

# D-DAY: SWORD BEACH (ON TO CAEN)

## EXCLUSIVE SCENARIO RULES

*Fire & Movement System*

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### 10.0 INTRODUCTION

The D-Day folio series consists of four separate folio games, each covering a portion of the Normandy campaign, from the initial landings to the breakout. Each game turn represents approximately two days and each hex measures 2.5 miles across. All games use the Fire & Movement System Rules and provide exclusive rules for each scenario. The four games can be combined into one game that covers the entire Normandy campaign.

#### 10.1 Scenario Boundary

Use the **D-Day: Across the Orne/On to Caen** map only. No unit of either side may be set up or move into any hex west of the river running from hex 0138 to 0637, west of the line continuing to hex 1135 or west of the river running from 1135 to the sea.

**Important:** Even though, not shown on the map, bridges are assumed to exist across rivers when two city hexes are separated by a river hexside.








**Map Errata:** Terrain Key, last sentence; rail should read trail.

#### 10.2 Scenario Length & First Player

The scenario begins on Game Turn (GT) 1 and ends on GT 17. The Allied player is first player in all scenarios.

### 10.3 Unit Types

Many of the mobile units represented in the game are composite units representing a combination of tank/panzer, mechanized or motorized infantry and various other supporting arms.

-  Parachute Infantry
-  Glider Infantry
-  Ranger/Commando
-  Mechanized (these units represent a composite unit containing tanks/panzer, mechanized/motorized infantry and various supporting arms)
-  Self-propelled anti-tank/assault gun (AT)
-  Motorized Anti-Aircraft (AA/Flak)
-  Tank/Armored/Panzer

### 10.4 Counter Abbreviations

Not all of the below abbreviations appear in each D-Day folio game.

- |  |  |
|--|--|
| <b>Cdo:</b> Commando                     | <b>CC:</b> Combat Command              |
| <b>Deut:</b> <i>Deutschland</i> Regiment | <b>Fuh:</b> <i>Der Fuhrer</i> Regiment |
| <b>GA:</b> Guards Armored                | <b>Rgr:</b> Ranger                     |
| <b>Sch:</b> <i>Schutze</i>               | <b>SS:</b> <i>Schutzstaffel</i>        |

### 11.0 SCENARIO SET UP

The German player conducts his set up first. The German player secretly records the position of the 9 at-start units (11.1.1). Units may be set up in any non-beach hex within the areas given below. The German player places all units using the hidden set up procedures in Step 5 of the Airborne Landings (11.2.2).

**Important:** The German player should consider the set-up of his unit(s) and how their ZOC can affect the Allied beach landing that will occur at the beginning of the first game turn. See the **Combat Results Table (CRT)**.

#### 11.1 German Details

##### 11.1.1 German At Start Units

**Any hex in the playable area:** 716/716 Self-Propelled AT Battalion, 736/716 Infantry Regiment and 857/346 Infantry Regiment.

### Any hex south or southeast of any Caen city

**hex:** 200/21 Self-Propelled AT Battalion, 22/21 Panzer Regiment, 125/21 and 192/21 Mechanized Regiments, 305/21 Motorized AA Regiment.

**In any Caen City Hex:** 2 Motorized AA Regiment.

#### 11.1.2 German Reinforcements

German units arrive via the east edge of the map via any hexes not occupied by an enemy unit, not within EZOC. If possible, they must arrive during the turn indicated. If a unit is unable to arrive due to the presence of enemy units or EZOC its arrival is delayed until it can legally arrive. Units may move up to their full MA on the turn of arrival unless playing the campaign game and 14.1 applies. Units entering the map must (if applicable) pay the cost of any hexside terrain as they enter their first hex.

**GT 1:** 3 and 4 Motorized AA Regiments.

**GT 2:** 858/346 Regiment and 346/346 Infantry Battalion.

**GT 11:** 1/1SS Panzer Battalion, 1/1SS and 2/1SS Mechanized Regiments, 1/1SS Motorized AA Battalion and 1/1SS Self-Propelled AT Battalion.

**GT 13:** 631/711, 644/711 and 763/711 Infantry Regiments.

**GT 15:** 1051/84 and 1052/84 Infantry Regiments, 184/84 Self-Propelled AT Battalion, 16/116 Panzer Regiment, 60/116 and 156/116 Mechanized Regiments, 288/116 Self-Propelled AT Battalion, 281/116 Motorized AA Battalion.

#### 11.1.3 Optional Arrival (scenario and campaign)

Beginning on GT 10, the German player may choose to bring on the reinforcements from GT 15. The two divisions (84th Infantry and 116th Panzer Divisions) can be brought in on the same GT or on different game turns (player's choice). If a division is brought in early, the scenario or campaign is extended by one GT for each additional turn of early entry.

**Example:** The 84th Infantry Division is brought in on GT 10 and the 116th Panzer Division is brought in on GT 12. The game would first be extended by 5 game turns for the 84th and then extended a further 3 game turns for the 116th.

### 11.1.4 German Replacements

The German side does not receive replacements.

### 11.1.5 German Support Fire Markers

The German player is allotted the following 21 support fire markers each game turn. One or two markers are drawn randomly for each bombardment or combat (8.1 & 8.2.1).

+2 × 1	+3 × 2	+4 × 3	+5 × 3
+6 × 3	+7 × 3	+8 × 3	+9 × 2
+10 × 1			

- Place them in one draw cup. One or two markers are drawn randomly for each bombardment or combat (8.1 & 8.2.1).

**Important:** There is a support fire marker titled *Achtung! Minen* (Mines). If the German player randomly draws that marker, it may be used for that combat (it cannot be used during bombardment) or be put aside (the German player may randomly draw another marker). The German player may, in addition to the normal allotment, play the mines marker in support of any ground attack or defense during any Combat Phase that GT. The marker is returned to the draw cup at the end of the GT if not used.

- All German support fire markers have a bombardment range of two (counted from a friendly occupied hex).
- The German player must randomly eliminate two German support fire markers from his allotment in the GT following the GT that the Allied side controls all nine Caen city hexes.

**Important:** To capture a city hex, the Allied side must occupy or have been the last side to occupy all Caen city hexes and be able to trace a line of supply in accordance with 12.0.

- If any such city hex is subsequently recaptured by the Germans, the German player does not receive his eliminated support fire marker again.

**Note:** The German player may be required to eliminate one support fire marker due to the outcome of the Commando Raid (11.2.3).

### 11.2 Allied Details

There is a special amphibious/airborne landing sequence. Prior to starting GT 1, the Allied player conducts 11.2.1, 11.2.2 and 11.2.3 in the order given.

#### 11.2.1 Amphibious Landings

**1)** The Allied player must place the Sword Beachhead markers in any hexes of Sword Beach (1935, 1936, 1937, 1838, 1739, 1740 and 1640).

- He is not required to place all markers and only one marker may be placed in any one hex. Markers that are not placed during setup cannot be placed at a later time.
- These markers designate the beach landing hexes and will serve as supply sources and reinforcement hexes during the game.

**Important:** Additional beachhead markers cannot be placed after this step.

- Beachhead markers are removed from the map if, at any time, a German unit occupies the hex.
- 2)** The Allied player places units of the 3rd Infantry Div (3 units) and 27th Armored Bde on any beachhead marker on Sword Beach. Any units unable to be placed due to stacking limits will enter as reinforcements on GT 2.
- The Allied player may stack up to three units in any beach landing hex.
  - Units may only remain stacked together so long as they occupy that same beach landing hex; once a unit exits that beach landing hex, it may not be stacked with any unit again for the duration of the scenario.
  - When a unit is placed in a beach landing hex, its movement is ended it may not move during GT 1. The only action allowed after landing is the commando and beach assault combat (11.2.3). Mobile units are not eligible to move or conduct combat in the ensuing Mobile Movement and Mobile Combat Phases (this is an exception to 11.2.4).
- 3)** After placement of all amphibious landing units, remove all beachhead markers that do not have Allied units stacked with them.

#### 11.2.2 Airborne Landings (6th Airborne Division)

- 1)** The Allied player selects his drop zone hexes by placing the drop zone marker in any hex north of the 09xx hex row and east of the Orne River. These hexes cannot be a beach, woods, all-sea, or city hex.
- 2)** He then places the two parachute and one glider infantry regiments assigned to the division in or adjacent to the selected drop zone hex containing the division's drop zone marker. Only one unit may be placed per hex.
- 3)** The Allied player then determines if the unit survives the drop and possible drift. Roll 1d6 for each unit and apply the following results to each unit prior to rolling for the next unit.

- 1:** Unit is eliminated (if the glider brigade, it is reduced).
- 2-3:** Unit is reduced and must roll a second die to determine the actual landing hex (see below).
- 4-5:** Roll a second die to determine the actual landing hex.
- 6:** Unit lands in the designated hex.

When rolling the second die for drift, if the result is a "1" move the unit to the adjacent hex to the west. A roll of "2" the unit would be moved to the adjacent hex to the northwest, continuing in a clockwise direction for each die roll result.

- 4) After all units have been checked for drift and have been placed in their actual drop hexes.
- The Allied player must reduce (if already reduced they must be eliminated) any unit that is in a woods, city or beach hex. Any unit in an all-sea hex must be eliminated.
  - In addition, if two units are in the same hex, one unit must be reduced (Allied player's choice). If both units were previously reduced, one unit must be eliminated.
- 5)** The German player places all at-start units on the map (11.1.1).
- 6)** If any Allied unit is in a German occupied hex, the Allied player must conduct an immediate attack. Only the unit(s) in the German occupied hex can participate and the Allied player (only) may allocate one (and only one) support fire marker. The German player cannot use stiff resistance. Both sides may ignore EZOC when retreating. If the result does not eliminate or retreat the German unit, the Allied unit is automatically eliminated.
- 7)** The two drop zone markers are flipped so that their Drop Zone supply side is showing. Airborne units (only) may trace supply to either of these drop zones. All drop zone markers are removed from the map at the beginning of GT 3. On GT 1 airborne units are restricted as follows:
- Airborne units do not project ZOC.
  - Airborne units cannot move, nor may they conduct any attacks during the Combat Phase. They defend normally.

#### 11.2.3 Beach Assaults

- 1)** Place the 1 Cdo Bde in hex 1641 or 1642 and resolve the commando assault. Roll 1d6 and immediately implement the below results.
- Commando unit is eliminated.
  - 2-3:** Commando unit is reduced. It cannot move this game turn.
  - 4-5:** Commando unit is reduced. It may move one hex. Eliminate one +6 German support fire marker.
  - 6:** Commando unit may move one hex. Eliminate one German +10 support fire marker.

**Important:** Commando units ignore EZOC (6.0) for all purposes throughout the game.

2) The Allied player must resolve beach assault combat in each beach landing hex. In this case all units stacked in a beach landing hex must participate in that beach assault combat.

- Beach assaults occur within beach hexes occupied by Allied units. By game design, no beach hexes are occupied by German units at setup.
- Both sides apply support fire markers normally. In addition, the Allied player may apply naval gunfire support (11.2.7).
- If the beach landing hex is in the ZOC of a German unit, the combat is conducted using the Beach Assault within an EZOC line on the CRT.
- If the beach landing hex is not in the ZOC of at least one German unit, use the Beach Assault not in EZOC line on the CRT.
- In both the above cases, the combat differential is determined using a defense strength of zero.
- The Allied player must automatically reduce all assaulting units if the combat result indicates a retreat (D2 or D3).
- If all Allied units are eliminated, the beachhead marker is permanently removed from play and that hex cannot be used to land reinforcements or provide supply.

**Important:** If the German player conducts a bombardment against a beach landing hex and there is more than one Allied unit in the hex, the German player selects one unit as the target of the bombardment. Other units in the hex are ignored and are not affected by the bombardment result.

### 11.2.4 Allied Reinforcements

After GT 1, Allied reinforcements are placed on available beach landing hexes containing a beachhead marker at the end of the Allied Movement Phase. They cannot move any further that Movement Phase, however they are eligible to attack during the ensuing Combat Phase.

**Exception:** Mobile units (see below).

**GT 2:** 152/51, 153/51 and 154/51 Infantry Brigades.

**GT 3:** 4 Armored Brigade.

**GT 6:** 32G/GA Mechanized Brigade and 5G/GA Armored Brigade.

**GT 10:** 44/15, 46/15, and 227/15 Infantry Brigades.

- Beach landing hexes have a stacking limit of three units.

**Important:** Except when conducting beach assault combat, no more than one unit in the stack can attack an enemy occupied hex, however each unit could attack different adjacent enemy occupied hexes. If attacked while stacked, the Allied player must select one unit to defend the hex. All other units are ignored and are not subject to any combat results.

- Allied units cannot be placed in beach landing hexes in an EZOC and not currently occupied by an Allied unit (this does not apply on GT 1).
- Mobile units that land during the current Movement Phase may move normally during the Mobile Movement Phase (after GT 1) and, if they did not conduct combat during the Combat Phase, may attack during the Mobile Combat

### 11.2.5 Allied Replacements

The Allied side receives replacement points. Each replacement point allows the Allied player to rebuild one reduced unit of the type given.

- Beginning GT 2, (during the Support Fire Markers Phase) the Allied side receives one leg unit replacement point every even numbered GT. The replacement point may be used to rebuild one reduced leg unit on the map. The leg unit must be in supply, it may be in an EZOC.
- Beginning GT 3, the Allied player receives one mobile unit replacement point each odd numbered GT (GT 3, 5, 7 etc.). The replacement point may be used to rebuild one reduced mobile unit on the map. The unit must be in supply, it may be in an EZOC.
- Replacement points are distributed during the Support Fire Markers Phase and must be used the GT they are received, if not used they are lost. They cannot be carried over to the next GT.

### 11.2.6 Allied Support Fire Markers

The Allied player is allotted the following 22 support fire markers each game turn. System rules 7.0 and 8.0 apply with the following exceptions.

<b>+1 × 1</b>	<b>+2 × 3</b>	<b>+3 × 3</b>	<b>+4 × 1</b>
<b>+6 × 6</b>	<b>+7 × 2</b>	<b>+8 × 4</b>	<b>+10 × 2</b>

- Place all markers not marked with an aircraft icon in one draw cup and all markers with an aircraft in a second draw cup.
- The Allied player is free to randomly draw from either cup when supporting ground combat or bombardment.
- Allied support fire markers not marked with an aircraft icon have a bombardment range of two (counted from a friendly occupied hex). Allied support fire markers showing an aircraft icon have unlimited range (they may conduct

a bombardment attack against any enemy occupied hex).

**Note:** If playing a campaign game, U.S. support fire markers may not be used to support combat involving Commonwealth units, or vice versa.

### 11.2.7 Allied Naval Gunfire Support

In addition to the support fire markers listed above, the Allied player receives three +7 and two +10 naval gunfire support markers (turret icon).

- Naval gunfire support markers are not placed in the draw cup.
- During the first GT only, the Allied player can apply naval gunfire support markers to any beach assault combat.

**Important:** They count against the two-marker maximum.

- Whether used or not, naval gunfire support markers are removed from the game at the end of the first GT.

### 11.2.8 Commonwealth Combined Arms

Commonwealth attacks that do not have at least one armored brigade and one infantry unit participating in the attack receive an automatic one column shift to the left. This does not apply to beach assaults.

**Exception:** Beach Assaults.

## 12.0 SUPPLY

All Allied units must be in supply to avoid becoming reduced.

- Supply status is determined at the end of the Allied player turn.
- An Allied unit is in supply if it can trace an uninterrupted path of hexes from itself to any beach landing hex that contains a beachhead marker. This path of hexes can be any length.

**Exception:** Airborne units (only) may trace supply drop zones: 11.2.2.

- The path cannot enter an enemy occupied hex.
- The path can enter or exit a hex in an EZOC, but cannot do both (i.e., move through a hex in an EZOC). This is true even if the hex in an EZOC is occupied by a friendly unit.
- If an Allied unit cannot trace the above line of supply, it is immediately reduced, or eliminated if already reduced.

**Exception:** An Allied unit occupying a beach landing hex is automatically in supply.

**Exception:** Commando units are not required to trace supply and are not affected by the above supply rules.

### 13.0 VICTORY CONDITIONS

**German Sudden Death Victory:** If there are no beach landing hexes available to the Allied player at the end of any GT, the game immediately ends, and the German player automatically achieves a strategic victory.

**End Game German Victory:** If, at the end of the game the Allied player has not met his victory conditions, the German player has won an operational victory.

**Allied Victory:** An Allied unit must occupy, or been the last to occupy the four Caen city hexes north of the Orne River (0937, 0938, 0939 and 0837). German ZOC have no effect on this determination.

### 14.0 CAMPAIGN GAME

The campaign game can be played using the both US or both Commonwealth scenarios only, on a single map, or a combination of all four D-Day folio games (Landing and Linkup, Beach to Bocage, Across the Orne, and On to Caen) together as a single, larger, simultaneous game.

- If playing all 4 games together, the two folio game maps (western and eastern map) must be mated up side by side so that both can be played together.
- If playing a map campaign game the Allies receive the following replacements:

#### US:

**Beginning GT 2:** 2 leg unit replacements each GT.

**GT 3:** 1 mobile unit replacement.

**Beginning GT 5:** 2 mobile unit replacements every odd numbered GT.

#### CW:

**Beginning GT 2:** 2 leg unit replacement each even numbered GT.

**Beginning GT 3:** 2 mobile unit replacements each odd numbered GT.

- The set up and game rules remain unchanged for each of the individual scenarios except for the following:
  - a) Scenario boundaries are not in effect; however, the US and Commonwealth forces are limited to operating on a single map (US forces on the west map, Commonwealth forces on the east map). German forces may operate freely on either map.
  - b) Allied units arriving on GT 1 (assault units) must arrive at their designated beach areas on a beach hex containing a beachhead marker. Allied reinforcements arriving on GT 2 and after, may arrive at any beach area within their assigned map (west map for US and east map for CW) as long as the hex contains a beachhead marker.
  - c) Scenario victory conditions are not used.

d) The campaign game may be extended beyond the game turn limits for the scenario.

e) The German player maintains one draw cup containing all German support fire markers.

f) The Allied player must maintain two sets of draw cups, one for US forces and one for Commonwealth forces. Each nationality combines all its support fire markers into two draw cups (one for those with aircraft icons and one for all others). See 11.2.6. Support fire markers including naval gun and aircraft markers of one nationality cannot be used to support units of the other.

g) The Allied player receives all replacements noted for each scenario.

#### 14.1 Weather

Beginning GT 2, the German player must roll 1d6 to determine current weather at the beginning of each GT. If the result of the die roll is six, inclement weather is in effect for the current GT. Inclement weather has the following effects:

- The MA of all units of both sides is halved (round up). This does not affect advance or retreat after combat.
- The Allied side cannot use aircraft (with aircraft icons) during the current GT. Place these markers aside for this GT.
- Prior to placing the remaining support fire markers in their respective draw cups, both sides roll 1d6. The result is the total number of support fire markers that randomly picked and then are not available during the current GT.

**Optional:** Players can decide to use the weather rules when playing an individual scenario.

#### 14.2 Length of Campaign Game

The campaign game is played for the duration of 17 GTs. At the end of GT 17, if the Allied player has not met his victory conditions (14.3), the Allied player counts the number of cities (not city hexes) captured. Each named city (no matter how many hexes) counts as one city. The Allied player then subtracts the number of captured cities from the number of cities on the portion of the map being used:

**US campaign:** 7

**UK campaign:** 10

**Combined campaign:** 17

The result is the number of GTs that the game is extended. No matter the result the game never extends beyond GT 25.

**Important:** To capture one of the above locations, the Allied player must occupy or have been the last side to occupy the location. The location must be able to trace a line of supply in accordance with 12.0.

### 14.3 Victory Conditions

**German Sudden Death Victory:** If there are no beach landing hexes available to the Allied player at the end of any GT, the game immediately ends, and the German player automatically achieves a strategic victory.

**End Game German Victory:** If, at the end of the game the Allied player has not met his victory conditions, the German player has won an operational victory.

**Allied Victory:** Victory for either the one map or two map campaign games is contingent on the capture of city (not town) hexes that are printed on the map(s) in use.

**Important:** Count each individual hex containing a city symbol.

a) To win a one map campaign game, the Allied player must capture any 14 city hexes on the map.

b) To win the combined two map campaign game, the Allied player must capture any 21 city hexes across the combined maps.

**Important:** To capture one of the above locations, the Allied player must occupy or have been the last side to occupy the location. The location must be able to trace a line of supply in accordance with 12.0.

### 15.0 OPTIONAL GERMAN AA/FLAK

This rule can be used in any scenario or campaign game.

If an Allied support fire marker with an aircraft icon is used to support a ground combat, or conduct bombardment, in or adjacent to a hex that contains a German AA/Flak unit, the support strength of the aircraft support fire marker is halved (round up).

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