

Watch on the Rhine Rules Clarifications & Errata
From Designer Ty Bomba
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Q1. Can you move from one EZOC directly to another EZOC?

A1. No.

Q2. If you start in an EZOC can you move directly into another one?

A2. No. If you start in an EZOC you may move out provided your first move is into a hex that doesn't contain an unnegated EZOC. If, after that, you move back into another EZOC, you're stopped again.

Q3. What happens if you retreat into EZOC?

A3. You may not retreat into an EZOC unless it is negated by the presence of unit friendly to your retreating unit.

Q4. The German die roll to establish movement during the first turn, does it apply to both phases?

A4. Yes.

Q5. As it stands now, the German player can use his two phases to break through, surround a bunch of Allied Units and they'll be eliminated at the end of the turn before the Allies have a chance to respond. Seems very unhistorical and gamey.

A5. I like the Allied Supply Phase being just where it is. It helps counter the otherwise unsolvable problem of historical hindsight among Allied players. In the event, the Allies feared this kind of thing happening, and they were therefore more conservative in their advances than otherwise might have been the case (particularly British and Commonwealth forces). Also keep in mind the Allied player has his aerial supply, which he can deploy onto the map at any time during the game turn. (See 8.18 in main scenario rules.)

Q6. Can Allied units move into unoccupied West Wall hexes during the movement phase and/or advance after combat? the impact on combat and probing attacks is noted, but cannot find any impact on movement.

A6. On Turn the only West Wall effects are in 5.8.3, on Turn 1. Those hexes' MP costs are determined by the other terrain in them, as given on the TEC.

Q7. Set-up: Appears Antwerp is vacant during set-up. Is that correct? Seems unusual that Allies can march right into it on Turn 1 without a fight. Worse appears they can probe out of it during first combat round and cut West Scheldt peninsula.

A7. The Allies did move into Antwerp without a fight, and cut off the base of the peninsula to German movement, on 4 September.

Q8. Confirm that supply status for 15A units in "A" hexes only applies during Turn 1 (per rule 5.8 case 4). Also confirm that German units have no coastal supply option.

A8. Change the numeric heading of rule 5.8.4 to read instead "5.9" – that newly separated rule is in effect all through the game. Other than that, the Germans have no coastal supply.

Q9. In the eighth line of text in 14.8 in the Cobra rules, it gives the "start of Game Turn 9" as the latest possible release date for German 15th Army units. That can't be correct, however, because there are only six turns in that scenario. What is the correct game turn number in that rule?

A9. Change "Game Turn 9" to "Game Turn 6."

Main Scenario Unit-Counter Erratum

The US 71st Infantry Division is incorrectly shown as being a Turn 4 reinforcement on both the scenario set-up sheet and the counter itself. It should be a Turn 11 arrival.