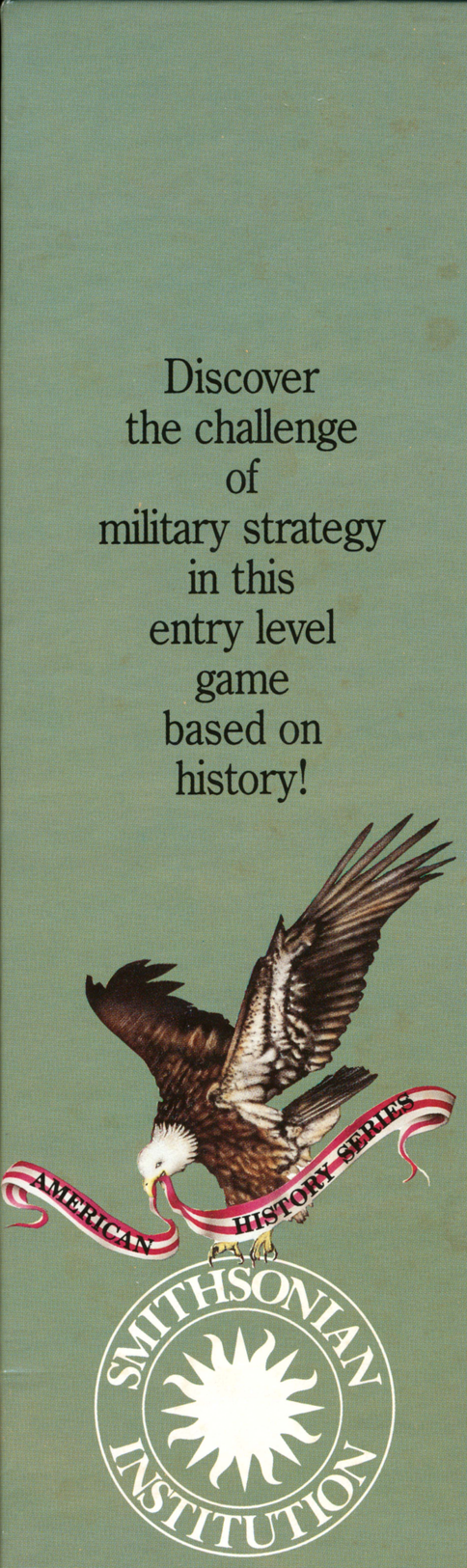
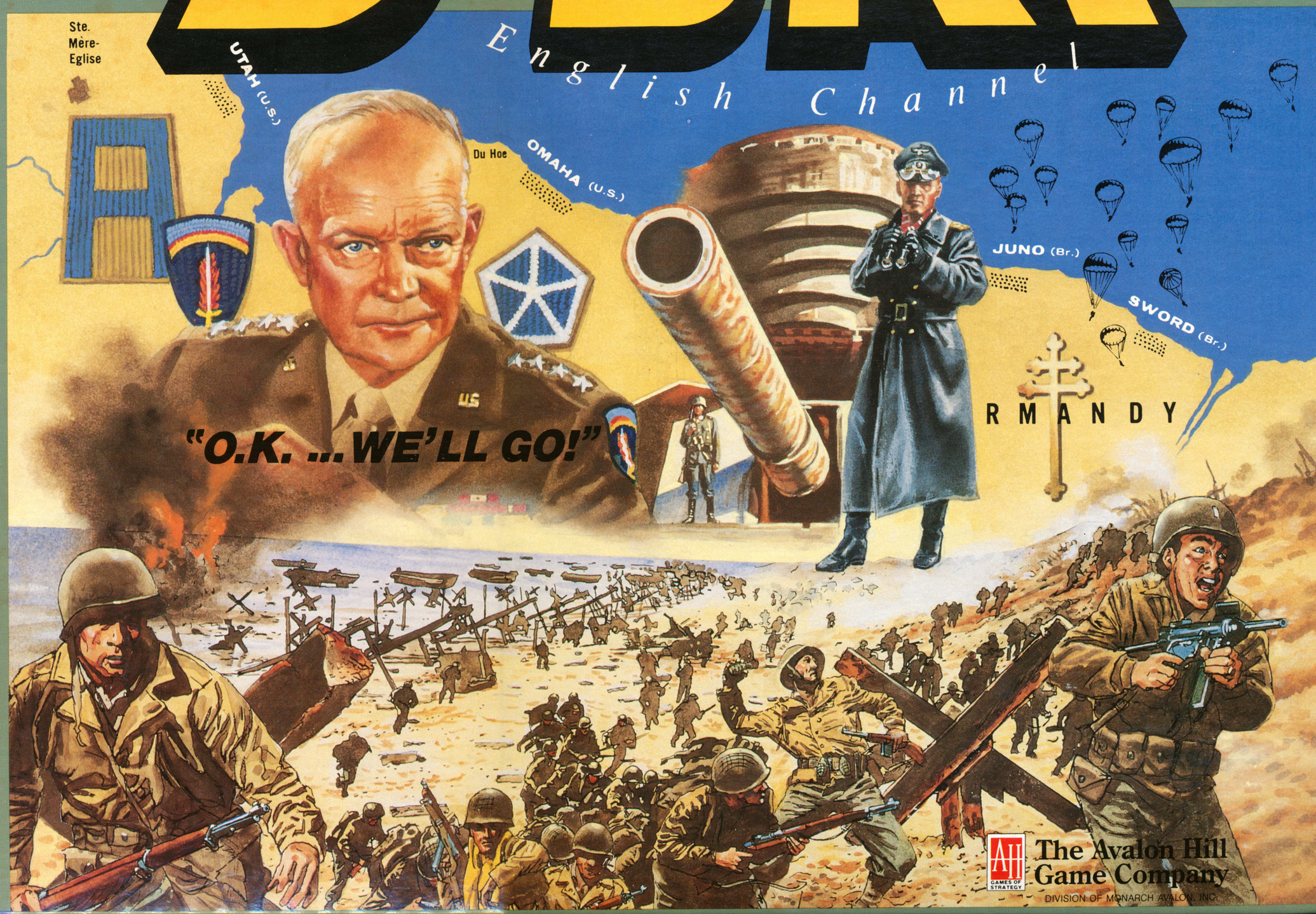
D-DAY

Discover
the challenge
of
military strategy
in this
entry level
game
based on
history!



AUTHORIZED BY
THE SMITHSONIAN INSTITUTION
WASHINGTON, DC



The Avalon Hill
Game Company
DIVISION OF MONARCH AVALON, INC.

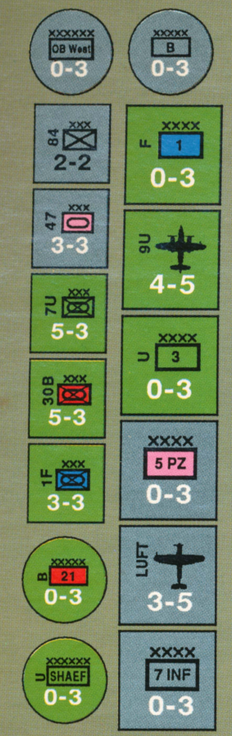
D-DAY®

A World War II Battle Game

Change history in *D-DAY*! Starting with the Allied landings in June of 1944 and ending with the surrender of Nazi Germany in May, 1945, the campaign that liberated western Europe was one of the most important and decisive of World War II. Now, with this fast-moving game, it is once again June 6, 1944; an immense invasion armada moves towards a French beach to challenge the powerful German army, defending its vaunted ''Atlantic Wall'' fortifications. The events that follow will determine the course of the war, but this time there is a difference—this time, **YOU** are in command.

An interesting and entertaining re-creation of history, ***D-DAY*** is also a highly *competitive* game of chess-like subtlety played by moving the units representing the armor, infantry, airborne, and air formations present during the historic campaign on a colorful gameboard representing the actual terrain of western Europe. Either side can win.

The German player must decide how to deploy his limited forces along the French beaches to halt the coming invasion, and, if that fails, how best to conduct an ordered retreat to the German border. The Allied player must decide the best place to invade, and having secured a lodgement on the continent, how to break out and destroy the German army. For variety, the game covers both the situation starting in the spring of 1944, when the invasion historically occurred, and the ''what-if'' possibilities of an invasion in 1943—could an invasion then have ended the war a year earlier? Can **YOU** improve on actual performance, or even change history? **YOUR** decisions will make the difference.



For two players.
Recommended for ages 12 years and up.

ABOUT THE AMERICAN HISTORY SERIES

The Avalon Hill Game Company has been producing strategy games for adults since 1958. Although we publish over 200 boardgames, including Role-Playing, Fantasy and Science Fiction, Sports, Leisure Time/Family, and General Interest game lines, the company is probably best known for its line of historical Strategy Games. Over the years, the popularity caused by these games' ability to bring history vividly to life has caused the formation of an entire ''wargaming'' hobby. Although very popular with hobbyists, these types of games are known for their often esoteric subjects, long playing times and lengthy and detailed rulebooks.

The purpose of the American History series is to introduce new people to this fascinating hobby by providing smaller, simpler, faster-playing, yet still challenging strategy games that cover well-known episodes in United States history. In addition to a colorful mapboard and playing pieces, each game contains a short (two-page) ''basic game'' to allow non-hobbyists to quickly learn the game system. A lengthy ''battle manual'' in each game provides a detailed illustrated account of the historical event, plus additional rules for those players wishing to play a more detailed and complex version of the game.

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road
Baltimore, MD 21214

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COMPLEXITY	SOLITAIRE SUITABILITY
VERY HIGH	
HIGH	■
MEDIUM	■
LOW ■	■

CONTENTS:
110 Die-Cut Playing Pieces
1 14″ × 22″ Gameboard
1 Rules Sheet
1 Battle Manual
2 Decimal Dice
2 Order of Appearance Cards

TIME SCALE: One turn = one month.
MAP SCALE: About 60 miles per hex.
UNIT SCALE: Most ground units are corps.
PLAYING TIME: From one and one-half to four hours.

NOTE: This *all-new* 1991 edition of ***D-DAY*** is the fourth version of this famous title published by The Avalon Hill Game Company since the first was introduced in 1961.

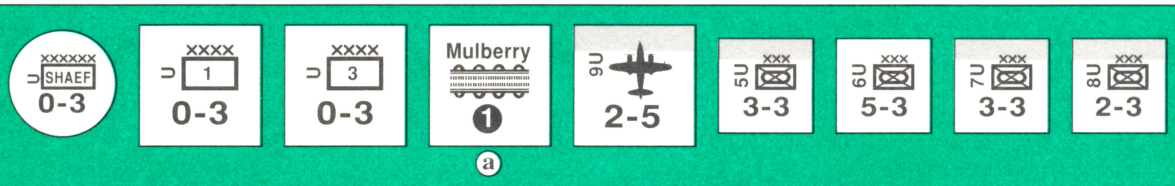
MADE IN USA



ALLIED 1943 Order Of Appearance

ON BOARD UNITS: Place these units as indicated on the gameboard at game's start:

Setup In A14 (Southampton):



(a)

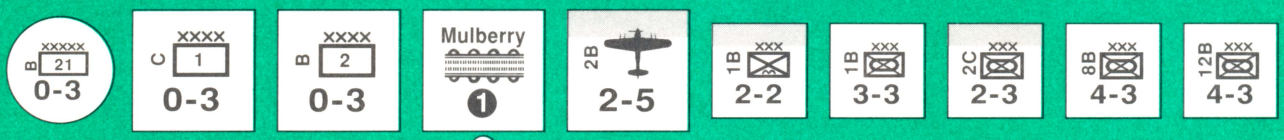
Setup In B12 (London):



(b) (b)

(a) Mulberry harbor markers are required only if optional rule 15 is used.
(b) Strategic air units are required only if optional rule 13b is used.

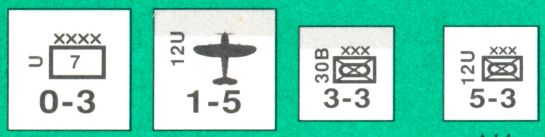
Setup In C12 (Dover):



(a)

REINFORCEMENTS: May be placed on the Turn indicated or any later Turn:

Available on Turn 2 (JUL):



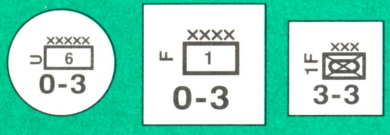
T19 (Mediterranean) | A14 (Southampton)

Available on Turn 3 (AUG):

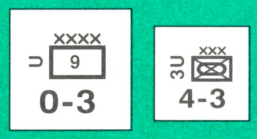


A14 (Southampton) | T19 (Mediterranean)

Available on Turn 4 (SEP):

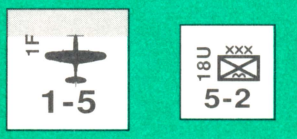


T19 (Mediterranean)



A14 (Southampton)

Available on Turn 5 (OCT):



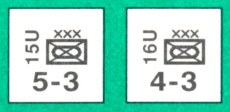
T19 (Mediterranean) | A14 (Southampton)

Available on Turn 6 (NOV):

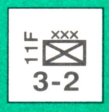


Any controlled port city hex

Available on Turn 7 (DEC):



Any controlled port city hex



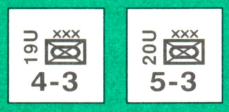
Any controlled French city hex

Available on Turn 8 (JAN):



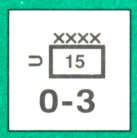
Any controlled port city hex

Available on Turn 9 (FEB):



Any controlled port city hex

Available on Turn 10 (MAR):



Any controlled port city hex

Available on Turn 11 (APR):

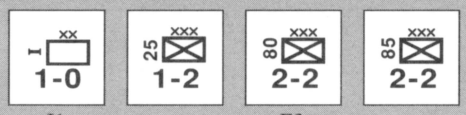


Any controlled port city hex

GERMAN 1943 Order Of Appearance

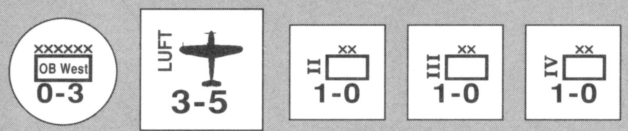
ON BOARD UNITS: Place these units as indicated on the gameboard at game's start:

Setup In Austria, Czechoslavakia, Germany:



I1 (Berlin) | Any City | E3 (Hamburg) | Any City

Setup In Belgium, France, Netherlands:



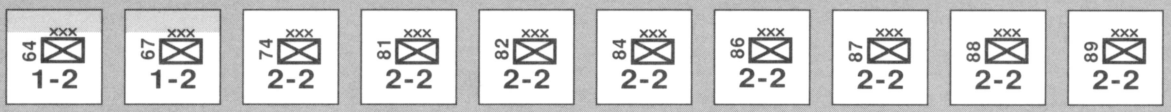
G13 (Paris) | Any City | C16 (Cherbourg) | D7 (Amsterdam) | D11 (Calais)

Setup In Belgium, France Netherlands:



D19 (Lorient) | xE9 (Antwerp) | R16 (Marseille) | Any Hex

Setup In Belgium, France or Netherlands:



Any Coastal Hex (Maximum one per hex)

REINFORCEMENTS: All are available at any controlled Austrian, Czechoslavakian or German city hex. May be placed on the Turn indicated or any later Turn:

Available on Turn 2 (JUL):



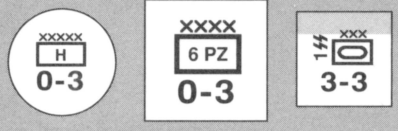
Available on Turn 3 (AUG):



Available on Turn 4 (SEP):



Available on Turn 5 (OCT):



Available on Turn 6 (NOV):



Available on Turn 7 (DEC):



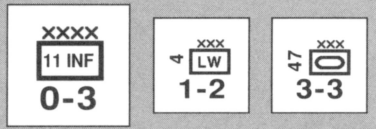
Available on Turn 8 (JAN):



Available on Turn 9 (APR):



Available on Turn 11 (APR):



ALLIED 1944 Order Of Appearance

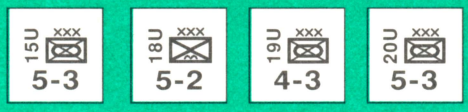
ON BOARD UNITS: Place these units as indicated on the gameboard at game's start:

Setup In A14 (Southampton):



(a)

Setup In A14 (Southampton):

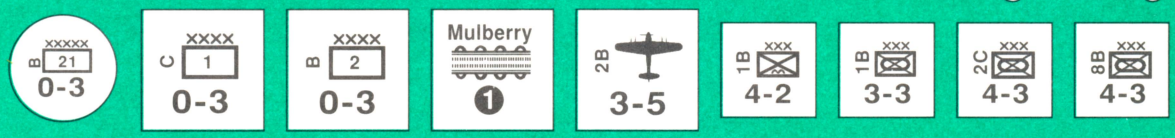


Setup In B12 (London):



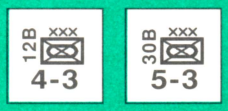
(b) (b)

Setup In C12 (Dover):



(a)

Setup In C12 (Dover):



(a) Mulberry harbor markers are required only if optional rule 15 is used.
(b) Strategic air units are required only if optional rule 13b is used.

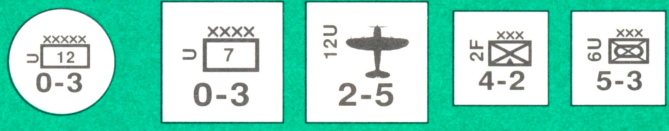
REINFORCEMENTS: May be placed on the Turn indicated or any later Turn:

Available on Turn 2 (JUL):



A14 (Southampton)

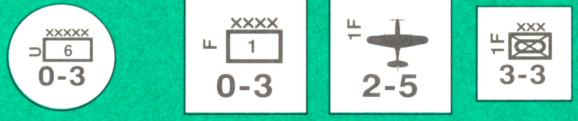
Available on Turn 3 (AUG):



A14 (Southampton)

T19 (Mediterranean)

Available on Turn 4 (SEP):



A14 (Southampton)

T19 (Mediterranean)

A14 (Southampton)

Available on Turn 6 (NOV):



Any controlled port city hex

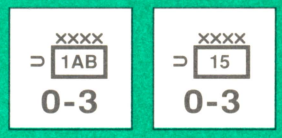
Any controlled French city hex

Available on Turn 9 (FEB):



Any controlled port city hex

Available on Turn 10 (MAR):

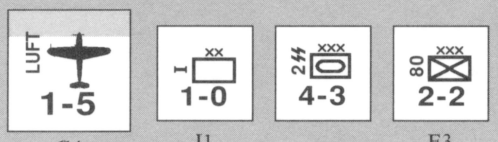


Any controlled port city hex

GERMAN 1944 Order Of Appearance

ON BOARD UNITS: Place these units as indicated on the gameboard at game's start:

Setup In Austria, Czechoslavakia, Germany:



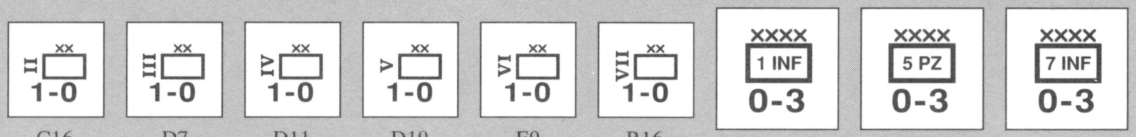
G4 (Hanover) | I1 (Berlin) | Any City | E3 (Hamburg)

Setup In Belgium, France, Netherlands:



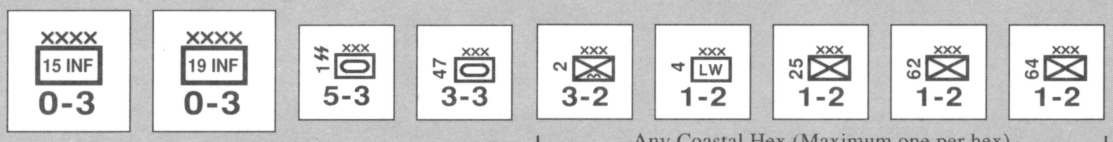
G13 (Paris) | H14 (Orleans) | L15 (Vichy)

Setup In Belgium, France, Netherlands:



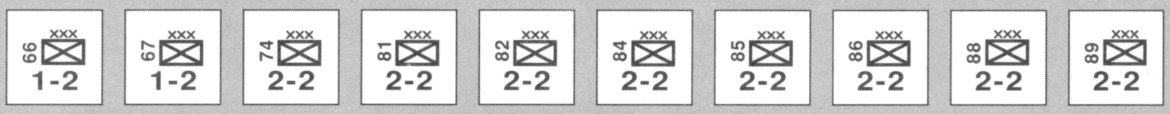
C16 (Cherbourg) | D7 (Amsterdam) | D11 (Calais) | D19 (Lorient) | E9 (Antwerp) | R16 (Marseille) | Any Hex

Setup In Belgium, France, Netherlands:



Any Hex | Any Coastal Hex (Maximum one per hex)

Setup In Belgium, France or Netherlands:



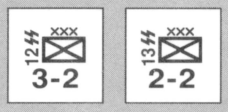
Any Coastal Hex (Maximum one per hex)

REINFORCEMENTS: All are available at any controlled Austrian, Czechoslavakian or German city hex. May be placed on the Turn indicated or any later Turn:

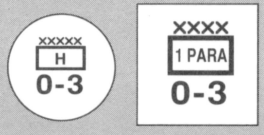
Available on Turn 2 (JUL):



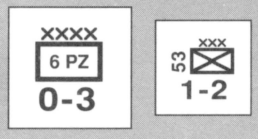
Available on Turn 3 (AUG):



Available on Turn 4 (SEP):



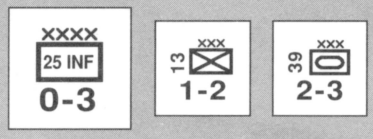
Available on Turn 5 (OCT):



Available on Turn 6 (NOV):



Available on Turn 7 (DEC):



Available on Turn 8 (JAN):



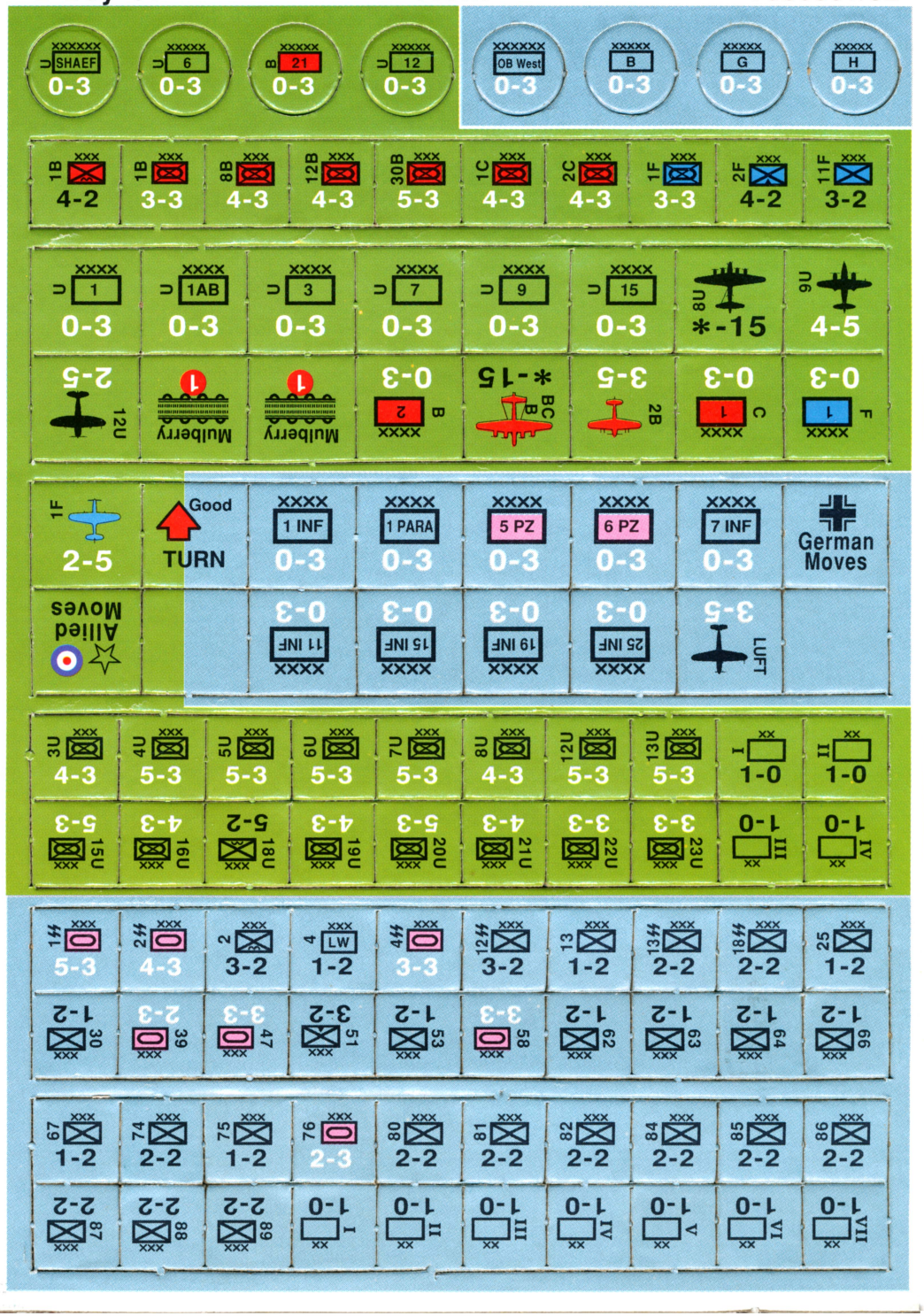
Available on Turn 9 (FEB):



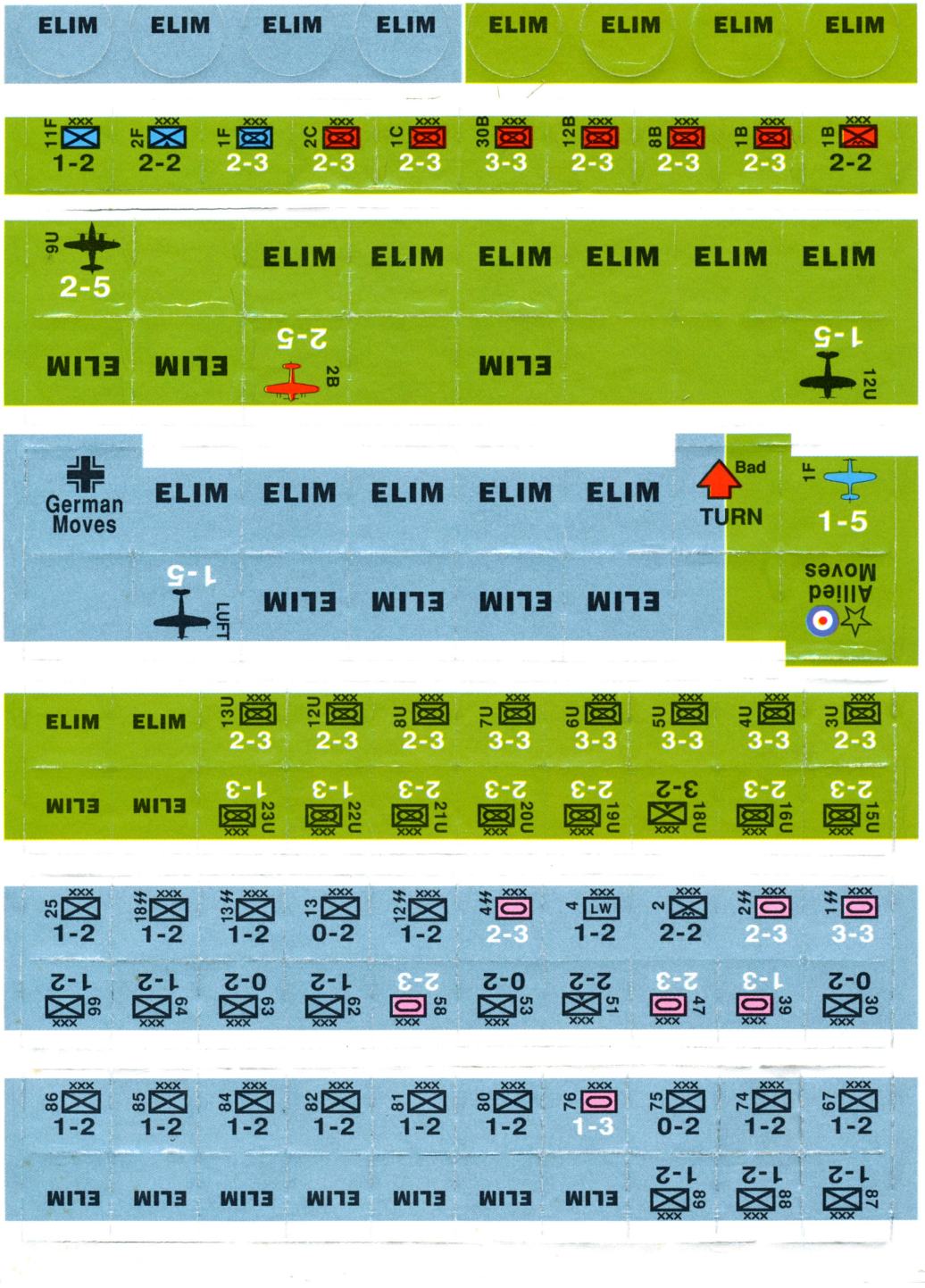
Available on Turn 11 (APR):



D-Day '91 Front 7330031/32



D-Day '91 Back 7330033/32



D-DAY

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

TERRAIN CHART (3b2 and 4b)

TERRAIN TYPE	ENTRY COST a	COMBAT MODIFIERS
City Hex	1	+1 for each defending ground unit, and −1 for each attacking unit. b
Clear Hex	1	0
Coastal Hex	Use the costs of the hex's other land terrain.	Normal terrain modifiers, and +2 for each defending unit vs. an invasion. c
Forest Hex	2	+1 for each defending ground unit, and −1 for each attacking mechanized unit.
Fortified Hex	Use the costs of the hex's other terrain.	Normal terrain modifiers, and a +2 for each defending German ground unit.
Fortified City Hex	1	+4 for each defending ground unit, and −1 for each attacking unit.
Marsh Hex	2	−1 for each attacking mechanized unit.
Mountain Hex	2	+2 for each defending leg unit, and −1 for each attacking unit.
River Hexside	+1d	−1 for each attacking ground unit which is located across a river hexside.
Sea Hex e	Ground units may not enter, except for invasions.	All combat modifiers are determined by the defender's coastal hex terrain.

TERRAIN NOTES: **a:** There is also a 1 movement factor cost to create or recombine divisional units (option 16a). **b:** A city that contains an anchor symbol is a "port city hex". **c:** The +2 combat modifier for each defending unit versus an invasion applies only in 1944 scenario games. This is reduced to a +1 combat modifier for each defending combat unit if versus an invasion in 1943 scenario games. These modifiers apply in addition to any other modifiers based on the other terrain in the hex. **d:** Add the "+1" for crossing the river hexside to the movement cost of the terrain in the hex entered. **e:** "Invasion hexes" are a type of sea hex that contains an arrow or arrows.

TIME RECORD TRACK

7	Dec	12	May
6	Nov	11	Apr
5	Oct	10	Mar
4	Sep	9	Feb
3	Aug	8	Jan
2	Jul		
1	Jun		
TURN		TURN	

Available Moves Track

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27+

7330041

ALLIED ARMIES

C XXXX 1 0-3	F XXXX 1 0-3	⊃ XXXX 1 0-3
1st Canadian	1st French	1st U.S.
B XXXX 2 0-3	⊃ XXXX 3 0-3	⊃ XXXX 7 0-3
2nd British	3rd U.S.	7th U.S.
⊃ XXXX 9 0-3	⊃ XXXX 15 0-3	⊃ XXXX 1AB 0-3
9th U.S.	15th U.S.	1st Allied Airborne

GERMAN ARMIES

XXXX 1 INF 0-3	XXXX 1 PARA 0-3	XXXX 5 PZ 0-3
1st Infantry	1st Paratrooper	5th Panzer
XXXX 6 PZ 0-3	XXXX 7 INF 0-3	XXXX 11 INF 0-3
6th Panzer	7th Infantry	11th Infantry
XXXX 15 INF 0-3	XXXX 19 INF 0-3	XXXX 25 INF 0-3
15th Infantry	19th Infantry	25th Infantry

BASIC GAME RULES FOR PLAYING

D-DAY

A World War II Battle Game

This *D-DAY* game recreates the 1944-1945 Western European campaign. Two players, commanding the Allied and German forces, compete to determine victory or defeat.

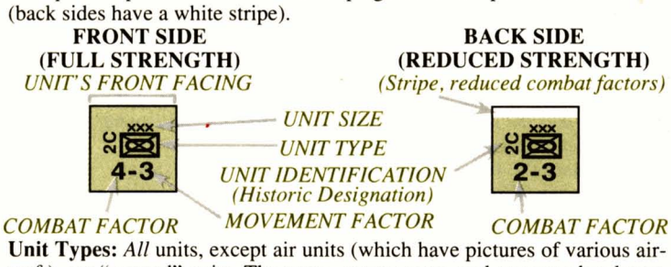
[1] GAME EQUIPMENT

Please examine the components while reading this section of the rules.

1a) GAMEBOARD: The gameboard contains charts and shows the area in which the actual campaign was fought. Terrain features are identified on its TERRAIN CHART. Individual hexagons, each identified by a letter-number code, are called "hexes", and this grid regulates movement and positioning. "Sea" hexes are all blue. Other hexes, including those "coastal" hexes which contain some (or even which are mostly) blue, are "land" hexes. A land hex's terrain is determined by the terrain type or types appearing in the hex. For a better appearance, land terrain does not exactly match the hex grid, so land hex terrain is differentiated by the terrain symbol occupying the *majority* of the hex. Some city hexes, called "supply source hexes", show boxed and/or circled numbers.

1b) PLAYING PIECES: The die-cut playing piece counters should be punched out of the frame. Their numbers, symbols and colors (Allied green and German gray) provide game information, as shown below:

1b1) UNITS: The "units" represent the major combat formations and headquarters present in the actual campaign. Most are printed on both sides (back sides have a white stripe).



Unit Types: *All* units, except air units (which have pictures of various aircraft), are "ground" units. The army, army group, and supreme headquarter units have their identifications boxed in (i.e., [3]). The "combat" ground units (corps and divisional) use symbols to indicate "types". Ground units with white factors are "mechanized", and those with black factors are "leg".

*Air **	*Motorized*
Airborne	*Divisional (Garrison)*
Mountain	*Infantry*
Panzer (= Armored)	*Luftwaffe Ground*

* The two Allied strategic air units (with * as a combat factor) are *not* used in the Basic Game. See option 13b for their use.

Unit Sizes: Indicated only on ground units. **XX** = Divisional; **XXX** = Corps; **XXXX** = Army Headquarters; **XXXXX** = Army Group Headquarters (round); and **XXXXXX** = Supreme Headquarters (round).

1b2) MARKERS: "Markers" are used to record game information.



* The 2 Mulberry Harbor markers and the Initiative marker are *not* used in the Basic Game. See options 10a and 15 for their use.

1c) RULES: This sheet contains the Basic Game rules of play.

1d) DICE: There are two "decimal" dice, numbered from "1" to "0". Always read "0" as "10", the highest possible die roll.

1e) ORDER OF APPEARANCE CARDS: These cards, one per side, show where the starting units are placed on the gameboard, and when and where other units arrive during a game.

1f) BATTLE MANUAL: The booklet contains examples of play, scenarios, optional rules, and other material of interest.

[2] GENERAL GAME RULES

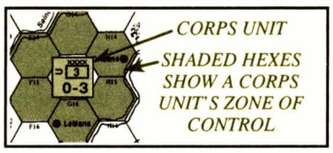
2a) SETTING UP THE GAME: Decide in any mutually agreeable manner the sides to command and the scenario to play. Follow the directions in the General Scenario Setup Information section (6a in the Battle Manual), and the individual scenario setup information (6b or 6c). A game starts when all setup is complete.

2b) TURNS: A game is played in "Turns". During every Turn, the Allied player *always* goes first, and performs his portion of the Turn using this "Sequence of Play" in the following order:

New Moves Step- Record the new Moves.
Reinforcement Step- Place any reinforcement units.
Port Transfer Step- Perform all port transfers (Allied only).
Invasion Step- Perform all invasions (Allied only).
Movement Step- Perform all normal movements.
Combat Step- Resolve all combats.
Supply Step- Check for unsupplied units.

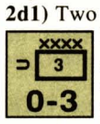
When the Allied player is done, the German side's portion of the Turn is performed identically, ignoring port transfers and invasions. The side performing its portion of a Turn is called the "attacker", and the other ("enemy" or "opposing") side is called the "defender". When the German player is done, a Turn is complete. A game ends after 12 Turns.

2c) ZONES OF CONTROL: "Zones of control" are hexes into which a unit's combat power can be exerted. Headquarters units have no zones of control. Air units have a zone of control only when attacking, and then only into the one adjacent hex being attacked. Corps and divisional ground units cover all adjacent *land* hexes (not into or through sea hexes or across hexsides that are all sea), as shown in the illustration at right:



2d) STACKING: There are limitations on "stacking" units together.

2d1) Two or more units of the same side may *end* a movement or combat step in the same hex *only* if one of them is an army headquarters unit (large counter, **XXXX** size). If an army headquarters unit is present, any other friendly units are removed from the hex and placed in that army's "holding box" off the gameboard's playing area – the army headquarters unit left in the hex counts as only a single unit for stacking purposes. An army headquarters unit may *not* be placed in another army headquarters unit's holding box. Some or all units may be "picked up" or "dropped off" by or from the holding box of a moving army headquarters unit.



2d2) Units may be temporarily moved through hexes containing other friendly units, as long as they don't *end* a movement or combat step there exceeding the stacking limits. There are no stacking limits *during* movement or combat steps, or at the end of other steps.

2d3) Units may *never* be moved into or through hexes containing enemy units.

2d4) Players may not perform any actions that would force later, illegal actions (see 8a1 in the Battle Manual).

2e) HEX CONTROL: Players need to know which side controls supply source and/or port city hexes. A side "controls" a hex by having a *ground* unit(s) in the hex, by being the *last* side to have a ground unit(s) enter or pass through the hex, or, until one of the these two occur, by definition at the start of every game as given in the scenarios.

[3] HOW TO MOVE

Dice do not determine movement – they resolve combats. While one player moves, the other player watches and may not move any units. Units may be moved in any desired order, although players may find it helpful to work systematically from one side of the gameboard to the other. Once moved and the hand removed, a unit's movement is complete and may not be modified (it *can* still retreat or occupy hexes after combat, etc. – see rules 4d and 4f). Players may move any or all of their units as desired, subject to the following rules and restrictions:

3a) MOVEMENT DIRECTIONS: A unit may be moved from hex-to-hex in any direction or combination permitted by the grid. Hexes may not be skipped or jumped.

3b) NORMAL MOVEMENT DISTANCES: The *maximum* number of hexes an individual unit may be moved during its side's movement step is limited, and depends on a unit's printed movement factors, and where and how it is moved. A unit may be moved less than its maximum or not at all, if desired. Even when located in an army headquarters unit's holding box, a unit may not be moved in excess of its *own* movement factors, even if other units in the holding box could be moved further.

3b1) AVAILABLE MOVEMENT FACTORS: The number of movement factors available to move a unit depends on how it is moved:

Movement To Attack: In order to be allowed to attack for combat, a unit may expend no more movement factors than the number printed on its counter. NOTE: Divisions have a "0" movement factor – they may not be moved, but may be used to attack an adjacent hex in their zone of control.

No Attack Movement: Any unit that does not attack for combat or enter an enemy zone of control may expend as much as *twice* its printed movement factors.

3b2) MOVEMENT COSTS TO ENTER HEXES:

Air Units: Air units expend one movement factor per hex entered.

Ground Units: The movement factor cost for ground units to enter a hex varies with the terrain printed in the hex. For most, it costs one movement factor to enter a hex. However, it costs two movement factors to enter a mountain, marsh, or forest hex. It also costs one *extra* movement factor to cross a river hexside.

3b3) MOVEMENT RESTRICTIONS: Air units may be moved *through* sea and/or land hexes during normal movement, but may not end normal movement in a sea hex (allowed only during an invasion). Ground units may never be moved into or through a sea hex during a Turn's movement step. No unit may end a side's portion of a Turn located in a sea hex (this causes elimination). Units must end movement when they enter an enemy zone of control. Units that start their movement step in an enemy zone of control may leave it if they do not enter another enemy zone of control during movement.

3c) UNSUPPLIED UNITS: This is checked for *both* sides during each supply step. A unit is considered to be unsupplied if a path of hexes, no matter how roundabout, cannot be traced from the unit to a *controlled* supply source hex. A possible supply source hex is, for the Allied side, any hex containing a circled number, and, for the German side, any hex containing a boxed number. Allied units may trace a path through land and/or sea hexes, while German units may trace only through land hexes. These paths may not be traced through an enemy unit or an *empty* enemy zone of control hex (it *may* be traced through an enemy zone of control hex containing a friendly unit). A unit sitting in one of its side's supply source hexes is *always* considered to be in supply. Supplied units operate normally. Moves may not be used for an unsupplied unit, and it loses its zone of control, although it defends normally.

3d) MOVES: To represent the "supplies" required for units to move and fight, both sides are given a number of "Moves" (the number is given in the individual scenarios) at the start of each scenario, and receive additional Moves at the start of each Turn. These Moves are expended when units are moved and/or attack for combat.

3d1) RECORDING AVAILABLE MOVES: At the start of a game, place the German and Allied moves markers in the appropriate boxes on the gameboard's AVAILABLE MOVES TRACK to show the initial number of Moves available to each side. As Moves are added at the start of each Turn, and expended during a Turn, *immediately* adjust the markers to show the current number of Moves available. The current number of Moves may *never* be adjusted to below "0" (i.e., no more may be expended once the marker is moved into the "0" box), and, if the current number of Moves exceeds 27, the marker is placed in the "27+" box, and any excess current Moves are immediately lost.

3d2) EXPENDING MOVES: Moves are used as follows:

1 Move must be expended to use 1 unit to move any or all of its full allowable normal movement and/or to engage in combat. In this case, an army headquarters unit counts as only *one* unit, no matter how many other units are in its holding box.

1 Move must be expended to use 1 unit for a port transfer. Each unit is counted individually for this type of movement.

2 Moves must be expended per invasion number to use 1 unit for an invasion. Each unit is counted individually for this type of movement.

3e) SPECIAL ALLIED MOVEMENT: Only Allied units may be used for port transfers and invasions.

3e1) PORT TRANSFERS: On any Turn, an Allied unit may perform a "port transfer", and be moved from any Allied controlled port city to another. A unit may still make normal movement after this, although that expends another Move.

3e2) INVASIONS: On any Turn, an Allied unit may perform an "invasion" by being moved from a port city hex to an "invasion hex" (a sea hex containing a number and an arrow). Only units in a port city in Great Britain may be used for invasions in the North Sea, Bay of Biscay, or English Channel. Only units in the Mediterranean Base may be used for invasions in the Mediterranean Sea. For ground units used in an invasion, move to any legal invasion hex, regardless of its distance from the port city hex. Air units used for an invasion may only be moved to invasion hexes within five hexes of their port city hex. Each unit used for an invasion costs two Moves per unit times the "invasion number" printed in the invasion hex. Once placed, the invading units may combat enemy units located in any land hexes or hexes to which the arrow(s) in the invasion hex point. This combat is resolved at the regular sequence in a Turn, so no other movements are possible by invading units. Victorious invading units may occupy a land hex normally, as in 4f. With no defenders, the invaders may occupy the empty hex without combat. Each Allied unit unable to occupy a land hex after combat from an invasion hex is automatically eliminated.

3f) REINFORCEMENTS: Units not in play when a game starts enter later as "reinforcements" at "entry hexes" located on the gameboard and given on the Order Of Appearance Cards.

3f1) Reinforcements may enter on the given Turn or, if desired or necessary, held back for possible entry on *any* desired later Turn. Reinforcements may be moved at the same times as any of the units already on the gameboard. No Moves are expended to place reinforcements on the gameboard.

3f2) If *all* of a unit's possible entry hexes are enemy-controlled, entry may not be made during that Turn.

3g) EXITING THE GAMEBOARD: To exit, simply move a unit in an edge hex off the gameboard, expending 1 movement factor to do so. Once moved off, a unit may not re-enter.

See 8a and 8b2 in the Battle Manual for movement and unsupplied examples.

[4] HOW TO HAVE COMBAT

"Combat" represents fighting between adjacent opposing units and occurs only during combat steps (twice a Turn).

4a) SEPARATING COMBATS: The attacking player announces which units will be engaged in which "individual combats". In an individual combat, units are considered to be fighting each other and combat is resolved by one die roll by each player. The attacking player divides all possible units into separate individual combats in any desired manner, subject to the following:

4a1) No unit may be used in more than one individual combat during a side's combat step.

4a2) A unit may only be used to attack an enemy unit located in one of its zone of control hexes. Headquarters units may *never* attack.

4a3) Different attacking units in the same hex may be involved in different individual combats, but different defending units in the same hex must *always* be engaged in the *same* individual combat

4a4) Combats must be separated so that, in any individual combat, the defending unit(s) is located in just one hex. An individual combat can consist of the attacking units from one, two or more hexes against the defending unit(s) in one hex. An individual combat can never consist of attacking units from two or more hexes against defending units in two or more hexes.

4a5) Use the units' front facings to point units to show which units will engage each other in combat. There is no requirement for adjacent units to have combat, and pointing units away from each other shows that they are not engaged in combat, or that a combat is over. With attacking units in the same hex engaging in different combats, face the units in their holding box to show which are in which combats.

4b) COMBAT MODIFIERS: "Combat modifiers" are added or subtracted to the numbers rolled on the dice to resolve an individual combat. Modifiers come from the combat factors of the units in a combat and the terrain in the defender's hexes. Modifiers that apply are cumulative, and combined together into a "total combat modifier".

4b1) Combat Factors: A unit's combat factor is based on the historical strength, quality, morale, leadership and equipment of the combat organizations it represents. Add up all the combat factors printed on all the units on each side that are engaged in an individual combat. These numbers are positive ("+") combat modifiers for their respective sides in the combat.

4b2) City: Each defending *ground* unit located in a city hex gets a "+1" combat modifier. Also, each unit (regardless of type) attacking a city hex gets a "–1" combat modifier.

4b3) Coastal: Any other modifiers for other terrain in the hex apply for *all* combats with defenders in coastal hexes. However, if *all* attackers are invading, each unit (regardless of type) defending in a Coastal hex also gets a "+1" combat modifier (for 1943 scenario games), or a "+2" combat modifier for (for 1944 scenario games).

4b4) Forest: Each defending *ground* unit located in a forest hex gets a "+1" combat modifier. Also, each *mechanized* unit attacking a forest hex gets a "–1" combat modifier.

4b5) Fortified: Each *German* defending *ground* unit located in a fortified hex gets a "+2" combat modifier. Any other modifiers for other terrain in the hex also apply.

4b6) Fortified City: Each *German* defending *ground* unit located in a fortified city hex gets a "+4" combat modifier. Also, each unit (regardless of type) attacking a fortified city hex gets a "–1" combat modifier.

4b7) Marsh: Each *mechanized* unit attacking a marsh hex gets a "–1" combat modifier.

4b8) Mountain: Each defending *ground leg* unit located in a mountain hex, gets a "+2" combat modifier. Also, each unit (regardless of type) attacking a mountain hex gets a "–1" combat modifier.

4b9) River: Each attacking *ground* unit with a river hexside located between it and a defender's hex gets a "–1" combat modifier.

4b10) Total Combat Modifier Limits: No side may have a total combat modifier of less than "0" or more than "+10" in an individual combat. *For example, even if a side's total combat modifier is "+13" in an individual combat, it could only be counted as a "+10" total combat modifier.*

4c) COMBAT RESOLUTION: The attacking player resolves the individual combats in any desired order.

4c1) In each individual combat, both sides roll one die for resolution. Both sides add their total combat modifiers for the combat to the numbers rolled on their dice to find their "combat numbers". *For example, if the Allied die roll is "6" and the Allies' total combat modifier for the combat is "+3", the Allies' combat number is 6 + 3 equals "9".*

4c2) Compare the two combat numbers to find the results:

Defender Wins: If the defender's combat number equals *or* exceeds the attacker's combat number, the defending side wins the combat and all attacking units in that individual combat are pivoted so that they no longer face the defender's hex, ending the combat.

Attacker Wins: If the attacker's combat number exceeds the defender's combat number, the attacking side wins and all defending units in that individual combat are retreated.

Losses: In addition to ending a combat, if the winning side's combat number exceeds the losing side's combat number by "4" to "6", the losing side takes one loss, and, if the losing side's combat number is exceeded by "7" or more, the losing side takes two losses.

4d) RETREAT MOVEMENT: Retreating units are moved by their player in any desired order to an adjacent hex as follows:

4d1) Retreat to any land hex or hexes not in enemy zones of control if possible, but, if not possible, retreat to an enemy zone of control hex. Units may never be retreated into hexes containing an enemy unit(s).

4d2) Units that were together in a hex must be retreated together and end their retreat in the same hex.

4d3) If a retreat hex already contains a friendly unit(s), and stacking is not possible, the retreating unit(s) are immediately retreated to another hex (following rules 4d1 through 4d2), etc., until a hex is entered where stacking is possible.

4d4) If all adjacent hexes contain enemy units, sea hexes, etc., no retreat is possible. In this case, the unit(s) remains in its original hex and takes one *extra* loss to end the combat. If the only possible retreat is to exit the gameboard, the unit(s) may be retreated to exit or remain and take one extra loss to end the combat, at the defending player's option.

4e) MARKING LOSSES: A combat unit with its front side up is at full strength, while one with its back side up (white stripe) has taken one "loss", even if the combat factors on both sides are equal. A combat unit with its back-side up is used normally, employing the information printed on that side of the counter. Some combat units show "Elim" on their back-side. These units are eliminated after just one loss.

4e1) Mark one loss by flipping a combat unit showing its front-side to show its back-side or by eliminating and removing from the gameboard a combat unit showing its back-side or which has "Elim" on its back-side.

4e2) Whenever losses are taken, the losing player marks them, as desired, on *any* of his units that took part in the individual combat. *For example, if three front-side up units (none of which has "Elim" on its back-side) take two losses in a combat, the player could flip any two of the units to show their back-sides, or could flip any one of the units to its back-side (showing one loss), then eliminating that same unit (to show the second loss).*

4f) ATTACKER HEX OCCUPATION: Attacking units and/or other units in their hex(es) that did *not* attack may, if their player desires, advance after winning a combat. This is never done with a winning defender. Immediately after an attacker wins a combat, the winning player may, as desired, move any of the winning units involved into the hex formerly occupied by that combat's retreated and/or eliminated defending unit(s). This occupation, which expends no additional Moves and costs no movement factors, ends movement.

See rule 8b in the Battle Manual for combat examples.

[5] END OF TURN

Advance the Turn marker so that its arrow points into the next box on the gameboard's TIME RECORD TRACK.

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QUICK REFERENCE CHARTS

OPTIONAL SEQUENCE OF PLAY

New Moves Step: Record the availability of new Moves on the gameboard's AVAILABLE MOVES TRACK.

Weather Step: The Allied player rolls the die to determine the weather (see option 12).

Reinforcement Step: Place any desired and available reinforcement units as directed on the Order of Appearance Card.

Replacement Step: Use Moves as replacements (see option 11b).

Port Transfer Step: Perform any and all port transfers (Allied only).

Invasion Step: Perform any and all invasions (Allied only).

Movement Step: Perform all normal movements.

Reaction Step: Perform Air Reactions (see option 13a).

Combat Step: Resolve any carpet bombings, then all combats.

Supply Step: Check for unsupplied units.

ACQUIRING MOVES (OPTION 11a)

1 Move per that side's supplied (see 3c) round headquarters unit located on the continent.

1 Move for the German side per German-controlled supply source hexes containing *boxed* numbers.

1 Move for the Allied side per Allied-controlled supply source hexes containing *circled* numbers.

1 Move for the Allied side per Mulberry Harbor marker located on the continent in good weather.

1 Move for the German side per Allied strategic air unit used for carpet bombing (see option 13b).

EXPENDING MOVES (3d)

1 Per unit (may be an army headquarters) to move and/or engage in combat.

1 Per unit (Allied only) to make a port transfer.

2 Per invasion number per unit or mulberry harbor marker (option 15) to conduct an invasion.

1 Per loss replaced (option 11b).

1 Per reacting air unit (option 13a).

1 Per unit (may be an army headquarters) for using pursuit movement (option 14b2).

1 Per unit (may be an army headquarters) to make an extra effort move (option 14c).

0 No cost to conduct carpet bombing.

CARPET BOMBING TABLES (13b)

Die Roll	RESULTS	
	1943 Scenario	1944 Scenario
1-4	No Results	No Results
5-6	No Results	No terrain combat modifiers apply
7-8	No terrain combat modifiers apply	1 German loss
9	1 German loss	1 German loss & no terrain combat modifiers apply
10	1 German loss & no terrain combat modifiers apply	1 German loss & no terrain combat modifiers apply

WEATHER TABLE (OPTION 12)

	DIE ROLL					
MONTH	1	2-3	4-7	8	9	10
JUN-SEP	Good	Good	Good	Good	Good	Bad
OCT	Good	Good	Good	Bad	Bad	Bad
NOV	Good	Good	Bad	Bad	Bad	Bad
DEC-FEB	Good	Bad	Bad	Bad	Bad	Bad
MAR	Good	Good	Bad	Bad	Bad	Bad
APR	Good	Good	Good	Bad	Bad	Bad
MAY	Good	Good	Good	Good	Bad	Bad

Good: Normal. **Bad:** Ground units expend 2 movement factors to enter a clear hex, no carpet bombing or airborne drops are possible, and mulberry harbor markers do not provide Moves. Die roll of "1" through "6" necessary to attack with a tactical air unit.

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D-DAY
BATTLE MANUAL



STOP!! This manual contains information that supplements the rules. Please read the rules before examining this manual.

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D-DAY

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REFERENCE INFORMATION

[6] THE SCENARIOS

Each "scenario" is a separate game with its own unique setup rules and victory conditions. The various scenarios allow the players to refight the invasion of Europe, either speculatively, in 1943,or, as it historically occurred, in 1944. To start a game, select one of the scenarios (see rules 6b and 6c) as the one to be played.

6a) GENERAL SCENARIO SETUP INFORMATION: The information found here, plus the specific information found in the individual scenarios is needed to set up a game.

6a1) Gameboard: Lay out the gameboard on a table between the players.

6a2) Track Markers: Place the turn marker in the gameboard's TIME RECORD TRACK with its arrow pointing to the "1" (or "Jun") space. Place the German and Allied move markers in the gameboard's appropriate AVAILABLE MOVES TRACK box that corresponds with the scenario's number of "Starting Moves" given for the two sides.

6a3) Order Of Appearance Cards: Depending on the scenario to be played, each side's Order of Appearance Card should be placed nearby with the appropriate side (for 1943 or 1944) face up, and the units needed for that scenario sorted and placed in the matching picture locations.

6a4) On Board Units: Not all units start placed on the gameboard, and not all units appear in both scenarios. Both players should place their "On Board Units" on the gameboard as instructed on the Order of Appearance Cards. Some units (including *all* Allied ones) must be setup in specific hexes, while,with others, there is much latitude (i.e., any hex" or "any coastal hex" located in the Belgium, France, or Netherlands portion of the gameboard, as defined by the national boundary hexsides). Exactly where to setup these German units requires some very key decisions by the German player (new players, see 9b for a possible setup). All units must be placed with their illustrated sides face up.

6a5) Reinforcements: The remaining units on the Order of Appearance Cards are reinforcements, and may enter the gameboard on the Turns and locations listed on the cards. *For example, on the GERMAN 1944 ORDER OF APPEARANCE CARD, the German 13th Infantry Corps unit enters on Turn 7 available at any controlled city hex located in Austria, Czechoslovakia, or Germany. This means that, at the start of the German portion of Turn 7, the unit may be placed in any German-controlled city hex located in the Austrian, Czechoslovakian, or German part of the gameboard.*

6a6) How To Win: The specific and differing requirements to win are given in each scenario.

The commentary preceding the following scenarios briefly covers the events in the historical progress of World War II leading to the scenarios.

BACKGROUND TO D-DAY

The Normandy landings on D-Day, June 6, 1944 were the final act in a long process of planning that had tentatively started with the fall of France in 1940, and the first act in a campaign that liberated Western Europe and brought down nazi Germany. This game does not cover the earlier events, but some knowledge of them is useful for a proper understanding of the invasion and the campaign that followed.

The German "blitzkreig" (= "lightning war") of Poland in 1939, and most of Scandinavia, France and the Low Countries in April through June of 1940 surprised and stunned the world. Although much of the British army on the European continent was saved by evacuation at Dunkirk, most of its heavy equipment was lost, and Great Britain looked almost certain to be the next nazi conquest. Saved by a slim margin from invasion by the heroic efforts of the Royal Air Force Fighter Command, Britain, in the person of the wartime Prime Minister, Winston Churchill, was determined to strike back, but lacked the manpower and resources to tackle the large and efficient German army. For over a year Britain's only offensive recourse was the night bombing of German industry and pin-prick naval and commando raids along the periphery of conquered Europe. In the meantime, the bulk of the British forces were tied up defending Great Britain and the (then still large) British Empire, fighting the legendary German-Italian "Afrika Korps" under Erwin Rommel in the deserts of Libya and Egypt, and escorting essential shipping through the deadly U-boat "wolfpacks". The German attack on the Soviet Union starting in June, 1941 removed most of the German army and the immediate invasion threat to Great Britain, but no resources existed or were projected that could seriously threaten the German forces still occupying Western Europe until December, 1941. On December 7, 1941, Japanese carriers struck the American base at Pearl Harbor in Hawaii, bringing the United States into the war not only against Japan, but also against Japan's "Axis" allies, notably Germany and Italy. Although woefully unprepared for a world war, the United States, once fully mobilized, would provide the power needed to drive the nazis out of Western Europe.



CHURCHILL

The year 1942 started out bleakly for the Western Allies. The first part of the year saw the last major successes by the Axis powers, finally interrupted by a series of Allied victories that finally put an end to Axis expansion. The Axis powers, which had been preparing for the war years before it started, were losing the advantages that head start had provided in the early years of the war. British war production was now in full gear, and the vast United States' industrial capacity not only provided the equipment and supplies for the rapidly expanding American war machine, but also a substantial surplus to use in equipping other Allied forces.

On the Russian front, the successful German summer advance through the Ukraine looked so threatening to continued Soviet resistance, that the Western Allies briefly considered invading France with only a dozen divisions (about four corps) to "distract" part of the German army. Fortunately, this proved unnecessary, and the German offensive ended in total disaster amid the snow and rubble at Stalingrad, where a German army was surrounded in November, 1942 and ultimately forced to surrender in February, 1943.

In the Pacific, the Japanese tide of conquest ended with a naval defeat at the Battle of Midway in June,1942, followed by the American landings at Guadalcanal in August, 1942. So closely matched were the Japanese and Allied forces at this point that six months of fierce fighting on air, land and sea were required to secure the island. Although not so apparent at the time, the defeat at Guadalcanal signaled the start of the long Japanese retreat.

In the critical Battle of the Atlantic, the German U-boats had a field day early in 1942, sinking hundreds of ships as the United States frantically worked to establish effective patrol and convoy schemes, and to construct the ships and planes necessary for effective anti-submarine warfare. The war at sea had to be won in order to consistently move the vast quantities of men, supplies, and equipment from North America to the fighting fronts. Despite improvements by the end of 1942 the war against the U-boats was far from won.

In the strategic air war, the British Royal Air Force Bomber Command was getting into its stride during 1942, a year that included the first 1,000 plane raid on Germany. Despite this, the British night raids were simply not yet hurting German industry very much. The raids pinned down vast numbers of German anti-aircraft guns, but only relatively small numbers of German night fighters, leaving the bulk of the German Luftwaffe (= Air Force) free for deployment against the Soviet Union. The United States Army Air Force, with a much different strategic air doctrine of daylight precision bombing had few aircraft available in Great Britain during 1942, and most American raids were quite small.

In North Africa, Rommel led his German and Italian troops toward the Suez Canal, but fell just short of the objective. In October, 1942, Bernard L. Montgomery's British Eighth Army won a decisive victory at El Alamein, in Egypt, driving Rommel's routed Axis forces back through Libyan desert and eventually to Tunis. At the other end of the African continent, American and British troops under future American President Dwight D. Eisenhower landed in Morocco and Algiers in November, 1942, driving towards Tunis. German and Italian troops, rapidly ferried from Italy and Sicily, managed to seize a beachhead in Tunis just ahead of Eisenhower's spearheads, and later linked up with the forces that had retreated from El Alamein. Only after much additional hard fighting, in May of 1943, would the Allied forces compel the surrender of the quarter million German and Italian troops trapped in Tunis.

This was the state of the war when U. S. President Franklin D. Roosevelt and British Prime Minister Winston Churchill and their military staffs met at Casablanca in mid-January, 1943 for an important conference and planning session. There, among other points, agreements were hammered out to continue and increase the bombing of Axis industries, continue Mediterranean operations to tie up enemy troops and possibly knock Italy out of the war, and to accelerate the planning and buildup for an invasion of France, possibly in 1943, but by 1944 for certain. Other conferences would follow with some changes and more details, but the Casablanca Conference provided the basic outline of the Western Allies' blueprint for victory. It should be pointed out that, as in all multi-national alliances, the various sides had differences of opinion and were not always in complete agreement, but at least attempts were made to work out logical compromises and plans. Also, the democracies' political leaders were willing to leave the detail work to their military experts, unlike the constant interference in military matters practiced by their opponent, German Fuhrer Adolph Hitler.



ROOSEVELT

THE 1943 INVASION THAT NEVER WAS

The fictitious 1943 scenario is based on an "alternate history" where it is speculated that the Western Allies felt an invasion of France was absolutely necessary that year. It is based on a number of assumptions, namely that operations in the Pacific and Mediterranean were considerably scaled back from their historical levels, and all possible resources concentrated for an invasion of France. Given that efforts are reduced elsewhere, it is essential that the effort result in a decisive victory in Europe about a year earlier than was the case, hence the somewhat more difficult requirements for an Allied victory. Since it never really happened, obviously there was a bit of guesswork involved in determining the actual Allied units to use and their strengths, as well as which German reinforcement units would have been freed for use in France as a result of less Allied activity elsewhere, especially in Italy. Less conjecture was required with other information, such as the following:

1. The German units (which were weaker than the forces present in June, 1944) actually in Northwestern Europe in June, 1943 were as shown. Also, the "Atlantic Wall" beach defenses were significantly weaker in 1943 than in 1944, after Rommel initiated major building programs.

2. The Allied strategic air offensive was just getting underway in June, 1943, so the Allied air units are considerably weaker and less capable than in 1944. The flip side of this situation is that the German Luftwaffe was not yet defeated. It is not only more powerful (with its full strength side showing), but most of its aircraft had not yet been pulled back to Germany.

3. With the Battle of the Atlantic still raging, the number of Allied Moves available is smaller than in 1944. This reflects not only less available manpower, equipment, and supplies, but fewer landing craft for staging invasions. For the Germans, more Moves are available as they still had some options left on their Russian Front (i.e., they were still deep inside the Soviet Union and had room to retreat) and could conceivably have transferred more resources to the west than was done historically a year later.

6b) SCENARIO ONE – "1943": Could the war have been finished sooner and with possibly much more favorable political results for Central and Eastern Europe? Could an invasion have succeeded in 1943?

6b1) STARTING INFORMATION:

Starting Allied Moves: 18.

Starting German Moves: 8.

Initiative: The Germans get the initiative marker (option 10a).

Control: The Allies control all hexes in Great Britain and the Mediterranean Base hex (T19). The Germans control all other land hexes (those on the continent).

6b2) MOVES AVAILABLE EACH TURN:

Allied Moves: 11.

German Moves: 8.

6b3) HOW TO WIN THE 1943 SCENARIO: The Allied side wins if there are at least 20 Allied ground units located east of the Rhine River *and* Berlin is in Allied control at game's end. The German side wins if they have avoided the Allied victory conditions and at least 10 Allied corps units have been eliminated. The game is a "draw" if the neither side has met its victory conditions.

THE ACTUAL COURSE OF THE WAR IN 1943

As it turned out, the course of events precluded the 1943 invasion. The preliminary objectives felt necessary to insure a successful French invasion took longer than anticipated, and resources were sidetracked elsewhere.



GERMAN FÜHRER ADOLPH HITLER AT A MILITARY PLANNING MEETING

On distant fronts, the Soviets defeated the German summer offensive in massive tank battles at Kursk, then took the offensive to relieve Leningrad and clear most of the Ukraine by the end of the year. A not inconsiderable component of Soviet success was the presence of massive amounts of American and British equipment and supplies, especially hundreds of thousands of trucks necessary for logistics and rapid maneuver. In the Pacific, most of 1943 was spent clearing the rest of the Solomon Islands from the now secure base at Guadalcanal and eliminating the threat to Australia from New Guinea. In November, a new Central Pacific front was opened with the invasion of Tarawa.

The Battle of the Atlantic reached its height in March and April, 1943. U-boats sank 108 ships in March for a loss of 15 submarines, and came close to winning the battle. April was somewhat better, as better convoy control, new air patrols, and new and better escort vessels, including escort aircraft carriers, came into play; U-boats sank only 56 ships, again for a loss of 15 submarines. By June, the Allies were starting to win, losing 28 ships to a loss of 17 U-boats. By the end of the year, shipping losses would be minimal, while U-boat losses continued to rise.

In the strategic air war, the British Bomber Command continued night operations with increasing fury, notably the devastating raids on Hamburg in July, but German production continued to rise. The United States 8th Air Force, operating from Great Britain, started large scale daylight operations over Germany by the middle of the year. Their activities were so threatening that many German fighter units had to be transferred from their Russian front to the west – eventually, 78% of the Luftwaffe would be based in the west, to the great relief of the Soviets. For all that, the powerful Luftwaffe fighter force scored some stunning victories over the unescorted B-17 and B-24 heavy bombers, American losses exceeded a devastating 25% on a number of occasions, and deep raids into Germany had to be curtailed. Not until the arrival of the long-range P-51 escort fighters and the addition of larger fuel tanks on other fighters at the end of the year would the Americans be capable of defeating the Luftwaffe fighters.

In the Mediterranean, the fighting in Tunis did not end until May, and the invasion of Sicily could not be staged until July. Montgomery's veteran British 8th Army and George Patton's U.S. Seventh Army took until mid-August to secure the island. Italy was invaded in early September, and Italy, never enthusiastic about the war, and having deposed their dictator Mussolini, surrendered shortly afterwards. Quickly disarming the Italians, the Germans continued to fight on in Italy, withdrawing when necessary, and using the rugged terrain to their defensive advantage in a campaign that extended to the end of the war. This campaign, although it engaged some two dozen German divisions, lasted far longer and used up more Allied resources than anyone had imagined.

THE ACTUAL INVASION

Detailed planning for the actual D-Day started in March of 1943, when British General Frederick E. Morgan was appointed Chief of Staff to the Supreme Allied Commander (who had not yet been designated). Morgan was a competent, experienced commander who had taken part in the North African landings and done preliminary planning for the upcoming Sicilian invasion. Morgan faced the daunting task of deciding where the invasion should be made, how many troops would be necessary, and assembling the whole mass of necessary men, equipment, and supplies, most of which were then located elsewhere or not even yet in existence. There was also the need for deceptions or "cover plans" to prevent the Germans from discovering the actual plan. As the planning continued, most parts of the European coastline were considered, examined in detail, then rejected for one reason or another, until the practical choices narrowed down to the Pas-de-Calais (the area around the port city of Calais on the gameboard) and Normandy (primarily the peninsula containing the port city of Cherbourg on the gameboard).



MORGAN

Both areas were close enough to Great Britain to permit fast sea crossings, were within the range of Allied land-based airpower, contained ports that could be swiftly captured and used to unload the massive quantities of reinforcements and supplies that would be required following the initial invasion, and had ample stretches of open beaches – the disastrous Canadian raid on Dieppe in 1942 had demonstrated the problems that could be expected when landing directly on a built-up area. The "mulberry harbors", based on an idea proposed by Winston Churchill himself during the First World War, were intended to substitute for real harbors until some port cities could be captured. Since the Pas-de-Calais was closer to both Great Britain and the German border, it was also the most obvious to the Germans, who concentrated their best units there. Not wishing to attack the Germans where they were strongest, Normandy was therefore made the final pick, while every effort was made to convince the Nazi high command to continue holding their best units around Calais. Following the primary invasion from Great Britain, there would be a secondary invasion from the Mediterranean on the weakly-held but distant French south coast. This invasion was to secure the port of Marseille and outflank any German forces facing the first invasion, using veteran troops from the Italian Front.

The pace of Allied planning picked up with the new year. In January, General Dwight D. Eisenhower arrived in Great Britain as Supreme Allied Commander. As an Allied headquarters, "Ike" and his Chief of Staff, Bedell Smith, were Americans, and the principal staff deputies were mostly British, with Arthur Tedder as Deputy Commander, Bertram Ramsay as Naval Expeditionary Force Commander, Trafford Leigh-Mallory Expeditionary Air Force Commander, and Bernard Montgomery as Ground Commander for the initial assault. This cadre formed the "Supreme Headquarters Allied Expeditionary Force", or "SHAEF".

As the buildup continued, various Allied deception schemes continued to mislead the German planners. Successful deceptions were phony Allied plans to invade Norway and the Balkans that caused the Germans to reinforce their occupation troops in those areas, keeping them out of France. Keeping the German attention in France focused on the Pas-de-Calais was the job of American General George S. Patton who "commanded" a phony army group opposite that area. Patton, who had already won success in North Africa and Sicily, was highly-regarded by the Germans, who thought that he would be a logical commander for the main invasion. So successful was this fabrication that even after the landings at Normandy, the Germans thought them to be a diversion, and kept the powerful 15th Army in the Pas-de-Calais waiting for the "main" attack by Patton's forces.



PART OF SHAEF HEADQUARTERS

(Clockwise from top left: Bradley, Ramsey, Leigh-Mallory, Smith, Montgomery, Eisenhower, Tedder)

Despite being misled by the Allies, the Germans had not been idle during the buildup in Britain. Reinforcements had been steadily moved west, including a fair number of the powerful panzer units. The energetic and brilliant "Desert Fox", Erwin Rommel, had been transferred to France to command Army Group B, which included the German 7th and 15th armies in Normandy and the Pas-de-Calais. Having seen for himself the effects of the overwhelming Allied tactical airpower in the North African campaign, Rommel was determined to do everything possible to stop the Allies on the beaches. Hitler's "Atlantic Wall" fortifications had been largely propaganda in 1942, and most efforts since then had focused on fortifying port cities. Rommel initiated a massive program of fortifying the beaches between the cities, and by June of 1944 much progress had been made. No matter where they landed, the Allies would have a fight on their hands.



ROMMEL

6c) SCENARIO TWO – "1944": This covers the historical invasion in 1944, after both sides had an additional year to prepare.

6c1) STARTING INFORMATION:

Starting Allied Moves: 24.

Starting German Moves: 5.

Initiative: The Allies get the initiative marker (option 10a).

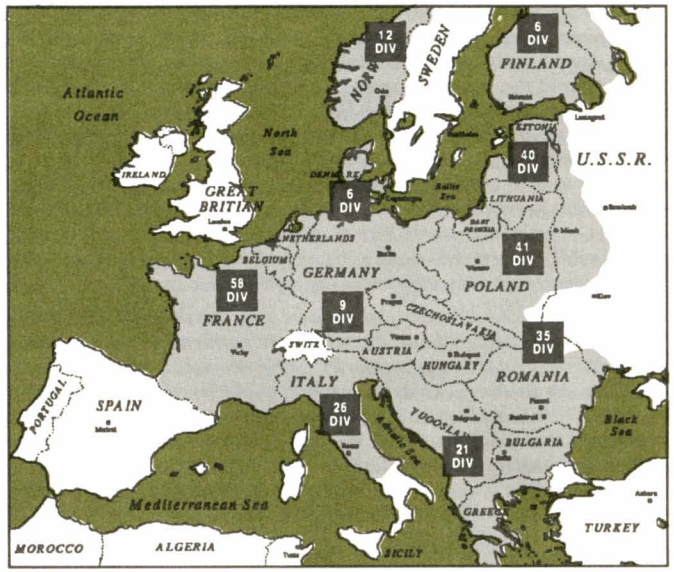
Control: The Allies control all hexes in Great Britain and the Mediterranean Base hex (T19). The Germans control all other land hexes (those on the continent).

6c2) MOVES AVAILABLE EACH TURN:

Allied Moves: 13.

German Moves: 7.

6c3) How To Win The 1944 Scenario: The Allied side wins if there are at least 20 Allied ground units located east of the Rhine River *and* Essen (The Ruhr), Hamburg, and Munich are in Allied control at game's end. The German side wins (or at least does better than historically) if they have avoided the Allied victory conditions and at least 5 Allied Corps units have been eliminated. The game is a "draw" if neither side has met its victory conditions.



GERMAN STRENGTH ON VARIOUS FRONTS, JUNE, 1944

THE ACTUAL CAMPAIGN IN NORTHWESTERN EUROPE

The invasion, code named "Operation Overlord", finally came on June 6, 1944. The British 1 and 30 corps (British 2nd Army) and the American 5 and 7 corps (U.S. 1st Army) all hit the Normandy beaches around dawn, supported by a thundering naval bombardment and hordes of light, medium and fighter bombers, and following massive attacks on the beaches by Allied heavy bombers ("carpet bombing" in the game; see option 13b). Inland, dropped to secure forward objectives and to prevent counterattacks on the beachheads, units of the British 1 and American 18 airborne corps had been dropped in the night, and had already been in action for hours. Fighting was heavy, especially for the U.S. 5 Corps (with the 1st and 29th divisions) on Omaha beach, but casualties were actually lighter than had been anticipated and feared, and by nightfall all Allied forces had penetrated inland.

The landings were followed by fierce fighting for the rest of June and through July in the difficult "hedgerow" country of Normandy. Both sides fed in reinforcements as rapidly as possible, and, although the German line continued to hold, it was badly tattered. The port of Cherbourg was seized, and, by the end of July the Allies had enough troops on hand and were organized to break out of Normandy. Omar Bradley's 12th U.S. Army Group (with Hodges' U.S. 1st and Patton's U.S. 3rd armies, supported by the U.S. 9th Tactical Air Force) and Montgomery's 21st British Army Group (with Crerar's Canadian 1st and Dempsey's British 2nd armies, supported by the British 2nd Tactical Air Force) were organized and ready to go. On the opposite side of the line, the German organization was badly scrambled by Hitler's constant interference in their defense plans, and by the results of an assassination attempt on Hitler on July 20. Rommel, the commander of Army Group B, had been wounded earlier in the fighting, and was forced to commit suicide for his role in the assassination attempt. His replacement, Field Marshal Kluge, was also implicated in the plot, and committed suicide in August. Numerous lower commanders had also been lost, and the upshot was that Hitler assumed an ever more personal and disastrous control over the fighting in the weeks that followed.



BRADLEY

Once again employing carpet bombing by the Allied strategic bombers and a powerful attacking force, the Allies tore a hole through the weakened German lines. First through the hole was Patton and his U.S. 3rd Army, while Hodges and his U.S. 1st Army widened the gap. Hitler's reaction was to order an almost hopeless counterattack by his panzer units, most of which were already busy trying to hold off Montgomery's incessant attacks. Attacking westward, the panzers were stopped in their tracks.

As the fast-moving Americans moved to their south, and the British and Canadians broke through the weakened German lines to their north, the German 5th Panzer and 7th Infantry armies were nearly surrounded. Only cadres of the panzer units managed to escape, under incessant air attacks, through the "Falaise gap". By the time the Falaise gap was sealed on August 20 to trap over 50,000 German troops, "Operation Anvil", the Allied landing in the south of France, was underway (starting on August 15). Blaskowitz's German 19th Infantry Army, never very strong to begin with, had been further weakened by the removal of units sent to the Normandy fighting, and proved able to do little more than delay Patch's U.S. 7th Army. The French 2 Mountain Corps took Marseilles on August 27, while the U.S. 6 Corps drove north. The German army in France was well and truly defeated and incapable of further serious resistance. The time had arrived for the Allies to capitalize on their victory with a wild pursuit through France.

Montgomery's army group systematically cleared the northwest French coast to secure ports and eliminate the V-1 flying bomb launching sites which had been bombarding Great Britain. Bradley's army group swung primarily to the northeast, but with the U.S. 8 Corps moved west to clear the Brittany Peninsula, although the German garrison at Lorient managed to hold there until the end of the war. Paris was liberated on August 25, and the key city of Antwerp was taken on September 4, although more than another two months of fighting would be required by the Canadian 1st Army before its port could be used. By the beginning of September the Allied forces had overrun most of France and Belgium, and were on or approaching the German border all along the front.

The problem for the Allies was that so many separate advances were burning up gasoline faster that it could be shipped inland. The close major port of Antwerp was not yet available for use. Also, the remnants of the German army from France, plus a mass of new rapidly-mobilized formations, were now in place and protected in the German border fortifications of the "Siegfried Line" (or "Westwall"); these units would only be driven back after a fight. The pursuit was over.

In an attempt to maintain momentum, Montgomery proposed a bold plan to swiftly overrun the Netherlands and cross the river barriers protecting the German border north of the Ruhr industrial area (represented by the city of Essen on the map). A massive air drop would be used to seize the objectives with airborne forces that would hold on long enough for the British 2nd Army to relieve them. Eisenhower approved the plan, and stopped his other forces in their tracks to concentrate all available resources (the game's "Moves") on Montgomery's offensive, "Operation Market Garden". Although initially successful, the British ground attack was delayed until the Germans could rush in reinforcements that nearly destroyed the British 1 Airborne Corps' 1 Airborne Division. After the failure of Market Garden, as winter closed in, the Allies engaged in minor operations to improve their positions for the time when the weather would clear and the opening of new ports (notably Antwerp) would improve their logistics. Then the Allied offensive could continue.

While the Allies consolidated, the Germans prepared for a counterattack. Sending most of their vehicle production and the last of their manpower to the west, a powerful force was amassed that smashed into the American lines on December 16, 1944. This set off the month-long "Battle of the Bulge". After initial gains, the Germans were held and then driven back with heavy casualties. This fierce winter battle may have delayed the Allied offensive by as much as six weeks, but it destroyed the last of the German reserves.

As the Battle of the Bulge ended, the various Allied offensives resumed. In the north, on March 23, 1945, Montgomery's army group, reinforced by the U.S. 9th Army and the 1st Airborne Army, moved north with an impressive display of Allied firepower and strength that would carry this army group on to Hamburg. In the south, Bradley's army group broke through the Siegfried Line and breached the Rhine in several places, starting with the famous Remagen bridgehead on March 7. By the end of the war, Bradley's 12th Army Group, now composed of the U.S. 1st, 3rd, 9th, and 15th armies had penetrated to the Elbe River in Germany and even into Czechoslovakia, stopping short of a thrust to Berlin only because of a fear of colliding with the Soviet forces advancing victoriously from the east. To the south, General Devers' 6th Army Group, composed of Patch's U.S. 7th Army (supported by the U.S. 12th Tactical Air Force) and de Lattre's French 1st Army (supported by the French 1st Tactical Air Force), swept through southern Germany and into Austria, linking up with the 15th Army Group advancing out of northern Italy.

[7] THE WEAPONS OF THE WORLD WAR II

7a) ARMY ORGANIZATION: The Allied armies that liberated Western Europe came from many countries and used a great variety of equipment. With few exceptions, there were enough vehicles to transport troops rapidly over long distances, so most of the game's Allied ground units are considered to be mechanized. Most of the equipment was manufactured by the United States and Great Britain. The Canadian and Polish units (there was an entire Polish armored division) were organized and equipped similarly to the British units, as were some French units, although most front-line French units used primarily American equipment. French units that had been raised from the pre-war French army in North Africa often still carried French small arms, but were usually supported by American-made vehicles and artillery, and organized along American lines.These generalities are mentioned to avoid constant repetition, as the following information is concerned primarily with the American and British Allied forces.

One would expect the German army to be uniformly equipped and organized, but this is surprisingly not the case.Vehicles were in such short supply that most were concentrated into the formidable *panzer* (= armored) divisions, and the bulk of the German ground forces were on foot and even had horse-drawn artillery. The production of artillery and vehicles could never keep pace with the demands from the front. To avoid losing output, many plants kept manufacturing older equipment, while new plants were built to make newer weapons, so that the Germans had an incredible variety of weapons This variety was further aggravated by the widespread use, usually modified, of captured equipment. Further, powerful members of the Nazi hierarchy built up their own private armies to enhance their power inside Germany. This led to a great number of units that were not actually part of the German Army! Luftwaffe (= "Air Force") ground forces and parachute units, as indicated by the game's 4th Luftwaffe Corps and First Parachute Army, provided large numbers of ground units that were technically part of the Herman Goering's Luftwaffe. The brutal SS (= "Schützstaffeln" = "Protection Squads") divisions, as indicated by the multitude of SS corps units), were an even more numerous component of the German ground forces, although they were technically part of Heinrich Himmler's dreaded internal security forces. All of these various units were differently organized and equipped.

In every army, combat units were organized in a hierarchy from lowest to highest. The smallest unit was the *squad* (*section* in the British army) of ten to twelve men and/or two heavy weapons or vehicles. two to four squads or sections plus a headquarters formed a platoon. A number of platoons formed a company (or *battery* = 4 - 6 guns, in artillery units), and a number of companies formed a battalion. A battalion would usually be designated by type, depending on its equipment, i.e., an infantry battalion that was usually 500 to 1000 men strong, an armored battalion that usually had 30 to 90 tanks, or an artillery battalion that usually had twelve to eighteen artillery pieces. The next organizational rung varied greatly, being variously called regiments, brigades, or combat commands, but signifying a force of two to six battalions. Specific mixtures and numbers of battalions would be *permanently* organized into divisions. For example, an American armored division (which had three combat command headquarters) had three tank battalions, three armored infantry battalions, three artillery battalions (self-propelled), a mechanized cavalry battalion, and an engineer battalion, for a force totalling almost 11,000 soldiers.

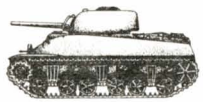
Divisions were the largest permanent organizations of combat troops. Two or more divisions would be controlled by a corps headquarters, but divisions could be easily exchanged among corps as the situation warranted. A corps headquarters would also control a number of support units that are not part of any specific division, such as extra artillery, engineer, anti-tank, anti-aircraft, and armored battalions. Corps form the basic ground combat units in the *D-DAY* game, and, as the divisions making them up varied, their strengths are abstracted and reflect *average* strengths for the time period covered by the game.

Two or more corps would be controlled by an army headquarters, which, like a corps, would also control unattached support units. Two or more armies would similarly be organized into an army group.The army group commanders would then report to the theater command headquarters (SHAEF for the Allies and OBWEST for the Germans).

7b) TANKS: Tanks were the key weapons in World War II ground combat, making the famous "blitzkreig" ("lightning war") style of fighting possible. For all their fearsome size and firepower, tanks were useful less for their individual capabilities than for their ability to use their mobility to mass the power of many tanks and their mechanized supporting arms at

decisive points to overwhelm portions of an enemy's defenses. After overwhelming a point on a defense line, the subsequent breakthrough into a defender's rear headquarters and supply areas could be counted on to spread confusion and prevent a further coherent defense.

American tank production was, during 1943 and 1944, pretty much standardized on the M5 "Stuart" (in the process of being replaced by the M24 "Chaffee" by the end of 1944) light tank and the M4 "Sherman" medium tank. The light tanks were primarily used for scouting and infantry support purposes. The ubiquitous "Sherman" was a highly reliable jack-of-all-trades that could be called upon for scouting, infantry support, indirect artillery support, and anti-tank missions. It was also in widespread use with the other Allied armies. The "Sherman's" chief weak point was a 75mm gun (some had the more powerful 76mm gun by 1944, and the British fielded the "Firefly" version with an even more powerful 17 pounder gun) that was too small to penetrate the fronts of the heavier German tanks from all but the shortest ranges. An American tank battalion had about 40 - 60 "Shermans", and about 20 light tanks. Most American armored divisions had three tank battalions, and almost every American Infantry division had a tank battalion more or less permanently "attached". These attached tank battalions had no light tanks. British armored units were similarly organized, although they no longer used light tanks Units that were not equipped with "Shermans" used the British-built. "Churchill" heavy tanks (many converted for specialized uses) and, by 1944, "Cromwell" medium tanks, which were roughly comparable to the "Sherman", although less reliable.



Name: M4 "Sherman"
Weight: 34 tons
Main Gun: 75mm or 76mm
Speed: 29 mph

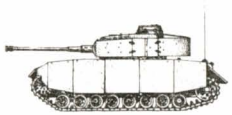


Name: M5 "Stuart"
Weight: 16.5 tons
Main Gun: 37mm
Speed: 36 mph

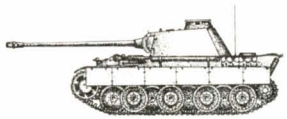


Name: A27 "Cromwell"
Weight: 27.5 tons
Main Gun: 77mm
Speed: 38 mph

German tank production was much less standardized than the Allies, being spread over many types, including the Panzer IV medium tank (the smaller Panzer III medium tank was still in widespread use in 1943, along with all the others), the Panzer V "Panther" medium tank, the Panzer VIE "Tiger I" heavy tank, and the Panzer VIb "Tiger II" (also called the "Tiger Royal", "King Tiger" and "Royal Tiger") heavy tank. The large number of different types kept German tank production fairly low, especially with the heavier models (less than 1400 of the "Tiger I" and 500 of the "Tiger II" vehicles were produced during the war). Although a "Sherman"or "Cromwell" was a match for the Panzer IV, the other, heavier, German tanks presented real problems for Allied tankers. German panzer battalions were supposed to have about 90 tanks each, but were usually considerably under-strength – not only from losses but due to breakdowns from mechanical unreliability. By 1944, Panzer divisions were each supposed to have one Panzer IV battalion and one Panzer V battalion. The heavy tanks were organized into independent battalions that were attached to divisions as needed.



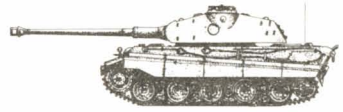
Name: Panzer IV
Weight: 27.5 tons
Main Gun: 75mm
Speed: 25 mph



Name: Panzer V "Panther"
Weight: 50 tons
Main Gun: 75mm
Speed: 29 mph



Name: Panzer VIE "Tiger I"
Weight: 60 tons
Main Gun: 88mm
Speed: 24 mph



Name: Panzer VIB "Tiger II"
Weight: 75 tons
Main Gun: 88mm
Speed: 24 mph

7c) **ANTI-ARMOR WEAPONS:** Following the early war "blitzkreig" victories by tanks, there was a major effort made by all armies to find weapons to deal with the big iron monsters.

All armies used towed anti-tank guns. The Allies used 57mm (British 6 pounder) and 76mm (or the similar, but more powerful British 17 pounder) models, while the Germans used 75mm and 88mm models. In addition, anti-aircraft guns, especially the famous German 88mm, made effective anti-tank weapons in emergencies.

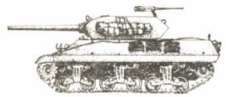


Name: U. S. M1/British 6 pounder Anti-Tank Gun
Main Gun Size: 57mm



Name: German PaK40 Anti-Tank Gun
Main Gun Size: 75mm

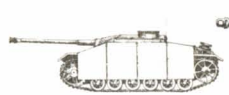
When it came to self-propelled anti-tank guns, both sides went different ways. Allied practice was to mount a large (76mm on the M10 and M18, and 90mm on the M36) gun in a relatively lightweight open turret on a tank chassis. They often carried specialized anti-tank ammunition. In theory, these vehicles were to take care of the German tanks, leaving the Allied tanks free for other purposes. German practice was to use large (75mm to 128mm) gun in a turret-less mount on a standard tank chassis. Not having turrets made the mounting of larger guns possible than on the same chassis with a turret. If intended for support, these vehicles were called "Sturmgeschütz", and if intended for anti-tank use they were called "Jagdpanzers" ("Jagd" = "hunter"), but, in practice, both types tended to be used similarly.



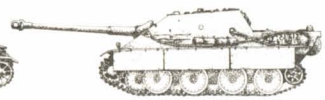
Name: M10
Weight: 33 tons
Main Gun Size: 76mm
Speed: 30 mph
Type: M4 chassis



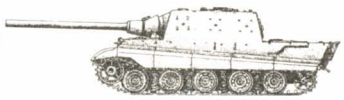
Name: "Archer"
Weight: 16 tons
Main Gun Size: 17 pounder
Speed: 20 mph
Type: "Valentine" chassis



Name: Sturmgeschütz III
Weight: 26 tons
Main Gun Size: 75mm or 105mm
Speed: 25 mph
Type: Panzer III chassis



Name: Jagdpanther
Weight: 50 tons
Main Gun Size: 88mm
Speed: 28 mph
Type: "Panther" chassis



Name: Jagdtiger
Weight: 79 tons
Main Gun Size: 128mm
Speed: 24 mph
Type: "Tiger II" chassis

The smaller towed 57mm or 6 pounder anti-tank guns were integral parts of Allied divisions. British divisions had anti-tank battalions that had 48 guns, half towed and half self-propelled. American anti-tank vehicles were organized into independent "tank destroyer" battalions of 36 vehicles each, and most American divisions had at least one self-propelled "tank destroyer" battalion attached. German leg (infantry and other non-motorized divisions) units also had towed anti-tank guns as part of their integral strength, but, in addition, usually also had a sturmgeschütz battalion (normally grossly understrength with under 20 vehicles). All panzer divisions also had at least one sturmgeschütz or jagdpanzer battalion attached to make up for deficiencies in tank strength. *Panzergrenadier* (= mechanized infantry) divisions had one battalion of sturmgeschütz and jagdpanzers each.

For close up defense against armored fighting vehicles, American infantrymen carried the reloadable "bazooka", a rocket launching system with a hollow charge warhead that was quite effective at short ranges (out to a hundred yards or so). The British used the similarly effective, but spring-loaded "PIAT". These were a bit too weak for the frontal armor of many of the more monstrous German vehicles, and these could be destroyed only by shots from the side or rear. The Germans used a "panzerschreck" that was similar to but larger and more effective than the bazooka, and, more commonly, their "panzerfaust", a very effective, one-shot, disposable hollow charge weapon with a bit less range than the reloadable weapons. All of these weapons were very common and numerous, and they made it very dangerous for vehicles to get too close to enemy infantry.



Bazooka



PIAT



Panzerfaust with rocket loaded

7d) INFANTRY WEAPONS: In addition to their anti-tank bazookas , PIATs, and panzerfausts, the infantry on both sides carried a variety of small arms. Infantry transported in vehicles were expected to move with the tanks and other armored fighting vehicles. Regardless of the value of the other arms, infantry was still the "queen of battle".

American infantrymen carried the famous M1 Garand semi-automatic rifle, and each 12-man rifle squad included a Browning Automatic Rifle ("BAR"). Spread among the riflemen would be a number of M1 Carbines, Thompson and M3 "Grease Gun" submachineguns for short range automatic firepower (more of all of these in airborne units), and as many hand grenades as could be carried. British 10-man rifle squads (sections) were similarly armed, with the durable bolt-action Lee-Enfield substituting for the Garand, the Bren light machinegun for the BAR, and the Sten for the Thompson or M3. Heavier support weapons included the Browning .30 and .50 machineguns (used by American and Canadian units), the Vickers machineguns (used by British units), and mortars.



Name: M1 Garand
Rate of Fire: Semi-automatic
Gun Size: .30



Name: BAR
Rate of Fire: 600 rpm
Gun Size: .30



Name: M1 "Thompson"
Rate of Fire: 450 rpm
Gun Size: .45

Although the infantry battalions were not really mechanized, an American infantry division included enough trucks, jeeps and other vehicles so that everybody could find a ride for any long moves. British and Canadian infantry divisions were more lavishly motorized than American ones, but the effects of this on rate of advance were not large. American armored divisions included three "armored infantry" battalions that rode in M3 halftracks.



Name: Lee-Enfield
Rate of Fire: Bolt-action
Gun Size: .303



Name: Vickers machinegun
Rate of Fire: 500 rpm
Gun Size: .303



Name: Sten gun
Rate of Fire: 450 rpm
Gun Size: 9mm

German infantrymen carried their Mauser "carbine" 98K bolt-action rifle, and each 10-man rifle squad was supported by a MG 42 machinegun with a bipod mount. Spread among these would be a number of MP40 "Schmeisser" submachineguns for short range automatic firepower, and plenty of hand grenades. The MG 42 was a "dual purpose" machinegun (like the modern United States M60 machinegun), so German support weapons included the standard MG 42 with a tripod mount and 50mm and 81mm mortars.



Name: Mauser Karabiner 98K
Rate of Fire: Bolt-action
Gun Size: 7.92mm



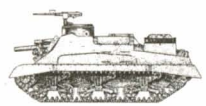
Name: MG42 machinegun
Rate of Fire: 1200 rpm
Gun Size: 7.92mm



Name: s.Gr.W.34 Mortar
Rate of Fire: c. 30 rpm
Gun Size: 81mm

Unlike most of the Allied infantry units, German infantry (and parachute, and mountain, etc.) units travelled by foot, as there were nowhere near enough vehicles in these divisions to carry more than a fraction of the infantrymen. Only the German *panzer* (= armored) and *panzergrenadier* (= mechanized infantry) units had all their battalions motorized. German panzergrenadier divisions usually had six and panzer divisions usually had four (six in the SS panzer divisions) mechanized infantry battalions organized into two regiments. Vehicle shortages were sometimes so severe, that usually only one third or one half of a division's panzergrenadier battalions were equipped with halftracks, the remaining panzergrenadiers having to make do with less flexible truck transportation.

7e) ARTILLERY: Artillery pieces were roughly equivalent in size and effectiveness in both the Allied and German armies. Both sides used both towed and self-propelled guns, although the latter were much more common and numerous in the Allied armies and many of the former were actually horse-drawn in the German infantry-type divisions. German panzer and panzergrenadier divisions had three artillery battalions, with one of these usually being towed while the others were self-propelled. German leg units had four artillery battalions, almost all towed. American infantry and airborne divisions had at least four artillery battalions, most towed by trucks, although a few were self-propelled. American armored divisions had three self-propelled artillery battalions. Heavier guns were usually attached to army and corps headquarters, and these heavy artillery battalions were far more common in the Allied armies than in the German. Allied artillery was not only more numerous and had more shells available to fire, but the more widespread use of radios in the Allied units made possible a more decentralized use of artillery.



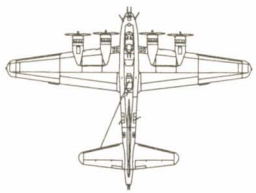
Name: M7 "Priest"
Weight: 25 tons
Main Gun Size: 105mm
Type: American gun on medium tank chassis



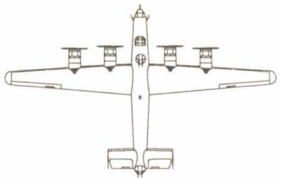
Name: leFH 44
Weight: 2.25 tons
Main Gun Size: 105mm
Type: German towed artillery

7f) AIRCRAFT: Despite the fact that the Germans had massed most of their *Luftwaffe* (= Air Force) to face the western Allies, and had transformed their aircraft production almost entirely to building defensive fighters the Germans finally lost control of their own airspace. The massive Allied strategic bomber forces and their long-range escorts bombed deep inside Germany during 1944 and early 1945, and were largely responsible for the severe German fuel shortages in the last stages of the war. Directly supporting the ground war, the battlefield was a happy hunting ground for Allied fighter-bombers, attack bombers, and medium bombers.

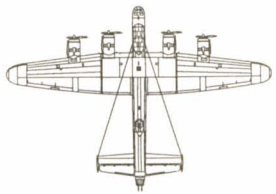
In a series of large and costly daylight air battles, the Allied, and particularly the American, air forces defeated the Luftwaffe's fighter defense force by the spring of 1944. Forced out of France by a lack of safe airfields and the need to mass every aircraft to defend German cities from the Allied strategic bomber offensive (which eventually meant that only two German aircraft appeared over the invasion beaches on June 6, 1944), the Luftwaffe tried to move forward onto French airfields after D-Day and was slaughtered again. Driven back into Germany, the Luftwaffe was regrouped, but had lost most of its bite. Although German aircraft production remained high, there was a lack of trained pilots to fly the new fighters. Even the German technological edge provided by their new Me-262 jets (which were being used as fast bombers) was not nearly enough to overcome the Allied superiority in both overall numbers and pilot training and quality.



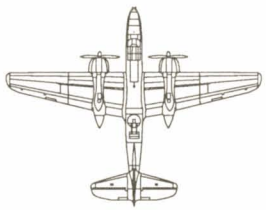
Name: B-17 "Flying Fortress"
Type: U. S. Heavy Bomber
Crew: 10



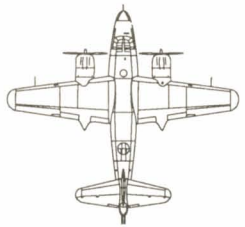
Name: B-24 "Liberator"
Type: U. S. Heavy Bomber
Crew: 11



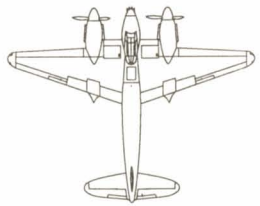
Name: "Lancaster"
Type: British Heavy Bomber
Crew: 7



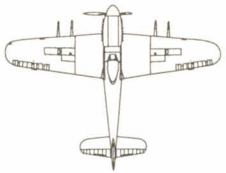
Name: A-20 "Havoc"
Type: U. S. Attack Bomber
Crew: 3



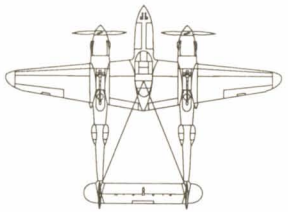
Name: B-26 "Marauder"
Type: U. S. Medium Bomber
Crew: 7



Name: "Mosquito"
Type: British Light Bomber
Crew: 2



Name: "Typhoon"
Type: British Fighter-Bomber
Crew: 1



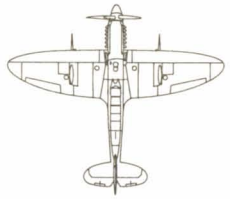
Name: P-38 "Lightning"
Type: U. S. Fighter
Crew: 1



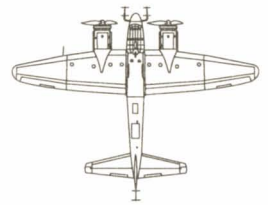
Name: P-47 "Thunderbolt"
Type: U. S. Fighter
Crew: 1



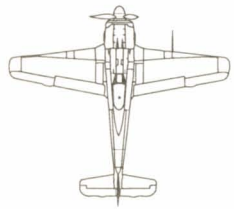
Name: P-51 "Mustang"
Type: U. S. Fighter
Crew: 1



Name: "Spitfire"
Type: British Fighter
Crew: 1



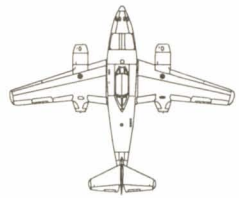
Name: Ju-88
Type: German Bomber/Night Fighter
Crew: 4



Name: FW-190A
Type: German Fighter
Crew: 1



Name: Me-109
Type: German Fighter
Crew: 1



Name: Me-262
Type: German Jet Fighter-Bomber
Crew: 1



A-20 BOMBERS POUND THE NORMANDY COAST

[8] EXAMPLES OF PLAY

These examples are intended to clarify the game's rules by showing them in use. Also see 9b for examples of invasions.

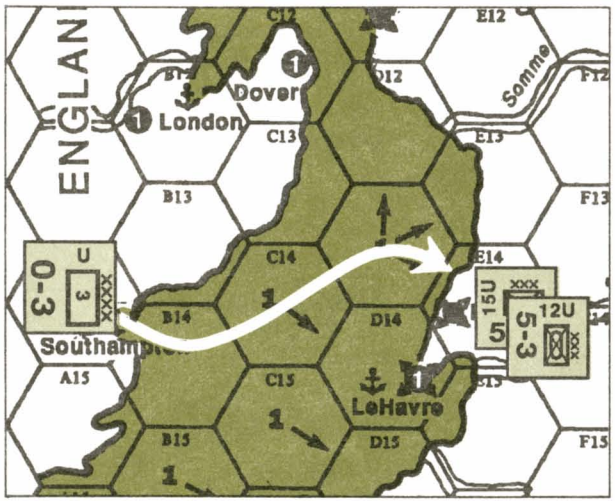
8a) MOVING UNIT EXAMPLES: Below are examples of unit movement.

8a1) ILLEGAL STACKING: (see 2d4) Typical examples of *illegal* stacking are as follows:

- An army headquarters unit with two corps units in its holding box is involved in a combat where one loss is taken. The player wishes to mark the loss by eliminating the army headquarters unit, but this would leave the two corps units together in the hex at the end of a combat step, violating the stacking limitations of rule 2d1. Since this would be illegal under the game rules, the loss would *have* to be marked on one of the corps units.

- Two corps units are stacked together at the end of a port transfer step, and the Allied player then wishes to expend all remaining Moves doing other things so that, at the end of the movement step, the units are still together, violating the stacking limitations of rule 2d1. Since this would be illegal under the game rules, the Allied player would have to cancel some other Move expenditure in order to remedy the illegal stack. If *absolutely* necessary (i.e., there are no moves available), the original movement during the port transfer step that let to the illegal stacking could be retracted, even though the hard has been removed.

8a2) PORT TRANSFER: See rule 3e1. Port transfers may only be performed by *Allied* units during their Port Transfer Steps. The 12U and 15U Motorized corps make a port transfer from the Southampton port city hex (where the units are in the U.S. 3rd Army Headquarters unit's holding box) to the Dieppe port city hex, which is also under Allied control. This expends one Move per unit, so two Moves are deducted on the AVAILABLE MOVES TRACK. Since this is the end of a port transfer step, the two units may remain stacked together for now.



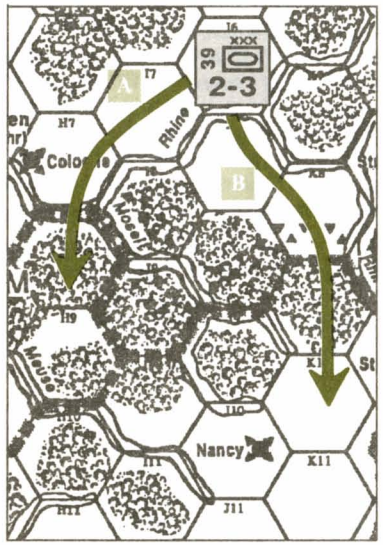
8a3) NORMAL MOVEMENT: See rule 3. Normal movement takes place during a side's movement steps.

EXAMPLE ONE – MOVING AN INDIVIDUAL UNIT: During a German movement step, the 39 Panzer Corps, with printed movement factors of "3", is located in hex J6. Among the many possible moves that could be made with it are (both examples use no attack movement; see 3b1):

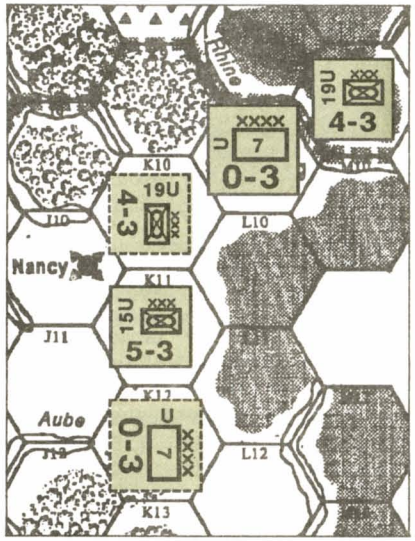
A To hex I7 (costs 1 movement factor to enter a clear hex), then to hex H7 (costs 1 movement factor to enter a clear hex), and, finally, to hex H8 (costs 3 movement factors: 2 to enter a forest hex and one more to cross a river hexside), so that a total of 5 movement factors were expended to move the unit three hexes. One separate unit is moved, so one Move is expended.

B To hex J7 (costs 2 movement factors: 1 to enter a clear hex and 1 to cross a river hexside), then to hex K8 (costs 1 movement factor to enter a clear hex), then to K9 (costs 2 movement factors to enter a forest hex) and, finally, to hex K10 (costs 1 movement factor to enter a clear hex) so that a total of 6 movement factors were expended to move the unit four hexes. One separate unit is moved, so one Move is expended.

EXAMPLE ONE



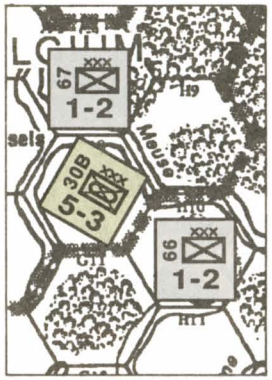
EXAMPLE TWO



EXAMPLE TWO – MOVING AN ARMY HEADQUARTERS UNIT: See rules 2 and 3. Dotted outlines show original positions. The U.S. 7th Army Headquarters unit is located in hex K12, and its holding box contains the 6U and 15U motorized corps units and the 12U air unit. One Move is expended on the headquarters unit, which is also automatically considered to be expended on *all* units in its holding box. All units are moved to hex K11 (costs 1 movement factor to enter a clear hex), where the 15U motorized corps unit is left. The remaining units are then moved to hex K10 (costs 1 movement factor to enter a clear hex),where the 19U motorized corps unit sits (it has not yet been moved) – the 19U unit is added to the holding box, and may now also be moved as it has been "picked up" by a moving headquarters unit. All units are then moved to L9 (costs 1 movement factor to enter a clear hex), where the headquarters (with the 6U motorized corps and 12U air units kept in its holding box) remains (all having expended a total of 3 movement factors). The 19U motorized corps unit does not remain, but is brought out of the holding box and continues into hex M9 (costs 2 movement factors to enter a mountain hex, and 1 extra to cross the river hexside), where it ends movement after expending a total of 4 movement factors, which can be done as it is not attacking for combat (see 3b1). Note that the single Move expended on the army headquarters could be used by *every* unit that was in its holding box at one time or another.

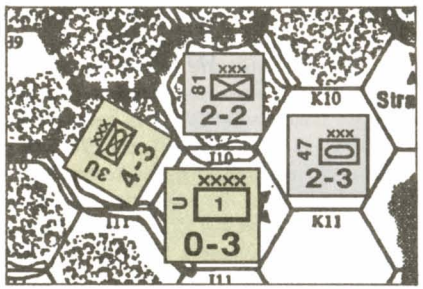
8b) COMBAT EXAMPLES: See rule 4. All combats occur during combat steps.

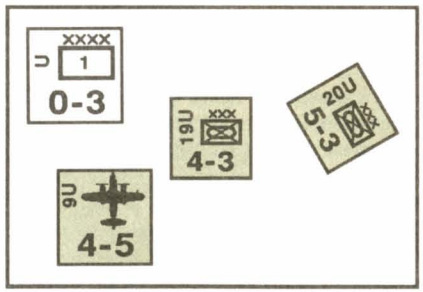
8b1) COMBAT EXAMPLE ONE – "Determining Total Combat Modifiers": The 30B Corps moved into hex G10 during the Allied movement step and may attack one or both of the adjacent German units. The British unit has "5" combat factors. The German 66 (in hex H10) and 67 (in hex G9) corps have "1" combat factor each. All are at full strength. Possible attacks are:



- **30B Corps Attacks Only 66 Corps:** The Allied total combat modifier is "+5" for combat factors and "–1" for a mechanized unit (see 1b1) attacking a forest hex = "+4". The German total combat modifier is "+1" for combat factors and "+1" for a ground unit defending a forest hex = "+2".
- **30B Corps Attacks Only 67 Corps:** The Allied total combat modifier is "+5" for combat factors, "–1" for a mechanical unit attacking a forest hex, and "–1" for a ground unit attacking across a river hexside = "+3". The German total combat modifier is "+1" for combat factors and "+1" for a ground unit defending a forest hex = "+2".
- **30B Corps Attacks Both 66 and 67 Corps:** The Allied total combat modifier is "+5" for combat factors, "–1" for a ground unit attacking across a river hexside, and "–1" for a mechanized unit attacking a forest hex = "+3". The German total combat modifier is "+1" for each combat factors and "+1" for each ground unit defending a forest hex = "+4".

8b2) COMBAT EXAMPLE TWO – Combat - Retreat - Occupy: At the end of an Allied movement step, the U.S. 1st Army Headquarters unit has been moved to hex J10 and its holding box contains the 19U and 20U corps and the 9U air unit. The 3U Corps is located in hex I10, but is otherwise engaged and will not figure in this discussion except to note the effects of its location in the example. All are at full strength. Hex K10 contains the German 47 Panzer Corps, which has been flipped to its back or reduced side, and hex J9 contains the 81 Infantry Corps at full strength.





The Allied player announces that the 19U Corps and the 9U air unit will attack the 81 Infantry Corps and the 20U Corps will attack the 47 Panzer Corps. The headquarters unit is not attacking, and, in fact, is not permitted to do so (see 4a2). The Allied units should be faced accordingly in the holding box to show approximate attack directions, as shown above:

20U Motorized vs. 47 Panzer: The Allied player, as the attacker, may resolve combats in any desired order, and decides to resolve this one first. The Allied combat factor is "5", and there are no terrain modifiers, so the total combat modifier is "+5" for the Allied side. The German combat factor on the reduced side is "2", there are no other terrain modifiers, so the total modifier is "+2" for the German side. Some possible results of this combat are as follows:

A The Allied player rolls a "5" and the German player rolls an "8", making the modified die rolls exactly equal at "10" each. In the event of a tie, the German defender wins and the combat ends. Reface the American corps to point away from the German corps to show that the combat is over.

OR

B The Allied player rolls a "7" and the German player rolls a "3", giving a modified Allied die roll of "12" to a German one of "5". Since the attacking Allied side wins by a difference of "7", the German unit must take 2 losses and retreat. A single loss eliminates the one and only German unit in the hex, so there is only the one loss and no units are left to retreat. The 20U Corps may now remain in hex J10 or occupy hex K10; the 1st Army Headquarters unit, which is in the same hex, but did not (can not) attack, may accompany an occupation, if desired. Any move must be made *before* proceeding to the next combat.

9U Air + 19U Motorized vs. 81 Infantry: Allied combat factors are "4" each, for a total of "+8". However, this is modified by "–1" per ground unit (19U - this does not apply to the air unit) attacking across a river hexside and by "–1" per mechanized unit (19U – again, this modifier does not apply to the air unit) attacking a forest hex, so the total combat modifier is "+6" for the Allied side. German combat factors are "2", and defending a forest hex is "+1" per defending ground unit, so the total combat modifier is "+3" for the German side.

A The Allied player rolls a "5" and the German player rolls a "9", making the modified die rolls "11" for the Allies and "12" for the Germans. The German defender wins and the combat ends. There are no losses as the difference was only "1". Reface the American units to point away from the German corps to show that the combat is over.

OR

B The Allied player rolls a "7" and the German player rolls a "6", giving a modified Allied die roll of "13" to a German one of "9". Since the attacking Allied side wins by a difference of "4", the German unit must take 1 loss and retreat. If, in the previously discussed combat, the 20U Corps did not occupy hex K10, the German unit may retreat to hex J8 or K9, at the German player's choice, as neither is located in an enemy zone of control hex. If K10 is occupied, hexes I10, J10, and K10 all contain enemy units (no retreat to these hexes is possible), and hexes I9, and K9 lie in enemy zones of control (retreat to these is possible only if nothing better is available), so the retreat would have to be to hex J8. The Allied units may now remain in hex J10 or occupy hex K10 – the 1st Army Headquarters unit, which is in the same hex, but did not (can not) attack may accompany an occupation, if not moved earlier with 20U Corps, as desired. The player should make sure that whatever is done with the U.S. 1st Army Headquarters unit, its location makes the stacking in its hex legal. Any move here *must* be made before proceeding to the next combat.



[9] HINTS ON PLAY

9a) GENERAL SUGGESTIONS: For many of you, *D-DAY* will be a totally new type of gaming experience. This game not only recreates (abstractly) historical events, but also presents the competitive chances of "changing history", at least on the gameboard. Through the medium of the game, players can truly appreciate some of the problems and possibilities of the historic situation far better than they ever could by simply reading or watching accounts of the campaign. The game mechanics, simulating the movement and combat of a large number of military units, may seem confusing at first, but, with practice, sort themselves out and become second nature after a few playings.

For the first few games, don't be overly concerned with *perfect* placement or avoiding mistakes. Start playing and get a "feel" for the game. Just move the counters around, get knocked about a bit and experiment with the game mechanics. You're not going to master this system in a game or two, so treat early games as a learning experience. The knowledge gained from each playing will provide ideas for more skillful play later.

Keep in mind that both sides can move, attack and defend during the course of a game. Watch for chances to attack, but also watch for situations where attacks can be made in turn on your own forces. Plan ahead and try to envision the situation *after* an attack is resolved. Moving units forward to make a good attack can be self-defeating if, after the attack is made, it leaves openings for two or more good enemy attacks in return! Especially with weaker units or those with losses marked, try to end movement (including attacker hex occupations) in hexes with good "defensive terrain" (forest or mountain hexes, and/or behind river hexsides, etc.) so that they are less vulnerable to elimination if the enemy attacks.

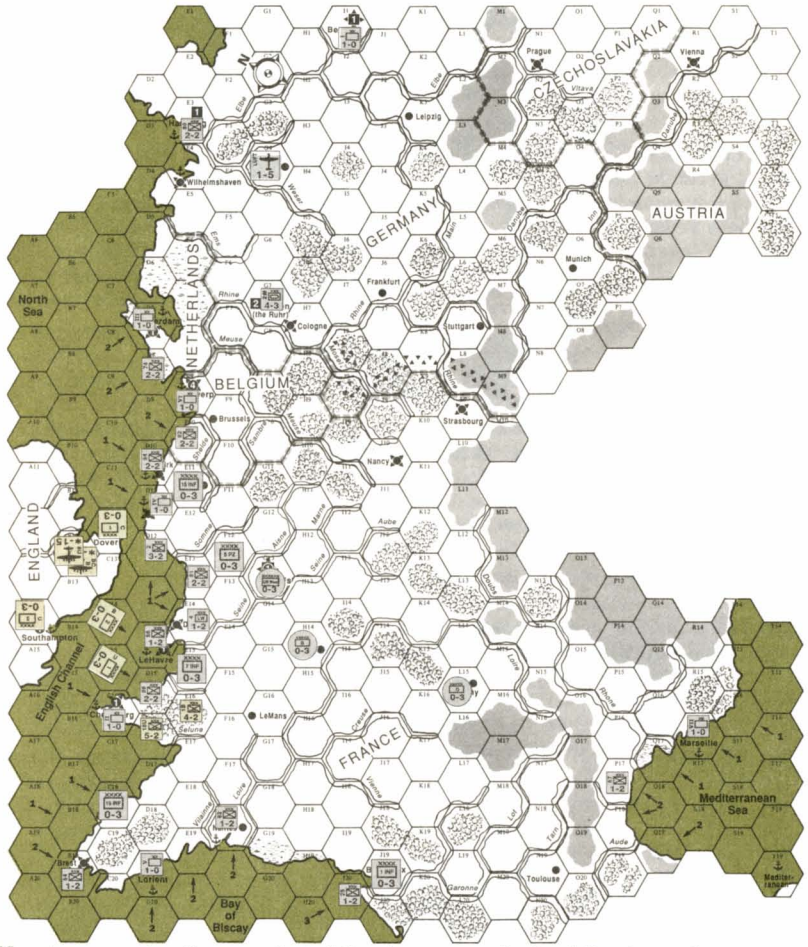
Both sides must pay close attention to the number of Moves available, and try not to waste them. Judicious use of army headquarters to hold many other units can make the most efficient use of Moves during a side's movement step. If the addition of new Moves next Turn will push the total available over "27", use a few extra this Turn (possibly for extra Allied port transfers or replacements; see option 11b) so none will be wasted later. When the total available number of Moves is low, try not to expend all of them during the movement step – save some for possible later use for reacting air units (if option 13a is used), or for winning attacker pursuits or extra efforts (see options 14b and 14c).

The two opposing armies are different in size, organization and capabilities. Players should be aware of these differences in order to command their army most effectively. The players must adopt varying styles of play to optimize their chances of winning.

The German army features a limited number of mobile *panzer* corps that must be used to the utmost. Try not to tie them down in fighting in one area, but use their speed to react to Allied maneuvers by counterattacking (especially when there are good chances to eliminate Allied units that have already taken a loss) and plugging holes in the line. The generally weaker and slower German leg units are usually most effectively used, where possible, to hold ground and soak up losses. Remember, in a combat involving *both* a leg and a panzer unit, losses can be taken out of the less capable leg unit. Leg units are also better for attacking forest and marsh hexes. Care must be taken in counterattacks when optional rules are in use, as reacting Allied air units (if option 13a is used) can drastically change the odds. Learn when to stand and fight, and when to retreat. If it comes to a choice of losing a key hex or losing a key hex *and* taking losses, fall back and save the troops by all means!

The Allied force, composed almost entirely of mechanized ground units, many of them quite powerful, is quite potent, but can be worn down by a stubborn German defense in good defensive terrain. Rather than attacking the Germans everywhere, look for weak spots where breakthroughs are possible and exploit the Allied mobility advantage to leave German units cut off and unsupplied to the rear. Use your airborne capabilities (see option 13d) to cut off or "channel" German retreats. Avoid losing corps units, especially when playing the 1943 scenario; when a unit has a loss, try to keep it in a holding box with other full strength units that can absorb losses without eliminating units.

9b) OPENING MOVES: Like *CHESS*, this game lends itself to a great variety of opening moves. Although certainly not intended to show a "perfect" German defense or the "best" opening move for the Allied side, this section does give players an idea of what an initial German defense and Allied invasion can look like. It is suggested that players new to the game carefully study this section to help familiarize themselves with the game's strategies.



Not shown on the diagram, the holding boxes contain the following units:

German 1st Infantry Army: 88 Infantry Corps.
German 5th Panzer Army: 1 SS Panzer Corps.
German 7th Army: 85 Infantry Corps.
German 15th Army: 47 Panzer Corps.
German 19th Army: 89 Infantry Corps.

Canadian 1st Army: 2C Motorized Corps, 1B Motorized Corps, and 8B Motorized Corps.
British 2nd Army: 2B Air unit, 12B Motorized Corps, 30B Motorized Corps, 21B Army Group Headquarters.
U. S. 1st Army: Both Mulberry Harbor markers (if option 15 is used), 9U Air unit, 5U Motorized Corps, 7U Motorized Corps, SHAEF Supreme Headquarters.
U. S. 3rd Army: 8U, 12U, 15U, 19U, and 20U Motorized Corps.

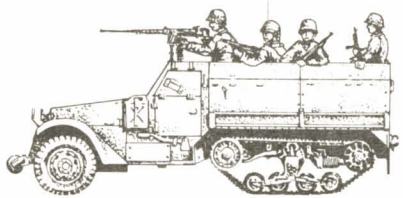
9b1) RATIONALE FOR THE GERMAN SETUP: There is no guaranteed setup that will preclude any and all Allied invasions – the German side just has to do as well as possible with what is available. The German player has massed most of the more powerful units along the most accessible stretch of coast within air range (5 hexes) of Dover and Southampton. The strongest part of this stretch of coast is to the north, closest to the German border. Other, more distant, parts of the coast are left open or generally defended by weaker units. The German army headquarters units are spread so that, once an invasion site is determined, they can pick up scattered corps units as they're moved toward the the trouble spot. The German was also careful to place combat units in all the port city/supply source hexes that would be useful for the Allies – even if these units get cut off, the Allied player will have to fight combats to secure them for later use.

9b2) RATIONALE FOR THE ALLIED INVASION STRATEGY: The Allied player has decided to avoid the largest masses of German forces along the coast by invading Normandy. The Allied side starts with 24 Moves, and gets 13 Moves at the start of Turn 1 = 37 Moves, which rounds down to the 27 Moves maximum allowed. Since invasion hexes C14 and C15 both have "1" invasion numbers, the 12 units placed in those hexes expend 2 Moves (see 3e2) each, for a total of 24 Moves expended in these invasions. The two airborne drops expend 2 more Moves for a total of 26 of the 27 Moves allowed. This allows for the following attacks:

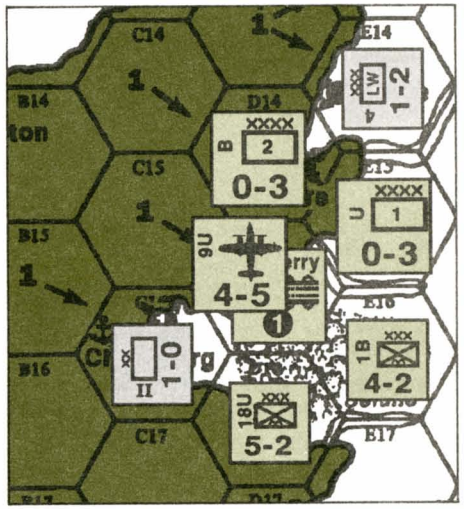
Attacking Hex E15: 5U Motorized Corps (5 combat factors) + 7U Motorized Corps (5 combat factors) + 1B Airborne Corps (4 combat factors, but "–1" due to attacking across a river hexside) = "+13" total combat modifier; only a "+10" can be used, but the excess may be useful if losses are suffered in early rounds (see option 10b). These are to attack the 7th Army Headquarters (0 combat factors and +2 per unit versus the invasion) and (in its holding box) the 85 Infantry Corps (2 combat factors and + 2 per unit versus the invasion) = "+6" total combat modifier. Assuming success, the plan for hex occupation after combat is to advance the U.S. 1st Army Headquarters, along with the 5U and 7U Motorized Corps and SHAEF Headquarters in its holding box, and a Mulberry Harbor unit. The 1B Airborne Corps is to remain where it is.

Attacking Hex D15: 9U Air unit (4 combat factors) + 18U Airborne Corps (5 combat factors) = "+9" total combat modifier These are to attack the 86 Infantry Corps (2 combat factors, + 2 per unit versus the invasion, and + 1 for defending a forest hex) = "+5" total combat modifier. Note how the Allied player avoided attacking here with any mechanized (for the Allies = motorized) corps, as they would be "–1" each for attacking a forest hex. Assuming success, the plan for hex occupation after combat is to advance the 9U air unit, along with a Mulberry Harbor unit. The 18U Airborne Corps is to remain where it is.

Attacking Hex D14: 2B Air unit (3 combat factors) + 8B Motorized Corps (4 combat factors) + 30B Motorized Corps (5 combat factors), but "–1" per attacking unit for attacking a fortified city hex. = "+9" total combat modifier These are to attack the 66 Infantry Corps (1 combat factor, + 4 for defending a fortified city hex and + 2 per unit versus the invasion) = "+7" total combat modifier. Assuming success, the plan for hex occupation after combat is to advance the British 2nd Army Headquarters, along with all of the units in its holding box.



If all goes well, this invasion plan will leave an Allied position on the continent that looks like this (the other units in army headquarters holding boxes are as explained above):



The lodgement has some depth to repulse counterattacks, includes one captured supply source port (Le Havre in D14), both Mulberry Harbor markers and two round headquarters units ashore (all sorely needed if option 11a is used). In addition, a second supply source port (Cherbourg in C16) is cut off and should be easily captured next Turn. The divisional unit in Cherbourg poses no threat, as it is unsupplied and cannot attack (see 3c).



"ATLANTIC WALL" BEACH DEFENCES

OPTIONAL RULES

The Basic Game rules and the various scenarios provide for a great variety of games, although more experienced players may wish to go for even more variety and more realism by using, some or all of these additional optional game rules. These options are just that: *OPTIONAL*; they may be added to the game singly or in just about any combinations to suit player's tastes. Each optional rule adds some additional scope and detail to the game, as well as some additional complexity and playing time. It is suggested that players master the Basic Game rules before trying any of the rules in this section. These options, in most cases, simply add to the Basic Game rules, all of which still apply. There are some changes in the sequence of a side's portion of a Turn if some of these options are used (simply ignore steps for options not being used) as follows:

OPTIONAL SEQUENCE OF PLAY

New Moves Step: Record the availability of new Moves on the gameboard's AVAILABLE MOVES TRACK.

Weather Step: The Allied player rolls the die to determine the weather (see option 12).

Reinforcement Step: Place any desired and available reinforcement units as directed on the Order of Appearance Card.

Replacement Step: Use Moves as replacements (see option 11b).

Port Transfer Step: Perform any and all port transfers (Allied only).

Invasion Step: Perform any and all invasions (Allied only).

Movement Step: Perform all normal movements.

Reaction Step: Perform Air Reactions (see option 13a).

Combat Step: Resolve any carpet bombings, then all combats.

Supply Step: Check for unsupplied units.

[10] TEMPTING FATE

10a) THE INITIATIVE MARKER: If this option is used, the scenarios specify which side starts holding the initiative marker. The initiative marker can be used whenever the holding player desires to re-roll the dice once for any one *combat* (rolls for purposes other than combat are not allowed), including combats caused by pursuit movement (see option 14b2). Obviously, this should only be used in a case where the holding player is very unhappy with the original rolls! After the dice are rolled for a combat, the player holding the initiative marker announces that it is to be used. The original rolls are then ignored, and both dice are rolled again to resolve the combat. The new rolls resolve the combat. After use of the initiative marker, it is then passed to the other player, who can then hold it until he desires a re-roll on any later combat or combat round (see option 10b), after which it is passed to the other player, etc.



10b) FIGHT ON: If the *loser* in a combat does not wish to accept the result, the losing player may mark one "loss" (in addition to any that may have been caused by the combat), and another "round" of combat is resolved between the same units (modifiers may be changed due to losses). As many additional rounds of combat as the players desire may be resolved, with the loser of each round being the one to make the choice.

[11] ADDITIONAL "MOVES" RULES

These options provide additional ways to acquire and expend Moves. NOTE: See 13a, 13d, 14b2, 14c, and 15a for still more ways to expend Moves.



11a) ACQUIRING MOVES: Instead of automatically getting a constant number of Moves during its new moves step, each side instead gets a variable number of Moves, determined

every Turn as follows:

- 1 Move for either side per supplied (see 3c) *round* headquarters unit of that side located on the *continent* (i.e., not located in Great Britain or the Mediterranean Base hex).
- 1 Move for the German side per the numbers printed in German-controlled supply source hexes containing *boxed* numbers.
- 1 Move for the Allied side per the numbers printed in Allied-controlled supply source hexes containing *circled* numbers.
- 1 Move for the Allied side per Mulberry Harbor marker located on the continent. This does *not* apply during bad weather Turns, if option 12 is used.
- 1 Move for the German side per Allied strategic air unit used for carpet bombing (see option 13b).

For example, at the start of the Allied portion of Turn 5 in a 1944 scenario, the Allied side currently has three round headquarters units located in continental Europe (= 3 Moves), controls the cities of Dover, London, Southampton, Cherbourg, Antwerp (a "4"!), and Paris (= 9 Moves), and has both Mulberry Harbor markers located on the continent (= 2 Moves). The Allied side would get 14 Moves for Turn 5, instead of the standard 13 Moves.

11b) USING MOVES TO REPLACE LOSSES: Moves may be used to replace losses only during its side's replacement step, as follows:

11b1) A unit that has suffered one loss and has its reduced strength back side showing may be flipped back to its front side by expending one Move.

11b2) Some units that have been eliminated may be returned to play by expending two Moves to replace a headquarters unit, three Moves to replace a corps unit, and four Moves to replace an air unit. After this is done, the unit may enter the gameboard the same as a reinforcement during its side's reinforcement step of the *following* Turn, being placed in *any* controlled city hex.

NOTE: An Allied unit that is eliminated, then replaced, is still counted as an eliminated unit for purposes of determining victory (see the 6b3 victory conditions).

[12] WEATHER

Weather can play a major part in military campaigns. During the World War II campaign in Western Europe, weather was especially critical in determining the availability of airpower. Using this option, during the weather step of every Turn, the Allied player rolls one die to determine the weather, crossgridding the die roll with the month on the WEATHER TABLE (located on the back of this booklet) to find the weather for the current month.



12a) There are only two types of weather in the game, "good" and "bad". Record the weather for a Turn by flipping the Turn marker to its "good" or "bad" side, as appropriate.

12b) When the weather is good, there are no effects on the normal play of the game.

12c) When the weather is bad, the following special rules apply:

12c1) A ground unit expends 2 movement factors to enter a clear hex during a bad weather Turn.

12c2) No carpet bombing (see option 13b) is possible during a bad weather Turn.

12c3) No airborne drops (see option 13d) are possible during a bad weather Turn.

12c4) If option 11a is used, the Allied side gets no Moves from their mulberry harbor markers placed on the continent.

12c5) During a bad weather Turn, after land movement is complete, whenever a player wishes to make *attacks* for combat with tactical air units, a die must first be rolled once per air unit by the attacking player. A roll of "1" through 6" means that an air unit can be used normally. A roll of "7" through "10" means that an air unit may not be used to attack that Turn.

[13] AIR OPERATIONS

13a) REACTING AIR UNITS: Once a side has completed land movement and has pointed out all attacks for combat, but before any combats are resolved, the player on the other side may "react" by moving any desired air unit or units up to five hexes each to enter a hex or hexes that are to be attacked. Air units located in hexes that are defending may not react, and the German air unit may not be reacted into a hex containing an Allied strategic air unit. Each air unit reacted in this way expends one Move, but may then add its combat factor to the defender's combat modifiers.



13b) USING ALLIED STRATEGIC AIR UNITS – CARPET BOMBING: The two Allied strategic air units are always kept in the London (B12) hex except when used for "carpet bombing". As an exception to 2d, these two units may both be kept stacked together and/or with enemy units at any times. The historical Allied strategic bombing campaign on Germany is considered to be automatically in progress during any Turn when the Allied player chooses not to use the strategic air units for carpet bombing, which is performed as follows:

13b1) During the Allied movement step, move one or both of the strategic air units into one hex containing a German corps unit(s) that is going to be attacked normally. That hex must be within 15 hexes of the London hex, and may not contain the German air unit. No Moves are expended to do this.

13b2) During the combat step, but before resolving the normal combat, any carpet bombing by the strategic air units must be resolved first. This is done by selecting targets for the carpet bombing. If both strategic air units are in the hex, they may both select the same single German corps unit as a target, or two different corps units (if present) may be selected, one per strategic air unit. After the target(s) is announced, a die is rolled for each carpet bombing and the CARPET BOMBING TABLES (located on the back of this booklet – note that the results vary depending on the scenario being played) used to find the results:

No Results: Nothing happened, the carpet bombing had no significant effects.

No terrain combat modifiers apply: None of the combat modifiers for terrain (found in the gameboard's TERRAIN CHART) will apply during the coming combat.

1 German loss: Mark one loss on the target corps unit. If this eliminates the only unit in the hex, the Allied unit that would have attacked for combat may immediately occupy the vacated hex and/or conduct pursuit movement.

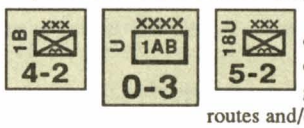
1 German loss and no terrain combat modifiers: This combines the two results explained above.

13b3) After conducting its carpet bombing, a strategic air unit is returned to the London hex.

13b4) For each strategic bomber unit used for carpet bombing during the Allied portion of a Turn, the German side receives one more Move during the German new moves step.

13c) AIR UNIT RESTRICTION: Unless attacking a hex that contains only an enemy air unit, an air unit may only be used to attack when a friendly corps or division ground unit is also attacking the same hex.

13d) AIRBORNE DROPS: Only the two Allied airborne corps, and the 1st U.S. Airborne Army headquarters unit are capable of being used for "airborne drops". Airborne drops in the game, of course, simulate the use of large fleets of cargo aircraft to transport paratroopers and glider troops into enemy rear areas to block enemy retreat routes and/or seize objectives in advance of an attack on the ground.



13d1) To perform an airborne drop, the unit *must* begin an Allied movement step located in a city hex, and Moves are expended at the same rate as normal movement.

13d2) During the land movement step, a unit making an airborne drop *may* be moved through a hex or hexes containing German *ground* units (not through a hex containing the German air unit) and may be moved up to five hexes (regardless of printed movement factors).

13d3) An airborne drop may not be made into a mountain hex. An airborne drop may not be made during a bad weather Turn.

[14] MOVEMENT OPTIONS

14a) STACKING RESTRICTIONS: These rules place more detailed limits on stacking than those found in the Basic Game. If used, these rules supplant Basic Game rule 2d3.

14a1) UNIT TYPE: Ground units may never be moved into or through hexes containing enemy *ground* units. Ground units can be moved into or through hexes containing *only* an enemy air unit(s), and, in such a case, the enemy air unit(s) is *immediately* eliminated without combat. Air units can be moved through hexes containing *only* an enemy ground unit(s), but may not remain there, and the enemy ground units are unaffected. Air units may *not* be moved through a hex containing an enemy *air* unit(s).

14a2) ALLIED NATIONALITY CONSIDERATIONS: All things considered, the historical cooperation between the Allies was quite impressive. Despite this, the various Allied governments generally preferred to keep their combat units under their own national commands. This rule, an addition to rule 2d that puts further restrictions on stacking, forces the Allied player to pay more attention to the unit's nationalities.

- The colors of the unit type boxes or aircraft pictures provide a quick visual reference, and various letters in the unit identifications are used to differentiate the Allied nationalities. British ("B") and Canadian ("C") units both use red (although differentiated by the letters, consider British and Canadian units to be the *same* nationality for the purposes of this rule), French ("F") units use blue, and American ("U" for United States) units maintain the unit color.

- In an army headquarters unit's holding box, the total number of corps units of other nationalities there may not exceed the number of corps units that are the same nationality as the army headquarters unit. *For example, if there are two American corps units in the 1st United States Army headquarters holding box, there could not be more than a total of two British, Canadian, and/or French corps units also in that holding box.* Note that adhering to this rule can cause restrictions to rule 4e2, as certain losses may have to be marked or not marked so that the surviving mix of units meets these nationality requirements.

- Any air units in a holding box must always be of the same nationality as that army headquarters unit. Note that this requirement can prevent air reactions (see option 13a) to hexes containing foreign army headquarters units.

14b) WINNING ATTACKER PURSUIT: No additional Moves are expended for "hex occupation", but they are expended for any "pursuit movement."

14b1) Hex Occupation: This is handled exactly the same as rule 4f. This is *all* that may be done by attacking *leg* (see 1b1) units.

14b2) Pursuit Movement: All units with white factors – mechanized attacking ground units (Allied motorized and German panzer; see 1b1), headquarters units, and/or air units – may, as desired, not only immediately occupy a losing defender's hex, as in 4f, but, also, immediately (before resolving other combats), continue moving, expending up to their printed movement costs only (including those to occupy the first hex) and/or attack the same enemy unit(s) in its new hex (NOTE: If the retreating unit(s) is stacked with other units, *all* units in that hex may be attacked). Moves must be expended normally for pursuit movements.After such a second combat, a winning attacking mechanized unit may occupy a defender's hex as in 4f, but may not be used for another pursuit movement that Turn.

14c) EXTRA EFFORT: The movement rates in this game are based on averages, and do not really come close to the absolute *maximum* distance that a unit could move given ample supplies and real need. If this option is used, a ground unit with white factors may be moved further than normal by expending an extra Move, as follows:

14c1) This extra movement may be used only during a side's movement step, unless the pursuit movement option (14b2) is used – in which case it can also be used during pursuit movements

14c2) Each unit is counted *individually* for this movement. The presence of an army headquarters is no help.

14c3) The unit is moved normally until it has been moved as far as it can be moved. At that time, if another Move is expended for the unit, it has another 3 movement factors available for immediate use.

[15] SUPPLY OPTIONS

15a) MULBERRY HARBORS: The mulberry harbor markers represent the prefabricated harbors historically constructed at the invasion beaches by the Allies. This option is especially important to use if option 11a is also being used.

15a1) To reach a coastal hex on the continent, a mulberry harbor marker is treated the same as an invading ground unit (it cannot itself be used to attack or defend for combat) and must (either alone versus an undefended beach or with other units) have Moves expended for an invasion to reach a non-city continental coastal hex. These invasions cost the normal number of Moves.



15a2) No more than one mulberry harbor marker may be stacked in the same continental coastal hex, but there are no other stacking limitations on these markers.

15a3) Once in a continental coastal hex, a mulberry harbor marker is treated the same as if it were a port city (except that it imparts no city hex combat modifiers – the terrain in the hex is considered to remain unchanged) supply source hex.

15a4) A mulberry harbor marker may never make a port transfer or a normal move. A mulberry harbor marker may never be moved after its initial invasion/placement, and is automatically eliminated if a German ground unit enters its hex.

15b) FURTHER EFFECTS OF BEING UNSUPPLIED: These rules augment those in 3c, and, if used, 15a (as a mulberry harbor unit in a continental coastal hex is now considered to be a supply source hex). During a supply step, *every* friendly unit that started its side's portion of a Turn unsupplied (i.e., it was determined to be unsupplied during the opposing side's last supply step) and is *still* unsupplied and not located in a fortified city hex takes one loss. Units located in fortified city hexes do not take this loss.

[16] DIVISIONAL (GARRISON) UNIT OPTIONS

The divisional units represent portions of corps that have been detached to defend some area, or to extend a corps unit's frontage. For the German side, in many cases, especially when located in fortified city hexes, they represent permanent garrisons of less than corps size. Historically, these garrisons, when located in port cities, often contained large numbers of naval personnel.



16a) CREATING DIVISIONAL UNITS: A divisional unit may only be created if one is available for use. A divisional unit is available for use if it has never been used before (none of the Allied divisional units are in use at the start of a game), if it was eliminated earlier in the game, or if it was recombined (see 16b, below) earlier in the game. In all of these cases, the divisional unit is off the gameboard. To create a divisional unit, flip a corps ground unit from its front to its back side and place an available divisional unit in the same hex – this procedure expends one movement factor and may be performed during any step when movement factors are considered (the side's movement phase and pursuit movement during the side's combat step). If desired, this can be done by a corps as it is moved, dropping off the divisional unit as it goes.

16b) RECOMBINING DIVISIONAL UNITS: When a corps ground unit with its back (reduced strength) side showing is in the same hex as a divisional unit, the divisional unit may be removed from the gameboard and the corps unit flipped to have its front side showing – this procedure expends one movement factor. If desired, this can be done by a corps as it is moved, "picking up" the divisional unit and flipping over as it goes.

[17] PLAYING SOLITAIRE

Like most two-player games, *D-DAY* can be easily solitaired by the simple expedient of alternately playing both sides to the best of one's ability. Although this calls for a bit of a "split personality", it can be done and is an interesting way to learn the rules or experiment with various strategies.

OTHER SOURCES

World War II, D-DAY, and the final campaign in Western Europe are all important events in recent history. The available reference material is very extensive. This short and admittedly incomplete list provides a starting point for those wishing to look into the subject in more depth.

BOOKS – OVERALL TREATMENTS: These titles cover the Second World War as a whole.

June 1944 by H. P. Willmott. An interesting look at the war all over the world in June of 1944. When covering an event of the magnitude of D-Day it is often easy to forget that the same time period also saw the destruction of the German Army Group Center in the Soviet Union, the capture of Rome in Italy, and the invasion of the Marianas in the Pacific Theater.

World War II from Time-Life Books: This multi-volume series has very readable and informative texts and numerous excellent photographs, maps and illustrations. Each individual book covers one particular aspect of the war, and several cover parts of the campaign covered in this game. For just one example, **The Second Front** volume by Douglas Botting covers the events leading to D-Day, the big day itself, and the course of the early fighting inland from the beaches.

World War II Tanks by Eric Grove: There are dozens of books of this type. Pictures and text covering the armored vehicles used by the various armies.

BOOKS – THE WAR IN WESTERN EUROPE: These titles cover the overall campaigns of the "Western Allies" (principally Great Britain and the British Commonwealth, the United States, and France) in North Africa and Western Europe.

Crusade in Europe by Dwight D. Eisenhower, **A Soldier's Story** by Omar N. Bradley, and **War As I Knew It** by George S. Patton, Jr. These are a trio of very interesting autobiographies by three of the top United States leaders in the campaign.

Eisenhower's Lieutenants by Russell F. Weigley: Two volumes covering the personalities and interactions of the top Allied military leaders.

Hit the Beach by Joseph M. Balkoski. The history of the United States 29th Infantry Division in World War II. The book follows the division throughout the war, and the 29th played a very prominent role on D-Day (landing on Omaha Beach) and in the later Normandy hedgerow fighting.

The Men of Company K by Harold P. Leinbaugh and John D. Campbell. For a look at the war at a much lower level than the previously mentioned texts, this one is hard to beat. It covers the soldiers in an American rifle company (Company K, 333rd Infantry Regiment, 84th Infantry Division) from their arrival in Europe (in November, 1944) to the fall of Nazi Germany.

BOOKS – D-DAY AND OTHER SPECIFIC TOPICS: These titles cover the events that are the direct subject of this game.

Is Paris Burning? by Larry Collins and Dominique Lapierre. An exciting and dramatic chronicle of the liberation of Paris in August of 1944.

The Longest Day by Cornelius Ryan. An excellent look at the events of June 6, 1944, as related by some of the participants.

A Time For Trumpets by Charles B. MacDonald. A long, but very readable account of the Battle of the Bulge, concentrating on the earlier phases, in December, 1944, when the Germans were on the offensive.

MAGAZINES: All cover a wide variety of topics. Magazines such as these are especially well-illustrated with numerous photographs, maps and drawings.

World War II, Empire Press, 602 S. King Street, Suite 300, Leesburg, VA 22075: This magazine devotes its full coverage to the Second World War.

MHQ: The Quarterly Journal of Military History, 29 West 38th Street, New York, NY 10018: This extremely well-written magazine covers military history through the ages, but there is always at least one article on the Second World War.

MOVIES: These are a number of movies on the topic.

Is Paris Burning? Leslie Caron, Yves Montand, Simone Signoret, Orson Welles, Gert Frobe, and many others. 1966. This 173 minute epic follows a vignette format similar to the book and to "The Longest Day" movie, but with somewhat less success.

The Longest Day John Wayne, Henry Fonda, Robert Ryan, Richard Burton, Sean Connery, and many others. 1962. Based on the book, this 169 minute black-and-white epic seemed to include every star in Hollywood at the time. The quality of the different vignettes varies widely, but this still remains the best film treatment of the event.

Patton George C. Scott, Karl Malden. 1970. This color movie does an excellent job of covering the entire range of "Old Blood and Guts'" wartime exploits, for which George C. Scott was voted a well-deserved Oscar.



U.S. SOLDIERS WATCH UNLOADING OPERATIONS AT NORMANDY

CREDITS

Design, Development & Rules: S. Craig Taylor, Jr.

Cover Art: George Parrish.

Graphics & Typesetting: Charles Kibler.

Packaging: Monarch Services and Eastern Box.

Playtesters: Jeff Buchaneau, Kevin Hewitt, George Petronis, Edward Phillips, Everett Post, James Turner, and Byron Wolfe.

THE GENERAL

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2. Do not ask questions for more than one game. If your letter has to go from one designer to another, the chances of it being lost or delayed are greatly increased.

3. Do not ask questions on design or historical subjects. This type of material is best covered in our magazine, *The GENERAL*. Purchase of the recommended special feature issue of *The GENERAL* covering that game is recommended.

4. Do not quote map references. You must provide us with a diagram of any question requiring reference to the board.

5. Do not ask us to rewrite a rule for you or to explain it in other terms. We cannot take the time to write individual essay responses to vague questions, nor can we possibly do so with any better results than the version you currently possess which underwent several carefully prepared drafts. Therefore, please phrase your questions in a YES/NO format and refer to the proper rule numbers when posing a question.

6. Please take the time to see if you can answer your own questions. Most questions we receive are clearly answered in the rules. When writing to us, pose your questions carefully – many that we receive are so ambiguously worded that it is impossible to give a precise answer.

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