

GD '40 (TCS #5) update for 4.0 rules

1.3 When using the optional rule, treat such units as being carried by trucks (B-0) and halftracks (B-1) in case they are attacked by some means. Like integrated carries (24.2) the decision needs to be made at the beginning of their move and lasts until their next action phase. Should enemy units be within the 20-hex range at the beginning of the owning player's action phase these units become instantly dismounted.

2.0 The Germans use the (5) row for artillery in GD '40.

2.3 Air Power - the updated tables are on the new Morale Sheets

3.1 The French use the (5) row for artillery.

3.3 The new air power table is located on the French Morale Sheet.

3.4 Vehicle Morale values reflect the average amount of French tanks that actually arrive.

3.5 Morale [change]. French Series "B" units only recover Battalion morale on 'even' hour turns (0800, 1000, 1200) etc.