

Decision in France
Errata
14 September 2004

PRE-PUBLICATION ERRATA FOR RHINO GAME COMPANY EDITION

1. Example of Play on page 6: The Magnitude of Combat B is actually only Magnitude 1.
2. Rule 15.5, Case 6: Delete “conduct a Mobile Assault (see below).” Add at end of paragraph: “or a hex occupied by a friendly unit.”
3. Rule 16.2: Add Case 4: A stack may Mobile Assault only if it was stacked together at the start of the Combat Phase.
4. Rule 17.1: replace “use Operational Movement (it may” with “move or only”. Then delete the parenthesis at the end of the sentence.
5. Rule 17.2, Case 1: Clarification: Follow Up Reserves do benefit from any increase of the advance result causes by a Determined Assault.
6. Rule 17.2, Case 5: Change “rule 15.6” to read “rule 15.5, case 6”.
7. Rule 20.4: Add at the end of the paragraph: Each town and city located *between* the Supply Head and the Allied Entry Hexes is considered an Intermediate Supply Head. For this rule, a town of city is considered “between” if it has a LOC to an Entry Hex which is shorter (in hexes) then the Supply Head’s LOC to the same Entry Hex. An Intermediate Supply Head has all the same characteristics as the primary Supply Head.
8. Rule 25: Add Rule 25.6: Each time a German unit *enters* a hex occupied by an Allied Air unit it is immediately Strafed. There is no additional effect if more than one air unit is in the hex. German units may avoid the Strafing, if they stop in the hex and become Disrupted.
9. *Note the following item is deleted in subsequent errata:*
Rule 27: Add Rule 27.7: The German Player receives one additional Replacement on each Overcast turn. If the printed turn number is even then it is an Armored Replacement, and if it is odd it is an Infantry Replacement. During Poor weather turns (except turn 1) the German Player may replace one silhouette type unit. These Replacements are in addition to those indicated on the Turn Record Track.
10. Rule 28: Add Rule 28.4: Partisans and Scratch Forces are never doubled for Prepared Defense (rule 11.9).
11. Turn Record Track: The 343 (-1) on turn two should be 343KG.

SUBSEQUENT ERRATA

Most of this errata comes from the ConsimWorld discussion group.

Note that some of these items are already incorporated into the Japanese Command Edition.

1. Rule 7.1, Case E: Cross reference to 18.2 should be 19.2.
2. Rule 10.2, Step Six: Cross reference to 14.0 should be 15.0.

3. Rule 11.13: The defender may count mechanized steps for Armor Superiority. The attacker may count mechanized steps at half value (round down) for Armor Superiority. (This item shows how to handle the 17th SS Mechanized Division.)
4. Rule 12.1: Clarification: Determined Assault only increases Advance when there is an Advance or asterisk result.
5. Rule 13.3, Case 2: Cross reference to 18.1 should be 19.1.
6. Rule 14.1, Case 2: Cross reference to 23.0 should be 24.0
7. Rule 14.1, Case 3: Cross reference to 4.6 should be 4.7.
8. Rule 17.2: Clarification: Follow Up Reserves only get to Advance when the combat generates an Advance.
9. Rule 19.3, Case 3: Delete “create Reserves or”.
10. Rule 20.5, last paragraph: Add “silhouette units,” after “regiments”. (for AVRE unit)
11. Rule 24.6, Case 2: HQs don’t count when counting steps for this rule.
12. Rule 26.1: Place a Movement Marker on Build-Up units when they are landed on the Entry Hexes.
13. Rule 27.7: Delete this rule which was added in the pre-publication errata. (play balance adjustment)
14. Rule 31.2: Clarification: The counter mix is not a limit to creating Breakdown Units. If Breakdown Units are not available, substitutes from the same National Group can be used as long as the attack and defense values on the Breakdown Unit do not exceed the values lost by the parent unit when it shed the step.
15. Rule 31.2: Add: A parachute unit that sheds a step may create a parachute Breakdown Unit. A mechanized unit that sheds a step may create a mechanized Breakdown Unit.
16. Rule 31.4: Replace “A Breakdown Unit may restore a step to the type of division that could create it.” with: “An armored Breakdown Unit may restore a step to an armored or mechanized division. A mechanized Breakdown Unit may restore a step to a mechanized division. A parachute Breakdown Unit may restore a step to a parachute, infantry or security division. Motorized or infantry Breakdown Units may restore a step to an infantry or security division.” (prevents some types of abuse with Breakdown Units)
17. Rule 31.5: Three step German Infantry Divisions 225, 346, 708 and 711 all use rule 31.5 for their last step (use a one step Infantry KG for last step).
18. Rule 33: Sea Movement and Evacuation are forms of Naval Movement and therefore occur in the Movement Phase (see Expanded Sequence of Play on page 19).
19. Rule 33.2: Since Build Up occurs before Evacuation in the turn sequence, the intention to Evacuate must be noted ahead of time during the Initial Phase (when Build Up would usually happen).
20. Rules 37-44: All optional rules except Hitler’s Will are now standard.
21. Expanded Sequence of Play (page 19): Clarification:
 - a. Allied Initial Phase also includes:
 - i. Adjust Army Group Boundaries (Rule 38)
 - ii. Place Air Supply Marker (Rule 20.8)
 - b. Movement Phase also includes:
 - i. Create Reserves (Rule 17.1)
 - ii. [Allied] Repair Major River Bridges (Rule 4.3)

- iii. [German] At the beginning of the phase, remove all German Reserve and Movement Markers (Rule 4.5).
 - iv. [German] Roll for 15th Army Release (Rule 44).
 - v. [German] Place Reinforcements and reposition the Truck Unit.
 - c. Supply Phase also includes:
 - i. Reposition Traffic Markers (Rule 40)
 - ii. Reposition Air Units (Rule 23.2)
 - iii. [Allied] Plan Carpet Bombing (Rule 24.2) and Airborne Assaults (Rule 37.2).
- 22. Player Aid Card, Combat Results Table: On the 2-1 column, change the 5 result from an A1/D1 to a D1. On the 3-1 column, change the 4 result from a A1/D1 to a D1.
- 23. Player Aid Card, Determined Defense Table: Change the 5 result from a “D1/A1, -1 Advance” to a “D1, -1 Advance”. Change the 7 result from a “D1/A1, -1 Advance” to a "A1, -1 Advance.”
- 24. Setup Card, At Start Forces for July 25, 1944: German units in hex 2034 should be in hex 2134.
- 25. Map: Add a road starting from Bayeux (hex 1933) through 1932 to the British Entry Hex (1931) and then going to 2032. This road intersects with the existing roads in 1933 and 2032. (allows road portion of supply line traced to British Entry Hex)
- 26. US 83 Infantry Division counter: last step should be 0-1-3 (not 1-1-3).
- 27. German 711 Infantry Division counter: should have backside of 2-4-2 (step 2) – not 1-3-2 (step 1).