

France 1944

Unofficial Errata and Clarifications

Rulebook

Location	Errata
3.12	Heading should be "18 th Airborne Corps"
9.4	The first sentence should read "For Set Piece Combat only, consult the Terrain Effects Chart, locate the defender's terrain and adjust the morale values accordingly."
11.5	The 2 nd bullet of right column should be "An HQ cannot activate a combat unit that is not in supply at the beginning of a Reaction Phase nor as part of an Army Reaction."
12.1	There is no "Replacement Points Available" marker with the +3 bonus. The only marker with +3 is the Reaction Points marker.
12.2	There is no "Replacement Points Available" marker with the +2 (or +5) bonus. The only marker with +5 is the Reaction Points marker.

Playbook

Location	Errata
Page 8, 2 nd paragraph.	Should start "All activated units with a Movement Point Allowance of 2..."
Page 10, 2 nd paragraph.	Should be "The final tally is Allies = 4, Germans = 1." Note: Consequently, the rest of the example is wrong because it only applies 3 hits to the Allies. Therefore, it is suggested to change the Allied damage roll from "2" to "1".
Page 11, 4 th paragraph.	"Open terrain does not effect morale." Should be deleted. Morale is not modified for Terrain in Mobile Combat.

France 1944

Unofficial Errata and Clarifications

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Page 11, last paragraph, 4th sentence.	Should be "The Allies pass their morale check, the Germans fail theirs." Note: Consequently, the rest of the example is wrong. Therefore, it is suggested to change the German roll from a "4" to a "3".
Page 14, 2nd paragraph.	"Open terrain does not effect morale." Should be deleted. Morale is not modified in Mobile Combat.
Page 16, image at top.	Marker should be on its "M - Movement Increment" side.
Page 19, 2nd full paragraph.	Should refer to the armor unit in hex 1611 not 1613.

Normandy Close Up Map

This incorrectly shows the French 2nd Infantry Division in 1310. (Also would violate the stacking rules). It should show the French 2nd Armored Division, as shown on the set-up card. The French 2nd ID comes into play with the southern reinforcements in September.

Clarifications

Q: During a combat resolution, who resolves losses first, the defender or the attacker?

A: Simultaneous. Doesn't really matter.

Q: Clarification: Doesn't it matter if I as the attacker eliminate my only attacking unit capable of 6 movement points, before you as the defender choose where to retreat your unit? It may very well be that if the armor unit is still there the next increment will be a 6-unit movement one. I am confused...

A: No. The only difference the advance makes is if the advancing units enter a different unit's ZOC, then infantry must stop and armor may move on. It should be evident as to where your retreat is for best possible chances: going to get into favorable terrain that cancels out a mobile combat? Expect the infantry to come because they specialize at set-

France 1944

Unofficial Errata and Clarifications

piece combat. Out in the open? Expect armor to come after you and possibly bring an air unit with it.

But if there is some million-to-one I'm not thinking of, write it down on a piece of paper and reveal at the same time.

Q: If the attacker gets eliminated, may the defender retreat through a hex that would have been in the attacker's ZOC, had the attacker survived?

A: Take step losses first, then retreat. So yes. No unit, no ZOC. Valid retreat path. The one time that the ghost of the enemy affects game play is the rule that you have to retreat 2+ hexes away from the attacker. The more comprehensive statement would be "2+ hexes away from the combat hex."

Q: Can a player activate the same unit during the same reaction phase 3 times by spending 3 RPs one at a time?

A: No. See 5.2 "Also, a unit may only be activated once during a reaction phase."

Q: Must the player with the initiative declare which unit(s) are attacking which hex(es) at the start of his attack increment, for all possible combats? This is implied by the activation markers with the arrows.

A: Activation marker arrows are there to help new players sort out his/her thoughts during the opening breakout. They are not required to be used.

See 8.0 "Once an attack increment is announced, the attacking player selects the first combat to resolve if there are more than one. The player is allowed to resolve combat before deciding if additional combat will occur and where it will occur. Attacking is always voluntary and involves friendly units adjacent to one or more enemy units, and not all units in an attacking hex need participate in an attack ... No unit can attack more than once in a single attack increment, and no unit can be attacked more than once in a single attack increment."

Q: May a tactical air unit be used once per combat, or once per increment (hence in each combat of the increment, in sequence)?

A: One combat per increment and if you have both tactical air units available, only one may be used in an attack. After combat, place it in its holding box. It is available next increment.

France 1944

Unofficial Errata and Clarifications

If managing two in confusing, instead of placing it in the holding box, place it on the increment marker. When it moves, you can return the marker to the holding box.

Q: May you really e.g. designate a (5-morale) cadre unit as your lead unit?! This would seem gamey.

A: There's nothing stopping you, nor [w]as there in the 1986 game, but I don't know why you would want to. The lead unit always takes the first step loss, so you'll eliminate your unit and make it start a long ways from the front, costing you precious activations.

Q: Must the initiative player designate all of his units to be activated during the initiative at the start of his initiative, or may she postpone this decision, until she e.g. sees how the first battle goes? RAW 5.1 seems to indicate the player must designate all such units at start, but I would appreciate confirmation since this is a pivotal rule.

A: 5.1 & 14.2

Q: When the CRT writes eg. "attacker +1 hit", does it mean "attacker receives +1 hit", or "attacker causes +1 hit"? I am asking because some results seem slightly counter-intuitive to me (e.g. higher odds result in higher attacker losses). Answer from another thread: It means "attacker receives +1 hit" (due to higher density of a failed attack).

A: 15.2 Mark Herman has explained this in detail. Also discussed [here](#).

Q: For purposes of determining being in supply (eg. when being attacked), can, 2 US units be only supplied by a BR HQ, although the BR HQ can only command 1 US unit? I am referring again to RAW 11.1 "in range of a HQ that could activate it".

A: Only 1. 2 could not be activated. Be sure to think through supply.

Q: Does the -1 Morale defend modifier take effect if a unit is not in supply at the moment of combat, regardless of whether it has an OOS marker on it or not?

A: Morale modifiers are cumulative and independent. One is based on air support, another is based on terrain, and a third is based on supply.

Q: If the lead unit attacks across the river its target hex, but has friendly support on the other side of the river, does it gets its morale reduced? It should, imo. Since you are selecting that specific unit to lead the attack (and not the one on the other side of the river),

France 1944

Unofficial Errata and Clarifications

then it makes sense to get the morale of the unit reduced by -1 due to the river attack.
What is the RAW

A: All or none. Standard in most wargames. -1 does not apply.

Q: When RAW says for market garden: "any Allied unit that moves across or attacks across a river hexside that is adjacent to the 18th Corps ignores the river hexside until the 18th moves from its landing hex (voluntarily or not), or the 18th Corps is eliminated": a) by "adjacent" hexside, do they mean a hexside OF the hex that the 18th is in? b) does "any Allied unit" also mean the 18th can get the bonus as well when attacking from its hex over a river?



A: Market Garden is underway. Allies selected "Set Piece Attack" increment path. During the 1st increment, he selected a "Movement Increment" and moved the two armor units into hex 2209. The next increment, the marker moved down it the "+4" increment box and he selected "Attack" increment. He now has 2 options:

a. Attack with all 3 units. This is automatically set-piece combat because the airborne unit did not just move into that hex on the proceeding impulse. In this case, at least one unit is ignoring the river hexside, so the river benefits in combat are ignored.

France 1944

Unofficial Errata and Clarifications

b. Select Mobile combat with ONLY the 2 armor units in hex 2209. The airborne could not attack or it automatically becomes set piece combat. No units are effectively attacking across a river since the river is ignored because the 18th AB hex is adjacent to the river hexside in question. Thus, no river modifier.

Q: Is attempting to blow a bridge a one-off event? I have a case where the Germans failed to blow the bridge, but killed the Allied intruding unit. Do they get to attempt blow the bridge again when the hex is again entered by another enemy unit?

A: 12.7 "printed on a map" After attempt, "Place a marker on EAST (right) side of the Rhine depending on the result"

Q: Once a bridgehead is placed, Allies can cross the bridgehead with a cost of 2, without having to stop, like with a Rhine bridge. Is this correct?

A: 12.6, paragraph 3

Q: Does it cost 3, 5 or 7 movement points to cross a river and enter a rough hex with a fort and city (Metz, from 3014 to 3115)? RAW says all costs are cumulative, if so it would mean 7 movement points and thus impossible to enter without administrative move. Or are only 1 hexside plus 1 hex type plus ZOC costs cumulative?

A: Yes. The key shows a city in a clear hex that costs 2 and a clear hex costs 1. This creates a discontinuity (2 or 3?)

The cumulative referred more to crossing a river into a rough terrain hex that is in an enemy ZOC while leaving a ZOC. (Example in 7.0). Good catch. My bad.

Q: Can a unit lead or participate in an attack across the Rhine (no amphibious assault possible since the unit has moved) with other units attacking from the east side of Rhine?

A: No. 12.8, paragraph 1

Q: May supply be traced across the Rhine through a Rhine hex without a bridge or bridgehead?

A: No. Again, 12.8, paragraph 1 (unless the trucks can float on the water like Chitty Chitty Bang Bang -- I just dated myself with that reference)

France 1944

Unofficial Errata and Clarifications

Q: May a unit retreat across the Rhine (no bridgehead or bridge)?

A: No. Again, 12.8, paragraph 1

Q: Does an enemy unit have to end its increment next to an enemy HQ to disperse it or just "passing by" in ZOC is enough?

A: 4.10

Q: I just want to verify that HQ reinforcements get to use Administrative Movement when they enter play like other combat units do. My only pause was the Single-Piece Reaction section that says "Outside of retreat, this procedure is the only way an HQ and move".

A: You are correct, they can use Admin move when they enter play