

Celles Errata (updated 06-24-17)

On the Celles Player Chart on the Allied Action Chits Per Turn the Allied unit labeled 4th Rec is the 4th Cavalry.

13.2 Replace second line of rule with: The Extra Move Chit must be played right after a Friendly Action Chit has been used to activate a formation or individual unit but before any units move or attack. The unit activated by the extra move is now part of the group of activated units and the player may move these activated units in any sequence he desires. The extra move tactical chit may not be used to activate a unit for a second time in the same action phase.

Roads are treated as bridges across major and minor rivers. Units moving along the roads across rivers do not pay the additional +1 movement cost for crossing a river.

American infantry motorized with a truck counter do not get the infantry modifier when attempting infiltration.

In the example on rules page 6, top of second column, it says "a disrupted unit may not retreat into an enemy ZOC, the unit is eliminated". This is incorrect. The Allied 2-step unit is reduced to a step one unit as it retreated NW out of the city. It is not eliminated.

Common Questions related to gameplay:

Do all attacking units flip to their used sides if forced to retreat due to combat?

No. Only the active unit that initiated combat would flip to its used side at the end of retreat because movement ends after a retreat.

Do other activated units that participate in a combat flip to their used sides after a combat?

No. Only the current active unit flips and only at the end of its movement or because it receives a retreat ending its movement.

May an active unit continue to move and attack if it receives an Attacker Disrupted result in combat?

Yes as long as it still has movement points available. Since it is now Disrupted its movement allowance is reduced by 1/3.

Do I put a formations Action Chit in the pool to be drawn if all of the units of that formation are eliminated or withdrawn?

Yes. Remember that it can still be used to activate one unit of some other formation.

The Allies moved first on turn 1 and blocked the main roads with their arriving armor making the game an easy Allied victory, what did we miss?

On the set-up page are the special rules for the first turn, the Germans get the first move and the Allied armor comes on with reduced movement.

If I draw an action chit for a formation that has had all of its units eliminated or one that has no units yet available to enter the game, German FB brigade on December 25th am, what do I do?

You may always use any formation's action chit to activate one unit of any formation that does have pieces in the game.