

Operation Dauntless – Errata & Clarifications

Last updated by Mark Mokszycki on 4-16-18. **New additions in green.**

Please don't be daunted by the volume of text in this doc. Much of it is simply to clarify some aspects of the rules that puzzled a minority of players.

Rule Book

3.0 Turn Sequence, III: The fifth bullet should read, “AT Fire *or a Ranged Attack* as part of the ARC.”

5.3.1 Temporary Reveal Upon Firing: (clarification) Regarding this sentence: “The revealed unit can only be fired upon via AT Fire/direct fire across one of its frontalsides, or via indirect fire so long as a spotter can trace LOS to it across a frontal hexside.” Note that the *hex* can still be targeted by Ranged Attacks, even if LOS cannot be traced across a frontal hexside—but in such cases the attacks are not against a revealed unit and therefore not what is being described in 5.3.1. Also note that such attacks (unless Airstrikes) receive a -1 DRM due to the concealment. See Ranged Attack Modifier #3.



(clarification) The rules state that the revealed unit “may be targeted by immediate Return Fire or one Ranged Attack action immediately following the fire.” Several players have asked what “one Ranged Attack action” means. Here's an example. During your Action Phase, your opponent's AT gun platoon reveals itself by firing at your moving tanks. You wish to use Return Fire at it, but you prefer to do so with your nearby MG platoon rather than putting your tanks at risk again. Technically, fire from the MGs is not part of the ARC since both the firing unit and the target are leg units and, in the ARC, one or both units must be vehicles. However, assuming that your MG platoon hasn't taken its action yet, it can perform a Ranged Attack as its sole action for this phase and, assuming that it can trace LOS across a frontal hexside of the AT gun platoon, it will not receive the -1 DRM for Concealed units in the target hex (since the AT guns temporarily revealed themselves by firing). Any further Ranged Attacks against them will, however, receive the penalty. Since the “one Ranged Attack action” is not part of the ARC, the moving tanks would have to Pass if you wanted to Return Fire with the MG platoon; the ARC must end before the “one Ranged Attack action” is available.

7.2 ZOC Summary: The fifth bullet states that units in an eZOC may perform AT Fire “but may incur negative DRMs.” Delete the quoted portion; these DRMs were dropped from the game.

8.3, #13 Armor Bonus: (clarification) *Friendly* infantry or MG must contribute CS for the bonus to apply.

8.3, #16 British Coordination Penalty: (clarification) An Assault by a stack comprised of British units from three differing infantry brigades (i.e., green, blue, and orange) is not allowed.

9.3 Assaults Where All Units on Both Sides are AFVs: (clarification) To qualify for this rule, all units on both sides must be AFVs at the *start* of the Assault. If only AFVs remain after resolving the Assault normally per 9.2, the 9.3 rule is not used and the Assault is over.

10.2 Ranged Attack Criteria: (clarification) The eZOC criteria is not to be confused with the adjacency-to-target criteria outlined in 10.0; these are independent and the differences in wording between sections is intentional. Consider an example where a MG in a light bocage hex wishes to fire at a unit 2 hexes away. It meets the non-adjacency requirement of 10.0 but, if it is in an eZOC of a (different) adjacent unit, it cannot make the Ranged Attack, per 10.2. Similarly, a MG in heavy bocage can ignore eZOC of an adjacent unit (because ZOC does not extend into close terrain) but still cannot target an adjacent unit, per 10.0.

10.5.2 Tactical Recon Markers: (clarification) The intent of the final sentence (“Any units in the marked hex that would normally be Concealed remain so.”) was to convey that the units remain Concealed *with respect to enemy units*—but not with respect to the spotting aircraft marker. Therefore, the -1 DRM for Concealment does not apply to indirect Ranged Attacks that use a Tactical Recon marker as their sole spotter. It helps to think of the marker as a unit at higher elevation that can see into the hex.



10.6.2 LOS, Time of Day, and Weather: Delete the words “rain and” from the second sentence. (“Weather DRMs for ~~rain and~~ fog are cumulative with time of day DRMs.”) The rain DRM *is* cumulative with the dawn/dusk DRM; the Ranged Attack Modifiers notes are correct. Note that this only affects dawn + rain turns 14 and 27 on Turn Track B, but could also affect the three dusk turns if using Optional Rule 19.6 Variable Weather.

10.6.3 LOS and Elevation: The second sentence of the third paragraph requires a small change: “An intervening non-field hex blocks LOS if it is higher elevation than either unit or at the same elevation as *either unit*.” (Change “both units” to “either unit.”)

11.4.1, #1: The part referring to modifier cases “1, 3, and 4” should read “1 and 3” (there is no case #4).

11.4.2, bullets 6 & 7: The correct DRMs for these cases are +1 and -2, respectively; the chits are correct.

11.5 Armor Reaction Cycle: (clarifications) *One unit* may Reaction Fire vs. *one unit* in the moving stack for each hex of the stack’s movement (and this fire is itself a trigger for enemy Return Fire). *One unit* may Return Fire vs. the firing unit for each fire trigger (and this Return Fire is itself a fire trigger for enemy Return Fire).

11.5.1 Movement Trigger: (clarification) “...to the hex where the movement occurred” refers to the newly-entered hex.

11.5.2.1 Reaction Fire: (clarification) The unit is targeted in the newly-entered hex. (Only FF may be directed at the exited hex.)

11.6 Unarmored Vehicles and AT Fire: (clarification) Indirect fire against unarmored vehicles uses the RAT normally. Also, the line “*Important:* Direct fire Ranged Attacks against unarmored vehicles are resolved using the AT Fire Table—not the RAT” should end, “—except when used as FF.”

12.1 AFVs: (clarification) The 6th bullet — “Are not affected by Ranged Attacks (including FF)” — is meant to imply that they are not *directly* affected, i.e., they do not take step reductions by Ranged Attacks, and are not halted by FF. One or more Suppressed markers may still be placed in their hex as the result of a Ranged Attack; these markers affect the *hex* rather than a particular unit. Column shifts in a Combat or Assault due to Suppressed markers still apply if there are one or more AFVs in the marked hex, but AFVs in that hex *can* make Ranged Attacks, per the final bullet (though they suffer a -1 DRM due to the Buttoned penalty—see RAT Modifier #11).

12.1.2 Overruns: (clarification) The first sentence would read better if the semi-colon was a period as the two ideas are not related. An AFV does not have to use road movement to conduct an Overrun.

12.3.2 German Artillery: (clarification) Units placed on the Turn Track after firing are returned to the German player’s possession during the German Reset Phase of that turn and can fire during the German Action Phase. They are *not* available at the start of the overall turn (i.e., the British Reset Phase) unless indicated otherwise in the scenario instructions.



12.4 Pioneers: (clarification) The final bullet, “They may clear mines,” seems to conflict with 19.13 which states that only the British player may remove mines. Ignore this bullet for now; it may become relevant in future expansions for the game.



13.2.1 Reconstitution: (clarification) This is a sub-type of Replacements and, as such, takes place only on night turns.

14.2 Procedure for Digging In: (clarification) The final sentence (“A hex that contains units that were involved in a Combat retains its Digging In marker unless all units in the hex advance or retreat.”) refers to attacking units. A less ambiguous wording would have been “A hex that contains units *that contributed CS as the attacker in a Combat* retains its Digging In marker...”



17.3 Fog: The correct Ranged Attack DRM for Light Fog is -2; the Player Aid Card is correct.

Scenario Book

18.T2: (clarification) The second paragraph should include the Armor bonus in its list of Assault modifiers. In the fourth paragraph, ignore the sentence, “He should try to avoid assaulting from field...” as the heavy fog negates the penalty.

18.T3: Transport Pools: (clarification) The Survival Table will never be required in this scenario since Special Rule #4 prohibits units from using attached transports, and AT Fire is not allowed. Victory Conditions: Change the second sentence to “The British player wins if he controls three or more Rauray village hexes, *and at least two of the four* German units of 15/26 Recon Infantry Company have been eliminated. Strategic Notes: In the first sentence, change “0608” to “0808.”

18.T5: German Setup should include the Pi/5/Auf Pioneer Platoon and the Germans may setup within three hexes of La Butte (0307). This way, the setup hint makes more sense.

18.T6: There is a typo in the next-to-last sentence of the left column. The reference to 1909 should read “0909.” (There is no 1909.)

18.T9: Strategic Notes: The German recon half-tracks are actually worth 1 VP per step to the British player, per 18.0.5.

18.2: German Setup lists the Mtr/III/26 Mortar unit twice. Ignore the duplicate and use either setup area for this unit.

18.5: (clarification) German Reinforcements states that the Germans start with 8 Reinforcement Points while the marker says “Starts at 10.” 8 is correct.

18.14 + 18.16: British Setup: “B/Ken MG Platoon (3 units)” should say, “B/Ken MG Company (the remaining 2 units).” Then delete from the 11DLI setup portion: “note that the MG platoon associated with this battalion is already active and on-map.”

19.9 12SS Fanatical Defense: In the final sentence of the first paragraph, change “but after any support has been resolved.” to “but after the Tactical Advantage procedure has been resolved (if applicable).”

19.10 Plunging Fire vs. Vehicles: The on-map 88 unit (2/Flak12) must use its RAS of 5 for Plunging Fire; it cannot use its AT Rating of 16.

Play Book

20.8.4 (pg 10): The fifth sentence (“Note that the armored cars...”) should be deleted as there are no friendlies in 1212.

20.10 (pg 12): The example is confusing because ZOC is ignored. The moving unit should halt in 0904 due to eZOC.

20.14.1 (pg 14): In the first paragraph, the Stummel should receive a +1 DRM (not a -2) for terrain in target’s hex. In the next-to-last paragraph, the DRM for friendly infantry + MG steps should yield a +6 (not +2). In the final paragraph, two modifiers are curiously missing: Dug-In (1L) and close terrain (1L).

20.14.2 (pg 15): The last paragraph refers to the Panthers that were “dropped off in 1608”; the hex number should be 1509.

20.15.1 (pg 16): As the Grille performed AT fire and not indirect fire, it should not be marked Fired. Also, the Humber armored cars do not qualify for a one-hex Reaction Move because a Reaction Move is only available to the non-phasing player.

20.15.2 (pg 17): The Panzer IVs should not be able to fire at the Shermans because their LOS fall along a hex spine with blocking terrain to one side of the spine and an elevated hex which is higher than either unit to the other. Also (clarification), as the Humber armored car troop is facing the MG platoon in 0812 when it fires, the Grille platoon is targeting it through a flank hexside and therefore AT Fire as Return Fire is not allowed. However, the German player could use the MG platoon as a spotter for the Grille platoon to perform indirect fire. Note that a Ranged Attack cannot achieve a step reduction here (unless using the Optional Rule for Plunging Fire vs. Vehicles) because the Humbers are AFVs.

20.16.2 (pg 17): (clarification) The fourth sentence infers a choice, but the Carrier Platoon must use the AT Fire Table, not the RAT (unless using FF), since direct fire against unarmored vehicles is always handled this way, per 11.6.

Page 23: The last sentence of the first paragraph should read, “Historically, this happened on the evening of June 25, when it was shifted 1.5 km (a bit less than four hexes) to the *west*.” (Change “east” to “west.”)

Reference Book

30.0 Historical Notes: The portion of the 4th paragraph that reads, “Both Martlet and Epsom were named after English horse racing tracks...” should read, “Epsom was named after an English race course while Martlet was named after a bird.”

Player Aid Card

Ranged Attack Modifiers, #23 (Optional Rule): The DRM for “Target has an asterisked Armor rating” (i.e., open-topped vehicles) should be +2, not -2.

Tactical Advantage Modifiers, #2: The final bullet should read: “by *or against* one or more 12SS infantry.”

Suppressed Effects. First bullet: delete “(*Exception: AFVs*)”; column shifts from Suppressed markers affect AFVs.

Getting Started cards

18.T2:

- Objectives: (clarifications) The bullet list calls 0512 “light bocage” but it is in fact *field*. While 14.6.2 prohibits the placement of a Strongpoint in a field hex, it is allowed here because the scenario-specific instructions override the general rule.
- Setup Hints: The reference to starting the weak MG unit in 0711 is a typo and should say “0611.”
- Special Rule #2: Replace “The British MGs...” with “Units with attached transports...” (No unit can use an attached transport.)
- **Special Rule #3:** Replace the rule with “The British Carrier Platoons qualify for the Armor bonus unless assaulting across a waterway, but are still treated as leg units with a MA of 6. *Design Note: They are fighting dismounted while using their armored carriers for cover. The Tactical Advantage procedure is not used will be introduced in a later tutorial (18.T4).*”

18.T7: Play Area: This should say “The north, south, and *east* map edges, and hex column 06, inclusive (*west*).” (The “west” and “east” somehow got switched.)

German Reinforcement card

Flak Artillery. (reminder) The I(53)/Flak4 and I(141)/Flak4 Flak Artillery Battalions (2 units) become available for free on turn 5, just like the other off-map artillery. They may be placed on the card with either division’s artillery as a reminder.

Panzer Lehr Pioneer Companies (1/Pi130 + 2/Pi130). The cost of these units (5 per company) is correct but the “(2)” as well as the superscript “5” (indicating a footnote) are mistakes. These belong with 12SS units but for some reason were duplicated here.

Tiger tank sections (1/101, 2/101, 3/101) cost 3 Reinforcement Points *per unit*, not 3 for the entire formation. The words “per unit” are curiously missing.

Turn Track A

The cell 2 reminder about German Reinf Points should go in cell 3; the scenario instructions are correct.

Flowchart card

LOS Determination: The bottom two boxes of the flowchart should be replaced with a single box reading “Are there any intervening blocking terrain hexes that are *two* or more hexes from the higher unit?” (No = LOS is clear. Yes = LOS is blocked.) (I am working on an improved, printable version of this card. Stay tuned...)

April 2018 update: [Here is an experimental and hopefully improved version of the LOS flowchart.](#) This version is not fully vetted, so use it at your own risk. Please contact me with any feedback you might have—especially if you spot any problems. If this version proves superior to the old one, I’ll ask Charlie Kibler to update the graphics. Special thanks go out to Jerry Tresman for creating this version.

- Box 2: Change “an intervening waterway hexside” to “any intervening blocking terrain” and delete “(or both hexes)”.
- Box 6: Replace text with “Are the hexes separated by a waterway hexside that causes either to fall in a dead zone?”
- Box 7: Replace text with “Is there a waterway hexside greater than 4 hexes from either?”
- Box 9: The “No” condition arrow should be relocated to point to the “LOS is blocked” circle to the right.
- Boxes 10 & 11: Delete both boxes.

Please contact me at duckweedseattle@yahoo.com if you spot anything else. Thanks! ~Mark