

Frontline D-Day

Errata and Clarifications - 04/13/10

Page 6 - Shuffle the action deck when it is depleted

Page 10 - Enemy Infiltration "If enemy Sections are behind any of your Sections, you do not Hold the Terrain cards Held by the enemy. You only Hold the Terrain cards you occupy between the most Advanced enemy Section and the opposing player's Jump-Off card." - last line should readand the player's Jump-Off card."

Page 13 – "If a Move is in reaction to an Attack or Counter-Attack, the Section Leader and the Soldiers still with him suffer the Attack or Counter-Attack." Should be: "If a Move is in reaction to an Attack, the Section Leader and the Soldiers still with him suffer the Attack."

Page 16 - you're right, Jones should be using Rapid Fire.

Page 21 - Scenario #2: Replace Nadel with Hamel

Page 23 - St Mere Eglise Scenario - Randomly place your forces one soldier at a time until all your starting terrain cards have a soldier. Repeat until all terrain cards have a second soldier, etc. until you have placed all your soldiers.

Page 23 - From Sword Beach to the Orne Scenario - The German Victory Condition should not be "Hold the Stream card at the end of any player's turn", but rather "have soldiers in the Stream card at the end of any player's turn".

Page 33 - Shuffle the solitaire deck when it is depleted

Page 33 - "Most Morale" refers to the section that has the most current remaining Morale points.

Page 34 - Scenario rules overrule general rules. For example, Armored Vehicles, Infantry Guns, Mortar Sections, and Snipers never Advance (Page 34). They can be selected to Advance however if the scenario calls for a Section to advance.

Page 35 - When the AI has a Mortar on High Ground and the decreased range would decrease his firepower then you would ignore the High Ground ability since on the card it states that you MAY treat the range as being one less.

Page 35 - When an AI reinforcement arrives with equipment, just add the equipment to the AI equipment pool.

Page 35 - When an AI with equipment dies, you do not remove the equipment from the pool.

Page 38 - They can discard an action card or take a morale hit. I'll re-word the example to give them a choice.

Page 39 - Move 2 paragraphs relating to binoculars up so they take place before the covering fire is played.

Snipers counter-attack exactly like they attack. If a sniper's counter-attack FP exceeds the attack FP, any remaining FP is applied to the soldier of the attacker's choosing. If the sniper discards an extra card when he declares his counter-attack, the sniper player gets to choose the soldier to suffer the sniper's FP.

Declare a Prepare action/reaction for a sniper to regain Concealment. Instead of Reloading, removing a Pin, or drawing an Action card, the sniper regains his Concealment.

When you Prepare, draw a solitaire card and use the "Acting Opposing Section" title to select from AI sections that have Not Acted. Resolve the General and Recovery actions as normal, and then flip the selected Section's counter to Acted. If all AI sections have Acted when you Prepare, draw a solitaire card and resolve the General and Recovery actions as normal.