

UTAH BEACH ERRATA & CLARIFICATIONS v2.2

(15 JULY 2025, NEW ENTRIES MARKED WITH DOTTED LINE)

Exclusive Rules:

2.1.2 Woods

Change the last sentence in the second paragraph to: “This modifier is ignored if the Fire Rating of the firing Unit is black, brown, orange, green or yellow, and firing at Unarmored Target. (page 7)

2.2.2 Ridges

Replace the first paragraph in this rule with “Ridges are sharp rises in the ground that influence movement, combat, and Line of Sight. A Ridge hexside blocks LOS unless the Ridge hexside is part of the firing Unit’s hex or the target Unit’s hex. No more than one Ridge hexside may be crossed when drawing the LOS between the firing and target Unit’s. (Again, LOS is blocked between two Units, both of which are adjacent to different Ridge hexsides.) This restriction applies to both Crests and Ridges so if one is adjacent to a Crest and the other is adjacent to a Ridge, then LOS is blocked.” (page 9)

2.4.7 Bridge Building

Replace the last sentence in the first paragraph with: “In subsequent activations, the Treadway Bridge or Ponton Unit (using its dismounted side) can be activated by an active leader that is within range (per Series Rule #21.6.2 Activating White-Striped Units) and it has to pass a TQ check to build the Bridge. This is an Engineering Action.”

Add the following to this rule: A Treadway Bridge or Ponton Unit can not be placed in an IP or Ent once it has built it’s bridge.

These assets were designed to support, maintain, and repair their respective river crossing assets, which means they need to work outside defensive positions

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)

3.4.2.(iii) – Straggler Recovery – Nine or Greater

**Clarification:** This rule takes precedence over all other Straggler Recovery outcomes. If you roll a modified 9 or greater, use this outcome instead of any other, even if they meet the requirements of the other rule. Remember a “9+” is always a failure.

4.2.1 Beach Obstacles on the Beach Overlay and 4.2.5 The Sea State on the Beach Overlay Reference the Drift rules

Retrofit for Gold, Juno, and Sword Beaches. If any players would like to use the Drift rules in Utah Beach for the previous game, the following charts explain the shift associated to those beaches. These shifts are applied if a 9 is rolled for the Beach Obstacles or Sea State and is applied based on looking at the landing area from the Allied offshore area.

Gold Beach			
Jig Green	Jig Red	King Green	King Red
1 Left	2 Left	2 Left	1 Left

Juno Beach				
Mike Green	Mike Red	Nan Green	Nan White	Nan Red
No Shift	1 Right	1 Right	1 Left	1 Left

Sword Beach	
Queen White	Queen Red
1 Left	No Shift

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). (page 21)

4.5.1 The Landing Subroutine Generally

Replace the first sentence in this rule with: During NSoP Step 4 the Allied player must land all of his Units in Landing Wave boxes on to Beach hexes.

11.1 Creating a Ferry

Add the following to this rule: A Ferry Unit can not be placed in an IP or Ent once it has created the Ferry. It is hard to be in “cover” when you are paddling across a river.

11.2 Using Ferries

Replace the first paragraph in this rule with: Remember that only Leg Units may use a Ferry. A friendly Unit in Column in a hex containing a Ferry, or the Ferry Unit that created it, can move across the River between the two hexes by paying half of its printed movement value, rounded up. (page 30)

12.0 Divisional Trucks/Jeeps

**Clarification:** In order to use a Divisional Truck/Jeep, a unit must be a Leg Unit that does not have Organic Transport and be In Command of the owning division (ie. the division the unit is attached to is the only division that can supply a Divisional Truck or Jeep). (page 30)

13.6 Independent Artillery Units

Both American and German Corps Artillery Units are included in the game as VII Corps or German Independent Units. These Units are auto-command while outside of artillery parks (the counters reflect this with a red TQ). When inside an artillery park they are treated as an organic Unit of the division that owns the park – thus there is no radio contact modifier for making contact with a leader of that division. Clarification: an Independent Artillery Unit can form an Artillery Park for any division that is currently on the map, but it is then considered part of that division for purposes of contact rolls and remains that way until it leaves the Artillery Park, or the Park is disbanded. (page 32)

16.3 Bocage

**Clarification:** Add the following sentence to the third paragraph in this rule - If a German Unit under a Bocage marker possesses a FZ of greater than one hex and an Allied Unit attempts to move into that FZ, or attempts to remove a Cohesion Hit by conducting a Rally Action (in daylight hours) in that FZ, the German player may, at his discretion, momentarily reveal his Unit in order to deny or alter the Allied players action. (page 33)



**Clarification:** If using an Engineer unit to assist another unit in Bocage to build an Improved Position or Entrenchment, the Engineer Unit cannot be in Bocage. If an Engineer unit is digging itself in and wants to be in Bocage as well, the Bocage must be conducted first and then it can build an Improved Position or Entrenchment, but once in Bocage it can only build defensive positions for itself. (page 33)

### 16.5 German Hunter Killer groups

Once these groups are placed per this rule, they may immediately fire or assault (as stated in the rule). Either of these actions is handled like a normal fire or assault action, using the Series Rules. Specifically, if assaulting a bravery check is required. (page 34)

### 16.8 German Independent Flak Units

**Clarification:** 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)

### 17.2 Night Restrictions on the US Army (but not 101st and 82nd Airborne Divisions)

**Clarification:** This rule applies to all American Formations except the 8 organic formations within either the 82nd or 101st Airborne Divisions. If there is a non-organic battalion in one of these 8 formations during a night activation, it will activate normally as part of the formation.

### 18.6 Roaming Units

**Clarification:** This check is conducted at the moment a unit is going to move more than twice the range from a Leader that can command it. This roll could be at the beginning of a movement action or in the middle of one. If the roll is passed, the unit may move freely for that activation. If the roll is failed the Unit must move in a manner to decrease the range to a leader that can Command it, which may be a single hex or multiple hexes (bottomline is that the Unit must be closer to the leader at the end of the activation than when it failed its roll under this rule). (page 36)

### 18.9 Roaming Units

The rule is in effect if “A wheeled or tracked Unit that is defending during an assault, that cannot draw a Line of Sight to a friendly dismounted Leg Infantry Unit...” (first sentence of the second paragraph) The addition of the type of Leg unit is to preclude a Leg Gun Unit from providing Infantry Support to the vehicle. (page 37)

### General Scenario Comments:

For any scenario that has a Night, 5 June turn, all German units should have a -2 TQ for that turn. Each Division is marked with their variable troop quality, but this also applies to all German Independent units. This TQ modification is removed on the 0700, 6 June turn – returning all German units to a 0 TQ adjustment.

In the scenarios that include the use of the Bomber Support Units, it should state that these units attack with a 5 orange – all terrain and defensive modifiers are included, instead of yellow. The counters are correct.

If there is an \* with the starting location of a unit, it indicates that the historical location of the unit was off the scenario map. It is placed in the indicated hex instead for the particular scenario.

Any reference to Wn 10 should state Stp 10. This is found in several locations at the Night, 7 June, 1944 turn allows the German player to convert Wn/Stp units into Gren 919 kompanies.

### 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”

In the German Coastal Batteries open fire event, the rule reference should be 4.7.2 for the NSoP Step 3. (page 6)

**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”

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. (page 39)

### Scenario Book #2:

Any reference to III./Art. 177 – Contact Pending marker should be deleted from the scenario. These were direct fire 88mm guns instead of IF artillery. This occurs on pages 14 and 32.

#### Advanced Scenario #1: “Westward Ho!”

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

During the Night, June 9, 1944 turn – under Allied Reinforcements, the 87th Arm FA entry should be dot underlined. (page 14)

The 9th Infantry Division engineer and artillery units that arrive prior to the Division Activation Chit being put in play (0700, June 12, 1944) are treated as pure independent units, which can be commanded by any leader they are in range of. They receive a move activation during the Direct Command chit in order to enter the map on their arrival turn. These units revert to 9th Infantry Division control on the 0700, June 12, 1944 turn. Disregard if Situational Objective #3 is being used as the Division Activation chit will already be in play prior to their arrival. (pages 15-16)

During the 2100, June 11, 1944 turn – Add an Allied Event that states: Add 801st TD Bn attachment marker to either the 82nd Airborne Division, the 9th Infantry Division or the 90th Infantry Division Regimental Composition, Allied players choice. (page 16)

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 #2: “Was Leigh-Mallory Correct?”**

During the 2100, June 11, 1944 turn – Add an Allied Event that states: Add 801st TD Bn attachment marker to either the 82nd Airborne Division, the 9th Infantry Division or the 90th Infantry Division Regimental Composition, Allied players choice. (page 34)

**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:**

Any reference to III./Art. 177 – Contact Pending marker should be deleted from the scenario. These were direct fire 88mm guns instead of IF artillery. This occurs on pages 36 and 70.

**Campaign Game #1: “One Great Day”**

The 6. gem Flak 153 listed in the set-up is a duplicate and should be deleted. The actual unit 6./gem Flak 153 is listed in its correct location. (page 5)

Clarification: Obstlt Heyna is in his command post off-map and so any 352.Infanterie-Division units with a phone symbol are considered to be In-Command for the entire scenario.

**Campaign Games #2, #3, and #5**

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

Remove both *Maisy I Bty* and *Maisy II Bty* from the game on the 1300, 9 June turn. They were captured by units from Omaha Beach.

Clarification: During the 0700, 10 June turn, the 17.SS-PzGr.Div. Activation chit is added to the mug. This division does not receive its Command or Dispatch ratings until 1700, 10 June, and therefore do not receive any Command or Dispatch Points until that time. (pages 37 and 70)

**Campaign Game #2**

Clarification: The four units of III./Gren 1058 are part of the 91.LL Division instead of the German Independent Regiments and already attached to KG Heydte at the start of the scenario. (page 15)

Clarification: The 5./Geb.Art. 191 is part of the 91.LL Division instead of the German Independent Regiments. (page 16)

**Campaign Game #3**

Move the statement “(Start using this Guide if playing Campaign Game #5)” from the 0700, June 11, 1944 turn to the 0700, 10 June, 1944 turn. (from page 38 to 37)

**Campaign Games #3, and #5**

Add the following line to the Allied Events for 1100, June 7, 1944 – Set the 90th Infantry Division Troop Quality to: 0 (pages 31 and 65)

During the Night, June 9, 1944 turn, Delete the reference to the III./Art. 177 – *Contact Pending* marker. This marker does not exist, as the III./Art. 177 is an AT battery which can not conduct Indirect Fire. (pages 36 and 70)

**Campaign Game #4**

Add the following KG Simon setup to the scenario file: (page 46)

**KG Simon, 243.Infanterie-Division (units are immobile until released, or in LOS of an American unit, whichever comes first):**

- 1./I./Gren 921: 105.031
- 2./I./Gren 921: 100.039
- 3./I./Gren 921: 106.037
- 4./I./Gren 921: 101.034
- GrW.II./921: 104.037
- 10./III./Gren 921: 103.050
- 11./III./Gren 921: 98.055

**Campaign Game #4 and #5**

Add the following line to the Allied Events on the 1500, 6 June, 1944 turn: “The 101st Airborne Division now has a Command Rating of 10 and a Dispatch Rating of 5.” (pages 53 and 63)

**Campaign Game #5**

The Allied Event on Night, June 6, 1944 applies to both the 82nd Airborne and the 101st Airborne Divisions, not just the 82nd. (page 64)

Add a note at the end of the Night, June 9, 1944 turn of the Master Reinforcement, Withdrawal, & Event Guide stating: “The rest of the Master Reinforcement, Withdrawal, & Event Guide is included in Campaign Game #3, starting with turn 0700, June 10, 1944, which is found on page 37.” The additional entries on pages 70 and 71 are identical to the entries for Campaign Game #3. (page 70)



## Charts:

### Combat Results Table Chart:

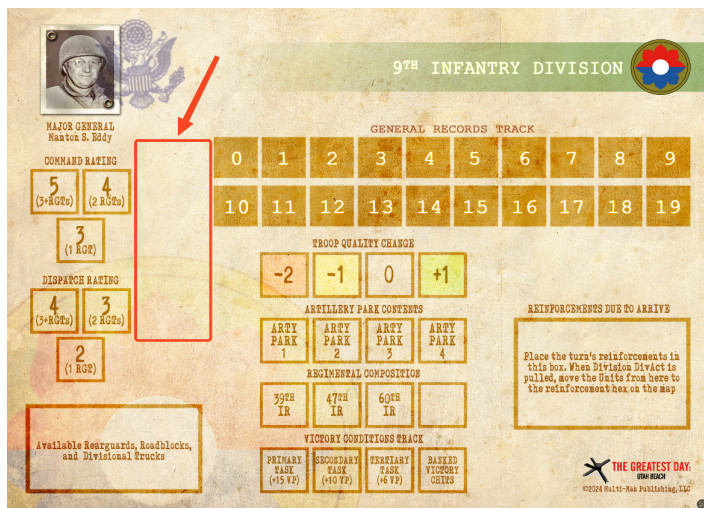
Under the Assault Fire Rating Modifiers, the 3rd bullet should read “American Airborne at Night (+3)” instead of Airborne Airborne.

### Terrain Effects Chart Notes:

The first sentence of Note #6 should be removed. The note should only state: “German Units may enter Bocage (16.3) in a Hedgerow hex.

### 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.



## Included Errata Counters:

The half sheet of markers in The Greatest Day: Utah Beach 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 Mddlex, 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.



## 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 0 on Naval Gunfire: Phone Lines are cut (16.1)”

## Counters:

The **backside** of the following 7 German Units (all in the 91.Luftlande Infanterie-Division) should have a firepower rating of 2 instead of 3:

- 3./I./Gren 1057
- 5./II./Gren 1057
- 6./II./Gren 1057
- 7./II./Gren 1057
- 5./II./Gren 1058
- 6./II./Gren 1058
- 7./II./Gren 1058

The backside of the KG Heydte AT Nachhut should be the 2.FJ.Div symbol  as a reference