside all copies of ATO #35).*