

MONTY'S D-DAY

RULES of PLAY



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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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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: gamesupport@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. Additionally, check out the *Against the Odds* and *Monty's D-Day* discussion folders at consimworld.com.

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1.0 INTRODUCTION

Monty's D-Day is a two-player tactical/operational simulation of the combat action on the British 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 British 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 to twenty-one if using the extended scenarios 2 or 3, or the linked game with *Bradley's D-Day*), and victory is then assessed.

1.1 Game Equipment

- 1 22x34" map
- 1 sheet of 280 ½" counters
- These rules
- 1 Players' Aid Chart (PAC) 4-page center insert

Also needed for play are 2 different colored 6-sided dice.

1.2 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 east of Bayeux to near the Seine estuary, specifically the area Caen-Troarn-Cabourg. Along the north-south axis, the map includes the area from the English Channel to south of Caen. The sea area has some tables, charts, and tracks printed upon it, and is divided into Beach areas, which are printed with British-Canadian landing zones.

1.3 Game Charts and Tables (PAC)

The Players' Aid Chart (PAC) contains various tables and aids that simplify and illustrate the game as well as to furnish result keys for certain actions. These include the Combat Results Table, the Unit Quick Reference Chart, and the Terrain Effects Chart.

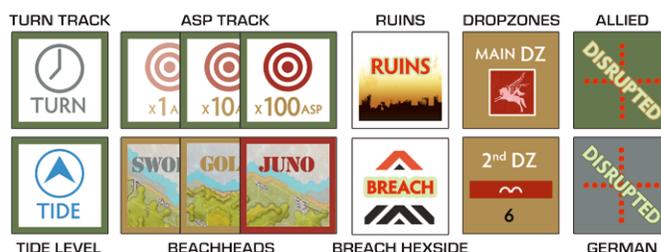
1.4 The Playing Pieces

The cardboard playing pieces in the game are of two types: combat units (also called counters or pieces) and markers.

1.4.1 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 counter 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, combat factor, protection factor, and movement allowance. The Combat Mode face of a unit contains the following information: unit size, unit type, morale, range (if artillery, armor, anti-tank, or flak), combat factor, protection factor, and movement allowance. In addition, the turn of arrival, if the unit is a reinforcement, appears on the Movement Mode side. Some German counters that start the game deployed on the map are specified on the counter and in the Scenario setups (Module 19.0) Others are set up in a way that does not require particular hex identifications (so no set up information is printed on the counter). Allied units arrive by air or across the Invasion Beaches and units landing at a particular Beach are so denoted on the counter.

The Quick Reference Chart on the back page of the PAC details how to read the unit counters.

1.4.2 Markers are special pieces that are used to record various game functions, such as when a unit is disrupted, or a City becomes ruins. Markers generally only contain a symbol and/or word indicating their type.



1.5 Counter Abbreviations

	BD	Break Down
Canadian Forces	1H	1st Hussars
	Cdn	Canadian
	CHO	Cameron Highlanders of Ottawa
	CSR	Canadian Scottish Regiment
	FGH	Fort Garry Horse
	HLIC	Highland Light Infantry of Canada
	LRC	Le Régiment de la Chaudière
	NNSH	North Nova Scotia Highlanders
	NSR	North Shore Regiment
	QOR	Queen's Own Rifles
	RRR	Regina Rifle Regiment
RWR	Royal Winnipeg Rifles	
SDGH	Stormont, Dundas and Glengarry Highlanders	
SF S	herbrooke Fusiliers	
British Forces	DLI	Durham Light Infantry
	DoR	Dorsetshire Regiment
	DR	Devonshire Regiment
	SR	Suffolk Regiment
	ER	Essex Regiment
	ERY	East Riding Yeomanry
	EYR	East York Regiment
	GH	Green Howards
	GR	Gloucestershire Regiment
	H	Royal Hussars
	HR	Hampshire Regiment
	KOSB	King's Own Scottish Borderers
	KSLI	King's Own Shropshire Light Infantry
	LR	Lancashire Regiment
	NY	Nottinghamshire Yeomanry
	OBLI	Oxfordshire and Buckinghamshire Light Infantry
	RDG	Royal Dragoon Guards
RE	Royal Engineers	
RM	Royal Marines	
RWR	Royal Warwickshire Regiment	
RNR	Royal Norfolk Regiment	
RUR	Royal Ulster Rifles	
SLR	South Lancashire Regiment	
SWB	South Wales Borderers	
SY	Staffordshire Yeomanry	

1.6 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.

2.0 SETTING UP THE GAME

The players should choose a scenario to play. The following steps then should be performed:

1. Each player sorts his units by type and color. The German player sets up his pieces according to the scenario being played. The Allied player sets up his pieces according to the scenario and procedures given in the rules on airborne landings or amphibious operations (Module 4.0).
2. The German player secretly records the locations of his minefields and Beach obstacles, as outlined in Section 4.4.
3. Allied Player sets the tide at the Low Level on the Tide Cycle Display (unless using optional rule Case 19.1.1).
4. The Turn marker is placed in the 0100hr box on the Turn Track.
5. Play begins with the invasion placement segment of the Allied player turn.

3.0 SEQUENCE OF PLAY

Monty's D-Day 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. With the end of the fourteenth turn (2100hr) in the standard game (Scenario 1) the game is finished, and victory is assessed.

3.1 Game Turn Summary

3.1.1 Allied Player Turn

A) Invasion Placement Segment: The Allied player attempts any and all airborne landing operations he intends for the turn (Module 4.0). Any airborne units scheduled to arrive as reinforcements on this turn may be included in the allotments for landings. On Turn 2 he loads units into the Invasion Display, which has 3 Waves composed of 2 Cycles. Units so designated are placed on sea hexes adjacent to those hexes where the player desires to land the units (Section 5.3). Airborne and amphibious landings are resolved in the Movement Segment

B) First Recovery Segment: All units that have been marked with a green Disruption marker (i.e., Disrupted during *the previous* Allied player-turn) are considered reorganized and revert to full capability. Green Disruption markers are removed. Units caught on Tidal Flat hexes that are affected by tidal shifts are Disrupted or eliminated as required at this point (Section 6.3).

Gameplay Note: *Units will recover from previously-inflicted Disruptions before new Disruptions required by tidal shifts are administered.*

C) Allied Fire Segment: The Allied 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 Allied player resolves any airborne landings (Module 4.0). Second, he can move units already 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 Allied unit can change from Combat Mode to Movement Mode and vice versa if it has sufficient MPs are available to expend.

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

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

3.1.2 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.

H) German Fire Segment: The German player can use artillery 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: Any units listed to arrive as reinforcements are placed on board entry hexes as stipulated. 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 Allied player can attack German units with his own pieces 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).

3.1.3 Game Turn Interphase

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

4.0 AIRBORNE LANDINGS



The Normandy invasion began with the British 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 Allied movement segments, subject to a specific procedure. Parachute units enter only via their own division's Drop Zone marker. All units of a given parachute brigade within the division must use the same Drop Zone (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. Glider units can land at a DZ but may also land at hexes outside the Drop Zones.

4.1 Airborne Formations

In *Monty's D-Day*, the British 6th Airborne Division comprises three brigades, two of parachute infantry plus a brigade of glider-borne infantry. The brigades, in turn, each consist of three individual units (battalions). The historical identifications on the unit counters specify their brigade lineage. This comes into play in the procedure for landing airborne forces. All unit counters of a given parachute brigade *must* land at a given DZ once the player has “slotted” that sub-unit into that DZ. Units of the glider brigade may be slotted into any mapboard hex, but have less likelihood of adverse effects landing when slotted into a DZ.

Linked Game (Section 19.4) Note on Airborne Reinforcements: *In Bradley's D-Day the American parachute divisions are fully functional formations with headquarters, artillery, engineer, and support units. The British 6th Airborne Division had such units, but they were not used in the actual invasion. Also, some units of the American airborne formations arrive on subsequent turns as reinforcements. Some 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 of the BDD rules. The scenario Reinforcement list will specify the way in which airborne reinforcements enter the game.*

4.2 Drop Zone Designation

The Allied player designates landing zones for airborne units as his first act of his Movement Segment.

4.2.1 A parachute Drop Zone (DZ) can be placed only in a Clear hex and is used as a landing point for units of the named division.

4.2.2 The player has *two* DZ markers, a “main” and a “secondary.” Each is aimed for a separate hex and must resolve its “scatter” individually (Case 4.3.3) after placement.

Linked Game Note: *The Americans have two airborne formations in Bradley's D-Day. Each of them has two DZ markers*

4.2.3 Once the final hex location for the DZ markers has been determined, it acts as the aiming point all units of a brigade slotted into it.

Linked Game Note: *In Bradley's D-Day for the divisional units as well.*

4.2.4 Once placed, a Main DZ remains on that hex throughout the game unless eliminated by combat.

4.2.5 The DZ 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** The division's Secondary DZ may be voluntarily removed from play during the Recovery Segment of any Allied player turn in order to create fresh landing locations.

4.2.8 Parachute brigades of the 6th Airborne Division can be slotted into either the Main or Secondary DZ, but once placed on the Airborne Landing Display, *all* pieces of that brigade must land at that DZ. Glider units may be aimed at any hex but are penalized when aimed at a hex which is not a DZ.

Linked Game Note: *In the linked game airborne divisional units may be aimed at any DZ of their Division.*

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

4.3 Airborne Scatter Display

This display, located on the PAC, contains the Scatter DRM Display and Table that establishes modifiers for local conditions, to establish the final landing hex for DZs and units. The Display is the central tool for executing air drop missions.

4.3.1 Planning the Air Landing The Allied player separates the airborne units into their brigades.

- Parachute Brigades can enter only via a DZ.
- The player places his separate parachute and glider units on hexes of the map he wishes them to land.
- Once placed, parachute units must land in that hex or as modified by the scatter display.

Linked Game Exception: *The American Divisional Headquarters and their engineer units must land at their Main DZ. American airborne artillery units may be allocated to either DZ.)*

4.4 Drop Zone Marker Landing Procedure

  **4.4.1** First, at the start of the Allied Movement Segment, the Allied player places on the map (in the hexes intended for each) his un-landed DZ markers (with their landing [parachute] face up) that will be established this turn. Resolution of their final location is then performed for each.

Linked Game Note: *American airborne units follow the same procedure.*

4.4.2 Local Wind Conditions Once DZ markers are placed, or if troops will be landing this turn at an existing DZ, the player determines local wind conditions for each DZ. Roll a d6 and consult the Scatter DRM Table's Wind row to obtain the DRM. The positive or negative value in the brackets on the roll result is the DRM. Make note of the DRM because it will apply for each unit that is landing at this DZ this turn.

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

4.4.4 Final Resolution The DZ's actual ground location is found by rolling two dice and adding the net DRM of the Wind and German Flak. The result is compared with the Scatter Display to determine the final position of the DZ marker, which is placed on the indicated hex (relative to the intended arrival hex) and flipped to its landed face.

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 scatter rolls of following units landing there.*

4.4.5 Once the DZ is placed, execute the landings of all units slotted to that Drop Zone. The DZ will now have a terrain location. This location generates an additional DRM that further contributes to the net modifier. DRMs vary for parachute versus glider units. A glider unit landing elsewhere than a DZ adds an additional -1 DRM. Once completing the landing of all slotted units, proceed to the next DZ.

4.4.6 The Airborne 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, it becomes the new center hex (aiming point) on the Display for all the pieces slotted for that Drop Zone.
- c) The wind modifier determined for the DZ is used for all units landing at the 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. 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. Repeat the Scatter procedure. Use the DRMs for Wind and Flak. The terrain in which the DZ is now located generates an additional dice roll modifier for other units trying to land there. All DRMs figure in the combined scatter modifier. All are cumulative.
- f) An asterisk (*) in the landing hex of the Scatter Diagram means that the unit becomes disrupted (Section 10.6). Disruptions apply to units only, not DZs.
- g) On adjusted dice roll results greater than 14, the unit aborts and must attempt to land on a subsequent turn. **Exception:** The Drop Zone itself cannot abort, and if this result occurs, simply repeat the landing procedure.
- h) On dice results of less than -1, the unit is eliminated from play. **Exception:** The DZ is not a unit and is not eliminated. Repeat the Landing Procedure.

4.5 Airborne Units Entering the Map

- 4.5.1 All Allied airborne units land in Combat Mode.
- 4.5.2 Each unit gets a separate dice roll for scatter as detailed for Drop Zone marker placement above (Section 4.4).
- 4.5.3 The unit is placed on the map hex corresponding to the numbered scatter hex.
- 4.5.4 Units forced to land in all-sea hexes or off the map are eliminated.
- 4.5.5 Units that would land on top of other friendly units in excess of stacking limits (Section 8.0) abort their landing.
- 4.5.6 Parachute units that land in hexes other than Clear terrain are Disrupted.
- 4.5.7 Units that land in a hex already containing ones from a different brigade are Disrupted.
- 4.5.8 The Scatter Diagram itself also generates Disrupted results (*). If a unit suffers a double Disruption, that falls under the standard rule for Disruption (Section 10.6) and it is eliminated.
- 4.5.9 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 Allied airborne unit, that airborne unit must immediately retreat two hexes in a direction chosen by the Allied player if possible and Disrupt. 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.

4.5.10 Airborne units entering the map can use only one-half of their movement ability (Module 6.0) on their turn of arrival.

Design Note: *The disruptions 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.*



4.6 Glider Unit Landing Procedure

Air landing (glider) units enter play in a different fashion than paratroops.

Linked Game Note: *British glider-borne infantry landing differs from American glider troops landing. British gliders land directly on hexes, which may or may not be Drop Zones. To reflect this the mechanics of entering the map are modified.*

- 4.6.1 Glider-borne pieces can be placed into *any* hex.
- 4.6.2 An additional modifier applies when landing gliders on hexes that are not DZs: -1 DRM. For other terrain the glider unit may land in, use the Glider column of the Scatter Die Roll Modifiers Table.
- 4.6.3 All DRMs are cumulative.
- 4.6.4 If a hex is fully stacked with friendly units (Module 8.0), the glider unit cannot land and is automatically aborted.
- 4.6.5 Glider units that land on a DZ already occupied by friendly units are automatically Disrupted.
- 4.6.6 Glider units landing on Swamps are not affected. Landing in other non-Clear/Hill terrain Disrupts the glider unit.
- 4.6.7 Glider-borne units may not move on their turn of landing.

4.7 Operations Windows (MDD & Linked Game)

To reflect the need to service aircraft prior to mounting additional airborne operations, the Allied player is considered to have a series of "windows" for air operations that correspond to the first game turn, followed by turns 7, 8, and 9. (*In the extended scenarios there will be another window at turns 16, 17, and 18*). In addition, airborne operations cannot be conducted on successive turns (e.g., if operations are conducted on Turn 7 there can be none on Turn 8). **Note:** *The turn numbers referenced in this rule are Bradley's D-Day turn numbers*

Example: *The Allied player places the 6th Airborne Division Main Drop Zone marker in hex 5018. He rolls one die for wind condition, resulting in a 2, for a + 1 headwind modifier. There are no German units within flak range. The total modifier is + 1. The player rolls two dice for the DZ with a result of 7, making 7 + 1 for an adjusted total of 8. Using the hex diagram, hex 8 is one hex due north of the original aim point of the landing zone, or hex 5019 on the map. Since this is a Clear terrain hex no additional modifiers will apply to units now attempting to land at this DZ. The player proceeds to parachute two brigades of the 6th Airborne at the DZ, each unit resolving its own scatter pattern using the same procedure.*

5.0 AMPHIBIOUS OPERATIONS

The Allied player enters all of his non-airborne pieces by landing them at Beaches 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 (0700), representing twilight and dawn. The player utilizes the Invasion Displays, 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 Allied player has three main invasion waves, corresponding to landing craft availability, which arrive on successive turns of play. The first cycle of any landing wave typically features greater capacity. The cycle repeats at a reduced intensity level. After two cycles (i.e., on the third turn) the invasion goes to a new wave.

5.1.1 Forces land at several Beach areas (Sword, Juno, or Gold) marked on the seacoast of the map.

5.1.2 Each Beach area has a marshaling Beach Landing Display marked with specific numbers of units. For the first cycle of the First Wave the various types of units are specified.

5.1.3 In subsequent Waves and cycles, as permitted by the Invasion Display, the player may freely mix unit types from that Beach Display's Availability Box but cannot exceed the number limits for that cycle (see Wave/Cycle boxes on the Displays).

5.1.4 The Allied player sets up his units on the Invasion Display for each Beach area prior to the start of play. Most British, Canadian, and French units begin on the Landing Display or in the Landing Pool. Commando units have additional flexibility (Section 5.7). Paratroop and glider units enter the game by other means and do not appear on the Landing 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 the three waves) the player takes units from the Pool and places them in the Wave boxes before beginning invasion operations.

5.1.7 Once all three waves have attempted to land, during the next non-night turn's Invasion Placement Segment, take units from that Beach area's Landing Pool and slot them into cycles for the next Waves.

5.1.8 Once placed in a Wave box, a unit may exit only onto the Beach.

5.1.9 The unit limits for the Wave boxes are maximums. The player may land *fewer* units.

5.1.10 The player cannot "hold" units in the Wave boxes. Once in an invasion wave the unit must attempt to land at the first opportunity.

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

5.2 Order of Arrival

The first wave for each Beach is available on turn 2 (0700hr) of the game. The second wave is available on turn 4 and the third wave on turn 6. In between each wave is the second cycle of the previous invasion wave. In no case can a unit arrive sooner than its wave is available. The total number of units landed on a Beach in a turn cannot exceed the number allotted for that Beach by its first wave display. Units arriving on a Beach are subject to landing casualties as detailed below.

5.3 Invasion Placement

5.3.1 The Allied player prepares an invasion wave for landing during the Invasion Placement Segment of his player turn (units will land during the Movement Segment). At this time, he takes allocated units from the next un-landed Wave on the Wave Display and places them on invasion placement hexes (light blue hexes) adjacent to the coastal hexes they are to enter.

5.3.2 Units can be placed to land only in hexes directly south of them with tidal, Beach, or Clear terrain hexes.

5.3.3 Units may try to land on coastal hexes occupied by enemy units. Units that do so must Close Assault, with Case 5.5.6 applied if attacking units fail to occupy the defender's hex.

5.3.4 Invasion Placement Hexes east of the 50XX hex row can only be utilized by Commando units (Section 5.7).

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 and whether any are Disrupted or suffer losses during the landing. How to determine DRMs is explained below.

5.4.1 Tide Conditions The Tide Cycle Display is printed on the map and the Tide marker displays the current waterline.

- The tide condition determines what column the player uses on the Assault Displacement Table. There are columns for low, rising, average, falling, and high tide conditions.
- Once the Tide marker has been set by the Allied player, the tide automatically advances each turn, moving clockwise one section per turn (i.e., if starting from Low, in successive turns the marker moves to Rising, Average, High, then Falling, then back to Low).
- The Tide level affects which hexes along the Beach are playable (Case 6.3.5).
- Units caught in hexes that become flooded at High Tide may be Disrupted or eliminated (Section 6.3.5).

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

- The parenthesized value is used as an Assault Landing Shift DRM for that Beach Area this turn. If the DR result is >7, the value is a positive value (+DRM). If the DR result is ≤7, the value is a negative (-DRM) on the table (DR results in the leftmost column of the table).
- This value is always a +DRM for a unit's Landing Casualty roll.



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 seven (7) points of mines, which he secretly allocates into landing Beach areas (Gold, Juno, and Sword) before the game starts. Note the number of mine points allocated to the Beach areas on a slip of paper.
- b) No more than 4 mine points can be assigned to one landing Beach area.
- c) The number of mine points in a Beach area is used as a +DRM if the assault landing roll is >7 and a -DRM if the landing roll is ≤7 when rolling for displacement.
- d) Mines can be eliminated by engineers (Module 15.0).
- e) When resolving the Landing Casualties, the Mine points allocated to that Beach Area are added to the German CF total to find the resolution column for units landing in a hex of that Beach area.

5.5 Assault Landing Displacement

After positioning units on Invasion Placement Hexes the player needs to determine if there is any displacement of the landing force due to the Sea and Tide conditions.

5.5.1 Assault Landing Displacement is resolved once for each Beach Area where troops are landing this turn. Results will apply to all units landing there.

5.5.2 One roll is made for a Landing Cycle for all the units landing at that Beach this turn. Use two dice and apply the appropriate DRMs (Cases 5.4.2 and 5.4.3). Consult the Assault Landing Shift Table (see PAC) and cross-reference the modified result with the current Tide Level column to derive the result.

5.5.3 Results Possible results include the following:

- **IN:** This means that all units at that hex successfully land on the coast hex directly south of the sea hex they occupy.
- **SHIFT LEFT #:** A “Shift Left” result means that all units in hexes of that Beach Area are displaced one or more hexrows to the east and then land on the tidal or Beach hex then in front of them. The shift may vary from one to four hexes.
- **SHIFT RIGHT #:** A “Shift Right” result means that all units in hexes of that Beach Area are displaced one or more hexrows to the west and then land on the tidal or Beach hex then in front of them. The shift may vary from one to four hexes.

5.5.4 If a shift occurs, the units in one placement hex at that Beach Area must land in a Disrupted condition and are immediately given a Disrupted marker. Units that Disrupt are chosen by the owning player. Once all units have moved onto their Beach hexes proceed to check for landing casualties.

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

5.5.6 Units may arrive on hexes occupied by enemy units. 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 CF Strength First the player must determine the total amount of CFs that can be brought to bear on the Beach Area where Allied troops are landing.

- a) Artillery and direct fire weapon units that can reach the Beach contribute the major portion of the interference capability that causes losses during amphibious landing. Any German unit of these types that is in range of any hex in the Beach area combines its factors into the total used to determine the column used on the Landing Casualties Table (see PAC).
- b) Artillery units must apply their range CF reduction for their value (Case 10.2.7a).
- c) Units that are in an Allied ZOC (Module 9.0) are considered to be engaged and cannot contribute their CF value to this.

5.6.2 Find the column on the Landing Casualties Table (see map) corresponding to the tallied German CFs plus the current Minefield/Obstacle value for that Beach Area. Use the column that the CF value falls into. For greater than 55 use the “55+” column.

5.6.3 Roll two dice. Add the DRM for the current Sea Condition (Case 5.4.2).

5.6.4 If the landing unit is a large target (Armor or Artillery) add an additional +3 DRM.

5.6.5 A modified roll greater than 12 equals 12.

5.6.6 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 a second time before it recovers is eliminated.)

***Example:** On Sword Beach, the Allied player is landing a wave cycle consisting of four infantry and two armor units. He rolls a die for the sea condition and gets a Heavy Sea result with a +/- 2 DRM. As the German player has committed 1 mine point to this Beach, there is also a +/- 1 DRM. 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. The Allied player selects one of the infantry units (only unit in hex) to become Disrupted. On Landing Casualties, the armor units have a +5 DRM, the infantry a +2 DRM. One armor unit is destroyed and the other is Disrupted; the other infantry units land without further incident.*

5.7 Commando Units



The Allied player has a number of British Royal Marine Commando units, Army Commando units (including the armor units, Section 5.8), plus a French Commando unit. On his First Invasion Wave/First Cycle turn (only), the Commandos may land at *any* Beach Area and without regard to Invasion Wave limits.

***Gameplay Note:** The units are marked with the historical Beach they landed at so that the Allied player can assign them to their historical landing Beaches.*

5.7.1 Each commando unit checks for landing displacement and losses individually.

5.7.2 Only sea conditions and German mines apply to their casualty checks; German artillery is not counted.

5.7.3 If the player does not use this capability on the first turn, it is lost, and the Commando units are recycled to the Allied Sword Landing Pool for Beach entry on a subsequent turn using normal landing procedures.

5.8 Amphibious Tanks



All Allied Sherman armor units except the British Marine Sherman armor are amphibious armor units (Duplex-Drive: swimming tanks). These units have a special advantage when checking for landing casualties *if* they use their amphibious capability.

5.8.1 If the Allied player uses the unit's amphibious capability to land, it is not subject to the normal landing losses method. Instead, it must check for sinking.

5.8.2 For each unit chosen to use this ability, roll two dice; on a roll of 2-9 the armor unit lands safely. On any other result it is eliminated.

5.8.3 The DRM for sea condition must be applied to this survival roll.

5.8.4 If the player elects not to use the armor unit's amphibious capability they land normally with the First Wave, First Landing Cycle, or, if held back, with a subsequent wave/cycle.

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 should complete all their movement before the Allied player resolves amphibious operations for the turn.

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

5.10 Establishing the Beachhead

5.10.1 The first Beach fortification hex which the Allied player captures becomes his Beachhead hex for that area. A Beachhead marker for that Landing Beach is placed in the hex to denote this act.

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 Sword, Juno, and Gold 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) as printed in the right-hand, larger number of the counter. The movement allowance (MA) varies depending on which side of the unit counter is showing (Deployment Mode, Module 7.0). In general, units have maximum allowances when in Movement Mode, and reduced ones in Combat Mode.

6.1 How to Move

Units move individually from hex to contiguous hex, expending MPs to enter each new hex or to cross certain hexsides.

6.1.1 The MP cost for each type of hex is specified by the Terrain Effects Chart printed on the 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 In Airborne operations (Module 4.0), 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 this restriction, 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 first hex of entry.

6.2 Movement Restrictions

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

6.2.2 Units cannot enter hexes occupied by enemy pieces, except in the case of airborne units when landing (scatter), or amphibious units forced to displace into an occupied hex.

6.2.3 Friendly units do not inhibit movement in any way, though 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 than its 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 inhibit movement (Module 9.0).

6.2.8 Disruption combat results inhibit movement (Section 10.6).

6.2.9 Armored and Mechanized units cannot move or Close Assault from a Beach hex into a Hill hex except along a trail or 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 to enter/cross specified by the Terrain Effects Chart (TEC, see PAC). Some hexsides also have MP costs as shown on the TEC.

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

6.3.2 Streams/Canal/River Costs for crossing a stream, river, or canal are costs for the hexside. Such MP costs are in addition to the MP cost for entering the hex on the opposite bank of the stream, river, or canal. The additional crossing cost is negated in the interior of a Town/City.

6.3.3 Hill Level It costs +1 MP for units to go across a hill hexside to a higher-level hex. Motorized, mechanized and armored units cannot cross a hexside that is a 2-level difference (i.e., Level 0 to Level 2 or vice versa) unless moving along a road.

6.3.4 Bridges Armor, artillery, heavy weapons, artillery, and mechanized infantry units can cross canal or river hexsides only at bridges. Such bridges exist, for example, along the Caen Canal (between hexes 2313 and 2414), and the Orne River at Ranville (between hexes 2213 and 2313). The movement point cost for crossing is in addition to the cost for the opposite bank hex. The crossing cost is negated when using road movement. Units in Combat Mode must pay the hexside cost to cross.

6.3.5 Tidal Flats Tidal flat hexes are land hexes during low, rising, average, and falling tide levels. 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. Infantry-type units and engineers on these hexes become Disrupted. Armor, motorized, and artillery type units 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 armor, motorized, and artillery type units in Tidal Flat/Beach types of hexes become Disrupted.

6.3.6 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.

6.3.7 Sea Wall A Sea Wall extends along a hexside. No unit can cross an intact Sea Wall hexside. No attacks can be made across an intact Sea Wall hexside. Engineer units can destroy 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 or Combat Mode. Each mode is represented by one side of the unit counter: the front side is the Movement Mode, the back is the Combat Mode. The movement and combat capabilities of the unit change depending upon its mode.

7.1 Movement Mode

A unit in Movement Mode has its greatest movement allowance and its lowest combat factor.

7.1.1 Movement Mode 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 Movement Mode cannot enter or pass through hexes containing Ruins (Module 12.0).

7.1.4 Engineer units (Section 15.2) in Movement Mode cannot Clear mines, destroy Sea Walls, or remove Ruins.

7.2 Combat Mode

7.2.1 Units in Combat Mode have full fire and Close Assault ability but a reduced or no movement capability.

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

7.2.3 Units in Combat Mode cannot use road or railroad movement, but they do benefit from the terrain cost cancellation effect of trails or

bridge causeways. In Combat Mode units can freely enter and benefit from Ruins (Module 12.0).

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

7.3 Changing Mode

Units can voluntarily change mode during their Movement Segment.

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 MPs to do so.

7.3.4 If a unit changes mode (including the cost to change mode) which leaves an MP amount remaining of half or more of its original mode MA (rounded down), it can move up to half the MA allowance of its new mode. If the amount remaining is less than half of the original mode MA, the unit cannot move further in the new mode.

Example: A mechanized unit with a Combat Mode MA of 6 moves 1 hex (costing 1 MP) to a road hex and changes to Movement Mode (+2 MPs). It has now expended 3 MPs. This is equal to half the Combat Mode's MA (original mode) so it can move half its new mode's MA (6 MPs) along the road. If the unit had to move 2 MP cost or more to get to the road, the MP expenditure would thus be greater than half of its original mode's MA and it would not be able to move further this turn.

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

7.4 Facing

In Movement Mode, facing is indicated by the bar across the top of the counter.

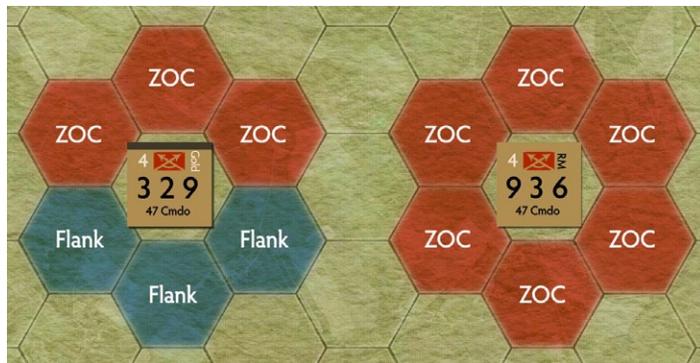
7.4.1 The top of the unit must always be aligned with a specific hexside of any hex the unit occupies.

7.4.2 This hexside and the two adjacent hexsides are referred to as the facing hexsides.

7.4.3 The other three hexsides are flank hexsides.

7.4.4 A unit's facing limits which enemy pieces a unit can attack and makes it vulnerable to outflanking attacks in the Close Assault segment (Section 10.3).

7.4.5 Units in Combat Mode are considered to face in all directions.



7.5 Changing Facing

Units in Movement Mode can change facing only during their Movement Segment. Units can change facing without cost before, during, or after movement. Facing affects ZOCs (Module 9.0) and Combat (Section 10.1). 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. A maximum of three units (not including headquarters) can stack on a hex.

8.1 Stacking Limits

8.1.1 There can be up to two battalion-size combat units in a stack except if the all the battalion-size units (usually 3 units) are from the same brigade (Allied forces).

8.1.2 Headquarters units and markers do not count for stacking.

8.1.3 Units can freely move through stacks without any MP cost or any restriction.

8.1.4 Units present in a hex in violation of stacking limits at the end of **any segment** are eliminated. Units removed to meet stacking requirements are chosen by the owning player.

8.2 Stacking Companies

Both sides have a number of company-size units. These include 1-3-4 infantry, 3-3-6 motorized, 6-3-0 heavy weapons, and Static Infantry companies (2-2-0 in Combat Mode).

8.2.1 Four of these units count as one battalion for stacking purposes.

8.2.2 One company-size unit may be in a hex in addition to two battalions under all conditions.

8.2.3 Certain battalions are broken down into companies or have detachments. When two or more of the component units are stacked together in a hex, they are considered to be a battalion for stacking purposes. If additional companies of the same battalion enter the hex the stack is still considered one battalion.

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 Zone of Control (ZOC). The three 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 extend across stream or canal hexsides, including at bridge hexsides.

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

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

9.1.7 Garrison units are not considered regular units and do not have zones of control.

10.0 COMBAT PROCEDURES

Combat in this simulation has two basic forms: (ranged) 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 six-sided dice, a dual-matrix Combat Results Table (CRT) and the methods of calculation 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 combat and protection factors to resolve combat. Fire combat compares the attacker's total CF to the defender's total adjusted protection factor. Close Assault combat compares the total adjusted CFs of the attacking and defending units.

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. 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 strengths of the attacking units versus the defending units' modified Protection Factor. 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 10.3). The attacker always uses his combat factor when resolving combat. If for any attack the differential is less than the minimum given in the leftmost column, 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. The resulting letter (from A to I) indicates a column on the lower matrix of the CRT. That column is cross-indexed with the adjusted roll of two dice to find the result of a given combat.

10.1.5 Protection Factors Defending units use their protection factors in all combat situations. Protection factors 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 will affect the outcome of the combat. These effects will be in the form of DRMs and/or protection factor 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 use the terrain multiplier most favorable to the defender. All DRMs apply, however.

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 includes adjacent or ranged weapon attacks to disrupt or destroy enemy units by fire.

10.2.1 This combat takes place during the **Fire** or **Defensive Fire** Segments of the turn.

10.2.2 All Fire attacks are carried out against 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 combat factors into one single attack strength.

10.2.6 Enemy units in a hex must be attacked together as a single combined defensive strength (**Exception:** armor, anti-tank, and flak fire, Case 10.2.7B).

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

a) Bombardment: This type of fire combat is carried out only by ASPs (Module 11.0), artillery or Heavy Weapons units or by any combination of these three units on the map. If they are firing at more than half their printed range, they can use only half their combat factor (rounded down).

Gameplay Note: *Since the coastal guns have unlimited range, their value is never reduced.*

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 on the lower left side of the bottom of their counter. 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 gun fire 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 blocking terrain, 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: A line of sight cannot be traced through terrain that is higher than both 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 an intervening Hill hex to a target on another Hill hex. Clear, Swamp, Beach, and Tidal Flat hexes are 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 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

The following steps are followed to resolve Fire combat in the numbered order:

- The attacker determines what type of fire he will deliver and totals the combat factors of all units participating in the attack.
- The defender totals the protection factors of all his engaged units in the hex.
- Modify the total found in step b for any terrain multiplier effects specified by the TEC. This number is the total defender strength.
- Subtract this total from the attacker's strength found in step a to determine the combat differential.
- On the upper matrix of the CRT, read across the type of attack line entry to the number range that includes the differential found in step d. 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 d to determine the letter of the lower matrix Combat Results Table column for final resolution.
- On the lower matrix of the CRT, find the key letter result from the upper matrix.
- Armor, anti-tank, or flak units firing at armor receive a one-column shift to the right.
- Check the Terrain Effects Chart for any dice roll modifiers and roll two dice, making any appropriate subtractions.
- Cross-index the modified dice result with the CRT column found in step g for the final result of the combat. Column shifts left of A are treated as A. Column shifts right of I are treated as I. Adjusted dice roll totals less than -4 are treated as -4. Adjusted dice rolls greater than 12 are treated as 12.

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 combat factors needed to achieve it.*

Example: *The seacoast Town Strongpoint of Lion-sur-Mer (hex 4315 is subjected to fire combat by the Allied player. 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 x 2; that is, x 2 for the Town, giving a final protection factor of 8. The Allied use an adjacent infantry battalion in Combat Mode plus an armor battalion in Movement Mode for a combined CF strength of 15. To this, they add 20 ASPs, for a CF of 35. The combat*

differential is $35 - 8 = 27$; the Allied player must use the Mixed line entry of the CRT. The highest single German protection factor is a 2, which on the 19+ column of the Mixed fire line on the upper matrix yields the G column to be used on the lower matrix. The lower matrix terrain adjustment for the attack is a -1 die roll modifier for the Town. The Allied player rolls 11, which becomes 10. On the G column this result disrupts the German units, which are immediately marked with a green Disruption marker and flipped so that their Movement Mode side is showing.

10.3 Close Assault

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

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

10.3.2 Close Assault resolution is similar to that for Fire Combat except for these differences:

- Only enemy units adjacent to friendly units can be Close Assaulted.
- Artillery, anti-tank, and flak units cannot make Close Assaults.
- The differential is calculated by comparing the **modified total Combat Factors** of the defenders against the **modified total CFs of the attacking units**. (**Exception:** artillery; anti-tank, and flak units defending against these attacks use their protection factor instead of their combat factor).
- The Close Assault line is used on the upper matrix regardless of the weapon types of the units involved.

10.3.3 Close Assault Procedure

The following steps are followed in order to resolve Close Assault Combat:

- a) All eligible units Close Assaulting a defending hex combine their CFs into a single attack strength. The CF strength of each unit assaulting across a stream or canal hexside 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.
- b) The defender calculates his strength by adding the CFs of his engaged units. Artillery, anti-tank, and flak units add their protection factors instead of their CF. (Note that this step is different from the Fire combat procedure.)
- c) The defender multiplies his strength found in step b by any terrain multipliers specified by the TEC for terrain. All units defending a hex must be attacked as one combined strength.
- d) Subtract the defender's total from the attacker's 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 Combat Results Table to the number range that includes the differential established in step d. 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 key letter result from the upper matrix.

- h) Make column shifts for special advantages (as specified in Section 10.6).
- i) Check the TEC for any dice roll modifiers and roll two six-sided dice, applying any appropriate subtractions.
- j) The adjusted dice roll is cross-indexed with the lower matrix CRT column for the final outcome of Close Assault. Column shifts left of A are treated as A. Column shifts right of I are treated as I. Adjusted dice roll totals less than -4 are treated as -4. Adjusted dice rolls greater than 12 are treated as 12.

10.3.4 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 Lion-sur-Mer (hex 4315) from the example in Fire Combat Procedure, Section 10.3, the British 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 CFs is halved to 2 due to their disruption and the terrain multiplier is $\times 2$ for the Town. Their total defending CF value is thus 4. The total British value is 15, leaving a +11 differential. The Germans have an unmodified protection factor for their best unit of 2, giving the F column on the lower matrix. The British morale advantage of 3 to 2 shifts the assault to the G column. There is a -1 DRM to the roll due to the Town. A dice roll of 8 gives an adjusted result of 7, a Disruption. The German units, Disrupted for a second time without the opportunity to recover, are eliminated.*

10.3.5 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. 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. If the player with armor superiority is also assaulting from a higher terrain level than the defender, the advantage is a two-column shift. 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, 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 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 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 Allied player's turn receive a red Disruption marker. Units disrupted during the German player turn receive a grey Disruption marker. The effects of disruption are given in Section 10.9.

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

10.5 How to Retreat

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

10.5.2 Units in Movement Mode which are forced to Retreat assume Combat Mode upon doing so.

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 these guidelines are eliminated.

10.5.5 Units retreating into a hex occupied by other friendly units that are subsequently attacked can use their combat factors, protection factors, 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. The effects of disruption persist until recovery.

10.6.1 Disrupted units lose their ZOC, cannot move, change mode or facing, Close Assault, advance after combat, and can only use half their printed combat factor (fractions rounded up).

10.6.2 Protection factors are not affected by disruption.



10.6.3 A Disruption effect inflicted during the Allied player turn is denoted by a green Disruption marker. These Disruption markers are removed in the Recovery Segment of the next Allied player turn.



10.6.4 A Disruption effect inflicted during the German player turn is denoted by a grey Disruption marker. These Disruption markers are removed during the Recovery Segment of the next German player turn.

10.6.5. Disrupted units are eliminated if they incur another disruption result (inflicted by either side) before recovery.

10.7 Alternate Bombardment Combat

Before the game starts, opponents will need to agree on which method of bombardment they will use. Instead of resolving the Bombardment attack against the total of all the units in a hex, this method has the bombardment performed against each individual unit in a hex (thus larger stacks become target rich environments). This does increase the time to resolve bombardment attacks but has a more realistic effect.

10.7.1 Total the number of CFs Bombarding against a target hex. This total will be used to resolve an attack against each unit in the hex.

10.7.2 Each unit's protection factor will be determined by the hex's terrain that they are in as follows:

Clear: Unit's protection factor as printed.

Woods: Infantry type unit's PF -1. Armor type unit's PF is unaffected.

Beach: Infantry type unit's PF -1. Armor type unit's PF is unaffected.

Swamp: Increase PF by 1

Tidal Flat: Infantry type unit's PF -1. Armor type unit's PF is unaffected.

Hill: Unit's PF is unaffected.

10.7.3 Use the upper matrix by cross-referencing the number of CFs firing with the unit's PF to determine the lower charts column of attack.

10.7.4 DRMs When resolving the combat apply the following DRMs:

Unit in MM: +2 DRM for all unit types.

Use only the most advantageous of the following that apply unless a Ruins marker is in the hex. Then use the Ruins modifier only.

Town in hex: -2 DRM for all unit types.

Resistance Nest: -3 DRM for infantry or artillery type units.

Strongpoint: -4 DRM for Infantry or artillery type units.

Ruins: -3 DRM for all unit types.

10.7.5 The result on the table is versus the target unit only.

10.7.6 If a Ruins (colored cell) result is rolled, apply this effect after all bombardment has been resolved against targets in that particular hex.

11.0 AIR/NAVAL SUPPORT (ASPs)



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 areas. To represent this, the Allied 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 combat factors of friendly units.

11.1.4 The Allied player can use ASPs during the friendly bombardment segment or defensive fire segment 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 The first game turn, the Allied player receives no ASPs. The second turn he receives 200 ASPs. For the third and all succeeding daytime turns, the number of ASPs is noted on the Turn Record Track.

11.2.2 During turns when Airborne Operations (Module 4.0) are conducted, ASPs are halved.

11.2.3 On nighttime turns (subsequent to Turn 1, i.e., Turns 9 and 10) the Allied player receives 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 target hex of a fire combat is a Town or City, and the lower matrix result of Combat includes a light red color.

12.1.2 Place a “Ruins” marker on the Town or City hex affected.

12.2 Ruin Effects

12.2.1 Units in Movement Mode cannot enter Ruin hexes.

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 dice roll modifier of -3 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 Ruins can be cleared by engineer units (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.” There are two types of fortification hexes: Strongpoints and Resistance Nests.

Units occupying either type of fortifications add all defensive multipliers for the terrain in that hex when defending against fire combat or Close Assault. All defensive multipliers that apply to a defending unit are added together before multiplying by the factors of the unit. Close Assault Armor Superiority, surrounding, or outflanking modifiers do not apply to units in fortifications. Units in fortification hexes ignore retreat results caused by enemy Fire combat. The Allied player receives no benefit from any fortification in a hex he occupies.

13.1 Strongpoints

They have a defensive multiplier of x 3 and a -2 DRM.

Example: *The German player occupies the Strongpoint at hex 3720 with two units in Combat Mode, a 2-2-0 static infantry company and a 6-2-0 heavy weapons unit. This hex contains the Strongpoint and is a Level 2 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 a heavy weapons, artillery, anti-tank, or flak unit uses its protection factor rather than its combat factor in Close Assault combats).*

13.2 Resistance Nests

These positions have a defensive multiplier of x 2 and a dice roll modifier of -1.

Example: *The German player occupies the Resistance Nest at Le Hamel (hex 5325) with an infantry battalion in Combat Mode (factors equaling 7-3-4). 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 12 against Fire combat and 28 against Close Assault combat.*

13.3 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 Garrisons units are placed into unoccupied fortification hexes after all the other German initial units have been deployed and up to a maximum number of Garrisons that is in the counter-mix (20 units).

13.3.2 Garrisons cannot move, have no ZOC, and cannot attack, they only defend.

13.3.3 In Close Assault the Garrison uses the best morale factor of the closest German unit within 3 hexes.

13.3.4 Garrison units receive all terrain modifiers applicable to the hex they occupy.

13.3.5 A Garrison unit is immediately removed from the game map permanently under the following conditions:

- If all German units move further than 3 hexes away from the Garrison unit
- There is no non-Garrison unit remaining within 3 hexes of the Garrison unit due to being eliminated,
- If a German unit enters the fortification hex the Garrison unit occupies.

13.3.6 The Allied player can only eliminate Garrison units by making a Close Assault and achieving any R, D, or E result on the CRT. The Garrison unit is permanently eliminated from the game.

Example: A German Static 2-2-0 unit in hex 5025 is the only German unit within 3 hexes of the fortifications at 5122, 5225, 5125, and 5026. When it is retreated or destroyed in combat, any Garrison units in the latter hexes are immediately removed permanently from the game (even if other German units later move within three hexes, or even occupy those fortifications).

14.0 COASTAL ARTILLERY

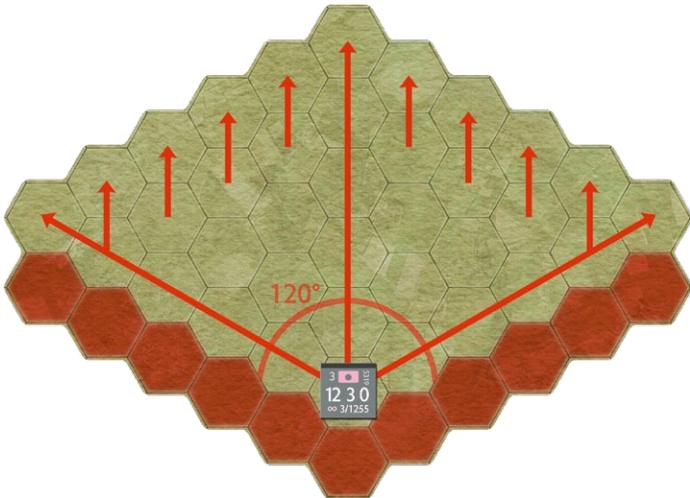
 The German player has units with a range of ∞ (unlimited) and Movement Mode face values of 0-3-0, representing permanently emplaced guns forming part of the “Atlantic Wall” defenses.

14.1 General Rules

14.1.1 Coast artillery units never move (though they can change facing in Movement Mode).

14.1.2 Coast Artillery units are eliminated if forced to retreat from Close Assault.

14.1.3 They have a facing; they can fire only 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 coast artillery unit:



14.1.4 Coast Artillery has a ZOC into their three facing hexsides.

14.1.5 They and units stacked with them are considered to be in an Improved Position for all combat purposes.

14.1.6 Le Havre Battery Box The 15-strength Coastal Battery unit counter is placed in this box facing the Beaches. It provides its strength against all the Beaches for landing purposes but cannot be used in a bombardment roll. The only way to affect this battery is via ASPs.

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. Extra-special Royal Engineer units with converted armored vehicles function as both armor units and engineers. 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, mines and fortifications, breach Sea Walls, assist assaults against fortifications, and clear ruins as detailed below. These functions all take place during the Movement Segment of the player-turn.

15.1 Engineers and Beach Obstacles

A non-armored engineer unit that is in a Beach hex of a Beach area can reduce the Level of minefield/obstacles in that Beach area.

15.1.1 To attempt to clear the Minefield/Obstacles, the undisrupted engineer unit in Combat Mode expends all its MPs to perform this.

15.1.2 The Allied player then rolls 1d6. If the result is 1-5, the minefield/Obstacle Level has been successfully reduced by 1. The German player should adjust his level note for that Beach to reflect this reduction. If the result is a 6, the Level is not reduced, and the engineer unit is marked disrupted.

15.1.3 A maximum of 2 Levels can be reduced per Beach area by this method per turn.

15.1.4 Once the mine/Obstacle Level has been reduced to 0, he must announce this to the Allied Player.

15.2 Engineers and Sea Walls

There are also certain Sea Wall hexsides printed on the map. The Allied player can eliminate their adverse effects 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 Seawall hexside to be breached.

15.2.2 The unit must be deployed 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 marker pointing to the breached hexside.

15.2.4 After breaching a seawall the engineer unit checks for adverse effects. Roll one die. On a roll of 6 the engineer unit is 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, the engineers must begin the Movement Segment of a friendly player turn in the Ruin hex and must be in Combat Mode. (**Exception:** Royal Engineer armored engineer units may clear Ruins while in Movement Mode.)

15.3.2 For a Town hex, the Engineer unit expends 2 MPs and then removes the Ruins marker. When a Ruin is cleared, simply remove the marker from that hex on the map.

15.3.3 For a City hex, the Engineer expends all its MPs and then removes the Ruins marker. Royal Engineer armored engineers expend only 2 MPs to clear a City ruin.

15.3.4 Thereafter, the hex reverts to its former status as a City/Town hex with all attributes specified by the Terrain Effects Chart, 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 To reflect this, whenever Allied engineer units participate in Close Assault on German fortifications, the Allied 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 headquarters (HQ) unit, which represents the leader's command post.

16.1 Support Factor

The combat value on an HQ counter is also a *support factor*, 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 Artillery units (**Exception:** Coast Artillery, Module 14.0) must be within the command radius of a headquarters in order to engage in Bombardment.

16.2.2 Armor and anti-tank units must similarly be under command to use Fire combat.

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

16.3 Remote Command

Troops typically land on the Beaches one or more turns prior to the arrival of their HQs, and the airborne divisions may experience the phenomenon of their HQs failing to arrive due to Air Drop Scatter provisions. Units in this situation function under Remote Command. Amphibious units trace distance to a (non-shale) Beach hex in their area, airborne troops to the Main DZ of their division, or the Secondary DZ if the other one is not in play.



17.0 UNIT BREAKDOWN

The German player has a limited capacity to exchange battalion-size playing pieces for company-size component units. (All unit values below are for pieces in Combat Mode.) A static infantry battalion (6-2-2) can break down into 3 x 2-2-0 static companies. (There are no counters for this breakdown provided in the counter-mix. Instead take counters from the dead pile. If none are available, the unit breakdown cannot take place.) The number of static battalions that can be reorganized is strictly limited by the number of full-size units available. One regular infantry battalion (7-3-4) can break down into 3 x 1-3-4 infantry companies and 1x 4-3-4 heavy weapons company. Once a battalion has been broken down, it cannot be rebuilt.

18.0 VICTORY CONDITIONS

Victory is assessed at the end of turn 14 (turn 16 if Scenario 2 or Turn 21 if Scenario 3 is being used). At that time, the Allied player wins a Strategic Victory if he has control of four or more hexes of the City of Caen. He wins a Tactical Victory if he secures Lodgments on two of his Beach Areas. The German player earns a Tactical Victory if he eliminates 18 or more Allied units and a Strategic Victory if he eliminates 27 or more Allied units. If both players meet the victory conditions at the same level the game is a Draw. The German may win a Tactical Victory despite the Draw if he meets the tie-breaker condition in Section 18.2. If one player has achieved a superior level, then victory is his.

1) Lodgments: For victory purposes, a "Lodgment" is defined as an area with a radius of at least 12 hexes from the Beachhead marker for that invasion area that is free of all German units. For the Sword Beach sector, the radii stops at the east bank of the Caen canal. German units on the other bank do not affect Lodgment. The Allied player earns a draw if German units remain within both Lodgment areas. Garrisons do not affect Lodgment.

2) Tie Breaker: If victory levels are equal the German player wins if he has eliminated one or more **British** airborne Drop Zones. Otherwise, the game is a tie.

19.0 SCENARIOS

There are three scenarios for *Monty's D-Day*. One does the historical D-Day landings. The second represents a "what if" that German commander Erwin Rommel hoped would happen. The third is where OKW listened to what Rommel proposed, and with some better intelligence of the impending invasion. These scenarios are followed by instructions for a linked-up play of *Monty's D-Day* plus *Bradley's D-Day*.

19.1 Scenario 1: The D-Day Landing

Both players set up simultaneously, but the Allied player moves first. Listed values for all units specified below are strengths of the unit in Combat Mode.

All Allied 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.

19.1.1 Optional Alternate Tide Level Landing

a) The Allied player may choose to have his initial wave forces land at either Average or High tide. This changes the turn that his 1st Wave of the first cycle will land and the following rules are in effect.

b) If the Allied player chooses to land at Average, the landings start on Turn 3. Adjust the Allies' Turn 5 to 7 Beach landing reinforcements to arrive one turn later. The German movement restrictions of Case 18.1.2a only apply to turn 2 still, so the Germans will be able to make some adjustments to their positions on Turn 3 and be better prepared for the incoming Allied forces. All rolls on the Landing Casualties Table (see map) have an additional +1 DRM.

c) If the Allied player chooses to land at High tide, the landings start on Turn 4. Adjust the Allies' Turn 5 to 7 Allied Beach landing reinforcements to land two turns later. The German movement restrictions (Case 18.1.2a) still only apply to Turn 2, so the Allies will encounter an even stiffer German defense when coming ashore. All rolls on the Landing Casualties Table suffer a +2 DRM.

Game Length: 14 turns, from 0100hrs, 6 June 1944 to 1300 hrs, June 7.