

# Toppling the Reich

## Addenda and Clarifications

as of January 15, 2007

### 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 Tables:

- **The Ultra Intelligence Table**, column heading, should read "Current Allied (not German) VP Level."
- 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** and **Module 6.0** (clarification). Supply status is determined during the Command Segment. Supply is re-checked at the beginning of a unit's move and just before combat to determine if supply has changed in the interim.
- **Section 10.1** (clarification). Allied Commandos treat Scheldt Estuary hex sides as Major Rivers.
- **Case 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.
- **7.4 Terrain** (clarification). Allied units never benefit from Westwall and German Fortifications.
- **11.2 Counter-Air** (clarification and correction). Counter-air 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).
- **11.3 Air Interdiction** (clarification). Air interdiction on affects enemy ground units (there is no effect on friendly units moving into or through such a hex interdicted by a friendly air unit).

### The Scenarios:

- **Scenario 1 Set Up** (clarification): Patton's Third Army HQ is in command even though an Allied Army Group HQ is not in play at-start (Bradley's 12<sup>th</sup> Army Group is just off-map and enters at Entry Area #5 on turn 1).
- **Scenario 2** (corrections): Setup: Canadian Tank Brigade is 1 (not 4). The German HQ in

Munchen should actually set up in Munchengladbach.

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

- **Scenario 3** (correction): There are 8 German Army HQ but only 7 sites listed. The missing set up location is Mayen.
- **Scenario 4** (correction): Only one US 4-6 Airborne division (not two) set up on the COMZ.
- **Reinforcements:** German Turn 8: Withdraw 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.
- **Antwerp** (correction): Ignore the reference to Bergen Op Zoom in the Antwerp rule. Breskins, 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 US leader Simpson should be Army (not Army Group) rank.
- 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).

**Note:** Replacement counters for the above units were printed on the counter sheet in Against the Odds Magazine issue 17.