

Errata for Bloody Beach: Omaha as of 11/28/99:

- 1) I screwed up when I was adding the US light tank units back into the game, and dropped out the Beachhead markers. Use any convenient marker for these (my apologies, and I'll see if I can figure out a way to produce these for those interested).
- 2) Rule 2.3.5 - definition of Anti-Tank fire should read "...either at armored units or pillboxes".
- 3) Rule 3.2.4 - remove the last bullet - which says that assets get checked at the end of the activation (they get checked at the beginning).
- 4) Rule 4.22 - Clarification - a division HQ must be on the map to transfer supply points. The 352nd HQ may not transfer supplies to the Coastal Defense HQ.
- 5) I don't know why the 2nd Ranger HQ was in the counter mix still. My foulup.
- 6) Rule 5.26 - Clarification - Independent battalions may not receive supply from their appropriate HQ until the HQ is on the map.
- 7) The "8" column on the Small Arms table should be labeled "8+"
- 8) Units attacked by Naval Support Points must be within two hexes of a friendly ground unit.
- 9) HQs may not be attacked by air support points unless they are on-map (which means you can't bomb the Coastal Defense HQ).
- 10) The entry hexes for the German reinforcements were supposed to be on the reinforcement card, but they are not.

Reinforcement Table		
<i>Unit</i>	<i>Arrival Roll</i>	<i>Hex</i>
I Bn/916th Rgt/352nd Div	1-4	8447
352nd Division HQ	1-5	8447
Fusilier Bn/352nd Div	1-4	8447
914th Rgt/352nd Div	1-3	0108
Panzerjaeger Bn/352nd Div	1-4	2747
Pioniere Bn/352nd Div	1-4	4847
915th Rgt/352nd Div (Turn 2)	1-2	8447
513th Bn/30th Bde (Turn 2)	1-3	0124
439th Ost Bn/716th Div (Turn 2)	1-3	0108
517th Bn/30th Bde (Turn 2)	1-3	0124
518th Bn/30th Bde (Turn 2)	1-3	0124

- 11) **IMPORTANT:** All independent battalions in the *Assault Waves* are considered to be activated for the Activation they assault at no supply point cost.
- 12) Rule 8.5.2 Ignore the reference to Flank Bonuses.