

# Verdun: A Generation Lost

Addenda as of Jan. 18, 2012

## 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, Move 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.

**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 2nd 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 map 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. 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** Should state "**twenty**" heavy artillery.

- **Fourth sentence** 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** (correction): 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** (correction): 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

## The Counters

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

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

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

## 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