Omaha (TCS #3) update for 4.0 rules

1.13 Shingle. The shingle modifier is not used against any attack which has a Low-Trajectory firer involved.

1.13a The Shingle and Retreat Movement. Units adjacent to the Shingle which receive an SYR result treat it as Paralyzed instead.

2.1i Landing Survival and Losses. All losses from landing do NOT count towards Battalion or Vehicle Morale.

2.2a LCT(R) Reminder: rules for the rocket attacks are found in 18.7f

2.3a Ignore references to voluntary SYRs throughout

2.6b Naval gunfire is treated as a battery of 155mm guns. It may only fire HE missions and uses the (3) column on the Artillery Adjustment Table, though usually it will be -2 for 7+ hexes distant from spotter.

2.6d When using this rule, simply roll for each battalion. On a '6' Infantry Platoons from that Battalion may spot for Naval Gunfire.

2.8 The US player uses the 3 row for adjustment. Ignore all references to TRPs.

2.9 Reminder - divide all ammo by 4 rounding normally as per normal 4.0 rules.

2.10 A-20 values: Area attack: 36, Point attack: 8+. Ignore references to strafing attacks.

3.3D Pill boxes are P-6 targets and treated as vehicles in Fire Mode. They have 1 step and are not subject to Vehicle Morale rules. Note: With the new point fire procedure, pillboxes can be defeated with mass attacks of point firers.

3.4c Rocket Pits can only be destroyed in Assault or Overrun combat. They have 1 step and are B-0 targets.

3.6 Hummel units fire as IGs OR as Mortars, at the owning players choice. It may only fire in one 'mode' per action phase. Thus if during the American Action Phase a Hummel fires direct fire overwatch like an IG, it cannot then fire direct overwatch as a mortar. Naturally when firing as a mortar is it limited to 1 attack per action phase as other mortar units. When attacking as a mortar a roll on the Artillery Point Fire Table may still be made as if they were firing as an IG.

4.1 note: Vehicles attached to a battalion are counted towards BN morale when lost or checking morale.

4.5 Use normal TCS 4.0 rules for on-map artillery.

4.6 delete

4.7 delete

4.9 Tow only mortars - use normal TCS rules 20.0f.