

Campaign Study #3

Addenda as of Dec. 1, 2020

Bradley's D-Day:

The Counters:

82nd Airborne, 376th Artillery (correction) should have a "T6" entry printed on it.

The Map:

(Corrections): For hexes 4824 and 5025, the water should be grey and not light blue.

Scatter Diagram (correction): The Scatter Diagram has two "6's" on it. According to the Example given on page 5, the second "6" two hexes NW of the middle hex should be a "9".

The Rules:

The correct e-mail address for game questions is: gamesupport@atomagazine.com

3.1 Game Turn Summary, End of Turn Segment, Adjust Markers, third line (addition): add "(two spaces if current turn was a night turn or Turn 8)" after "one space".

5.0 Turn 2 should say (0700 hrs).

5.1.6 Delete the "Exception" in this rule. Case 5.1.11 is correct.

5.3.5 This rule should be deleted.

5.4.3 German Minefields and Obstacles (rewrite): In constructing Atlantic Wall defenses, the Germans devoted great effort to erecting obstacles to amphibious invasion.

a) The German player is given five (5) Mine points, which he secretly allocates to the two Beach Areas (Utah and Omaha) before the game starts. Note number of Mine points allocated to the Beach Areas on a slip of paper.

b) No more than 4 Mine points can be assigned to one landing Beach Area.

c) The number of Mine points in a Beach Area is used as a +DRM if the assault landing roll is >7 and a -DRM if the landing roll is ≤7 when rolling for displacement.

d) Mines/Obstacles can be cleared by Allied engineers (Section 15.1).

e) When resolving the Landing Casualties, the Mine points allocated to that Beach Area are added to the German CF total to find the resolution column for units landing in a hex of that Beach Area.

6.1.7 (clarification): Artillery is moved onto the beach hex at no cost but cannot move further.

10.2.7b Direct Gun (clarification) Direct Gun units firing at non-armor units use the Mixed row for combat resolution.

15.1 Engineers and Beach Obstacles (rewrite):

A non-armed Engineer unit that is in a Beach hex of a Beach Area can reduce the level of Minefield/Obstacles in that Beach Area.

15.1.1 To attempt to clear the Minefield/Obstacles, the undisrupted engineer unit in Combat Mode expends all its MPs to perform this.

15.1.2 The Allied player then rolls 1d6. If the result is 1-5, the Minefield/Obstacle level has been successfully reduced by 1. The German player should adjust his level note for that Beach Area to

reflect this reduction. If the result is a 6, the level is not reduced and the Engineer unit is marked Disrupted.

15.1.2 A maximum of 2 levels can be reduced per Beach Area by this method per turn.

15.1.3 Once the Mine/Obstacle level has been reduced to 0, the German player must announce this to the Allied Player.

16.2.4 (addition): Artillery units that have no HQ in the game are considered independent.

16.2.5 (addition): American units on beach hexes are considered in command.

The Scenarios:

18.0 (clarification): The German player will place all scenario specified available at start garrison units (one per eligible hex). Allied reinforcements arriving "By Sea" are placed in the Beach's Landing Pool Box. Air Landing Units are placed in either of the Division's Drop Zone boxes.

Rule 18.1.1 (correction): The stats listed for the IV/352nd Artillery should be 10-2-0.

18.1.1 (clarification): The II/94 starts outside of the Scenario play area. The German player must move the unit so that it enters the play area as quickly as possible.

18.1.2 Turn 12 reinforcements (correction): The stats listed for the 513, 517 and 518 of the 30th should be 5-2-6s.

18.1.3, Independent units (correction): The "203" Engineer unit listed should be "20/V".

18.1.4 Turn 7 (correction): 47th British Commando should arrive on the East Edge between hexes 6126-6130 and not "by Sea at Port en Bessin." Also its CF should be listed as 8 instead of 10.

18.2 second sentence (correction) Change "Average" to "Falling".

18.2.1:

German 709th Division (correction): The Engineer's values should be "5-2-4".

German 91st Division (addition): The 191st Armor unit is placed in hex 0219 (the counter notes this).

German 91st Division (correction): The 91st HQ and Fus. unit should be setup in hex 0219 and not 0129 (counters are correct).

German 91st Division (correction): The I/1058/91 unit should have a setup hex of 0609 (the counter is correct).

18.2.3:

82nd Airborne Division (clarification): The 82nd Airborne Engineer unit has an ID of "307" on the counter.

4th Infantry Division (clarification): The 4th Armored Cavalry unit is actually an Independent attached unit.

18.2.4 Turn 11 (correction): "977th" should be "907th"

18.3.2 Turn 3, German II/1057/91 (correction): This unit should be noted as a "6-2-4". Also "Ack 7th Strm" should be "AOK 7" to match the counter.

18.3.4: Turn 6 (addition): Add “By Sea at UTAH: 82nd Airborne Division: 376th Artillery (4-2-0)” to this reinforcement text.

Turn 8 (correction): “82/82 Antitank” should be “80 Anti-Aircraft”

Turn 11 (deletion): Delete “By Sea at UTAH: 82nd Airborne Division: 376th Artillery (4-2-0)”

18.4.1 Additional Allied Reinforcements (deletion): This was supposed to be deleted. The units are shown in the regular reinforcements.

18.5.2 (Corrections):

Turn 8: "A/I/12th Panzer Company (14-5-6)" should be "4/1/12 Panzer Company (16-6-6)"

Turn 9: "B/I/12th Panzer (14-5-6)" should be "5/2/12 Panzer Company (12-5-6)"

Turn 10: "A/2/12th Panzer (40-5-6)" should be "II(-)/12 Panzer (32-5-6)"

Turn 12: "B/II/12th Panzer (40-5-6)" should be "I(-)/12 Panzer (40-6-6)"

The Charts:

Optional Bombardment Table (correction): The rules reference should be 19.2.

TEC. Sea Wall (correction): “unbreached” should be “breached”.

War with a Vengeance!

The Rules:

7.1 V-1 Deployment Segment (correction): Players roll on a D10 and consult the V-1 Availability Table (not Launch Table) during this segment.

7.2 Allied Bomber Segment (change): With a successful bombing attack the Launch Site marker (not bomber unit) is turned over to show the Launch Site now has a reduced launch capability (not suppressed).

8.1 Impulses (clarification): Use the 0 space on the Record Track for the 10th Impulse.

- **Second Bullet (corrections):** A normal Launch Ramp site will launch three V-1s each impulse. A Reduced status Launch Ramp will roll each impulse on the V-1 Launch Ramp Table to determine how many V-1s can be launched. In addition, the reference to launch site 1 should be to launch site A.
- **Third and Sixth Bullets (correction):** Disregard the grey color reference to Target locations.
- **Fourth Bullet (correction):** Fighters can be placed in any red or grey (not yellow) FP area.
- **Seventh Bullet (clarification):** Air units have a yellow CF on their reverse to denote they are “in the air” for a second impulse.

8.1 V-1 Attack Segment (addition): Add to the end of this section: "Air Defense markers are returned to the opaque container for re-use after the V-1 attack is resolved."

11.0 Winning the Game (correction): An Allied Major Victory is won with 59 (not 50) or fewer VP.

The Charts:

(Clarification): The V-1 Availability Table is printed on the small, separate sheet with the other tables (and not on the map).

(Correction): Use a D6 (not D10) on V-1 Launch Table (table is correct).

The Map:

Well, there are no yellow boxes. The Royal Navy unit sets up in any grey (not yellow) FP Box.

The Counters:

(Omission): The turn entry numbers were left off the reinforcement Air Defense markers and the two Bomber units. Units enter play as follows:

Turn 2: 1 Bomber, 1 Barrage Balloon and 1 AA unit enter play.

Turn 3: 1 Bomber, 2 Barrage Balloons and 1 AA unit enter play.

(Clarification): The four "Ineffective" Air Defense markers referred to are instead the ones marked "Poor".

Note: All counter addenda items above were corrected in the second printing of the counters.