

The Battle for NORMANDY



June – August 1944

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Living Rules Ver 2

Glossary of Game Terms and Important Abbreviations

1D6: One 6-sided die roll

1D10: One 10-sided die roll

2D6: Two 6-sided dice rolls

Armed Recon: The name for the air mission that attacks ground units and bridges. Also known as strafing.

Assault Hex: The name for the hexes in a Landing Queue.

Beachhead: Each Landing Site can create one Beachhead. A Beachhead acts as an Allied Supply Source and a conduit for Allied Reinforcements.

CRT: An abbreviation of Combat Results Table

CSP: An abbreviation of Combat Supply Point(s)

CW: An abbreviation of Commonwealth

Drift: The movement of an invading unit off its target beach.

DRM: An abbreviation of Die Roll Modifier

EM: Entrenchment marker

EZOC: Enemy Zone of Control

Ground Support: An Air Mission that provides a favorable die roll modifier in a ground attack.

GSP: Ground Support Point

Landing Queue: The group of Assault hexes that are associated with a Beach.

Landing Site: Utah, Omaha, Gold, Juno or Sword

LOS: Line of Sight

MA: Movement Allowance

MF: Movement Factor

MP: Movement Point(s)

O&B: Oxfordshire and Buckinghamshire Light Infantry

OOS: Out of Supply

REM: An abbreviation for Remnant.

Recon: Reconnaissance (German Aufk. or Aufklärung)

Repl: Replacement(s)

Road: Any Highway, Primary or Secondary Road

RP: Replacement Point

Spotter: A unit that can see an enemy target for an artillery unit.

Strongpoint: An immobile German unit often found near the beach hexes.

Support Units: The 0 stacking units used mainly in the Invasion turn. Specifically: AVRE, Crocodiles and Assault Engineers.

TEC: Terrain Effects Chart

ZOC: Zone of Control

1.0 INTRODUCTION

The Battle for Normandy is a game for two players or teams and represents the fighting in Normandy from D-Day, 6 June 1944 to the first week of August 1944. Smaller scenarios cover various smaller battles in Normandy that took place within this time frame. The turn record track extends to mid-August and with a planned future expansion, the campaign can continue into the breakout period.

2.0 GAME EQUIPMENT

- One Rules Book
- One Scenario Book
- Five 22x34" Game Maps
- Nine Countersheets (2520 pieces)
- One Allied Air Allocation Log (laminated)
- One Axis AA Allocation Log (laminated)
- One Turn Record Track
- Two Terrain Effects Chart player aid cards
- One German Record Tracks card
- One Allied Record Tracks card
- Two CRT/Replacement Tables player aid cards
- Two Beach Landing Aids
- Dice: 3D6 and 1D10
- One non-permanent marker

2.1 The Rules

Each major section of the rules is assigned a whole number (1.0, 2.0). Subordinate rules are assigned a corresponding number to the right of the decimal place.

For example, 2.1, 2.2, under rules 2.0: and 2.1.1, 2.1.2, within subset 2.1. This system allows quick and easy cross-referencing of the rules.

2.2 The Game Map

The maps (A, B, C, D and E) portray Normandy, France in 1944. A hexagonal pattern has been overlaid on the map to regulate the movement and positioning of the playing pieces, and to delineate the various terrain features that affect play. These hexagons are hereafter referred to as "hexes."

2.2.1 Map Placement and Setup

For multi-map scenarios, note that map B is placed over maps A and C. Maps D and E are then placed over maps B and C.

2.3 Charts and Tables:

The Player Aid Cards contain charts, tables and tracks used to assist players throughout play. These are listed below, in alphabetical order:

Allied Air Point Allocation Log: On each Night Turn, the Allied player secretly allocates his Air Points for the day (11.0).

Air Points Track: Tracks the Allied player's Total Air Points Available and the current turn's Ground Support Air Points (11.4).

Anti-Aircraft Fire Table: Determines the result of German AA fire against Ground Support Air Points.

Battalion Drop Accuracy Table: Determines an Airborne unit's drop distance from the regimental Pathfinder's placement hex (17.2).

Bridge Destruction/Repair Table: Determines the success or failure of bridge destruction attempts by Engineers or repair attempts by Engineers (14.0).

Cherbourg Port Destruction Track: Tracks the current state of the Cherbourg port and its VP level (20.4).

Combat Results Table (CRT): Determines the result of combat by rolling 1D10.

Cotentin Peninsula REM Replacements Track: Tracks German step losses and REM type replacements in the Cotentin Peninsula if it should become cut off from the mainland (20.2).

Daily Allied Replacements: Determines Allied replacements received during the Replacement & Reinforcement Phase (9.1).

Daily German Replacements: Determines German replacements received during the Replacement & Reinforcement Phase (9.1).

DD Tank Survival Rating: DD tank units landing must roll vs. each beach's survival roll range (19.6.2).

Drift Rating: Companies hitting the beach during Phase 1 of the Beach Invasion turn must roll vs. each beach's Drift Rating to determine their landing hex (18.3.1).

German AA Point Allocation Log: On each Night Turn, the German player secretly allocates his Anti-Aircraft Points for the day (11.1.3).

Interdiction Level Tracks: Records the Interdiction Level for each

map (11.2).

Mines/Submarine Table: The German player rolls every time a naval unit moves from its hex. It may be damaged and therefore be removed from the game (10.9).

Mulberry Construction Track: Records the construction level for the two Mulberry Harbors available to the Allied player(s) (19.4.1).

Pathfinder Drop Chart: Determines accuracy of a parachute regiment's Pathfinder drop (17.1).

Recon Mission Track: Number of Armed Recon missions available for use in the Combat Phase (11.1.2).

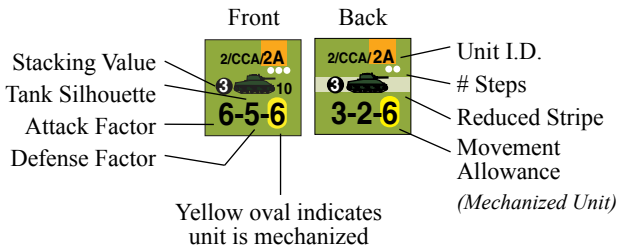
Step Loss Track: Tracks both Allied and German step losses which turn into limited Replacement Points (9.3.5).

Supply Track: Tracks the Combat Supply Points available for the Allied player(s) during the current turn (7.6.2).

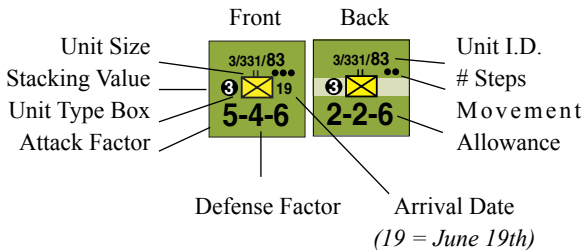
Terrain Effects Chart (TEC): Lists the modifications to movement and combat for each terrain type (10.6). Also, lists any modifications due to weather (8.2).

Turn Record Track: Displays the current turn, the weather for the turn, and lists any special events.

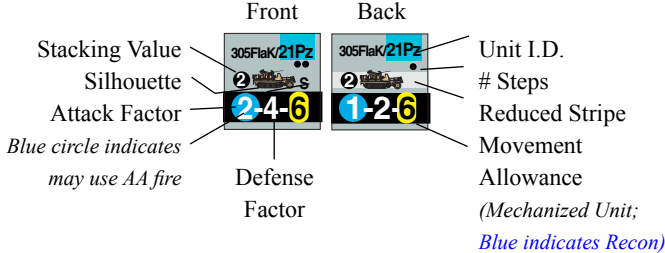
Sample Armored Unit



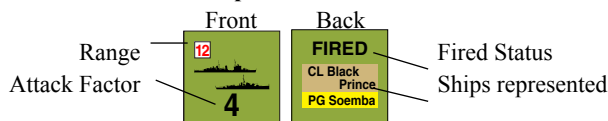
Sample Infantry Unit



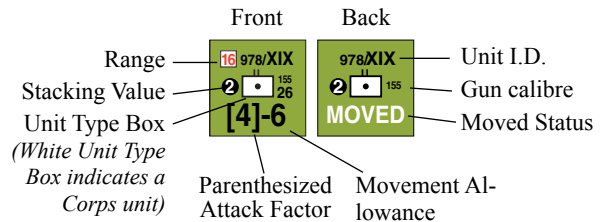
Sample Light AA Unit



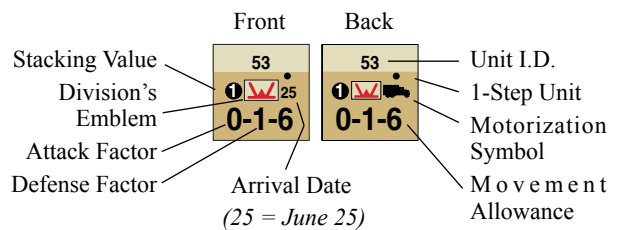
Sample Naval Unit



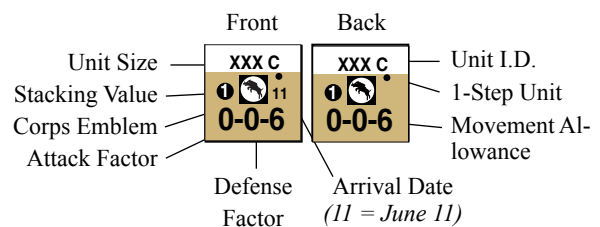
Sample Artillery Unit



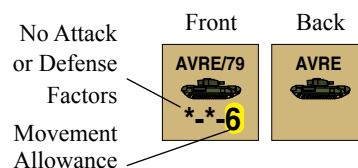
Sample Division HQ



Sample Corps HQ



Sample Support Unit



Victory Point Track: Tracks the current Victory Points (VPs) earned by the Allied player for the scenario being played.

Weather Table: Lists the modifications to support points, movement and combat for each weather type (8.2).

2.4 The Playing Pieces:

There are two basic types of colored, die-cut playing pieces: military units and game markers. These playing pieces will hereafter be referred to collectively as counters, units and/or markers.

2.4.1 Military Units

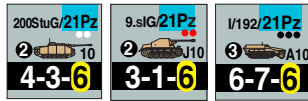
The military units represent the historical combat and maneuver formations. The numbers and symbols on the counters indicate the size, attack and Defense Strength, movement allowance, nationality and unit type.

2.4.2 Arrival Dates

Printed on most combat units is the unit’s Arrival Date. A “J” prefix indicates the unit arrives in July. An “A” prefix means August. An “S” prefix means “At Start.” If the date does not have a prefix, then the unit arrives in June.

EXAMPLES:

- 10 10 June
- J10 10 July
- A10 10 August



2.4.3 Explanation of Military Unit Values

Attack Strength (AS): The combat value printed on a counter to identify its strength, used when the owning player is the attacker in combat.

Defense Strength (DS): The combat value printed on a counter to identify its strength, used when the owning player is the defender in combat. Artillery units always have a DS of (1) which is cumulative with other units in the same hex.

Movement Allowance (MA): The maximum number of Movement Points (MPs) a unit can spend to move during a Movement Phase.

Stacking Value: The relative size of a combat unit, used to determine how many units can stack together in a hex.

Step Value: The number of dots indicates the number of steps a unit has. If none is present, it is a 1-step unit. The color of the dot indicates whether the unit is eligible for the Combined Arms Bonus or can cancel the Combined Arms Bonus (12.6.2). White dots indicate a Tank type unit eligible to receive or negate the Combined Arms Bonus. Red dots indicate a unit functions as an Anti-Tank (AT) unit and can cancel the Attacker’s Combined Arms Bonus.

Range: The maximum distance in hexes at which an artillery unit or naval unit may fire at a Spotted unit. The maximum distance may be affected by Weather (8.2). The range includes the target hex, but not the hex the unit fires from.

Unit Size: Located on top of the NATO unit-type box, this denotes

Unit Type Boxes

Infantry Type Units	Infantry
Bicycle Infantry	
Commando	
Engineer	
Ranger/Commando	
Paratroop Infantry	
Glider Infantry	
Airborne Engineer	
Ost (East Battalion)	
Heavy Weapons	
Airborne Heavy Weapons	
Artillery Type Units	Artillery
Mountain Artillery	
Airborne Artillery	
Heavy Anti-Aircraft	
Light Anti-Aircraft	
Anti-Tank	
Coastal Artillery	
Mortar	
HQ Headquarters (special)	

Color	Reduced	Full	B/D
Yellow	Inf	Inf	Inf
Orange	2x Inf	2x Inf	Inf
Green	Arm	Inf	Inf
Blue	Arm	Arm	Arm
Tan	Arm	Arm	Inf
Purple	-	2x Arm	-
Red	Cannot replace		

Allied Vehicles

- Tank: M3 Light Tank, M5 Stuart, M4 Sherman, Sherman VC Firefly, Sherman DD, Mk IV Churchill, Mk VIII Cromwell, Mk VIII Centaur, Churchill AVRE
- Anti-Tank: M10 (Achilles), M18 Hellcat
- Self-Propelled Artillery: M7 Priest 105mm, Sexton 25 pdr, M12 155mm
- Jeep w/50.cal MG, Humber Scout Car, Daimler Scout Car, M3 Halftrack*, M8 Greyhound

German Vehicles

- Tank: R-35, Char B, Hotchkiss, Pzkw II L Luchs

Tank	Pzkw IV
Pzkw V Panther	
PzKw VIe Tiger I	
PzKw VI f Tiger II	
Assault Guns	Sturm Pz I Bison 150mm
SturmPz IV Brummbär	
StuG III	
4.7cm PaK auf PzKw 35f	
7.5cm PaK40 (Sf) 39H	
Anti-Tank	Marder
Marder III	
JagdPz IV	
Jagdpanther	
Nashorn	
Self-Propelled Artillery	Sd.Kfz 124 Wespe 105mm
Sd.Kfz 165 Hummel 150mm	
sFH13 auf GW Sd.Kfz 135/1 150mm	
Sd.Kfz 4 Maultier 4/1	
BMW R-75	
Sd.Kfz 222	
PSW 234/1	
PSW 234/2 Puma	
Sd.Kfz 251 SPW*	
Sd.Kfz 10/4	

*Considered Infantry Type Units

the military formation type, which will be one of the following:

XXX: Corps	III: Regiment
XX: Division	II: Battalion (or “Group”)
X: Brigade	I: Company (usually a breakdown unit)

2.4.4 Unit Designation Differences

Note: A British or Canadian (hereafter referred to as “Commonwealth” or “CW”) “regiment” is roughly equivalent to an American or German “battalion.” Likewise, a CW “brigade” is roughly equivalent to an American or German “regiment.”

2.4.5 Color Scheme

The counters of each particular nation are identified by the counter’s background color (see below).

- United States Green
- Great Britain Light Tan
- Canada Dark Tan
- Poland Orange
- France Dark Blue
- Germany Grey

Additionally, inside the NATO unit-type identification box, units are further color-coded by division to simplify organization during play. Units with a white-filled NATO unit-type box are usually unattached units belonging to a Corps. “Corps” units may operate freely under any Corps HQ. Note: Some German Corps units are color coded and do belong to an organization, but in every way are treated exactly like other Corps units (ex. W7, W8 and W9 artillery regiments).

2.5 Game Scale

Each Day turn represents about 6 hours. Night turns are abstracted to include night and early morning.

Each hex represents about 1270 yards.

Military units, or counters, represent mostly battalion sized units—generally about 800-1000 men in an Infantry battalion or 50-80 tanks in an Armor battalion. Some companies are present in the game; most of these are simply “break-down units,” and are primarily used during the June 6 Invasion Turn.

3.0 STANDARD PROCEDURES

There are several standard conventions and basic concepts used in play.

3.1 The Dice

The game uses a ten-sided die (D10) and six-sided dice (D6) to resolve events such as combat, weather etc. throughout the game.

The 0 on the 10-sided die is always considered a 10.

3.2 Fractions

All fractions are rounded up, but combine the values in a stack before halving. *For example, the two values 5 and 6 would halve to 6 ($5 + 6 = 11$, $11 \div 2 = 5.5$, rounded up to 6).*

3.3 Hex Control

Hex Control is the term used to describe which side is “in control” of a particular hex at each instant during play. Hex Control is important for Victory Conditions.

Hexes that are occupied by a player’s units, or are within the Zone

of Control (see 5.0) of only one player’s units, instantly become controlled by that player. Unoccupied hexes within the ZOCs of both players’ units do not change ownership.

The control status of every hex can change back and forth any number of times during a scenario.

Markers have been included to remind players of which side controls particular victory locations. The different Allied flags: US, British and Canadian are only provided for players who wish to use them in this way.

3.4 Unit Steps

Most units in the game are Battalion-sized (see 2.4.4), and consist of three steps, or companies. Units have a number of colored dots on the full-strength side of the counter to identify the number of steps in the unit. Some general guidelines are explained below:

Units that have three steps include:

- Infantry battalions
- Armored or Panzer battalions
- Panzer Grenadier or Armored Infantry
- Armored or Panzer Recon with an attack or defense value of (3) or greater.

Some battalions have only two steps. Usually these have combined attack and defense values of less than (4) on their reverse side.

HQs, artillery units, German static batteries, company breakdown units and other units with no combat values on their reverse side have one step.

Generally, all other units have two steps.

3.5 Phasing Player

If it is a particular player’s phase, they are considered the “Phasing player,” regardless of which player is taking action at a particular time.

EXAMPLE: The German player is selecting artillery for defensive support during the Allied player’s combat phase. The Allied player is still considered the “Phasing Player.”

3.6 Fog of War

A player may never examine an opponent’s unit stacks unless they have a friendly unit adjacent to the hex and the opposing units are not in City or Bocage type terrain. The only way to inspect an enemy stack prior to ground attack in these types of terrain is through Armed Recon.

Artillery may not fire at an enemy hex unless the target has been Spotted by friendly units. When attacking a hex or bridge with Armed Recon, the defending stack is only revealed after the attack is declared. Once a player declares an attack, it must take place. Attacking units (artillery or combat) are always revealed.

3.7 June 6 Invasion Turns

The “Invasion Turns” referred to in the rules consist of the two turns on 6 June in which the Allied player(s) will conduct their initial assault on Normandy. These turns are the Night and AM turns of June 6, 1944 and consist of the Air Drop and Beach Invasion phases

4.0 THE GAME TURN

The Battle for Normandy is divided into a number of Game Turns depending on the scenario chosen. Each complete Game Turn is

divided into Night, AM and PM Turns each composed of several phases. The sequence of play must be strictly followed in the order presented below. Hence, once a player has finished a given phase and gone on to another, he may not go back to perform a forgotten action or redo a poorly executed one unless his opponent permits it.

SEQUENCE OF PLAY

This is the sequence of play for all turns after June 6. See 16.0 for the sequence of the June 6 turns.

A. The Night Turn

1. Night Inter-Phase

- Weather Determination Phase (8.0)
- Mulberry Harbor Construction (19.4.1)
- Cherbourg Port Destruction Phase (20.4)
- Allied Naval Movement Phase (10.9)
 - ◊ Move Naval units
 - ◊ Flip all Naval units to their Ready side
- Replacement & Reinforcement Phase
 - ◊ Both Players Place Reinforcements (9.2)
 - ◊ Allied Replacement Segment (9.3–9.6)
 - ◊ German Replacement Segment (9.3–9.6)
- Air Allocation Phase (11.1)
 - ◊ Both players allocate Air or AA Points
 - ◊ Reveal assignments
 - ◊ Resolve air interdiction
 - ◊ Place the Allied Ground Support marker on the Daily Ground Air Points Track

2. Allied Night Player Turn

- Allied Engineering Phase (14.0)
- Flip Allied Artillery Units to Ready side (12.5.2)
- Allied Night Movement Phase (10.7)
- Allied Night Combat/Artillery Phase (12.6.1)

3. German Night Player Turn

- German Engineering Phase (14.0)
- Flip German Artillery Units to Ready side (12.5.2)
- German Night Movement Phase (10.7)
- German Night Combat/Artillery Phase (12.6.1)

B. The AM Turn

1. Allied AM Player Turn

- Flip Allied Artillery Units to Ready side (12.5.2)
- Allied Movement Phase (10.0)
- Allied Combat/Artillery Phase (12.0)
- Allied Mechanized Movement Phase (10.5)

2. German AM Player Turn

- Flip German Artillery Units to Ready side (12.5.2)
- German Movement Phase (10.0)
- German Combat/Artillery Phase (12.0)
- German Mechanized Movement Phase (10.5)
- Allied Armed Recon Air Attack Phase (11.3)

3. End of Turn Phase

Advance Phase Turn Marker

C. The PM Turn Identical to the AM Turn

D. End of Day Phase

- Check For Victory (see the individual scenario rules)
- Advance Day Marker

5.0 ZONES OF CONTROL

5.1 General Rule

Zones of Control are hereafter referred to as a “ZOC,” or in the case of an enemy Zone of Control: “EZOC.” All ground units exert a ZOC into the six hexes surrounding it. It is possible that both sides exert a ZOC simultaneously into the same hex. Multiple ZOCs into the same hex produce no additional effects.

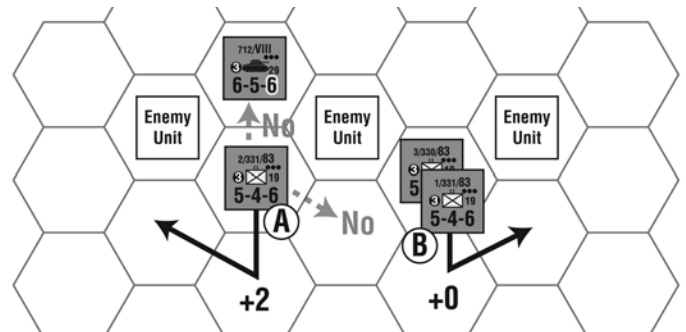
5.2 ZOCs and Movement

It costs no additional Movement Points (MPs) to enter an EZOC. Units must pay two additional MPs to exit an EZOC. (However, see “Holding the Line” below). Combat units may move after entering an EZOC as long as they pay the +2 MPs for each EZOC they exit AND as long as they don’t move from one EZOC directly into another EZOC. Units may not move from one EZOC to another adjacent EZOC unless they have first moved to another hex that is not in an EZOC first.

It does not cost any additional MPs to leave the initial EZOC under the following two conditions:

- It’s a Night Turn.
- HOLDING THE LINE: If the unit *begins the turn there* and at least one unit **or strongpoint** stays in the hex at the moment the unit(s) moves away. It does not matter whether the unit that is “holding the line” moved there earlier in the turn or if it subsequently moves out of the hex later in the Movement Phase; it still negates the +2 MPs cost for the other units leaving.

EXAMPLE: Unit A and Unit B are both in an EZOC. Unit A must pay 2 extra MPs to exit the EZOC. Note that it cannot move from EZOC to EZOC, even when a friendly unit occupies the hex the unit



is moving into. Unit B pays no additional MPs to exit the EZOC since a friendly unit is staying behind to Hold the Line.

5.3 ZOCs and Terrain

ZOCs extend across all hexsides except All Sea hexsides and extend into all hexes except City hexes.

5.4 Other Effects of ZOCs

- RETREATS: A stack of units will suffer a step loss if it retreats

into an EZOC. A friendly unit in a hex containing an EZOC does negate that EZOC for the purposes of Retreats (12.10).

- **LINE OF SUPPLY:** A Line of Supply cannot be traced through a vacant hex in an EZOC. A friendly unit in a hex containing an EZOC does negate that EZOC for the purposes of tracing a Line of Supply (7.3).

6.0 STACKING

6.1 Stacking Limits

Stacking refers to the placement of more than one unit in a single hex. A unit's Stacking Value is listed on the counter. A maximum of 6 Stacking Points may occupy a single hex at the end of each phase. Some CW units have a Stacking Value of 4, e.g. armored regiments. However, these units may still stack with an infantry battalion that traces supply to the same Division HQ, even if the Stacking Points would then be seven in the hex. [Naval stacking is unlimited.](#)

6.2 Overstacking

The stacking limit can be exceeded during the course of Movement, Retreat, Advance After Combat and placing Reinforcements. The stacking limit must be strictly observed at the completion of each Phase. The owning player must correct all stacking violations at the end of the phase by eliminating enough units from the hex to satisfy the stacking limit. See 12.10 regarding units retreating due to Combat into an overstacked situation.

6.3 US and Commonwealth

US and CW units cannot normally stack together. The exception is in the case of a retreat by one of them, but this must be corrected in the next Allied Movement Phase in which the stacked units can legally move. [They cannot attach each others' units.](#)

7.0 SUPPLY AND HEADQUARTERS

7.1 Supply Summary

Units require supply to operate at full effectiveness. Units are always either in supply or out of supply (OOS). There are two types of Supply:

- General Supply: [To avoid OOS penalties](#) (7.2)
- Combat Supply: [To attack with full effectiveness](#) (7.6)

WHEN SUPPLY IS CHECKED: General Supply is checked for each unit at the start of its movement; [General Supply and Combat Supply](#) are checked at the moment of Combat. It is permitted to move units into hexes where they will, or likely will, become OOS.

7.2 General Supply

Units in General Supply do not suffer any of the adverse effects of being Out of Supply (7.5). Units are in General Supply if they can trace a Line of Supply to a Supply Source or to an appropriate HQ which is also in General Supply.

DIVISION HQs: Division HQs that are in General Supply can provide General Supply to all units belonging to the Division plus up to three other units. This may include one non-artillery unit from another Division, but the remainder must be Corps units. These three units are considered temporarily "attached", [or in-supply](#), to that division [for the remainder of the phase](#). The German player may freely attach Division and Corps artillery units, but Allied artillery organic to a Division may not attach to a different Division. Corps

artillery may be attached to any Division or KG HQ. [A unit attacking must trace supply to a Div HQ to receive combat support.](#)

Note: German units (only) may under certain circumstances create and use a Kampfgruppe (KG) HQ (20.3).

Exception #1: A CW Division can provide General Supply to all units of a single CW Armored or Tank Brigade regardless of the number of units in that brigade. This is in addition to the three non-Division units that it may provide General Supply to.

Exception #2: Crocodile units may freely attach to any CW Division and do not count towards the 'three unit' limit.

Corps HQs: Corps HQs that are in General Supply can provide General Supply to an unlimited number of non-Division units. A Corps HQ does not provide General Supply to Division units. Breakdown companies are considered Corps units for purposes of supply, except during the invasion turns. [Allied Beachheads act as Corps HQs in all ways until their actual HQs land on 11 June.](#)

7.3 Line of Supply

A Line of Supply consists of an uninterrupted line of contiguous hexes traced from the unit in question back to a Supply Source. Note [Terrain restrictions in 7.3.2](#). Such a path may not:

- enter hexes occupied by enemy units or Strongpoints;
- enter hexes in EZOCs unless there is a friendly unit there to negate that EZOC for supply purposes.

7.3.1 Supply Route Length

- A Corps HQ is in supply if it can trace a Line of Supply of any length to a Friendly Supply Source.
- A Division HQ is in supply if it can trace a Line of Supply up to a maximum of 20 MPs to a friendly Supply Source or to any friendly Corps HQ that is in supply.
- A Division **unit** is in supply if it can trace a Line of Supply of up to six hexes or 6 MPs (owning player's choice) to a Friendly Supply Source, or to the unit's Division HQ, if that is in supply.
- A non-Division unit is in supply if it can trace a Line of Supply up to six hexes or 6 MPs (owning player's choice) to a Friendly Supply Source, or to a Corps HQ that is in supply. Alternatively, up to three non-divisional units may trace to each Division HQ.

7.3.2 The Effects of Terrain on Line of Supply

A Line of Supply may only be traced over an un-bridged Stream or River hexside if the unit tracing supply is adjacent to that Stream or River hexside. *Exception: For an HQ tracing to source across an adjacent river, begin the distance counted from the hex on same side of the river as the Corps HQ it is tracing from (not from the HQ unit itself).* *Note: This is how HQs act as bridging units for supply purposes.*

If using MPs, [in any weather](#) use the infantry movement rates: 1/2-MP per hex on Primary Roads and 1/3-MP per hex on Highways, even if enemy units are within three hexes of the Highway [for supply purposes only](#).

7.3.3 The Effects of Weather on Line of Supply

Supply ranges are halved during Heavy Rain and Storm turns.

7.4 Supply Sources

Allied Supply Sources: Each Beachhead (18.8.2) is an Allied Supply Source. Allied units trace to the Beach hex at the end of the Beachhead Queue. Commonwealth and Polish units must trace a Line of Supply to a British Beachhead for Combat Supply; US and French units must trace a Line of Supply to a US Beachhead

for Combat Supply. Allied units may trace a Line of Supply to any Beachhead for General Supply.

PATHFINDERS: Pathfinders act as General Supply sources (but not Combat Supply) for Airborne units during the June 6 PM turn. Treat them as a Division HQ for supply purposes (including Supply Route Length)

German Supply Sources: German Supply Sources are all highway or road hexes on the East or South map edge that lead off the map. Additionally, the German player may draw General Supply from any friendly controlled City hex in Bayeux, Cherbourg, Caen, Argentan, Flers or Vire.

7.5 Out of Supply Effects

Units that are not in General Supply are considered to be Out of Supply, or OOS. A Unit that is OOS suffers the following penalties:

- Attack Strength is halved (rounded UP). *For example, an Attack Strength of (5) would round up to (3)*
- Units that begin their movement OOS may not intentionally move adjacent to enemy units in terrain that would otherwise require them to attack.
- Movement Allowance is halved (rounded UP). This IS cumulative with the halving for Allied Night Movement and Mechanized Movement. *For example, the MA of an OOS Allied unit moving at Night would be halved twice: from 6 to 3, then from 3 to 1.5, rounding up to 2.*
- Cannot receive Replacements
- Cannot receive Combat Supply
- Cannot use **Road or Strategic Movement rate** (*Roads still negate other terrain costs*)

Units that are OOS still retain their full Defense Strength.

June 6th Exceptions:

- Parachute Infantry and Beach Invasion units are considered in General Supply and in Combat Supply, without spending CSP, on the 6 June Night and Beach Invasion Turns, regardless of whether a Line of Supply can be traced or not.
- Additionally, until the end of the 6 June PM turn, units of the British 6th, and US 82nd & 101st Airborne Divisions are in General Supply if they can trace a Line of Supply to any Pathfinder hex, but cannot use Combat Supply until their Division HQ can obtain normal supply from a Corps HQ or Beachhead
- German units are considered to be in General and Combat Supply throughout the 6 June Night and Beach Invasion turns.

7.6 Combat Supply

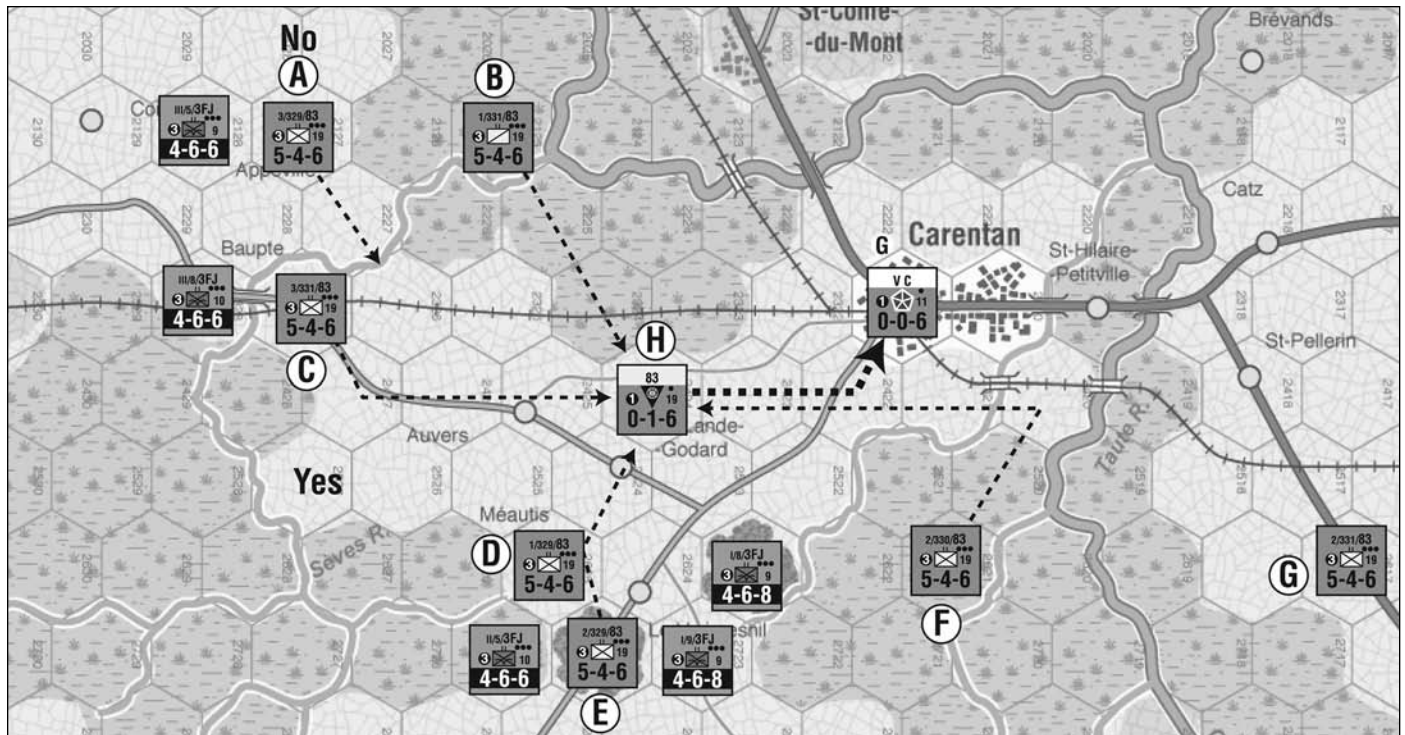
7.6.1 Combat Supply in General

Combat Supply allows a unit access to Division and Corps artillery in combat and for the Allies, air and naval support. Only units that are tracing their General Supply through appropriate HQ as follows are in Combat Supply: **Combat Supply must trace from the unit, to its Division HQ, to a Corps HQ, to a supply source.** (i.e. A Division HQ may not "skip" a Corps HQ as with General Supply)

Combat Supply is the same for both sides, the difference being that the Allied player(s) must use Combat Supply Points (CSPs) when using artillery or naval support in combat. The German side has no such restriction.

If at least one unit of the attacking force is in Combat Supply, then all units involved in that attack can benefit from Combat Supply (artillery, air and naval support). Its conceivable that some units in an attack could be Out of Supply (Attack Strength halved) as long as at least one unit is in Combat Supply.

Corps units can draw Combat Supply from the Division to which



EXAMPLE OF SUPPLY LINES: All Allied units are in General Supply except unit A. Unit A's Line of Supply cannot be traced across a Stream hexside unless the unit is adjacent to that Stream hexside.

Unit's B, C, D, E and F trace six hexes back to their Divisional HQ, while unit G must use MPs to reach the HQ. Note how Unit D cancels the effect of EZOCs for the purpose of tracing a Line of Supply.

they are attached, or from a Corps HQ unit. Lines of Supply for such units must comply with 7.3.1. Until Allied Corps HQs land, Allied Corps units can also draw Combat Supply from a Beachhead. German Corps units can only draw Combat Supply from the Division HQ to which they are attached or from a Corps HQ.

7.6.2 Combat Supply Points (CSPs)

Only the Allied player has CSPs. The Allies begin the game with a number of CSPs according to the scenario instructions. Keep track of the number of Allied CSPs with the Supply marker on the Allied Supply Track. The Allied player receives additional CSPs each day based on the Weather, scenario, the control of Cherbourg (20.4) and/or presence of a Mulberry Harbor (19.4). These may be accumulated from turn-to-turn. As they are used in combat, the marker on the Supply Track should be adjusted accordingly.

The Allied player must spend CSPs to conduct a Major Attack (7.6.3) or to use Artillery, Naval Gunfire or Ground Support in combat. The Allied player may always attack from a single hex without spending a CSP as long as he does not use Artillery, Naval or Air support.

7.6.3 CSP Cost

The number of CSPs required in an attack is based on the number of hexes the defending unit or units are attacked from. There are three types of combat that use Combat Supply:

- **Normal Attack:** The attacker is attacking from a single hex. It costs 1 CSP to supply a Normal Attack with support (the number of artillery units used has no effect).
- **Major Attack:** The attacker is attacking from multiple hexes. It costs 3 CSPs to support a Major Attack (the number of artillery units used has no effect).
- **Defensive Artillery Fire:** Allied players must also expend 1 CSP per hex to use Artillery or Naval or Air Support to assist friendly units that are attacked during the German Player Turn. The number of artillery and naval units used has no effect.

7.6.4 Attacking Without CSPs

Allied units may always attack at full strength from a single hex without spending any CSPs as long as they are in General Supply. However, in this situation they will be unable to use Air, Naval or Artillery support.

If an attack must be conducted due to the Mandatory Attack rules (12.3), **and the Allied player(s) does not have the CSPs, the attack must be conducted from a single hex, and no support may be used unless the opponent allows him to voluntarily retreat one hex.**

7.7 Headquarters and Combat

A Division HQ has a Defense Strength of (1). Corps HQs have no Defense Strength; if a Corps HQ is attacked during the combat phase, it is automatically eliminated and placed on the next Night Turn on the Turn Record Track.

If a German HQ unit is attacked, its Defense Strength is as shown on the counter (0 or 1) unless it controls Feldersatz Replacement Points (see 9.6). In this case, its Defense Strength is equal to its REPL level. The inherent HQ Defense Strength and its REPL level are not combined.

EXAMPLE: The 352nd HQ has 3 REPL Points remaining under its counter and it has an inherent Defense Strength of (1). It is attacked by US units. Its Defense Strength is 3, not 4.

7.8 Elimination of Headquarters

If a Division or Corps HQ unit is eliminated in combat, it is placed on the next Night Turn on the Turn Track and reenters the game during the Engineering Phase of that Night Turn. Division HQs can be placed in any hex that is:

- within six hexes of a unit of its Division
- not in an EZOC

A Corps HQ unit follows the same rules but can be placed within 10 hexes of ANY friendly unit.

If a German HQ is eliminated in combat, any REPL Points it owned at the time are eliminated and are not returned when the HQ reenters the map.

If no such location exists at the time that the HQ becomes available, then it may not return to the map. Move it immediately to the next turn on the Turn Record Track. In this case it does not necessarily have to be a Night Turn, the HQ unit will be available again in the next Game Turn. This can continue indefinitely; an HQ unit is never permanently destroyed.

8.0 WEATHER

8.1 Weather Die Roll

On each Night Turn, the Allied player refers to the Weather Table and rolls 2D6 to establish the current day's weather. The result determines the weather for all three turns of the current day (Night, AM and PM).

Summary of Weather Effects

Dice Roll	Weather	CSPs	Allied Air Availability	Allied Naval	Supply Range	Allied Reinforcements	Combat DRM
12	Clear:	12	Full	All	-	-	-
10-11	Partly Cloudy:	11	-10	All	-	-	-
9	Cloudy:	10	-30	All	-	-	-
8	Overcast:	9	-40	All	-	-	-
7	Heavy Overcast:	8	-55	BB, CA, CL only	-	-	-
6	Fog:	7	-70	BB, CA, CL only	-	-	-
5	Light Showers	6	-80	BB, CA only	-	-	-
3-4	Heavy Rain:	5	None	None	Halved	Max 1 per BH per turn	-1
2	Storm:	0	None	None	Halved	No Reinforcements	-2

DDs and Monitors may only be used for Naval Gunfire Support on Weather die rolls between 8-12.

Important Note: In the Night Turn following one which resulted in Storm weather, there is a -1 DRM to the new weather roll. [This modifier goes away in July. In August, apply a +1 DRM following a Clear weather result.](#)

EXAMPLE: If on 19 June there was Storm weather, on the 20 June Night Turn there will be a -1 DRM applied to the die roll (3 becomes a 2, 6 becomes 5, etc). In July there would be no DRM, in August, a +1 after Clear weather (only).

See the Weather Chart and TEC for specifics.

8.2 Effects of Weather

Along with the effects on ground movement per the TEC, Weather affects combat (12.6.4), Supply Ranges, Allied Supply, Allied Naval and Air Support, and Allied Reinforcements. See the Summary of Weather Effects below.

Ships During Bad Weather: If a naval unit cannot fire due to weather, it is not removed from the map, it is just ignored until the weather clears up.

9.0 REPLACEMENTS AND REINFORCEMENTS

9.1 The Replacement & Reinforcement Phase

The sequence of the Replacements and Reinforcements Phase is as follows:

- 1. Place Reinforcements:** Both players place reinforcements according to 9.2.
- 2. Allied Replacement Segment:** Roll for replacements and add the appropriate replacement types to the Replacement track. The Allied player may now use these RPs and his REM RPs for his reduced or eliminated units during this segment.
- 3. German Replacement Segment:** Roll for replacements and add the appropriate replacement types to the Replacement track. The German player may now use these RPs, plus his REM RPs, and Feldersatz Battalion RPs for his reduced or eliminated units during this segment.

9.2 Reinforcements

Reinforcements consist of new units made available to each side according to the Reinforcement Schedule. A player may voluntarily withhold reinforcements to enter on any later turn.

9.2.1 German Reinforcements

German Reinforcements enter the map at the location specified on the Reinforcement Schedule. They enter the map at the road rate spending their first movement point for the hex of entry. Line the units up within stacking limits off the map, as if they were on virtual Road/Highway hexes; then move them onto the map paying the movement costs for those virtual hexes at the appropriate rate during the Movement Phase. All units are considered in General Supply for movement on the turn they enter the map, thereafter they are subject to all normal supply rules.

BLOCKED ENTRY HEXES: Units whose entry hex is blocked may enter in any adjacent hex, but are immediately subject to normal EZOC restrictions. The German player may delay the Reinforcements one turn to bring it onto the map through the closest road hex to the left or right of the original road hex.

9.2.2 Allied Reinforcements

Allied Reinforcements must land (if possible) at the Beachhead indicated on the Allied Arrival Schedule. If that Beachhead is German controlled it may land at a different Beachhead within the same nationality group (US/French units at Omaha or Utah, CW units at Gold, Juno or Sword). Corps units may land at any appropriate beach as shown:

US Corps units

- Omaha Beach
- Utah Beach

CW Corps units

- Gold Beach
- Juno Beach
- Sword Beach

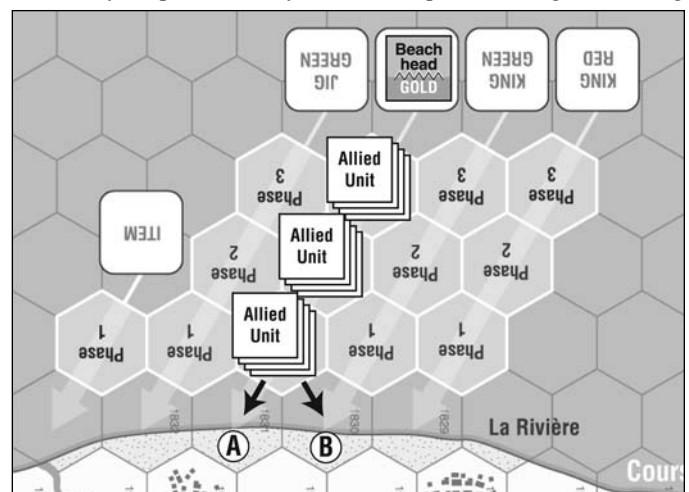
During the Reinforcement Phase, place units on the Assault Hexes (18.2) of the appropriate Beachhead in any order desired, abiding by stacking limits (four units per hex). Units may be placed in any Assault Hex of the Beachhead queue as long as space is available and as long as units currently in the queue land before the new units. Each movement phase (including the Allied Night Movement Phase), advance units towards the beach. Units in the Phase 1 hex should be moved first, landing onto [any of the](#) Beach Hexes adjacent to the Phase 1 hex [within stacking limits](#) (and stopping). Then advance all others behind them one hex. Artillery units land on their MOVED side. [Glider dropped units expend their entire MA.](#)

STACKING: All stacking rules must be followed—four units per Assault Hex, and normal stacking rules once on land. If a unit cannot move forward or land on the beach due to stacking, then it remains in place. [They do not have to be placed in the queue by entry date.](#) [Inf and Arm companies may still land into EZOCs.](#)

Exception: If a player cannot land any units due to the presence of enemy units [adjacent to](#) the beach, ONE battalion (only) may move onto the beach. If this move causes an overstacking situation (for example, a battalion moves into a hex with two companies), immediately remove a unit or units to meet stacking requirements. In this instance, do not wait until the end of the phase to check stacking.

MECHANIZED MOVEMENT PHASES: Reinforcements do not land during Mechanized Movement phases, but mechanized units on Beach hexes may move normally.

As units advance onto the beach, and units behind are advanced along the queue, additional units may be placed into the Landing Queue. Units may be placed in any hex in the queue as long as stacking



EXAMPLE: The four units in the Phase 1 hex are moved first, landing on Beach hexes A or B, and abiding by the stacking restriction of 6 Stacking Points per hex. The eight units in the Phase 2 and Phase 3 hexes are moved forward one hex.

limits are not exceeded, and as long as they are not placed ahead of units already on the queue. See also Mulberry Harbors (19.4).

9.3 Replacement Points (RPs)

There are two types of RPs: Infantry (INF) and Armor (ARM). For the Allies, there are US and CW replacement steps. US steps may only be used to replace US or French step losses. CW replacement steps may only be used for British, Canadian or Polish units. German RPs may be used for any German unit of the appropriate type.

RPs come from three different sources:

- Turn-based (9.3.4)
- REM Replacements (9.3.5)
- German Feldersatz Battalion RPs (9.6)

RPs received by the Replacement Tables, and those accumulated from the previous day through the REM Replacement procedure, must be used in the Replacement & Reinforcement Phase or are lost. **Any accumulated RPs remaining on the Replacement Tracks at the end of the Replacement & Reinforcement Phase are removed except for Airborne losses; these are retained. See 9.3.5.**

9.3.1 Infantry Type Replacements

Infantry RPs represent manpower and may be used for any of the following types of units:

- Infantry
- Engineer
- Bicycle
- non-mechanized Recon
- Motorcycle
- Airborne (it takes two Infantry RPs to replace one Airborne step)

9.3.2 Armor Type Replacements

Armor RPs represent equipment and may be used for any unit with their MA in a yellow or blue oval or for any heavy weapons-type unit. Specifically:

- Armor
- Tank Destroyer (TD)
- Sturmgeschütz (StuG or assault gun)
- Mechanized Infantry or Panzergrenadier
- Heavy Weapons or Schwere
- Artillery or Nebelwerfer
- Anti-Tank (AT)
- Anti-Aircraft (FLAK)
- Mechanized Reconnaissance (Recon)

Important: Some units like Panzergrenadier, Mechanized Recon and Schwere units use both Infantry and Armor type replacements, see the Breakdown and Replacement Chart on the next page.

Note: It costs two Armor RPs to rebuild one artillery unit, including Nebelwerfers *but a single step loss will eliminate them.*

9.3.3 Restrictions

- Air Points, Ships, German Static Artillery, Commando and Ranger type units can never receive Replacement Points or be rebuilt.
- Airborne units cannot receive Replacements until June 8th.
- See 20.2 for rules on using replacements in the Cotentin Peninsula.

9.3.4 Turn-Based RPs

Players receive RPs based on the Daily Replacement Charts and/or individual scenario rules. These Turn-based Replacements are combined with RPs received during the previous day via the REM

Replacement Track; see 9.3.5. Note: no Turn-based Replacements are received on 6 June.

Both sides roll a die to determine how many replacements of each type, Armor or Infantry, are received.

The German player rolls 1D10 and cross references the die roll with the current month.

EXAMPLE: The German player rolls a “5” during the Replacement Phase of the July 8 turn. He will receive one Armor and one Infantry type replacement steps in addition to any received from the REM Replacement Track; see 9.3.5.

The Allied player rolls 1D10 and receives the number of replacements on the chart for both the US and CW forces (the same die roll is used for both nationalities). This number is capped in July and in August. In other words, the number listed as the cap is the maximum that may be achieved during the turns of those months. Note: Ignore these maximums if using the optional “Allied Reple-Deple” rules; see 22.1.

For example, the Allied player rolls an 8 during the Replacement Phase of the Aug 6 turn. He would receive one US Armor, two US Infantry, one CW Infantry and one CW Armor step(s) in addition to any received from the REM Replacement Track; see 9.3.5.

9.3.5 REM Replacements

Each player has a Step Loss Track and Remnant (REM) Replacement Track. On the Step Loss Track, a player records each step loss they receive. Each side has an INF and ARM marker. When the loss marker reaches “5” on the track, the player receives a Replacement Point of that type. Adjust the appropriate REPL marker, INF or ARM on the Replacement Track. There is a +5 side on the Replacement marker; if in a particular turn you exceed 5 RPs, flip the marker and continue. A player may not accumulate more than 10 RPs for each type in a turn. **Type depends on the unit and step; see 9.5.**

EXAMPLE: During the Allied player turn, the German player receives a 2R result. He takes one loss from an infantry battalion and one from a panzer (armor) battalion and retreats the surviving units one hex. Accordingly, he adjusts the INF LOSS marker on the Step Loss Track, which was on the (2) space, to the (3) space and the ARM marker from (4) to (5). This is the maximum for the ARM LOSS marker, and at this point it is moved back to the (0) space and the ARMOR REM REPL marker is placed on the (1) space. This point, and any others that might be earned this turn, will be available for assignment during the German player’s next Replacement Phase.

Artillery: When a **non-Static** Artillery Type unit takes a step loss it is recorded as an Armor Loss.

Commandos and Rangers: Like **Strongpoints and Static artillery**, British Commandos and US Rangers are never counted on the Step Loss Track and may not receive Turn-based Replacements.

Airborne: Airborne battalions can’t receive REM replacements until June 8th **but do generate and retain them until then..**

9.4 Using Replacement Points

Replacement Points may be used to:

- replenish reduced on-map units, and/or
- rebuild eliminated or broken-down units (see 9.5)

To replenish a reduced battalion-size unit on the map, the selected unit must be in General Supply. A unit may receive RPs if it is in an EZOC. Each RP spent on the unit replenishes one step, until the unit is at full strength.

To rebuild an eliminated battalion-size unit, spend the necessary RPs (each RP restores one step), and place the unit adjacent to its **in-supply** Division HQ or Corps HQ, in a hex that is not in an EZOC or a prohibited hex. A player is not required to rebuild an eliminated unit back to full strength; he may spend only sufficient RPs to bring the unit back at reduced strength. RPs may not be used to build companies. If a non-Division, Corps battalion is rebuilt before there is a Corps HQ on the map, then it is placed on or adjacent to a Beachhead supply source hex. An artillery unit requires two Arm steps and may never break down.

Units that receive RPs may move and fight normally in the following phases.

9.5 RPs and Companies

Companies follow a different replacement procedure. They may only receive RPs if they are adjacent to the parent Division HQ of the battalion to be rebuilt, or a Corps HQ. An RP spent on an *on map* company will rebuild a previously eliminated or voluntarily broken-down three-step unit to its reduced side. Two RPs spent on a company will rebuild the unit to its full strength side.

Unit Type	— RP Type —		
	Breakdown Company	Reduced Side	Full Strength Side
Infantry, Airborne or Engineer	Inf	Inf	Inf
Tank, Panzer	Arm	Arm	Arm
Tank Destroyer, JagdPanzer	Arm	Arm	Arm
Mechanized infantry, Panzergrenadier	Inf	Arm	Inf
Anti-Tank, Panzerjäger	-	Arm	Arm
Sturmgeschütz, Assault Gun	Arm	Arm	Arm
Artillery or Nebelwerfer	-	-	Arm
FLAK	-	Arm	Arm
Armored Recon Aufklärung	Inf	Arm	Arm
Non-Mechanized Recon	-	Inf	Inf
Non-Mechanized Recon Company	Inf	-	-
Schwere	Inf	Arm	Inf

EXAMPLE: For the German player to build a full strength Panzer Grenadier battalion from an Infantry company, he would need to spend an ARM REPL to bring it up to its reduced side, and then an INF REPL to bring it up to full strength.

Units are rebuilt according to the Breakdown and Replacement Chart:

EXAMPLE: The 1/16/1 Infantry Battalion of the US 1st Infantry Division is in the Eliminated Box. The US player has previously moved a 1-2-6 INF adjacent to the 1st ID HQ unit. During the Night

Turn Replacement Phase, the US player uses one available REM Replacement Point, one Turn-based Replacement Point, and the on-map 1-2-6 INF company to rebuild the 1/16/1 Battalion at full strength. It is placed in the hex previously occupied by the 1-2-6 INF company. That break-down company is removed from the map.

9.6 German Feldersatz Battalion RPs

DESIGN NOTE: Many German divisions had a training, or “Feldersatz” battalion assigned to them. The men in these units typically did not fight as an intrinsic unit, even defensively, but were used as a source of replacements to the combat battalions in the division.

When a German division enters the game, it has a predetermined number of Replacement Points available to it. Some have none; others may have as many as six. These are represented by REPL counters of the appropriate value and are kept under the Division’s HQ counter until used. They have no inherent movement factor and move with the HQ unit. They cannot be replenished. Once used up, they are gone. They may only replace infantry-type unit steps from their own Division **and they are eliminated if the HQ is eliminated.**

Using Feldersatz RPs: These RPs may be applied to any reduced infantry type unit of that division that is in General Supply during any friendly Movement Phase. Otherwise, they are used in the same way that Turn-based replacements are used. Feldersatz RPs may not be used to rebuild eliminated units, only to replenish reduced ones.

Feldersatz Stacking: Any HQ unit with Feldersatz RPs under it has a Stacking Value equal to the number of Feldersatz RPs under it. However, an HQ may always stack with one other friendly combat unit regardless of the number of RPs under it, **and it only counts as one unit total for purposes of air or artillery attack.**

EXAMPLE: 21st Pz HQ normally has a stacking point value of 1. However, with three Fldsz RPs underneath, it has a stacking point value of 3.

EXAMPLE: 12th SS Pz HQ enters the game with six Fldsz replacements. It may still stack with one friendly combat unit.

10.0 MOVEMENT AND TERRAIN

10.1 Movement Basics

During the Movement Phase, a player may move friendly units and stacks up to the limit of their available movement factors. Each hex entered costs a certain number of MPs, specified on the Terrain Effects Chart. Movement may be made by individual units or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A unit or stack may not enter a hex occupied by an enemy unit. Friendly units have no effect on movement except as noted in rule 5.2. **You must complete the movement of one unit or stack before starting to move another.** You may drop off units from a stack as you move. All unused MPs are lost, they may not be accumulated. Half hexes on the map are playable.

The movement of German units may be affected by Air Interdiction (see 11.2).

10.2 Road Movement

A unit that follows the path of a Road or Railroad may use the reduced rate of that thoroughfare (see TEC for details) and does not pay the +1 MP to cross a Hill hexside. **Out of Supply units may not use the road movement rate, but the road will still negate the terrain cost.**

10.3 Minimum Movement and Immobile Units

Any unit with a movement factor may always move one hex in its Movement Phase, regardless of the cost to enter that hex as long as the unit is not prohibited from moving into that Terrain type or is restricted by EZOCs (see 5.2).

IMMOBILE UNITS: Units that do not have a movement factor, such as German Static Artillery Batteries, may not move at any time. If forced to retreat due to combat, they are destroyed.

10.4 Artillery and Movement

There are two types of artillery units: mechanized and non-mechanized. As with other mechanized units, the movement factor of the mechanized artillery units is highlighted in yellow.

NON-MECH ARTILLERY: When non-mechanized artillery units move (including Minimum Movement), or fire, they are flipped to the “Moved” side of their counter. They will not be able to fire again until they are flipped back over at the beginning of the next friendly turn. *This also applies when they are forced to Retreat (12.10).*

MECH ARTILLERY: Mechanized artillery units may move during the regular Movement Phase and they can fire in the Combat Phase. They are flipped over when they fire or *Retreat (12.10)*. Thus, they cannot move again in the Mechanized Movement Phase if they have fired in combat. If they do not fire in combat, they can move in both phases but are then flipped.

Important: Both types of artillery units move according to the “Mechanized” column of the Terrain Effects Chart.

10.5 Mechanized Movement Phase

Mechanized units have a separate Terrain Effects Chart column, unique combat modifiers and may move in the Movement Phase and the Mechanized Movement Phase. Only units with a MA highlighted with yellow or light blue (Mechanized Recon units) may move during the Mechanized Movement Phase. Units with their MA in yellow can move up to *half their Movement Allowance* (round fractions up);

units with their MA in light blue may use their full MA during the Mechanized Movement Phase. All normal movement rules apply. *Allied mech units landing at a beach do not flip upon landing (except during invasion phases; see 18.2).*

There is *no* Mechanized Movement Phase during a Night Turn.

10.6 Terrain Effects Summary

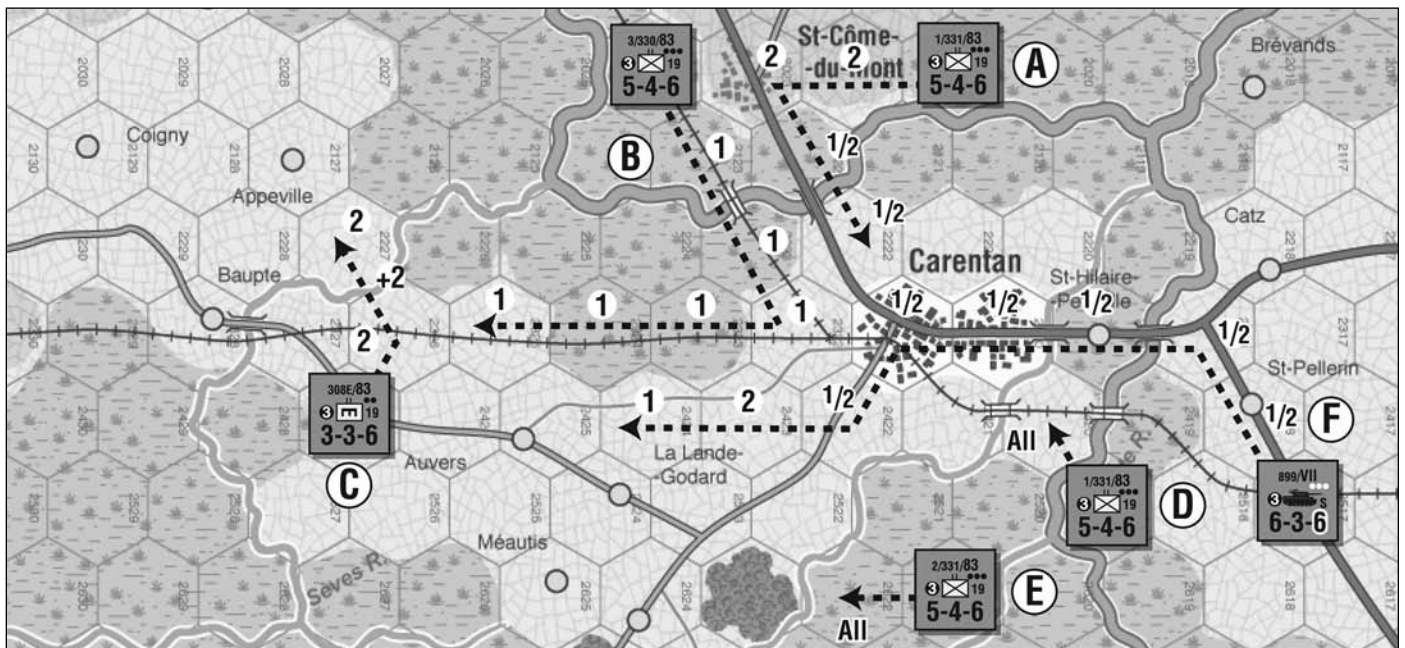
Beach: Specific coastal hexes which allow beach landings and entry. There is a +1 DRM to attacks into a Beach hex for each unit beyond the second in the target hex.

EXAMPLE: If there are three companies and a Crocodile tank unit in a Beach hex, the attacker will receive a +2 DRM to the die roll when firing into the hex. If there is one battalion, one company and an AVRE unit present, the attacker receives a +1 DRM.

Bluffs, Cliffs and Draws: Infantry units may move across Bluff hexsides in any weather except Heavy Rain and Storm, using all their MPs. Commando and Ranger units (19.5) use half their MPs rounded up. Armor is prohibited from moving across a Bluff hexside except where there is an opening (or “draw”); *for example, hex C1748.* There is a -1 Fire Combat DRM to units firing up a Bluff hexside from the beach, and there is no Advance After Combat (*Negated by a Draw*). Commando and Ranger units ignore the -1 DRM and advance restrictions. Units on a Bluff hex have LOS to naval units. Bluffs are ignored when moving or advancing across a Bluff hexside through a Draw. Cliff hexsides are impassable; in combat they are identical to regular Bluffs, except that no Advance After Combat is possible.

Bocage: Tall hedgerows surrounding open farm fields made it a very dangerous area to cross and fight in. Units defending in a Bocage hex receive a -3 DRM. Attacking units may only Advance After Combat if all defending steps were eliminated by the CRT result.

Bridge: Units crossing an intact bridge use the movement rate of the Road or Railroad that crosses the bridge. Bridges may be destroyed



The example shows the movement path each unit takes and the MP cost to enter each hex. Note how unit B uses the railroad to traverse the flooded area at the cost of 1 MP per hex. Unit C pays 2 MPs per Farmland hex and 2 MPs to cross the Stream hexside. Units D and

E must spend their entire Movement Allowance to cross the Major River Hexside or enter the Flooded Hex. Unit F pays 1/2 MP for each Primary Road hex, 1 MP for each Secondary Road hex and 2 MPs for the Farmland Hex.

or repaired in the Engineering Phase; see 14.0. **The CA bonus is not allowed across a bridge.**

Cherbourg Perimeter: Units attacking across the perimeter (towards Cherbourg only) have their Combat Strength halved (rounded up). Mechanized units must pay two additional MPs to cross unless moving by Road or Railroad. German units inside the perimeter may ignore Mandatory Attacks against Allied units in Clear or Farmland hexes that lie across a perimeter hexside.

City: Defending units receive a -3 DRM, unless the defenders are tank-type (only), in which case they will receive a -2 DRM. ZOCs do not extend into City hexes.

Clear: Units in Clear terrain in AM and PM Turns must attack if an enemy unit is adjacent during its Combat Phase (12.3).

Entrenchment: Built by engineer units (14.3), doubles the Defense Strength of one unit in the hex. They use one Stacking Point, so only five additional Stacking Points may remain in the same hex.

Farmland: Light Bocage type terrain that was most often located near the coast. Defending units receive a -1 DRM if attacked. Units in Farmland terrain in AM and PM Turns are susceptible to Mandatory Attacks (12.3).

Flooded / Marsh: An infantry-type unit may move in this terrain by using all of its MP. Mechanized and artillery units may only enter and exit Flooded/Marsh hexes via roads. Units attacking out of a Flooded/Marsh hex, or from one Flooded/Marsh hex to another, have their Attack Strength halved (round Up). The attacker receives a +2 DRM if attacking into a Flooded/Marsh hex (defenders are extremely vulnerable in this flat, wide-open terrain). Units in Flooded/Marsh terrain in AM and PM Turns are susceptible to Mandatory Attacks (12.3). *(Hexes near Gold Beach are considered Flooded/Marsh.)*

Forest: -2 DRM firing into a Forest hex.

Highway: Units move at faster rates (see TEC for details) when moving along a Highway. Strategic Movement (10.8) may also be

used.

Hill: Modifications to movement and combat only apply if moving up to a higher elevation hex. If attacking down, or on the same level, refer to any other terrain in the hex. -1 DRM if attacking uphill. Hill terrain also gives a +1 hex range bonus to Artillery/Naval Gun spotters.

Major River: Non mech Infantry Type units (incl. HQs) with printed MA of 7 or less use all their MPs to cross. All other units are prohibited from crossing except across an intact bridge. Units attacking across a River hexside have their Attack Strength halved, rounded UP. Artillery and Naval fire is not effected. Supply may only be traced across an un-bridged Major River hexside to an adjacent friendly unit.

Point of Interest: No effect except when the hex is occupied by at least one Armor or AT unit (*white or red step dots*). In this case units attacking suffer a -1 DRM when attacking a hex with a PoI in it.

Primary Road: Units move at a faster rate (see TEC for details) when moving along a Primary Road.

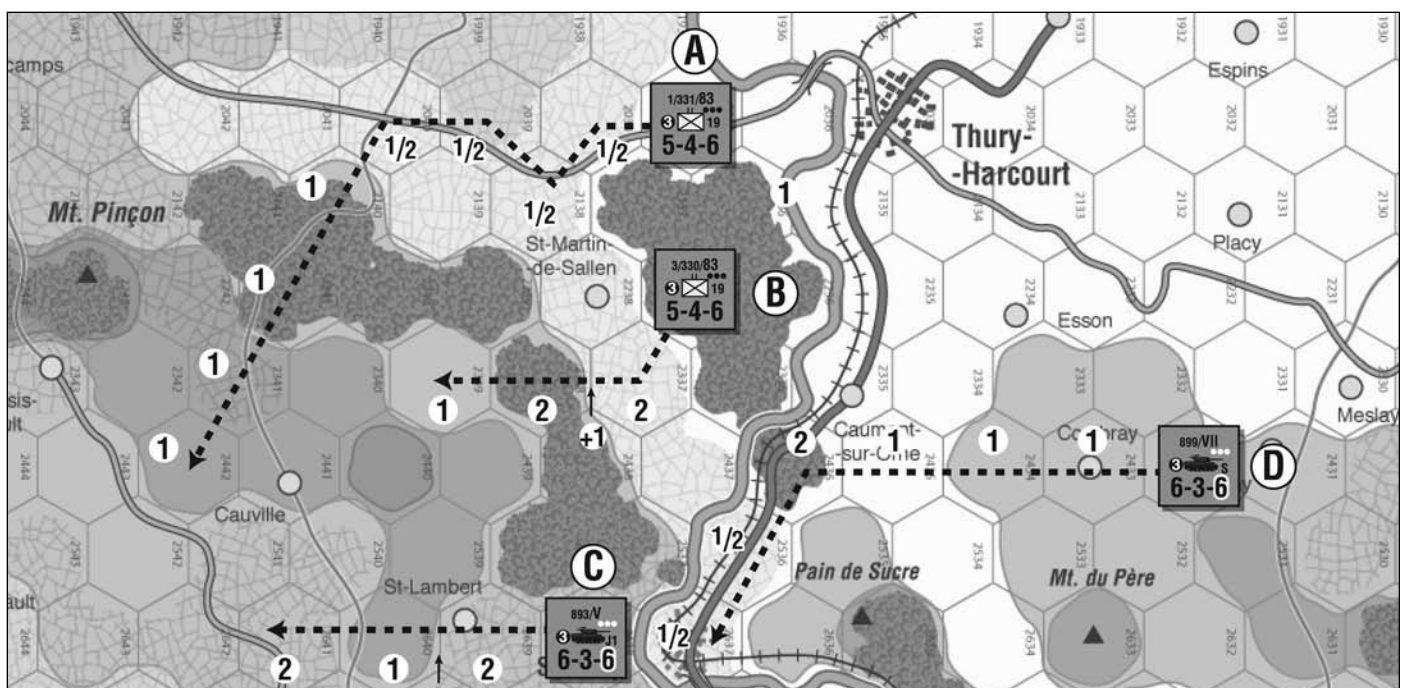
Stream: It costs Infantry type units (incl. HQs) two additional MPs to cross; Vehicle and artillery type units are prohibited. Units attacking across a Stream hexside have their Attack Strength halved, rounded UP. Artillery and Naval fire is not effected. Supply may only be traced across an un-bridged Stream hexside to an adjacent friendly unit (see 7.3.2).

Town: The defender receives a -2 DRM, unless the defenders are tank-type (only), when a -1 DRM is applied.

Secondary Roads and Railroads: Allow units to move through the hex at a cost of 1 MP per hex (in good weather). Other terrain in the hex dictates the combat effects.

Village: Units firing into a Village hex receive a -1 DRM.

Airfield: No effect.



The cost to enter each hex or cross each hexside is shown in the diagram above. Note that the +1 for crossing an elevation line

(Hill) only applies if moving uphill and also does not apply when using a road or track.

10.7 Night Turn Movement

During all Night Turns, Allied MPs for ALL units are halved, rounded UP. German units move normally and are unaffected by night. There is no Mechanized Movement Phase during a Night Turn.

DESIGN NOTE: German troops had greater familiarity with the terrain and being on the defensive for the most part, could move with greater confidence at night.

10.8 Strategic Movement

Strategic Movement may be used when a unit moves along a Highway, allowing them the faster rate of 1/3 MP per hex. Strategic Movement is not allowed on other types of roads. Units using Strategic Movement for any portion of their move, cannot move within three hexes of an enemy unit during that phase. Mechanized units may use Strategic Movement in the Mechanized Movement Phase. Units must be in General Supply to use Strategic Movement.

GERMAN UNITS: Any German unit or stack using Strategic Movement, regardless of how many MPs are used, during any daytime (AM or PM) turn must be marked with a Strategic Movement marker. During the Allied Armed Recon Phase, any attacks against these units will receive a +1 DRM. German units may use Strategic Movement during the Beach Assault Phases.

10.9 Naval Unit Movement

Naval units only move during the Allied Naval Movement Phase of the Night Inter-Phase, when they may also be flipped back to their Ready side. At that time, Naval units may be moved to any all-Sea hex that is two or more all-Sea hexes from any land hex. Simply pick up the counter and move it. A naval unit may be flipped back to its Ready side and moved in the same turn.

German Mines: The German player rolls 1D10, referring to the Mines/Submarine Chart for each Naval unit that moves from its hex. On a hit, it is removed from the game.

11.0 AIR ALLOCATION, INTERDICTION, ARMED RECON, AND GROUND SUPPORT

11.1 The Air Allocation Phase

11.1.1 Allied Air Points and German AA Points

Each side receives a number of points representing their Air Support (in the case of the Allies), or Anti-Aircraft (in the case of the Germans). These points are available each turn. In the Campaign Game the German player has 35 AA points to spend each turn for the duration of the game. The Allied player starts the Campaign Game with 135 Air Points, these points are available each clear weather turn but may be reduced due to the poor weather and German AA fire. The Allied player must keep track of his current Air Points on his Total Air Points Track. There are no Allied Air Point replacements.

Note: During turns with Storm or Heavy Rain weather, and on June 6, there is no Air Allocation Phase, so no Interdiction or Ground Support is possible. No Air Points are available during Night Turns.

Procedure: During the Air Allocation Phase the players follow this procedure:

1. Both sides allocate Air Points (Allies) and AA points (German) to their Air Allocation Charts.
2. The Allied player allocates up to 20 Air Points to Armed Recon.

3. The Allied player allocates his remaining Air Points to Ground Support.

4. Both sides reveal their allocations and resolve Interdiction.

11.1.2 Allied Air Allocation

The Allied player divides his available Air Points between the following three missions:

- **Interdiction:** Assign any number of points to individual regions (each map is a region) by recording the numeric total in secret on each map's box. Air Points assigned to maps B&C will be halved, rounded UP, before applying the German AA commitment.
- **Armed Recon:** Assign up to 20 points to the Recon Box.
- **Ground Support:** All remaining points are available for Ground Support missions during the Combat Phase (see 11.4). Mark the available Ground Support points on the track provided.

EXAMPLE: On June 7th the Allied player has 135 Air Points. During the Air Allocation Phase of the Night Inter-Phase, he assigns 20 points to Armed Recon (the maximum), 20 points to map A, 20 points to map B, and 50 points to map C. He saves 25 points for Ground Support. The Interdiction Points assigned to map B and C are halved to 10 and 25 respectively.

11.1.3 German AA Allocation

The German player divides his available AA points between the five maps. The only mission for German AA is protection from Interdiction.

EXAMPLE CONTINUED: The German player has 35 AA points available. He assigns 10 to map A, 10 to map B, and five each to maps C, D and E for a total of 35.

11.2 Interdiction

Subtract the German AA commitment from the Allied Interdiction commitment for each map, one at a time and find the result by cross-referencing these values on the Air Interdiction Track. The effect on German movement for that map is shown. Place the marker for that map on the Air Interdiction Track.

Interdiction affects the German player only. The marker on the Air Interdiction Track identifies the effect on German movement on that map for both the German Movement and Mechanized Movement phases during the AM and PM turns.

As the German player executes his moves, he subtracts the Interdiction Value for the relevant map from each unit's MP value before movement begins. Use only the map the unit starts on if the unit moves on more than one map. Interdiction is applied to the unit's base movement factor before any other effects on movement are applied (such as halved MA during the Mechanized Movement Phase).

EXAMPLE CONTINUED: Both players reveal their Interdiction and AA allocations. On maps A and B, the Allied player has 20 Air Points each to the German player's 10 AA points. On Map B the Allied air points are halved to 10 and the difference is 0. On Map A the difference is 10. On map C the Allies had 50 Air Points halved to 25, to the German 5, a difference of 20 points. So on Map A the German player has a 1MP interdiction, on Map C, 4MP and on Map B, there is no interdiction.

11.3 Armed Recon (strafing)

The Allied player may allocate up to twenty (20) Air Points to Armed Recon. The number of Air Points allotted to Armed Recon will determine how many attacks may be made during the current day,

and their chance of success. Armed Recon attacks allow the Allied player to conduct ground attacks on enemy units and/or bridges in any location, regardless of the presence of a ground combat unit as a spotter (see 13.2).

11.3.1 The Armed Recon Chart

Refer to the Armed Recon Chart to determine how many attacks may be made. The chart will show how many attacks may be attempted during the entire day (NOT during both the AM and PM turns), and the Hit Number necessary on a 10-sided die. Record this number on the Allied Armed Recon Missions Track. These attacks are not conducted immediately, but will be made during the Allied Armed Recon Attack Phase at the end of each German day turn.

EXAMPLE: If 12 points were assigned, then four attacks are allowed with a Hit Number of 7. He could use two in the AM turn and two in the PM turn or any other combination.

11.3.2 Modifiers to Armed Recon Attacks

TERRAIN EFFECTS: Terrain modifies the Armed Recon attack IF the target is a combat unit and it is NOT on a Highway/Primary Road. Use the combat modifier from the TEC. All units and bridges in a Highway/Primary Road hex are considered to be in Clear terrain for purposes of Armed Recon attacks. The normal +3/-3 maximum adjustment rules do apply. **Exception:** If the target is a combat unit that is on a Highway/Primary Road and is within 2 hexes of an enemy unit(s), the DRM(s) for the terrain do apply, i.e. the Highway/Primary Road is ignored.

STRATEGIC MOVEMENT MODIFIER: If the target stack contains a Strategic Movement marker, modify the die roll by +1. A unit using Strategic Movement may not receive any Terrain modifiers.

11.3.3 Procedure

INSPECTING STACKS: A player may not inspect an opponent's stack unless a ground combat unit is in an adjacent hex. Additionally, if the enemy stack is in a Bocage or City hex, they may only be inspected if targeted by an Armed Recon attack. (3.6).

MULTIPLE ATTACKS: Multiple attacks: A bridge may be attacked multiple times in a single turn. Units in a hex may only be the target of one such attack in a turn. The Allied player must state how many attacks will be conducted on a bridge before the first attack is attempted. All attacks are used even if the bridge destroyed before some of them have been attempted.

Each Armed Recon attack is conducted as follows:

1. Determine the Hit Number from the Armed Recon Chart.
2. Determine if there are any modifiers for Terrain or Strategic Movement
3. Allied player declares the number of attacks that will be conducted against the target.
4. The German player identifies any FLAK units in or adjacent to the target hex. If there are no FLAK units, there is no AA fire.
5. If there are FLAK units, the German player rolls 1D10 on the Anti-Aircraft Fire Table (11.5). Modify the die roll by +1 for each FLAK unit present beyond the first.
6. If the Air unit is not Hit or Aborted, then the Allied player may continue the attack. He rolls a 10-sided die and scores a hit if the modified die roll is equal to or greater than the To-Hit number. If a hit is achieved, one unit (German player's choice) takes a single step loss or if the target is a bridge, it is destroyed.
7. Repeat this procedure for each additional attack on the target **then remove Strategic Movement markers.**

EXAMPLE: The Allied player has allocated 20 Air Points to Armed Recon. This allows him six attacks with a hit number of 5. For one of his attacks, he attempts to destroy the bridge on the B3015/B3114 hexside. There are German FLAK units in hexes B3114 and B3015 so they may now fire. The German player rolls 1D10 and gets a 4, a miss. He would have needed a 7-10 for a hit or an abort. The Air unit continues its attack. The bridge is on a road, so there is no terrain modifier despite the other terrain in the hex. The Allied player now rolls for the attack: On a roll of 5 or higher, the bridge is destroyed. Any other roll has no effect.

11.4 Ground Support

The Allied player has the ability to obtain additional DRMs in combat by using Ground Support points. The number of Ground Support points available is determined according to 11.1. The maximum number of Ground Support points that may be applied against a single hex is three. As with artillery, to use Ground Support in an **attack or defense** a player must have first spent Combat Supply for that **combat**. All Ground Support is susceptible to AA fire.

PROCEDURE: Each Ground Support Attack is conducted as follows:

1. Check for Combat Supply.
2. Allied player declares up to three Ground Support points dedicated to the combat. Subtract that number of Air Points by adjusting the marker on the Ground Support Track.
3. The German player identifies any FLAK units in or adjacent to the target hex. If there are no FLAK units, there is no AA fire.
4. If there are FLAK units, the German conducts Anti-Aircraft fire (11.5). There is only one die roll, regardless of the number of Ground Support units attacking.
5. Each Ground Support point which is not "hit" by AA fire provides a +1 DRM **if attacking, a -1 DRM if defending.**

EXAMPLE: The Allied player is attacking a German stack with three Ground Support points. The target hex includes a FLAK unit. To the Allied player's surprise, there are two additional FLAK units in an adjacent hex. The German player rolls an 8 on 1D10. A +2 DRM is added to the roll for the additional FLAK units, for a net result of 10. The Allied player loses an air unit (subtracts one point from his Total Air Points Track), and will have a +2 DRM Ground Support modifier for the combat from the remaining Air Support factors.

11.5 Anti-Aircraft Fire Table

Anti-Aircraft fire against Armed Recon and Ground Support is resolved using the Anti-Aircraft Fire Table. Roll 1D10 and modify the die roll by +1 for each eligible FLAK unit beyond the first. Only one die is rolled, no matter how many FLAK units are present. Only FLAK units in or adjacent to the target hex can fire. German HQ units count as a FLAK unit for any attack made on their hex (this value does not apply to adjacent hexes).

EXPLANATION OF RESULTS

Abort: The air point is not destroyed but it fails its mission.

Hit: The air mission fails and one Air Point is permanently lost.

12.0 COMBAT

12.1 Combat in General

Combat occurs between adjacent opposing units during the Combat Phase of a player's turn. The player whose turn it is will be considered the "attacker," and the other is the "defender," no matter what the overall strategic situation may be.

No unit may attack or be attacked more than once per Combat Phase (except during the Beach Landing phases, see 18.4). All defending units in a hex must be attacked as one combined Defense Strength. The attacker need not declare all of his attacks beforehand, and he may resolve them in any order he likes. **You must complete each attack (including Retreat and Advance After Combat) before proceeding to the next one.**

ATTACKING RESTRICTION: Attacking ground units must be from the same Division/Brigade or attached to it (see below). Units in a defending stack do not have this requirement.

ATTACHMENT: Each Division can have up to three units attached. Any unit that can draw General Supply to the Division or Corps HQ can be considered attached to that Division for combat (see 7.2 for restrictions). This is determined at the moment of combat and the three units attached in the Combat Phase can be different than the three non-Division units that drew General Supply in a previous phase.

12.2 Multi-Hex Combat

- An enemy occupied hex may be attacked in one combat by as many friendly units as the attacker can bring to bear from the surrounding hexes. However, no single attack may target more than one hex.
- No single attacking unit may have its Attack Strength divided and applied to more than one combat.
- Units in the same hex can attack adjacent defenders in different hexes as long as each attack is conducted separately.

12.3 Mandatory Attacks

Normally, attacking is voluntary and at the discretion of the Phasing Player. However, there are two situations where attacking is mandatory:

1. If a unit or stack is in **Open**, Farmland or Flooded/Marsh hex and adjacent to enemy units in its own Combat Phase (note exceptions below). In this case, it is mandatory that the friendly ground units either attack the hex (or hexes), or the hexes must be the target of Artillery or Naval Fire.
2. If a unit/stack attacks, every enemy unit that **exerts a ZOC into its hex** must be attacked in some way. This applies even in Night, Heavy Rain and Storm turns.

ARTILLERY: Artillery or naval fire DOES satisfy a Mandatory Attack against a hex. For example, the ground units could attack one hex while artillery fires against the other required hexes. Artillery Fire can even attack all required hexes and allow the ground units to avoid attacking.

IMPORTANT: In situations where **it is impossible for units to attack according to the rules because** the phasing player neglected to save enough supply **or artillery** to cover a Mandatory Attack situation in the combat phase, the units must retreat one hex.

The following cases are exceptions to all Mandatory Attacks. **If exceptions are ignored and a unit attacks, all Mandatory Attack requirements must be followed:**

- Units that cannot move away from adjacent enemy units because they are surrounded by the enemy units, EZOCs or impassable terrain. Units that begin their movement OOS may not intentionally move adjacent to enemy units in terrain that would otherwise require them to attack.
- Units are never required to attack units across a Stream or River (bridged or not bridged).

- Mandatory Attacks are never required during Night, Heavy Rain, or Storm Turns (except as noted above).
- Allied units are not obliged to attack adjacent hexes containing only Strongpoints and/or Static Artillery.
- Strongpoints, Static Artillery and all units stacked with them or with an Entrenchment located in a Clear, Farmland or Flooded/Marsh hex are never required to participate in a Mandatory Attack. Neither are units located in a Point of Interest (POI) **or behind a Cherbourg Perimeter hexside.**

12.4 Combat Procedure

Follow these steps for each combat:

STEP 1: The Attacker declares an Attack and identifies the attacking units and the defender's hex.

STEP 2: Determine if the attacking units are in General Supply.

STEP 3: Allies spend CSPs if desired, **then check for CS.**

STEP 4: Attacker declares Ground Support, Naval Gunfire and Artillery Support for the attack, if available. **Defender** rolls for AA Fire if applicable.

STEP 5: Defender declares Artillery, **Air** and/or Naval support for defense, if available.

STEP 6: Compare the combined Attack Strength of the participating attacking units against the total Defense Strength of the involved defending units and express the comparison as a numerical odds ratio (attacker to defender). Round this odds ratio downward to conform to one of the odds ratio columns found on the Combat Result Table (CRT). The column headings on the CRT range from 1:4 to 7:1. Attacks that are at odds lower than 1:4 are not permitted. Attacks which are greater than 7:1 are treated as 7:1.

STEP 7: Determine all Die Roll Modifiers. If there are both positive and negative modifiers, subtract the lesser from the greater to obtain a single DRM. The maximum final DRM can be a -3 or +3.

STEP 8: The Attacker rolls 1D10 and cross-references the result with the appropriate column of the CRT after applying the appropriate DRM to the roll. Treat all modified die rolls less than 0 as 0 and treat all modified die rolls greater than 12 as 12.

STEP 9: If the Attacker is eligible for the Combined Arms +1 DRM (12.6.2) he may choose to apply it now.

STEP 10: Apply the result immediately (Defender first), including any Retreat After Combat and/or Advance After Combat results.

12.5 Artillery and Naval Combat Support

12.5.1 Procedure

Artillery and naval units add their Attack Strength directly to the total Attack (or Def) strength of friendly units in range **and attached to a division. If not forced to retreat or eliminated, they may still provide support if attacked.** One artillery unit OR naval unit may be committed for every battalion, full-strength or reduced, used in an attack. For purposes of this rule only, count every two company size units as a reduced battalion **but 1 artillery may always be used.** Artillery units must be in Combat Supply in order to provide fire support.

EXAMPLE 1: Four battalions attack a defender in a Bocage hex. The attacker could commit a total of four artillery/naval units to the attack.

EXAMPLE 2: The Allied player is attacking with two battalions with

a combined Attack Strength of (8) against a German force with a Defense Strength of (8). The Allied player is using Combat Supply, and so may support the attack with an, in-range 105mm Battalion with an artillery strength of (4) and a naval destroyer squadron with an Attack Strength of (5). The attack goes in at 17:8, or 2-1 odds.

DIVISION ARTILLERY: The only artillery units allowed to support an attack are the artillery units organic to the Division attacking, or attached artillery units in supply to either the Division HQ or a Corps HQ that the Division HQ is in supply to.

SUPPLY COST: The Allied player must spend CSPs for any attack or defense before support points can be used (7.6.3).

12.5.2 Ready and Moved Status

Only units that have not already been flipped to their “MOVED” side may be used in combat. Once an artillery unit or naval unit fires, flip it to its “MOVED” side. Artillery units are returned back to their Ready side at the start of each Night, AM and PM turn. Naval units only flip back to Ready during the Naval Movement Phase of the Night Turn. [Naval Support is not available at Night.](#)

12.5.3 Range

Range is calculated from the firing unit to the target—count the target hex but not the firer’s hex. The maximum range of all artillery and naval guns is printed on the counter. The minimum range of all artillery and naval units is their maximum range multiplied by 0.25 (1/4) rounded UP (see 12.5.5 for adjacent targets).

EXAMPLE: An artillery unit has a maximum range of 9 hexes. $9 \times .25 = 2.25$. Rounded up, this artillery unit has a minimum range of 3 hexes. It may not fire at a range of less than 3 hexes or more than 9 hexes.

12.5.4 Defensive Artillery Support

After the attacker has declared his artillery support, the defender may then allocate artillery support and naval support, if applicable, to assist his units defending.

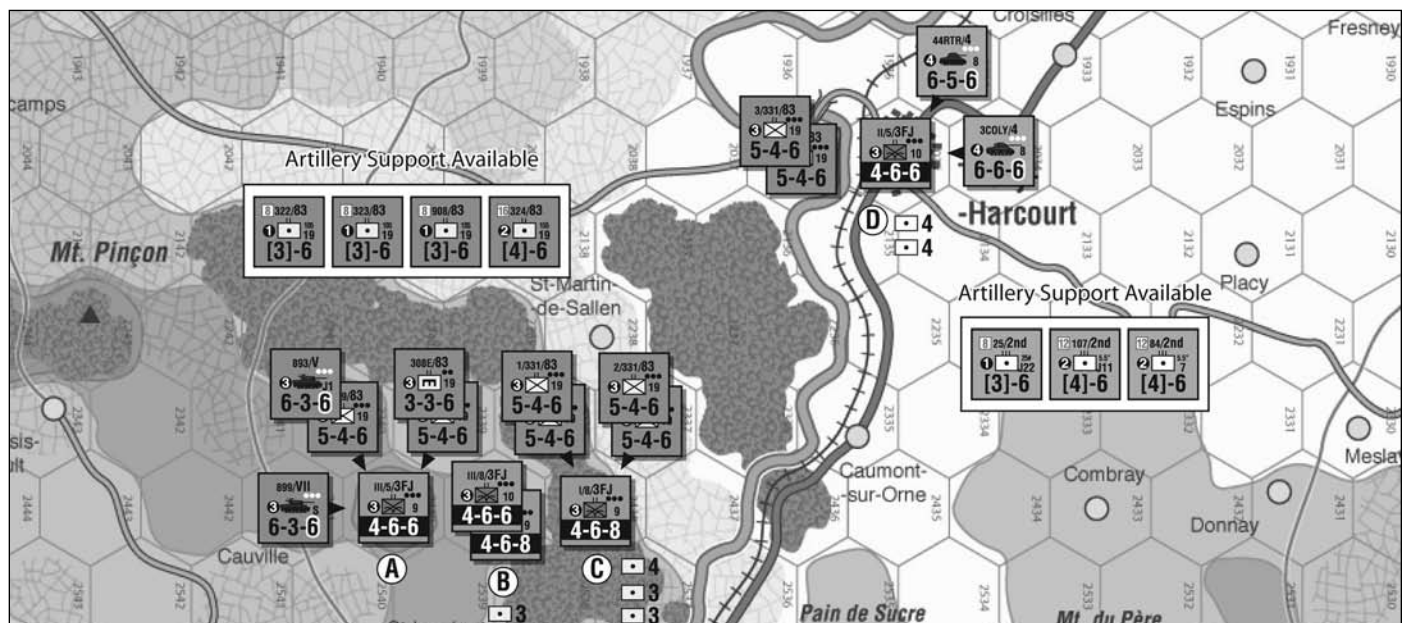
Defensive artillery is applied exactly the same as offensive artillery support except as noted below (including 7.6.1, paragraph 3, that only one unit need be in supply for support purposes):

- Defensive artillery support only requires that units be in General Supply, not Combat Supply.
- If the defending units’ Division HQ is not in General Supply, divisional artillery may not be used. However, in-range, Corps artillery units may be used if they are in General Supply.
- Defending units that are OOS may receive artillery support if all other conditions are met, and they are within 3 hexes of another friendly unit able to trace General Supply in any weather.

If the Allied player is the defender, he must spend one CSP for each hex receiving Defensive Artillery Support (regardless of the number of artillery units used). The German player does not use CSPs.

12.5.5 Properties of Artillery Units

Artillery units have a ZOC. Artillery units defend with a Defense Strength of (1) even though it is not printed on the counter and regardless of whether the unit is on its Ready or Moved side. Artillery units cannot attack adjacent enemy units in ground combat (except during the [Parachute Drop and Beach Landing](#) phases). During the Beach Landing phases, they can use their Defense Factor of (1) as an attack factor to fire upon adjacent enemy units during the German Defensive Fire Phase.



It's the Allied Player's Combat Phase and he has four attacks. A, B, and C are US attacks while D is British. In Combat A, 25 factors attack (6) factors up a hill. The odds are 4-1 with a -1 drm for the Hill Hexside. The Combat Supply Point cost is 3. In combat B, the Allied player uses a (3) factor artillery unit to satisfy the Mandatory Attack—the “To Hit” die roll will be 4 (3 for the artillery, +0 for terrain and +1 for two target units in the hex). CSP cost is one. In Combat C, the Allied player has 30 factors attacking (20 ground

factors plus 10 artillery). The odds are 5-1 with a -2 DRM for the Forest Hex. CSP cost is three. Combat D has 12 British ground factors plus (8) artillery factors attacking (6) German factors. The two US units cannot participate since they cannot combine in an attack with CW units. And although the British units have three artillery units in range, only two can be used since only two ground units are attacking. The final odds are 20 to 6 or 3-1 with a -2 DRM for the Town Hex. CSP cost is 3.

12.6 Combat Modifiers

All modifiers are cumulative. However, no unit or stack may ever have its Attack Strength reduced to less than one and the die roll modifiers may never exceed -3 or +3. When halving, always total the stack and then halve.

12.6.1 Night Turns and Combat

Ground Support (11.4) is not available during Night Turns. There is also a -1 DRM to combat during Night Turns. Combat is never mandatory at night, even in Clear, Farmland or Flooded/Marsh terrain. **Naval fire is not available at Night.**

12.6.2 Combined Arms Modifier

When an attacking player has both an infantry type unit and a tank type unit (see Unit Type Chart on page 5) involved in an attack, he receives an optional +1 DRM. All tank units that are eligible for this modifier are indicated with their Step Dots in white. The defender negates this modifier if they have a tank, AT, or Heavy FLAK unit in the defending hex (white or red step dots). All units that are eligible to cancel the attacker's modifier are indicated with their Step Dots in red or white.

Note: The use of the modifier is optional, and can be selected for use after the die roll. This represents the flexibility and mobility provided when both are present against a defense not adequately prepared or equipped to face it.

The Combined Arms DRM does count toward the modifier maximums **but attackers receive the choice of the two highest results.**

RESTRICTIONS: Combined Arms may not be used by the attacker if the applicable tank-type unit is attacking across a hexside or into a hex that is prohibited to mechanized units. **Ignore roads when determining this.**

12.6.3 Recon Units and Covering Terrain

There is an **additional** -1 DRM applied to all attacks against a single Recon unit when alone and in any kind of covering terrain. Covering

Terrain is defined as any terrain that has a negative DRM applied to an attack into it **and the modifier is cumulative with the terrain.**

EXAMPLE: A recon unit moves into a Forest hex, adjacent to an enemy stack during the Movement Phase. The opposing player decides to attack the recon unit during his Combat Phase. Subtract three from the die roll for the attack; (-2 for the Forest, and -1 for a Recon unit alone in Covering Terrain.)

12.6.4 Weather Die Roll Modifiers

-1 applied against all ground combat in Heavy Rain Turns.

-2 applied against all ground combat in Storm Turns.

12.6.5 Terrain Modifiers

Generally, terrain is not cumulative—use the most predominant terrain present in the hex. However, Villages, Towns **and POIs** are cumulative with the underlying terrain, but the cumulative effect is capped at -3.

EXAMPLE: A Village (-1) in Bocage terrain (-3) is still -3. The cap is applied BEFORE adjusting for the attacker's positive modifiers.

All Hexside Features are cumulative with Hex Features.

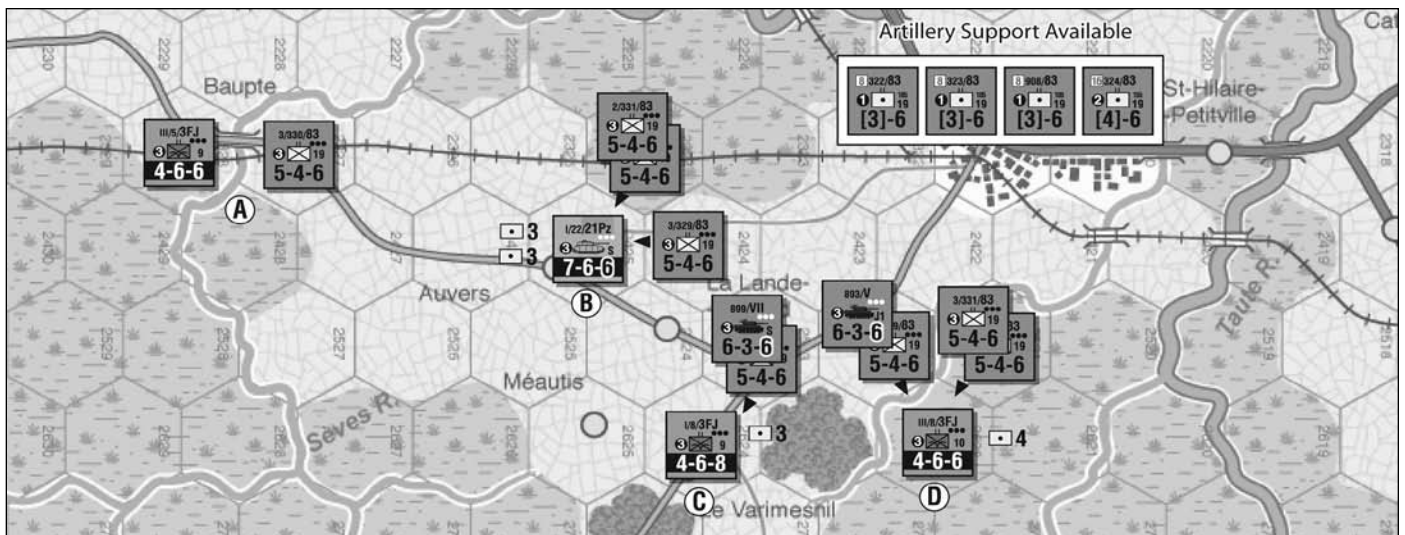
EXAMPLE: A unit attacking across a Stream hexside (Attack Strength halved, rounded up), up Hill (-1), into a Bocage hex (-3), containing a Village (-1) would have its Attack Strength halved and its CRT roll modified by -3.

12.6.6 Unsupported Tanks in Built Up Areas

If the defending hex is City or Town terrain and contains only tank-type units, then the defender's Terrain DRM is reduced by one (-2 for a City hex instead of -3, and -1 for a Town hex instead of -2).

12.6.7 Miscellaneous Modifiers

- Attacker is OOS: Attack Strength halved, rounded UP (7.5).
- Ground Support: +1 DRM per Air Point (11.4)
- Repple Depple marker: Unit's attack or defense factor reduced



EXAMPLES OF COMBAT: At A the US unit is in a Farmland hex so would normally be required to attack all adjacent units. However, a stream separates the unit from the enemy unit, so no attack is required. At B, the two Allied units attacking out of a Flooded Hex are halved. The attack is supported by 6 artillery factors. The odds are 16 to 6 = 2-1 with a -2 DRM (-1 for the Farmland Hex and -1 for the armor unit in a PoI). At C, 14 factors attack 6 factors. Odds are

2-1 with a +1 for Combined Arms. At D, the Stream Hexside and the Marsh Hex halves all four Allied units and prevents the Combined Arms Bonus. The attack is supported by 4 artillery factors. The odds are 15 to 6 = 2-1 with a +2 DRM firing into a Flooded Hex.

All three attacks can be further modified if Defensive Artillery Support is used. Attacks B and D will require 3 CSPs each, while attack C requires only 1 CSP.

by one (Optional Rule 21.1)

- Allied Unit Quality: +1/-1 DRM (Optional Rule 21.2)

12.7 Inter-Allied Cooperation

US and French artillery units may not assist attacks by British, Canadian or Polish units and vice versa.

12.8 Combat Results

Combat results consist of a combination of letters and numbers. Any result listed to the LEFT of the slash, indicates the effect to the attacking unit(s). Any result to the RIGHT of the slash indicates the result to the defending unit(s). Combat Results are as follows:

1, 2... Steps lost: The indicated number of steps are eliminated.

NE No Effect: Both forces remain where they are, intact.

R Retreat: All of the indicated player's forces must retreat one hex.

Eliminated units are placed in the player's Eliminated Box.

EXAMPLE: An Allied force in two separate hexes with 39 ground attack factors, including both a tank battalion and an infantry battalion, attacks a German stack with a total Defense Strength of 14. The Allied player spends 3 CSPs to supply this Major Attack. To support the attack, he adds one available Air Support point for Ground Support, three 105mm battalions with (4) strength each, and an in-range destroyer squadron with a strength (5). This gives him a total of 39+4+4+4+5, or 56 attack points and a +2 DRM (+1 for the Combined Arms modifier, and +1 for the Ground Support point used). All things remaining as they are, it will be a 4:1 attack with a +2 DRM.

Things do not remain as they are, however. The German player has an AT unit in his stack, so the Combined Arms DRM is negated. Additionally, the German player supports his defense with an in-range (captured Russian) 76.2mm battalion with a strength of (2). This brings his Defense Strength up to 16. Also, the German units are in a Town hex, which gives them a -2 DRM for terrain.

The final attack will be the Allied 56 to the German 16, or 3:1 odds, with a -1 DRM. The Allied player uses 1D10 and rolls a 9, modified to an 8. The result is 1 / 2. The German player loses two steps. The Allied player loses one step.

12.9 Step Losses

The choice of the unit(s) to receive losses is at the discretion of the owning player, but no unit may take more than one step loss as result of the current combat until all friendly units have absorbed one step loss.

When a unit takes losses in combat, it is reflected through the loss of steps. Steps are removed through combat as follows:

- 3-step unit: Flip the unit over for the first step loss. Remove the unit and replace it with the appropriate break-down company after the second step loss.
- 2-step unit: Flip the unit over for the first step loss. Eliminate the unit if it takes a second step loss.
- 1-step unit: The unit is eliminated.

Eliminated units are placed in the Eliminated Box.

12.10 Retreats

A unit or stack must always retreat toward the nearest friendly Supply Source whenever possible. If two or more are equally distant, then the owning player may choose. No unit may retreat off the map or through enemy *occupied* hexes. Units that are stacked together

during combat may retreat to different hexes, as long as all other retreat requirements are met. If they retreat into a hex that is later attacked in the same phase, they do not add to the defense of the hex. But they will remain in the hex if the original units must retreat. **A non-mechanized artillery unit must flip if forced to retreat.**

TERRAIN: A unit may never retreat into or through terrain that it may not enter during normal movement.

EZOCs: Units forced to retreat into an EZOC suffer an additional step loss. In the case of a stack, only one step loss is applied, not one per unit. Friendly units negate EZOCs for the purposes of this rule. Units may only retreat into an EZOC as a last resort. Use any other retreat route first.

OVERSTACKING: If units must retreat into a friendly hex which causes overstacking, the retreating units must all retreat one additional hex. If the only possible hex once again causes overstacking, they continue until this is no longer the case.

STRONGPOINTS: Units in a hex containing a Strongpoint may ignore a retreat by taking an additional step loss.

ATTACKER RETREATS: *Attacking units* (not defending units) may choose not to retreat at the owning player's discretion. If they so choose, the attacking units must suffer an additional step loss. This step loss can come from any unit or stack that participated in the attack.

EXAMPLE: Four attacking units located in two separate Open terrain hexes receive a 1R result in combat. The attacker takes one step loss, then may either accept the retreat moving all units back one hex, or suffer an additional step loss from the attacking units at the attacker's discretion, according to normal Step Loss rules.

ELIMINATION: Units that cannot meet the above requirements for retreat are eliminated instead.

12.11 Advance After Combat

Whenever the defending hex is vacated in a combat, one, some or all of the involved attacking units (subject to the stacking limit) may advance into the defender's vacated hex. This is true even if the advance is made from a hex in an EZOC directly into another hex in an EZOC. The hex advanced into must be the hex abandoned by the defender.

Advances are not mandatory, but the decision to do so must be made immediately before the next combat resolution process is begun or the phase is completed. Advancing does not cost MPs. Some attacking units may advance while others do not. Artillery and defender units may never Advance After Combat.

Terrain Effects on Advance After Combat

BOCAGE: If the attack was into a Bocage hex, the attacker may only advance units if all defenders were eliminated by step losses from the CRT.

PROHIBITED HEXES AND HEXSIDES: A unit may never Advance After Combat into or through terrain that it may not enter during normal movement.

13.0 ARTILLERY & SHIPS FIRING ALONE

13.1 In General

Artillery units and naval units may fire at units within range on their own during the Combat Phase. A maximum of one artillery unit or one naval unit may fire at an enemy unit or stack. The Allied player

must spend 1 CSP for each unit that fires, the German player does not. Remember that a hex may only be attacked once per combat phase—either by Ground Combat or artillery/naval fire.

13.2 Spotters

A spotter must be present to provide observation for artillery and naval gun fire. A spotter is defined as any friendly unit (including Strongpoints) in General Supply and within two hexes of the target hex if the target hex and the intervening hex is Beach, Clear, Flooded/Marsh or Farmland terrain. If the target hex or the intervening hex is any other type of terrain, the spotter must be adjacent.

HILL BONUS: Hill terrain provides a +1 hex range bonus to spotting units in Beach, Clear, Flooded/Marsh or Farmland terrain; i.e. a unit on a Hill can provide observation up to three hexes away. The path of hexes to the target unit cannot cross any terrain other than Beach, Clear, Flooded/Marsh or Farmland terrain.

ATTACHMENT: If spotting for artillery fire then the spotter and the artillery unit(s) must belong to the same Division or comply with Attachment (12.1).

SPOTTING NAVAL UNITS AT SEA: Any unit in a Coastline hex or in a hex **with a bluff** may spot a naval unit up to ten hexes away during an AM or PM turn (20.3). **Likewise, a naval unit may spot units on the coast, and may fire alone without a ground unit spotting.**

NIGHT: A spotter must be adjacent to the target hex for artillery fire at night. Naval fire is not allowed at night.

13.3 Artillery and Naval Fire Procedure

Follow these steps for each artillery or naval fire:

STEP 1: Determine the base Hit Number (the Attacker's Attack Strength before modifications)

STEP 2: Modify the Hit Number by subtracting the following terrain combat modifiers:

Clear, Beach, Flooded, Sea	0
Farmland, Village	-1
Forest, Town, Bocage	-2
Entrenchment, City	-3

Terrain modifiers are cumulative. However, the final terrain modifier cannot exceed -3.

STEP 3: Modify the Hit Number by -1 if this is a Night Turn. (Remember: naval fire is not allowed at night.)

STEP 4: The Hit Number is further modified by adding the number of units in the target hex greater than one. *For example, if three units are in the hex the Hit Number would be increased by two.*

STEP 5: Roll a 10-sided die. If the number is equal to or less than the Hit Number, the target unit or stack loses one step at the owning player's discretion. A "1" always hits, a 10 always misses.

EXAMPLE 1: *The Allied player(s) fire a (4)-6 artillery unit at a stack of three German units in a Town hex. The base Hit Number is 4, which is modified by -2 (terrain) and +2 (stacking), the final Hit Number is 4. A roll of 4 or less inflicts a step loss on the German stack and the Allies subtract 1 CSP.*

EXAMPLE 2: *A German (6)-6 Werfer unit fires at a stack of three Allied units in Open terrain. The base Hit Number is 6, which is modified by +2 (stacking), the final Hit Number is 8. A roll of 8 or less inflicts a step loss on the Allied stack.*

13.4 Allied Counter-Battery Fire

When a German artillery unit fires per 13.3 during an AM or PM turn, the Allied player may immediately fire at the hex containing the German artillery unit with an in-range artillery in **General Supply**, or naval unit that has not yet fired during the turn. However, in this instance it does not need a spotter and the Allied player does not expend a supply point. Use the method in 13.3 to conduct this counter-battery fire, and any step loss would be chosen normally by the German player; i.e. a step loss from any unit in the target hex. Counter-battery fire occurs after the German player has conducted his fire with his artillery unit. No counter-battery fire is allowed in a Night Turn.

DESIGN NOTE: *This covers two important issues; The representation of superior Allied air reconnaissance, and also limits the German player from firing every gun in range, whether they need to or not, during their turn.*

13.5 German Fire Against Allied Ships

German artillery units may direct artillery fire at Allied naval units during any AM or PM non-Storm turn. All the normal rules of artillery fire apply, the target must be in range and be spotted (13.2). There are no Terrain modifiers. Any unit on a Coastline hex may spot a naval unit up to 10 hexes away. Before each German artillery unit fires at an Allied naval unit, the Allied player must state whether or not the naval unit **being fired on** will return fire (assuming that the naval unit hasn't already fired that day). If the Allied player opts not to return fire and the target is hit then the naval unit is removed from the game permanently. If the Allied player does opt to return fire and the target is hit then the naval unit is allowed to return fire into the hex from which the German artillery unit fired at it before the naval unit is removed. If the Allied player does opt to return fire and the target is NOT hit then the naval unit **MUST** return fire into the hex from which the German artillery unit fired at it. **Other naval units may counter-battery fire. A single ship may still only be fired on once in a phase, but other limits to firing at a stack do not apply.**

14.0 ENGINEERING PHASE

Each player's Engineering Phase is conducted during the Night Turn of each day. The following actions may be attempted:

14.1 Bridge Destruction

Both players may attempt to destroy bridges with their engineer units. An Engineer unit that is not in an EZOC may attempt to destroy an adjacent bridge by rolling on the Bridge Destruction/Repair Table during the friendly Engineering Phase. If successful, place a Destroyed Bridge marker, with the arrow facing the destroyed bridge in an adjacent hex.

NOTE: *The Allied player may also attempt bridge destruction using Armed Recon Attack, see 11.3.3.*

14.2 Bridge Repair

Both players may attempt to repair previously destroyed bridges. An Engineer unit that is not in an EZOC may attempt to repair an adjacent, previously destroyed bridge by rolling on the Bridge Destruction/Repair Table during the friendly Engineering Phase. After a successful Bridge Repair attempt, the Bridge Destroyed marker is removed.

14.3 Entrenchments

Only the German player may build Entrenchments. The number of

Entrenchments that may be in play at any one time is limited by the number of Entrenchment markers in the game. Entrenchments may not be built in City, Town, Flooded/Marsh or Bocage terrain.

CONSTRUCTION: To construct an Entrenchment, place an EM (Entrenchment Marker) on top of a friendly Engineer-type unit, with the “Under Construction” (pick & shovel) side up. That engineer may not move for the rest of that day. On the following Engineering Phase, if the engineer unit is still in the hex, flip the EM over to its Entrenchment side. Until removed via combat, the EM may not be moved. Only one may be built in a single hex.

EFFECTS: Entrenchments have a Stacking Value of one Stacking Point, and double the Defense Strength of one unit in the same hex.

REMOVAL: Once an enemy unit occupies an EM, it is removed from the map, but may be used again later in the game.

15.0 COMPANIES (BREAKDOWN UNITS)

15.1 Properties and Function

Companies have a Stacking Value of two and are considered Corps units. Companies are used to indicate the last step of a 3-step unit (3.4) or may be used to breakdown a battalion into company size units (15.2).

15.2 Voluntary Breakdowns

Players may voluntarily breakdown a battalion into companies during any friendly Movement Phase. This voluntary breakdown must be performed before the unit moves. The units that result from this action may then move normally. Players should refer to the Breakdown and Replacement Chart to see what type of company the parent unit creates. A three-step unit breaks down into three companies. A full strength or reduced three-step unit may reduce themselves by one step and create a single company. Full strength two-step units may reduce themselves by one step and create a single company unit, they may not breakdown into two companies.

15.3 German At Start Breakdowns

German units that are allowed to break down may do so at the beginning of the campaign game at the German player’s discretion. They may break down into three separate companies or as a reduced battalion and one company. They may remain in their original setup hex or be placed in any adjacent hex, or be placed with any Strongpoint at the beach to which they are assigned. There is a limit of one company per Strongpoint.

15.4 Combining and Absorbing Companies

Combining Companies: Two or more companies stacked together, and adjacent to the parent Division HQ of the battalion to be rebuilt, (or adjacent to a Corps HQ if a Corps level battalion is to be rebuilt), may combine to rebuild a previously eliminated or voluntarily broken-down 3-step unit to its reduced side (or full strength side if three companies combine).

NOTE: In the June 6th Invasion Turn, companies are allowed to rebuild in an EZOC and need not be adjacent to an HQ.

Combining Airborne Companies: During the Airborne Movement Segment of [any 6 June Turn or phase](#), Airborne companies from the same battalion may combine if they end their move in the same hex. An adjacent Division HQ is not required, and combining is allowed in an EZOC. On June 8th, this restriction is lifted and Airborne companies may combine into any available Airborne battalion units of the same division.

Absorbing Companies: During a friendly Movement Phase, a reduced battalion and an appropriate company stacked together may combine to bring the battalion up to full strength. An adjacent HQ is not required and combining is allowed in an EZOC. Combining may occur before or after movement.

See 9.5 for providing Replacements to companies.

16.0 SEQUENCE OF PLAY OUTLINE FOR THE JUNE 6TH TURN

The sequence of play for the first day of the game (June 6th) is different than the other turns and is outlined below:

A. The June 6th Night Turn

IMPORTANT: The Night Inter-Phase and the Night Player Phases are not used on June 6th.

1. The Allied Parachute Drop Phase

- a. PATHFINDER SEGMENT: Place the Regimental Pathfinder units on their designated setup hexes and roll for drop accuracy.
- b. AIRBORNE DROP SEGMENT: Place the Airborne battalions on their Regimental Pathfinder units and conduct all Paratroop Drops. For each battalion:
 - Roll for accuracy
 - Roll for the direction

Once accuracy and direction is determined, for each company unit:

- Roll for the distance from the Pathfinder
- Resolve Landing Casualties immediately
- c. AIRBORNE MOVEMENT SEGMENT: Airborne units may move one hex and Airborne companies may combine.
- d. AIRBORNE COMBAT SEGMENT: Airborne units may conduct Fire Combat against adjacent German units.

2. The German Airborne Reaction Phase

- a. German Airborne Reaction Movement Segment
- b. German Airborne Reaction Combat Segment

B. The June 6th Beach Invasion Turn

IMPORTANT: This replaces the Allied and German AM Player Turns.

1. Beach Invasion Phase #1

- a. Allied Landing Segment (check for Drift on Phase #1)
- b. German Defensive Fire Segment
- c. Allied Fire Segment
- d. German Movement Segment

2. Beach Invasion Phase #2: Repeat above for Phase 2

3. Beach Invasion Phase #3: Repeat above for Phase 3

4. End Phase

- a. Allied Regroup Segment
- b. Place a Beachhead marker at each Invasion Site
- c. Allied June 6th Naval Segment
- d. Artillery Recovery Segment

C. Allied PM Player Turn

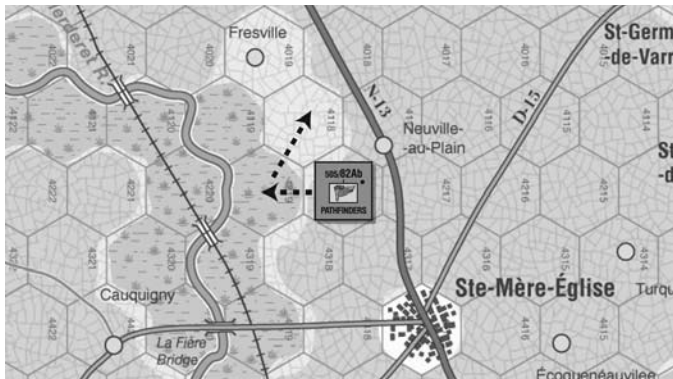
Resume the normal sequence of play from this point on [except that on 6 June PM there is a special Reinforcement phase \(see 9.2\)](#).

17.0 PARATROOP DROPS

17.1 Pathfinders

Each Airborne Division has a Pathfinder unit for each regiment. The Regimental Pathfinder units must be placed before the rest of the Division's paratroopers are dropped.

Pathfinder Drop Procedure: Roll 1D6 for accuracy. On a result of 1-3, the unit lands in the assigned hex. On a result of 4-6, it is off-target and lands one hex away. If off target, roll for direction and place the Pathfinder in that hex. If the target hex is a Flooded/Marsh hex, move the Pathfinder unit one additional hex in the (1) direction per the Direction Chart. If that is also Flooded/Marsh, move it instead to the (2) direction, and so on.



EXAMPLE: The Pathfinder of the 505th Regiment, 82nd Airborne has a setup position in hex A4218. The Allied player rolls 1D6 for accuracy and gets a 4; it is off-target. The Allied player then rolls a 5 for direction. The Allied player places the Pathfinder in hex A4219 per the Direction Chart. However, this hex is a Flooded/Marsh hex, so the Allied player must move it an additional hex and so first looks to the (1) direction, which is hex A4118. As this hex is not Flooded/Marsh, the Pathfinder is placed there.

If it had been another Flooded/Marsh hex, the player would check the hex in the (2) direction which would put it back in A4218.

Pathfinder Properties: Pathfinder units may not move. If an enemy unit moves into the hex, the Pathfinder unit is eliminated. Pathfinders are a source of General Supply for any Airborne unit throughout the June 6 turns. **If one lands on an enemy unit, conduct landings then remove the Pathfinder permanently.** Remove all Pathfinder units once all Glider reinforcements have landed.

17.2 The Airborne Drop Segment

Once all the Pathfinders have landed, the Allied player can drop his paratroopers. Each Airborne battalion has three associated Airborne companies which will be used for the drop. The battalion counter itself is not used at this time, it is placed in the Airborne Holding Boxes printed on the map and will enter play when it can be built from its companies; see 17.3.

EXAMPLE: The 3/506/101 battalion will have three companies labeled G/3/506, H/3/506 and I/3/506.

Place the three Airborne companies on the hex that the Pathfinder dropped in and then follow the Airborne Drop Procedure for those three companies. Repeat the procedure for each battalion of the regiment. When all the companies of that regiment have dropped, move to the next Pathfinder and repeat the process until all Airborne companies have dropped.

Artillery battalions, Engineers and Division HQs participating in the Parachute Drop are each considered to be individual units for the purposes of the air drop, any reference to “company” below applies to these units as well. They may land at any Pathfinder location.

Airborne Drop Procedure:

STEP 1: Roll 1D6 for the accuracy of the Airborne battalion and refer to the Accuracy Chart below. This result applies to all three companies. CW Airborne units automatically roll a “1” result.

ACCURACY TABLE

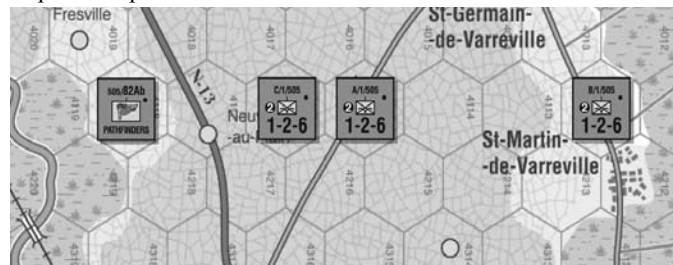
- 1: Distance from Pathfinder is half of 1D6, rounded down
- 2-5: Distance is 1D6
- 6: Distance is 2D6

STEP 2: Roll 1D6 for the direction of the battalion using the Direction Arrows on the map (maps A & C). This direction applies to all three companies of the battalion.

STEP 3: Now roll for distance, and roll separately for each company of the battalion. The result is the distance in hexes from the Pathfinder's hex. Use either one or two dice depending on the result of Step 1. The Airborne companies land in those hexes. Conduct Landing Casualties (see below) as each company lands.

NOTE: See 19.8 for the special rules regarding the initial company of the British 2nd O&B at Pegasus Bridge.

Repeat this procedure for the next battalion.



EXAMPLE: After the 505th Pathfinder unit was dropped, off-target, into hex A4118 in the previous example, it is time to drop the troopers. For this example we will drop the 1/505/82 battalion. There are three companies that make up the 1/505/82 battalion; A/1/505, B/1/505 and C/1/505. The Allied player first rolls for accuracy and the result is a 4; meaning each company will be 1D6 off target. Next he rolls for direction and the result is a “2”, all three companies are off target in the (2) direction (east). First A/1/505; the roll is “3”. Count three hexes in direction (2) and place it in hex A4113. For B/1/505, the result is 6; place it in hex A4112. A “2” is rolled for the C/1/505 and it is placed in hex A4116.

Landing Casualties:

- Any unit dropped onto an enemy unit or into a full sea hex is eliminated.
- Any unit that is dropped into a Flooded/Marsh hex must roll for survival with 1D6:
 - 1-4: No effect
 - 5-6: **One Step** eliminated
- Any unit that drops adjacent to German units immediately undergoes fire from them. The German player rolls 1D10 for each adjacent German **stack** (no DRMs apply). If the die roll is:
 - ◇ less than or equal to the German units' Attack Factor = Unit eliminated (or a step loss if Battalion-sized; i.e. Engineers)
 - ◇ greater than the German units' Attack Factor = No Effect.

17.3 The Airborne Movement Segment

After all Airborne units have dropped and landing casualties have been resolved, the Allied player may move any or all Airborne units up to one hex. Airborne companies may combine at this time after they move (15.4). Stacking rules will apply after the one hex movement. Airborne units that land adjacent to a German unit may move, but cannot move from EZOC to EZOC.

NOTE: When the Beach Assault Sequence begins, parachute units are able to move one hex per Beach Invasion Phase just as the beach assault units do.

17.4 The Airborne Combat Segment

During this segment the Allied player may fire at adjacent German units with his Airborne units. The CRT is not used, rather a “Fire Combat” system is used as explained below. If there are two or more adjacent enemy units, the Airborne unit may fire at only one of them. Each Airborne unit fires individually at an adjacent German unit using its Attack Strength. A German unit may be fired on more than once by different Airborne units. No CSPs are required. Roll 1D10 for each Airborne unit that fires. There are no Terrain modifiers. If the modified die roll is:

- less than or equal to the Airborne unit’s Attack Factor = Unit losses one step (Note: A “1” always hits, a “0” always misses.)
- greater than Airborne unit’s Attack Factor = No Effect.

There is no Advance or Retreat in this Combat Segment.

17.5 German Airborne Reaction Movement Phase

The German player may move any unit with a MA of 1 or more, that is currently within two hexes of an Allied Airborne unit up to one Movement Point (1 MP) into a non-Beach hex according to normal movement rules (*not a Pathfinder*). All other German units may not move.

17.6 German Airborne Reaction Combat Phase

The German player may now perform Fire Combat using the same method described for the Allies in the Airborne Combat Segment. No Artillery Support is allowed and two or more German units may NOT combine their Attack Strength before firing.

17.7 Glider Landings

DESIGN NOTE: The glider units came in later with a better idea of where they were going. However, it was a more dangerous landing considering the terrain, enemy fire and flooding.

Glider units may land in any hex that is free of German units and EZOCs where a Line of Supply can be traced from the landing hex to a Pathfinder unit that belongs to the Glider unit’s Division. Stacking limits may be ignored upon landing, but must be corrected by the end of the Allied Movement Phase. Glider units must roll for Survival and Accuracy: **Note: Units scheduled for 7 June Glider Landings will arrive no matter what the weather.**

Survival: Roll 1D10 for each Glider unit. On a 1-2 the unit loses a step*. 3-10 has no effect.

**Destroyed if a company or other one-step unit, apply a step loss if a full or reduced battalion.*

Accuracy: Roll 1D6 for accuracy. On a result of 1-3, the unit lands in the assigned hex. On a result of 4-6, it is off-target and lands one hex away. If off target, roll for direction and place the Glider unit in that hex. If the target hex is a Flooded hex, an all-Sea hex, an enemy occupied hex, or a hex adjacent to a German unit, apply Landing

Casualties per 17.2.

Movement: Glider units may move a maximum of one hex on the turn they land.

17.8 Airborne Artillery

There are three US Airborne Artillery units which may land during the Parachute Drop Phase (376th & 456th of the 82nd, and 377th of the 101st) **on their “Moved” side**. The Allied player(s) may wait until the 6 June PM turn to land them, following the rules for Glider Landings (17.7), or land them with the initial drop during the June 6 Night Turn. If dropped with the initial landing, they roll for Glider Survival with a -2 DRM and follow the parachute landing drift rules (accuracy roll, direction roll and distance roll).

18.0 JUNE 6TH BEACH INVASION TURN

18.1 Defining Landing Sites, Landing Queues, Assault Hexes and Holding Boxes

Each Landing Site (Gold, Juno, Sword, Utah and Omaha) is composed of individual beaches. Each beach has three parts: the Beach hex, the Landing Queue (composed of up to three Assault Hexes), and a Holding Box (the white box behind the Assault Hexes).

EXAMPLE: At GOLD Beach, King Red is in hex 1829. Its assault hexes are 1728, 1628 and 1527.

18.2 Placing Allied Units on the Assault Tracks

The Allied player places his invading forces on the map as follows:

1. Place Battalions: At each landing site place a unit in each Assault Hex. *For example, Sword Beach has 10 Assault Hexes, and each can hold a battalion.* The historical “beach assault battalions” are placed in the Phase 1 hexes and are identified in the scenario setup rules. The other battalions are placed at the player’s discretion, from the available units in the division. Also, see below; “Other units in Assault Hexes”.

2. Breakdown Battalions: Where applicable, break down the placed battalions into companies. Place the battalion units that were broken down into the holding box associated with that beach. Artillery battalions cannot breakdown so if one is placed in an Assault Hex, it must land as a battalion.

3. Rearrange Companies: Now arrange the tank and infantry companies as you see fit within the three Assault Hexes for that beach. DD tanks, if available, can land with the first wave, but must follow the stacking rules.

4. Place Support Units: Place support units (Engineers, AVRE, and Crocodile units) with the company size landing units as desired. They may be placed in any Assault Hex, together or alone and have no Stacking Value. However, they DO count as a unit for the stacking die roll modifier during the German Defensive Fire Segment. Commandos and Rangers cannot receive Support Units.

5. Place Remaining Units Aside: Units of the assault divisions that cannot fit in the Assault Hexes will enter the game on the June 6, PM turn, or later if necessary, as normal reinforcements.

Stacking in Assault Hexes: During the June 6 Invasion Turn, each Assault Hex in the Landing Queue has a stacking limit of three (3) companies or one battalion. Once placed, these are the only units that may land during the landing sequence. Support units have no Stacking Value. The holding box has no stacking limit and is merely

to keep track of each battalion's location. Beach hexes have a stacking limit of 6 Stacking Points like any other land hex.

See 19.5 for stacking on the Commando beaches.

Note that after the June 6 Invasion Turn, stacking in the Landing Queue is four units per hex.

Other Units in Assault Hexes: Headquarters and units such as Recon and Artillery that are placed into the Assault Hexes may only land in a Beach hex that is not adjacent to any enemy unit or Strongpoint. They are **placed alone and are** not broken down for landing, and artillery units are flipped to their "MOVED" side (even if mechanized.) **Both may stack as they move up in the queue.**

DESIGN NOTE: The Allied player will want to pay close attention to what units he wishes to land, and their position in the landing hexes.

18.3 Allied Landing Segments

18.3.1 Allied Landing Segment, Phase 1

All Allied units move one hex (including Airborne units that landed in the Night Turn). Units in the Assault Hexes advance one hex down the track. Units in the Phase 1 Assault Hex will enter the actual Beach hex. On Phase 1 ONLY, check for Drift (see below) for each unit entering a Beach hex this phase. Landings may be performed in any order that the Allied player wishes, but units in each Landing Site must be landed from west to east.

EXAMPLE: At Omaha Beach, the first unit moved onto the beach is at Charlie, then Dog Green, then Dog White and so on.

Drift: Each Landing Site has a Drift Rating displayed on the map. The Allied player rolls 1D10 for each unit (including Support units) landing in Phase 1 only (see also 19.5). If the die roll is less than or equal to the Drift Rating, it lands in the target hex. If greater than the Drift Rating, it lands one hex to the east from its target hex.

Exception: the Rangers at Pt du Hoc do not check for Drift, they attack directly from their Assault Hex.

DD Tanks: For any DD tank company entering the Beach hex roll for survival (19.6.2) for each, and if they survive, check drift. They may then fire immediately, per 18.5. This is an "extra" fire opportunity, and they may still fire during the Allied Fire Segment of the Invasion Phase. See the DD Tank Minimum Commitment (19.6.3).

18.3.2 Allied Landing Segment, Phases 2 & 3

On Phases 2 & 3, all Allied units may again move one hex. Units in Assault Hexes advance one hex. Units already on a Beach or Land hex (including Airborne forces) may move one hex if desired. This one hex movement may not enter or cross terrain that is prohibited in normal movement. Units may not move from one EZOC directly into another.

Stacking: Units may not exceed stacking limits at any time. If there is no room to move up or land, units must remain in place.

Changing Beaches: During the 2nd and 3rd Landing Segments, units in Phase 1 Assault Hexes may, instead of landing at the Beach hex associated with their Landing Queue, land at the adjacent Beach hex (to the left or right) if that hex is not in an EZOC.

18.4 German Defensive Fire Segment

The German player may fire at Allied units in this Segment. The CRT is not used, rather a "Fire Combat" system is used as explained below. All German units are considered to be in Combat Supply for

the duration of the June 6th Invasion Turn. Follow these guidelines for each Fire Combat:

- Units in different hexes cannot fire together. Units in a single hex fire together with their combined strength.
- Each target must be a single hex, no multi-hex attacks are allowed.
- A combat unit may fire only once in a single phase.
- Non-artillery units may only fire at adjacent enemy units.
- Artillery units may not fire in Beach Invasion Phase 1 unless firing at an adjacent enemy unit with its Defense Factor of one. HQ units also have a 1 str for fire combat.
- Artillery units may not target Allied units at sea in the Landing Queue, target hexes must be Beach or land hexes.
- In the Beach Invasion Phases, an enemy hex may be targeted more than once. (Note: A "1" always hits, a "0" always misses.)

Fire Procedure: For each combat, indicate which units will fire, choose a target hex and roll 1D10. The Hit Number is equal to the firing unit(s) total Attack Strength. If the roll is equal to or less than the Hit Number, a step loss is inflicted on the target unit(s). The non-phasing player chooses which unit to eliminate (Support units may not be removed to satisfy a step loss). Ignore all terrain modifiers except for Bluffs (*which is treated as a -1 to the Hit # in this phase*). There is no Retreat or Advance After Combat.

Beach Stacking DRM: When the German player is targeting a stack of more than two units on a Beach hex, for every unit beyond the second in the Beach hex, add one (+1) to the Hit Number. Support units count as units for this rule.

EXAMPLE: If fired upon, a stack of five units (three companies and two support units) would provide the German player with +3 to their Hit Number.

Combined Arms DRM: The Combined Arms modifier does apply where applicable, for a +1 DRM **to the Hit #**. This DRM is available in both the Allied and German Fire Segments.

18.5 Allied Fire Segment

The Allied Fire Segment is divided into two steps:

STEP 1: REBUILD BATTALIONS: At this time, Allied units (including Airborne units) may form up per the rebuild rules in 15.4 if they wish (Note: an HQ need not be present on the June 6th Invasion Turn). Units may only reform into units that are currently in the holding boxes. They may reform as reduced or full-strength battalions, depending on the companies available.

STEP 2: Conduct Fire Combat using the same procedures and restriction laid out in 18.4 except the Allied player does not receive the Beach Stacking modifier against German units.

Air Support: Ground Support is not available **until the P.M turn**.

Artillery Support: Artillery units may not fire until they land.

Allied Supply: All Allied forces are considered in Combat Supply for the Beach Invasion turn. They do not need to spend CSPs, unless using the optional Emergency Naval Support in Phase 3; see below.

Emergency Naval Support: During the third Phase (ONLY), the Allied player(s) may **now** expend 1 CSP for each beach where this option is used, to place up to five naval units within range of the beach selected (roll for Mines [10.9] for each placed naval unit). This naval fire follows all normal rules of naval support **including**

CSP cost, but can only be used for combat support (adding the naval unit's value to the land unit's Attack Strength). This fire counts as the naval units' fire for the day and they will not be available again until the next day. Flip the naval unit over to its fired side.

18.6 German Movement Segment

German units currently on the map may move normally in this segment, but have a reduced MA. Their MA is determined by the Beach Invasion Phase:

- Beach Invasion Phase 1: 1 MP
- Beach Invasion Phase 2: 2 MPs
- Beach Invasion Phase 3: 3 MPs

Minimum one hex movement (10.3) is allowed in each phase but they may not move onto Beach-type hexes.. All German units are considered to be in General Supply for the duration of the June 6th Invasion Turn There are no Mechanized Movement phases in the June 6th Invasion Turn. German units are allowed to break down into companies or build up into battalions in all three phases.

All German units may move normally in the PM turn.

18.7 German Artillery on the Invasion Turn

German units and Strongpoints may call in [specific](#) Division and Corps artillery during Beach Invasion Phases 2 & 3, following all rules for using artillery fire support in combat except for the special rules listed below:

- There is no artillery fire in Phase 1.
- Only one artillery unit is allowed in each combat during the Beach Invasion Phases. Add its fire strength to the total Attack Strength; [they may not fire alone](#).
- [Artillery may use their intrinsic fire combat str of \(1\) during the Para drop and Landing phases without flipping over](#).
- An artillery unit may be fired once OR moved once during the [Parachute Drop and](#) three Beach Invasion Phases. For example, if a unit moves in the German Movement Segment of the 1st Beach Invasion Phase it cannot move or fire in the 2nd and 3rd Beach Invasion Phases. However, a mechanized artillery unit may move and then fire, but only in that order; once during the three Beach Invasion Phases. For example, if a mechanized unit moves in the German Movement Segment of the 2nd Beach Invasion Phase it can fire in the 2nd or 3rd Beach Invasion Phases, it could not move in the 3rd Beach Invasion Phase. Once flipped to the "Moved" side, artillery units are not flipped back until the end of the beach landing sequence, just before the 6 June PM turn.
- [An artillery unit may be used during the beach landing phases if it is within range, and from the units listed on the chart below](#).

<i>Location</i>	<i>Artillery</i>
Utah Beach:	1709, Brecourt
Omaha Beach:	Pt du Hoc, 352nd
Gold Beach:	716/1716
Juno Beach:	716/1716
Sword Beach:	716/1716
Inland (vs. Parachute Units)	Same Div. as spotter

[These artillery units may be used at the listed beach with a spotter](#).

18.8 The End Phase

After the conclusion of the Beach Invasion Phase #3 the Allied player conducts the following activities:

18.8.1 Allied Regroup Segment

- All AVRE and Engineer Support units are removed. Crocodile units remain in the game.
- Units in the Assault Hexes that have not landed (due to lack of space on the beach) are formed-up where possible and set aside to be landed on the next turn. These units must be landed before any others. Units at Pt. du Hoc fight from their landing hex.
- Form-up any units that have landed (including Airborne units). Units do not need to be adjacent to a Division HQ at this time.
- Any battalion units left in the holding boxes are placed in the Eliminated Box. They may be rebuilt later with Replacements.

18.8.2 Beachhead Marker Placement

The Allied player chooses one [non-Commando](#) Landing Queue at each Landing Site (Utah, Omaha, Gold, Juno and Sword) and places the appropriate Beachhead marker in that Landing Queue's Holding Box. This marker may never be moved. The Beach hex at the end of the Landing Queue becomes a Supply Source and an entry location for Allied Reinforcements.

Stacking of Reinforcements in the Landing Queue: Place unlanded units in the landing queue. The stacking limit in the Landing Queue is now four units of any size (Bn or Co) per Assault Hex.

18.8.3 Allied June 6th Naval Movement Phase

[All](#) naval units are placed at this time on any all-Sea hex at least two hexes from a land hex. Roll for Mines for each naval unit placed (10.9). They will be ready to fire during the June 6 PM turn.

18.8.4 Artillery Recovery Segment

Flip all Allied and German artillery units to their Ready side.

18.9 Strongpoints

18.9.1 Properties of Strongpoints

- Have a Combat Strength for attack and defense between 1 and 4.
- Can never be moved.
- Have a Stacking Value of 1.
- Have a ZOC.
- Once destroyed they may never be replaced.
- HIDDEN AND REVEALED SIDES: Strongpoint counters have a hidden side, and a revealed side. They are placed with their strength hidden to the Allied player. The German player(s) can examine the strengths and plan the placements accordingly. Flip them to their revealed side when attacked or when they attack. Once revealed, they stay that way permanently until they are removed.

18.9.2 Placement of Strongpoints

Strongpoints are placed on their hidden side at the beginning of the game by the German player, on or near the five landing beaches and around the Cherbourg perimeter according to scenario instructions. Strongpoints are placed either in the hex location given in the scenario instructions, or by the following rules if placed at beaches or in the Cherbourg perimeter:

- **At Beaches:** Strongpoints are placed one per hex, adjacent to a Beach hex. They may not be placed in a Beach hex. Terrain is not considered for these placements. For example, they may be placed in hexes C1929 and/or C1930 despite the presence of Flooded terrain, but not in C1928, since that is a Beach hex. Scenario instructions dictate how many are placed at each beach.
- **At Cherbourg:** Twelve Strongpoints are placed within the

Cherbourg perimeter. One must be placed in hex A2035 (Note: This is Fort du Roule). Two may be placed in any hex within the perimeter except in a City hex, and the other nine must be placed one per hex, adjacent to and inside the Cherbourg Perimeter.

There are 46 Strongpoint markers with the following strengths:

- 4 strength x15
- 3 strength x15
- 2 strength x8
- 1 strength x8

18.9.3 Strongpoints in Combat

Allied units are prohibited from moving into an active Strongpoint hex; it must be destroyed first. Their presence has no effect on friendly units in the hex but can be combined with them for the purposes of Fire Combat or Ground Combat. When a step loss is applied to a defender containing a Strongpoint in the hex, the defender chooses which unit takes the loss. If the Strongpoint is the only unit in the hex, it is removed. Other rules for Strongpoints include:

- Defending units that have a Strongpoint in their hex can also choose to take a step loss instead of a Retreat result in combat.
- Combat against Strongpoints may be modified by the presence of AVRE units (19.6.1).
- Strongpoints, and units stacked with them are not required to conduct Mandatory Attacks (12.3).
- See 18.7 for Strongpoints and artillery fire.

18.9.4 Isolated Strongpoints

Strongpoints are considered Isolated, and must roll for elimination if at the end of any German Combat Phase after the June 6 PM Turn they cannot trace a Line of Supply of any length to a friendly unit or another Strongpoint.

If Isolated, roll 1D6 at the end of each friendly Combat Phase. On a roll of 1 the Strongpoint is eliminated. A roll of 2-6 has no effect.

19.0 ALLIED SPECIAL RULES

19.1 Battleship Withdrawal

The Allied battleships are withdrawn from the battle on a random date between June 30th and July 5th. Role 1D6 during the Replacement & Reinforcement Phase of each Night Turn beginning on June 30th. On a result of “6”, modified per below, all battleships are immediately withdrawn from the map permanently.

On July 1st, add one to the die roll, on July 2nd, add two, and so-on. On July 5th the battleships are withdrawn automatically.

Exception: The battleships *Warspite*, *Ramilles*, *Rodney* and monitors *Roberts* and *Erebus* are exempt from the withdrawal.

19.2 82nd & 101st Airborne Division Withdrawal

The US Airborne Divisions are withdrawn from the battle at some point between June 30th and July 5th. Roll 1D6 for each Airborne Division during the Replacement & Reinforcement Phase of each Night Turn beginning on June 30th. On a result of “6” modified per below, the Division must be removed from the map by the end of the next Allied PM Turn.

On July 1st, add one to the die roll, on July 2nd, add two, and so-on. On July 5th, any US Airborne Division not already removed is withdrawn automatically. Remove their counters from the map at the end of the July 5th Night Turn.

19.3 Allied Carpet Bombing

DESIGN NOTE: *In specific instances during the Normandy campaign, the Allies unleashed a massive, narrowly targeted bombing attack designed to obliterate the resistance in the area and open a hole for a planned assault. These were conducted during operations Goodwood and Cobra.*

19.3.1 Carpet Bombing Restrictions

The Allies are limited to two Carpet Bombing Attacks per game. A Carpet Bombing Attack must be declared to the German player at the beginning of the Movement Phase **and conducted** in an Allied AM or PM turn. They can only take place after July 15th.

19.3.2 Carpet Bombing Supply Cost

A single Carpet Bombing Attack costs 10 CSPs.

19.3.3 Carpet Bombing Placement & Resolution

Target Hexes: To conduct a Carpet Bombing Attack, the Allied player targets ten contiguous hexes **at the beginning of the Allied Movement Phase**. Each targeted hex must be adjacent to another. All hexes must be selected prior to moving friendly units and conducting any of the attacks. Use any convenient marker to identify the planned hexes, such as the Strategic Movement markers.

The Allied Movement Phase: Conduct movement normally, however, the Allied player(s) must roll 1D10 for any unit which begins the Allied Movement Phase adjacent to a targeted Carpet Bombing Attack hex. On a 9 or 0, the unit doesn't move (and might be subjected to friendly fire). *While the pull back was historically ordered, the Army only agreed to half of the requested pull-back distance, and several units did not even follow those orders as they were reluctant to give up ground they had fought over.*

Resolve Carpet Bombing: **At the end of the Allied Movement Phase**, roll an attack against each hex using the Armed Recon Chart with a Hit Number of 5. German AA fire is ignored for these attacks, but terrain is counted. Additionally, roll an identical attack against any friendly unit adjacent to any targeted hex.

19.4 Mulberry Harbors

Mulberry Harbor markers represent the artificial harbors that the Allies built during the Normandy Campaign.

19.4.1 Mulberry Harbor Construction

There are two Mulberry Harbors available for construction. These may be built at two of the five beaches. On the June 7 Night Inter-Phase, the Allied player(s) select which two Beachheads on which to build the Mulberry Harbors, and then begins rolling 1D6 at the start of each Mulberry Harbor Construction Phase turn to determine the progress of the construction. Roll separately for each harbor, the number rolled is the amount of progress towards completion. Use the Mulberry x1 and Mulberry x10 markers on the Mulberry Track to record the accumulated results. When a harbor's total reaches 21 it is considered to be ready. Players are not required to begin the construction of a particular harbor, and they may begin their construction on different turns.

Historically, these were Omaha and Gold beaches—they were the most viable ports. However, as an option, Allied players may build them at other beaches.

Mulberry Benefits: With a Mulberry Harbor in place, the Allied player receives the following benefits:

- Reinforcements may be placed on the Beachhead row and both

adjacent hexes to it. In other words, you can line up two additional “rows” of reinforcements, landing onto any adjacent Beach hex, effectively tripling your landing capacity per turn.

- All three of these hex rows are now considered a Supply Source.
- The Allied player receives an additional 10 Supply Points per day during the Weather Phase of each Night Inter-phase for each Mulberry Harbor in play [beginning on the following day](#).

19.4.2 Mulberry Harbor Destruction

During any Storm turn, the Allied player must roll for the survival of each Mulberry Harbor currently in play (*i.e.*, *built*). Roll 1D6 and consult the table below. If destroyed, it is removed from the game permanently [after receiving the current day’s points](#) and the beach where it resided reverts back to its Beachhead marker. Any units in the destroyed Mulberry’s additional Landing Queues are moved intact into the Beachhead’s Holding Box.

Mulberry Harbor Destruction Table

Die Roll	Result
1-4	Mulberry Survives: No effect.
5-6	Mulberry Destroyed: Remove from the game.

19.5 Commando and Ranger Units

Commando units include US Rangers, British Royal Marines, and CW Commandos. Commando and Ranger Battalions breakdown into companies during the landing procedure just like normal battalions. Commando units function exactly as infantry battalions with the following exceptions:

- They are not counted on either the US or CW Allied Step Loss Track and can never receive Replacements.
- They only pay half their MP to cross a Bluff hexside.
- They receive a -1 DRM to all Drift rolls.
- They are considered Corps units.

US Rangers: See 20.6 for special placement rules for the US Rangers at the start of the game.

Rangers and Commandos hit the beach on their own, they cannot have Support Units assigned to them at the start.

RM ASG: The tank companies of the Royal Marine Armored Support Group (RM ASG) go in with the Commandos. Since stacking is only three units in an Assault Hex, one Commando company must be placed in the Holding Box for each RM ASG unit placed with the assault group. The company units in the Holding Box may land in the 2nd or 3rd Beach Assault Phase if space on the beach allows.

19.6 Hobart’s “Funnies”

The British special-function units of the 79th Armored Division developed primarily by British Major Gen. Percy Hobart; consist of AVRE tanks (engineer), Crocodile (flamethrower) tanks and DD (amphibious) tanks.

19.6.1 AVRE Tanks and Crocodile Tanks

These units must be placed with CW units and must move with other units at all times. If ever alone in a hex, they are removed from the map permanently. They must roll for Drift during the invasion like all other units. They have no combat or Stacking Values, but do count as a unit for the stacking DRM. They are not considered a Tank unit for the Combined Arms Bonus. These tanks give special bonuses as follows:

AVRE Tanks: +1 DRM vs. Strongpoints.

Crocodile Tanks: +1 DRM vs. any defending stack that includes

infantry.

Post Invasion: AVRE tanks are removed from the game permanently after the June 6th AM turn. Crocodile units remain in play but are subjected to all the terrain and movement restrictions of a Tank company. They do not add to Stacking Value and may not be used as a step loss as a result of combat. If they are ever attacked while alone in a hex, or are the last units remaining after a combat, they are permanently removed from the game. Only one Crocodile Tank bonus may be applied to a single combat.

19.6.2 DD Tanks

DD Tanks provide an extra “first-fire” by the Allies during the [first Beach Invasion Phase](#) if successfully landed as DD units. After the [first Beach Invasion Phase](#), they operate as normal tank units for the duration of the game. If they are attempting to land as DD Tanks, use DD break-down companies. If not, use normal tank company units. DD companies and normal tank companies are interchangeable when rebuilding a tank battalion. Also, you may “mix & match” when breaking down a DD Tank battalion; for example, you can take one DD company and two normal tank companies during the Invasion Turn (only).

Procedure: Each Invasion Beach has a DD Tank range printed on the map. If the Allied player wishes to land a tank company as a DD Tank, he breaks the battalion down into three tank companies; the ones to land as DD Tanks use the DD Tank breakdown company. Place them according to the setup rules, with the DD companies in the first Assault Hex. The Allied player then rolls 1D10 for each DD Tank company and consults the table when they land. If the roll is less than or equal to the DD Tanks rating for that beach, the DD Tank lands successfully and it may fire immediately in Step 1 of the landing phase. If greater than the DD Tanks rating for that beach, it is eliminated. *Exception: Juno Beach - see Below.*

19.6.3 DD Tank Minimum Commitment

At least one tank company must land as DD Tanks at Utah, Gold, and Sword Beaches. At least two tank companies must land as DD Tanks at Omaha Beach. The remaining initial tank companies may be landed either way at the player’s discretion. DD Tanks do not land as such at Juno, but may if players agree to use them, as a historical variant. *Note: The DD tanks assigned to Juno arrived late.*

19.7 Assault Engineer Companies

The beach assault engineer units were not deployed historically as companies. Like the “Funnies” (except DD tanks), the assault engineer companies have no combat or Stacking Value and can freely stack with other friendly units. However, they do count as a unit for purposes of the stacking DRM in Fire Combat.

During the Invasion Phases, having an Assault Engineer company in a hex adds +1 to the Allied To Hit Number of any stack which also contains infantry-type units (only) attacking from a Beach hex. This is cumulative with any other bonuses, for example: an AVRE tank unit. However, additional assault engineer units in the same hex lend no additional modifier. After the Invasion Sequence, these units are removed from the game permanently. They may not be used as a step loss.

19.8 Pegasus Bridge

One company of the 2nd O&B, 6th Airborne Division lands at Pegasus Bridge (hex C3014) during the Parachute Landing Phase. A counter for this company is provided. This company lands using the Pathfinder method as described in 17.1. If it lands in the target hex, the German Strongpoint there is destroyed and the O&B com-

pany occupies the hex. If not, place it in an adjacent hex per 17.1. Thereafter it operates as any other breakdown company.

The rest of the O&B Battalion lands at [Sword Beach](#) on the June 7 turn on its reduced side.

19.9 “Rhino” Tanks

The bocage, made up of dense, thick hedgerows was a significant nuisance for the liberating Allied forces—especially to the American forces in the western part of Normandy. In the bocage country, a relatively small German force, using defense in depth, could hold back a much larger force. Tanks could be of great help, but they had to get through these immense barriers to do so. If they stuck to the roads and trails, a single tank hit by a hidden anti-tank gun could hold up a column for some time. Several different tank modifications were being tried in the field, but most famous of these was that developed by Sgt. Curtis Culin. Shermans equipped with the “Culin Cutter” were dubbed “Rhino” tanks.

Arrival: On 7 July, the Allied players receive six Rhino units. These “land” on the beach like any other reinforcement. They have a movement factor, but no combat factors. They cost nothing for stacking purposes.

Combat Effects: If one or more are stacked with an attacking Allied armor unit, they lend a +1 DRM modifier if the attack is into Bocage terrain.

Replacement: Rhino units cannot be permanently eliminated. If a German unit enters their hex, or if the Rhino unit is with a unit that is eliminated in combat, the Rhino units are removed from the map, but may reenter play at the nearest Beachhead on the following turn.

19.10 Allied Motorization

The Allied player may receive a Division Motorization during the Replacement Phase of the Night Turn; see Daily Allied Replacement Chart. When the Allied player receives a Division Motorization, he chooses a division [with a unit](#) currently on the map or in the Landing Queue, and flips its HQ unit over to the “T” (for “Truck”) side; [this HQ must have entered the game via the reinforcement schedule](#). This condition is permanent even if the HQ is later removed from the map through combat (when it returns it comes back with the ‘T’ side up).

While motorized, the division receives a +2 MP to all non-mechanized units with a movement of six or less (Units with greater than 6 MP already have their own inherent transportation).

PLAY TIP: Players could also note this motorization on the alternate Division Quality Record if they so wish.

EXAMPLE: The Allied player receives a Division Motorization during the June 9 Night Turn. He selects the 4th Infantry Division to receive it. The 1/8/4 infantry battalion, (and all non-mechanized units of the 4th), receive a +2 to its normal MF of six and now has an MF of eight. The Allied player may not flip the 4th Division HQ back to its non-motorized side during the game and may not transfer this ability to another unit.

20.0 GERMAN SPECIAL RULES

20.1 German Motorization

The German player may receive Infantry Division Motorization during the Reinforcement & Replacement Phase of the Night Turn, see the Daily German Replacement Chart. Infantry Division Mo-

torization is represented by a Truck counter.

German Truck counters move onto the map via any road during the Movement Phase. When a Truck counter is moved into a hex containing a German Infantry Division HQ, place it underneath that HQ unit. While the Truck counter is with that HQ, the Division receives the same +2 bonus to movement that the Allied player receives for Motorization.

However, the German player can transfer this ability, simply by moving the Truck counter to another Division’s HQ during the Movement Phase, using normal movement costs. As soon as the Truck leaves the original HQ, that division no longer receives the bonus and it may not grant the bonus again that turn. The number of Truck Motorization counters is strictly limited to those counters included in the game. Once all are received, the German player(s) can receive no more.

If a German HQ with an attached Truck counter is destroyed, the Truck counter is returned to the unit pool.

20.2 Cotentin Peninsula Supply and Replacements

Supply: Any city hex of Cherbourg acts as a General Supply Source for German units.

Replacements: Units that can trace a Line of Supply to a Cherbourg City Hex, but cannot trace a Line of Supply to the South or East map edge may no longer use Turn-based Replacement Points. However, they can receive REM Replacements. If and when the peninsula is cut-off, the German player begins using the Cotentin REM Replacement Track on the German Record Chart. Step losses that occur within the peninsula are tracked on this chart and may become Replacement steps just as with normal REM Replacements. These are the only replacements that may be used within the peninsula unless a Line of Supply to the South or East map edges is re-opened.

20.3 German Kampfgruppe (KG) HQs

During the Replacement Phase of a Night Turn, the German player may place one or more KG HQ unit on the map in an area where it is deemed necessary.

Placement: a KG HQ may be placed in any hex that is:

- free of EZOCs, and
- that is in General Supply to a friendly Corps HQ and;
- that is within six hexes of any friendly combat unit.

Once placed on the map, it may not return to the board if eliminated. If a KG HQ is eliminated in combat, it is removed from the game permanently. The number of KG HQs available to the German player is strictly limited by the counter mix.

A German KG HQ functions in all ways as a normal [division](#) HQ unit except that it may provide Supply to six units of any friendly Division or Corps and they may not be used to rebuild units ([but may use replacement steps](#)).

20.4 Cherbourg Port Destruction

Demolition Procedure: The German player may begin the destruction of the Cherbourg Port during the Engineering Phase of any Night Turn. Place the Port Destruction marker on the (9) space of the Cherbourg Port Destruction Track. On the next turn’s Engineering Phase, the Port Destruction marker is moved from the (9) to (8) space, and so on, each day, until the marker reaches the (0) space. It is then “destroyed.” Once begun, the nine-day process cannot be stopped unless the city is captured by the Allies. The city is captured when only Allied units are present in the hexes of Cherbourg.

German Victory Points: At the end of the 28 June Night Turn, if Cherbourg has not yet been captured by the Allies the German player(s) receive a number of Victory Points equal to the current Port Destruction Level. Subtract that number from the current level on the Allied VP Track.

Allied Victory Points: If the Allies capture the city before June 28, they receive a number of Victory Points equal to the current level of the port when it is captured. If demolition has not been started, the Allied player is awarded 10 Victory Points.

Port Repair: During any Engineering Phase after capture, the Allied player(s) may move the Port Destruction marker up one space if necessary; for example from zero to one and so on, at the cost of 5 CSPs per increment. When it reaches nine (9), the port becomes partially operational and the Allies receive 5 CSPs per day as long as they continue to hold the port.

DESIGN NOTE: Cherbourg was the key objective of the US 1st Army in the assault phase of the Normandy campaign. The German defenders were ordered to fight for every inch of ground to the end, and in most cases they did just that. The port was almost completely destroyed by the time the US forces took the city and though in July the port was made partially operational, it did not become fully operational for months.

20.5 German Fixed Batteries

The German player has a number of fixed artillery batteries that begin the game located throughout the map. These units may never move; and if forced to retreat are eliminated. They are always in Combat Supply. They have an inherent ground attack/Defense Strength of (1). They are considered Corps artillery.

Fixed artillery batteries are always considered to be in Combat Supply for the purpose of firing at Allied naval units even if they are currently out of General Supply. When firing at targets on land, fixed artillery batteries must comply with the rules for conventional artillery units.

20.6 Pointe du Hoc

There are two counters for the gun emplacement that begins the game on hex B1305. One has the artillery unit printed on the reverse side, and the other says, "Guns Moved." At the start of the game, the German player places one of these counters in hex B1305 inverted (at his choice), and places the other in hex B1406 inverted. Both have an inherent combat attack/Defense Strength of one, like any other fixed battery. If the guns in Pointe du Hoc (B1305) have not been moved, they may fire normally. If the guns are placed in B1406, the German player must have an infantry type unit present in the hex in order to fire these guns. This rule only applies to this battery.

During their landing unit placement, the Allied player(s) may either: a) Place the 2nd Ranger Battalion in the beach landing hex and land it normally to assault Pointe du Hoc or, b) land the 2nd Ranger Battalion at Omaha, Beach Charlie behind the 5th Ranger Battalion and land it as a follow-up battalion during the Beach Landing Phases. *Consider B1205 to be a Beach hex that is joined only to B1305, and it separated from it by a Bluff hexside.*

20.7 German Ost Battalions

German Ost Battalions may never breakdown into companies or reduce themselves one step and create a company (14.2). If a German Ost Battalion is isolated during the End of Turn Phase after A.M. and P.M. turns, it loses a step. An Ost Battalion can be eliminated in this way. Isolated is defined as being unable to trace a Line of

Supply of ANY length.

21.0 PREPARING FOR PLAY

Once players mutually agree upon a scenario and choose sides, follow all special instructions for the selected scenario that supersede the standard rules. Each side places units and game markers on the map sheet according to the Set-Up instructions. Once placement is complete, begin normal play.

In most scenarios, the German player sets up first and the Allied player moves first, but this may not be the case in certain scenarios. Refer to the scenario instructions and when there is a contradiction, the scenario rules supersede the general rules.

22.0 OPTIONAL RULES

22.1 Allied "Repple Depple"

Whenever an Allied player builds any non-Airborne INF battalion back to full strength they must place a Repple Depple (R-D) -1/-1 counter beneath it. This modifier reflects a -1 to both its attack and Defense Strength as long as it remains at full strength. If it loses a step again, the marker is removed. If it subsequently builds back to full strength, it places another R-D -1/-1 marker beneath the unit.

Note: Any Allied units built to full strength during the June 7 turn are exempt from placing an R-D marker for that turn only. Additionally, all Airborne battalions are exempt for the duration of the game. Commando and Ranger type units cannot receive replacements at any time.

DESIGN NOTE: The Allied armies used a replacement system which tended to throw almost completely green troops into the fray. While drawing from a Replacement Depot, or "Repple Depple", allowed Allied armies more flexibility in their ability to keep units at full strength, the unit quality and cohesion did suffer as the replacements had little training and no combat experience. Unfortunately, the casualty rate amongst these troops was very high.

German units drew replacements primarily from Division training, or Feldersatz battalions. These troops were broken in to combat gradually and generally stayed with their comrades from basic training until they went into combat. This meant less flexibility than their opponents, but greater experience and unit cohesion was the result.

22.2 Allied Unit Quality

The wildly varying German division quality is already reflected in the counter strengths. Although most Allied divisions had an almost identical TO&E, there were differences in some Allied divisions that were not apparent until they were committed to battle. Where there was a difference, it was most often due to command issues.

When any Allied Division HQ enters play, the Allied player rolls 1D10. Certain divisions are exempt as noted below. Consult the Unit Quality Chart below. The result reflects a die roll modifier which only applies when any unit from the division attacks any enemy unit(s) in ground combat. It does not apply to artillery-only attacks. Use the optional Unit Quality Charts to record the status of Divisions. It can be recorded by placing any available marker on the strength, or if the charts are laminated, circle it with an erasable marker.

At any time, the player may voluntarily "sack" a Division commander by placing the HQ on the Turn Record Track of the next

day, just as if it had been eliminated in combat; see 7.8. When an HQ returns to combat, the player rolls for quality again. (*DESIGN NOTE: The 90th Infantry Division commander was replaced in July, Aug, Oct, Feb '45 and Mar '45...*)

The rule can also be applied to German HQs that have been eliminated when returning to the game, using the chart provided.

Die Roll	Quality (DRM to apply)
1-2	-1
3-9	0 (None)
0	+1

Exempt Divisions include:

- US Airborne Divisions.
- British 6th Airborne and Guards Armored Divisions.
- German: All Panzer and SS Divisions (except the 17th SS) and the 3rd FJ Division.

22.3 91st LL Division Artillery

Two of the 91st Luftlande Division's artillery battalions were equipped with the GebH40 105mm mountain howitzer. The ammunition for these guns was different from the normal 105mm. The German player must roll 1D6 each time these units fire in combat to see if ammunition is available:

- 1-4: Fire normally
- 5-6: No ammunition, cancel fire

If the ammunition is unavailable, the unit is not flipped to its Moved/Fired side.

22.4 Battalion-level Unit Landings

If both players agree, the initial landings can be done at battalion level. All normal rules are followed, except battalions aren't broken down. Stacking in the Assault Hexes is three Stacking Points plus any number of Support Units. During the German Defensive Fire Segment, each hit reduces a battalion one step.

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22.5 Paratroop REMs

Instead of counting Airborne units as infantry for replacements and REM purposes, the Allied player should keep a separate track of Airborne losses with the US and British Paratroop REM markers. If this is done, the only replacements that Airborne units can receive are those from the REM track **and they cost 1 REM repl for 1 Step.**

22.6 Mandatory Attacks

The Mandatory Attack rules (12.3) require a bit more planning and some players may wish to have more freedom of action. With this optional rule, ignore all mandatory attack rules in section 12.3.

Solitaire Play

When playing solitaire, assign Allied Air Points according to the weather, as follows.

Solitaire Air Table

Weather	Interdiction Level	Armed Recon	Ground Support
Storm	E	0	0
Heavy Rain	E	0	10
Light Showers	D	5	10
Fog	D	8	12
Heavy Overcast	C	10	15
Overcast	C	12	17
Cloudy	B	18	20
Partly Cloudy	B	20	27
Clear	A	20	35

Example: If the weather is Clear, then the Interdiction Level for all five maps will be A, the number of Air Points assigned to Armed Recon will be 20, and the number of Air Points assigned to Ground Support will be 35.

Solitaire Interdiction Effects

Interdiction Level	Map				
	A	B	C	D	E
A	-1	-1	-1	-3	-3
B	-1	-1	-1	-2	-2
C	-	-1	-1	-1	-1
D	-	-	-	-1	-1
E	-	-	-	-	-

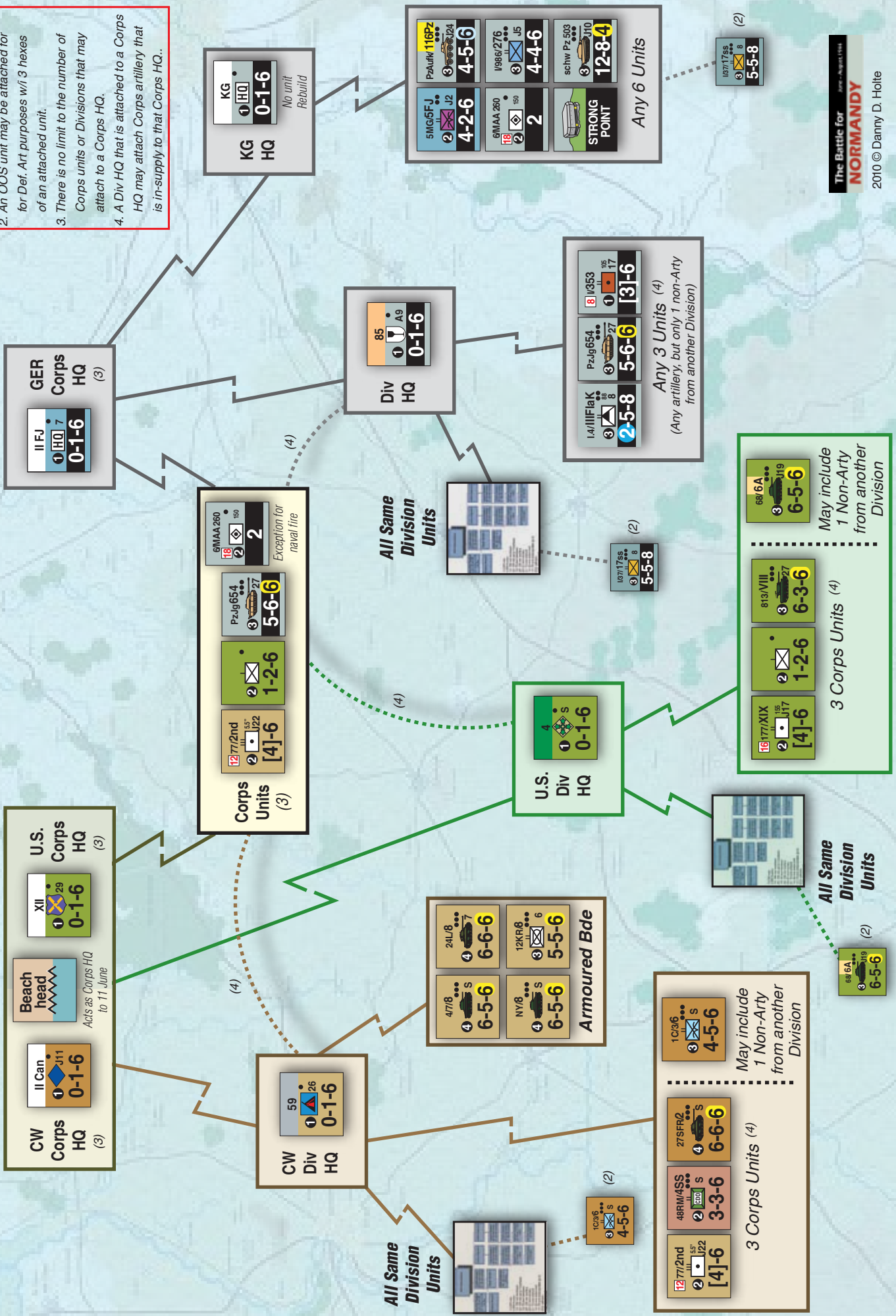
= Effect on Movement Allowance for that map.

- = No effect

ATTACHMENT REFERENCE CHART

Notes

1. Range to attach units to HQs is 6mp or 6 hexes, subject to Weather. (Note: exceptions on 6 June AM)
2. An OOS unit may be attached for Def. Art purposes w/ 3 hexes of an attached unit.
3. There is no limit to the number of Corps units or Divisions that may attach to a Corps HQ.
4. A Div HQ that is attached to a Corps HQ may attach Corps artillery that is in-supply to that Corps HQ.

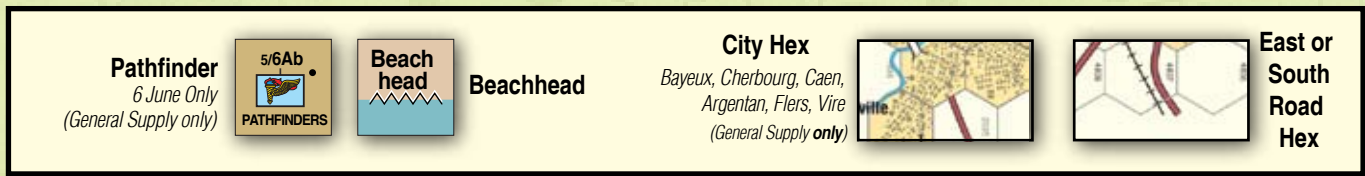


SUPPLY REFERENCE CHART

Supply Source

Allied

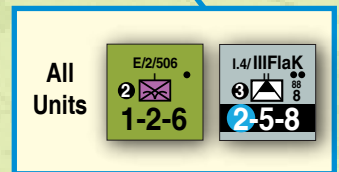
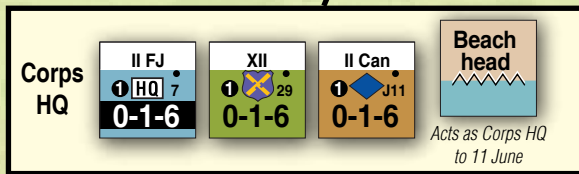
German



Unlimited Range

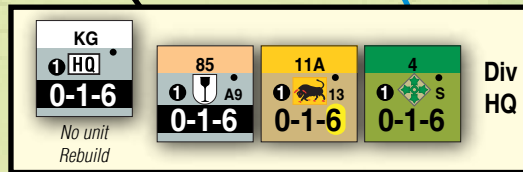
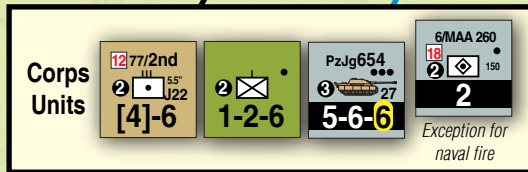
U.S. or French to
Omaha, Utah
 British, Canadian, Polish to
Gold, Juno, Sword

6mp
 or 6 Hexes



6mp
 or 6 Hexes

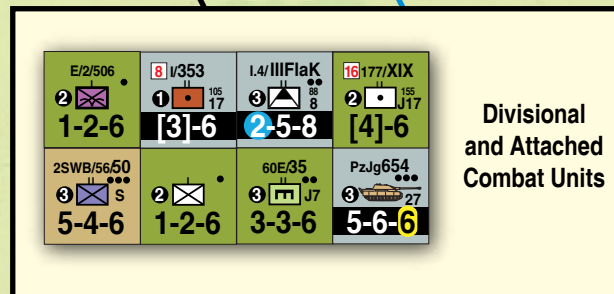
20
 Movement Points



- Out of Supply Effects*
- Attack Strength is halved
 - Movement Allowance is halved
 - Cannot receive Replacements
 - Cannot receive Combat Supply
 - Cannot use Road or Strategic Movement rate (Roads still negate other terrain costs)
 - May only spot for Def. Support

Combat Supply

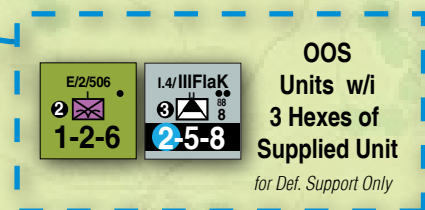
6mp
 or 6 Hexes



General Supply

3
 Hexes

(in any Weather)

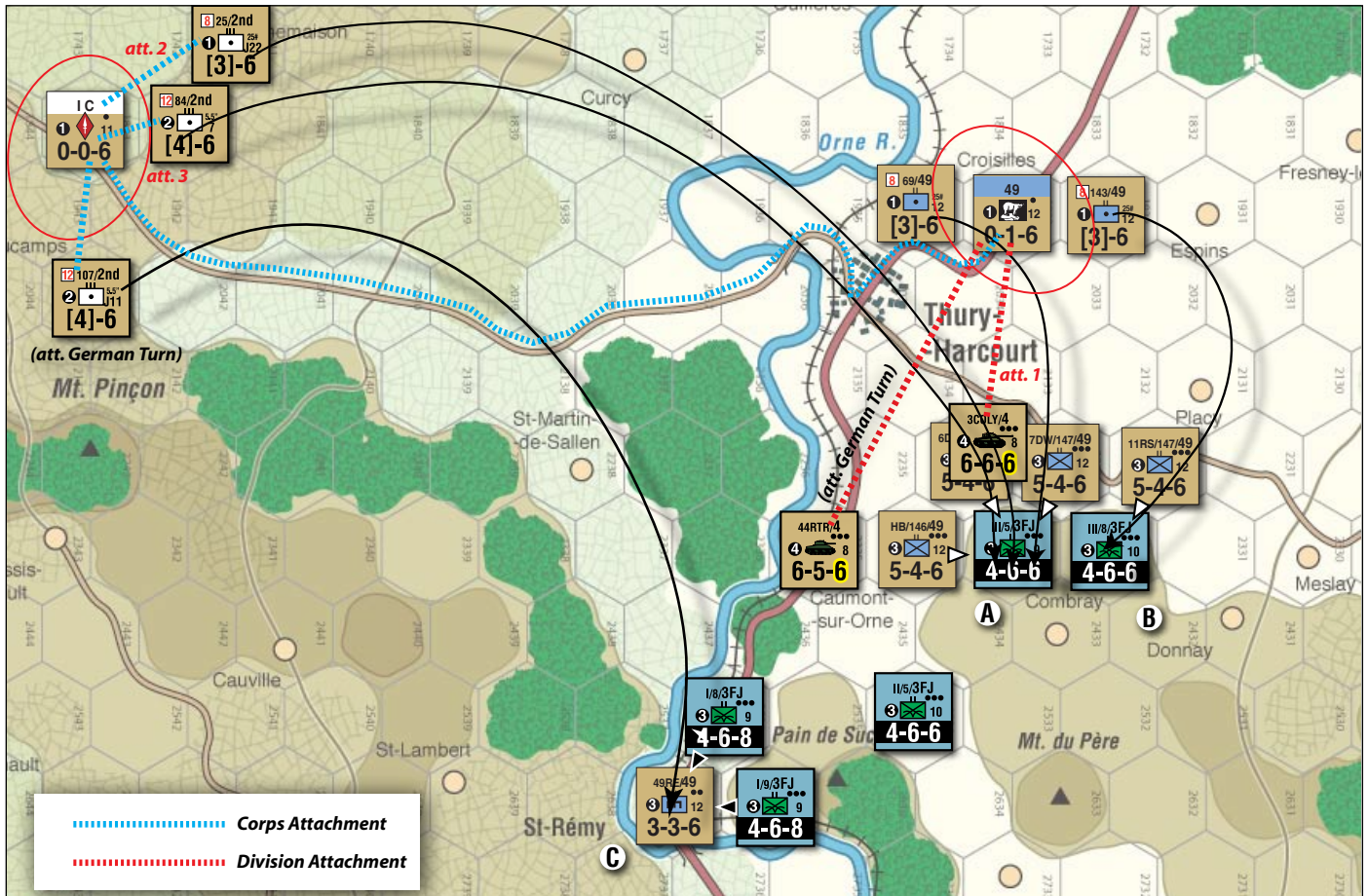


- Always Trace from Unit to Source
- Supply range is halved in Heavy Rain or Storm Weather.
- If a unit is in Combat Supply, then it is in General Supply.

The Battle for **NORMANDY**

June - August 1944
 2010 © Danny D. Holte

Artillery Example of Play

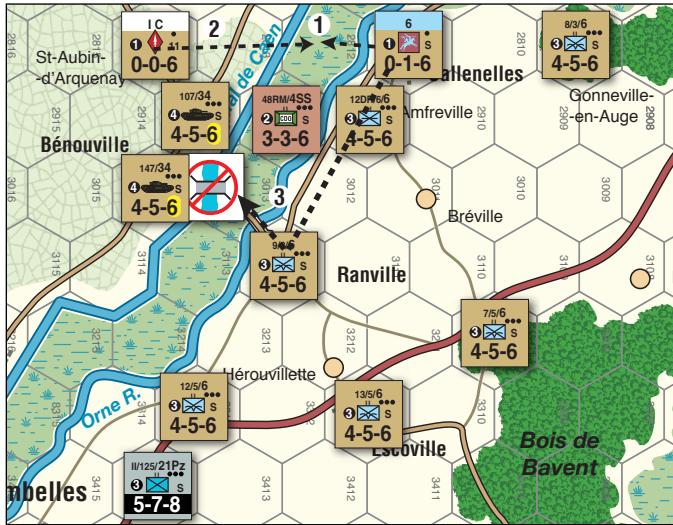


It is the Allied turn and they are attacking German unit A (III/5/3FJ) with all four adjacent units. The Division HQ and Corps HQ are in supply and circled in red for this example. German Unit B is adjacent to one of the attackers and has a ZOC on it, so it is subject to a Mandatory Attack requirement (12.3). The Allied players fire 143/49 artillery alone at it (13.0) to satisfy this need, so do not need to attack it by ground. For the attack on A, the Allied players add 69/49, plus 25th and 84th Corps artillery (adjacent to IC HQ). These units are not in range to 49th HQ, but are to I Corps HQ which the 49th draws supply from. All artillery units have the range, and this meets the attachment max of 3 units (including 3COLY Tank).

Now it is the German player turn, and they move two units of 3FJ Division adjacent to the 49th Div Engineers at C. It is cutoff from its division and out of supply. However, as 44RTR is within three hexes of the cutoff Engineer battalion, and attached to 49 Division, it will permit defensive artillery support (12.5.4). Three illustrated Allied artillery units were used during their attack phase, but the Allied players may select the remaining 107/2nd to add four strength points in the Engineer battalion's defense.

Note: Normally, Arm 4th Brigade could be attached to 49th Infantry in addition to 3 regular attachments. For purposes of this example however, they are treated as they would other Corps assets.

Bridging Example of Play



If 6th AB HQ was moved one hex west over the Orne (1), then it would be considered bridging the Caen de Canal and will trace supply from the hex marked with a (2). Any unit adjacent to it across the Orne, to the east, would then be In Supply. (this area has the unique situation of crossing two adjacent rivers.)

If, over two turns IC HQ was moved two hexes east (2), then all visible British units would be In Supply.

However, If 6th AB HQ moves south and crosses the bridge at Ranville (3), it is considered to bridge the Caen de Canal at Bénéville for supply purposes, and the the division is In Supply.

Counter errata

- US 65/VII SP Artillery enters on 6 June, not 7 June.
- US 1/116/29 should have only two step dots on the back.
- US XII Corps HQ should arrive on 29 June.
- US 196 FA says June 16; it enters on July 8.
- US 644/ VIII SP AT should arrive on 11 July.
- US 705th TD Bn and 578/ VII Art should enter on 17 July.
- US 47, 71, 95th Art and 85th Recon should arrive on 24 July.
- US 270th Art Bn enters 24 July, not 29 June.
- U.K. 6th Airborne division artillery battalions are incorrect. They should show 75mm guns and have a range of six (6). Additionally, 2/53 arrives on 14 June at Sword.
- U.K. 6RE/6 should have two steps on front, one on back.
- U.K. 6RM and 45RM should arrival should be “S”, not “2”.
- U.K. 7/2nd Sexton artillery unit should have a range of (8), not 12 and have 1 stacking point on back. Note that it arrives on 7 June, not At Start per the scenario book (listed under 3rd Can)
- U.K. 73/XXX AT Regiment (SP) arrives on 7 June, not 3 July.
- U.K. 3RTR/29/11A should have a yellow highlighted MA.
- U.K. II Can corp HQ should be a 23 June reinforcement, not 11

July.

U.K. 107 and 147 tank of the 34th Brigade should arrive on 3 July, not at Start.

U.K. 3RHA / 7th Arm Div: Should not have a MF highlighted in yellow.

U.K. 4M and 5M of 16 / 53 arriving on 25 June should be 4W and 5W (scenario book is correct).

U.K. 7NSR / 176 / 59 arriving on 26 June should be 6NSR (scenario book is correct).

U.K. CW 13/2nd Art (5.5”) enters on 26 June (not at start.)

U.K. 64SF/15 of the British 15th Division should be 6RSF.

U.K. 53/2nd Heavy Art Regt enters on 22 July, not 6 June.

Ge PzJg/352 should have a stacking value of 2, not 3.

Ge PzK316/Lehr should have a stacking value of 2, not 3.

Ge II/1058/91 should have a reduced strength value of 2-2-6

Ge 200/21Pz should not be motorized. It should have an 8 movement; all other data remains the same.

Ge II/17ss artillery should not be motorized. It should have an 8 movement; all other data remains the same.

Ge Fus/346 is not used in any scenarios.

Ge 38 PzJg/2 Pz arrives on 13 June

Ge 13.schw/3FJ arrives on 8 June.

Ge SS Abt 101 arrives on 10 June.

Ge III/5/3FJ arrives on 10 June.

Ge 2SS HQ arrives on 19 June.

Ge 763 Abt has the incorrect entry date on the counter. June 22 (as in the playbook) is correct.

Ge Flak/1SS and III/1/1SS arrives on June 26.

Ge PzJg/12SS should enter as a 22 July reinforcement at hex E1701.

British optional paratroop markers for step loss & replacements were inadvertently omitted.

Most of these were replaced in C3i Magazine issue #24.

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