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BRADLEY'S D-DAY

RULES of PLAY

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1.0 INTRODUCTION The *Bradley's D-Day* game is a two-player tactical/operational simulation of the combat action on the American sector during the first two days of the Normandy invasion, 6-7 June 1944. The playing pieces represent actual units that took part in the invasion. Using a map depicting the American beaches in Normandy, this set of rules defines possible game actions. Players move pieces and conduct combat during alternating player turns within the turn. Play continues for fourteen turns (fifteen or sixteen if using extended scenarios 4 or 5), and victory is then assessed.

2.0 GAME EQUIPMENT The game consists of these rules, a set of charts and tables (some printed on the game map, others in the rules), one set of 320 playing pieces (called units or counters interchangeably), and a game map of the invasion area. Players will have to supply two six-sided (d6) dice for use in resolving combat, amphibious landing, and airborne landing operations.

If any of these components are missing or damaged please contact: *Against the Odds / PO Box 165 / Southeastern, PA 19399 / USA*
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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Changes and updates to the game's rules can be found at atomagazine.com.

2.1 GAME MAP The board is a map of Normandy over which a hexagonal grid has been superimposed to regulate movement of pieces. Along the east-west axis, the board includes the area from west of Bayeux to the middle Cotentin Peninsula east of Pont l'Abbe. Along the north-south axis, the map includes the area from the English Channel to south of Rubercy. The sea area has some tables and charts printed on it, and is divided into Beach Areas, which are printed with parts of American landing zones. Whenever units are eliminated, place them in their respective Eliminated Units Box on the map.

2.2 GAME CHARTS AND TABLES Various aids are provided to simplify and illustrate the game as well as to furnish result keys for certain actions. These include the Turn Track, the Air/Naval Support Point Tracks, the Tide Cycle Display, the Terrain Effects Chart, the Combat Results Chart, the Quick Reference Chart, the Assault Displacement Table, the Landing Casualties Table, the Airborne Landing Display, and the Utah and Omaha Beach Invasion Displays. These items are printed on the map or in the rules.

2.3 THE PLAYING PIECES The cardboard playing pieces in the game are of two types: Combat units (also called counters or pieces) and markers. Units represent the actual historical units that fought, or could have fought, on D-Day in this part of Normandy. The face of each unit represents the unit deployed for movement (Movement Mode), while the back of the counter represents the same unit as deployed for combat (Combat Mode). The movement mode face of a unit contains historical identification, unit type, facing indicator, morale value, combat factor, protection factor, and movement allowance, in addition to the turn of arrival if the unit is a reinforcement. German counters that start the game deployed on the map are also printed with the number of the hex upon which they are set up. At start US units initially landing at a beach have the

Beach Area they will land at noted. The combat mode face of a unit contains the following information: unit size, unit type, morale value, range (if artillery, armor, anti-tank, or flak), combat factor, protection factor, and movement allowance.

Markers are special pieces that are used to record various game functions, such as when a unit is disrupted or when a fortification is taken. Markers generally only contain a symbol indicating their type.

HQ Divisional Headquarters

- • Motorized (units with wheels under their symbol) are treated as mechanized for movement purposes

INFANTRY Type Units

- Infantry
- Parachute Infantry
- Glider Infantry
- Mechanized Infantry
- Engineer
- Airborne Engineer
- Bicycle Infantry
- Heavy Weapons
- Commandos
- Marine Commandos
- Static (Zero movement in CM)

WEAPON Type Units

- Anti-Aircraft Artillery
- Airborne Anti-Aircraft
- Anti-Tank
- Rocket Battery

ARTILLERY Type Units

- Artillery
- Airborne Artillery
- Glider Artillery
- Self-propelled Artillery

ARMOR Type Units

- Armor / Panzer
- Reconnaissance
- Self-propelled Anti-Tank

UNIT SAMPLES

(see descriptions at right)



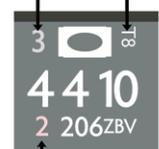
(1)

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(3) (4) (5)

(6) (8)



(7)

1) Historical Identification The military designation of the unit represented appears at the bottom center of the counter face. *Note Units with a dark bar behind their ID are smaller than battalion sized units or have a special stacking ability (Section 8.2) Also Divisions with a large number of units have their Unit Insignia to the right of the NATO symbol on the Combat Mode (CM) of the unit*

2) Facing Indicator The color bar along the upper edge of the movement mode (MM) of the counter face that shows the direction a unit deployed for movement is facing. Units in Combat Mode have no facing bar.

3) Combat Factor (CF) This is a measure of the strength of a unit in combat. This factor varies depending on which face of the counter is showing.

4) Protection Factor (PF) This is a measure of the vulnerability of a unit in combat. The protection factor may vary according to which face of the counter is showing.

5) Movement Allowance (MA) The number of movement points (MPs) a unit can spend each game turn to move from one hex to another on the map. The Terrain Effects Chart gives the cost for moving into the different types of hexes.

6) Morale Rating This is a measure of the cohesion of a unit in combat. It is used when resolving close assault combat.

7) Range A unit with a range can conduct fire combat against non-adjacent enemy units. The range (lower left value below the unit's CF), given in hexes, includes the target hex but not the hex occupied by the firing unit. The range on Headquarter (HQ) units indicates their command range.

8) Set up Hex/Turn of Entry/Beach Area This shows the hex number the unit is to setup in at start or its turn of entry. If there is an asterisk (*) in front of the turn of entry or by itself, these are units only used when playing the Hypothetical scenarios of Module 18.0. Initial US units landing at a beach show which Beach Area Available Box they are placed in.

2.4 GAME SCALE Each hexagon on the game map represents 800 meters. Each turn represents a period of two hours in the daytime, or four at night.

2.5 SETTING UP THE GAME The players should read Module 18.0 and choose a scenario to play. It is recommended that players play the first two introductory scenarios in order first to ease themselves into the game systems. The following steps then should be performed:

1. Each player sorts his units by type and color. The German player sets up his on-board pieces for the scenario being played onto the map as indicated by their setup location on the counter and places those units that are reinforcements for the scenario being played in stacks according to turn of arrival order. At the same time, the American player sets up his pieces for the scenario being played, Airborne Landing units into their DZ boxes and Amphibious Landing troops into the Available Box of the Beach Area they are to land in according to the scenario being played.

2. The German player secretly records the locations of his minefields/beach obstacles (Case 5.4.3).

3. The American player places the Tide marker at Low level on Tide Cycle Display unless using Optional Rule 19.1.

4. The Turn marker is placed in the 0100hr box on the Turn Track.

5. Play begins with the invasion placement segment of the American player turn.

3.0 SEQUENCE OF PLAY The *Bradley's D-Day* game is played in turns composed of alternating player turns. During each player turn, game actions are conducted in the set sequence specified below. Each step of the sequence is termed a segment.

Play proceeds by segments, and with completion of the last segment of a player turn, action reverts to the opponent. At the completion of the last segment of each German player turn, the Turn marker is moved ahead on the Turn Track printed on the map, the Tide Cycle Display is adjusted, the American Air/Naval Support Point Track is reset, and play proceeds to a new turn. With the end of the eighth turn (2100hr) the game is finished, and victory is assessed.

3.1 GAME TURN SUMMARY

American Player Turn

A. Invasion Placement Segment The American player allocates any airborne reinforcements units scheduled to arrive by air landing this turn to their intended Drop Zone (DZ) Boxes. Beginning with Turn 2, he also places any amphibious assault reinforcements into the Available Box of the Beach Area they are to land on.

If the landing cycle's wave boxes are all empty, a new amphibious landing cycle is started and he must allocate troops from the Beach Area's Available Box to the three waves of the new cycle.

He next takes the allocated troops of the next un-landed wave box and places them on the light blue amphibious approach sea hexes of the Beach Area adjacent to those land hexes on which the player desires to have them land. Airborne and amphibious landings will be resolved in the movement segment.

The American player also receives a small number of British units as reinforcements later in the game that mostly arrive on land from the west edge of the map.

All reinforcement units are placed at stipulated locations during this segment.

B. First Recovery Segment All units that have been marked with a green Disruption marker are considered reorganized and revert to full capability, so the green Disruption markers are removed. Next, units caught on Tidal Flat hexes that are affected by the new tide level are Disrupted or eliminated as required (Section 6.3). [*IMPORTANT Note that units recover from previously-inflicted Disruptions before new Disruptions required by tidal shifts are administered.*]

C. Allied Fire Segment The American player can use artillery and other direct fire units on the map plus available air/naval support points to attack German units using the rules for Fire Combat (Section 10.2).

D. Allied Movement Segment First, the American player resolves any airborne landings (Module 4.0). Second, he can move units currently on a land hex on the map according to the rules of movement (Module 6.0). Third, any amphibious landings are resolved for units entering the game through amphibious operations. At any time during this segment, an American unit can change from combat mode to movement mode and vice versa if it has sufficient movement points to expend.

E. German Defensive Fire Segment The German player can attack American units with his own pieces that are within range and able to conduct fire combat (Section 10.2).

F. Allied Close Assault Segment: The American player can attack German pieces located in adjacent hexes, conducting a form of combat termed Close Assault (Section 10.4).

German Player Turn

G. Second Recovery Segment: All units that have been marked with

a grey Disruption marker are considered reorganized and revert to full capability. Grey Disruption markers are removed. Any units listed to arrive as reinforcements are placed on board entry hexes as stipulated.

H. German Fire Segment: The German player can use artillery bombardment or other direct fire units on the map to attack Allied units on the map using the rules for Fire Combat (Section 10.2).

I. German Movement Segment: The German player can move units already on the map or entering this turn according to the rules for movement (Module 6.0). Also during this segment, German units can change from combat mode to movement mode and vice versa if sufficient movement points are expended.

J. Allied Defensive Fire Segment: The American player can attack German units with his own units and available air/naval support points that are within range and able to conduct fire combat (Section 10.2).

K. German Close Assault Segment: The German player can attack Allied units located in adjacent hexes, conducting Close Assault combat (Section 10.4).

End of Turn Segment

L. Adjust Markers: The German player advances the Turn marker to the next turn. The American player advances the Tide marker clockwise one space on the Tide Cycle Display and sets his Air/Naval Support Point markers for the new upcoming turn.

4.0 PARACHUTE/GLIDER LANDINGS The Normandy invasion began with the American airborne drops the night before the amphibious invasion. The player has parachute units and glider units (see unit type symbols), which land from the air in the course of the game. These units can enter the game on given American movement segments and are subject to a specific procedure. Parachute and glider units enter only via their own Division's Drop Zone/Landing Zone (DZ) marker. All units of a given regiment (subunit) within the Division must use the same DZ when entering the game. Airborne units aim to arrive at a given DZ but use the procedure detailed below to determine their actual landing point and possible disruption effects. Airborne landing results can be modified by the presence of German units, terrain, and local wind conditions at the time of landing.

4.1 AIRBORNE FORMATIONS There are two U.S. airborne divisions, each a fully functional, multi-arms combat force. The 82nd Airborne Division and the 101st Airborne Division each are comprised of three regiments of parachute infantry, a regiment and a half of glider-borne infantry, Airborne engineers, both parachute and glider-borne artillery units, plus a Divisional Headquarters. The regiments, in turn, each consist of three individual pieces (battalions). The historical identifications on the unit counters specify their regiment lineage. These come into play in the procedure for landing airborne forces. Generally, all unit counters of a given subunit (regiment) *must* land at a given DZ once the player has placed that subunit into that DZ marker box.

Airborne Reinforcements Note: *Some units of the airborne formations arrive on subsequent turns as reinforcements. Some of these units enter the game by airdrop using these procedures, but some were also programmed to land by sea under the provisions set in Module 5.0. The scenario Reinforcement list will specify the way in which airborne reinforcements enter the game.*

4.2 DROP ZONE DESIGNATION If not on the board, the American player designates landing zones for his airborne units as his first act of his Movement Segment.

4.2.1 A DZ marker can be initially placed only in a clear hex.

4.2.2 The player has *two* DZ markers for each Airborne Division, a "main" and a "secondary." Each marker must be initially placed in separate hexes and individually have scatter resolved (Case 4.3.3) after placement.

4.2.3 Once the final hex location for the DZ marker has been determined, it acts as the aiming point reference for all units of the formation that is allocated to drop there.

4.2.4 Once placed, a Main DZ may not be moved for the rest of the game unless eliminated by combat.

4.2.5 The DZ marker has no combat value and is eliminated if a German unit enters the hex in which it is located.

4.2.6 Eliminated DZs cannot be re-used.

4.2.7 A Division's Secondary DZ marker may be voluntarily removed from play during any American player's Recovery Segment in order to create fresh landing location during a later turn for follow-on waves of airborne troops.

4.2.8 Subunits of a formation can be allocated to drop at either the Main or Secondary DZ, but once placed on the Airborne Landing Display in a DZ's box, *all* pieces of that subunit (regiment) must land at that DZ (**Exception:** the 401st Glider Regiment is divided between the 82nd and 101st Airborne Divisions).

4.2.9 The number of Landing Zone markers in the counter mix is a design limit; only this number of zones can be deployed.

4.3 AIRBORNE LANDING DISPLAYS These displays on the map assist the Allied player in programming his air landings. It contains boxes that correspond to the Main and Secondary DZs of each formation, a Scatter Diagram that indicates the final landing point for DZs and units, a Scatter Modifier Table that establishes local wind conditions, and a list of conditions summarizing the landing die roll modifiers. The Display is the central tool for executing air-landing missions.

4.3.1 Planning the Airborne Landing The American player separates units of his formations, grouping subunits together.

- Pieces can enter only via the DZs corresponding to their Division.
- The player places his separate Divisional units, headquarters, and their subunits on DZ boxes of the display.
- Once placed the units must land at the indicated DZ.
- The player may freely allocate subunits between his Main and Secondary DZ, *except* that Division Headquarters and the Division's engineer unit must land at the Main DZ.
- The Division's artillery units may be allocated to either DZ.
- Parachute and glider units land using slightly different mechanics as specified below.

4.3.2 Landing Procedure

- First, the American player places all his un-landed DZ counters that will land this turn on the map with their landing (parachute) face showing in the hexes intended for each during the start of the Allied Movement Segment. The DZs are then limited to entering at those hexes for this turn. Resolution of their final location is then performed for each.
- Local Wind Conditions** Once DZs are placed or if troops will be landing at an already placed DZ this turn, he determines the local wind condition for each of these DZs. Roll a d6 and consult the Scatter Modifiers table's Wind row on the map to obtain the modifier. The positive or negative value in the brackets on the roll result is the DRM. Make note of this DRM because it will be used for each unit that is landing at this DZ this turn.

- c) **German Flak** The German player then decides whether to further modify the American's upcoming landing rolls. For each German unit within three hexes of the DZ, the German player can apply a positive or negative modifier of 1 (he decides which) to all in-range American landing rolls at that DZ this turn. Each German unit can affect only one DZ each turn. The German player's modifier is combined with the wind condition modifier to derive a net die roll modifier (DRM) for the DZ's placement.

Game Play Note *Once the final location of a DZ has been determined, only those German units still in range of that DZ will affect the following units landing there scatter rolls.*

- d) The player then resolves each landing DZ's actual ground location by rolling two dice and adding the net DRM of the Wind and German Flak DRMs. The result is compared to the Scatter Display to determine the final position of the DZ, which is moved to that hex from its initially placed hex and flipped to its landed side.
- e) Once the DZ is placed, execute the landings of all units slotted to that Drop Zone. Then proceed to the next DZ.

4.3.3 The Scatter Display is a diagram of hexes aligned with the hex grid of the map. The center hex represents the landing zone, the hexes immediately to the left of it in the diagram (marked 0 and -1*) are the ones directly east of the landing hex on the map, and the hexes directly to the right (4* and 7) are to the west on the map. All surrounding hexes are marked with numbers.

- a) The DZ lands on the hex with the number corresponding to the adjusted dice roll and translated to its position on the map. A DZ cannot scatter into a hex already containing another DZ. If this occurs, repeat the landing procedure.
- b) Once the DZ is in place, its position becomes the new center hex for all the units slotted to land at that Drop Zone.
- c) The wind modifier determined for the DZ landing is used for all units landing at that DZ this turn.
- d) The German's flak DRM is re-calculated based on the final position of the DZ and the original German units that are still in range. No additional German units may be added to determine this. This new value will be the flak modifier for all units landing there.
- e) Each unit is rolled for individually to locate its final landing hex by repeating the scatter landing procedure using DRMs based on Wind, still in-range allocated German Flak, and additionally the hex terrain of the DZ's current position as listed in the Scatter DRM Table on the map.
- f) An asterisk (*) in the landing hex of the Scatter Diagram means that the unit landing there becomes disrupted (Section 10.6). Disruptions apply to units only, not DZs.
- g) An adjusted die roll result of greater than 14 for a unit aborts the landing, and it must attempt to land in the same manner on a subsequent air landing turn. (**EXCEPTION:** *The DZ itself cannot abort, and if this result occurs, simply repeat the landing procedure instead.*)
- h) On dice results of less than -1, the unit is eliminated from play. (**EXCEPTION:** *The DZ marker is not a unit and so cannot be eliminated in this manner. Repeat the Landing Procedure instead.*)

4.4 UNITS ENTERING THE MAP

4.4.1 All units land in Combat Mode.

4.4.2 Each unit makes a separate die roll for scatter.

4.4.3 The unit is placed on the map hex corresponding to the numbered scatter hex translated to the on-map DZ's hex position.

4.4.4 Units that scatter to all-sea hexes or off the map are eliminated.

4.4.5 Units that would land on top of other friendly units in excess of stacking limits (Module 8.0) abort their landing (place them back in that DZ's Holding Box) and will attempt to land the next time landing is being done.

4.4.6 Parachute units that land in hexes other than clear terrain are Disrupted (above any disruption resulting from the scatter result).

4.4.7 Units that legally land in a hex already containing a unit from a different subunit are Disrupted.

4.4.8 The Scatter Diagram itself also generates Disrupted results (*). If a unit suffers a double Disruption, under the standard rule for that Disruption (Section 10.6), it is eliminated (i.e., Landing in a non-clear hex that is occupied by a unit from another subunit).

4.4.9 Airborne units that scatter into a hex containing a German unit must make an **immediate** Close Assault attack (Section 10.4). If the result of this combat leaves the German unit in the hex with the American airborne unit, that airborne unit must immediately retreat two hexes (in a direction chosen by the American player) if possible, and becomes Disrupted. If unable to retreat (including cases in which the airborne unit does not have a movement allowance of at least 2 showing at the moment of retreat), it is eliminated.

4.4.10 Airborne units entering the map can use only one-half of their MA (fractions round up – Module 6.0) on their turn of arrival.

EXAMPLE *The American player places the 82nd Airborne Division Main Drop Zone marker in hex 0808. He rolls one die for wind condition, resulting in a 2, for a + 1 DRM. There are no German units within Flak range. The total modifier is + 1 DRM. The player rolls an 8 on two dice for the DZ, adding the + 1 DRM for an adjusted total of 9. Using the Scatter diagram, the hex corresponding to 9 is two hexes northwest of the landing zone, which translates to hex 0607 on the map. Since this is not a clear terrain hex a DRM will apply to all the units attempting to land at this DZ. The player proceeds to parachute a series of subunits of the 82nd Airborne at the DZ, each unit resolving its own scatter pattern using the same procedure with any additional modifiers as listed on the Scatter Modifiers Chart due to their circumstances.*

DESIGN NOTE *Historically the D-Day air drops in the American sector took place into many (essentially regimental) Drop Zones, and actually resulted in a scattering of airborne troops all over the Cotentin Peninsula, with only a relatively small proportion of the troops active in organized units by dawn, but many more stragglers who joined up as they could. This system is intended to replicate that chaotic situation without littering the map with DZs and resorting to units down to the level of an aircraft's "stick" of paratroops. The disruption of units, aborts, and a certain degree of "elimination" that results in the game creates a degree of "virtual attrition" that simulates the chaos of Normandy. The player should be aware that all of this does not represent actual combat losses, but troops temporarily unavailable to their units until beyond the end of the game.*

4.5 GLIDER LANDING PROCEDURE Air landing (glider) units enter play in a slightly different fashion than paratroops. They are delivered directly to landing zones. To reflect this, the mechanics of entering the map are modified.

4.5.1 Glider-borne pieces can be delivered only to *pre-existing* DZs.

4.5.2 Use the Glider column for the hex type and conditions Scatter Modifiers Table (see map).

4.5.3 All DRMs are cumulative.

4.5.4 If a hex is fully stacked with friendly units (Module 8.0), the glider unit cannot land and is automatically aborted.

4.5.5 Glider units that land on a DZ already occupied by friendly units are automatically Disrupted.

4.5.6 Glider units landing in non-Clear/Hill terrain are disrupted.

4.5.7 Glider units may not move on their turn of landing.

4.6 OPERATIONS WINDOWS To reflect the need to recycle and service aircraft prior to mounting additional airborne operations, and to drop supplies to troops already on the ground, the American player is considered to have a series of “windows” for air operations that correspond to the first game turn, followed by the turns on which airborne reinforcements become available, i.e., turns 1, 8 and 11.

5.0 AMPHIBIOUS OPERATIONS The American player enters all of his non-airborne pieces (except some later British reinforcement units) plus a few glider-borne units by landing them at the two Beach Areas on the coast of Normandy. These amphibious operations are a three-stage process. Landing operations may take place only in daylight, thus the first turn on which the invasion is possible is Turn 2 (0500 hr), representing twilight and dawn. The player utilizes an Invasion Display, the Assault Displacement Table, the Landing Casualty Table, and the Tide Cycle Display to execute his amphibious operations.

5.1 INVASION WAVES AND CYCLES The American player has cycles of landing craft availability, which are divided into three invasion waves (each cycle consists of 3 waves). Waves arrive on successive turns of play. Once the third wave of a cycle has landed, the first wave of a new cycle will land in next non-night turn. Subsequent cycles after the first repeat, although at a reduced level of intensity.

5.1.1 American Forces land at two Beach Areas (Omaha or Utah) marked on the seacoast of the map.

5.1.2 Each Beach Area has a Marshaling Display, which is marked with specific unit types that must be placed in that wave for the 1st Wave (Utah) and 1st to 3rd waves (Omaha) of the initial cycle.

5.1.3 In subsequent Waves (Utah) and cycles (both Beach Areas) the player may choose which units are placed in that wave from the units in that Beach Area’s Available Box, but cannot exceed the number of units limit listed for that wave (see wave boxes on map).

5.1.4 The American player sets up his at-start units on the Invasion Display for each Beach Area prior to the start of play. All American units except paratroop, glider, and British units must be set up on the Invasion Display.

5.1.5 The Display contains a box for each Landing Wave and one for the Landing Pool of all remaining units slated to enter at that Beach Area.

5.1.6 For each invasion cycle (of three waves) the player takes units from the Beach Area’s Available Pool and places them in the Wave Boxes of that Beach Area before beginning invasion operations. **Exception:** The third cycle will have only one wave before night falls. Place only the first wave’s units for that cycle.

5.1.7 Once a cycle has ended (all three waves have attempted to land), during the next non-night turn’s Invasion Placement Segment, take units from the that beach’s Landing Pool and slot them into Waves for the next cycle.

5.1.8 Once placed in a Wave Box, a unit may only exit that Wave Box by being landed onto the beach.

5.1.9 The first cycle and subsequent cycle unit limits listed in the Wave Boxes are maximums.

5.1.10 The player cannot “hold” units in the Wave Boxes (they must attempt to land when it is their wave’s turn).

5.1.11 Landing operations end each day with the 1700 hr turn. They resume the next morning with a new landing cycle (following first wave) on the 0700 hr turn.

5.2 ORDER OF ARRIVAL

5.2.1 The first wave of cycle 1 for each beach is available on turn 2 (0500hr) of the game. The second wave of cycle 1 is available on turn 3 and the third wave of cycle 1 is on turn 4.

5.2.2 In no case can a unit arrive sooner than the wave it is has been assigned to.

5.2.3 The total number of units landed on a beach in a turn cannot exceed the number allotted for that beach by its wave display (**Exception:** Case 5.7.1).

5.2.4 Units arriving on a beach are subject to landing casualties (Case 5.4.3).

5.3 INVASION PLACEMENT

5.3.1 The American player prepares an invasion wave for landing during the Invasion Placement Segment of his player turn. At this time he removes allocated units from the next un-landed Wave on the Wave Display and places them on invasion placement hexes (light blue hexes), in combat mode (Section 7.2) adjacent to the current coastal hexes that the US player desires them to enter.

5.3.2 Landing Units of the current wave can be placed onto invasion placement hexes that are adjacent to tidal (if currently not a sea hex), beach, or clear terrain hexes.

5.3.3 During the placement segment of the American player’s first invasion turn, the tide is at Low tide level and the tide marker should be placed on that location of the Tide Condition Cycle Circle on the map. (See optional Section 19.1 to have the US forces land at Average or High tide).

5.3.4 Units may try to land on coastal hexes occupied by enemy units and must Close Assault, having the failure effects of Case 5.5.6.

5.3.5 Port en Bessin is only a landing placement hex for the 47th Royal Marine unit.

5.4 SEA, TIDE, AND MINEFIELD/OBSTACLES CONDITIONS Key factors here are the sea condition at that Beach Area set against the tide level showing on the Tide Cycle Display. These provide DRMs to determine in which hex units will actually land in and whether any are disrupted or suffer losses during the landing. How to determine these level DRMs are explained below.

5.4.1 Tide Conditions The Tide Cycle Display is printed on the map and the Tide marker is used to denote the current level of the tide.

- The tide level determines what column the player uses on the Assault Displacement Table (see map). There are columns for Low, Rising, Average, Falling, and High tide conditions.
- Once the Tide marker has been set by the American player during his first invasion turn, the marker is moved one section clockwise at the start of each turn (i.e. if starting at Low, in successive turns the marker moves to Rising, then to Average, then to High, then to Falling).
- The Tide level determines which hexes along the Beach are playable (Case 6.3.4).
- Units which have already landed and are caught in hexes that become flooded at High tide may be Disrupted or eliminated (Case 6.3.4).

5.4.2 Sea Condition The American player determines the Sea Condition DRM by rolling a d6 and cross-referencing the result on the Sea Condition Chart (see map).

- a) The parenthesized value is used as a DRM for that Beach Area this turn. If the Amphibious Land Displacement DR is greater than 7 then add the value to the DR (+ DRM), and subtract the value (-DRM) if the landing roll is 7 or less.
- b) When resolving Landing Casualties for a unit, add the value (+ DRM) to the DR.

5.4.3 German Minefields and Obstacles In constructing Atlantic Wall defenses, the Germans devoted great effort to erecting obstacles to amphibious invasion.

- a) The German player is given five (5) mine points, which he secretly divides between the two Beach Areas before the game, noting the mine points assigned to each beach on a slip of paper **and** indicating a specific separate hex location for each point.
- b) No more than four mine points can be assigned to one Beach Area.
- c) When resolving the Amphibious Landing Displacement, the total number of mine points assigned to a Beach Area is used as a +DRM if the assault landing roll is greater than 7 and a -DRM if the landing roll is 7 or less.
- d) Mines can be eliminated by engineers (Module 15.0).
- e) When resolving the Landing Casualties, the Mine points assigned to that Beach Area are added to the German CF total to find the resolution column for units landing in that hex.

5.5 ASSAULT LANDING DISPLACEMENT After placement, the player needs to determine if there is any displacement of the landing units due to the Sea and Tide conditions.

5.5.1 Assault landing displacement is resolved once for the Beach Area units are landing at during the Movement Segment of the American player's turn.

5.5.2 One roll is made for the entire wave landing at the Beach Area. Roll two dice and apply the appropriate DRMs (Cases 5.4.2 and 5.4.3). Consult the Assault Landing Shift table (see map) and cross-reference the modified roll's result with the appropriate tide level column to get a result. The result affects all units in that Beach Area (Omaha or Utah).

5.5.3 Possible results include the following:

IN An "In" result means that all units in that Beach Area successfully land on the coast hex directly south (Omaha) or southwest (Utah) of the sea hex they occupy.

SHIFT LEFT A "Shift Left #" result means that all units in that Beach Area are displaced the value (#) hex rows to the east (Omaha) or south (Utah) and then land directly south (Omaha) or southwest (Utah) on the tidal flat or beach hex in front of them. The shift may vary from one to four hexes.

SHIFT RIGHT A "Shift Right #" result forces an equivalent displacement to the west (Omaha) or north (Utah) as described above.

5.5.4 If a shift occurs, one hex with the most landing units in that Beach Area **must** land in a Disrupted condition (place a Disrupted marker on them immediately). If there is more than one hex that satisfies the above condition, the Allied player chooses the hex where units will be disrupted.

5.5.5 Any units that are forced into hexes into which they can't land must immediately abort and return to the Beach Area's Landing Pool.

5.5.6 Due to shifting, units may arrive on hexes occupied by enemy pieces. The player may voluntarily abort those units. If he elects to

land on the opponent anyway, the unit is required to Close Assault that enemy. Units which then fail to move into the coastal hex as a result of combat are eliminated.

5.5.7 Once all units have moved onto their beach hexes, proceed to check for landing casualties

5.6 LANDING CASUALTIES After Displacement has been resolved and the units are on their landing hexes, each invading unit undergoes a specific check for losses while landing.

5.6.1 German Firepower First the player must determine the amount of firepower that can be brought to bear onto the Beach Area where American troops are landing.

a) Artillery and direct fire weapons units that can reach the beach contribute the major portion of this interference capability that causes losses during an amphibious landing. Any German unit of these types that is in range of **any** beach or tidal flat (not during High tide) hex in the Beach Area combines its CFs into the total used to determine the column used on the Landing Casualties Table.

b) Artillery Units must apply range reductions (Case 10.2.7a).

c) German artillery units that are in Allied Zones of Control (Module 9.0) are considered to be engaged and cannot contribute to landing interdiction.

5.6.2 Find the column on the table corresponding to the German tallied CFs plus the current Minefield/Obstacle value in that Beach Area. If the value is between two column numbers, use the lower value column to resolve the landing casualties. If the value is greater than 55, use the 55 column.

5.6.3 Roll two dice. Add the current Sea value for that beach to the DR result.

5.6.4 If the landing unit is a large target (Tanks, Artillery or Mechanized Cavalry) there is an additional +3 DRM.

5.6.5 A net roll greater than 12 counts as a 12.

5.6.7 The result can have no effect, can Disrupt the unit, or can eliminate it. (Remember that under the Disruption rule, Section 10.6, a unit that becomes Disrupted twice before it can recover is eliminated instead.)

***EXAMPLE** On Utah Beach, the American player is landing a wave consisting of four infantry and two tank units. He rolls a die for the sea condition and gets a Heavy Sea result, which has a +2 DRM. As the German player has committed 1 mine point to this beach, the American player adds a +1 modifier. The Tide Display marker is at Average tide. The player rolls two dice with a result of 11. The net result is $11 + 2 + 1 = 14$, for a Shift Right/2 result. One unit is shifted outside the Beach Area and must abort and the remaining five units land two hexes to the right of their selected landing hexes. On Landing Casualties, the tank units have a net modifier of +4, the infantry +1. After rolling for casualties for each of the five remaining units, one tank unit is Disrupted while the other units land without incident.*

5.7 RANGER UNITS The American player has three Ranger units: a full battalion, a reduced-strength battalion, and a detached company.

5.7.1 On his First Invasion Wave/First Cycle turn (only), the two battalions may be landed at Point du Hoc (hex 3119) or any coastal hex within 2 hexes of it (the Ranger company unit is already programmed to land at Omaha Beach).

5.7.2 The two battalion size Ranger units each check for landing displacement and losses independently. Only the sea condition and German mines (if landing at a Beach Area) apply to their checks; German artillery is not counted if not landing at a Beach Area.

5.7.3 If the player does not use this capability it is lost and the Ranger units are recycled to the American Landing Pool for Omaha Beach entry on a subsequent turn.

***DESIGN NOTE** Historically these were the units used to assault the German guns and fort at Pointe du Hoc (hex 3319).*

5.8 AMPHIBIOUS TANKS One American tank battalion (the 741st) is broken down into companies. This unit was armed with amphibious (swimming) tanks. These units have a special advantage when checking for landing casualties if they use their amphibious capability.

5.8.1 The amphibious tanks are not subject to normal landing losses if the American player uses his amphibious tanks to land the way they were designed to. They must instead check for sinking. For each unit roll two dice and add the Sea Condition modifier. On a modified roll result of 2-7 the tank unit lands safely. On any other result the unit is eliminated (sunk).

5.8.3 The player may choose to use the capability with any or all (1 to 3) of his amphibious tank companies.

5.8.4 If the player elects not to use the tanks' amphibious capability they land normally with the First Wave, First Landing Cycle.

***DESIGN NOTE** Historically both the 741st and 743rd Tank Battalions at Omaha Beach were equipped with these tanks, but the seas were so high that the 743rd was landed in the standard fashion and only two companies of the other unit attempted to swim ashore. Almost all of their tanks sank in the high seas.*

5.9 SEQUENCE OF LANDING AND MOVEMENT

5.9.1 To minimize congestion of pieces on coastal hexes, and confusion about which have moved or have not, units already ashore complete their movement before the American player resolves amphibious operations for the turn.

5.9.2 Units may use only one half of their MA (fractions rounded up) on the turn they land at a beach.

5.10 ESTABLISHING THE BEACHHEAD

5.10.1 The first beach fortification hex (Resistance Nest or Strong Point) that the American player captures becomes his Beachhead hex for that Beach Area. The Beachhead marker for that Beach Area is placed in the hex to denote this fact.

5.10.2 The Beachhead marker has no tactical effect, but it is used to establish victory in the game (Module 17.0).

5.10.3 Once placed, Beachheads cannot be moved or destroyed.

5.10.4 Beachheads are separately established for the Omaha and Utah Beach Areas.

6.0 MOVEMENT During a movement segment, the active player can move as many or as few of his units as he desires in any direction or combination of directions. The movement capability of each unit is expressed as a number of movement points (MPs), based on their Movement Allowance (MA), as printed in the lower right-hand corner of the counter. A unit's movement allowance varies depending on which side of the unit counter is showing (Deployment Mode, Module 7.0). In general, units have their maximum MA when in Movement Mode, and a lower one when in Combat Mode.

6.1 HOW TO MOVE Units move individually from hex to contiguous hex, expending MPs to enter each new hex and to cross certain hexsides.

6.1.1 The MP cost to enter each type of hex or additional MPs to

cross a hexside is specified by the Terrain Effects Chart (TEC) on the Player Aid Chart (PAC).

6.1.2 A unit can be moved up to the limit of its MA in the mode that is showing for that unit at the **beginning** of that player's Movement Segment.

6.1.3 Units need not expend all their MPs, but MPs cannot be accumulated from turn to turn or transferred from one unit to another.

6.1.4 Parachute units may use only half (fractions rounded up) of their MA on their turn of landing.

6.1.5 Glider-borne units may not move on the turn they land.

6.1.6 Airborne-type units landing by sea are not affected by the above two restrictions, but Case 6.1.7 does apply.

6.1.7 Units landing from the sea via amphibious operations (Module 5.0) pay twice the specified MP cost for the first land hex they enter, and may use only half their MA (round fractions up).

6.1.8 German units entering the game as reinforcements pay normal MP costs for their hex of entry.

6.2 MOVEMENT RESTRICTIONS

6.2.1 Units can move only during their Movement Segment of a friendly player turn.

6.2.2 Units cannot enter hexes occupied by enemy units, except in the case of airborne units when landing (scattered), or amphibious units designated or forced by a shift to land in an occupied hex.

6.2.3 Friendly units do not inhibit movement in any way, although the number of friendly units ending their movement in the same hex is limited (Module 8.0).

6.2.4 No unit can ever expend more MPs during a friendly Movement Segment than its printed MA showing at the start of the Movement Segment.

6.2.5 Any unit with an MA greater than 0 may always move one hex, provided that it is not entering or crossing prohibited terrain or combining movement with a change in Deployment Mode (Module 7.0).

6.2.6 Once a unit has completed its movement and the player has removed his hand from that counter, the unit cannot be moved further during the current player turn.

6.2.7 Enemy zones of control (ZOCs) inhibit movement (Module 9.0).

6.2.8 Disruption inhibits movement (Section 10.6).

6.2.9 Armor units cannot move or Close Assault from a beach hex into a hill hex except via a trail/road.

6.3 EFFECTS OF TERRAIN In general, a Clear terrain hex costs 1 MP to enter, while other terrain types have increased MP costs specified by the TEC. Some hex sides also have additional MP costs to cross as shown on the TEC.

6.3.1 Trails, Roads and Railroads Units can use trail, road and railroad movement rates listed on the TEC only when in Movement Mode and while exactly following the path of the trail, road or railroad. Both sides can move along trails, roads and railroads in this fashion.

6.3.2 Streams/Canal Costs for crossing a stream or canal are costs for the hex side. Such MP costs are in addition to the MP cost for entering the hex on the opposite bank of the stream or canal. The additional stream crossing cost is negated between adjacent city hexes.

6.3.3 Bridges Armor, recon, weapons, artillery, and mechanized infantry units can cross canal hex sides only at bridges. Such bridges exist, for example, along the Aure Canal (between hexes 1724 and

1824, and hexes 1624 and 1724), at Carentan (between hexes 1528 and 1628), and near Isigny (between hexes 2128 and 2227). The MP cost for crossing is in addition to the cost for entering the opposite bank hex. The crossing cost is negated when using road movement. Eligible units in CM must pay the hex side cost to cross.

6.3.4 Tidal Flats Tidal flat hexes are land hexes during Low, Rising, Average, and Falling tide. At High tide, hexes containing only tidal flat or tidal flat and sea terrain are considered all-sea hexes. Movement is not possible through these hexes in High tide. Infantry-type units and engineers in tidal flat only hexes at High tide become Disrupted at the end of the Recovery Segment. Tank, Armored Recon, and artillery type units in these hexes at High tide are eliminated. Hexes that combine tidal flat and beach terrain are safe for engineer and infantry-type units at all times. On High tide turns, tank, cavalry, and artillery type units in tidal flat hexes become Disrupted at the end of the Recovery Segment.

6.3.5 Shale Tidal rock inhibits movement in these hexes. Only infantry-type units (infantry, ranger, or paratroop) can enter a Shale hex. On a High tide turn a unit in a Shale hex becomes Disrupted.

6.3.6 Sea Wall A Sea Wall extends along a hex side. No unit can cross an intact Sea Wall hex side. No attacks can be made across an intact Sea Wall hex side. Engineer units can destroy (breach) Sea Walls (Module 15.0).

7.0 UNIT DEPLOYMENT MODES One key feature of the game is unit deployment. A unit can be deployed in one of two modes: Movement Mode (MM) or Combat Mode (CM). Each mode is represented by one side of the unit counter: the front side is the MM, the back one is the CM. The movement and combat capabilities of the unit change depending upon its mode.

7.1 MOVEMENT MODE (MM) A unit in MM has its greatest MA and its lowest CF.

7.1.1 MM allows the use of road or railroad movement.

7.1.2 A unit in movement mode has a specific facing (Section 7.4).

7.1.3 Units in MM cannot enter or pass through hexes containing Ruins (Module 12.0).

7.1.4 Engineer units (Section 15.2) in MM cannot clear mines, destroy Sea Walls, or remove Ruins.

7.2 COMBAT MODE (CM)

7.2.1 Units in CM have full fire and close assault ability but reduced movement capability.

7.2.2 Units entering the game through amphibious operations (Module 4.0) or parachute/glider landings (Module 5.0) must be in CM on their turn of entry.

7.2.3 Units in CM cannot use road or railroad movement, but they do benefit from the reduced cost to cross at bridges.

7.2.4 Engineer units (Module 15.0) must be in CM in order to clear mines, Sea Walls, or Ruins.

7.3 CHANGING MODE Units can voluntarily change mode during the Movement Segment of friendly player turns.

7.3.1 Changing mode costs 2 MPs.

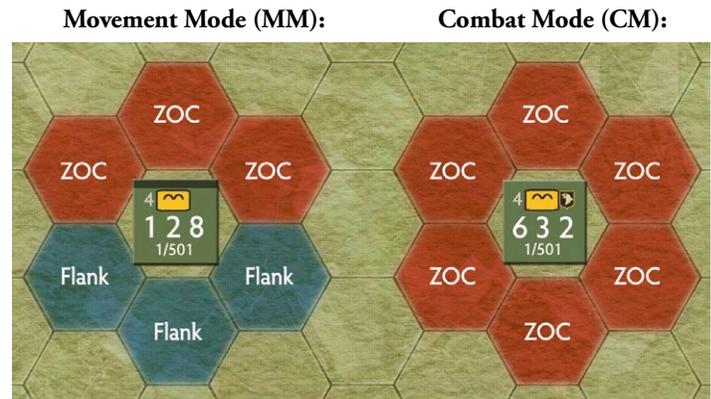
7.3.2 A unit showing no movement allowance can change mode provided that is the only action taken by the unit during that Movement Segment.

7.3.3 Modes can be changed before, during, or after movement, so long as the unit has sufficient remaining movement points to do so.

7.3.4 Units cannot change mode while Disrupted (Section 10.6).

7.4 FACING While in MM, the unit's facing direction is indicated by a dark bar across the top of the counter (see diagram).

7.4.1 The top of the unit must always be aligned with a specific hexside of any hex the unit occupies.



7.4.2 This hexside and the two adjacent hexsides are referred to as facing hexsides and the unit exerts a ZOC into them.

7.4.3 The other three hexsides are flank hexsides with no ZOC.

7.4.4 A unit's facing limits which enemy units a unit can attack (from the three frontal hexsides) and makes it vulnerable to outflanking attacks in the Close Assault Segment (Section 10.6).

7.4.5 Units in CM are considered to face in all directions and have ZOCs into all 6 hexes.

7.5 CHANGING FACING Units in MM can change facing only during the Movement Segment of a friendly player turn and after retreating from a combat result. Units can change facing any number of hexsides without cost before, during, or after movement. Units in combat mode do not need to change facing.

8.0 STACKING A player is allowed to have more than one unit in a hex. Groups of more than one unit are called "stacks," and making up such groups is termed "stacking." Generally speaking, a maximum of three units (not including Headquarters) can stack in a hex.

8.1 STACKING LIMITS

8.1.1 There can be up to two battalion-size combat units in a stack. **Exception:** Three battalion-size units may stack together if they are from the same regiment.

8.1.2 HQ units do not count for stacking but a maximum of 2 HQs may occupy a hex.

8.1.3 Units can freely combine into or leave stacks without any MP cost or any restriction.

8.1.4 Units in violation of stacking limits at the end of **any segment** are eliminated (owning player's choice).

8.2 SPECIAL STACKING Both sides have units that are allowed special stacking. They are indicated by a dark bar behind their ID number.

8.2.1 If only one battalion (non-bar) unit is in a hex, three of these units can be added to the stack.

8.2.2 If the hex has the maximum number of battalion sized units in it, one of these units can stack additionally in the hex.

8.2.3 Certain Battalions are broken down into component units or have detachments. When two or more of the component units are stacked together in a hex, they are considered to be one battalion for stacking purposes. The following is a list of these formations (the number after the formation's ID is the number of component units that it starts the game with):

Allied: 2nd Ranger (2), 1/116/29 (2), 741st Tank (3).

German: I/12/12SS Panzer (2), II/12/12SS Panzer (2), 1716/716 Artillery (2 — C+E)

9.0 ZONES OF CONTROL (ZOC) The six hexes surrounding and adjacent to the hex containing a unit in Combat Mode constitute that unit's ZOC. The three top facing hexes adjacent to the hex containing a unit in Movement Mode constitute that unit's ZOC. Hexes upon which a unit exerts a ZOC are termed controlled hexes. ZOCs inhibit the movement or retreat after combat of enemy units.

9.1 ZOC EFFECTS

9.1.1 The movement of a friendly unit ends immediately upon entering an enemy ZOC.

9.1.2 A unit cannot move directly from one enemy-controlled hex to another enemy-controlled hex, but must first move to a hex free of enemy ZOCs.

9.1.3 A unit is never affected by friendly ZOCs.

9.1.4 ZOCs never extends across a stream or canal hexside, including at bridge hexsides.

9.1.5 The presence of a friendly unit in a hex negates enemy ZOC into that hex for purposes of retreat but does not negate the enemy ZOC for purposes of movement.

9.1.6 Units that become Disrupted (Section 10.6) lose their ZOC for the duration of their disrupted status.

9.1.7 Garrisons (Module 13.0) in German fortifications are not considered regular units and do not have ZOCs.

10.0 COMBAT PROCEDURES Combat in this simulation has two basic forms: Fire combat and Close Assault. Both forms rely on the same system for resolving combat: using the units' combat and protection factors, terrain effects, two d6 dice, a single two-matrix Combat Results Table (CRT), and the methods of calculation as explained below. In this section, the player initiating combat is termed the attacker, while the player whose units are being attacked is called the defender.

10.1 ELEMENTS OF COMBAT

10.1.1 Unit Factors Used in Combat Units use their CF and PF to resolve combat. Fire combat compares the attacker's total modified CF to the defender's total modified PF. Close Assault combat compares the attacker's and defender's participating forces totaled modified CFs.

10.1.2 Combat Results Table The Combat Results Table (CRT) is divided into an upper matrix and a lower matrix. Across the top of the upper matrix are four lines corresponding to the general types of Fire combat: bombardment, direct gun, small arms, and mixed. The first line is used only for Close Assault combat (Section 10.4). The numbers on these lines are ranges of combat differentials.

10.1.3 Combat Differential For Fire combat and Bombardment, the Combat Differential is the difference between the total CF strength of the attacking units and the defending units' modified

Defense Factor that are involved in the combat. Close Assault uses the defending units modified CF. The exact procedures for calculating the differential are given in the rules for Fire Combat (Section 10.2) and Close Assault (Section 10.4). If for any attack the differential is less than the minimum given in the leftmost column on the upper matrix, the attack automatically fails and has no effect.

10.1.4 The differential is cross-indexed with the highest protection factor of any single defending unit in the defending hex. The resulting letter (from A to I) indicates a column on the lower matrix of the CRT. That column is cross-indexed with the modified roll of two dice to find the result of a given combat.

10.1.5 Protection Factor Defending units use their PFs in all combat situations. PFs are used twice in resolving a Fire combat but only once when resolving a Close Assault. Specific ways these factors are utilized in each type of combat are explained for each type of combat in sections below.

10.1.6 Terrain The type of terrain the defending unit occupies or is behind will affect the outcome of the combat. These effects will be in the form of die roll modifiers (DRMs) to the resolution roll or PF multipliers. Town, hill, or swamp multipliers are cumulative **only** if the hex also contains a strongpoint or a resistance nest. If the hex contains only a town in a swamp or on a hill hex, use the terrain multiplier most favorable to the defender. All DRMs are cumulative and apply.

10.1.7 Facing A unit can only attack a direction in which it is facing. Thus, units in Movement Mode cannot fire or close assault to their flanks.

10.2 FIRE COMBAT

Fire combat is adjacent or ranged weapon attacks to disrupt or destroy enemy units by fire.

10.2.1 This combat takes place during the Allied or German Fire or Defensive Fire segments of the turn.

10.2.2 All Fire combat attacks are carried out against enemy occupied hexes.

10.2.3 Each friendly unit can fire only once per segment.

10.2.4 A given hex can be attacked by Fire only once in any segment.

10.2.5 All units firing on a hex combine their CFs into one single attack strength.

10.2.6 Enemy units in a hex must be attacked together as a single combined defensive strength (**Exception:** tank, anti-tank, and flak fire, see below).

10.2.7 Each Fire attack uses only one differential line on the upper CRT matrix, depending upon the types of CF participating: bombardment, direct gun, small arms, or mixed.

a) Bombardment This type of Fire combat is carried out only by air/naval support points (Module 9.0), by artillery units on the map, or by both. Artillery units firing at more than half their printed range can use only half their firepower factor (rounded down).

b) Direct Gun This type of fire combat is carried out only by armor and weapon units. Armor, anti-tank, and flak units have a range printed under their CF value (when applicable) of the unit. Armor, anti-tank, and flak units can fire directly at armor units in a hex (an exception to the hex-as-target rule), ignoring other units in the hex. Armor, anti-tank, or flak units firing at armor units receive a one-column shift to the right on the lower matrix CRT column used to resolve combat. Non-armor units in the target hex **cannot** be attacked by other friendly units if this direct fire option is used.

Line of Sight (LOS) Direct gunfire at ranges greater than one hex must be able to trace a line of sight to the target hex. A line of sight is traced from the center of the firing unit's hex

to the center of the target hex. If this line passes through a hex with blocking terrain in it, the fire is blocked. If the line passes along a hexside between different blocking terrain types the LOS is blocked. If the line passes along a hexside between blocking and non-blocking terrain, fire is not blocked. Blocking terrain includes:

- Town and Swamp Hexes: A line of sight can be traced into but not through a town or swamp hex.
- Elevation: An LOS cannot be traced through a hill hex that is between the firing unit and the target hex. An LOS cannot be traced through an intervening Hill hex between the firing unit and a target in low ground. A firing unit on low ground cannot trace an LOS through a Hill hex to a target on another Hill hex. Clear, swamp, beach, and tidal flat hexes are all at the same level of terrain for purposes of this rule
- Fortifications have no effect on line of sight.

c) Small Arms This type of Fire combat is carried out only by infantry-type units. These units can fire only into adjacent hexes, using the small arms line of the CRT.

d) Mixed This type of fire combat is used whenever the attacker combines the CFs of two or more of the above types of units on the Combat Results Table.

Example: Unit Z can fire at units A, B, and C. The town hex blocks fire at unit D and the higher ground hexes (level 1) block fire at unit E.



10.2.8 Fire Combat Procedures These steps are followed to resolve Fire combat in the listed order:

- The attacker determines what type of fire he will deliver and totals the combat factors (CFs) of all units participating in the attack, which is the attacker's strength.
- The defender totals the protection factors (PF) of all his targeted units in the hex.
- Modify the total found in step 2 for any terrain multiplier effects specified by the TEC. This number is the total defender's strength.
- Subtract the defender's total strength from the attacker's total strength. This resulting value is the combat differential.
- On the upper matrix of the CRT, determine the row for the type of attack being performed and then find the column to the right whose range of values includes the differential found in step 4. If the differential is less than the lowest number for that line in the leftmost column, the attack automatically has no effect on the defending units.
- Find the highest unmodified protection factor of any one defending unit. Find the row corresponding to this protection factor and cross-index it with the differential column found in step 4 to determine the letter of the CRT's lower matrix column that will be used for the combat's resolution.
- On the lower matrix of the CRT, find the key letter result from the upper matrix.
- If armor, anti-tank, or flak units are firing at targeted defender's armor, a one-column shift to the right is applied.

i) Check the Terrain Effects Chart for any DRMs and roll two dice, applying the DRM.

j) Cross-index the modified dice result with the lower CRT's column found in step 7 for the final result of the combat. Column shifts right of column "I" are resolved on column "I".

Tactical Game Play Note: Often the most efficient way to set up an attack is to work backward through the matrices, deciding what column of results on the lower matrix is most desirable, then locating on the upper matrix the number of CFs needed to achieve it.

EXAMPLE The seacoast town strongpoint of Vierville (hex 3822) is subjected to Fire combat by the American player during his Fire Segment. It is defended by two German (2-2-0) infantry companies, each with a protection factor of 2. Their combined protection factor of 4 is modified by a terrain multiplier of 4; that is, $\times 2$ for the town and $\times 2$ for the strongpoint (combining allowed as per Module 13.0), giving a final protection factor of 16. The Americans use an adjacent infantry battalion in combat mode plus an armor battalion in movement mode for a combined CF of 15. To this, they add 20 airnaval support points, for a firepower factor of 35, which will be on the Mixed row of the upper matrix. The combat differential is $35 - 16 = 19$ (highest column available on the Mixed row). The highest single German PF is a 2, which on the 19+ column of the mixed fire line on the upper matrix yields the G column on the lower matrix. The lower matrix terrain adjustment for the attack is a -2 DRM (-1 for the town and -1 for the Resistance Nest). The American player rolls 11, which becomes 9. On the G column this result disrupts the German units, which are immediately marked with a green Disruption marker.

10.3 CLOSE ASSAULT This kind of combat represents short range and hand-to-hand fighting for positions.

10.3.1 All units can conduct a Close Assault except artillery, anti-tank, and flak units.

10.3.2 Each player can make Close Assaults only during the Close Assault Segment of his own player turn.

10.3.3 Close Assault resolution is similar to that for Fire combat except for these differences:

- Only enemy units or intrinsic garrisons (Module 13.0) adjacent to friendly units can be Close Assaulted.
- The differential is calculated by comparing the **modified total of the CFs of the defenders in the hex** against the **modified total of the CFs of the attacking units**. (Exception: artillery, anti-tank, and flak units that are defending against close assault use their PF instead of their CF.)
- The Close Assault line is used on the upper matrix regardless of the weapon types of the units involved.

10.3.4 Close Assault Procedure The following steps are followed to resolve Close Assault Combat in the listed order:

- All eligible units close assaulting a hex combine their CFs into a single attack strength total. The CF of assaulting units attacking across stream or canal hexsides is always halved, regardless of whether other friendly attacking units in the Close Assault occupy the same bank of the stream or canal as the defender.
- The defender calculates his strength by adding the CF of his engaged units. Artillery, anti-tank, and flak units add their PF instead of their CF. (Note that this step is different from the Fire combat procedure.)
- The defender multiplies his total strength found in step 2 by any terrain multiplier specified by the TEC for terrain he occupies (Note: Fortification multiplier combining). All units defending a hex must be attacked as one combined strength.
- Subtract the modified defender's CF total from the total attacker's CF strength found in step a) to find the combat differential.

- e) On the upper matrix of the CRT, index across the Close Assault line of the CRT to the number range that includes the differential established in step 4. If the differential is less than the lowest number for the Close Assault line, one attacking stack is automatically disrupted and the defending units are unaffected.
- f) Cross-index this column against the highest protection factor of any defending unit. This result determines the letter of the column on the lower matrix of the CRT for final Close Assault resolution.
- g) On the lower matrix of the CRT find the column corresponding to the letter result from the upper matrix.
- h) Make any column shifts for special advantages (Section 10.6).
- i) Roll two dice and apply any applicable DRMs (see TEC).
- j) The modified dice roll is cross-indexed with the lower matrix CRT column for the final outcome of the Close Assault. Column shifts left of "A" are treated as "A". Column shifts right of "I" are treated as "I".

10.3.5 Advance After Combat If all units defending against a Close Assault are eliminated or forced to retreat, surviving non-disrupted attacking units can advance to occupy the vacated hex, unless they would be unable to enter that hex during normal movement.

EXAMPLE: Continuing the battle for Vierville from the example in Fire Combat Procedure, Section 10.3 (hex 3727), the American infantry battalion in combat mode and the armor battalion in movement mode conduct a Close Assault against the two disrupted German infantry companies. The German units' combined CF is halved to 2 due to disruption, but the terrain multipliers total four (x 2 for the town and x 2 for the resistance nest). Their total CF value is thus 8. The total American value is 15, leaving a +7 differential. The Germans have an unmodified protection factor for their best unit of 2, giving the D column on the lower matrix. The American morale advantage of 3 to 2 shifts the assault to the E column. There is a -2 to the die roll due to the town and resistance nest. A die roll of 8 gives an adjusted result of 6, a retreat. The German units must retreat one or two hexes out of Vierville at the German player's discretion.

10.3.6 Close Assault Advantages A variety of factors can give advantages to one side or the other in each Close Assault situation. Each of the following advantages gives a favorable column shift on the lower matrix of the CRT to the force that has it. Shifts in favor of the attacker are to the right on the CRT; those favoring the defender are to the left. Advantage column shifts are cumulative.

a) Morale: Every unit has a morale value printed to the left of the NATO symbol of the unit. Each player announces the highest morale value of any of his participating units. The side with the highest morale value receives an advantage shift of one column.

b) Armor Superiority: If either player has armor units (including reconnaissance units) participating in the Close Assault, and if there are no negating factors, that player receives an armor superiority advantage shift of one column. Armor superiority is negated if opposed by enemy armor, reconnaissance, mechanized, anti-tank, or flak units. Armor superiority is negated if all the armored units are attacking across a canal or stream, into towns, resistance nests, or strongpoints, or against a defender who occupies a higher level of terrain.

c) Outflanking Attack: If a unit in Movement Mode is close assaulted from a direction in which it does not face, the attacker receives a one-column advantage. The outflanking advantage is negated for Close Assaults into resistance nests or strongpoints, or if another friendly unit in the same hex faces the attack.

d) Surrounding: If a unit is close assaulted when all hexes adjacent to it are covered by enemy units or ZOCs, then the defending unit

is considered surrounded. The attacker making the Close Assault receives a one-column advantage. The surrounding advantage is negated when attacking resistance nests or strongpoints. For purposes of surrounding, enemy ZOCs are negated in a hex by the presence of friendly units.

e) Hilltop: If either player's units occupy higher levels of terrain than the opponent, then that player receives a one-column advantage. For this purpose, tidal flat, beach, swamp, and clear hexes are on the same level. Strongpoints and resistance nests do not negate this advantage.

f) Engineer Assault on Fortifications: If the player is attacking resistance nests or strongpoints, he receives a one-column shift advantage if he has engineers participating in the Close Assault.

10.4 COMBAT RESULTS

Light Red result shading: If a bombardment Fire combat is against targets in a town or city, Ruins (Module 12.0) are created. If the combat is a Close Assault, using any column, one attacking stack (defender's choice) becomes disrupted in addition to any other effect.

Blank Box No effect.

R Retreat The defending units must retreat one or two hexes according to the rules governing retreat. For Fire combat only, units in fortifications (Section 13.1) can ignore retreat results.

D Disruption All defending units are disrupted. Units disrupted during the American player's turn receive a green Disruption marker. Units disrupted during the German player turn receive a grey Disruption marker. The effects of disruption are given in Section 10.6.

E Elimination All targeted units in the hex are eliminated and immediately removed from play.

10.5 RETREAT

10.5.1 Retreat is not movement and does not cost movement points.

10.5.2 Units in MM that are forced to retreat assume CM after retreating.

10.5.3 Units receiving a retreat result are moved one or two hexes by the owning player, subject to the following restrictions:

- a) Units cannot retreat into or through enemy ZOCs or units, or enter terrain into which they could not normally move.
- b) The presence of friendly units in a hex negates the opponent's ZOCs for retreat purposes.
- c) Units cannot violate stacking limits in the hex in which they end their retreat.
- d) Units whose only legal retreat route would place them in violation of stacking limits may extend their move one more hex but then automatically become Disrupted.
- e) Units that must retreat more hexes than the movement allowance showing on the counter at the instant of the retreat are eliminated instead.
- f) Units cannot retreat across canal hexsides except at bridges.
- g) Units can't enter a hex they retreated through already.

10.5.4 Units unable to retreat within the above guidelines are eliminated.

10.5.5 Units retreating into a hex occupied by other friendly units that are subsequently attacked can use their CF, PF, or both, in the new combat situation.

10.5.6 Units subjected to renewed combat will suffer any adverse results from the new attack.

10.6 DISRUPTION Disruption is a temporary effect that severely limits unit capabilities.

10.6.1 Disrupted units lose their ZOC, can't move, change mode or facing, and can use only half their printed CF (fractions rounded up).

10.6.2 PFs are not affected by disruption.

10.6.3 Disrupted units cannot conduct Close Assaults or advances after combat.

10.6.4 Green Disruption markers are removed in the Recovery Segment of the next American player turn.

10.6.5 Grey Disruption markers are removed during the Recovery Segment of the next German player turn.

10.6.6 The effects of disruption persist until recovered.

10.6.7 Disrupted units are eliminated if they incur another disruption result before recovery.

11.0 AIR/NAVAL SUPPORT The Allied invasion of Normandy was assisted by massive amounts of naval gunfire and air support. The Allies had complete command of the air and sea in the beachhead area. To represent this, the American player receives air/ naval support points each game turn to use for fire combat.

11.1 ASPs

11.1.1 Each air/naval support point (ASP) equals one CF of artillery.

11.1.2 ASPs have unlimited range and are not affected by distance to the target hex.

11.1.3 They can be used alone or combined with the CF of friendly units.

11.1.4 The American player can use ASPs during the friendly Fire or Defensive Fire Segments of the turn in which he receives them.

11.1.5 ASPs may not be accumulated from turn to turn and are lost if not used in the turn they are received.

11.2 QUANTITY OF ASPs

11.2.1 Both Introductory Scenarios (18.1 and 18.2) detail the amount of ASPs received in their special rules.

11.2.2 For Scenarios 18.3 to 18.5 the Allies receive the following amounts (noted on the Game Turn Track):

- The first game turn, the American player receives no ASPs.
- The second turn he receives 200 ASPs.
- On the third and all succeeding daytime turns, the American player receives 100 ASPs.
- During turns when Airborne Operations (Module 4.0) are conducted, ASPs are halved.
- On nighttime turns (subsequent to Turn 1, i.e., Turns 9 and 10) the Americans receive 25 ASPs.

12.0 RUINS Buildings in a town were often shelled so severely they were reduced to ruins.

12.1 CONDITIONS

12.1.1 This effect occurs whenever the lower matrix's column of fire attack on a town or city hex has a light red color.

12.1.2 Place a Ruins marker on the town or city hex when affected.

12.2 RUIN EFFECTS

12.2.1 Ruin hexes cannot be entered by units in movement mode.

12.2.2 Units in combat mode must spend 4 movement points to enter the hex.

12.2.3 Units defending a Ruin hex have a -3 DRM against all attacks, and a defensive multiplier of x 4 against Close Assaults.

12.2.4 These ruin effects replace the town movement and combat effects specified by the Terrain Effects Chart.

12.2.5 Engineer units can clear Ruins (Section 15.2).

13.0 FORTIFICATIONS The German player begins the game occupying a number of hexes containing fortifications of the so-called "Atlantic Wall." These fortifications have special properties specified below. There are two types of fortification hexes: Strongpoints and Resistance Nests.

Units occupying either type of fortification add all defensive multipliers for the terrain in that hex when defending against Fire combat or Close Assault. These effects are added to the effects of other terrain in the hex as specified by the TEC. All defensive multipliers that apply to an occupying unit are added together before multiplying by the factors of the unit. Units in fortification hexes are not subject to enemy Close Assault column shifts for armor superiority, surrounding, or outflanking. Units in fortification hexes ignore retreat results caused by enemy Fire combat. The American player receives no benefit from any fortification in a hex he occupies.

13.1 STRONG POINTS These positions have a defensive multiplier of x 3 and a -2 DRM.

EXAMPLE: The German player occupies the Strongpoint at hex 3922 with two units in Combat Mode, a 2-2-0 infantry company and a 6-2-0 anti-tank unit. This hex contains the Strongpoint and Hill terrain for an overall multiplier of x 5. The German units would have a defensive strength of 20 against both Fire combat and Close Assault (remember that an artillery, anti-tank, or flak unit uses its protection factor rather than its CF in Close Assault combats).

13.2 RESISTANCE NESTS These positions have a defensive multiplier of x 2 and a -1 DRM.

EXAMPLE: The German player occupies the resistance nest at Quineville (hex 1108) with an infantry battalion in combat mode (factors equaling 5-2-4). On that hex there are Resistance Nest and town terrain types, each of which gives a x 2 multiplier to the value of occupying units. Thus, the factors of the German unit would be multiplied by 4, for a defensive strength of 8 against Fire combat and 20 against Close Assault combat.

13.3 GERMAN GARRISONS Most fortifications located within three hexes of any German unit at the start of the game and not occupied by units are considered to have a garrison.

13.3.1 These are indicated by placement of a garrison unit in the fortification hex.

13.3.2 Garrisons cannot move, have no zone of control, and cannot attack; they only defend.

13.3.3 In Close Assault the garrison uses the morale factor of the German unit from which it is drawn.

13.3.4 Garrisons receive terrain modifiers.

13.3.5 They disappear if German units move further away than 3 hexes, are eliminated by combat, or if the fortification hex itself is occupied by a regular German unit. However, the American player can only eliminate garrisons by making a Close Assault and achieving an R, D, or E result on the CRT. Once eliminated for any reason, these garrisons never reappear.

EXAMPLE: A German static infantry unit in hex 3922 is the only German unit within 3 hexes of the fortifications at 3721, 3822, and 4124. When it is retreated or destroyed in combat, the intrinsic garrisons in the latter hexes are automatically cleared for the duration of the game, even if other German units move within three hexes (or even occupy) those fortifications on later turns.

14.0 COASTAL ARTILLERY The German player has a railgun artillery unit (Bruno) with a range of U (unlimited) and movement mode face values of 1-2-0, representing the railroad gun Bruno was permanently emplaced in hex 0913 as part of the "Atlantic Wall" defenses.

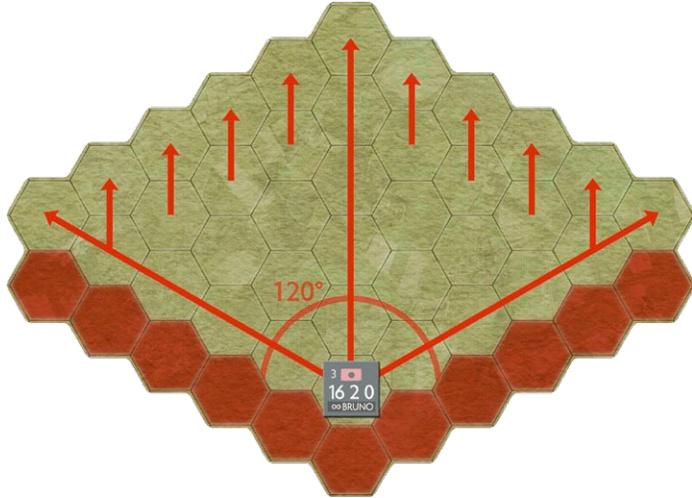
14.1 GENERAL RULES

14.1.1 The coast artillery unit can never move (though it can change facing when in Movement Mode),

14.1.2 It is eliminated if forced to retreat from Close Assault.

14.1.3 Once placed, this unit has a facing; it can only fire on hexes that are within a 120-degree arc defined by the northeast-southwest and northwest-southeast hexside lines that intersect at the edge of the hex containing the coastal artillery unit (see diagram below).

14.1.4 It has a ZOC into these three facing hexsides.



15.0 ENGINEERS These are special combat units that possess construction equipment along with their weapons. The engineers have specially designed equipment and extra capabilities. Engineer units function in all respects like other units in the game with the additional attribute that, when deployed in Combat Mode, they are able to clear beach obstacles and mines, breach Sea Walls, and clear Ruins as detailed below. These functions all take place during the Movement Segment of the player-turn.

15.1 ENGINEERS AND LANDING BEACH MINES/OBSTACLES

15.1.1 To check for mines in a beach hex, an engineer unit in either Movement or Combat Mode must expend one extra movement point when entering the hex. He announces the hex number and then the German player indicates whether the hex is mined or clear.

15.1.2 To clear the mines and obstacles from the hex, the engineer unit must be in Combat Mode and expend *two* movement points in the hex. (**Tactical Note:** *It is advantageous to be in Movement Mode to check for mines, after which the unit can change to CM to clear them.*)

15.1.3 Each mined hex successfully cleared reduces the number of mine points at that landing beach by one, and thus reducing displacement and loss modifiers for subsequent landing waves.

15.1.4 When the hex is cleared of mines, the German player makes a note of the fact. When all mined hexes on a landing beach (Omaha or Utah) have been cleared, the German player must announce this to the Allied player.

15.1.5 After clearing a Mines/Obstacles point, the Allied player makes a die roll. If the result is a 6, mark the engineer unit disrupted.

15.2 ENGINEERS AND SEA WALLS The American player can reduce and eliminate the adverse effects of Sea Walls by using engineers to breach them.

15.2.1 To blow out a Sea Wall hexside, the engineer unit must begin the Movement Segment in a hex adjacent to the Sea Wall hexside to be breached.

15.2.1 The unit must be in Combat Mode, and must expend two movement points in the hex.

15.2.3 When a Sea Wall is breached, the player places a Breached marker, indicating the hexside with free passage.

15.2.4 After breaching a Sea Wall hexside, make a die roll. If the result is a 6, mark the engineer unit disrupted

15.3 ENGINEERS AND RUINS Engineer units can also be used to clear Ruins from a city/town hex.

15.3.1 To clear Ruins, an engineer unit in Combat Mode must begin its friendly Movement Segment in the Ruin hex.

15.3.2 To clear Ruins from a town hex, the engineer unit expends 2 MPs and then removes the Ruins marker from the hex.

15.3.3 To clear Ruins from a city hex, the engineer expends all its MPs and then removes the Ruins marker from the hex.

15.3.4 Thereafter, the hex reverts to its former status as a town hex with all attributes specified by the TEC, including the chance it may be reduced to Ruins again.

15.4 ENGINEERS AND FORTIFICATIONS Allied engineers on D-Day used specially designed equipment to assist in assaults on fortifications.

15.4.1 Whenever American engineer units participate in Close Assault on German fortifications, the American player receives a one-column shift to the right on the lower matrix CRT column used to resolve combat as per Section 10.6.

16.0 HEADQUARTERS AND COMMAND Operational command plays a significant role in battle. Commanders can assist combat units in both attack and defense within a command radius that appears printed on the HQ counter, which represents the leader's command post.

16.1 SUPPORT FACTOR The CF value on an HQ counter is also its support factor (its CF value is a column shift in favor of the friendly units of its command if at least one of them are involved), and the commander can use this both offensively and defensively once in each player-turn.

16.2 COMMAND RADIUS The Headquarters can intervene in any battle action within its command radius.

16.2.1 Allied and German artillery units must be within the command radius of their HQ (or any HQ if an independent unit) in order to engage in Bombardment.

16.2.2 Allied tank and anti-tank units must similarly be under command to use Direct Fire.

16.2.3 Command radius is traced from the hex containing the HQ unit to that containing the units to be supported, or wanting to engage in Fire. Intervening terrain and enemy ZOCs have no effect on command.

17.0 VICTORY CONDITIONS Victory is assessed at the end of turn 14 in the first 3 scenarios, turn 15 in Scenario 18.4 and turn 16 in Scenario 18.5.

17.1 GENERAL RULES

17.1.1 Scenarios 18.1 and 18.2 have their own specific victory conditions.

17.1.2 For Scenarios 18.3 to 18.5, at game end, the American player wins a Strategic Victory if he has established secure Lodgments (Case 17.1.3) at both Utah and Omaha Beaches. He wins a Tactical Victory if he secures only one Lodgment. The German player earns

a Tactical Victory if he eliminates 18 or more Allied units and a Strategic Victory if he has eliminated 27 or more Allied units. If both players meet the victory conditions at the same level the game is a Draw.

17.1.3 Lodgments For victory purposes, a “Lodgment” is defined as an area with a radius at least 12 hexes from the Beachhead marker for that invasion area that is free of all German units. For the Utah Beach sector, the radius stops at the east bank of the Carentan canal. German units on the other bank do not affect Utah’s Lodgment. The American player earns a draw if German units remain within both Lodgment areas. Intrinsic strength garrison units do not affect Lodgment.

17.1.4 Determining Victory If one player has achieved a superior level of victory, then victory is his.

17.1.5 Tie Breaker If victory levels are equal the game is a tie, unless the German player has eliminated one or more U.S. airborne Drop Zones, in which case he wins a Tactical Victory.

18.0 SCENARIOS There are five scenarios for *Bradley’s D-Day*. Listed values for all units specified are strengths of the unit in Combat Mode. All American units set up in Combat Mode. German units beginning the game in play can set up in either Combat or Movement Mode. All reinforcement units for the German player arrive on the map in Movement Mode.

Note: On their MM side the German units are printed with the hex number in which they start the game or the Turn of their arrival as reinforcements. Units with an SSR notation begin the game on the map subject to wider setup guidelines specified below. Units that bear an asterisk (*) are only available in one of the optional scenarios (Sections 18.4 or 18.5).

18.1 INTRODUCTORY SCENARIO 1: OMAHA BEACH
This scenario begins on Turn 2 and ends on Turn 14. Tide Level starts at Low tide. Use only the map area of hex rows 22xx and east. Except for the Air Landing rules, all other rules of the game are in use with modifications as specified in the scenario’s special rules (Case 18.1.5).

18.1.1 German Set Up

- **Hex 3319:** HOC Artillery (12-2-0).
- **716th Division:** 5025 I/726th (4-2-4); **In any town hex within 5 hexes of an Omaha beach hex but not next to the beach hexes** III/726th (4-2-4), 3927 III/1716th Artillery (10-2-0).
- **In any fortified hex on or east of hexrow 22xx** 1716c + 1716e artillery (3-2-0s).
- **352nd Division:** HQ (2-2-4) may be placed in any town or city hex east of the 24xx hexrow; **2327** I/914th (5-2-4); **2024** II/914th (5-2-4); **5534** I/915th (5-2-4); **5733** II/915th (5-2-4); **5731** I/916th (5-2-4); **4225** II/916th (5-2-4); **2729** 352nd Engineer (8-3-4); **3931** I/352nd Artillery (8-2-0); **5426** II/352nd Artillery (8-2-0); **2725** IV/352nd Artillery (8-2-0); **2423** 439th Ost (4-2-4).
- **2-2-0 static infantry companies:** 9 may be placed one per hex in any town, strongpoint, or resistance nest hex printed on the map. Another 3 must be placed in any hex of the town of Bayeux.
- **In any hex of the city of Bayeux:** 1/1 Flak (8-3-2).
- **In any town south of the xx25 hex row:** II/1 and III/1 Flak (8-3-2s).
- **Any unoccupied Strongpoint or Resistance Nest on the playing area within 3 hexes of a German unit:** one 1-2-0 Garrison platoon. The German player has 13 Garrison units available in this scenario.

18.1.2 German Reinforcements:

Turn 13 (1100 hrs): Hex 2227: 513/30, 517/30 and 518/30 (6-2-6s).

18.1.3 Allied Initial Landing Forces:

OMAHA BEACH LANDING POOL:

- **1st Infantry Division:** 1st HQ (2-2-4), 16th, 18th and 26th Infantry Regiments (3 x 8-2-4 Infantry each); 5th, 32nd and 33rd Artillery (12-3-0s), 1st Engineer (10-2-4).
- **Independent attached:** 743rd, 745th Tank (25-4-6s); 741st Tank (3 x 6-4-6 companies); 146th, 147th, 149th, 203rd, 299th, 336th, 348th Engineer (10-2-4s); 5th Ranger (8-3-4), 2nd(-) reduced Ranger (6-3-4), C/2 Ranger Company (2-3-4).
- **29th Infantry Division:** 115th Infantry Regiment (3 x 8-2-4s), A/1/116 Infantry Company (2-2-4), 1(-)/116 reduced Infantry (6-2-4), 2/116 and 3/116 Infantry (8-2-4s); 110th, 111th, 224th and 227th Artillery (12-3-0s).

The above units must land at the Omaha Beach Area.

18.1.4 Allied Reinforcements:

Turn 7 (1700 hrs): By Sea at Omaha: 747th Tank (25-4-6); **By Sea at Port en Bessin:** British 47th Royal Marine Commando (10-3-4).

Turn 9 (2300 hrs): East Edge between hexes 6126-6130: British 56th Infantry Brigade (3x 8-2-4s).

Turn 11 (0700, June 7): East Edge between hexes 6126-6132: British 231st Brigade (3x 8-2-4s).

Turn 13 (1100, June 7): By Sea at OMAHA: 29th Division: HQ (2-2-4), 175th Regiment (3x 8-2-4s), 121st Engineer (10-2-4).

18.1.5 Special Scenario Rules:

- a) Allied ASPs** On Turn 2 the Allies have 100 ASPs + the roll of 1 six sided die times 5 (1d6x5). Then for each daylight turn, except turns 8 and 11, he has 50 + 1d6 x 5 ASPs. On turns 8 and 11 he has only 25 + 1d6 x 2 ASPs. During night turns, the Allies receive 10 + 1d6 ASPs.
- b) German Mines:** The German Player secretly rolls a die before play starts. On a result of 1-3 he has 3 mine points to allocate to the Omaha Beach hexes. On a result of 4-6, he has 4 mine points to allocate to the Omaha Beach hexes.

18.1.6 Scenario Victory Conditions: German player earns a Tactical Victory if he has eliminated 11–18 Allied units. He earns a Strategic Victory if he eliminates 19+ Allied units. At the end of the scenario, the Allied player earns a Tactical Victory if there are no German units within 11 hexes of the Beachhead Marker and a Strategic Victory if there are no German units within 12 hexes of the Omaha Beachhead Marker. The player with a higher level of victory is the winner. If both players have the same level of victory, the game is a draw.

18.2 INTRODUCTORY SCENARIO 2: UTAH BEACH

This scenario lasts from Turn 1 to Turn 14. Tide level starts at Average tide. Use only map area from hexrow 23xx and west. Use all rules of the game except as modified by the special rules for this scenario (Case 18.2.5).

18.2.1 German Set Up

- **Hex 0626:** 100th Armor (12-3-5).
- **Hex 0913:** Bruno Railway Artillery (16-2-0).
- **Hex 0917:** AOK 7c Artillery (4-2-0).
- **Hex 1011:** 2/1261st Artillery (6-2-0).
- **6th FJ: 1427:** III/6th Parachute Infantry(8-3-4) +13/6th Artillery (4-2-0); **1428:** 14/6th Antitank (4-2-0).

709th Division: In any hex west of the 20xx hex row 709th Engineer (4-3-4); **1818** 795th Ost (4-2-4); **1108** I/919th Infantry; **1310** 709th AA (6-2-0).