

Holland '44 Errata and Clarifications

November 27th, 2017 (New errata since October)

ERRATA

REINFORCEMENT SCHEDULES

- 101 Airborne Division Artillery arrives on Turn 3—the counter is correct.
- The 30/180 Engineer unit arrives at J—the counter is correct.

RULES

5.5 Bridge Demolition in the German Bridge Phase: The German unit must be in Good Order to be eligible to blow a bridge in this phase.

5.9 Automatic Bridge Repair: For the Allied player, this method is only possible for bridges south of the northern-most Allied bridging unit.

6.5 Cooperation: Canadian and Dutch units should be added to the list of Allied units that cooperate.

21.5: Merging Units: Only German units may use rule 21.5 and the units that merge must be the same Unit Type. Allied units may rebuild with rule 21.4.

23.1 Turn 1 Special Rules: There should be a reminder in this section that no die roll modifiers are ever used for the Air Landing Table on Turn 1.

23.3.3 Creating a Ferry: Unlike the Ferry sites printed on the map—units using an Engineer Unit as a Ferry can cross into an EZOC (but may not cross or enter an enemy ZOC Bond).

S1.2 At Start Blown and Intact Bridges: Add the following to the At Start setup: Four bridges along the Bocholt-Herentals Canal start the game blown: 1402/1502, 1306/1407, 1307/1408, and 1109/1210. [The bridge at 1303/1404 is Intact.](#)

EXTENDED EXAMPLE OF PLAY

Page 33, the illustration in the lower right corner: The 2HC Reconnaissance unit should be in hex 1707 (1 hex north).

CLARIFICATIONS

Divisional OOS Markers: The two out of supply markers for the 1st and 82nd can be used to indicate all units in the division are OOS rather than put an OOS marker on every unit in the division.

The 15/19KRH 11th Armored: This unit arrives via Entry Area N because it was attached to the Guards Armored Division.

5.4 Bridge Demolition:

- If the German player does not blow a bridge when an Allied unit crosses it, then that bridge is considered Intact and no longer Wired for Demolition.
- The German player may attempt to blow a bridge when an Allied unit advances after combat adjacent to the bridge.
- **(Q&A)** During movement if a unit tries to cross a bridge and the bridge is blown, can that unit continue to move to some other direction without expending any movement points for trying to cross the bridge? ...what about advance after combat? *Yes to both—if the bridge is blown in front of them they can continue to move or advance in a different direction at no additional cost in MPs or advance hexes.*

6.4.1: Overstacking:

- The Free Stacking Unit *does* count towards the absolute maximum of 9 steps per hex.
- Overstacked units cannot attack even if the overstacking is removed due to some units advancing from the hex.

7.1: ZOCs: Treat Lake hexsides the same as Major River hexsides.

8.2.2 Extended Movement: A unit that used normal movement can end its move in the hex with a unit that used Extended Movement. But the opposite is not true.

9.3 Combat Procedure: If the attacker is attacking across *more than one* bridge, then if any bridge involved in the attack is blown the attacker may cancel the attack.

10.3 The Armor Shift:

- An attached Breakdown Tank unit can provide a Tank Shift to the Lead Formation. The one allowed attached unit is considered part of the Lead Formation.
- In the examples of 10.3.4, keep in mind that the yellow arrows indicate the DEFENDER gets the Armor shift.

10.8.2 Rivers and Combat:

- Vehicle Units are halved attacking across a Minor River *even if they attack across a bridge.*
- All Units are halved attacking across a Major River *even if it is an engineer assisted Cross River Assault.*

13.3 Stopping a Retreat: (Q&A) When we use 13.3 to stop the retreat after one hex do we need to take into account 13.1.3? — *You must follow the guidelines of 13.1.3 first, and then once the stack is legally in the hex they may loss a step to remain there.*

16.2 The Breakthrough Group: (Q&A) Does it costs 1 hex of the advance rate to move into the defender's vacated hex plus 1 hex of the advance rate to form up the Breakthrough Group in the defender's vacated hex? — *No, just 1 hex total.*

22.5.1 Polish Airborne Units: These units may land in the same turn that the REMAINING Turn 3 airborne reinforcements land.

23.3 Engineer Units: These units may be used to allow a supply path across a Major River in the same turn they are used to Ferry units or conduct a Cross River Assault.

25.2 Unknown Units:

- Unrevealed Unknown Units may not attack.
- **(Q&A)** Can an Unknown Unit that is attacked in the Movement Phase, but not forced to retreat or killed, be attacked in the Combat Phase by a unit that wasn't involved in moving into the Unknown Unit? — *Yes.*

25.3.1 Attacking Unknown Units During the Movement Phase:

- Units do not need to pay the +2 MP to exit the target unit's EZOC when attacking that Unknown unit during the Movement Phase.
- Allied units that enter an EZOC of a revealed German unit must end their movement—which prohibits them from attacking adjacent Unknown units until the Combat Phase.
- Units never earn Advance After Combat in an attack on an Unknown Unit in the Movement Phase, if the attack was successful (DS or DMR) they are allowed to continue moving.