

# D-Day Gold & Juno Beach Across the Orne

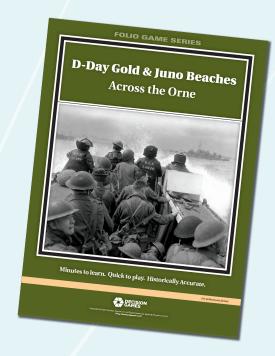
The D-Day folio series consists of four separate games, each portraying a portion of the Normandy campaign area. Turns represent two to three days each; the games cover the campaign from the initial landing to the breakout. Each game comes with one map covering a portion of the battlefield at 2.5 miles per hex. The playing pieces represent the regiments and special battalions taking part, plus the multitude of fire support available to them.

The series uses the Fire & Movement system rules, with exclusive rules for each folio. The folios can be combined to display the entire American or British Commonwealth sectors, or into a single giant game on the entire campaign.

This game covers two landings, the British on Gold Beach and the Canadians on Juno. They face the lightest opposition but must press well forward to secure the core of the Allied lodgment: the town of Bayeux and the road from there to Caen. The German player has little to work with at first, but can expect powerful reinforcements, including the only Panzer division near the landing beaches. As the campaign progresses, both sides will use this area to secure or expose the flanks of the battles on either side.

# Estimated Release Date 6/3/19





## **Target Market**

WWII history buffs

#### **Up-Sells & Cross-Sells**

- Atlantic Wall (DG Box Game)
- D-Day Omaha Beach (DG Box Game)
- D-Day Utah Beach: Landing & Linkup (DG Folio Game)
- D-Day Omaha Beach: Beach to Bocage (DG Folio Game)
- D-Day Sword Beach: On to Caen (DG Folio Game)
- Eisenhower's War (WW #60)
- D-Day 6 June 1944 (STQ #6)

#### **Selling Points**

 All four D-Day Folio games link to play the entire campaign

## Stock no

• 1644

#### **MSRP**

• \$24.95

#### **UPC** Code

• 095109016441

## **Contents**

- 17" × 22" terrain map
- 100 die-cut counters
- Eight page system rule booklet plus exclusive scenario rules

Place your order today!

