

CORRECTION & CLARIFICATION

Countersheet

1. The back of the German counter KG 275 is blank (single step loss)
2. The back of the counter 85th Aviation Group of the 2nd TAC must be FB and not MB (FB is used for availability, but the unit must be used as a MB, it was actually Mosquito night fighters used as bombers).

Rules

3. Art 1: The "end phase" occurs when players 1 & 2 have finished their movement and combat. There is no "end phase" before the two players have moved and fought
4. Art 1.1.1.1 Overcast=Cloudy
5. Art 5.1: remove the mention « An HQ provides control and supply... », and later « (Stacking Value = 0) », an independent unit may have a Stacking Value. Independent units are those that are not assigned to a division (lack of No. Div at the top right of the counter), and there is no limitation to the number an HQ may supply.
6. Art 5.3: The range of Two hexes is two hexes inclusive
7. Art 6.6 : delete « Air interdiction also affect German units.. »
8. Art 7.3.1: delete the sentence "Each unit must be controlled by a supplied HQ (see § 5.1)." There is no such distance limit.
9. Art 11.1: Scenario Cherbourg: HB allowed to ally take 50% of markers "offensive" Allied and German

QUESTIONS & ANSWERS

Art. 0.1.2 FESTUNG

10. Festung = separate box. Should be eliminated first the units "outside" the Festung (in the same box) in order to attack those inside, and Festung itself? Or can we choose?
Consider that the Festung is a box "next" to the box containing it, so you must first eliminate the enemy units in that first box.

Art. 0.1.1 EM

11. Distance is limited to 4 hexes for an HQ to supply unit?
No, cf. CORRECTION § 7.3.1
12. According to §5.1, there is a limit of 4 hexes for supply, and I understand from your answer that the control unit by HQ is not subject to such distance?
The length of the supply line (allows "survival"), can be infinite, unlike the Line of Control (which helps combat), whose length is limited to 4 hexes to the HQ.
13. May an HQ initiate several combat in the same phase, without « offensive » markers, thus not supporting this / these fights? An HQ may activate as many combat units under his control, in each phase, but may only support as many fight as it has « Offensive » marker stacked with it ? HQ cannot engage in combat units that it is not controlling even if they are in the same stack as the units being affected him?
An HQ may initiate as many combats as it wishes, by phase, but must spend an offensive marker for that (see § 0.1.1). It can only provide one tactical support (§ 5.3) for on combat, regardless of the number of « offensive » marker stacked with him.
14. Allied HQs have the possibility of supporting units under the control of another HQ?
As stated in the rule, only the German EM can support a combat initiated by another HQ. The allies do not have this capacity.
15. An HQ that supports a defense must be flipped; it can no longer initiate combat in attack. Is that correct?
Flipped HQ may not initiate or support combat, it must wait for the next phase to be flipped and be available again. In other words, an HQ cannot support in a same phase an attack and a defense.

16. If HQ does not support a combat in a combat resulting in exploitation, must it still spend an "Offensive" marker so that the reserve units could fight?
An exploitation combat does not require the spending of a new marker offensive, except if Tactical support is used.
17. To support a combat, an HQ must be adjacent to the defender?
No, the range is two hexes, counted from the HQ to the supported hex (attacked or defended)
18. Can a unit that leaves the command radius of the HQ (4 hex) still participate in an offensive?
A unit must be under control of the HQ at the beginning of the combat.
19. May the command link between units and HQ (4 hexes) be impassable terrain (7.3.1) *The command link is not necessarily "passable"*
20. How is formalized the command link between units and HQ? (Pencil and paper?). At what time, logistics phase?
There is no formal way to link units with HQ, only the memory of the players. Feel free to use the most convenient way you find. The supply is checked at the logistic phase once per turn and the command link before the combat phase (A) & (B) of the owning player.
21. What means this sentence: "A HQ may not engage combat." (5.4)?
HQ cannot fight alone in contact; it is not a combat unit.
22. Are garrisons counting for the maximum number of units that HQ can supply/command?
Garrisons cannot move or fight, they defend only. Festung and Garrisons do not need to be supplied or controlled.
23. "An HQ control and supply to the equivalent of five divisions" That is to say a total of 15SP? Different regiments / brigades belonging to the same division are necessarily attached to the same HQ?
The control ability of an HQ is not related to SV. An HQ controls five divisions and three independent units. All units belonging to the same division are attached to the same HQ.
24. Tactical Support of an HQ in defense is limited to 1Column shift whatever the bonus of the HQ?
Yes
25. An HQ that has spent a marker offensive during its active phase (flipped to its "finished" side) without supporting combat, loses the ability to support a defensive combat in the same phase?
Yes

Art. 1.1.1.1 STORM TEST

26. Dice roll: 6 natural or modified? Example (1.1.1.1) seems to contradict the rule.
Storm test in phase (A) is carried out at the same time as the weather determination die roll. 6 is an unmodified die roll.
27. Storm test occurs at the beginning of the phase, but some effects are applied to the sequence start of the turn: modifier to determine the resources, landing offensive markers replacements. Does this mean that a storm that occurs in phase A has more impact than in phase B, or that these effects occur independently from the test storm?
Yes, a storm in phase (A) has a greater impact than in phase (B)

Art. 2 TERRAIN

28. Marsh prohibited for armor: move, attack, both? That impact the routes have on fighting? *No tanks are allowed in the marshes except movement along road. Combat prohibited for armor, in attack or in defense.*
29. Consider the following example: an armored unit in the hex. 0620 (DZ T/N) it can pass directly into the hex. 0621 (the western part of the drive hex. 0620 is no longer in the marshes), or should it leave the road by 0620 and go through Pont-Labbé (0720) to reach 0621?
The unit must follow the road.
30. Can an armored unit attack a marsh hex (with or without road)?
No, the marsh is prohibited to fight tanks, with or without road.

31. If an armored unit entered into a swamp hex is attacked by road, what happens?
The unit is automatically destroyed during the combat phase.
32. The MP cost of landing in a port is different from that of landing on a beach?
Yes, its free!
33. The defender chooses his ground, in Ste-Mere Eglise, for example he can choose bocage or village. If he chooses to defend in the village, to enjoy the possibility not to retreat, may the attacker benefit the bonus awarded to the combined attack armored / infantry?
The combat adjustments are made depending on the choice of the defender. So if the village is chosen, it is as if the bocage does not exist.

Art. 4.3 OVERRUN

34. Is an overrun possible that an HQ activates the combat, at the Cost of a marker "Offensive" during the movement phase?
No, an overrun is considered as a movement and as such does not require the activation from an HQ.

Art. 4.4 SPECIAL OPERATIONS

35. Assault involves a fight?
Yes
36. Can special units combine entering an enemy ZOC / assault / exit confusion in the same movement phase? In other words they can, with luck, cross enemy lines?
No unit can go in and out of confusion in the same phase.
37. What is the benefit of making an assault?
 – Prevent a coastal battery pull units disembarking
 – Limit the command of an EM (and its ability to supply?)
 – Prevent Festung / depot (Cherbourg, Brest) to "produce" markers "offensive"
 – Block enemy units

Art. 6 COMBAT

38. If the defender is eliminated, can the attacker advance two hexes?
Yes, an E result includes an advance of two hexes.
39. A unit defending in phase A1 may attack in phase A2?
A unit can defend and attack in the same phase (A or B).
40. "Any German unit retreating in at least one hex. eligible aviation activity, undergoes an additional level of disorganization "air activity = tactical support or tactical interdiction?
The additional level of disorganization is applied only under tactical air support. Delete the reference to §9.2 In §6.6
41. Is it possible to attack a hex multiple times in the same combat phase (with different units, of course), and if so, is it possible to involve a different tactical support each attack?
No, an enemy unit can be attacked only once, unless « exploitation »
42. A stack of units performing exploitation may combine with other units that have not fought so far, adjacent to the hex attacked?
No, only the units placed in reserve can fight for exploitation.

Art. 6.11 CONFUSION

43. If the defender is eliminated during a Confusion (especially on the beach), can the attacker move out of the hex?
No advance after combat is allowed after confusion.
44. Can units help from outside an hex in Confusion or should they enter it absolutely to participate in combat?
Units must enter into confusion
45. May conventional units enter a hex in confusion immediately after the resolution of an assault (in the same movement phase of the confusion creation)? If yes, does the special units who initiated

the assault participate again in the combat (which would result for them in a double fight in the same phase)?

Yes, they may enter the confusion, but there is no other combat allowed in that phase.

46. Do units in confusion exert a ZOC?

Confusion does not remove the ZOC.

Art. 7 LOGISTICS

47. What is the logistical capacity of depot: a storage value (which would increase the stacking limit offensive markers) or maximum landing capacity for the Allied player and or « creation » capacity for the German player?

Supply capacity of a depot corresponds to the number of « Offensive » markers that it can emit per turn.

48. Do reinforcements have to wait for the start of the next turn after they enter on the map to be assigned to an HQ (and therefore to participate in an attack)?

Reinforcements arrive on-board or off-board as indicated on the turn track, and may be allocated to an HQ at the logistic phase of their entry turn.

49. This is not necessarily the HQ that supplies the unit (within the same limits of five divisions + 3 independent units), that the control them at the end of the movement phase?

Supply and Control are different. The concept of supply is much more flexible: no length limitation or number of units. This is different from controlling the combat.

Art. 7.3.2 HQ SUPPLY

50. Markers "offensive" move with the HQ they support? (Which is to equivalent to sometime move twice).

The marker "Offensive" moves with the HQ it supports. The turn it arrives on the HQ it may move twice.

Art. 9.2 TACTICAL INTERDICTION

51. "A fighter counter placed in an interdiction area doubles the cost of clear terrain or river crossing in that area." The cost of roads and railways in clear terrain it is also doubled?

Costs for road / rail is also doubled.

Art. 9.3 BOMBING

52. The target hex of an Allied bombing is necessarily a hex that must suffer land attack?

It is possible to bomb any hex adjacent to a friendly unit (except for the landing where it is possible to bomb beaches and batteries), but the interest is limited because the effect only lasts for the combat phase following (except for turn 0)

Art. 10 THE D-DAY

53. At the end phase 0.A does the allied player recovers aircraft and ships?

No

54. There is no Allied combat phase during phase 0.B?

OB phase includes a combat phase.

55. Is the terrain in the hex is combined with the beach penalty? (Eg Marsh Utah).

No, only the hills, as shown on TET (cumulative effect)

56. The Follow-up units have 1/2 mvt (so can get on the beach and out 4 PM) or do they just stop after landing?

Units disembarking stop (except CMDO). The unit from the first wave are free to move as they wish, within the ZOC field etc..

57. Do « Affected » marker effect last the entire turn 0, or only the duration of the fight (as indicated in the procedure to remove the end of the round, which differs from the general rules) ?

« Affected » markers last the whole day, so until end of turn, this is a special rule of D-Day, because of its shorter duration in real time.

58. Most off landing attacks are made without the need of an HQ either the Allies or the Germans, especially because they do not have available HQ anyways (Allies) or in range (Germans)?
Correct, attacks are made without HQs (they are behind in barges for the allies)
59. But in turn 0.B HQs arrive in the Follow-up phase. Is it from 0.B that HQ are needed to launch attacks?
HQs can support fighting during turn 0B as they wish (tactical support), but HQ are not required for activation (no control role)
60. It is noted that turn 0 there is no need for « Offensive » markers (suggesting that HQ is needed). But give they a +2 bonus to a fight as tactical support?
No need to spend an « Offensive » marker for a tactical support, HQ are returned.
61. If fighting of the first wave have lead to « confusion », is there a second round of combat after the landing of the second wave ("follow-up") (the hex beach in confusion is attacked a second time in phase A)?
Yes
62. If so, may the units of the second wave contribute to the attack ?
Yes
63. Are units of the first wave (except the British commandos) required to land on the hex that is assigned to them or can they change hex. to a given sector (any beach of Gold for example) ?
No, they are required to land where they are provided. But you can play what-ifs !
64. May HQ land on a beach that contains German units?
No