

UK & CANADA NORMANDY 1944 “DESTROYED UNITS” EDITS		
SCENARIO	EDIT?	COMMENTS
03Gold	No	Not examined; issue would not apply to first scenario.
04Juno	No	Not examined; issue would not apply to first scenario.
05Sword	No	Not examined; issue would not apply to first scenario.
06Villiers	No	Issue was not present.
07JunoD2	No	Issue was not present.
08Mesnil	Yes	Issue was in “Do not lose any tank units” objective. “Destroyed” tanks could be core units from previous scenarios. Substituted “Kills & Casualties” condition.
09Cristot	No	Issue was not present.
13Caumont	No	Issue was not present.
14Martlet	No	Issue was not present.
15Epsom1	No	Issue was not present.
18Epsom4	No	Issue was not present.
19Carpiquet	Yes	Issue would have been in “Do not lose any of Hobart's Funnies” objective which was compromised anyway when most historical Allied core units were removed. Placed 2 auxiliary Churchill AVREs and 1 auxiliary Churchill Crocodile and edited triggers to suit.
20GoodwoodOA	No	Issue was not present.
25Verrieres	No	Issue was already fixed by placing the Royal Tank Regiment on the map as an auxiliary unit.
26Bois	Yes	Issue was in “Do not lose any tank units” objective. “Destroyed” tanks could be core units from previous scenarios. Substituted “Kills & Casualties” condition.
27Beny	No	Issue was not present.
29Bistiere	No	Issue was already fixed by using a “Check Last Kill” condition.
30Bonfait	No	Issue was not present.
31Totalize	No	Issue was not present.
32Gaumesnil	Yes	Issue was in “Do not lose any Allied units” objective. “Destroyed” units could be core units from previous scenarios. Substituted “Check Last Kill” condition.
33Worthington	No	Issue was not present.
34Falaise	No	Issue was not present.