



D-Day Quad

Utah, Omaha, Gold/Juno, & Sword

RULES BOOKLET

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FIRE & MOVEMENT SYSTEM RULES

Note: These rules use the following color system: *Red for critical points such as errata and exceptions, Blue for examples of play.*

1.0 INTRODUCTION

Each game represents an actual or hypothetical battle, as included at the end of the System Rules section (known as the Exclusive Rules). The map included with the game represents each different battle's terrain. The pieces represent the actual (or hypothetical) units that participated or might have participated in the battle. The System Rules are rules that fit all games using the F&M system, and the exclusive rules are specific to each represented battle.

Important: The below rules are an updated version of the F&M standard rules that correct errata and clarify concepts.

2.0 GAME EQUIPMENT

The components include these rules, One Player Aid Card, a 22 × 34-inch map hard mounted board and 400 ½-inch counters (called units and unit counters).

2.1 The Game Map

The map sheet portrays the battle area. Printed over the terrain features is a hexagonal grid to regulate the movement and positioning of the game pieces throughout the game.

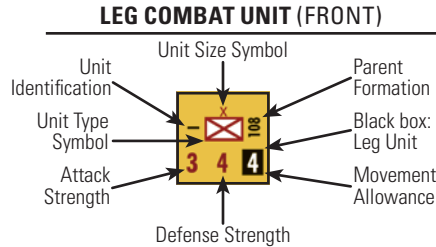
2.2 Charts & Tables

Various visual aids provide the players to collate, simplify and illustrate certain game functions. They are the Combat Results Table (CRT), the Terrain Key, and the Game Turn Record Track (GTRT). Exclusive rules may contain additional charts.

2.3 The Playing Pieces

The cardboard playing pieces (counters) represent the actual military units that took part in the battle. The different colored units (combat units) represent forces of opposing sides. The numbers and symbols on the counters represent the attack and defense strength, movement capability, and type of unit represented by each counter.

Important: In the system rule diagrams and examples, the exact units may not appear in the current game; however, all designations and terms used are consistent with the units in the current game unless the exclusive rules dictate otherwise. See exclusive rules for unit type symbols.

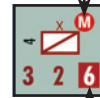


LEG COMBAT UNIT (BACK)



MOBILE COMBAT UNIT (FRONT)

Mobile Unit Designator



Red box: Mobile Unit

Note: The front side of a combat unit is the full-strength side and the back of the unit is normally its reduced side. For most games in the series, the reduced side shows the unit type symbol having the same background color as the counter. Not all combat units have a reduced side and thus are one-step units.

SUPPORT FIRE MARKER (FRONT/BACK)



Type Symbol
Support Strength

Important: The exclusive rules will list the specific types of units available in each game.

2.3.1 How to Read Units

Most units contain identifiers (or names) and sizes. The identifier or name of a unit has no bearing on play, except as part of set-up and reinforcement rules. An identifier that lists two numbers separated by a slash represents the battalion number and then the regiment number from which that battalion derives (though that parent regiment may or may not be in the game).

Example: A unit printed with 4/47 is referring to the 4th Battalion of the 47th Regiment. A single number identifier typically refers to a single formation of its type (9 could refer to the 9th Division).

Unit Sizes

- : Platoon
- I: Company
- II: Battalion
- III: Regiment
- X: Brigade
- XX: Division

Note: Games may include additional unit sizes. See exclusive rules.

2.3.2 Definition of Terms

Attack Strength: The relative strength of a unit when attacking other units, expressed in terms of attack strength points.

Bombardment Attack: An attack conducted by the active player using support fire markers only. Bombardment attacks take place during each player's Bombardment Phase (8.1).

Defense Strength: The relative strength of a unit when defending against the attacks of enemy units, expressed in terms of defense strength points. See attack strength.

Combat Modifier (Support Strength): The strength of support fire markers. They represent everything from corps artillery, naval support, aerial bombardment and organic mortars used to attack enemy units. The combat modifier (expressed in terms of a "+") value that players may add to the strength of a friendly unit during combat or as an attack strength when conducting bombardment.

Movement Allowance (MA): The number of movement points (MP) a unit may expend in a single Movement Phase. Each hex a unit moves into and/or each hexside crossed forces the unit to expend a given number of MP.

Leg Unit: A unit that is not a mobile unit. It represents any type of unit that lacks inherent conveyance or transport.

Mobile Unit: A unit that is not a leg unit. It represents any type of unit that moves by a means other than by foot. A mobile unit can be anything from tanks to wagons. Only mobile units may move during the Mobile Movement Phase and/or conduct attacks during the Mobile Combat Phase (4.1).

Support Fire Markers: Represent naval gunfire from ships offshore, bombers/fighters providing ground support or interdiction support, or artillery units of all types and sizes not represented as units in the game.

2.4 Game Scale

The exclusive rules will indicate the scale of the map and the time that each game turn (GT) represents.

3.0 SETTING UP THE GAME

Players should determine the side each will play. Players then consult their respective setup instructions in the exclusive rules. The instructions will list the strength and position of each unit in play on the map during the first GT. The exclusive rules:

- a) Will indicate the player who is the first (starting) player and the player who will set up first.
- b) May assign units specific set-up hexes, general areas near a specific location/hex number, or instruct the players to choose the set-up hexes for their units.
- c) Will specify the number and GT of arrival for any reinforcements scheduled for that battle. Players should place reinforcements to the side of the map or place them on the GTRT in the GT box for the GT they will arrive.
- Consult the exclusive rules to determine the placement of support fire markers. The support fire number may be on the GTRT. The number signifies the number of support fire markers (not points) available each GT.

Important: There has been a major update to the bombardment rules. Players may use these bombardment rules in previous games in the series, however, they have not been subject to play test with all games.

- The GTRT may contain other information pertinent to game play. See the exclusive rules for details.

4.0 SEQUENCE OF PLAY

Players conduct each game in successive GTs, each turn is composed of alternate player turns. During the GT players maneuver their units and resolve combat according to the sequence outline and within the limitations provided by the rules.

4.1 Sequence Outline

Each GT consists of a First Player Turn followed by a Second Player Turn. One player takes the First Player Turn while the other player plays the Second Player Turn. The GTRT on the map and/or exclusive rules will indicate which player is the first player. Complete each player turn in the order given below. Complete each phase before beginning the following phase.

Support Fire Marker Phase: Both players organize their support fire markers as outlined in 7.0 or as dictated by the exclusive rules.

First Player Turn

Movement Phase: The current (active) player may move any number of his eligible units, as he desires within the limits and restrictions of the rules of movement (5.0), zones of control (ZOC) (6.0) and the exclusive rules. The active player may bring reinforcements onto the map as allowed by his reinforcement schedule and the reinforcement rules.

Important: Mobile units that move during this phase cannot move during the upcoming Mobile Movement Phase.

Bombardment Phase: The active player may conduct bombardment attacks against enemy units (8.1).

Combat Phase: The active player may use his units to attack enemy units (8.2).

Important: Mobile units that participate in combat during this phase cannot conduct combat during the Mobile Combat Phase.

Mobile Movement Phase: Only mobile units can move during this phase. Mobile units that moved during the preceding Movement Phase cannot move this phase. Movement in this phase is otherwise identical to the Movement Phase.

Mobile Combat Phase: Only mobile units can attack this phase. Mobile units that participated in an attack during the preceding Combat Phase cannot conduct attacks this phase. Combat in this phase is otherwise identical to the Combat Phase.

Second Player Turn

After the first player has completed his turn, the second player then conducts his turn using the same procedures and order given for the first player.

Game Turn End Phase

After the second player completes his player turn, the GT ends. If it is the last turn of the game, players determine victory. If there are turns remaining, advance the turn marker one space along the GTRT and conduct that turn using the above procedures.

5.0 MOVEMENT

5.1 Procedure

During the Movement Phase, the active player may move any number of his eligible units as he desires.

- Units may move in any direction or combination of directions, up to the limits of each unit's printed MA.
- Always move units one at a time, tracing a path of contiguous hexes through the hex grid.
- As each unit enters a hex, it pays one or more MP from its movement allowance.

5.2 Movement Restrictions

Movement cannot take place out of sequence. Neither player can conduct movement during the opposing player's Movement or Mobile Movement Phase. A player can only move units during his own Movement or Mobile Movement Phase.

- A unit:
 - a) Cannot expend more MPs than its total printed MA during any one turn.
 - b) Cannot accumulate unused MPs from phase to phase or from turn to turn, nor can players transfer MP from one unit to another unit.
 - c) Cannot enter a hex if the unit does not possess enough remaining MPs to pay for the cost to enter, as well as the cost of any hexside terrain the unit crossed.

Important: There is no minimum number of hexes a unit may move; a unit may not have enough MA to move to any adjacent hex, in which case it may not move at all.

- d) Cannot enter a hex containing an enemy unit.
- e) Cannot enter a prohibited terrain hex or cross a prohibited hexside.
- f) Cannot exit the map unless specifically allowed by the exclusive rules.
- Units may have their movement affected by enemy zones of control (EZOC) (6.0).
- Players may not move a unit that has completed its movement during that same turn except as a retreat or an advance after combat.

Important: Advance and retreat may take place during a Bombardment Phase, Combat Phase or Mobile Combat Phase. Advance after combat and retreat after combat are not movement and do not require the expenditure of MP.

5.3 Stacking Restrictions

Units cannot stack.

- Only one unit can occupy a hex at the end of any phase.
- A unit may move through hexes occupied by other friendly units at no extra MP cost.
- A unit cannot end its movement stacked with any other unit.

5.4 Effects of Terrain

A unit must expend one MP to enter a clear terrain hex.

- Important:** Hexes may depict more than one type of terrain. In this case, use the MP expenditure of the terrain with the highest cost in MP.
- To enter other types of hexes, a unit must expend more than one MP.
 - The Terrain Key or TEC (normally printed on the map) list each type of hex and hexside terrain with the corresponding MP cost for each type of terrain.

Important: The following examples may not reflect the actual terrain types or movement costs for a particular game. Consult each game's terrain effects for specific MP costs.

Example: A jungle terrain hex costs 3 MPs to enter.

- Hexsides may display other types of hexside terrain features (such as a river) that require additional movement points to cross. This cost is in addition to the cost of the terrain in the hex.

Example: A unit crosses a river (+1 MP) and enters a clear terrain hex (1 MP). The cost to enter that hex would be 2 MP.

- In hex terrain may have a "+" and a number. If that is the case, add that number to the cost of other terrain in the hex.

Example: A unit enters a clear hex (1 MP) that contains a village (+1 MP) and that unit crossed a river hexside (+1 MP). The cost to enter the hex is 3 MP.

5.4.1 Road Movement

A unit that moves from one road hex directly into an adjacent road hex through a road hexside normally expends one-half (½) of a MP, regardless of other terrain in the hex or hexside terrain. See exclusive rules for exceptions.

5.4.2 Trail Movement

A unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one MP, regardless of other terrain in the hex or hexside terrain.

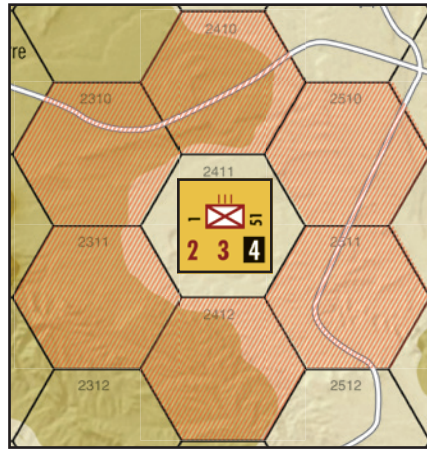
5.5 Mobile Movement Phase

During the Mobile Movement Phase, the active player may move any number of his eligible units as he desires, subject to the following restrictions:

- Mobile units that moved in the Movement Phase of a player turn cannot move during the Mobile Movement Phase of the same player turn.
- Leg units cannot move during the Mobile Movement Phase.
- Units moving during the Mobile Movement Phase follow the same procedures as used during the Movement Phase (5.1 through 5.4).

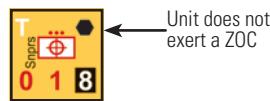
6.0 ZONES OF CONTROL

The six hexagons surrounding each hex constitute the zone of control (ZOC) of any unit in that hex.



Example: The above diagram shows the hexes (shaded) that are in the zone of control of the unit depicted.

- All units not marked with a black hexagon in either the upper right or the left side of the counter, exert a zone of control. ZOC are always in effect, regardless of the phase or the player turn.



- Zones of control extend into all types of terrain and across all types of terrain hexsides.

Exception: Games may have fortifications or other restrictions that will negate the projection of ZOC into specific hexes.

- Enemy and/or friendly units never affect the presence of ZOC.
- If an enemy and friendly ZOC extend into a hex, they have no effect upon each other, i.e., both co-exist. The ZOCs mutually affect the hex.
- If a unit is in an enemy zone of control (EZOC), the enemy unit is also in that unit's ZOC.

6.1 Effects on Movement

ZOCs inhibit the movement of enemy units.

- A leg unit that begins its movement in a hex not in an EZOC that then enters a hex in an EZOC must immediately stop its movement, regardless of the number of MP it has remaining.
- A leg unit that begins its movement in an EZOC can move directly into another hex in an EZOC by expending all its printed MA as long as the terrain is not prohibited and the unit has sufficient MA to expend for the hexside/in-hex terrain.

- Any unit that begins its movement in an EZOC can move into a hex not in an EZOC. The unit would expend the normal MP costs for that hex. It may continue movement normally.
- A leg unit must halt its movement if it later enters another EZOC.

Example 1 (next page): The 51st Infantry Regiment can move into the hexes connected by black arrows. It can move from its starting hex directly into hex 2311 or 2413.

- A mobile unit must expend half (round down) of its printed MA (plus the normal cost of terrain) when it moves into an EZOC (i.e., a unit with MA of "7" would expend three movement points to enter an EZOC).

Example 2 (next page): The 1st Cav can move into the hexes connected by black arrows.

Exception: A unit may not move from EZOC to EZOC across a minefield hexside or to enter a fortification hex; however, this restriction does not apply to commandos. Commandos never pay additional movement costs to enter or exit an EZOC.

6.2 Effects on Retreat & Advance After Combat

Units retreating after combat cannot retreat into hexes in an EZOC (8.3). Units advancing after combat ignore EZOCs (8.5).

7.0 SUPPORT FIRE MARKERS



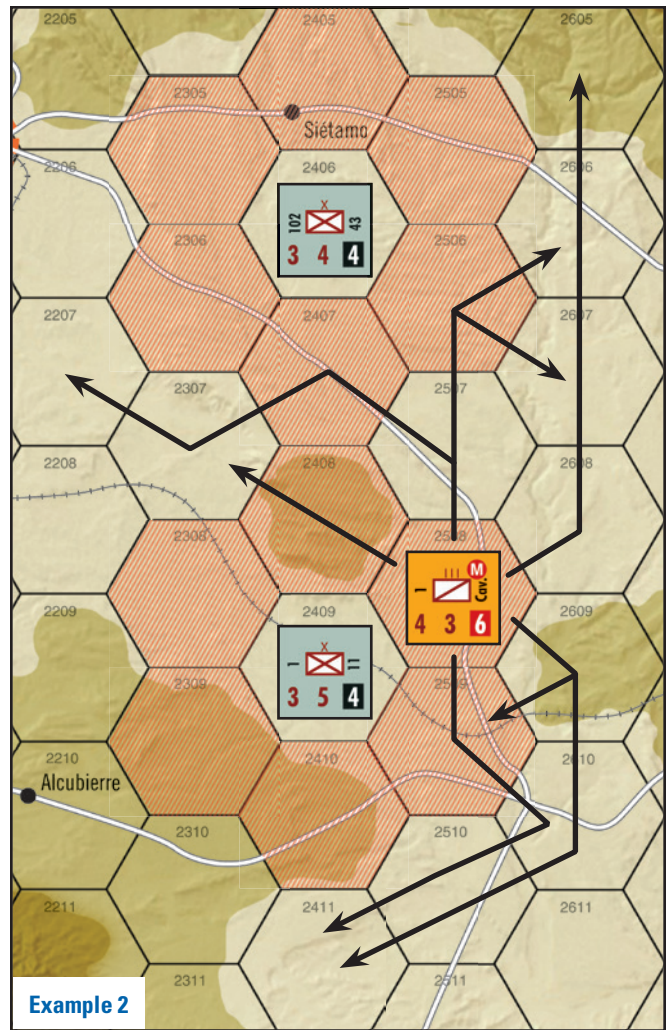
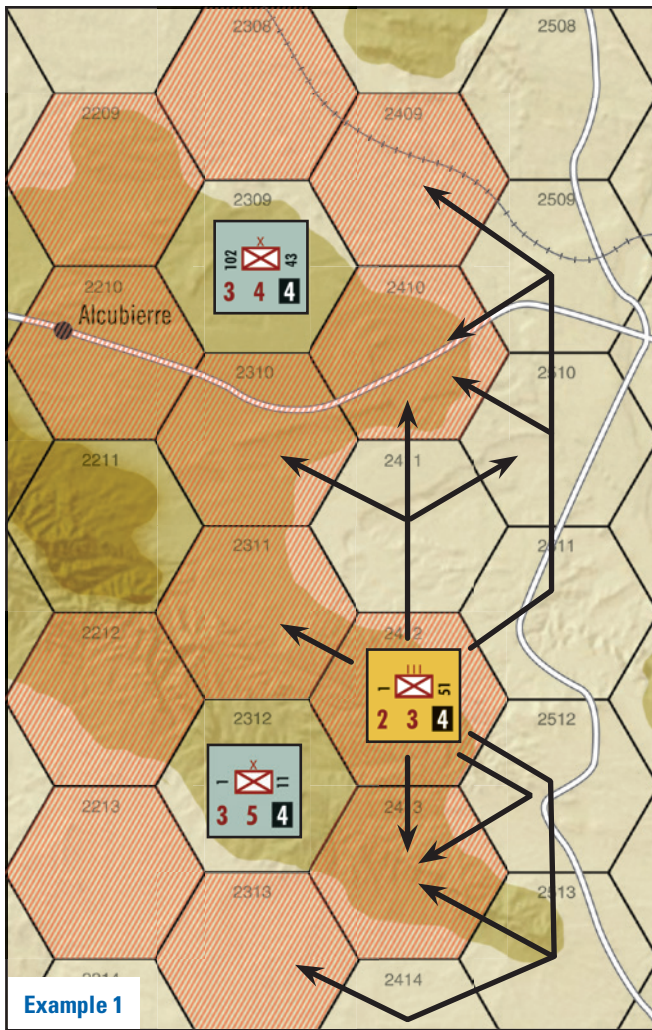
Support fire markers represent indirect fire assets not represented in the game by actual counters. Support fire markers do not exist on the map as units; they represent the incoming fire from supporting assets.

7.1 Allocation of Support Fire Markers

Important: The exclusive rules may modify the availability and allocation of support fire markers. Players should check the exclusive rules before proceeding further.

Each side has its own pool of support fire markers, allotted by the support fire allotment number printed on each turn box of the GTRT.

- The support fire number equals the total number of support fire markers the players will receive at the beginning of that GT.
- If the allotment of support fire markers indicated on the GTRT is less than the total quantity of markers in the pool for that player's side, that player must select from the lowest-valued markers before selecting higher-valued markers. Players must select support fire markers in order from lowest to highest.



- If a box has two numbers, the first number is the support fire marker allotment for the first player, the second number is the support fire marker allotment for the second player.

Example: “8/9” printed in the first GT box indicates the first player has 8 support fire markers, and the second player 9 support fire markers.

7.2 Support Fire Application

All support fire markers function the same, though markers may have different printed “+” values (the combat modifier) and different icons.

Exception: Bombardment range (8.1.1).

- See the scenario instructions for allocation of support fire markers.
- Support fire markers used during the Bombardment Phase or any Combat Phase are not available again during the same GT. Once used, return support fire markers to the player’s pool. They are not available for the remainder of the current GT but may be available in subsequent GTs.

- Players may not accumulate support fire markers from GT to GT. If not used during the GT allotted, players must return them to their respective pools.
- Players randomly pick support fire markers from the pool (unless scenario rules instruct otherwise) when allocated to bombardment and/or combat. Players must place them face down, meaning the “+” value is not showing.
- Players can only use a support fire marker once during each GT.
- The value represents the combat strength that players may apply to bombardments or combats that occur during the turn. Whether as the attacker or the defender, the applying player places his support fire marker(s) and then adds the support fire markers “+” number to his total attack or defense value.
- A player may not divide or split the “+” value of a support fire marker among different targets. A player may only apply each support fire marker to one target hex only.
- Combat results (bombardment and ground combat) have no effect on the allotment of

support fire markers during the current or any future GT, except when stipulated differently by the exclusive rules.

Example: If two 4-4-10 units are attacking a 2-3-8 unit, the total attack value is “8”. If the attacking player has added two “+2” support fire markers, the final attack value becomes “12”. If the defending player has added one “+6” support fire marker to that same combat, the final defensive value would then become “9”.

8.0 BOMBARDMENT & GROUND COMBAT

There are two types of combat: bombardment which takes place during the Bombardment Phase, and ground combat which takes place in the Combat or Mobile Combat Phases. The rules below apply to both bombardment and ground combat.

- The active player is the attacker and the inactive player is the defender, regardless of the strategic or tactical situation.

- Combat is not mandatory. There is no requirement for unit to attack, although a defending unit cannot avoid combat.
- A single defending unit can be the subject of an attack in each of the Bombardment, Combat and the Mobile Combat Phases; however, it can only suffer one attack in each of the above phases.
- A single attack may only attack one defending hex (i.e., attackers may not attack more than one hex during a single attack).
- There is no requirement for an attacker to declare all his intended attacks at the outset of the Bombardment or Combat Phase. He can declare each eligible attack as he reviews the map and conducts each individual attack.
- Players must resolve each attack prior to conducting any other attacks.
- The attacker can resolve attacks in any order the attacker wishes, provided he resolves each combat before declaring the next combat.

8.1 Bombardment

During the Bombardment Phase, the active player may conduct attacks using support fire markers only.

- Bombardment attacks do not require a friendly unit to be adjacent to the enemy units attacked.
- Friendly ground units do not participate in a bombardment in any way, including advance after combat. Bombardment does not affect friendly units except as outlined in 8.1.3.
- Each support fire marker may only target one enemy occupied hex.
- A maximum of two markers may bombard the same hex during the same player turn.
- Markers may be of any value from among the markers drawn from the player's pool.
- Once a player uses a marker, follow the procedures outlined in the exclusive rules to determine the marker's eligibility for reuse in a later game turn.

8.1.1 Range

A player may use support fire markers to bombard targets anywhere on the map. The exclusive rules may assign specific ranges for certain types of support fire markers.

8.1.2 Procedure

To conduct a bombardment, the active player may select any enemy unit that is in range of the support fire markers used (8.1.1). Follow the procedures below, in the given order, for each bombardment.

- 1) The attacker identifies the enemy unit he will bombard.

- 2) He may select a maximum of two support fire markers, stating the number he has selected and their total strength.
- 3) Calculate the combat differential by totaling the support strength value minus the total defending unit's strength value. Locate the line on the CRT that matches the terrain in the defender's hex (8.2.2).

Exception: Do not apply hexside terrain (8.2.2).

- 4) Next, on that line locate the column on the CRT that corresponds to the final combat differential. Roll one six-sided die and cross-reference the result within the combat differential column on the CRT. Apply the results immediately.

8.1.3 Results

Apply the results the same as ground combat with the following exceptions:

Ae, A1, A2, A3 & Ex: Treat as no result.

(A): Apply this result only if there is at least one unit friendly to the bombarding player adjacent to the hex bombarded (friendly fire).

8.1.4 Terrain Effects

Players may use bombardment regardless of intervening terrain or units (enemy or friendly). It is not subject to line of sight restrictions, except when stipulated differently by the exclusive rules. In all cases, the defending units benefit fully from the terrain in the hex they occupy (not hexside terrain) per the CRT.

8.1.5 Bombardment Retreat

Conduct retreat after bombardment using the procedures outlined in 8.3.

- The retreating unit must, if possible, retreat farther away from the closest enemy unit.
- If there are no enemy units on the map, the unit must retreat towards the closest friendly unit.

8.2 Ground Combat

Ground combat can only take place when friendly units are adjacent to enemy units.

- The active player may declare any number of attacks by eligible units as he wishes.
- The attacking player may decide which of his units will be participating in an attack against which defending units.
- A mobile unit cannot attack in both the Combat Phase and again in the Mobile Combat Phase of the same player turn.
- There is no requirement for all adjacent units to attack.
- Units that do not participate in one attack may participate in a later attack against another hex if the unit meets all other requirements.

- A player may attack a unit from all adjacent friendly occupied hexes.
- A unit cannot attack across a prohibited/restricted hexside or into a hex prohibited to the attacking unit.
- The type of terrain the attacking unit(s) occupy has no effect on their eligibility to attack.
- All attack and defense strengths are unitary. A player cannot divide a unit's strength among different combats, whether as the attacker or the defender. A unit may not combine its attack and defense strengths for any reason.

8.2.1 Combat Procedure

Follow the procedures below, in the given order, for each attack.

a) The attacker states the quantity and the strength of his attacking units, and the enemy unit that is the subject of the attack. Once declared, the attacking player cannot call of an attack.

b) Both players may select available support fire markers in support of the current combat.

This is a five-step process:

1) The attacking player may select one support fire marker placing it value-side down near the battling units to indicate it will support that combat.

2) The defending player may then select one support fire marker placing it value-side down near the battling units to indicate it will support that combat. The defender may do this whether the attacker did or did not place a support fire marker.

3) The attacker may then select a second (one additional) support fire marker. He may do this whether either player did or did not already apply a support fire marker.

4) Finally, the defender may select a second (one additional) support fire marker. He may do this whether either player did or did not already apply any support fire markers.

5) Both players reveal their support fire marker values (flip the markers over).

Important: After each step, neither player can change his mind about having placed, or not placed, a support fire marker in a previous step.

c) Each player adds the combat strengths of his ground units and support fire markers into one total.

d) Calculate the combat differential by subtracting the defender's total from the attacker's total. Locate the line on the CRT that matches the terrain in the defender's

hex, including hexside terrain. Then on that line locate the column on the CRT that corresponds to the final combat differential. Roll one six-sided die and cross-reference the result within the combat differential column on the CRT. Apply the results immediately.

8.2.2 Effects of Terrain

Only defending units benefit from the terrain in the hex they occupy and/or that hex's hexside terrain feature. The terrain within the hexes occupied by attacking units has no effect upon combat.

- Defending units do not benefit from river or ditch hexsides unless all the attacking units are attacking that defending unit across a non-bridged river or ditch hexside into that hex. If all units are attacking across a river and at least one of the units is attacking across a bridged hexside, use the bridged line on the CRT.
- The effect of terrain on combat is an integral part of the CRT. Refer to the terrain in the defending unit's hex and/or hexside and cross-reference that terrain type with the combat differential (8.2.1).

Important: Hexes may depict more than one type of terrain and may have hexsides that impact combat. In this case, use the terrain most beneficial to the defender.

Important: River hexsides contain a bridge wherever a road crosses a river. If at least one attacking unit is attacking across a bridged river hexside, that attack is an attack across a bridge (not across a river) when resolving an attack on the Combat Results Table (CRT).

8.2.3 Fortifications

If a game includes fortifications (whether printed, or as counters), the following applies to any unit occupying a hex containing a fortification:

- Double the printed defense strength of a unit.
- Halve (round down) the combat modifier (the "+" value) of an attacker's support fire marker when applied to a fortification hex.
- This rule does not apply to support fire markers applied by the defending player.

8.2.4 Combat Resolution

The combat results listed on the CRT are as follows:

- De:** **Eliminate the defending unit(s).
D3: *The defending unit(s) must retreat three hexes.
D2: *The defending unit(s) must retreat two hexes.
Ex: Flip one attacking unit and the defending unit to their depleted side (or eliminate if already depleted or a one-step unit). Among

multiple attacking units, the attacker chooses the unit to deplete.

- A1:** *The attacking unit(s) must retreat one hex.
A2: *The attacking unit(s) must retreat two hexes.
A3: *The attacking unit(s) must retreat three hexes.
(A): Deplete one adjacent unit (or eliminate it if already depleted or a one-step unit). If conducting bombardment, this result applies if friendly unit is adjacent to enemy unit being bombarded.
Ae: **Eliminate all attacking units.
•: No Effect.

*** Note:** The retreating player may choose to ignore his retreat requirement by declaring stiff resistance and depleting his unit instead (8.4).

**** Note:** On a De, or Ae result, eliminate all units. Do not deplete two-step units, eliminate them.

Important: If the combat result is a retreat, the retreating player retreats his own units in accordance with the retreat rules (8.3).

8.3 Retreat

When a combat result requires a unit to retreat, the owning player must immediately attempt to move that unit the indicated number of hexes away from its current hex. A retreat is not movement and does not require the expenditure of movement points.

Important: If a rule states that a unit is to deplete, eliminate the unit will if already depleted or is a one-step unit.

- If a unit cannot retreat at least one hex (for any reason), eliminate the retreating unit (this does not nullify the retreat).
- A unit should (if possible) end its retreat closer (in hexes) to a friendly map edge (or a friendly source of supply).
- If possible, a retreating unit must retreat along a path of vacant hexes (not occupied by other friendly units). A unit may retreat through friendly occupied hexes if no other retreat route of vacant hexes is possible. See 8.3.1 for effects.
- Under no circumstances may a unit retreat into or through a hex occupied by an enemy unit or a hex in an EZOC.

Important: Friendly units and friendly units with a ZOC into a hex do not negate any EZOC into that same hex for the purposes of retreat.

- A unit may not retreat into or through prohibited terrain (an all-sea hex).
- Seaborne units required to retreat to a sea hex must deplete (scenario rules will

identify units that may be seaborne and may supersede this rule).

- A unit that must retreat must stop its retreat the number of hexes away required by the combat result retreat number (from its original combat hex). If the unit can retreat at least one hex but cannot retreat the required number of hexes for any reason, deplete the unit in the last hex to which it can legally retreat. If depleted, then eliminate the unit.
- Unless specifically stated in exclusive scenario rules, units may not retreat off the map.

8.3.1 Displacement

If a retreating unit's only available final hex in a retreat path is occupied by another friendly unit, the retreating player may choose to displace (move) that other friendly unit from its hex to one adjacent hex as if that other friendly unit was also retreating because of combat.

- Displacement is voluntary; a retreating unit unable to retreat because of the presence of other friendly units may deplete instead of displacing a friendly unit.
- A retreating unit may not displace a friendly unit if any eligible vacant hex is available.
- Displacements cannot be into a prohibited hex, into an EZOC, or into a hex in which the displaced unit would stack with another unit.
- After the displaced unit has moved, the retreating unit may retreat into the displaced unit's formerly occupied hex.
- A displaced unit can displace another friendly unit using the same procedure.
- The displacement of units may continue until all units are in a hex that does not contain a friendly unit.
- A given unit may displace more than once in a phase.
- An attacker's displaced unit is ineligible to conduct an attack during the remainder of the attacker's turn.
- A retreating unit does not displace a friendly unit when moving through that other unit's hex during a retreat, but only if ending a retreat in the other unit's hex.

8.4 Stiff Resistance

Instead of obeying a retreat combat result, a player may declare stiff resistance. The player makes this decision after the combat die roll. A player may use stiff resistance when defending against bombardment and ground combat.

- When declaring stiff resistance, there is no requirement to retreat.
- The unit conducting stiff resistance is immediately depleted. If the attacker declares

stiff resistance, any unit that does not retreat must suffer depletion.

- A player may opt to declare a depleted or one-step unit to offer stiff resistance to avoid the retreat combat result. The player must eliminate the depleted or one-step unit and still fulfill the requirements of the stiff resistance. This prevents any advance after combat into that combat hex (8.5).

8.5 Advance After Combat

A player can only advance after combat following a retreat combat result on an attacked (defending) enemy unit (i.e., D2 or D3). Advance after combat does not take place after an Ex or De result.

- A defending unit may never advance after combat.
- There is no advance after combat when conducting a bombardment.

- When an enemy unit retreats due to combat, it will leave a path of vacant hexes behind it, called the path of retreat. If a unit was unable to retreat the required number of hexes, the retreat path is the last hex into which the retreating unit could legally retreat. This includes units when unable to complete the entire retreat (8.3).
- Any or all units that participated in the combat that caused the retreat are then eligible to advance along the path of retreat.
- The decision to advance after combat must come immediately after the retreat is complete.
- Advance after combat is voluntary and the owning player always determines which units and how far they advance.
- Advancing units ignore all EZOC along the entire path of retreat.
- Unit(s) advancing after combat may end their movement in any of the hex(s) along the path

of retreat, but they may not stray from the path of retreat while moving.

- If multiple units advance after combat, no more than one unit may end its movement in any one hex of the path of retreat.
- After an advance after combat, an advancing unit is not eligible to attack or perform any other activity during that player turn (unless specified otherwise by an exclusive rule).
- An advanced unit is subject to attack by any eligible enemy units in the immediately following enemy Combat Phase, just like any other unit.

9.0 SUPPLY

There are no supply rules (unless otherwise noted in a specific game's exclusive rules). All units are always in supply. Isolated or surrounded units suffer no penalties.



10.0 D-DAY EXCLUSIVE RULES








10.1 Introduction

D-Day consists of four scenarios, each covering a separate landing area of the Normandy campaign, from the initial landings to the breakout. Each game turn represents two to three days and each hex measuring 2.5 miles across. Each scenario can be combined into a game that combines either the US or CW landing areas, or into one campaign game that covers the entire Normandy campaign.

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

10.2 Unit Types

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**

10.3 Counter Abbreviations

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

Cdo: Commando	GA: Guards Armored
CC: Combat Command	Rgr: Ranger
Deut: Deutschland Regiment	Sch: Schutzstaffel
Fuh: Der Fuhrer Regiment	SS: Schutzstaffel
	R: Reserve
	US: United States

10.4 Commonwealth Combined Arms

CW 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.

10.5 Scenario Length & First Player

All scenarios and campaign games begin on GT one.

- The Allied player is first player in all scenarios and campaign games.
- All single beach scenarios end on GT 17.

- Campaign games may be extended out to GT 25 (15.3).

10.6 Weather

Important: When playing single beach scenarios players may decide to use the weather rules. Players must use this rule when playing any of the campaign games.

- 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:
 - a)** The MA of all units of both sides is halved (round up). This does not affect advance or retreat after combat; **and**,
 - b)** The Allied side cannot use aircraft (with aircraft icons) during the current GT. Place these markers aside for this GT; **and**,
 - c)** 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 the rolling player randomly picks. These support fire markers are not available during the current GT.

10.7 Replacements

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

US Replacements:

- Beginning on GT 2, during the Support Fire Marker Phase, the Allied side receives one leg unit replacement point each 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 on GT 3, the Allied player receives one mobile unit replacement point on each odd numbered GT. 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.

CW Replacements:

- 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. 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.

Important: The German side does not receive replacements in any scenario, including the campaign scenarios.

10.8 Support Fire Markers

10.8.1 Allied Support Fire Markers

The Allied player refers to the scenario instruction to determine the number of support fire markers received for each scenario.

- Separate out all naval gunfire support markers (those with a turret) they are placed in draw cup.
 - 1)** During the first GT only, the Allied player may randomly draw and apply naval gunfire support markers to any beach assault combat. The player may use other support fire markers also.

Important: They count against the two-marker maximum.

- 2)** Whether used or not, naval gunfire support markers are removed from the game after completing the beach assault procedure.
- All other support fire markers are placed in two draw cups:
 - 1)** Place all support fire markers with an aircraft icon in one draw cup.
 - 2)** Place all other support fire markers 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.

10.8.2 German Support Fire Markers

The German player refers to the scenario instructions to determine the number of support fire markers received for each scenario.

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 10.12.

- Place them in one draw cup.
- All German support fire markers have a bombardment range of two (counted from a friendly occupied hex).

Important: There are support fire markers titled **Achtung! Minen** (Mines). If the German player randomly draws those markers, they may be used for that combat (but not 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 markers in support of any ground attack or defense during any Combat Phase that GT. The markers are returned to the draw cup at the end of the GT if not used.

10.9 Amphibious & Airborne Landings

There is a special amphibious landing sequence. Prior to starting GT 1, the Allied player conducts 10.9.1, 10.9.2, 10.9.3 & 10.9.4 in the order given.

10.9.1 Amphibious Landings

- 1) The Allied player must place beachhead markers as outlined in each scenario. When playing the combined campaign games place beachhead markers as outlined in each of the separate single beach area scenario currently being used.
- The player is not required to place all markers. Only one marker may be placed in any one hex. Markers that are not placed during setup cannot be placed later.
- 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.
- The Allied player then places all amphibious landing units.
- 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 (10.9.3 & 10.9.4). Mobile units are not eligible to move or conduct combat in the ensuing Mobile Movement and Mobile Combat Phases (this is an exception to 4.1).

- 2) After placement of all amphibious landing units, remove all beachhead markers that do not have Allied units stacked with them.
- 3) If playing the Omaha or Gold/Juno scenarios individually, the German player now places his at-start units on the map in the locations recorded). If playing the Utah, Sword or any of the campaign games, the German player will place at-start units in step 5 of the Airborne Landings (10.9.2).

10.9.2 Airborne Landings

Important: Skip the Airborne landing procedure when playing Gold/Juno and Omaha Beach scenarios.

- 1) The Allied player selects his drop zone (DZ) hexes using the instructions in the Utah and Sword Beach scenarios.
- Important:** DZ hexes cannot be a beach, woods, all-sea, or city hex.
- 2) He then places the units corresponding to each divisional DZ (see Utah and Gold/Juno scenarios) in or adjacent to the selected DZ 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 if the unit drifts. 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.

Drift: 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.
- 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 DZ 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.

10.9.3 Cdo Assault

Important: If playing the Utah Beach Scenario skip step 1.

Place the Cdo or Ranger units as outlined in the Omaha, Gold/Juno or Sword scenarios and resolve each Cdo/Ranger assault separately.

- Roll 1d6 for each assault and immediately implement the below results.
 - 1: Cdo/Ranger unit is eliminated.
 - 2-3: Cdo/Ranger unit is reduced. It cannot move this game turn.
 - 4-5: Cdo/Ranger unit is reduced. It may move one hex. If rolling for the 1 Cdo Brigade or Ranger Battalion eliminate one +6 German support fire marker.
 - 6: Cdo/Ranger unit may move one hex.
- Permanently eliminate:
 - a) If rolling for the 1 Cdo Brigade, eliminate one German +10 support fire marker.
 - b) If rolling for the Ranger Battalion, eliminate one German +6 support fire marker.
 - c) If rolling for the 4 Cdo Brigade, eliminate one German +9 support fire marker.

Important: Cdo/Ranger units ignore EZOC (6.0) for all purposes throughout the game.

10.9.4 Amphibious Assault

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 (10.8.1).
- 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 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 (A1, A2, or A3). All other results are resolved as noted on the CRT.
- 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 during the following German Player Turn, 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.

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.

10.10 German Reinforcements

German units arrive via the south (S), west (W) 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 11.5 applies. Units entering the map must (if applicable) pay the cost of any hexside terrain as they enter their first hex.

10.11 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).

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

10.12 Supply

Important: German units are not affected by this rule.

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: 10.9.2.

- 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: Cdo/Ranger units are not required to trace supply and are not affected by the above supply rules.

10.13 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).

11.0 GOLD & JUNO BEACH (ACROSS THE ORNE)



11.1 Scenario Boundary

No unit of either side may be set up or move into any hex west of the scenario boundary line or east of the river running from hex 0138 to 0637, east of the line continuing to hex 1135 and then east of the river running from hex 1135 to the sea.

11.2 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	+7 × 3
+4 × 1	+8 × 3
+5 × 2	+9 × 1
+6 × 3	

- 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 support fire marker due to the outcome of the Cdo Assault (10.9.3).

11.3 Allied Support Fire Markers

The Allied player is allotted the following 18 support fire markers each game turn.

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

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

11.4 Pre GT-1 Procedures

Follow the below steps prior to beginning GT 1.

- 1) The German player secretly records the position of the 726/716 Infantry Regiment. The unit may be set up in any non-beach hex within the scenario boundary (11.1).
- 2) The Allied player conducts amphibious landings (10.9.1). The Allied player must place the Gold/Juno Beachhead markers in any hexes of either Gold (2026 through 2031) or Juno Beach (2032 through 1937). At least one marker must be placed on Gold Beach.
- 3) The Allied player then places:
 - a) All units of the 50th Infantry Division (3 units) and 8th Armored Brigade on Gold Beach.
 - b) All units of the Canadian 3rd Infantry Division (3 units) and the 2nd Canadian Armored Brigade on Juno Beach.
- 4) The German player reveals the unit's set up hex and places the unit onto the map.
- 5) The Allied player places the 4 Cdo Brigade in hex 1934 and resolves the Cdo assault (10.9.3).
- 6) The Allied player then conducts amphibious assaults (10.9.4).

11.5 German Reinforcements

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.

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.

11.6 Allied Reinforcements

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.

11.7 Allied Replacements

See 10.7.

11.8 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 10.12.

12.0 SWORD BEACH (ON TO CAEN)



12.1 Scenario Boundary

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.

12.2 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	+7 × 3
+3 × 2	+8 × 3
+4 × 3	+9 × 2
+5 × 3	+10 × 1
+6 × 3	

- 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.

- 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 (10.9.3).

12.3 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.

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

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

12.4 Pre GT-1 Procedures

Follow the below steps prior to beginning GT 1.

- 1) The German player conducts set up by secretly recording the position of the 9 at-start units. Units may be set up in any non-beach hex within the areas given below.

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.

- 2) The Allied player conducts amphibious landings (10.9.1). The Allied player must place the Sword Beachhead markers in any hexes of Sword Beach (1838, 1739, 1740 and 1640).

- 3) The Allied player then places units of the 3rd Infantry Div (3 units) and 27th Armored Bde on any beachhead marker on Sword Beach.

- 4) The Allied player selects his drop zone hex for the 6th Airborne Division by placing the drop zone marker in any eligible hex north of the 09xx hex row and east of the Orne River (10.9.2 step 1).

- 5) The player then places the two parachute and one glider infantry regiments. Once placed, the Allied player conducts drift procedures (10.9.2 step 2 and 3).

- 6) The German player places all at-start units on the map.

- 7) The Allied player conducts all required airborne landing attacks (10.9.2 step 6).

- 8) The Allied player flips the DZ marker (10.9.2 step 7).
- 9) The Allied player places the 1 Cdo Bde in hex 1641 or 1642 and resolves the Cdo assault (10.9.3).
- 10) The Allied player then conducts amphibious assaults (10.9.4).

12.5 German Reinforcements

All German units arrive on the east map edge.

- 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.

12.5.1 Optional Arrival (Scenario & 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 GTs (player's choice). If a division is brought in early, extend the scenario or campaign by one GT for each turn of early entry (maximum total of 25 GTs).

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 GTs for the 84th and then extended a further 3 GTs for the 116th.

12.6 Allied Reinforcements

- 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.

12.7 Allied Replacements

See 10.7.

12.8 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.

13.0 UTAH BEACH (LANDING & LINKUP)



13.1 Scenario Boundary

No unit of either side may be set up or move east of the Vire River (the river coursing from hex 1809 to 0110).

13.2 German Support Fire Markers

The German player is allotted the following support 11 fire markers each GT. One or two markers are drawn randomly for each bombardment or combat (8.1 & 8.2.1).

- | | |
|---------------|---------------|
| +1 × 1 | +4 × 3 |
| +2 × 1 | +5 × 2 |
| +3 × 2 | +6 × 2 |

- The German player must randomly permanently eliminate one German support fire marker from his allotment the GT following the Allied capture of each of the following map edge hexes (which are road or trail hexes) (2901, 2501, 1801, 1301, 1001, 0601 and 0401).

Important: Hex 2301 is intentionally not included.

- If any of the above hexes are subsequently recaptured by the Germans, the German player does not receive his eliminated support fire marker.

13.3 Allied Support Fire Markers

The Allied player is allotted the following 20 support fire markers each GT. System rules 7.0 and 8.0 apply with the following exceptions.

- | | |
|---------------|----------------|
| +2 × 3 | +6 × 5 |
| +3 × 4 | +8 × 4 |
| +4 × 1 | +10 × 2 |
| +5 × 1 | |

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

13.4 Pre GT-1 Procedures

Follow the below steps prior to beginning GT 1.

- 1) The German player places the below units in the hexes listed.
 - 6/2 Para-Infantry Regiment (hex 1709), 709/709 Self-Propelled AT Battalion (hex 3303), 919/709 Infantry Regiment (hex 3002), 729/709 Infantry Regiment (hex 3203), 739/709 Infantry Regiment (hex 3304).
- 2) The Allied player conducts amphibious landings (10.9.1). The Allied player must place the Utah Beachhead markers in any of the Utah Beach hexes (hex 3005, 2906, 2806, 2707, 2607 and 2508).
- 3) The Allied player then places all units of the U.S. 4th Infantry Division and the 359/90 Infantry Regiment (total of four units) in any of the designated beach landing hexes. Any units unable to be placed due to stacking limits will enter as reinforcements on GT 2.
- 4) The Allied player selects his drop zone hexes by placing the two drop zone markers (82nd and 101st Airborne Division) in any hex north of the 19xx hex row (10.9.2 step 1).
- 5) The player then places the three parachute and one glider infantry regiments assigned to each division. Once placed, the Allied player conducts drift procedures (10.9.2 step 2 and 3).
- 6) The Allied player conducts all required airborne landing attacks (10.9.2 step 6).
- 7) The Allied player flips the DZ marker (10.9.2 step 7).
- 8) The Allied player then conducts amphibious assaults (10.9.4).

13.5 German Reinforcements

Units scheduled to arrive on the west map edge must enter on or north of hex row 24xx. If unable to do so due to the presence of enemy units and/or EZOC, they may arrive on any west map edge south of the 24xx one turn later than scheduled.

- GT 1:** (W) 191/91 Self-Propelled AT Battalion, 1057/91 and 1058/91 Infantry Regiments.
- GT 2:** (W) 243/243 Self-Propelled AT Battalion, 920/243, 921/243 and 922/243 Infantry Regiments.
- GT 2:** (S) 37/17SS Infantry Regiment, 17/17SS Motorized AA Battalion.
- GT 3:** (any road hex on or south of Hex 1301) 33/17SS Infantry Regiment, 17/17SS Self-Propelled AT Battalion.
- GT 4:** (S) 1049/77 and 1050/77 Infantry Regiments.
- GT 5:** (S) 5/5 Self-Propelled AT Battalion and 15/5 Para-Infantry Regiments.
- GT 9:** (S) 897/266 Infantry Regiment.

Allied Victory: The Allied player must capture the following locations by the end of GT 17.

Treviers (hex 1718)

Isigny (hexes 1811 and 1911)

Caumont (hex 0421)

The Allied player must also have a minimum of two units adjacent to any of the St Lo city hexes (0608, 0609 and 0709).

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 CAMPAIGN GAMES

Players can choose to play any of the three campaign games:

- 1)** Combine the Utah and Omaha Beach Scenarios into the US Campaign, using all portions of the map to the west of the scenario boundary line; **or,**
- 2)** Combine the Gold/Juno and Sword Beach Scenarios into the CW Campaign, using all portions of the map to the east of the scenario boundary line; **or,**
- 3)** Combine all beach scenarios into one full campaign game using the complete map.

Important: When playing any of the campaign games the criteria of the German side losing support fire markers done for each beach area being used in the campaign game (11.2, 12.2, 13.2 and 14.2).

15.1 Campaign Set Up

Players must use the sequence outlined in 10.9 for all beaches.

- 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 CW forces are limited to operating within their army's boundary (US forces west of the Scenario Boundary and CW east of the Scenario Boundary).
 - b)** Allied units arriving on GT 1 (assault units) must arrive at their designated beach areas (as per beach scenario instructions) on a beach hex containing a beachhead marker.
 - c)** Allied reinforcements arriving on GT 2 and after, may arrive at any beach area within their army boundary if the hex contains a beachhead marker.
 - d)** German reinforcements arrive as per beach scenario instructions with the following modifications:

1) When playing any of the campaign games, the 12SS arrives on the east map edge and has all MP available.

2) All reinforcements listed as entering on the south side of the map must enter either to the west or east of the scenario boundary line based on the beach scenario listed.

Example: A unit listed as entering on a south map edge for the Omaha beach scenario must enter to the west of the scenario boundary on the map.

3) Once on the map German forces may operate freely anywhere on the map.

e) Scenario victory conditions are not used.

f) The German side maintains one draw cup containing all German support fire markers.

g) 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). Support fire markers including naval gun and aircraft markers of one nationality cannot be used to support units of the other nationality.

15.2 Allied Replacements

When playing any one of the three campaign games Allied forces (if in play) 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.

15.3 Length of Campaign Game

Important: If using the optional German arrival in 12.5.1, the game will be played to the determined GT prior to conducting the below procedure. The game remains limited to 25 GTs.

The campaign game is played for 17 GTs. At the end of GT 17, if the Allied player has not met his victory conditions (15.4), the Allied player counts the number of cities (not city hexes) captured. Each named city (regardless, of the number of 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 10.12.

15.4 Additional Allied Reinforcements

The below additional Allied reinforcements appear if the game extends to the listed GT. This applies when using the optional extension in 12.5.1, the CW campaign or the full campaign.

Turn 18: 4/2, 5/2, and 6/2 Canadian Infantry Brigades.

Turn 21: 4/4 Canadian Armored Brigade, 10/4 Canadian Infantry Brigade.

15.5 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 any of the three campaign games is contingent on the capture of city (not town) hexes that are printed on portion of the map in use.

Important: Count each individual hex containing a city symbol.

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

b) To win the combined 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.

Combat Results Table:

Commonwealth attacks that do not have at least one armored brigade participating in the attack receive an automatic one column shift to the left.

TERRAIN TYPE		COMBAT DIFFERENTIAL (attacking strength minus defending strength)											
City, Bocage, Beach Assault within EZOC		-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
Hill, Beach Assault not in EZOC		-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Woods, River (unbridged)		-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Swamp, Town, River (bridged)		-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
Clear, Beach ⁽¹⁾		-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
DIE ROLL:		RESULT:											
	1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
	2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
	3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
	4	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
	5	Ae	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
	6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

When conducting bombardment treat the results in bold as NO Effect.

The CRT on the map, shows incorrect results in bold. The above CRT and the CRT on the Player Aid Card are correct.

(1) Use this terrain line for beach hexes if not conducting a beach assault.

De: **The defending unit(s) is eliminated.

D3: *The defending unit(s) must retreat three hexes.

D2: *The defending unit(s) must retreat two hexes.

Ex: One attacking unit and one defending unit must be flipped to their reduced side (or eliminated if already reduced or a single one-step unit). Among multiple attacking units, the attacker chooses the unit to deplete.

A1: *The attacking unit(s) must retreat one hex.

A2: *The attacking unit(s) must retreat two hexes.

A3: *The attacking unit(s) must retreat three hexes.

(A): One attacking unit must be reduced (or eliminated if already reduced or a single one-step unit). Among multiple attacking units, the attacker chooses the unit to reduce. If conducting bombardment, this result only applies if friendly unit is adjacent to enemy unit being bombarded.

Ae: **All attacking units are eliminated.

•: No Effect

*** Note: Stiff Resistance:** The affected player may choose to ignore his retreat requirement by choosing to reduce a unit instead (8.4).

**** Note:** On a **De** or **Ae** result, all units are eliminated. Two step units are not reduced, they are eliminated.

