UNDAUNTED
REINFORCEMENTS

SOLO ERRATA

SCENARIO DESIGNATIONS

Add or remove the listed solo cards for the scenarios shown in the table below.

NORMANDY	US CARDS	GERMAN CARDS
2		**Add**: 7A
4		*Remove*: RE N 4B
10	**Add**: 8B	*Remove*: 8B
101, 103	**Add**: 3B, 5B, 6A, 7A, 23A, 24A	**Add**: 3B, 5B, 6A, 7A, 23A, 24A
102	**Add**: 3B, 6A, 7A, 23A, 24A	**Add**: 3B, 6A, 7A, 23A, 24A
104	**Add**: 3B, 5A, 6A, 7A, 23A, 24A, RE N 4B	**Add**: 3B, 6A, 7A
NORTH AFRICA	**LRDG CARDS**	**ITALIAN CARDS**
5		**Add**: 51A
201 – 203	*Remove*: 14B	**Add**: 51B
204	**Add**: 14B	**Add**: 51B

CLARIFICATIONS

When resolving a card for the bot that corresponds to a suppressed unit, flip that unit to its ready side instead of resolving the effect outlined on the solo card.

Tiles with hills count as having a cover value of 3 for determining which tile has a higher cover bonus in movement tiebreakers.

If you successfully attack a bot unit, after you've searched the bot deck and found no cards, check if there are any face-down cards in the bot's play area. If there are, search these before searching the appropriate bolster decks.

Normandy card RE N 5B: the card name should read 'Tank Platoon Commander'.

North Africa card 8A (LRDG Antitank Riflemen): the card name should read 'Antitank Gunner'.

North Africa card 51A: card name should read 'Squad Leader/Tank Commander'.

North Africa card 51B: card name should read 'Squad Leader/Tank Commander'.