

Atlantic Wall: D-Day to Falaise

ON JUNE 6TH 1944 the greatest armada the world has ever seen approached northern France. This great fleet consisted of more than 5300 ships carrying over 300,000 men and 50,000 vehicles. Opposing them was Germany's veteran Wehrmacht.

ATLANTIC WALL is a grand-tactical simulation of this incredible campaign. The counters in the game represent almost every formation which participated in the campaign at a company and battalion level. Infantry, armor, anti-tank, reconnaissance, engineer, assault gun, howitzer, rocket, parachute, ranger, commando, glider and headquarter units are all fully represented in the game. Features include Widerstandsnests (resistance nests), Cherbourg Fortifications and the all-important Bocage. The map portrays all primary and secondary roads, trails, and other types of terrain, along with the villages, towns and cities that proved to be the bastions of German defense. As always with this series the orders of battle have been extensively researched in order to provide an accurate and functional depiction of the armies of both sides.

There are three introductory one map scenarios depicting critical points in the campaign that use an abbreviated set of rules while still maintaining the flavor and historical accuracy of the campaign game as a whole. In addition there are three large multi-map scenarios that allow players to either play a short period of the overall campaign or to play the campaign from various starting points. The June 6th assault is covered in two modules, the Airborne Assault Module and the Amphibious Assault module which allow players to re-create both the airborne and initial amphibious assault stage of the campaign. The Amphibious module is played on a special Beach Display that shows each sub-area of the invasion beaches with units depicted at the company level and can be played as a solitaire scenario. The campaign game can be played from June 6th to August 22nd with a total of 234 game turns.

This is the third installment of the Grand Operational Simulation Series (GOSS), the first two being; Wacht am Rhein 2 and Hurtgen, Hells Forest. All three games share a common rule set that has been extensively updated and revised to simplify some game functions while still maintaining the flavor and design of the earlier games. In addition to the basic rules, Atlantic Wall includes a set of exclusive rules that cover the special requirements of the amphibious/airborne landings and the logistical system required to support the armies.

Estimated Release Date: January 2015

Place your order today!



Target Market

- WWII history buffs

Up-Sells & Cross-Sells

- Axis Empires: Totaler Krieg! (DG)
- Wacht Am Rhein (DG)
- Hurtgen: Hell's Forest (DG)

Selling Points

- Same Game System as Wacht Am Rhein & Hurtgen

Stock no

- 1024

MSRP

- \$240

UPC Code

- 095109041024

Contents

- Seven 34x22 inch terrain map
- 4,480 die-cut counters
- Rule Booklet/ Scenario book
- Assorted Player Aid Charts
- Player Aid cards
- Storage bags