

Utah Beach Errata and Clarifications – 07/01/2024

Exclusive Rules:

3.3.1 Drop Table Results Explanation

R result: Add the sentence “Place the replaced Units in the Straggler box on the parent Airborne Divisional Display.” to the end of the paragraph. (page 14)

4.4.4(c) Ships Spotting Targets – Using Spotters

Clarification: The first sentence should read: Any In Command Unit can spot for any ship, except for American airborne divisional units (which are covered in Rule 6.0 Random Event Roll of 4).

16.8 German Independent Flak Units

These white-stripped units were Korps-level assets and were not attached down to the divisions. However, they were given orders by the tactical commanders in the area in which they were operating, so in game terms they can be commanded by any leader that is within command range in accordance with Series Rule #21.6.2. They do not have organic transportation and can only move (other than by prolong if they have a movement rating of “**”) by using the Tross/Flak 30 transportation units, see Exclusive Rule #12.0 (page 34)

Scenario Book #1:

Learning Scenario

Clarification – In both learning scenarios, the 101st ABN Div Activation Chit is placed in the mug after the first turn in accordance with Series Rule #9.0

Clarification – “The Battle for the Batteries” – for the Victory Conditions, only the Primary Task changes, the Secondary and Tertiary remain the same from “The Battle for Brécourt Manor” scenario. (page 5)

Introductory Scenario #1: “We’ll Start the War from Right Here”

Clarification – There are no terrain modifiers for off-map artillery parks in this scenario. (page 8)

Introductory Scenario #2: “Storming Utah”

Clarification – There are no terrain modifiers for off-map artillery parks in this scenario. (page 11)

Exclusive Rules in Use should reference 17.1 Allied Air Power instead of 16.1 (page 10)

Introductory Scenario #3: “Voie de la Liberté Km 0: The Race to Defend Ste-Mère-Église”

Under the set-up for Independent Units, 709.Infanterie-Division: Add the following (this unit is attached to 91.Luftlande Infanterie-Division). (page 13)

Under the Master Reinforcement Guide the words “Eastern Reinforcement Hex A (29.030)” should be replaced with “American Reinforcement Hex 1 (29.030)” and the corresponding marker should be used to denote the hex. (page 15)

Intermediate Scenario #3: “Utah and Omaha: United at Last”

Clarification – Under the Regimental Composition section, there are 2 battalions (II./Gren 914 and Ost 439) from the 352.Infanterie-Division that are listed as “additional formations”. This should say “additional battalions” to prevent confusion.

Intermediate Scenario #4: “The Tough Hombres See the Elephant”

Under Scenario Special Rules #5, add the following sentence: The Allied Player may place up to 2 (1 if the weather is Overcast) of these Fighter Bombers on interdiction on the Naval & Air Display.

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Scenario Book #2:

Advanced Scenario #1: “Westward Ho!”

Under Scenario Special Rule 1, add German Reinforcement F (52.063). (page 6)

On page 17, there are several references to both 265.ID Reinforcement Hex A (52.067) and Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067). Both of these reinforcement hexes are off the playable map for this scenario. Replace them with German Reinforcement F (52.063). (page 17)

Advanced Scenario #3: “The Ivy Creeps North”

The last paragraph of the Markers section should read: “The 1st Bn 505th, 2nd Bn 505th, 3rd Bn 505th, **1st Bn 502nd, 2nd Bn 502nd, 3rd Bn 502nd**, 1st Bn 506th, 2nd Bn 506th, and the 3rd Bn 501st Straggler totals are set to “0”” The corrections are in red. (page 37)

Scenario Book #3:

Campaign Games #2, #3, and #5

When rolling for Allied Air Power, follow Exclusive Rule #17.1 Allied Air Power when determining the number of Air Support units available.

Charts:

9th Infantry Division Chart

Add a box for “Air Support” and a box for “Supplied” to this chart in the indicated location. This should be the same as other American Divisional Charts. An updated chart is provided on the MMP website.

The image shows the 9th Infantry Division chart from the game. It features a portrait of Major General Mantor S. Eddy, a command rating section with boxes for 5 (3+RGTs), 4 (2 RGTs), and 3 (1 RGT), and a dispatch rating section with boxes for 4 (3+RGTs), 3 (2 RGTs), and 2 (1 RGT). A red box highlights a space between the command and dispatch ratings, intended for a new 'Air Support' and 'Supplied' box. The chart also includes a general records track (0-19), a troop quality change section (-2, -1, 0, +1), an artillery park contents section (4 ARTY PARK boxes), a regimental composition section (39TH IR, 47TH IR, 60TH IR), and a victory conditions track (PRIMARY TASK, SECONDARY TASK, TERTIARY TASK, BANKED VICTORY CHIPS). A text box on the right explains where to place reinforcements. The logo 'THE GREATEST DAY. UTAH BEACH' and copyright information are at the bottom right.

Beach Overlays:

Both the Actual and Planned Beaches

The note above the German Beach Defense Track should read: “Note: Roll of 9 on Beach Obstacles or Sea State: Apply drift according to charts in the Exclusive Rules (4.2.1 or 4.2.5); Roll of 9 on Naval Gunfire: Phone Lines are cut (16.1)”

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The Greatest Day: Utah Beach Half Sheet of Counters

Errata Counters

The half sheet of markers in The Greatest Day: UtahBeach includes errata counters for:

Operation Mercury

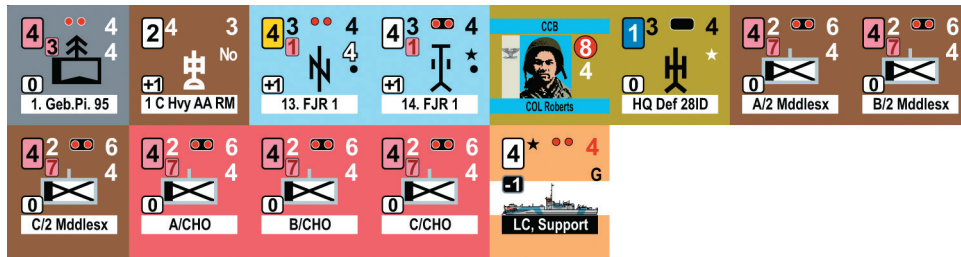
1. 3.Geb.Pi 95" should be "1.Geb.Pi 95". The error is on the front of the counter, the back is correct.
2. 1 C Hvy AA RM should be a zero-step Unit, not a 1-step Unit.
3. 13. FJR 1 and 14. FJR 1 counters used for Scenarios 1 and 2 (the ones with the dots) should be labeled 13. FJR 1 and 14. FJR 1 on the backs, not 13.FJR 2 and 14.FJR 2.

Race for Bastogne

1. The Leader counter, COL Roberts should be labeled CCB.
2. HQ Def 28 ID is a zero-step unit with no Assault value.

The Greatest Day; Sword, Juno, and Gold Beaches

1. A, B, C/2 Mddlesx, 3rd Infantry Division are missing a 2 superscript for range.
2. A, B, C/CHO, 3rd Canadian Infantry Division are missing a 2 superscript for range.
3. One of the LC Support Ships for Gold Beach has the wrong value—a 3 (red) Direct Fire Value. It should have a 4 (white) Direct Fire value.



Generic System Markers

The remaining counters on the half sheet contains generic system counters that can be used in other GTS games as well as The Greatest Day: UtahBeach if needed.