D-DAY: GOLD & JUNO BEACH
(Across The Orne)

EXCLUSIVE SCENARIO RULES   *Fire & Movement System*

CONTENTS

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 to three days and each hex measuring 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 east of hex 0138 to 0637, in or east of the line continuing to hex 1135, or east of the river running from hex 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. Hex 2027 should be marked as a beach hex.

10.2 Scenario Length & First Player
The scenario begins on game turn one and ends on game turn 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/panzer

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

Cdo: Commando	**CC:** Combat Command
Deut: *Deutschland* Regiment	**Fuh:** *Der Fuhrer* Regiment
GA: Guards Armored	**Rgr:** Ranger
Sch: *Schutze*	**SS:** *Schutzstaffel*

11.0 SCENARIO SET UP
The German player conducts his set up first. The German player secretly records the position of the at-start unit (11.1.1). Units may be set up in any non-beach hex. After the Allied player has placed his assault units on his beach landing hexes (11.2.1), the German player reveals his set up hexes and places the designated units onto the map.

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 Unit
726/716 Infantry Regiment.

11.1.2 German Reinforcements
German units arrive via the south (S) or east (E) edge of the playable map area via any hexes not occupied by an enemy unit and not within EZOC. If possible, they must arrive during the game turn (GT) 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: 12/12SS Panzer Battalion, 1/12SS and 2/12SS Mechanized Regiments, 12/12SS Motorized AA Regiment, 12/12SS Self-Propelled AT Battalion.

Important: In the scenario, all 12SS units arrive in hex 0835 and have 4 MP remaining. When playing any of the campaign games, the 12SS arrives on the east map edge.

GT 3: (S) 130/Lehr Panzer Regiment, 901/Lehr and 902/Lehr Mechanized Regiments, 130/Lehr Self-Propelled AT Battalion, 311/Lehr Motorized AA Battalion.
GT 4: (S) 3/2 Panzer Regiment, 2/2 and 304/2 Mechanized Regiments, 273/2 Motorized AA Battalion.
GT 6: (S) 2/2SS Panzer Battalion and Reich/2SS Panzer Regiment, Fuh/2SS and Deut./2SS Mechanized Regiments, Reich/2SS Motorized AA Regiment.

11.1.3 German Replacements
The German side does not receive replacements.

11.1.4 German Support Fire Markers

The German player is allotted the following 15 support fire markers each GT. One or two markers are drawn randomly for each bombardment or combat (8.1 & 8.2.1)

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

- Place them in one draw cup.
- All German support fire markers have a bombardment range of two (counted from a friendly occupied hex).
- The German player must randomly permanently eliminate one German support fire marker from his allotment in the GT following the Allied capture of each of the following locations:

  Longues sur Mer (1926)
  Arromanches les Baines (1929)
- If either city 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 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 Gold/Juno Beachhead markers in any hexes of either Gold (2026 or 2027) or Juno Beach (1930, 1931, 2031, 2032, 2033 and 1934). At least one marker must be placed on Gold Beach.

- 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:

- All units of the 50th Infantry Division (3 units) and 8th Armored Brigade on Gold Beach.
- All units of the Canadian 3rd Infantry Division (3 units) and the 2nd Canadian Armored Brigade on Juno Beach.

- 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.

4) The German player now places his at-start units on the map in the locations he recorded per 11.1.1.

11.2.2 Airborne Landings

This section is only used in the Utah and Sword folio games, or in campaign games using those folios. In the latter case, use the rule 11.2.2 included with those games.

11.2.3 Beach Assaults

1) Place the 4 Cdo Brigade in hex 1934 and resolve the commando assault. Roll 1d6 and immediately implement the below results.

  1: 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.
  6: Commando unit may move one hex. Permanently eliminate one German +9 support fire marker.

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

2) The Allied player must resolve 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 at least one German unit, the combat is conducted using the "**Beach Assault within EZOC**" line on the CRT.

- If the beach landing hex is not in the ZOC of a German unit, use the "**Beach Assault not in EZOC**" line on the CRT.
- In both of 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 requires 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: 56 Infantry Brigade. 22/7 Armored Brigade, and 131/7 Infantry Brigade.
  GT 3: 146/49, 147/49, and 70/49 Infantry Brigades.
  GT 4: 29/11 Armored Brigade, 159/11 Infantry Brigade.
  GT 7: 31 Armored Brigade.
  GT 10: 129/43, 130/43, 214/43, 71/53, 158/53, and 160/53 Infantry Brigades.
  GT 11: 177/59. 176/59, and 197/59 Infantry Brigades.
  GT 12: 34 Armored Brigade.
  GT 13: 33 Armored Brigade.

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

Important: Except when conducting beach assault combat, no more than one unit in a 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 that is 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 Phase.

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 and 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 and 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 18 support fire markers each game turn. System rules 7.0 and 8.0 apply with the following exceptions.

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

- 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 (i.e., 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 one +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.
- 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 the 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: The Allied side must capture five of the following seven hill hexes by the end of GT 17.

   0430, **0532**, **0533**, **0534**, **0635**, **0228**, and **0229**

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.

14.0 CAMPAIGN GAME

The campaign game can be played using 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 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 GT limits for the scenario.

e) The German side 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 11.2.5. Support fire markers including naval gun and aircraft markers of one nationality cannot be used to support units of the other nationality.

14.1 Weather

Beginning on 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 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 (regardless, 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.

• The below additional Allied reinforcement appear if the game extends to that game turn.
   Turn 18: 4/2, 5/2, and 6/2 Canadian Infantry Brigades.
   Turn 21: 4/4 Canadian Armored Brigade, 10/4 Canadian Infantry Brigade.

14.3 Victory Conditions

German Sudden Death Victory: If there are no landing beach 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).