Monty's D-Day
Addenda as of May 1st, 2023

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.

The Map:

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

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."

10.6.1, Disruption Effects (clarification): Disruption does not affect an HQ's command ability, units in its division are still considered in command (divisional artillery can still bombard, etc.).

13.3, Garrisons (clarification): No more than one garrison unit can be in a fortification.

14.1.5 (correction): Change the words "Improved Position" to "Strongpoint" in this sentence.

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
British 3rd Infantry Division listing: This should say:
- **(correction):** The second to last line should say, "2 x 8-3-5 self-propelled artillery battalions (33 and 76),"
- **(correction):** The last sentence should say "4 x 9-3-6 (not 9-3-4) Royal Marine Commandos (3 (not 5), 4, 6 and 45)." Counters are correct.

Canadian 3rd Infantry Division listing: This should say:
- **(addition): "**Place 1x 9-3-5 (79th) armored engineer in the Landing Pool."

British 50th Infantry Division listing: This should say:
- **(correction):** The second to last line should say, "3 x 8-3-5 self-propelled artillery battalions (86, 90 and 147),"
- **(correction):** The last line should say, "4x 25-4-6 armor units, 2 from 8 Bde and 2 from 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)"

When playing the individual games on their own, use the surprise rules as printed for each game. To clarify the rule for the combined game, use the following rule:

19.4.7 German Surprise (addition/clarification): On turn 1, German units east of hexrow 21xx of the BDD map to the 05xx hexrow of the MDD map AND those units east of the 21xx hex row on the MDD map may not move until the German player-turn of Turn 2. The German player may freely select 5 units west of the 21xx hex row on the BDD map and 5 units from hex rows 06xx to 20xx on the MDD map to move and fight normally on turn 1. Other German units west of 21xx on the BDD map AND from the 06xx to 20xx hex rows on the MDD map are freed to move and fight normally if at the beginning of the German Movement Segment on Turn 1 they are within four (4) hexes of an Allied unit. All restrictions on the German player are removed as of his Movement Segment on Turn 2.

Note: Bayeux Garrison Use rules as printed.

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 Solo Game Rules:

Solitaire Action Table Header (clarification): Implied, but not stated is that the header atop if the SAT should say, "Distance from unit's Commanding HQ (to the BH or DZ) in hexes."

20.3, Solitaire Actions (clarification): Reinforcements are not considered to be "in play" or conducting actions until they have arrived on the game map (i.e., the hex grid).

20.3.1, Solitaire Action Table (suggestion): To make the solo game a bit more unpredictable in play, when rolling for a HQ, first make a 1D6 roll: Odd number, shift the column to be rolled on down by 1/2 (rounded up) of the number rolled. Even number: shift column to be rolled on up by 1/2 of the number rolled.

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 Motorized Company is printed with 2-4-12 on both sides. Should be a 3-3-6 in Combat mode.

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

Fronts   **Backs**