



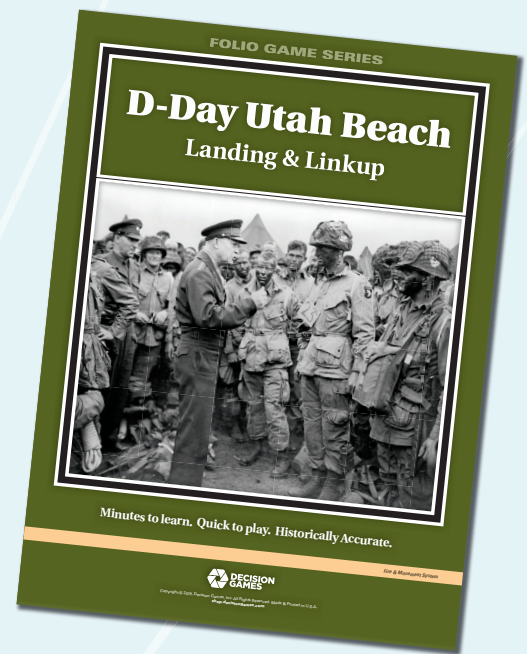
D-Day Utah Beach Landing & Linkup

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 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.

Utah Beach, a late addition to the invasion, was envisioned as both flank protection for the main landings and a launching pad for the capture of the port at Cherbourg. The Allied player uses airborne drops and amphibious landings to secure a large beachhead, including capture of the city of Carentan. The German player must use the limited forces available to prevent it.

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 Omaha Beach: Beach to Bocage (DG Folio Game)
- D-Day Gold & Juno Beach: Across the Orne (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

- 1642

MSRP

- \$24.95

UPC Code

- 095109016427

Contents

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

Place your order today!



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