

## **S&T 217: THE LOST BATTALION**

**3.4)** German Reinf cannot enter the map via a USA controlled Western map edge.

To block German Reinf along the Eastern map edge, USA or FR must occupy the hex.

*Note:* there are no ZOC s in this game; hex control is defined via the last unit moved through.

**5.2)** Stacking is 3 INF + 2 MG for Germans; 2 INF (same Division) + 1 Tank for USA. Artillery cannot stack with any unit. Austrians and Germans may stack; USA and French units may not.

*Note:* step strength has no effect on stacking. French Tanks may stack with American units.

**5.3)** Stacking is only in effect at the end of the Movement Phase.

**5.6)** You may not examine your opponent s stacks.

**6.1)** German Reinf enter via East or West map edge (if friendly), or via the North map edge.

USA Reinf enter via the South map edge.

*Note:* Reinf have their full MA when they enter the map, but pay all regular costs.

**6.3)** USA has a Reserve. Can start using Reserves on Turn 2. They enter the map like Reinf any time during the Movement Phase (see 7.4, American Supply Limitation).

**6.3)** To get Repl, entire remaining USA Division must be in the Reserve Box; simply lift the units from the map (must have LOC) during the Movement Phase and place in the Reserve box.

**6.3)** USA starts with (50) Repl, German starts with (11) Repl.

*Note:* FR units never get Repl, and totally destroyed units from either side can t be replaced.

**6.3)** German units may receive Repl on the map if not adjacent to an Allied unit and it did not/will not Move or Attack.

**6.4)** USA may conduct Hasty attacks on the Turn 1, or when they announce the Final Offensive (Turn 13 or later).

*Note:* USA Divisions require a 3-turn R&R to be in the Final Offensive, and all Regt s in the Division must be available (i.e., none eliminated) and at full strength. May receive Repl while on the R&R track.

**7.1)** Units are either In Supply or Out of Supply. Units are never Elim for lack of supply.

**7.2)** Supply is checked at the very start of your Movement Phase; if none, Move is halved.

Supply is checked at the very start of the Combat Phase; if none, Strength is halved

*Note:* this applies to the Defender only; OOS attackers may not attack. Round fractions up.

**7.3)** Supply is of any length to a supply source (can t trace across any unbridged River).

**7.4)** American Supply sources are along the South map edge. Limited number of Divisions may attack (Movement and Defense are not affected); see Turn Record track.

*Note:* even if one Regiment from a Division attacks, it counts.

**7.5)** German Supply sources are along the East, North, or West edge. There are no limits.

**8.8)** Fortifications are never destroyed.

**8.8)** When control of a Bridge changes hands, the new owner can t use it until next turn.

**8.10)** Operational Movement is ½ mp per hex (ignore fortifications along Road, only in friendly territory, and never adjacent to an enemy unit).

*Note:* Unit must start (and stay) on a Road to Operationally Move.

*Note:* the USA player may not use Operational Movement until Turn 5.

**8.11)** No German unit may ever move or attack into a hex south of the yellow Start Line.

**9.1)** Attacking is always voluntary.

**9.12)** If all defenders eliminated, attacker may advance his non-artillery units. Defenders don t advance.

*Note:* If artillery clears a hex, one adjacent INF unit may advance.

**9.13)** Terrain effects: only 1 Natural and 1 Man-Made terrain may affect any combat.

**9.14)** Units may not conduct Hasty Attacks across a Meuse River hexside (not even if Bridge).

**9.16)** German receives Deliberate Attack (DA) capability at start of game; secretly roll 2d6 and halve results. To use, German must be attacking with supplied 6+ strength unit; DA is resolved as an 8:1 with no modifications.

*Note:* USA may fire artillery to eliminate the attacking German front line unit, but if the barrage fails there

is no further effect.

**9.18)** Concentric (i.e., surrounded) attacks give +1 column shift, regardless of presence of enemy units.

*Note:* Hasty Attacks occur individually during Movement, so they cannot obtain a Concentric bonus.

**10.3)** Hasty Attacks (HA - see restrictions 6.4) are conducted by supplied units that start stacked together during the Move Phase. Moving/attacking units pay double the off-road move cost to enter the enemy occupied hex. Stacking limits do separately apply.

**10.9)** If defenders are eliminated, HA units may continue their move/attack with an remaining MP.

**10.10)** If HA fails, attacker may conduct a new (free) combat at recalculated odds or return attacking units back into the hex they just vacated to HA (move ends).

**10.12)** Units involved in an HA may indeed fight again during the regular combat phase that turn.

**11.2)** Observation required for artillery to shoot (or for German player to place a Gas marker). German controlled hills extended sight 2 hexes, otherwise only into adjacent hex. American sight extends four hexes.

*Note:* German player does not have artillery units; handled abstractly (see 11.6).

**11.3)** Defensive Bombardment allowed by 1 friendly artillery into hex being attacked of HA.

*Note:* Attackers never receive the bombardment benefits of Fortifications while attacking.

**11.4)** Offensive Bombardment consists of up to 3 artillery units in range for a regular combat, or 1 artillery unit for a HA.

**11.5)** An artillery unit that shoots (flip to its fired side) can't move (during the Artillery Move Phase) that turn. If an artillery unit does move, it must remain on a road.

*Note:* Allied artillery units that move in their own turn may still defensive barrage during the German turn.

**11.5)** When defending against an INF attack, artillery has a defense strength of 1.

**11.6)** Starting on Turn 2, German gets 3 Artillery Barrage markers to use each turn (until withdrawn).

**11.7)** Germans also get 2 Gas markers per turn, starting on Turn 2. They are placed on map (see Observation, 11.2) during the Reinf and Repl Phase, before German MG units are placed. Inflict 1 step loss (per hex, not per unit) if hex is Allied occupied. Units may leave a Gas hex, but no other Allied units may enter that hex for the remainder of the turn. German units may enter and recapture a Gas hex if it has a fortification present. Allied units may not attack from a Gas hex.

**11.8)** Tanks may participate in regular or HA. They reduce friendly losses in an attack by 1 step. If alone in a hex, tanks defend with a 1 strength, otherwise they have no effect. Tank units have 2 steps. When used to reduce losses in an attack, the second step lost must come from a tank. Tanks never receive replacements. Can't enter/attack Forest or Rough unless on road.

**11.9)** German MG units function as a 1 step unit with a defense strength of 2. Cannot attack, and do not count for a concentric attack. The 10 units in the countermix are an absolute limit.

**14.0)** In the Historical Scenario, no German unit east of the Meuse River can be attacked until Turn 5. Because of bridging restrictions, Allied units may not cross the Meuse north of the start line until Turn 14 (see Reinforcement and Event schedule).

#### Additional Errata:

-The USA 78<sup>th</sup> Division enters on Turn 8, and does not begin at start as indicated on counters.

-French Tanks may set up with, and attack with, American units at the start (i.e., west of the Meuse).

-There is no rules section 8.9.

-The black stars on the map indicate VP hexes.

-North is to the left of the player reading the map normally (or to the right if upside down).

-The Railroad Track should be labeled the Rest & Reorganization track (6.4).

-Austrian units are actually black on light green, not white on red as stated.

-The illustration at the top left of the box on page 2 indicates the black circled box is the turn of entry; it should be the number of steps instead.

-There is no size rating in the game; all infantry units are Regiments, all Artillery are Groups.

-The yellow line on the right side of the map is the Start Line (see 8.11 and 14.0).

- Austrian units may not receive replacements.
- The TEC is in error for Field Fortifications; units indeed do receive a 1L shift versus artillery.
- Ignore mention of placing the remainder of the 92nd Division in the American Reserve Box (14.0).
- Note that Allied artillery starts set up on the map; the number indicator on artillery is the range.
- If Artillery Barrage shifts left off the chart, then the result is no effect.
- German Barrage counters: arrive on Turn 2, and have a strength of 3.
- There are no weather rules in the game; ignore any weather references.

*Important Note:* check the Reinforcement and Event Schedule at the end of the rules for some important play items.

Notes: