ZONES OF CONTROL

(A) (*Correction*): There is an error in the movement example given in this Case. Assuming the Allied unit has a Movement Allowance of six or greater, the correct movement expenditures are as follows: two Movement Points to leave an Enemy controlled hex, three additional Movement Points to enter an Enemy controlled hex, and three Movement Points to enter a Bocage hex (see Terrain Effects Chart Errata also).

ENTRENCHMENT

GENERAL RULE (*Clarification*): An Entrenched marker should be placed on top of entrenched units. Units may entrench in any terrain except in fortification hexes. Entrenched units may disentrench and attack during a Friendly Combat Phase.

TERRAIN EFFECTS CHART (*Clarification*): The effects of terrain on combat are *not* cumulative, i.e., defending units benefit from the single most advantageous terrain effect. The combat terrain effect for River hexsides is only applied when all attacking units are attacking across a River hexside. The fort hexes # QQ 29 and RR 31 are also to be treated as Bocage hexes, i.e., armor cannot attack units in these hexes, and Bocage hex movement costs are applicable in these hexes.

Note: The cost to leave an Enemy Zone of Control is one Movement Point for Allied units with a Movement Allowance of four or less, and two Movement Points for Allied units with a Movement Allowance of six or greater. The word "additional" may be ignored.

PARACHUTE INFANTRY

GENERAL RULE (*Correction*): The Allied Player receives *eight* (not seven) paratroop units at the beginning of the game.

(D) (*Clarification*): Paratroop units cannot move *or attack* until they are brought into supply. If attacked before they are brought into supply they have their Combat Strength halved for defense.

GAME-TURN 1 PLAY SEQUENCE

GERMAN UNIT PLACEMENT (*Clarification*): The fort hexes # QQ 29 and RR 31 are not considered partially sea-hexes. German units may be initially deployed in these forts.

PARADROP (*Clarification*): Paratroop units whose drop zones are occupied by German units must still consult the Scatter Table. If such units are scattered onto a non-German occupied hex, or an unoccupied hex, they may land safely. If, due to scattering, Allied paratroop units exceed stacking limiations, invert the excess units. As soon as the stack is in supply, the excess units must move to conform to the stacking limits. If they can't move, they are eliminated. After moving off, they are turned upright and can function normally. [The non-inverted units may move off the stack instead, so long as the Stacking rules are obeyed by the end of the first Allied Movement Phase in which the stack is in supply.] Inverted units are not counted in the Defense Strength of a stack, and are eliminated if the stack is eliminated, retreated

or involved in an exchange. In the case of an exchange, the inverted units are *not* counted by the German Player when matching Allied losses. Note: This errata pertains only to overstacking caused by Paradrop scattering.

ALLIED FIRST MOVEMENT PHASE (*Clarification*): Allied units may not use the road movement rate on the first Allied Player-Turn. They may, however, use bridges to the extent of crossing bridged River or Flooded hexsides by paying only the movement cost defined by the terrain in the hex being entered.

VICTORY CONDITIONS (*Clarification*): The Victory Points awarded for exiting Allied divisions (or division equivalents) off a particular map edge may only be scored once per map edge, i.e., there are no additional points awarded for moving more than one division off a single map edge. Similarly, Victory Points are only awarded for the single most deeply penetrating Allied unit regardless of the number of Allied beachheads.

LEVELS OF VICTORY (*Correction*): An Allied Decisive Victory is achieved if the Allies score 40 (not 49) or more Victory Points.

COMBAT RESULTS TABLE

EXPLANATION OF RESULTS (*Omission*): DR/AR: Units may not retreat in violation of Stacking limitations (Stacking limitations *are* in effect throughout the Combat Phase). Units which retreat into a Friendly occupied hex which is subsequently attacked during the same Combat Phase may not apply their Combat Strength toward the defense of the hex-group, but are affected by the results of the combat. ● ●

Normandy

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

The errata for *Normandy* follows the sequence of the *Normandy* rules folder.

GAME EQUIPMENT (*Omission*): A complete game of *Normandy* should include the following: one set of die-cut units, one mapsheet, one rules folder, one Allied Order of Battle sheet, two Combat Resolution Tables, and one die.

UNIT TYPE SYMBOLS (*Correction*): There are no Armored Infantry units in the *Normandy* counter-mix. The counter-mix *does* include eight Allied Naval Gunfire Support Mission counters and a number of Entrenched markers for both the Germans and the Allies. The top number on the Naval Gunfire units is the attack-support strength. The middle number is the defense-support strength. The bottom number is the range (in hexes) over which the Naval Gunfire units can support land combats (see naval Gunfire Support rules).

MOVEMENT

(C) (*Correction*): Units must be moved individually, *never* in stacks.

(L) (*Clarification*): It should be understood that units out of supply must move toward a *Friendly* supply source (area).

(N) (*Clarification*): Armor units may always move one hex (even if they do not possess sufficient Movement Points to enter a given hex) *only* if they are in supply. Unsupplied Armored units must pay the normal cost to enter each hex. Unsupplied Armored units may not enter a hex if they do not have sufficient Movement Points to pay the appropriate "entry cost."

COMBAT

(J) (*Correction*): Armor units may *not* attack, if stacked solely with units which have a "defensive" only Combat Strength (see Unit Type Symbols).

NAVAL GUNFIRE SUPPORT

(F) (*Clarification*): In effect, only one Naval Gunfire Mission may support an attack or defense of a *single* occupied hex. When a single hex-group of Allied units is adjacent to and attacking more than one German occupied hex, there is nothing to prevent the Allied Player from allocating a Naval attack-support mission against each German occupied hex except range considerations.

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