

Monty's D-Day

Addenda as of Jun. 15th, 2022

The Rules:

2.0, 2nd para. (correction): Refers to German Minefields and Beach Obstacles in 4.4, it should refer to Case 5.4.3.

10.2.8, Example (correction): In the last sentence, delete "and flipped so that their Movement Mode side is showing."

16.3 Remote Command (addition): The command distance for remote command is 8 hexes (a HQ's mobile command distance).

19.1.3 (correction): Last sentence, "west" should say "east".

19.1.4 British Set Up

Sword Beach (corrections): The text should say:

- Set up 1 x 12-3-0 artillery and 2 x 8-3-5 Self-Propelled artillery battalions.
- Set up the 3 (not 5). 4, 6 and 45 Commandos.

Juno Beach (correction): Place 1 x Armored engineer in the Landing Pool

Gold Beach (corrections): The text should say:

- Set up 3 x 8-3-5 Self-Propelled artillery battalions.
- There are 4 x 25-4-6 armor units, 2 from the 8 Bde and 2 from the 30 Bde. Choose any three and leave the fourth in the Gold Landing Pool.

19.1.6 German Set Up

(Corrections): The text should say:

- The 8-4-6 anti-tank (1352/21) listed is really a 4-4-6 in Combat mode, and counter is correct.
- The 4-4-0 radar unit listed is really a 2-4-0 in both modes and the counter is correct.
- The 8-3-0 artillery (3/716/716) listed is really an 8-2-0 in Combat mode and the counter is correct.

19.1.9 German Reinforcements

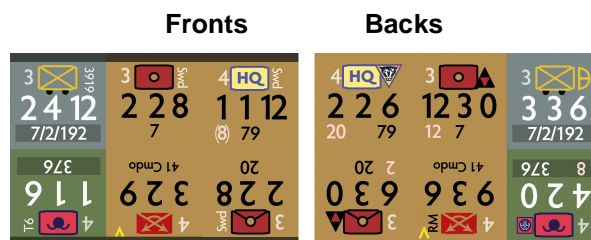
(Corrections): The text should say:

- **Turn 6** should be "(1500 hrs)" and should read "8-2-0 anti-tank or 6-3-0 Heavy Weapons unit".
- **Turn 8** should be "(1800 hrs)"

The Counters:

- The Gold Beach setup indicator printed on the 79th Armored Division HQ should be "Sword" instead.
- The 92nd Royal Artillery Regiment should have been printed with the 7th designation instead.
- The 49th Commando unit should be the 41st instead.
- The 92nd AT unit (British 3rd Div.) should have been printed with the 20th designation instead.
- The German 7/2/192/21 mot. company is printed with 2-4-12 in both modes. Should be a 3-3-6 in Combat mode.

Use the replacement MDD (and the one BDD) images below to update your set(s).



The PAC:

TEC Sea Wall: Movement Effect (correction): This should state "+1 MP to cross a breached wall hexside, otherwise prohibited."

TEC Hill Hexside: Combat Modifier (addition): "if higher than attacker"

The Map:

Hex 1510 should have Beach depicted in it (so that Armor can move through it).

The Magazine:

Table 20 (correction): Table 20 lists British fighters having metric armaments, the 7.7mm is .303, and the Spitfire IX had 2 x 20mm and 4 x .303.