

## **Axis & Allies(TM) Miniatures D-Day(TM) Errata**

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This document has two sections, each of which serves a different purpose.

The first section ("Changes to Special Abilities") details changes that have been made to some special abilities. The second section ("Changes to Specific Cards") details changes that have been made to specific cards.

### **CHANGES TO SPECIAL ABILITIES**

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#### **Angriff**

The Angriff ability has received errata. The new text for the Angriff ability is:

**Angriff** – In your assault phase, friendly non-disrupted non-Artillery Soldiers adjacent to this unit can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

\* This makes several changes to the Angriff ability. Now, only non-disrupted, non Artillery Soldiers can make a charge with the Angriff ability. A charging Soldier now moves into an adjacent hex to attack, not any hex within its maximum movement range. A charging Soldier can't attack an Aircraft using this ability.

This change affects one unit:  
Wehrmacht Oberleutnant (Set II 35/45)

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#### **Banzai Charge**

The Banzai Charge ability has received errata. The new text for the Banzai Charge ability is:

**Banzai Charge** – In your assault phase, friendly non-disrupted non-Artillery Soldiers adjacent to this unit can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

\* This makes several changes to the Banzai Charge ability. Now, only non-disrupted, non Artillery Soldiers can make a

Banzai Charge. A charging Soldier now moves into an adjacent hex to attack, not any hex within its maximum movement range. A charging Soldier can't attack an Aircraft using this ability.

This change affects one unit:  
Imperial Sergeant (Base Set 45/48)

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### **Blast**

The Blast ability has received errata. The new text for the Blast ability is:

**Blast** – When this unit attacks, make a separate attack roll against each unit in the target hex. (*This includes friendly units, but not Aircraft*)

\* You can't make an attack roll against an Aircraft as one of the Blast ability's separate attacks.

This change affects four units:  
sIG 33 (Base Set 36/48)  
Sturmpanzer IV "Brumbär" (Set II 33/45)  
BM-13 Katyusha Rocket Launcher (Contested Skies 6/45)  
Churchill AVRE (D-Day 9/45)

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### **Bombardment**

The Bombardment ability has received errata. The new text for the Bombardment ability is:

**Bombardment** – This unit can't attack Aircraft. This unit's attacks ignore cover.

\* You can't attack an Aircraft with a unit with the Bombardment ability.

This change affects six units:  
sIG 33 (Base Set 36/48)  
Sturmpanzer IV "Brumbär" (Set II 33/45)  
M4A3 (105) Sherman (Contested Skies 22/45)  
BM-13 Katyusha Rocket Launcher (Contested Skies 6/45)  
Churchill AVRE (D-Day 9/45)  
M7 105mm Priest (D-Day 24/45)

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### **Fighting Platform**

The Fighting Platform ability has received errata. The new text for the Fighting Platform ability is:

**Fighting Platform** – A Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase. A Soldier carried by this unit can make defensive-fire attacks.

\* Soldiers boarded on units with the Fighting Platform special ability can now make defensive-fire attacks.

This change affects two units:

Sd Kfz 251 (Base Set 35/48)

M5 Half-Track (Set II 22/45)

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### **Flamethrower**

The Flamethrower ability has received errata. The new text for the Flamethrower ability is:

**Flamethrower** – This unit's short-range attack ignores cover. If this unit rolls three or more 6s on a short-range attack against a Soldier or Vehicle, the target is destroyed immediately.

\* This change makes the Flamethrower ability not affect Aircraft.

This change affects three units:

Churchill Crocodile (Base Set 8/48)

Marines M2-2 Flamethrower (Base Set 23/48)

Panzer II (F) "Flamingo" (Set II 29/45)

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### **Minefield**

The Minefield ability has been reworded. The reworded text for the Minefield ability is:

**Minefield** – Whenever a unit enters a hex containing this Obstacle, or ends its movement phase or assault phase in a hex containing this Obstacle, the unit's controller rolls a die. On a 3 or less, put a face-up Disrupted counter on that unit.

This change affects one unit:

Minefield (D-Day 43/45)

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### **Tally-Ho!**

The Tally-Ho! ability has received errata. The new text for the Tally-Ho! ability is:

**Tally-Ho!** – In your movement phase, friendly non-Artillery Soldiers that start their move adjacent to this unit get +1 speed.

\* The speed bonus now doesn't apply to Soldiers with the Artillery subtype. Inspiring Hero is printed with the new wording, which replaces the wording on Inspiring Lieutenant.

This change affects two units:  
Inspiring Lieutenant (Base Set 11/48)  
Inspiring Hero (D-Day 13/45)  
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### **CHANGES TO SPECIFIC CARDS**

**Royal Engineers** (Base Set 13/48)

\* This unit now has an additional ability.

**Demolitions** – At the end of your movement phase or assault phase, if this unit is in a hex that contains an Obstacle or in a hex with an Obstacle along one of its hex edges, you may roll a die. On a 4 or higher, destroy that Obstacle.  
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