

# Battle for Normandy: Errata and FAQ (1-7-11)

## Errata & Clarifications

**3.6** Artillery may not spot using Armed Recon attacks as this is conducted in another phase. Armed Recon attacks do allow the inspection of the enemy stack, however.

**7.3.2:** Add to the end of 1st paragraph: Begin the distance counted from the hex on the Supplied side of the river. *Note: This is how HQs act as bridging units.*

**10.2:** Add to the end of 1st paragraph: Out of Supply units may not use the road movement rate, but the road will still negate the terrain cost.

**11.2** The example should have the Allied air halved on Maps B & C (per 11.1.2) Otherwise, the example is correct.

**11.3.3** Procedure for Armed Recon air attacks: Multiple attacks: A bridge may be attacked multiple times in a single turn. Units in a hex may only be the target of one such attack in a turn.

**12.3:** The third paragraph should read “2. If a unit/stack attacks, every enemy unit that exerts a ZOC into its hex must be attacked in some way.”

**12.5.1:** The first line should read: “Artillery and naval units add their Attack Strength directly to the total Attack or Defense strength of friendly units in range.”

**13.2:** Strike the “Nationality” paragraph. Attachment overrides all when it comes to spotting for artillery.

**17.7** Add to the end of 1st paragraph: **Note:** Units scheduled for 7 June Glider Landings will arrive no matter what the weather.

**18.4:** Update the last bullet as follows: The Allied player receives an additional 10 Supply Points per day during the Weather Phase of each Night Inter-phase for each Mulberry Harbor in play beginning on the following day.

### 18.7 German Artillery in the Invasion Phase (rule change)

Many players have asked that German supply & artillery on the invasion turn be simplified. Replace the last bullet regarding attachment with the following, and ignore the “Strongpoints and Artillery” section:

- An artillery unit may be used during the beach landing phases if it is within range, and from the units listed on the chart below.

<i>Location</i>	<i>Artillery</i>
Utah Beach:	1709, Brecourt
Omaha Beach:	Pt du Hoc, 352nd
Gold Beach:	716/1716
Juno Beach:	716/1716
Sword Beach:	716/1716
Inland (vs. Parachute Units)	Same Div. as spotter

These artillery units may be used at the listed beach with a spotter.

**19.4.1:** The first paragraph should read: There are two Mulberry Harbors available for construction. These may be built at two of the five beaches. On the June 7 Night Inter-Phase, the Allied player(s) select which two Beach-heads to build

the Mulberry Harbors at, and then begins rolling 1D6 at the start of each Mulberry Harbor Construction Phase to determine the progress of the construction. Roll separately for each harbor, the number rolled is the amount of progress towards completion. Use the Mulberry x1 and Mulberry x10 markers on the Mulberry Track to record the accumulated results.

**19.8:** Update 2nd paragraph as follows: The rest of the O&B Battalion lands at Sword Beach on the June 7 turn on its reduced side.

**Index:** Mandatory attacks refer to 12.3 and 22.12. This should be 12.3 and 22.6.

**Index:** Naval Units, German Fire versus Naval Units should refer to 13.5, not 20.3.

**Index:** Solitaire play refers to 22.10. The solitaire play charts are an unnumbered rule, located on page 31 of the rule book.

**Counter errata** (correct in the scenario book, unless other-wise noted.)

**US 65/VII SP Artillery** enters on 6 June, not 7 June.

**US 1/116/29** should have only two step dots on the back.

**US XII Corps HQ** should arrive on 29 June.

**US 196 FA** says June 16; it enters on July 8.

**US 644/ VIII SP AT** should arrive on 11 July.

**US 705th TD Bn and 578/ VII Art** should enter on 17 July.

**US 47, 71, 95th Art and 85th Recon** should arrive on 24 July.

**US 270th Art Bn** enters 24 July, not 29 June.

**U.K. 6th Airborne division artillery battalions** are incorrect. They should show 75mm guns and have a range of six (6). Additionally, 2/53 arrives on 14 June at Sword.

**U.K. 6RE/6** should have two steps on front, one on back.

**U.K. 6RM and 45RM** should arrival should be “S”, not “2”.

**U.K. 7/2nd Sexton artillery unit** should have a range of (8), not 12 and have 1 stacking point on back. Note that it arrives on 7 June, not At Start per the scenario book (listed under 3rd Can)

**U.K. 73/XXX AT Regiment (SP)** arrives on 7 June, not 3 July.

**U.K. 3RTR/29/11A** should have a yellow highlighted MA.

**U.K. II Can corp HQ** should be a 23 June reinforcement, not 11 July.

**U.K. 107 and 147 tank of the 34th Brigade** should arrive on 3 July, not at Start.

**U.K. 3RHA / 7th Arm Div:** Should not have a MF highlighted in yellow.

**U.K. 4M and 5M of 16 / 53** arriving on 25 June should be 4W and 5W (scenario book is correct).

U.K. 7NSR / 176 / 59 arriving on 26 June should be 6NSR (scenario book is correct).

U.K. CW 13/2nd Art (5.5") enters on 26 June (not at start.)

U.K. 64SF/15 of the British 15th Division should be 6RSF.

U.K. 53/2nd Heavy Art Regt enters on 22 July, not 6 June.

Ge PzJg/352 should have a stacking value of 2, not 3.

Ge PzK316/Lehr should have a stacking value of 2, not 3.

Ge II/1058/91 should have a reduced strength value of 2-2-6

Ge 200/21Pz should not be motorized. It should have an 8 movement; all other data remains the same.

Ge II/17ss artillery should not be motorized. It should have an 8 movement; all other data remains the same.

Ge Fus/346 is not used in any scenarios.

Ge 38 PzJg/2 Pz arrives on 13 June

Ge 13.schw/3FJ arrives on 8 June.

Ge SS Abt 101 arrives on 10 June.

Ge III/5/3FJ arrives on 10 June.

Ge 2SS HQ arrives on 19 June.

Ge 763 Abt has the incorrect entry date on the counter. June 22 (as in the playbook) is correct.

Ge Flak/1SS and III/1/1SS arrives on June 26.

Ge PzJg/12SS should enter as a 22 July reinforcement at hex E1701.

British optional paratroop markers for step loss & replacements were inadvertently omitted.

### **Bloody Omaha scenario setup**

US 5th and 2nd US Ranger battalions are reversed: the 2nd should land at Pt du Hoc.

US 81st Chem Mortar Battery: Add to US At-start

GE III/1716 artillery battalion and 10/AR1716 static artillery battery: Delete.

### **Cobra scenario setup**

**Weather:** Roll for weather normally beginning 26 July. All air points (see below) are available on the first day; consider the weather Clear. Use alternate percentage for weather effects:

Storm.....No Air	Heavy Overcast.....60%
Heavy Rain; No Air	Overcast.....70%
Light Showers....40%	Cloudy.....80%
Fog.....50%	Partly Cloudy.....90%
Clear.....100%	

Ge 91st Division should set up within three hexes of B3531, not 3744.

Ge Truck Counters start with divisions on Map B, not C

US XIX Corp, 959 FA Bn should be 969 FA Bn.

### **The Battle for Cherbourg scenario setup**

**Setup Area Change:** The Setup line should turn NW to the coast at hex A4216 (see updated Playbook).

**Armed Recon:** The Hit Number for points allocated are incorrect. They should be as follows:

1.....1/7	2.....1/6
3.....1/5	4.....2/7
5.....2/6	6.....2/5

The following 9 ship units should be placed in any legal sea hex:

Nevada, Texas BB Any legal sea hex  
Tuscaloosa, Quincy CA “  
Enterprise/Belonna, Glasgow/Montcalm CL “  
3x DD units (str. 3) “

### **Operation Epsom scenario setup**

**Allied Air:** There is no German AA in this scenario. Weather affects the air points as follows: **Clear:** 15, **Partly Cloudy:** 14, **Cloudy:** 12, **Overcast:** 11, **Hvy Overcast:** 9, **Fog:** 8, **Lt Showers:** 6, **Rain/Storm:** None. Subtract any previous air losses from these numbers.

**British 43rd Division** should not move until the 27 June night turn (not 26).

**Naval Units:** The following ships should be placed in any legal sea hex (replace the listed ones):

Rodney BB  
Roberts Mon

### **Operation Goodwood/Cobra scenario setup**

The following ships should be placed in any legal sea hex:

Rodney BB  
Roberts Mon

**Scenario Book Example of Play: Pg 36, Phase 2:** The units moving from Queen Green moving into the hex vacated by commandos would normally not be able to do this due to the EZOC from the 2 str SP. For the purposes of the example of shifting landing beaches, ignore this.

### **Campaign game setup/reinforcements**

The following rule is missing from the Campaign Game Setup instructions:

**German 709 and 716 Division Artillery:** The German player may choose to begin the game with the artillery battalion counters of these divisions on the map (they are listed below as “Optional” in the setup.) If so, they must remove all of the corresponding 709th and 716th division Static Artillery batteries listed in the setup. Also, the above mentioned artillery battalions in the German setup should be marked as “Optional”.

US 635th TD Bn (should be AT) is correctly shown arriving on 8 June. Delete the 635th TD Bn listed for 4 July.

US 81st Chemical mortar battalion should land at Omaha Beach, not Utah.

US 2/401st Glider Battalion should land at Utah Beach on 6 June PM (not via glider on 7 June)

**US 5th and 2nd US Ranger battalions are reversed:** the 2nd should land at Pt du Hoc.

**US 15th Combat Engineer** listed under 6 June PM is from the 9th Infantry Division, no 90th.

**US 3rd Armored Division** should enter as follows: 1/CCA, 2/CCA, 3/CCA, 83 Recon, 54 FA, 23rd Eng., 3A HQ on June 23; 1/CCB, 2/CCB, 3/CCB, 67 FA on June 24; 1/36, 2/36 and 3/36, 391 FA on June 25.

**US 5th Armored Division:** appears on 24 July as on the counters.

**CW Can 3rd and Brit 3rd** artillery units are listed as 25#, and should be M7 Priest. (*They were replaced with towed 25# in August*).

**CW 191/2 FA Regt** is shown on 6 June PM but should land at Gold.

**CW 13/18 of 27th Arm. Regt DD** lands at Queen White, Sword Beach not at Gold. (SY / 27 is not a DD unit)

**CW 1 ERY/27 Armd Regt** is a DD tank unit

**CW 19/2nd Can (Sexton) and 86th/2nd Art** should enter at Start (counter is correct)

**CW 12/DR of the 6th Airborne**, arriving on 7 June should land at Sword Beach not via Glider.

**CW 144 / 31 Tank Regt** arriving on 19 June; remove this unit (Also remove it from the Epsom scenario)

**CW July 30th Br reinforcements**, the 24/10 from the 1 Pol arm div. is actually the 3/10.

**Clarification:** From the Ge 30 Schnelle Brigade: The 30 47mm SP AT Co is the PzJg from the 30th.

**Ge 21 Pz Division Setup:** I/125 PzGren should begin the game at E1117 and II/125 PzGren at C3515.

**Ge naval batteries:** There are several where the location on the counter differs from the location in the playbook. In all instances except for the 4/MAA 260, use the location on the counter. The 4/MAA 260 should be placed in A1733. Also, there is no 2/MAA 260 with 170mm guns; delete that entry.

**Ge LXXXVI Corps HQ** enters on June 8.

**Ge 343 HQ and Pio BN** should be included with the 343rd reinforcements on June 10.

**Ge II/353 Art** is listed twice on the 17 June Ge Reinforcements. The second should be **III/353**.

**Ge 10SS HQ** arriving on 24 June should include ERS (3).

**Ge 17th SS Pio** listed on 10 July is a duplication. Ignore it.

**Ge 326th HQ** arriving on July 19: ERS should be three (3), not 0.

## **FREQUENTLY ASKED QUESTIONS & CLARIFICATIONS**

**5.2 Can Strongpoints be used to “Hold the Line” for purposes of this rule?** Yes.

**7.2 Does the CW Croc unit need to be attached to a division after the 6 June Invasion sequence?** No. These units do not use an attachment allocation. Neither do they cost any supply to use.

**7.6.1 What is the difference between Combat Supply and General Supply?** Combat Supply must trace from the unit, to its Division HQ, to a Corp HQ, to a supply source. (*i.e. A Division HQ may not “skip” a Corp HQ as with General Supply*)

**8.0 There is one reference in the rules (19.4.1) and one in the Scenario book (4.0) to a “Supply Phase”.** This is referring to the Weather Phase, when supply is received.

**9.0 How do I use and track Replacements and Replacement Points?** Generally, if it is an equipment-related unit (AT, Flak, artillery, tank) then it is built with all armor steps. Engineers, infantry, recon; these use infantry. The three exceptions that use a mix are

Mechanized infantry (or Pz Grenadier)  
Armed Recon (Aufkl)  
Schwere (heavy infantry)

See the chart under **9.5** on page 12 for details.

If it is a 1-step unit, use the “Full Strength Side” column for its loss/replacement type. If it is a 2-step unit, start with the same column to determine step type.

**9.3.5 Do Strongpoints and Coastal Artillery yield Remnant REPL?** No, they do not.

**9.6 says an HQ's stacking value equals the number of Feldersatz RPs underneath it. For the purposes of air/artillery at-tack, do the HQ+Feldersatz count as one unit or multiple units?** One unit.

**10.4 Are Artillery units flipped to their “MOVED” side if forced to retreat?** Yes; for both towed and mechanized.

**10.5 Can mechanized units, including artillery move from beach hexes (after landing) during the Mechanized Movement Phase?** Yes; and mech artillery may fire after landing if all other rules of artillery use are met.

**10.5 Is a mech artillery unit flipped to its “MOVED” side after moving in the Mechanized Movement Phase?** Yes.

**10.6 How should we treat the flooded hexesides near GOLD? Is it a full MP for INF to cross?** Yes.

**11.3 If subject to an Armed Recon attack, do bridges have any terrain modifier?** No.

**11.3 Do Reconnaissance type units receive a modifier vs. Armed Recon attacks?** No.

**11.4 Can Allied players use Ground Support (air) in Defense?** Yes. Update as follows: “As with artillery, to use Ground Support in an attack or defense....”

**12.3 Does a Point of Interest negate Mandatory attack?** Yes.

**12.5.4** Update as follows (*Nothing is really changed, but this may be easier to understand*):

Defensive artillery is applied exactly the same as offensive artillery support except as noted below:

Attachment rules (7.2) must be complied with

Defensive artillery support only requires that units be in General Supply, not Combat Supply.

If the defending units' Division HQ is not in General Supply, divisional artillery may not be used. However, in-range, Corp artillery units may be used if they are in General Supply.

Defending units that are OOS may receive artillery support if all other conditions are met, and they are within 3 hexes of another friendly unit able to trace General Supply.

*Example German units attack two 6th Airborne para battalions (one reduced - 8 total def) in Herouville. They have two panzer battalions and a Pz. grenadier attacking (10, 8 and 6 str.) The German player adds a werfer and a two 150mm artillery for a total of 40 attack strength. 6th Airborne Div is out of supply to Sword Beach as Pegasus is in German hands.*

*6th AB has its two 2-4 artillery units, but again, the division is Out of Supply. However, a 3rd Division infantry battalion in 2913, next to Benouville, is in supply and it is within 3 hexes of the defending units.*

*Just moved up to Sword Beach from Gold on the previous turn is the 52nd Hvy Arty regt (8-6) and it is available. "Getting on the radio", the British player applies the artillery unit and a Destroyer (3) from off, or 2-to-1. shore for a total of 11 artillery. A 40-8 (5-to-1) German attack just went to 40-19*

**12.6.2 Does the Combined Arms modifier count towards the +3 maximum modifiers?** Yes.

**12.10: Clarification:** If a non-mech artillery must retreat in combat, it is flipped to its "MOVED" side.

**12.10 If units retreat into a hex that is later attacked in the same phase, do they add to the defense?** No, but they will re-main in the hex if the original units must retreat.

**13.0 Artillery & Naval units firing alone:** Both the artillery unit and the spotter must be in supply.

**14.1 Is it possible to repair/destroy one bridge and start an Entrenchment in the same Engineering Phase?** Yes, if the bridge is adjacent to the hex you are going to begin digging in. Roll for repair or destruction, then place the Entrenchment marker on its "building" side.

**18.7 During the Beach Landing phases, artillery is permitted to fire in support of German units. If firing using a spotter (not in direct support of ground units) do terrain modifiers for artillery fire apply?** No, they do not.

**19.10 Can a division that has not entered the game be motorized?** No. Its HQ must have entered the game via the reinforcement schedule, but it may be in the landing queue or waiting to enter.

**20.7 Isolated Ost battalions are checked for removal during the end of turn phase, which by the sequence of play looks to only occur during the AM and PM turns.** This is correct; they are only checked after day turns.

**Sc 4.0 Cherbourg Scenario:** IG stands for Infantry Gun. 77 IG group is 13.Schw/77, 13 IG group of the 243rd division is 13.schw/243 and, for the 91st, 13.schw/91

**Sc 4.0 Cherbourg Scenario:** The game begins on the A.M. turn, but players should conduct the air allocation sequence before beginning play.

## The Paradrops

**9.3.5 Do losses sustained by the AB during the landing and in combat on the 6th and 7th June generate REM replacements?** Yes, they are accumulated on the track normally. Air-borne units may not use them, however, until 8 June.

**17.1 An off-target Pathfinder lands on an enemy unit. What happens to it?** Place the Pathfinder in the enemy-occupied hex. Conduct your paradrops as usual. Then eliminate the pathfinder.

**17.1 The 501/101st Pathfinder is aimed for a flooded hex. Can it land there?** No. Follow the standard procedure for a Pathfinder landing in a flooded hex (i.e. one hex in the 1-direction.)

**17.7 How do I land the parachute artillery, recon and engineer units?** All battalion sized units land as Glider units per 17.7. For artillery, also refer to 17.8. Parachute and Glider Artillery units land on their MOVED side.

**18.2 Other Units in Assault Hexes:** Update and clarify as follows: *They are placed alone and are not broken down for landing, and artillery units are flipped to their "MOVED" side (even if mechanized.) Both may stack as they move up in the queue*

**18.4 Do static Artillery and mobile Artillery units inflict Landing Casualties (17.2)?** Yes. They have a fire strength of (1) which represents their security force. Note that artillery units may not fire in support until Phase 2 of the Beach Landings.

**17.2 Landing Casualties: Flooded survival check question - The 82 AB engineer battalion is a 2 step battalion. All the other counters in the paradrop phase are 1 step units. Is the 82 AB engineer eliminated if it fails flooded survival or is it reduced 1 step?** They lose one step.

**17.4 Does a 1 always hit and a 10 always miss in the Paradrop and Landing Phase combat?** Yes.

**19.6.3 Clarification:** Tank units may not land as DD tank companies at **Juno Beach.**, unless playing that way as a historical variant.

**19.8 If the Pegasus bridge company is off-target, does the strongpoint guarding the bridge get a shot at it?** Yes. Does the company follow pathfinder or airborne rules for landing in a flooded hex? Airborne rules (i.e. roll for survival; on a 5 or 6, it is eliminated.)

## The Landing Sequence

**9.2.2 There is no beach listed for an Allied reinforcement – where do I place it?** If no specific beach is listed, you may land at any US or CW beach depending whether the unit is US, or CW.

**18.5 During the Beach Invasion Phases is combining Allied companies possible after movement, or does it occur only at the beginning of the Allied fire segments?** Combine them per 18.5, Allied Fire Segment.

**18.5 If using Emergency Naval Support, does the Allied player need to spend supply to fire, in addition to the cost for to provide the support?** Yes.

**18.7 What are the limitations to German artillery during invasion phases 2 & 3?** All units are considered "in-supply", but spotters and artillery must follow the limits of the attachments rules; i.e. Three units per division.

**18.9.3 There are more Strongpoints in the counter mix than necessary. Why?** Players should use (15) 4's, (15) 3's, (8) 2's and (8) 1's as per **18.9.2** in the rulebook. The extras are for replacements if some wear out or are damaged, and they could be used for potential player-made optional scenarios.

**18.5 And for the Germans, can they use the usual sequence in 15.4 to split or combine companies during the Invasion phases?** German units may not split or combine during the Invasion phases. They may do this only during their setup.

**17.4 Does the rule limiting artillery modifiers, "dr of 1 always hits, 10 always misses," (13.3, step 5) apply during the air-borne or Beach fire (both sides)?** Yes.

**18.2 Can Allied Headquarters, Artillery and Recon type units land in the three landing phases?** Yes, but they may not enter the beach into an EZOC.

**18.2 Can a mechanized artillery unit that lands in Phase 2 fire in Phase 3?** No.

**19.7 Are Assault Engineer companies eliminated if alone during the invasion phases, and can they be taken as a step loss?** They will survive if alone, but cannot be taken as a step loss as they are not a combat unit.