

## **High Ground 2 Errata**

The listing below is known errata for High Ground 2. I

### **High Ground 2 Scenario Errata**

HG11: German wagon should have 8 MFs.

### **High Ground 2 Mapboard Errata**

Clarification: BFP J hexes S1, S2 and S3 are considered base level -1.

### **High Ground 2 Q&A**

Q: HG13: The VC states that in order for the Americans to win they must have at least 25 VP on or north of BFP J, hexrow Q. Do those VP's have to be in good order? ie, non broken and not locked in Close Combat?

A: American VP need to be Good Order.

Q: HG13: The German Scenario Card states that the German Player must set-up on BFP J on/between hexrows A-R. However, according to Rule: (Chapter A, 2.3 Half Hexes), this is only allowed if the German Player could set-up on board 11. Since by setting up on hexrow A, this would violate rule A2.3. Is setup on hexrow A still allowable?

A: Yes, the setup notes overrule A2.3 for German setup for this scenario allowing Germans units to setup on the row A half hexes.

