

High Ground 2 Errata

The listing below is known errata for High Ground 2.

High Ground 2 Scenario Errata

HG6: SBR 3 Clarification: A total of one Roadblock may be exchanged for the mine factors.

HG10: Russian setup instructions should read "Set up on/south of hexrow 16Z1-33Z10 (See SBR2).".

German setup instructions should read "Set up on/north of hexrow 16X1-33X10."

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.

Q: HG8, SBR8: With overlapping setup areas, there may be, at setup:

-German HIP and Partisan HIP in the same hex.

Clearly covered in SSR8, I think.

-German HIP and Partisan concealed units in the same hex. Is the German HIP revealed per SSR8 prior to the start of play?

-German HIP and Partisan unconcealed units in the same hex. Is the German HIP revealed per SSR 8 prior to the start of play?

If the answer to either of the latter 2 cases is no, then

when exactly is the German HIP revealed?

A: The basic approach on each of these situations is the same. By A12.3, HIP is equivalent to concealment. So whatever combination of HIP or concealed units in a hex, they are treated via SBR 8.

For the case where "German HIP and Partisan HIP [set up] in the same hex.", both units remain HIP in the hex. As soon as one side is placed onboard under a concealment (through some concealment loss activity), then the other side must immediately be revealed. Place a Melee counter on the units in the hex. Normally at the start of any CCPh by A11.19 any HIP unit in a hex must be placed on board under a "?" counter, but it is conceivable that each side could remain HIP in the hex until placed onboard by dropping its HIP status for some reason, which, though unlikely, could remain that way for multiple player turns.

For the case where "German HIP and Partisan concealed units [set up] in the same hex.", then prior to the start of play, the German HIP unit is revealed and the Partisan unit must drop its concealment. Place a Melee counter on the units in the hex.

For the case where "German HIP and Partisan unconcealed units [set up] in the same hex.", then prior to the start of play, the German HIP unit is revealed and a Melee counter is placed on the units in the hex.

This situation in all cases is treated as an ongoing Melee at the start of play.

