

5-18 Day of Days (3 May 17)

1.3a End: City terrain takes precedence over all terrain types for movement, combat, barrage and air drops.

1.5 Stacking ...all units in an overstacked hex can defend **and attack**. End of 1.5: If units in an overstacked hex move, they cannot end their movement overstacked.

1.8 Supply - Supply is traced **from** a supply source **to** a unit. The Allies trace from any controlled Beach hex or Road hex adjacent to a controlled Beach hex that isn't separated from the Beach hex by a Bluff hexside.

1.9 Artillery - Strongpoints can spot for any friendly artillery.
~~Artillery may fire at adjacent hexes without a Spotter.~~ (this erratum is no longer valid)
Clarification: Activated artillery may self-spot.

1.14c Non-banded Units - Non-banded artillery may barrage any target spotted by any Activated unit (including armor and panzer formations).

2.3b landing for Wave 3 (clarification). Units may be placed into hexes that are (or will be) overstacked, but must be distributed so that no beach hex is overstacked if possible. If that is not possible, each hex has must have the lowest stacking possible. Thus...

2.3c Insert Reinforcements between Preliminary Bombardment and Landings (for reinforcing naval units)

No allied overruns are allowed during Turns 1 and 2.

2.9 Beach connections (new) Beginning on Turn 7, each Beach Hex is considered to have a road in it that connects to any adjacent beach and road hex that is in clear terrain and not separated by a Bluff hexside

3.3c Strongpoint and any units stacked with them gain no defensive bonus for terrain **in their hex**, either for combat or barrage.

Pg. 11, Col 1: D43.08: WN 5, 716 Inf Div: 736 Inf Rgt (1/I Inf Co) should be set up in D42.08.

Pg. 12, Col 1:
~~A38.11: 101 Abn Div: 401 GIR (C/1 Glider Co, HQ/1 Mtr Co)~~
~~A37.11: 101 Abn Div: 506 PIR (A/1, B/1 Glider Co)~~

Pg. 12, Col 3: B62.21: 2 Ranger Bn (D, E Ranger Co)

Pg. 14, Col 3:
~~D40.19: 3 BR Inf Div: Div Troops (B/2MX MG Co)~~
~~D37.19: 3 BR Inf Div: Div Troops (41/20 AT Co)~~

Pg. 16, Col 1: **A32.16**: 91 Inf Div: 1058 Inf Rgt (10/III (-1 step) Inf Co) should be set up in A32.14.

Pg. 20, Col 3: C40.15: BR Independent (4 **RHA** Arm Arty Bn)

Pg. 21, Col 1: C30.**06**: 50 BR Inf Div: Div Troops (C/61 Rec Arm Car Co) should be set up in C30.**16**
C29.11: D/7GHo Inf Co should be C/7GHo Inf Co

Pg. 23, Col 3: D29.14: (C/1RUR, D/1RUR (-1 step Glider Co) should be **C/12Dev, D/12Dev** (-1 step) Glider Co)
A62.22: 243 Inf Div: 920 Inf Rgt (13 IG Co)

Pg. 24, Col 3: B25.27: 352 Inf Div: 916 Inf Rgt (13 **IG** Co)
C15.03: 17 SS PG Div: 17 SS Aufk Bn (5 SS Arm IG Co)) should be set up in C15.**33**

Pg. 25, Col 1: C21.16: Lehr Pz Div: 901 PG Rgt (1/I PG Co, **9** Arm Flak Co)

Pg. 26, Col 2: D35.06: 346 Inf Div: 857 Inf Rgt (5/II Inf Co) should be set up in D3**4.06**
D30.05, D29.06, and D29.05 857 Inf Regt should be 85**8** Inf Rgt.

Pg. 27, Col 1: Hex linking V and VII Corps is B46.34, not B27.34.

Pg. 28, Col 2: D/2MX **Mtr** Co

Pg. 31, Col 2: A62.22: 243 Inf Div: 920 Inf Rgt (13 **IG** Co)
Pg. 31, Col 3: A54.33: 709 Inf Div: **709** PJ Bn (3 Flak Co)
A40.28: 91 Inf Div: 1057 Inf Rgt (13 **IG** Co)

Pg. 32, Col 2: Off-map: CA Independent 3 CA Inf Div: Div Troops (**12 Fld, 13 Fld, 14 Fld Arm Arty Bn**)

Pg. 40, Col 3: Turn 10, Juno: BR Independent (4 RHA Arty Bn)

Pg. 44, Turn 21: LW FJ Div: 3 LW Pio Bn (**3/Pio, 4/Pio** LW Pio Co) Add: KG Bohm: 943 Inf Rgt (13 IG Co, 14 PJ Co)

Pg. 45, Col 2: 3 LW Fallschirmjäger Division, 9 FJ Regiment (**14**)

Play Aid 4: 88 Flak Co in D41.30 should be 200 PJ, not 200 Flak.

TRC: Change movement cost of cities to 1 rather than OT.

Bottom of Command Point Chart, change 'day' to 'turn'