

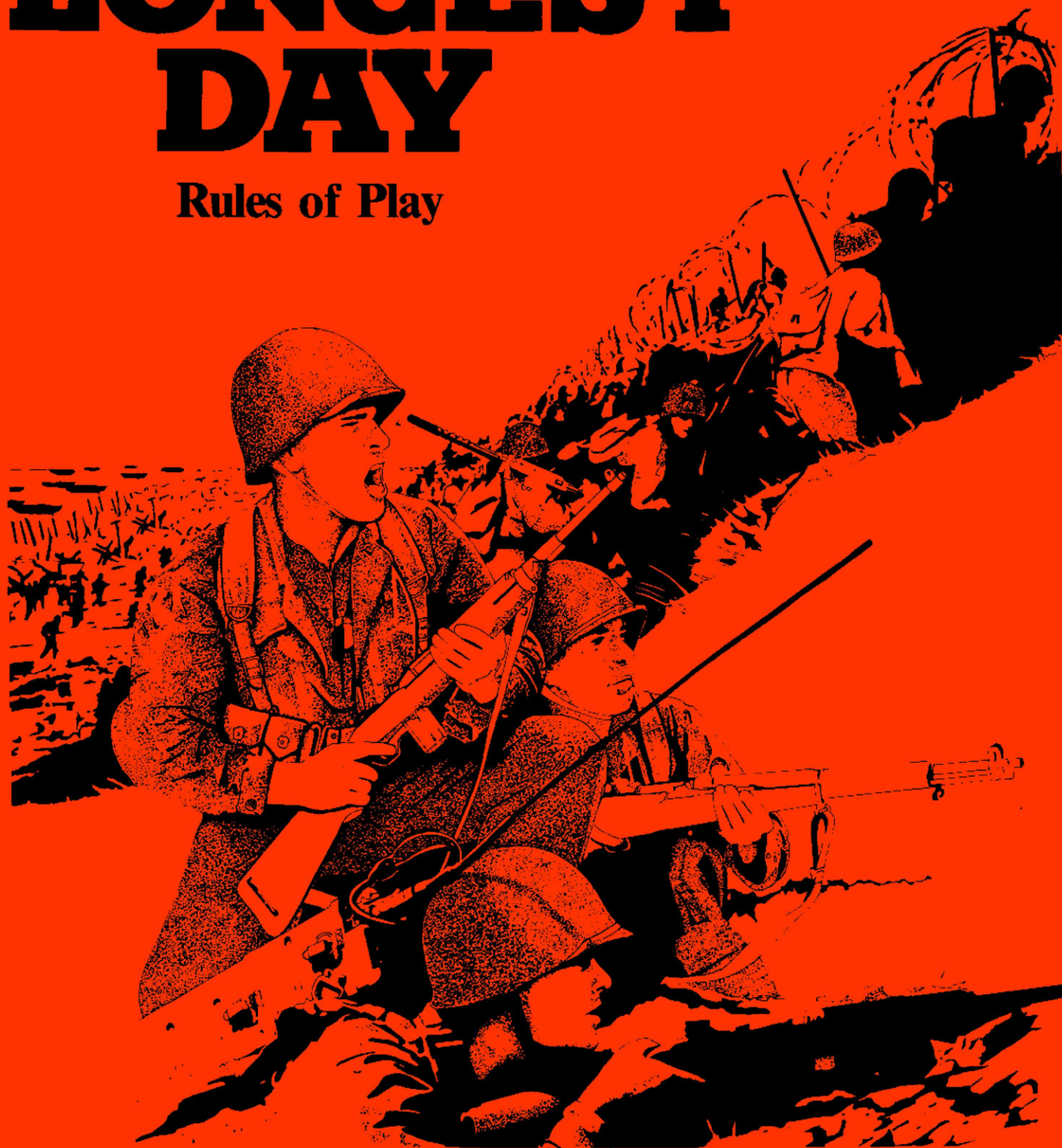
AVALON HILL'S

THE

LONGEST

DAY

Rules of Play



2nd Edition

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I. SCENARIO #1: MORTAIN

A. SEQUENCE OF PLAY

THE LONGEST DAY is played in turns. Each turn is divided into two player segments with each player segment further divided into several 'phases' which organize a player's activities during his segment. The step-by-step sequence of play is outlined below"

1. ALLIED PLAYER SEGMENT

- a. Allied Regular Movement Phase: The Allied player may move all of his units to the limit of their movement allowance as modified by the presence of enemy units and restrictive terrain.
- b. GERMAN Mechanized Movement Phase: The German player may move all tracked and semi-tracked units to the limit of their movement allowance as modified by the mechanized movement phase rules, etc.
- c. Allied Combat Phase: Allied units may execute and resolve attacks made against adjacent enemy units, at the Allied player's option.

2. GERMAN PLAYER SEGMENT

- a. German Regular Movement Phase: Same as Allied phase.
- b. ALLIED Mechanized Movement Phase: Same as German phase.
- c. German Combat Phase: Same as Allied phase.

B. MOVEMENT

During the movement phase of a player's segment, he may move all, some, or none of his units, at his option. Each unit counter may be moved as many hexes as possible within the limits of its movement allowance, terrain restrictions, and other game rules:

1. Each unit counter is moved individually by tracing the path of movement through each separate hex.
2. The number of hexes through which a unit may move in one turn is indicated by its movement allowance. A unit's movement allowance is expressed in terms of a certain number of movement points. In general, each unit counter expends one movement point (MP) of its movement allowance for each hex it enters. Quite often, however, terrain effects (see below) will require units to expend more or less than one movement point to enter a hex of a particular type.
3. In any given movement phase, a player may move as many or as few of his units as he chooses. Movement is always voluntary, never mandatory.
4. A unit may be moved in any direction or combination of directions. A unit may expend some, none, or all of its movement allowance each turn. Un-used movement points may not be transferred from unit to unit or accumulated from turn to turn.
5. Once a unit has completed its movement, it may not be changed, repositioned, or realigned. A unit's movement is considered completed when the player begins to move another unit.
6. No combat may take place during the movement phase. No enemy units may move during a friendly movement phase.
7. A unit may freely pass over or stop in the same hex with other friendly units, subject to stacking limitations. A friendly unit may not enter hexes containing enemy combat units.
8. A unit must stop and end all movement for that phase when it moves adjacent to an enemy zone-of-control (see below).
9. A unit with a movement allowance of '0' may never move from its initial starting hex.

10. A complete list of all terrain features and their effects on movement and combat is contained in the Terrain Effects Chart.

11. A unit may not enter a hex of a particular terrain type unless it has sufficient movement points available to expend in doing so (example – A non-motorized unit (with 4MP's) moving expends movement points in the following manner: 1MP (clear terrain hex) +2MP (clear terrain to swamp hex) = 3MP total expended. The unit cannot enter another swamp hex because it costs 2MP to enter and it has only one MP remaining in its movement allowance).

12. *British and U.S. units may not be adjacent to each other on the mapboard, except at one corps boundary (this restriction does not apply to the 'Crocodile' units of the British 141st Armored Regiment, the U.S. 987th Artillery Battalion while it is attached to the British 50th Infantry Division, or airborne units which enter or re-enter via the second air drop).*

13. *Tracked units may not leave a flooded hex except on a road.*

C. MECHANIZED MOVEMENT

1. During the friendly MECHANIZED movement phase, full-tracked, half-tracked, and certain types of reconnaissance units may move their full movement allowance. These units are identified with a line underneath their movement allowance numbers.

2. EXCEPTION: A unit may NOT move during the mechanized movement phase if it is DISRUPTED (see Scenario #2 - DISRUPTION), or if it is adjacent to any enemy combat units at the beginning of the mechanized movement phase.

3. *Only Allied mechanized HQ units may use mechanized movement on the turn they arrive on the mapboard.*

4. *Unsupplied units may not use mechanized movement.*

5. *A supply unit which starts the ENEMY MECHANIZED MOVEMENT PHASE with a mechanized HQ unit may move during that phase, but only if it moves with that HQ unit. Only one supply unit may move with each mechanized HQ unit during the ENEMY MECHANIZED MOVEMENT PHASE. No supply unit may move alone during the ENEMY MECHANIZED MOVEMENT PHASE.*

D. ROAD MOVEMENT

1. A unit may move from road hex to an adjacent, connecting road hex of the same road at the road movement rate for that class of road. There are two classes of roads; primary and secondary (See Terrain Effects Chart).

2. When entering a road hex from an off-road hex or from a different road, the unit must expend the movement points equal to the other terrain in the hex.

3. A unit moves into a road hex at the movement rate determined by its movement category as stated on the Terrain Effects Chart.

4. A unit may freely combine road and off-road movement in the same phase (EXCEPTION: See Strategic Road Movement, below).

5. *NOTE: Map edge hexes 'D' and 'E' are eight secondary road hexes from map edge 'G' via off-map secondary roads. Units may move between them, using road movement or strategic road movement, provided that sufficient movement points remain to make the move in one turn, but neither tactical air interdiction nor lack of supply prevent an undisrupted unit that begins its move from hexes 'D' or 'E' from reaching hex 'G', or vice-versa, on that same move.*

E. STRATEGIC ROAD MOVEMENT

A unit must be in supply to use strategic road movement.

A supply unit may not be used to support an attack, even if it does not consume a step, in the player segment in which it executes strategic road movement. It may be used, however, to supply units which are being attacked.

Arriving Allied units may not use strategic road movement during the turn in which they arrive on the mapboard.

After the railroad system collapses, German Panzer and SS Panzer divisions must expend a supply step if two, or more, subordinate units use strategic road movement.

1. Only MOTORIZED and TRACKED unit types may use strategic movement. A unit using strategic road movement DOUBLES its movement allowance for that phase.
2. Strategic road movement may be used in both the regular and mechanized movement phases. The use of strategic road movement is limited as follows:
 - a. All movement during the phase must be on a primary or secondary roads or city hexes. Causeways are considered to be roads.
 - b. A unit may not start adjacent to or move adjacent to an enemy combat unit while executing strategic road movement.
 - c. A unit may not attack in any manner (either direct attack or artillery fire) in the player segment in which it executes strategic road movement.
3. SPECIAL: *German units may not use strategic road movement on 6 June.*

F. STACKING LIMITATIONS

A player may have more than one unit in a common hex. A player, however, is limited in the number of unit counters allowed in a hex at the same time (Independent units must be assigned to corps HQ units in order to stack with other units. Also see II.C.2):

1. No more than SIX 'stacking points' of friendly units may be in the same hex at the end of any type of movement or combat phase.
2. Each combat and non-combat unit has a certain stacking point value number in the lower left corner of each unit counter.
3. Units with a stacking value of '0' may be freely placed with other friendly units at no stacking cost.
4. If the stacking capacity of a hex is exceeded at the end of a movement or combat phase, the owning player must eliminate excess units from the hex until capacity equals six or less. The owning player has the choice of which units to eliminate.
5. Aircraft, train, fortification and replacement counters have a '0' stacking point value.
6. *Except for Flak units, all combat units in the same hex at the end of any MOVEMENT or COMBAT PHASE must be assigned to the same corps. In addition, the HQ unit of a division must be within EIGHT hexes of the corps HQ unit for units supplied by the divisional HQ unit to stack with other units from that corps. Independent units not assigned to a divisional HQ or any unit not within EIGHT hexes of its divisional HQ unit must be within EIGHT hexes of the corps HQ unit in order to stack with other units from that corps. Flak units may stack with any other friendly units at any time. Units in the same hex may remain in that hex even if they are no longer permitted to stack together, or if it was the result of the only legal retreat. Supply units may only stack with the HQ units of the same corps as the HQ unit with which they were first stacked at the end of any player segment until they have been consumed or otherwise returned to their respective entry tracks.*

G. ZONE OF CONTROL

1. Whenever a combat unit is on a HILL hex or in a fortification, it is said to possess a 'Zone of Control.' *This zone of control extends into the six hexes adjacent to a hill and into either three or six*

hexes adjacent to fortifications, as specified in the Fortifications Chart. A hex in a unit's zone of control is said to be a 'controlled hex.'

2. Non-combat units do not have a zone of control under any circumstances.
3. Whenever a friendly unit enters an enemy unit's zone of control, it must stop and end all movement during that movement phase.
4. If a unit begins a movement phase in an enemy zone of control, it may leave the zone of control and move normally, or it may move directly from one enemy controlled hex to another, but then must stop and end all movement for that phase.

H. FRIENDLY HEX

1. A hex is considered friendly to a player if it is physically occupied by a friendly combat or non-combat unit or fortification counter. Aircraft and train units have no effect.
2. An unoccupied hex is friendly to neither side.
3. Enemy zones of control have no effect on the friendly condition of a hex.

I. COMBAT

Combat occurs between opposing units in adjacent hexes at the discretion of the player whose player segment it is. *Drift combat is the only exception to this rule.* The player who initiates combat is said to be the attacker while the other player is considered the defender.

1. During the combat phase of his segment, a player may only attack those enemy units that are adjacent to friendly units. Only friendly units that are adjacent to specific enemy units, *plus ranged artillery units*, may attack those units. *Units that have used strategic road movement or railroad movement in that player segment may not attack in any manner, either by direct attack or with artillery fire.*
2. A unit is never required to attack during the combat phase, but always has the option of doing so *if it is supplied and is not disrupted.*
3. No enemy unit may be attacked more once per combat phase. No friendly unit may attack more than once per friendly combat phase.
4. All defending units in a hex must be attacked as one combined defense strength. Individual units in a hex cannot be attacked while other in the same hex are ignored.
5. Attacking units may attack the same defending unit from as many different hexes as possible, provided all of the attackers are adjacent to the defender's hex *and that all attacking units are assigned to the same corps.*
 - a. *Units of a corps, except those supplied by the same divisional HQ unit (which may include one corps recon battalion and either a British corps anti-tank or U.S. corps infantry unit), may not jointly attack the same hex if the corps HQ unit is disrupted.*
 - b. *Units of a division may not attack the same hex as other units of the corps or spot for the corps artillery if the divisional HQ unit is disrupted.*
 - c. *Divisional HQ units must be within EIGHT hexes of the corps HQ units for units supplied by them to participate in joint attacks with other units of the corps; if they are not within EIGHT hexes of the corps HQ unit, attacks by units supplied by them may not be supported by other units of the corps (this is not to be confused with the requirement that units supplied by a corps HQ unit must themselves be within eight hexes of that corps HQ unit in order to be in supply).*
 - d. *Except for the three Crocodile companies of the British 141st Battalion, units from different corps may not attack the same hex in the same COMBAT PHASE.*

e. The three Crocodile companies of the British 141st Battalion, and only these three units, may be used in conjunction with British and U.S. ground units against the same target in the same COMBAT PHASE, even though they may not be assigned to the same corps. (NOTE: The U.S. 987th Artillery Battalion can be assigned to the British 50th Infantry Division until 29 June, so it would not be supporting units of another corps if it attacked with British forces while assigned to that division.)

6. Not all of the friendly units in a hex are required to attack. Some may attack while others in the same hex do nothing. Units which do not participate in the attack *cannot suffer losses from the combat and may not participate in any advance resulting from the attack.*

7. Not all of the friendly units in a hex are required to attack the *same* defending hex. Different units in the same hex may attack adjacent defenders in different hexes.

8. Defending units in adjacent hexes may not be attacked as a combined defense strength. No more than one hex may be attacked in each combat situation.

9. Each attack is resolved individually. To determine the results of the attack, follow this procedure for each attack:

- a. For each separate combat situation, total all of the attack strength points of the attacking units together, then total all of the defending unit's defense strength points.
- b. Convert these two totals into a numerical odds ratio (attacker to defender). Round-off this odds ratio downwards to conform to the simplified odds ratio categories printed on the Combat Results Table. EXAMPLE: Three German units totaling 21 attack strength points attack two Allied units totaling 10 defense strength points. This is converted into an odds ratio of 21 to 10, which is rounded down to 2:1 to conform to the Combat Results Table.
- c. Where applicable, modify attack and defense strengths (due to terrain effects) as indicated on the Terrain Effects Table, before converting the odds ratio to the simplified odds categories.
- d. Roll the die once for each attack situation, cross-indexing the number rolled with the proper odds category column on the Combat Results Table, to determine the result of the attack. All die roll modifications due to terrain effects, disruption, etc., are cumulative.
- e. Apply the results to the attacking and/or defending units immediately.

10. Extracting Losses: When called for on the *Combat Results Table*, a unit takes losses in the form of 'step losses.' A unit possesses either one, two or three strength-point steps. A unit loses strength in this order: Full Strength Step – Half-Strength Step (inverted) – Remnant Step. Full-strength is the value printed on the front of the unit counter. Half-strength is the value on the reverse side of the counter. The Remnant step is the replacement of a half-strength unit with a remnant (REM) counter.

- a. A unit has only ONE step if it has no inverted side with a reduced counter printed on it.
- b. A unit has only TWO steps if its INVERTED defense strength is '2' or less.
- c. A unit has THREE steps if its INVERTED defense strength is '3' or more.
- d. *Non-combat units, including supply units, can never be taken as combat losses, although they can be eliminated by the presence of enemy units adjacent to them if they are alone in a hex.*

11. Remnant Counters: Whenever an inverted three-step unit suffers a one-step loss, it is removed from the mapboard and replaced by the appropriate type of REM counter. REM counters move and engage in combat in the same manner as regular combat units.

- a. Each side can have no more REM counters in play than are actually provided in the unit counter set. If all applicable REM units are in play, inverted units suffering one step losses are eliminated instead.
- b. In the scenarios, REM counters can never be built back up, so that the inverted counter is simply placed in the dead pile.

- c. To determine which type of REM counter replaces a specific type of combat unit, refer to the Remnant Exchange Chart.
- d. *Remnant units and certain other combat units, although they have no attack strength, may participate in any combat, including attacks.*

12. Retreat After Combat: When called for on the Combat Results Chart, units are retreated according to the following principles:

- a. Each player retreats his own units.
- b. A unit may be retreated in any direction, but it cannot retreat into the same hex twice nor may it retreat into sea hexes, enemy-occupied hexes, empty hexes in enemy zone-of-control, prohibited hex types, or across a river hex side. Units may, however, retreat across bridge/river hex sides.
- c. The retreating unit must end its retreat a distance away from its initial starting hex equal to the number of hexes which the unit was required to retreat. If it cannot, the unit must be eliminated instead. *The route of retreat must be into hexes that are not adjacent to enemy units when a choice is available. When no route of retreat can completely avoid being adjacent to enemy units, the first priority shall be that the final hex not be adjacent to an enemy unit. If this cannot be done, either, then the priority is that the first hex of retreat not be adjacent to an enemy unit, if that is possible*
 - 1) *Subject to the above restrictions, a retreating unit shall end its retreat in supply. If that is not possible, it shall at least end its retreat closer to its supply source than it was at the moment of combat. If it is not assigned to an HQ unit it shall end its retreat closer to its corps HQ unit than it was at the moment of combat.*
 - 2) *Subject to the above restrictions, a corps HQ unit may retreat in any direction.*
 - 3) *The above restrictions do not require a route of retreat which results in creating an over-stacked hex if another route of retreat would avoid that result.*
 - 4) *Retreating units may stack with other units in violation of the corps stacking rules if no other route of retreat is possible.*
- d. A unit may be retreated into hexes occupied by friendly combat units (which are not involved in the current combat situation) even if those hexes are also in enemy zones-of-control. If such a retreat creates an over-stacked hex, the owning player must remove units in excess of the stacking limit at the end of the current phase. Specific units removed are chosen by the owning player.
- e. Units which retreat into other friendly units which are subsequently attacked do not affect the outcome of that attack in any manner. They must, however, *retreat further if those other units are also forced to retreat as a result of the subsequent attack, but they do not suffer any additional step losses in that combat.*
- f. *Units in fortifications are never forced to retreat unless they have been disrupted or are attacked by certain large artillery units.*
 - 1) *A disrupted unit retreats normally.*
 - 2) *A friendly unit in the same hex as an attacking unit, but which is not itself participating in the attack, is not affected by the results, except that it must also retreat if the attacking unit is forced to retreat, unless it subsequently engages in a different attack in that same COMBAT PHASE.*

13. Advance After Combat: Victorious infantry and armored type units may advance after combat regardless of whether they are attacking or defending. Advancing units must stop and end all movement in the first town, city, or bocage hex entered. Units may not advance into prohibited hexes or across unbridged river hex sides. Such advances after combat must be executed immediately before any other combat is resolved. The first hex entered by an advancing unit must be one vacated by enemy units involved in the combat. Advancing units must stop and end all movement whenever they enter an enemy zone-of-control.

J. MAPBOARD ENTRY

1. A unit enters the game by being placed on a mapboard edge hex or a beach hex and expending an additional movement point (in scenarios only) *in addition* to the cost of entering the terrain in the hex. It may then move normally in the same movement phase with whatever movement points it has remaining. *The additional movement point expenditure applies only to the scenarios.*
2. A unit may not enter the mapboard through a hex containing an enemy combat unit.
3. A unit may not move or retreat off of the edge of the mapboard.

STOP! READ NO FURTHER! PLAY SCENARIO ONE.

II. SCENARIO #2: THE FALAISE POCKET

A. EXPANDED SEQUENCE OF PLAY

The addition of more rules functions requires that the sequence of play be expanded by the addition of the following new phases:

1. ALLIED PLAYER SEGMENT

- a. Allied REPLACEMENT PHASE: The Allied player introduces new units and additional supply units to the mapboard.
- b. Allied Regular Movement Phase: Same as before.
- c. GERMAN Mechanized Movement Phase: Same as before.
- d. GERMAN DEFENSIVE FIRE PHASE: German artillery function units may fire at Allied units adjacent to German units. Invert all ranged artillery that fire.
- e. Allied Combat Phase: Same as before.
- f. Reset Phase: Turn all inverted GERMAN ranged artillery units face-up. Remove one 'Disrupted' marker from ALLIED units.

2. GERMAN PLAYER SEGMENT

- a. German REPLACEMENT PHASE: Same as above.
- b. German Regular Movement Phase: Same as above.
- c. ALLIED Mechanized Movement Phase: Same as above.
- d. ALLIED DEFENSIVE FIRE PHASE: Same as above.
- e. German Combat Phase: Same as above.
- f. Reset Phase: Turn all inverted ALLIED ranged artillery units face-up. Remove one 'Disrupted' marker from GERMAN units.

B. ARTILLERY UNITS

Artillery units may apply their artillery attack strength against enemy units, within range, as follows:

1. Each un-inverted artillery unit may 'fire' (use its attack strength) once per player segment, either in the friendly defensive fire phase or in the friendly combat phase.
2. Each artillery unit has a specified range in hexes over which it may apply its attack strength against any single hex within range, counting the shortest path of hexes from the firing unit's hex to the target hex.
3. Artillery function units are indicated by a bracket around their attack strength. Any unit possessing a bracketed attack strength may function as artillery. Units with a range greater than '1', are referred to as 'ranged artillery units', indicating that they may attack non-adjacent enemy units. Units with a range of '1' may fire into adjacent hexes only, but they may attack in both the friendly combat phase and the friendly defensive fire phase of the same turn. *8''G and 240mm artillery*

groups may not fire if they have moved during that turn (they can be inverted when they move as a reminder).

4. Support Fire: Artillery may assist regular combat units during the friendly combat phase as follows:

- a. During the friendly combat phase, each un-inverted artillery unit may add its attack strength to any attack by other combat units against enemy units occupying hexes which are in range.
- b. The defending unit must be attacked by at least one friendly infantry or armored type unit to be fired upon by an artillery unit.
- c. *Corps artillery and Nebelwerfer units may only fire at enemy units that are attacked by infantry or armor units from their corps whose divisional HQ units are not disrupted, or at enemy units which are in the zone of control of units from their corps, whose divisional HQ units are not disrupted, and are attacked by any friendly infantry or armor units.*
- d. *If a corps or Nebelwerfer HQ unit itself is disrupted, its corps artillery units may only fire at enemy units adjacent to each artillery unit.*
- e. *Divisional artillery may only fire at enemy units that are adjacent to units from its division and that are attacked by infantry or armor units from its corps whose HQ units are not disrupted, or at enemy units which are in the zone of control of units from its division and are attacked by any friendly infantry or armor units.*
- f. *If either corps or divisional HQ units is disrupted, divisional artillery may only fire at enemy units that are attacked by infantry or armor units from its own division.*
- g. *Flak units may support the attack of any German units.*
- h. *Units in field fortifications are subject to retreat if the units attacking them include U.S. 8", 8"G or 240mm units, the British 7.2" batteries, or the German 628th Artillery Battalion.*

5. Defensive Fire: Artillery may attack enemy combat units during the friendly defensive fire phase as follows:

- a. During a friendly defensive fire phase, an un-inverted friendly artillery unit may fire at (attack) any enemy unit within range that is also adjacent to at least one friendly (undisrupted) combat unit. *Corps artillery and German Nebelwerfer units may only fire at enemy units that are adjacent to units from their corps whose divisional HQ units are undisrupted and within eight hexes of both the undisrupted spotting units and the corps HQ unit. If the corps or Nebelwerfer HQ unit itself is disrupted, they may only fire at enemy units adjacent to each artillery unit.*
 - 1) *Divisional artillery may only fire at enemy units that are adjacent to units from its division.*
 - 2) *Flak units can only spot for other Flak units.*
- b. Defensive fire may be directed against any single enemy unit or group of enemy units occupying the same hex. (NOTE: In this exceptional case, whole stacks of enemy units do not have to be fire upon.) No enemy unit may be fired upon more than once in the defensive fire phase. *All artillery units firing against a specific target must be combined into one total attack strength against that target.*
 - 1) *If the attacking units include U.S. 8"G or 240mm units, the British 7.2: batteries, or the German 628 Artillery Battalion, units in fortifications or cities are not doubled in defensive strength when defending against defensive fire.*
- c. Defensive fire attacks are resolved in the same manner as regular attacks. Note, however, that all artillery units are immune to adverse combat results when firing in the defensive fire phase.
- d. Enemy unit forced to retreat as a result of defensive fire may not attack during that same player segment.
- e. Ignore Combined Arms Modifiers (CAM's) for defensive fire purposes (see Scenario #3 - Combined Arms Modifiers).

6. Artillery units may not be removed from play as combat losses when they are attacking in the friendly combat phase EXCEPT when they are adjacent to the specific enemy units that they are attacking.
7. Invert a ranged artillery unit to expose the word 'FIRED' whenever it is used in either the defensive fire or combat phase. Turn all friendly, inverted ranged artillery units face-up at the end of the ENEMY player segment. Artillery units with a range of '1' are never inverted.
8. Inverted artillery units may move and defend normally.

C. CHAIN OF COMMAND AND MILITARY ORGANIZATION

For rules purposes, it will prove helpful to establish and define a standard military echelon system as it applies to the game. Military units are organized in a specific order which reflects the rank of their commanding officers. This results in a 'chain of command' indicating which units are subordinated to others and which occupy a higher echelon in the chain of command. Refer to the General Military Organization diagrams for the following:

1. A *Division* consists of a divisional headquarters (HQ) unit with subordinate battalion and company sized units which are permanently attached to it and carry its divisional number. (Units without divisional numbers are referred to and function as INDEPENDENT units.)
2. A *Corps* is a temporary collection of *divisions plus* independent artillery units *and certain other attached units which are* controlled by a corps headquarters unit (CORPS HQ).

The new corps rules simulate the restrictions placed upon each of the armies fighting in Normandy because of the organizational arrangements:

The table below gives the corps assignments – not supply – of divisions and independent units of both players at the beginning of the game. A player may make changes or additions to these assignments during any of his own player segments, beginning 6 June for the German player. The Allied player may make changes to his original corps assignments during his 7 June player segment. These assignments may be made while the units are on the Allied Unit Entry Track or the German Strategic Movement Track, but they have no effect until the corps HQ units have arrived on the mapboard. Changes do not become effective until the player's next REPLACEMENT PHASE.

US			BRITISH			GERMAN
<i>V</i>	<i>VII</i>	<i>XIX</i>	<i>1</i>	<i>8</i>	<i>30</i>	<i>LXXXIV</i>
<i>1</i>	<i>4</i>	<i>30</i>	<i>3</i>	<i>15</i>	<i>49</i>	<i>243</i>
<i>2</i>	<i>9</i>	<i>79</i>	<i>51</i>	<i>11ARM</i>	<i>50</i>	<i>352</i>
<i>29</i>	<i>90</i>		<i>3CAN</i>		<i>7ARM</i>	<i>709</i>
<i>2ARM</i>	<i>82AB</i>		<i>6AB</i>			<i>716</i>
	<i>101AB</i>					
<i>38CAV</i>	<i>4CAV</i>	<i>142ART</i>	<i>2C BDE</i>	<i>77ART</i>	<i>8BDE</i>	<i>17BN</i>
<i>102CAV</i>	<i>24CAV</i>	<i>803TD</i>	<i>4BDE</i>		<i>33BDE</i>	<i>193RGT</i>
<i>23ART</i>	<i>87ART</i>		<i>27BDE</i>		<i>56BDE</i>	<i>752 z.b.V.</i>
<i>187ART</i>	<i>195ART</i>		<i>4RHA ART</i>		<i>11H RECON</i>	<i>101NW</i>
<i>406ART</i>	<i>188ART</i>		<i>6ART</i>		<i>7ART</i>	<i>458ART</i>
<i>612TD</i>	<i>190ART</i>		<i>1&4/51ART</i>		<i>64ART</i>	<i>467ART</i>
<i>635TD</i>	<i>607TD</i>		<i>2&6/51ART</i>		<i>84ART</i>	<i>722ART</i>
<i>702TD</i>	<i>801TD</i>		<i>53ART (M)</i>		<i>86ART</i>	<i>989ART</i>
<i>747TNK</i>			<i>65ART</i>		<i>121ART</i>	
<i>759TNK</i>			<i>68ART</i>		<i>147ART</i>	
			<i>79ART</i>		<i>987ART (US)</i>	
			<i>150ART</i>			
			<i>191ART</i>			
			<i>46CDO</i>			

Each corps HQ unit must be assigned the minimum number of divisions no later than the REPLACEMENT PHASE of the turn after it arrives on the mapboard. The divisions assigned to it, however, may still be on the Allied Unit Entry Track or the German Strategic Movement Track. Each player must keep a written record showing these assignments.

All the units of an independent regiment or brigade are always assigned to the same corps, except that units of the British 79th Armoured Division and German security companies may be assigned to different corps.

Independent units not listed in the table are assigned as follows:

US V Corps: All others on the Omaha Beach Assault Landing Schedule.

US VII Corps: All those listed on the Utah Beach Assault Landing Schedule (which would include the 65th SP Artillery Battalion).

British I Corps: All others on the Juno and Sword Beach Assault Landing Schedules.

British 30 Corps: All others on the Gold Beach Assault Landing Schedule.

German LXXXIV Corps: All those on mapboard sections 'A', 'B', 'C', and 'D' except the flak units and security companies.

Each corps must consist of at least two, but no more than four divisions of the same nation, but one or more corps may consist of five divisions if all the divisions of one nation which are on the mapboard cannot otherwise be assigned to a corps. These corps need not later be reduced to four divisions unless another corps has less than two divisions. The limit may never be increased beyond five divisions, however, even if all the divisions on the mapboard still cannot be assigned to a corps.

All Allied corps with one or more airborne divisions and no armor divisions may also consist of five divisions.

Each Allied corps must have at least one infantry division and no more than two armor divisions. NOTE: Airborne divisions are infantry divisions.

The 1st French Armored Division may be assigned to any US corps HQ.

The 1st Polish Armored Division may be assigned to any British or Canadian corps HQ.

The 1st Polish Parachute Brigade may be assigned initially to any Allied corps HQ. Any reassignment must be made to a British or Canadian HQ.

On the turn following arrival of a second Canadian divisional HQ unit on the mapboard, all Canadian units, including the 2nd Canadian Armor Brigade and other independent Canadian units, must be assigned to the 2 Canadian Corps HQ unit. Until then they may be assigned to any British corps HQ unit, EXCEPT that the 19C Artillery Battalion functions as additional divisional artillery for the 3rd Canadian Infantry Division, and may not be used as corps artillery for a British corps.

British infantry units may be assigned to any British or Canadian corps HQ unit.

British armor divisions may only be assigned to British corps HQ units.

US airborne units may be assigned to a British corps HQ for the second air drop. This assignment may last until the end of the game, but it is changed the next assignment must be to a US corps.

Beginning 15 July all British (not Canadian or Polish) armor divisions may be assigned to the same British corps HQ unit, provided no infantry divisions are assigned to that corps.

All German divisions may be assigned to any type of corps (except Flak Corps), but each type of corps is subject to certain restrictions:

The German FS corps must have at least one FS division. It may never have more than one panzer or SS panzer division.

Each SS panzer corps must have at least one SS panzer division.

Each Wehrmacht panzer corps must consist of at least one Wehrmacht panzer or SS panzer division.

If certain division types are not available due to losses or delays in arrival, a Wehrmacht panzer division may be substituted for an SS panzer division (and vice versa) and an LW infantry division may be substituted for an FS infantry division.

The Flak corps may only consist of flak units. All Flak units must be assigned to it.

Assignment of an independent unit to a corps or divisional unit for supply purposes automatically assigns it the same corps for stacking and joint combat purposes. It remains part of that corps, even if not in supply, until assigned to an HQ unit from another corps.

All the units of each independent brigade or regiment must be assigned to the same corps, but the battalions of an independent brigade or regiment may be attached to different divisional HQ units of that corps for supply purposes.

EXCEPTIONS: AVRE, 'CROC', 'CRAB' and CDL units of the British 79th Armoured Division and German security companies may be assigned individually to divisions of different corps.

The 47 RM/4 SS CDO may remain by itself with the 50th Infantry Division until 19 June.

Up to two Nebelwerfer Brigades may also be assigned to any German non-Flak corps.

*The z.b.V. 752 regimental HQ unit and the units supplied by it may be assigned to any German corps except the Flak corps. **HOUSE RULE: The 752nd z.b.V. HQ is a 'divisional' HQ for attachment purposes, yet has no organic units. Therefore, it may have three (3) non-ranged, artillery type (this allows for non-independent type) units attached to and supplied by it at any one time. Attachments must be made per this rule as this HQ starts with no units attached, but is itself attached to 84 Korps.***

Non-combat units, RMSR units, coastal artillery, and fortifications are never assigned to a corps, but the may be part of any stack.

A divisional HQ unit must be within EIGHT hexes of the undisrupted corps HQ unit for units supplied by the division to stack with, or jointly attack the same hex with, other corps units.

Independent units that are assigned to a corps, but not to a division, except the corps recon units, British corps anti-tank units or US corps infantry units, must be within EIGHT hexes of the undisrupted corps HQ unit in order to stack with other corps units.

German flak units can function as a corps regardless of their distance from the corps HQ unit and regardless of whether the corps HQ unit is disrupted.

The distance between corps HQ units and their divisional HQ units, or independent units, is measured the same as the supply route is measured.

German corps HQ units cannot exercise their corps control functions while under a TRAIN counter.

Corps HQ units must enter the game as soon as the order of battle permits.

A player may establish a 'de facto' corps when divisional HQ units are not within the required distance of their corps HQ units. A 'de facto' corps may not be established if the corps HQ unit has been eliminated and has not yet re-entered the mapboard. The following conditions apply to a 'de facto' corps:

It must have 2 or 3 divisions which are assigned to the same corps. These divisions still count towards the corps limit of 4 or 5 divisions.

One divisional HQ unit must be designated as the 'corps' HQ unit. It must be in a CITY hex to function as the corps HQ.

The other divisional HQ units must be within EIGHT hexes of the 'corps' HQ. Units of a 'de facto' corps may not be supported by any artillery except their own divisional artillery units, but if infantry or armor units from two or three divisions of the 'de facto' corps attack the same enemy hex, they may be supported by artillery of any or all of the attacking divisions.

3. A German Nebelwerfer Brigade consists of a Brigade HQ and subordinate Nebelwerfer battalions identified by the same brigade number.
4. German III Sturm Flak Korps consists of a CORPS HQ unit, REGIMENTAL HQ units, subordinate company sized units which are permanently attached to regimental HQ's and carry the same regimental number, and several independent flak units controlled by the Flak Korps or Flak Regiment HQ unit.

These four military organizations represent the four types of FUNCTIONAL organizations used in the game. All other levels of command have been ignored in this system for rules purposes.

D. SUPPLY

1. All combat units are defined as being either in a SUPPLIED state or in an UNSUPPLIED state depending upon whether or not they are in range of a supplied headquarters unit. *A unit with neither an attack strength nor a defense strength is a non-combat unit and does not need to be supplied; ALL OTHER UNITS ARE COMBAT UNITS.*
 - a. No more than ONE headquarters unit may occupy a hex at one time. An HQ unit is eliminated if forced to retreat into or through a hex occupied by another friendly HQ unit.
 - b. A headquarters unit is supplied if it is in the same hex as a supply unit. *Supply units may only provide supply for units of the same corps as the HQ unit with which they were first stacked at the end of any player segment.*
 - c. Subordinate units of a division are supplied if they are within EIGHT hexes (see below) of their own supplied division HQ unit. *If the HQ unit of the German 711th Infantry Division is not on the mapboard, the other units of the division are in supply if they are within seven hexes of road hexes 'A' or 'B' on the mapboard edge.*
 - d. Independent artillery units are supplied if they are within EIGHT hexes of a friendly supplied corps HQ.
 - e. Independent NON-artillery units are supplied if they are within EIGHT hexes of ANY friendly supplied division HQ unit.
2. Supply Route: The eight hex supply route from an HQ to a combat unit may follow any path or configuration *through land hexes or river edge hexes*, but it cannot include hexes containing enemy units or zones of control. NOTE: The presence of friendly units in a hex negates the effects of enemy zones of control in that hex for supply purposes. Any combat unit that cannot trace an eight hex path to a supplied HQ unit is considered to be unsupplied.
3. EFFECTS: Unsupplied units cannot attack in any manner. Unsupplied units defend at half their normal defense strength. Unsupplied units have their movement allowance reduced by half. *Fortifications, and the units in them, do not always need to be supplied in order to defend at full strength. See the Fortifications Chart.*
4. Supply Capacity: Each HQ unit can supply only a limited number of units. *Independent units of both sides are assigned, in writing, to HQ units for supply purposes during the 7 June ALLIED REPLACEMENT PHASE (for the Allies on 7 June, as long as the assignment of independent units doesn't change said unit(s) to another corps, there is not a one turn delay). A player may make changes or additions to these assignments during any of his own subsequent player segments, but these changes do not become effective until the player's next REPLACEMENT PHASE (changes planned for 8 June must therefore be made on 7 June too).*
 - a. *A DIVISIONAL HQ can supply all of its division plus certain attached units, except ranged artillery. It cannot supply ranged artillery units or a unit specifically assigned on its unit counter to another division.*
 - 1) *US divisional HQ units may supply three independent units, including British CROC units.*

- 2) No more than two units may be armor units, and armor units may only be supplied by the HQ units of infantry divisions (but any division may replace one or more eliminated units with a similar non-divisional unit).
 - 3) Infantry and recon units can be supplied only if the corps HQ unit is also in supply.
 - 4) A British divisional HQ may supply all the units of two independent brigades and corps recon and anti-tank units, plus four specialized armored units of the 79th Armoured Division, but the total number of units supplied may not exceed ten.
NOTE; Only one of the two independent brigades may be an armored brigade, and the corps recon and anti-tank units can be supplied only if the corps HQ unit is also in supply.
 - 5) EXCEPTION: Through 9 June the British 50th Infantry Division may be the source of supply for the 86th and 147th Artillery Battalions; through 19 June it may be the source of supply for either the 86th or 147th Artillery Battalions, at the Allied player's option; through 29 June it may be the source of supply for the US 987th Artillery Battalion.
 - 6) German divisional HQ units may provide supply to three independent units of any type except ranged artillery.
 - 7) A German divisional HQ unit may also provide supply to up to three units, except ranged artillery units, marked with the number of its corps HQ unit, provided that the corps HQ unit is also in supply.
 - 8) The 101 Nebelwerfer battalions are treated as independent, non-ranged artillery battalions for supply purposes.
 - b. A GERMAN corps HQ unit can provide supply to SIX independent artillery units of any type plus those units of any type or size which are specifically assigned on their unit counters to that corps HQ unit. They may not supply any non-artillery units other than those which are specifically assigned to them
 - c. An ALLIED corps HQ unit can provide supply to SIX independent artillery units of any type if there are two divisions in its corps, EIGHT artillery units if there are three divisions in its corps, or TEN artillery units if there are four or more divisions in its corps, but no more than FOUR of these units may be US artillery groups.
 - 1) In addition to artillery units, a US corps HQ unit may also supply two recon battalions plus either the three battalions of one independent infantry regiment or one of the other two non-divisional infantry battalions.
 - 2) A British corps HQ unit may also supply the companies of one recon battalion and the batteries of one anti-tank battalion in addition to its other artillery units.
5. Supply Consumption: Supply units are 'used up' whenever they are heavily used by HQ units. Each supply unit has a 'full strength' (front) side and a 'half strength' (inverted) side. An HQ unit consumes supply in half strength steps whenever:
- a. Two or more subordinate units (or independent units using it as a source of supply) attack in the COMBAT PHASE (regardless of the number of actual attacks made).
 - 1) Two or more subordinate artillery units (or independent artillery units using it as a source of supply) attack in the enemy defensive fire phase. NOTE: Each US artillery group, 8" artillery battalion, or British 7.2" artillery battery, counts as two units for combat supply purposes.
 - b. Allied corps recon battalions, British corps anti-tank battalions, and US corps infantry battalions can use the supply capability of any HQ unit of their corps which is within eight hexes of them. They consume half strength supply steps the same as other units.
 - c. Supply is consumed immediately as units attack. Supply is NEVER consumed when a unit defends.
 - d. An HQ unit does not consume supply if only a single subordinate unit (or independent unit using it as a source of supply) attacks in one phase.

- e. *Supply units may only be consumed by units supplied by an HQ unit of the same corps as the HQ unit with which they were first stacked at the end of any player segment.*
- 6. Supply is determined at the instant that an attack is resolved. This means that a unit's supply status can change within a turn or phase. For movement purposes, however, supply is determined at the beginning of *each* movement (mechanized or regular) phase.
- 7. SPECIAL: For rules purposes, treat German *Sturm Flak* regimental, the 2.b.V. 752 regimental, and *Nebelwerfer* brigade HQ's as DIVISIONAL HQ's for supply purposes.
- 8. EXCEPTION: German Flak regimental and battalion HQ's and the *III Sturm Flak Korps HQ* are considered to ALWAYS be in supply. They do not require supply units nor do they consume supply. Subordinate units are supplied if they can trace an eight hex path to their proper parent HQ or to the KORPS HQ (*III Flak Korps* units only). No more than SIX units may trace a supply path to the Korps HQ. Flak HQ's can supply ONLY flak units.
- 9. A supply unit is eliminated if it is in a hex without friendly combat units and adjacent to an enemy combat unit at the end of the enemy combat phase. Also, if friendly combat units in a hex with a supply unit are eliminated or forced to retreat, that supply unit is also eliminated.
- 10. Enemy combat units ignore supply units for movement purposes. They may move into, through or remain in a hex with a friendly supply unit without effect.
- 11. *HQ units may not supply units of a friendly country. Enemy supply units may never be used for supply purposes.*
- 12. Supply units are always in a supplied condition for movement purposes.
- 13. *A remnant unit is automatically assigned to the parent HQ of the unit it replaces as though it were that unit.*
- 14. *Any unit which requires supply, including flak units, is subject to surrender if it is out of supply during three or more consecutive friendly RESET PHASES and is adjacent to a supplied enemy combat unit at the beginning of the next enemy COMBAT PHASE. Surrendered unit, except HQ units, are permanently removed from play.*
 - a. *An unsupplied unit does not have to surrender:*
 - 1) *If it is in a city hex or can trace an eight hex supply line to a city hex which has a friendly unit (either combat or non-combat).*
 - 2) *If it is in any fort hex except a field fort.*
 - 3) *If it is in a hex with another unit not subject to surrender. In this case the three turns are still counted, but surrender does not occur until the unit moves to a hex where surrender might happen.*

E. DISRUPTION

Units suffer a special combat effect, called 'Disruption', when defending against certain types of attacks:

- 1. A unit is disrupted when attacked successfully via enemy carpet bombing, naval bombardment, air bombardment, or as a result of airborne drift, or if forced to retreat as a result of enemy defensive fire.
- 2. A disrupted unit is identified by placing a DISRUPTED marker on top of it.
- 3. A unit may be disrupted more than once per turn. A disrupted marker is placed on a unit EACH TIME that it is disrupted.
- 4. A unit remains disrupted until the end of the friendly RESET PHASE. During the friendly RESET PHASE, one disrupted markers is removed from each friendly unit.
- 5. Effects: A disrupted unit is restricted as follows:

- a. *Except for drift combat and the ALLIED BEACH ASSAULT PHASE, a unit may not attack or fire while disrupted. If forced to attack, it is eliminated instead.*
 - 1) *If a stack of units has some disrupted units, the undisrupted units in that stack may still attack.*
 - 2) *If the corps HQ unit is disrupted, only units supplied by the same divisional HQ unit may attack the same enemy hex. The corps artillery units may only fire at enemy units adjacent to each artillery unit.*
 - 3) *If a divisional HQ unit is disrupted its units may not attack a hex being attacked by other units or be supported by other artillery except as provided above.*
- b. *Each disrupted marker adds '+1' to the die roll for any subsequent combat situations in which a disrupted unit is defending. Such die roll modifications are cumulative. A '1' is added to the die roll even if only one combat unit in a stack is disrupted, or a non-disrupted unit is attacked by defensive artillery fire.*
- c. *A disrupted unit may only move one hex in the REGULAR MOVEMENT PHASE and it may not move at all during the ENEMY MECHANIZED MOVEMENT PHASE, but it retreats normally if attacked. It may only cross a river at a bridge.*
- d. *A unit cannot exert a zone-of-control while it is disrupted.*
- e. *Except for the above limitations, headquarters and supply units may execute their supply functions normally while disrupted.*
- f. *Disrupted units, including disrupted units in fortifications, retreat normally.*
- g. *An airborne unit that is disrupted by drift dispersal may not move in the REGULAR or FOLLOW-UP MOVEMENT PHASES of the turn in which it arrives on the mapboard by an air drop.*
- h. *Units of a corps, except those supplied by the same divisional HQ unit, may not stack together or jointly attack the same hex if the corps HQ unit is disrupted.*
- i. *Units of a division may not spot for the corps artillery if the divisional or corps HQ unit is disrupted.*

STOP! READ NO FURTHER! PLAY SCENARIO TWO.

III. SCENARIO #3: OPERATION COBRA

A. EXPANDED SEQUENCE OF PLAY

The addition of still more rules functions requires that the sequence of play be expanded by the addition of the following new phase:

1. ALLIED PLAYER SEGMENT

- a. Allied REPLACEMENT PHASE: Same as before.
- b. Allied AIR/NAVAL PHASE: Allied player executes naval bombardment, all aircraft unit counter placement functions and carpet bombing operations.
- c. Allied Regular Movement Phase: Same as before.
- d. GERMAN Mechanized Movement Phase: Same as before.
- e. GERMAN DEFENSIVE FIRE PHASE: Same as before.
- f. Allied Combat Phase: Same as before.
- g. Reset Phase: Same as before.

2. GERMAN PLAYER SEGMENT

Same as before.

B. COMBINED ARMS MODIFIERS

Whenever certain combinations of unit types occupy the same hex, they attain specific benefits on the Combat Results Table (CRT) which they would not, by themselves, possess. Refer to the Combined Arms Modifiers chart on the CRT card for the following rules section:

1. Defending units occupying the same hex at the beginning of the combat phase and attacking units that occupy the same hex and attack the same unit may increase or decrease their combat effectiveness depending upon their functional type as indicated on the Unit Classification Chart.
NOTE: To clarify the Combined Arms Modifier Chart, artillery defending alone is considered to be infantry for CAM purposes; it has no effect on CAM when it is defending with armor function units.
2. For each attack, determine the CAM category for the attacker and the defender. Cross index the two categories to find the die roll modifier. Modify the combat resolution die roll by the resulting positive or negative number. *Remnant units and certain other combat units, although they have no attack strength, still affect the CAM.*
3. *NOTE: A unit's combined arms modifier is not affected by supply or terrain considerations or, when defending, by disruption.*
4. CAM may NOT be used for defensive artillery fire.

C. AIR POWER

The Allied player is provided with aircraft unit counters as shown on the Aircraft Deployment Display. These units are employed on the chart and on the mapboard to abstractly represent the aircraft available during the actual campaign. There are three missions that aircraft units can engage in: tactical air support, tactical air interdiction, and carpet bombing. *NOTE: All air and naval counters are allocated to their tasks before any of their combat results are determined.*

1. Tactical Air Support: The Allied player may deploy his light and medium bomber units directly against enemy units.
 - a. During the Allied air/naval phase, the Allied player allocates his light and medium bomber units to any desired hex or hexes on the mapboard. They have no stacking limitations.
 - b. Bomber units may be positioned on top of Axis units that the Allied player intends to attack during the combat phase.
 - c. During the combat phase, the Allied player adds the attack strength of each bomber unit to that of the regular ground units attacking Axis units in the bomber's hex.
 - d. Bomber units may not attack enemy units without at least one Allied infantry or armor function unit also attacking those units. If bomber units are allocated to an enemy occupied hex and the Allied player does not attack those units in the combat phase, the bomber units have no effect.
 - e. Bomber units are removed from the mapboard at the end of the Allied combat phase. They suffer no adverse combat effects and may not be removed as combat losses.
2. Tactical Air Interdiction: *The 36 Allied Fighter Bomber (FB) unit are used by the Allied player to impede German movement. This is accomplished as follows:*
 - a. *If 16 or more FB units are allocated to tactical air interdiction during the air/naval phase of a FAIR weather turn (or 21 or more units during an OV-1 weather turn), German units expend one movement point (instead of ¼ or ½ MP) to enter a hex after crossing a road bridge anywhere on the mapboard and railroad bridges no longer reduce the movement point cost for crossing a river.*
 - 1) *If 21 to 30 FB units are allocated to tactical air interdiction during the air/naval phase of a FAIR weather turn – the maximum that may be so used on 6 June - (or 26 to 35 units during an OV-1 weather turn), German units also expend one-half*

movement point to enter road hexes anywhere on the mapboard when using road movement.

2) If 31 to 35 FB units are allocated to tactical air interdiction during the air/naval phase of a FAIR weather turn (or all 36 units during an OV-1 weather turn), German units also expend one movement point to enter primary road hexes anywhere on the mapboard when using road movement.

3) If all 36 FB units are allocated to tactical air interdiction during the air/naval phase of a FAIR weather turn, German units also expend one movement point to enter any road hex anywhere on the mapboard when using road movement.

b. The road movement cost is never increased in FOREST hexes (except after crossing a bridge) or to hexes within 5 hexes of Allied units.

c. AIR INT markers are removed at the start of Allied player's next air/naval phase.

3. Carpet Bombing: The Allied player is provided with six heavy bomber units with which he can create the tactical bombing technique dubbed 'carpet bombing'. These heavy bomber units are used in scenario three to replicate the actual carpet bombing techniques used during the campaign. In the campaign game, however, they will have other functions besides carpet bombing.

a. Carpet bombing attacks are allocated, positioned, and resolved during consecutive Allied air/naval phases. Only one carpet bombing mission may be planned or executed at any one time.

*b. Carpet bombing may be used anywhere on the mapboard, except in swamp or flooded hexes. It may be used *three times in July and three times in August*, subject to the three turn allocation cycle as outlined below. *NOTE: A carpet bombing attack planned for July, but delayed until August is counted as one of the three August attacks.**

c. Procedure: Each carpet bombing attack must be planned and executed as follows:

*1) Each attack must be designated one turn in advance by allocating all six heavy bomber units to the carpet bombing box on the and making a side notation as to the approximate location of the attack (by citing the location of a town, village, or natural terrain feature that is contained within any one hex of the six hex bomb pattern). *This designation may not be changed if the carpet bombing attack is delayed because of weather.**

2) On the Allied air/naval phase following allocation to the Carpet Bombing box, the heavy bomber units may either remain in the box or may be moved to the mapboard.

*3) On the turn they are moved to the mapboard, the heavy bomber units are positioned on the mapboard and then they 'attack' any enemy units that occupy the same hex. *Carpet bombing may only occur during FAIR weather, and the attack must be delayed from turn to turn if it is necessary to wait for FAIR weather, but the attack may never be on the first turn following a storm.* After they attack, the heavy bomber units are inverted to expose the '+2' movement point penalty printed on their reverse side.*

*4) At the start of the following Allied air/naval phase, the heavy bomber units are removed from the mapboard and returned to their holding boxes on the Allied Aircraft Deployment Display. They may not be used during that air/naval phase. *The heavy bomber units are also returned to their Holding Boxes if the player decides not to make the carpet bombing attack. This does not count as one of the attacks**

5) The heavy bomber units may be allocated to the carpet bombing box on the turn following their return to their holding boxes.

*d. Positioning: A carpet bombing attack must utilize all six heavy bomber units; positioned so that each bomber counter is adjacent to at least two other bomber units. The pattern of bomb hexes may be positioned anywhere providing any one hex of the six hex pattern falls within the previously cited hex location. *Three of the bombed hexes must be adjacent to Allied units.**

- 1) *The Allied player must allow for the possibility of inaccurate bombing. Before attacking each hex, he first rolls an 'error' die roll for that hex.*
- 2) *If a '1' is rolled, the bombers missed their target hex. The bombs always land in an adjacent hex, even if there are Allied units in it. A second die roll determines which adjacent hex is bombed in error, using the Basic Drift Diagram.*
- e. Effects: Carpet bombing causes the following effects:
 - 1) *Units in a hex containing a heavy bomber unit, including friendly units bombed in error, undergo an attack at 5:1 odds. The odds are increased to 6:1, 7:1, or 8:1 for each extra heavy bomber unit which bombs the hex in error. No die roll adjustment is made for terrain or other causes. Heavy bomber units are not affected by the outcome. Units do not retreat after being carpet bombed!*
 - 2) *All units entering a hex containing an inverted heavy bomber unit undergo a '+2' movement point penalty in addition to the cost of entering other terrain in the hex. The road movement cost is increased to one movement point for primary roads and two movement points for secondary roads. The movement point penalty for a hex subject to carpet bombing is not increased further if, because of error bombing, it is bombed by more than one heavy bomber unit.*
 - 3) *All units, of EITHER player, that are attacked by carpet bombing are automatically disrupted.*
- f. *Carpet bombing attacks cannot be executed if such execution forces the heavy bomber counters to be placed in hexes containing Allied units.*

STOP! READ NO FURTHER! PLAY SCENARIO THREE.

IV. SCENARIO #4: THE FALL OF CHERBOURG

A. NAVAL BOMBARDMENT

1. Availability: the Allied player has available *naval gunfire strength points* which may be used against enemy units. These are represented by the boxes on the *Allied Naval Gunfire Control Display*:
 - a. The numbers printed in the boxes on the chart represent the number of strength points available EACH turn. (Ignore the rocket, 'R', boxes which are used only in the invasion scenarios.) The strength points in each box must be applied to a single target hex as a whole. They cannot be split between two different target hexes.
 - b. Nationality: British and U.S. naval strength points may not be combined to bombard the same target hex. Similarly, German targets adjacent to U.S. units (or on U.S. beaches) may not be bombarded by British strength points, or vice-versa. Where German targets are adjacent to BOTH U.S. and British units, either U.S. or British (but not both) naval strength points may be used to bombard. *Only 1 British BB and 7 CA naval units may bombard west of Port-en-Bessin and no US naval units may bombard east of it unless the target is adjacent to ground units of the same nationality. Either may bombard Port-en-Bessin.*
2. Bombardment: During the air/naval phase, the Allied player may bombard German target units by simply applying the desired number and type of naval strength points against a target hex and rolling one die on the Bombardment Table. Expended strength points are subtracted from the total by sliding the indicator counter along the row of strength point boxes. *Adjust the die roll for disruption. Units in FOREST or SWAMP hexes may not be bombarded, but other terrain has no effect on naval bombardment. If the die roll is adjusted below '1' the attacked unit is not disrupted.*
 - a. To be bombarded, a target hex must be either adjacent to an Allied combat unit or adjacent to a sea hex.
 - b. All units in the same target hex are treated as one combined target and undergo the same bombardment effect.

- c. See the additional instructions on the Bombardment Table.
- 3. Effects: Successfully bombarded target units are disrupted until the end of the current turn. Place a 'DISRUPT' marker on the disrupted units.
- 4. RANGE: Each type of naval gunfire strength point (BB, CA and DD) has a limited range in hexes which is listed on the naval display. This range is counted from any sea hex containing a BEACH or PORT LANDING BOX, *including Pointe du Hoc, regardless of whether that port or beach is operational.* It may not be counted from any other type of sea hex.

B. FORTIFICATIONS

The several different fortification types in the game represent the myriad varieties of permanent and temporary fortifications built and used along the Atlantic Wall and in the Normandy campaign. *German units may use any type of fortification; Allied units may only use field fortifications.*

1. There are five main types of fortifications: 'fortified areas', representing major defensive complexes; 'minor forts', representing old stone forts in the Cherbourg environs; 'coastal strongpoints', representing German widerstandnest and stutzpunkt defensive works in the Atlantic Wall; 'field fortifications' representing field works and fields-of-fire; and 'Landfronte' fortifications representing the Landfronte defensive line around Cherbourg. See the Fortifications Chart for a detailed listing of characteristics.
2. All fortifications, except 'field', are positioned at the start of the game in the predetermined hex locations printed on the mapboard.
3. Units in fortifications exercise a zone of control into all or some of the six adjacent hexes (see the Fortifications Chart).
4. Units in fortifications are never forced to retreat as a result of combat UNLESS they have been previously disrupted in the same turn.
5. When DEFENDING, *fortifications and the units in them are treated as ARMOR for CAM. When units in the fortifications attack, they use their normal functions for CAM purposes.*
6. Units are considered to be 'in' a fortification by being placed physically UNDER the fortification counter. Units on top of the counter gain NO benefit from it. The number of strength points on top of and under a fortification counter cannot exceed the strength point capacity for that hex (Note that for a coastal strongpoint, NO units may be placed under it).
7. A fortification (except 'field' type) remains on the mapboard indefinitely unless and until all of the units under it are destroyed in the same turn. When this happens, the fortification counter is removed from the mapboard.
8. Fortifications do not count towards, nor affect stacking limitations, in any way.
9. A unit under a fortification counter suffers losses and step reductions in the normal manner. *A fortification with intrinsic defense strength, but with no units under it, is eliminated if it suffers a step loss or is forced to retreat. A fortification with neither intrinsic defense strength nor a unit under it is eliminated if an enemy unit occupies it or passes through its hex.*
10. Building Field Fortifications: *Field Fortifications are the only fortifications that may also be used by the Allied player.* Any infantry or armor type of BATTALION size (except headquarters) may build field fortifications:
 - a. A field fortification may be built by a unit occupying any TOWN (not city) hex. It may not be built on a hex already containing any other fortification.
 - b. Field fortifications require two turns to build. During the replacement phase, the owning player places an inverted field fortification counter in the building unit's hex. During the replacement phase of any succeeding turn, the fortification counter is turned face-up and becomes fully functional.

- c. The combat unit building the fortification may not move or attack nor may it be adjacent to any enemy units during the two player segments required to build. An inverted field fortification counter is immediately removed from play whenever an enemy unit moves adjacent, or whenever the building unit moves out of the hex or attacks.
- d. A functional field fortification is removed from the mapboard whenever all of the units under it are destroyed in one turn or whenever it is not occupied by at least one friendly ground combat unit at the end of a regular or mechanized movement phase.

STOP! READ NO FURTHER! PLAY SCENARIO FOUR.

V. SCENARIO #5: NORMANDY BEACH

A. FIRST TURN INVASION SEQUENCE OF PLAY

For the June 6th turn ONLY, the following special invasion sequence of play is used. Revert to the normal sequence of play for all subsequent turns (*NOTE: the weather is always FAIR for the 6 June turn*):

1. ALLIED PLAYER SEGMENT

- a. Allied Air Drop Phase: Position airborne units in their drop zones, execute drift determination and resolve drift combat.
- b. Allied AIR/NAVAL PHASE: Same as regular sequence.
- c. Allied Beach Assault Phase:
 - 1) Allied player places assault wave units on landing boxes.
 - 2) German player executes coastal artillery fire against landing boxes.
 - 3) Allied player executes and resolves beach assault combat situations.
- d. Allied Follow-up Movement Phase:
 - 1) Allied player moves all assault wave units up to HALF normal Movement Allowance (MA).
 - 2) Allied player introduces follow-up wave units, moving them full MA
- e. GERMAN Mechanized Movement Phase: Same as regular sequence.
- f. GERMAN DEFENSIVE FIRE PHASE: Same as regular sequence.
- g. Allied Combat Phase: All Allied units, including those that attacked in previous phases, may initiate and resolve ground combat..
- h. Reset Phase: Same as regular sequence.

2. GERMAN PLAYER SEGMENT

- a. German Movement Phase: Same as regular sequence, *except that strategic road movement is not permitted and the 30 Flak Regiment and the 932 Flak Battalion may not move.*
- b. Allied Build-Up Movement Phase: Allied player introduces build-up wave units, moving them up to HALF their normal MA.
- c. Allied Defensive Fire Phase: Same as regular sequence.
- d. German Combat Phase: Same as regular sequence.
- e. Reset Phase: Same as regular sequence. *British RMSR units are permanently removed.*

B. AIRBORNE LANDINGS

Allied airborne units enter the game via the air drop procedure which consists of three steps: placement, drift, and drift combat:

1. During the designated turn of entry, airborne units are transferred from the *Assault Landing Schedule* card and placed on the mapboard during the Allied air drop phase.
2. Airborne units must be positioned in their proper drop zone hexes on the mapboard as indicated on the airborne section of the *Assault Landing Schedule*.

3. After completing initial placement, each individual airborne unit must undergo the effects of drift. Refer to the proper, Revised Drift Diagram for the details on determining drift (see Attachments 'A' and 'B' at the end of these rules for reference). Use the 'Special D-Day Drift Diagram' only for US PARACHUTE units which land during the 6 June AIR DROP PHASE. Use the 'Modified Basic Drift Diagram' for all units of the British 6th Airborne Division and all US glider units which land during the 6 June AIR DROP PHASE. Use the Basic Drift Diagram for all other 6 June and subsequent air drops.

- a. Any unit that drifts off the mapboard or onto sea hexes is automatically eliminated from play.
- b. For GLIDER and HEADQUARTERS units, subtract '2' from the die roll number for drift.
- c. Add '2' to the die roll number for drift if an enemy unit occupies the drop zone hex.
- d. After determining each unit's drift, an additional die roll determines if a unit which did not land in its drop zone, was disrupted or suffered a step loss during the air drop. See 'Dispersal Table' on the Assault Landing Schedule for the details of this die roll. For air supply units, a die is always rolled to determine disruption or step loss after each air drop, even if the supply unit did not drift. An air supply unit must be returned to the Air Supply Units box if the result is 'D/LS' or 'D.' It may make an air drop again on the next turn, weather permitting. Also see SUMMARY: AIR OPERATIONS. **HOUSE RULE: Air supply units DO NOT automatically roll for dispersal. Air supply units only roll for dispersal if they drift from the original drop zone hex. Air supply units not landing during the Air Drop Phase of the first turn roll for drift against the Basic Drift Diagram, per the rules.**

4. Drift Combat: If the final position of an airborne unit as enemy occupied hex, a 'drift combat' situation exists. All such drift combat situations are resolved like regular attacks at the end of the air drop phase. Airborne artillery units engage in drift combat in exactly the same manner as airborne infantry units.

- a. Determine combat odds as normal. Note, however, that only those opposing units in the same hex are counted. Units in adjacent hexes are ignored for drift combat purposes. The Allied units are always the attacker; the German units always defend, *except that the effects of terrain are ignored.*
- b. Automatically subtract '1' from the die roll result of all drift combat situations. *EXCEPTION: If the British 9th Parachute Battalion lands on the Merville coastal artillery battery and is the only British unit involved in that drift combat, add '1' to the die roll; if one or more other units land in that hex, or the 9th Para. Bn. is involved in air drop combat in another hex, the normal air drop combat rules apply. Units that have been disrupted due to drift subtract an additional '1' from the die roll if they must engage in air drop combat. If supply units land in a hex with a German unit they are eliminated.*
- c. SPECIAL: If a retreat is called for on the Combat Results Table, for either the attacker or the defender, the retreating unit is allowed to move to an adjacent hex unless that hex is in the zone of control of an enemy unit, or it contains an enemy unit counter. Units that cannot retreat are eliminated. If no retreat is called for on the Combat Results Table for either side, then ALL units involved in that combat on BOTH sides are eliminated instead.

5. Undisrupted units (except air supply units) may move one hex during the FOLLOW-UP MOVEMENT PHASE or the REGULAR MOVEMENT PHASE of the turn in which they arrive on the mapboard by an air drop. BUILD-UP MOVEMENT PHASE units, air supply units and airborne units that have been disrupted by drift dispersal may never move in the turn in which they arrive on the mapboard by an air drop.

6. Airborne units scheduled to air drop on subsequent turns do so during the Allied Replacement Phase.

7. SPECIAL: During the invasion turn, airborne units land during the airdrop phase AND the build-up phase. Units landing during the build-up phase are positioned and drifted FIRST, before other build-up units enter the game and move.

8. *The 7 June air drop may be delayed by weather to the first FAIR weather turn. Except for weather, the BUILD-UP MOVEMENT PHASE and 7 June air drops may not be delayed; they may only be cancelled. Airborne units scheduled to land during the BUILD-UP MOVEMENT PHASE or on 7 June may instead be left on the Allied Assault Landing Schedule and put on the entry track on any subsequent turn.*

C. AMPHIBIOUS ASSAULT

1. Allied units enter the game by being transferred from the player aid card to the landing boxes printed on the mapboard. Allied units may not remain in a landing box at the end of a turn, but must either move to the connecting coastal hex or return to the player aid card.

2. Beach Assault: During the beach assault phase, the Allied player positions his assault wave units on the exact beach landing boxes indicated on the Assault Landing Schedule. Assault wave units, unlike subsequent waves, must be positioned in the EXACT beach landing boxes indicated on the landing schedule:

a. During the beach assault phase, Allied assault units must be moved from the landing boxes to the connected coastal hex. They may move no further in that phase. *Even units disrupted by coastal artillery may move to the connected coastal hex if there is no German unit in that hex.* (NOTE: Beach assault units which cannot land due to stacking limitations may be returned to the player aid card and reenter during the follow-up movement phase. The Allied player chooses exactly which units return to the player aid card.)

b. If enemy units occupy the connected coastal hex, they must be eliminated or forced to retreat during the beach assault phase to allow units in the landing boxes to advance after combat:

1) ALL units in a landing box, including disrupted units, must attack the strongpoint in the connected coastal hex by themselves, or in conjunction with other undisrupted assault units which have landed unopposed on adjacent coastal hexes, even if stacking limitations will not permit all of them to land on the coastal hex. These adjacent units may make the attack alone, if there are no units in the connected beach landing box, but are not required to do so. Every connected coastal hex, however, except Pointe du Hoc, must be attacked, if possible, from the beach landing box, even if the odds are less than 1:2 (which means that the attacking unit must be eliminated instead). If any units in the beach landing box are disrupted, subtract '1' from the die roll. NOTE: Tactical Air Support is only used during the COMBAT PHASE, and not during the ALLIED BEACH ASSAULT PHASE.

2) Combat is resolved normally. German coastal strongpoints are removed from the game if they suffer a step loss or are forced to retreat. If the strongpoint is eliminated the assault units, including units in adjacent hexes which participated in the attack, may move to the connected coastal hex, subject to stacking limitations, even if the combat result does not specify that the attacker may advance after combat. They may not advance beyond the connected coastal hex, however, even if the combat result permits such an advance. Units that cannot land due to stacking limitations are returned at once to the player aid card. They may reenter during the ALLIED FOLLOW-UP MOVEMENT PHASE. The Allied player chooses which units are return to the player aid card.

3) If the attack fails to eliminate the defending strongpoint, the Allied assault units in the beach landing box must be returned to the player aid card. They may land in the ALLIED BUILD-UP MOVEMENT PHASE.

- c. *It is not sufficient to just eliminate the defending German strongpoint; Allied units must actually occupy the beach hex after the BEACH ASSAULT PHASE to establish a BH marker. These units do not need to include units from the connected beach landing box; they may be the units that landed unopposed in the adjacent hex and participated in the assault on the strongpoint. Allied units that follow may only move to beach coastal hexes via connected beach landing boxes which have BH markers*
- d. *SPECIAL: Allied assault wave units suffer increased casualties in combat during the beach assault phase. Treat all 'LS' results as 'L1', all 'L1' results as 'L2' and all 'L2' results as 'E'.*

3. Follow-up Movement: During the follow-up movement phase, the Allied player may, at his option, transfer the follow-up wave units from the player aid card to those beach landing boxes containing beachhead markers:

- a. *At the beginning of the FOLLOW-UP MOVEMENT PHASE, all undisrupted assault wave units on coastal hexes may move up to HALF their normal movement allowance, (rounded down) at the Allied player's option. Disrupted units may move one hex. EXCEPTIONS: Undisrupted Commando and Ranger units may move their full movement allowance. Undisrupted airborne units, except air supply units, may move one hex.*
- b. *After all assault wave units have been moved, the Allied player may transfer the follow-up wave units for each individual beach (and those assault units which did not land due to stacking limitations) from the player aid card to any beach landing boxes, with BH markers, within the proper beach. (Assault units which did not land because a defending German unit was not eliminated may not land during the FOLLOW-UP MOVEMENT PHASE.) Follow-up and build-up units designated for one beach cannot be landed at another during the invasion turn. (If there are no beachhead markers in any BLB's of a beach due to adverse combat results, units designated for entry at that beach may land as build-up units at any other beach of the same nationality in subsequent turns.) Armored units of the British 8th and 27th Armored Brigades and of the Canadian 2nd armored Brigade may not land during the FOLLOW-UP MOVEMENT PHASE unless all surviving units from the BEACH ASSAULT and FOLLOW-UP MOVEMENT PHASES at the same beach, except HQ and supply units, also land. If all the other units have not landed, those armored units that did not land during the BEACH ASSAULT PHASE must wait until the BUILD-UP MOVEMENT PHASE.*
 - 1) *Allied units that were fired upon by coastal artillery once, but did not land at that time are again subject to coastal artillery fire when they again attempt to land.*
- c. *Follow-up and build-up units directed to a beach do not have to enter through specific beach landing boxes, but may land at any beachhead marker within their designated beach. An unlimited number of units may enter the game through a beachhead marker. (NOTE: This is modified in the campaign game!) Units that do not move to the connected beach hex must be returned to the player aid card. They may land during the BUILD-UP MOVEMENT PHASE or, subject to beach and port landing capacities, on any later turn.*
- d. *Follow-up wave units may be moved up to the limit of their movement allowance during the follow-up movement phase, at the Allied player's option. They expend two movement points for landing on the connected coastal hex; the rest of their movement allowance is available for moving inland. Disrupted units may not move beyond the connected beach hex.*

4. Allied Combat Phase: During the Allied combat phase, ALL combat units landed during the air drop, beach assault, and follow-up movement phases may attack including those that may have already attacked during the beach assault and air drop phases). *If a German strongpoint in a coastal hex which is connected to a beach landing box is eliminated during the COMBAT PHASE, and if the combat result permits the Allied units to advance after combat, a BH marker is established in that beach landing box if at least on Allied unit advances to, or through, the connected coastal hex.*

- a. *The German player has an abbreviated REPLACEMENT PHASE. The German player may make changes or additions to his original corps assignments at this time.*

- b. *The units on the German Unit Entry Schedule which are scheduled to enter on 6 June, except the 12ss Panzer Division, may attempt to move.*
 - c. *The 711 Division may attempt to enter the mapboard.*
 - d. *E. TR units may remove CUT markers.*
- 5. Allied Build-up: During the build-up movement phase, the Allied player may, at this option, transfer the build-up wave units from the player aid card to those beach landing boxes containing a beachhead marker. *Units designated for one beach cannot land at another beach, but all of them may land through any single beach landing box within their designated beach which has a BH marker.*
 - a. *All follow-up wave units must land in the follow-up wave or in the build-up wave before the build-up wave units may begin to land on 6 June.*
 - b. *Units entering the game during the build-up movement phase may expend only HALF their normal movement allowance (rounded down) in that phase. Units that entered previously may not move during that phase. If, due to adverse combat results, there are no BH markers in any beach landing box at a specific beach, units designated for that beach may, subject to beach and port landing capacities, land in subsequent turn at any other beach or port of the same nationality.*
 - c. *Undisrupted units landing during the BUILD-UP MOVEMENT PHASE may only expend half of their normal movement allowances (rounded down). They expend two movement points for landing on the connected coastal hex; the rest of their movement allowance is available for moving inland. Disrupted units may not move beyond the connected beach hex. Units that entered previously, may not move during this phase.*
 - d. *Although there are no build-up units at SWORD BEACH, assault and follow-up units which have not yet landed may do so during the BUILD-UP MOVEMENT PHASE.*
 - e. *If a German strongpoint in a beach landing box's connected coastal hex was eliminated in the ALLIED COMBAT PHASE, but no BH marker was established because the combat result did not permit an Allied unit to advance into or through that hex, a BH marker may be placed in the beach landing box if a unit entering in the BUILD-UP MOVEMENT PHASE moves into that hex.*
- 6. Further Build-up: On subsequent turns, incoming units are transferred from the player aid card to beachhead landing boxes during the Allied replacement phase. They are positioned on the landing boxes during the replacement phase and moved during the regular movement phase. There is no stacking limit for units on landing boxes.
 - a. *Except for Allied Assault Landing Schedule units, armor function units may not move beyond the beach or port hex where they land during that TURN. Disrupted arriving Allied units may never move beyond the beach or port hex where they land during that MOVEMENT PHASE.*
 - 1) *Undisrupted arriving Allied non-armor units may only expend HALF their normal supplied or unsupplied movement allowance (fractions rounded down) during their first REGULAR MOVEMENT PHASE on the mapboard, but even an unsupplied movement allowance is always sufficient to permit any unit to land, even at a beach.*
 - 2) *Undisrupted arriving Allied non-armor units expend one movement point for landing on the connected coastal hex of a port or Mulberry landing box and two movement points for landing on the connected coastal hex of a beach landing box.*
 - 3) *Mechanized HQ units and their supply units may expend all their normal movement allowance during the MECHANIZED MOVEMENT PHASE of the first German Player Segment after their arrival on the mapboard. Other mechanized units may not move during that MECHANIZED MOVEMENT PHASE.*
 - b. *Incoming units may not remain on a landing box at the end of the Allied movement phase. They must move to a connected coastal hex or be returned to the player aid card.*
 - c. *The sequence in which units still on the Allied Assault Landing Schedule at the end of the 6 June turn and Entry Track units arrive on later turns is completely at the option of the Allied player, subject only to beach and port landing capacities.*

7. Beachhead Markers: *Beachhead markers are established only on 6 June. They are established if an Allied unit enters a beach landing box's connected coastal hex during the BEACH ASSAULT PHASE, the ALLIED COMBAT PHASE, or the BUILD-UP MOVEMENT PHASE (A BH marker can only be established at Item Green of Gold Beach during the ALLIED COMBAT PHASE or BUILD-UP MOVEMENT PHASES).* Allied units that follow may only move to coastal hexes via landing boxes containing beachhead markers. (EXCEPTION: Port Landing Boxes: see campaign game rules.)

- a. Beachhead markers may never be moved from their original landing box.
- b. A beachhead marker is destroyed and removed from the game whenever an enemy combat unit enters the coastal hex with which it is connected.

D. INVASION TURN SUPPLY REQUIREMENTS

During the invasion turn, Allied and German units are automatically supplied for attack, defense, artillery fire and movement. Neither side expends supply nor must they trace a supply route to an HQ unit. *The normal corps rules do not apply. All units may stack and fight with any other units of the same nationality.*

E. GERMAN COASTAL ARTILLERY

Historically, coastal artillery guns were designed to engage naval targets at sea, exclusively. They were not equipped to act as field artillery against an enemy force already ashore. German coastal artillery units were a major potential threat to the invading Allied forces.

1. German coastal artillery batteries are positioned on the mapboard in those hexes containing printed coastal artillery symbols. Only those units with the coastal artillery symbol may function in that role, *except that both the German railway artillery units may be used as coastal artillery (invert them to expose the work 'FIRED' after they are used as coastal artillery).*
2. Each coastal artillery unit may only fire at Allied units in beach or port landing boxes.
3. During the invasion turn, coastal artillery units fire 3 times in the Allied player's turn (see 4.b below). On all subsequent turns, coastal artillery units fire at the end of the Allied air/naval phase after the Allied player is finished moving and firing his air and naval counters in that phase.
4. Each coastal artillery unit may fire at ALL enemy units that occupy beach or port landing boxes within range during a single phase.
 - a. Coastal artillery fire is resolved on the Bombardment Table. Each coastal artillery strength point is equal to one naval gunfire strength point. *A 'D' result means that a unit, other than a US artillery group, suffers an immediate one-step loss and is disrupted. US artillery groups do not lose a step, but are double disrupted instead and may not land that turn, nor may another unit land instead of them.* Supply units are inverted to half-strength, but may be used normally in the same turn.
 - b. *Each coastal artillery unit may attack each and every beach or port landing box within range, one unit at a time. Each Allied unit, however, may only be attacked ONCE per turn. Therefore, coastal artillery strength points firing into a landing box must be totaled into one combined strength for resolution on the Bombardment Table. SPECIAL: During the invasion turn, German coastal artillery units may fire upon each landing box during the Allied beach assault phase, the Allied follow-up phase, and the Allied build-up phase. Each landing box, however, may be attacked only once per phase.*
 - c. *Beginning 7 June (HOUSE RULE: This applies to 6 June as well), subtract '1' from the die roll for coastal artillery fire when determining the loss of a step (but not for determining disruption). This means that a unit can sometimes be disrupted without losing a step. HOUSE RULE: Coastal artillery fire vs HQ's is modified as follows: First disruption roll disrupts the HQ unit. A second die is then rolled. If this roll results in a disruption, the HQ is eliminated and subject to replacement per IX.D.7.*

5. Coastal Artillery Supply: Coastal artillery units, *except the railway units*, are considered to be in supply at all times. They do not consume supply nor are they required to trace a supply route to an HQ unit, *but railway artillery units expend a supply step if they fire at units in more than one landing box.*

F. SPECIAL ALLIED ASSAULT UNITS

The Allied player is provided with ten special unit counters call 'RMSR' units ('Royal Marine Support Regiment'). These units are used on the British beaches to increase the effectiveness of British attacks:

1. RMSR units are treated as normal armored type combat units.
2. Each RMSR unit adds '+1' to the die roll of attacks against enemy units in which they participate during the invasion turn only.
3. RMSR units are permanently removed from the mapboard at the conclusion of the invasion turn.
4. *At the Allied player's option, and provided that the weather is FAIR, the British 46 RM CDO may make an assault landing during the 7 June ALLIED REPLACEMENT PHASE against the German coastal artillery unit at either Cabourg or Benerville or either hex adjacent to them. It is always in supply for the 7 June turn. It may use its full movement allowance on 7 June and may engage in combat during the ALLIED COMBAT PHASE, even if it engaged in combat during the beach assault while landing at Cabourg or Benerville.*
 - a. *If the British 46 RM CDO is to be used for a raid against one of the German coastal artillery batteries, it may be withdrawn during the 7 June GERMAN RESET PHASE, at the Allied player's option, providing that it is on a coastal hex. A die roll is made for this:*
 - 1) *The unit is withdrawn and returned to the '1' entry box if the die roll is '1' through '5'; it is not withdrawn if the die roll is '6'.*
 - 2) *If the commando unit is adjacent to a German unit, including a coastal artillery unit, it suffers one step loss while withdrawing if the die roll is '4' or '5'.*
 - 3) *If the 46 RM CDO is not withdrawn on 7 June, it may not be withdrawn later.*

G. SPECIAL ARMORED UNITS: THE 79th ARMORED DIVISION, ETC.

The British 79th Armored Division was not an operational armored division, as such, but rather a collection of special armored formations. It was a group of independent GHQ battalions provided with a divisional organization to handle administration and training. Throughout the campaign in northwestern Europe, their special skills contributed greatly to Allied tactical success. The special armored types contained in the division are described as follows:

1. Divisional Functions: Battalions belonging to the 79th Armored Division are INDEPENDENT battalions for supply functions. There is NO divisional headquarters unit for these battalions. NOTE: Certain types of special armored unit have U.S. counterparts. These U.S. independent armored battalions follow the same rules as outlined for British special armored units.
2. AVRE Units: 'Armored Vehicles, Royal Engineers ('A.V.R.E.') were Churchill III and IV tanks mounting a 290mm Petard spigot mortar and other combat engineering equipment used to destroy enemy fortifications. These unique units have the following characteristics:
 - a. An AVRE unit adds '+2' to the die roll result whenever it attacks any type of enemy fortification in conjunction with other types of combat units. No more than '2' may be added to the die roll for any single attack regardless of the number or type of special armored units involved.
 - b. An AVRE unit is ignored for Combined Arms Modifier purposes unless it is in a hex without other types of combat units. When alone, an AVRE unit automatically gives the opposing side a '2' C.A.M. advantage, regardless of the actual composition of the enemy force.

- c. An AVRE unit may never replace step losses, nor does it have a remnant step. It does, however, retain its special function at either full or inverted strength.
- 3. Flamethrower Units: The 'Crocodile' Flamethrower battalions of the British 141st Armored Regiment were equipped with regular gun armed Churchill VII tanks modified to carry an internal flamethrower and tow an armored trailer. They were very effective infantry support weapons:
 - a. A Crocodile unit adds '+2' to the die roll result whenever it attacks any type of enemy fortification in conjunction with other types of combat units. No more than '2' may be added to the die roll for any single attack regardless of the number or type of special armored units involved.
 - b. When a Crocodile unit attacks with at least one INFANTRY type unit against enemy units in a BOCAGE hex, '2' is added to the die roll result for that attack.
 - c. Whenever a Crocodile unit is involved in combat, with at least one friendly infantry type unit, and the German unit is in CLEAR terrain, the Combined Arms Modifier is DOUBLED (i.e. - '+2' becomes '+4', and '-2' becomes '-4').
 - d. A Crocodile unit may never replace step losses, nor does it have a remnant step. It does, however, retain its special function at either full or inverted strength.
- 4. Sherman 'Crabs': 'Crabs' were regular gun armed Sherman tanks equipped with mine clearing flails used to clear safe lanes through minefields. To reflect this capability, allow units involved in an attack to advance INTO AND THROUGH a town or city hex IF a Crab unit involved in the attack first enters and remains in that hex. Each Crab neutralizes the inhibiting effects of one town or city hex for all units advancing after combat. Sherman Crab units may absorb replacements normally and retain their special function at full or inverted strength.
- 5. Amphibious Tanks: Certain Allied armored battalions were equipped with Sherman tanks specially modified for amphibious operations. These were called 'Duplex Drive' (or DD, for short) tanks. They had certain advantages and disadvantages as outlined below:
 - a. When evaluating the die roll results of coastal artillery fire against landing boxes, subtract '2' from attacks against any DD units in the landing box. Evaluate other non-DD units in the landing box normally.
 - b. Calamity Table: During the beach assault phase, after the German player has executed all coastal artillery fire, the Allied player must roll one die on the DD Calamity Table for each DD unit on a landing box to determine if the unit suffers any losses during landing.
 - c. If a DD armored units suffers losses on the table, they are extracted immediately. Units suffering losses on the table are AUTOMATICALLY disrupted until the end of the Allied player segment.
 - d. *The DD Calamity die roll is not rolled again if a DD unit does not land until a later phase or turn.*
- 6. 'CDL Tanks': 'CDL' tanks were M-3 Grant tanks on which an armored searchlight replaced the turret mounted 37mm cannon. They were intended to assist infantry in night fighting.
 - a. *To reflect their special capabilities, infantry units which attack with a 'CDL' unit may advance one hex across a river if the combat result permits an advance.*

STOP! READ NO FURTHER! PLAY SCENARIO FIVE.

VI. THE SCENARIOS

Since we are dealing only with the Campaign Game, I will address this section at a later date.

VII. EXAMPLES OF PLAY

I will attempt to scan in the examples of play from the original rules booklet at a later date. Refer to it in the meantime.

VIII. SCENARIO ADDENDA

Since we are dealing only with the Campaign Game, I will address this section at a later date.

IX. THE CAMPAIGN GAME RULES

A. INTRODUCTION

The campaign game is the real ‘meat’ of the LONGEST DAY design system. The campaign game rules consist largely of a collection of ‘systems’ rules (which create a framework to support an extended game) and ‘detail’ rules (which addresses idiosyncrasies in the history). Players should find these rules to be logical extensions of the rules previously used in the scenarios.

This is a long game. The first several turns take three to four times as long to complete as those in the middle of the game. Nonetheless, the structure of the design system should make the time spent enjoyable for all players regardless of the number of turns actually completed.

The campaign game represents a different type of play experience. Astute players will notice that the campaign game is actually an interweaving of several distinct sub-systems each rich in its own subtle interactions. Once players recognize and manipulate these interrelationships, they will achieve a deeper understanding of the game and the campaign. The game was designed to be analyzed, studied and dissected – as well as played. Enjoy.

B. CAMPAIGN GAME COMPONENTS

The campaign game player aides are centralized on the three triple panel cards. One card, containing the Allied naval and air displays and the assault landing schedule, was used in the scenarios. The other two, containing the Allied and German entry tracks and order of appearance schedules, are used only in the campaign game. To facilitate play, each player should organize his own units (at least those used in the first several turns) on the cards prior to the start of play.

C. WEATHER

One of the biggest intangibles in Allied planning for D-Day was the effects of weather. Unlike operations in the Pacific, the Western European Marine climate exposes amphibious operations to sudden weather changes. Furthermore, high annual average precipitation means frequent aircraft groundings during the spring and early summer. As it was, the summer of 1944 was the wettest in recent history. The climatic probabilities for this period can be recreated using the WEATHER CYCLE as follows (*The weather on 6 June is always FAIR*):

1. At the beginning of each turn, the Allied player rolls one die and cross indexes the number rolled with the proper turn column on the Weather Table to generate a weather outcome. Place the weather marker in the proper box on the Weather Record Track.
2. On subsequent turns, modify the die roll result (as dictated by the Weather Modifier Chart) for the type of weather prevailing on the previous turn.
3. *Storm weather (ST-1) is AUTOMATICALLY followed by ST-2 weather. Subsequent storm weather rolled in that storm cycle is always ST-2 weather. EXCEPTION: After the sixth consecutive storm turn, the weather will automatically become FAIR. Also, any non-storm result following an ST-2 is automatically FAIR.*

4. Effects: *Weather can affect air operations, naval bombardment, and Mulberry and beach landing capacities. It does not affect ground operations or port landing capacities.* The effects of the weather are summarized on the Weather Effects Chart *and for air operations only, on the Summary: Air Operations Chart.* The conditions indicated apply to the entire mapboard.

- a. During OV-1 weather, only rail interdiction, *tactical air interdiction*, strategic interdiction, and air supply missions may be executed. *Naval bombardment and Mulberry and beach landing capacities are not affected.* No allocations may be made to the carpet bombing box.
- b. During OV-2 weather only strategic interdiction missions may be executed. *No allocations may be made to the carpet bombing box. Mulberry landing capacities are not affected, but beach landing capacities are cut in half (with fractions rounded up). Subtract '1' from all naval bombardment die rolls.*
- c. During ST-1, and ST-2 weather *all air operations and naval bombardments are prohibited. Mulberry landing capacities are cut in half and beach landing capacities are prohibited. Storms will delay a Mulberry's construction and can damage or destroy it.* Port landing boxes may be used at full debarkation capacities.
- d. Consult the Summary: Air Ops chart for a complete listing of the effects of weather on air missions.

D. REPLACEMENTS AND REBUILDING REMNANTS

In the scenarios, units were reduced to inverted and remnant counter status. The following rules allow units to return to full strength conditions:

1. A replacement unit is a non-combat unit. It has a stacking value of '0' and may never exercise a zone-of-control. When alone in a hex, it is immediately removed from the mapboard whenever an enemy combat unit moves adjacent or into its hex.
2. There are two types of replacement counters; infantry or armor. This classification does not reflect their combat or movement capabilities, but indicates the type of units that they can rebuild:
 - a. Infantry replacements may be used to rebuild any type of battalion or company sized non-motorized, motorized or tracked infantry function units.
 - b. Armor replacements may be used to rebuild any type of battalion or company sized armor function units.
 - c. Artillery function units having inverted steps may NEVER be rebuilt, *except per below.* Once inverted, they must remain inverted for the remainder of the game.
3. Replacement units are used to rebuild remnant units into inverted units and to rebuild inverted units into full strength units. Replacement units are 'consumed' in the rebuilding process in a THREE turn procedure:
 - a. A unit may begin the rebuilding procedure ONLY if it begins the friendly replacement phase in a supplied condition, *not adjacent to any enemy combat units* and it occupies the hex with the proper type of replacement unit.
 - b. During a friendly replacement phase, the replacement unit is positioned on top of the unit to be rebuilt and then inverted. *NOTE: The replacement unit and the unit to be rebuilt must reach the same hex during a previous REGULAR or MECHANIZED MOVEMENT PHASE.*
 - c. During the following replacement phase, the combat unit is rebuilt by turning the combat unit face-up *or a remnant unit face down.*

d. A unit being rebuilt may not move or attack while the replacement unit remains on top of it. If enemy combat units move adjacent or attack, the combat unit defends normally, but the replacement unit is immediately removed and returned to the pool without rebuilding, regardless of the outcome of the combat. If the unit being rebuilt moves or attacks, the replacement unit is similarly removed and returned to the pool. A replacement unit may not move once it has been inverted onto the unit being rebuilt. *The rebuilding unit must remain in a supplied state throughout the turn in which the replacement unit is first inverted.*

1) If an inverted unit has already been turned face up at the time the rebuilding is interrupted, it is inverted once more. Likewise, if a remnant has already been turned face down when rebuilding is interrupted, it is again turned face up.

e. At the end of the third consecutive replacement phase, the inverted replacement unit is removed and immediately returned to the replacement pool. *It may be redeployed to the entry track during the next friendly REPLACEMENT PHASE. An inverted remnant unit is replaced with the proper inverted combat unit. The rebuilt combat unit may then move and attack normally in the same player segment, but an inverted unit may not begin rebuilding to full strength in the same turn.*

4. A combat unit may only have one strength step rebuilt at a time. A remnant unit must first be rebuilt to inverted status (and the consumed replacement unit removed) *before* it may begin the procedure to rebuild to full strength status.

5. Disrupted units may not begin the rebuilding procedure. If a combat unit is disrupted during the rebuilding procedure, no rebuilding may take place and the replacement unit is immediately removed and returned to the pool. *Allied replacement units may only be used by their respective nationalities.*

6. SPECIAL: German 'F.E.' ('Feld Ersatz' or field replacement) battalions were replacement units organic to German divisions. The German player may use a 'Feld Ersatz' battalion as a regular combat unit OR it may be consumed as a replacement unit. When removed from the mapboard, however, it is not returned to the replacement pool, but permanently removed from play.

7. SPECIAL: *Whenever an HQ unit is eliminated, it is only temporarily removed from play if there is still at least one subordinate, battalion size unit left on the mapboard. In the REPLACEMENT PHASE of the player's segment of the second turn after the HQ unit is eliminated it is returned to play and a subordinate infantry battalion loses a step in order to rebuild the HQ unit. NOTE: If no infantry battalions are available, an armor battalion may be used; finally, an artillery battalion may be used.*

a. The rebuilt HQ unit re-enters the game in the same hex as the unit which suffers the step loss in order to rebuild it.

8. SPECIAL: *If an Allied divisional artillery unit is eliminated, an identical INDEPENDENT artillery unit may be assigned to the division as a replacement. If another unit is assigned to become the divisional artillery, the assignment is permanent and may not be rescinded. Use the counter from the eliminated divisional artillery unit and put the replacement artillery unit in the eliminated pile to avoid confusing the unit with a corps artillery unit. NOTES: For a British divisional unit, a towed 25# artillery units may also be used as a replacement, but in this case, do not use the eliminated unit's marker. For a US 155mm divisional artillery battalion, however, the unit used as a replacement must be an SP unit, but it does not remain an SP unit if assigned to a division as a replacement. The divisional artillery units must be substituted for it.*

a. The unit assigned to the division, if not already on the mapboard or entry track, may not enter the '10' box any earlier than it would otherwise have been permitted to enter.

9. Beginning 1 August, one British infantry division may be disbanded by removing its HQ unit and one supply unit from the mapboard. This division may not be a Canadian division or an airborne division (certain other units may also be disbanded). The remaining infantry and recon units of the disbanded division may be used to rebuild other British infantry divisions.

- a. *The divisional artillery may be used to rebuild any other identical divisional artillery units, or they may be used as corps artillery.*
- b. *The normal rebuilding process is used. Each unit may be used as often for rebuilding as it has step strengths remaining. After being used for rebuilding a unit it is inverted, replaced by a remnant unit, or removed from the game as appropriate. Once removed from the game, it may not be used again.*
- c. *If a German unit moves adjacent to one of these units while it is rebuilding another division's unit, the rebuilding process ceases, but the unit loses one of its rebuilding step capabilities anyway.*
- d. *Unless engaged in rebuilding another unit, the infantry and recon units of a disbanded division are unsupplied combat units.*
- e. *Two independent armored brigades may also be disbanded in the same manner and used to rebuild any other divisional, or non-divisional, armor units. NOTE: This does not apply to the specialized armor units of the 79th Armour Division.*
- f. *The 56th Infantry Brigade may also be disbanded or it may be permanently attached to an infantry division and three battalions from that division may be used to rebuild other infantry units per above.*
- g. *If at any time any German division loses all its battalion sized infantry and armor units, it must also be disbanded and a supply unit removed from the mapboard. Any remaining units become independent units, with the HQ unit having the abilities of an independent F.E. unit which may be used to rebuild any infantry or HQ unit.*

E. ALLIED UNIT ENTRY

1. On the first turn of the game, Allied units enter via the *revised* Assault Landing Schedule as in Scenario #5.
2. On subsequent turns, Allied units are positioned on the mapboard in either beach landing boxes containing BH markers or through port landing boxes containing functioning port markers. *All units of a division must use the same beach or port unless that beach or port is lost or abandoned or its BH capacity is reduced to zero after the division has begun to land. For this rule, a Mulberry is considered to be part of the adjacent beach.*
 - a. *Capacities of the various facilities may not be combined and units must land at facilities of their respective nationalities, except that beginning 7 June the US 987th Artillery Battalion may land at either Gold or Omaha Beach, at the Allied player's option. Courseulles is a British port; Port-en-Bessin and Cherbourg are joint British/US ports; the other minor ports are US ports.*
3. Beach Landing Capacity: Each beach (Utah, Omaha, Gold, Juno, and Sword) has a specific capacity in terms of the maximum number of stacking points that may be positioned on the beach's landing boxes in a single replacement phase:
 - a. *Utah Beach has a basic landing capacity of SIX stacking points for each beachhead (BH) marker at that beach. Omaha Beach has a basic landing capacity of FOUR stacking points for each BH marker at that beach. Each British beach (Gold, Juno and Sword) has a basic landing capacity of THREE stacking points for each BH marker at that beach. NOTE: For debarcation purposes only, non-combat units have one stacking point more than their actual stacking values.*
 - 1) *Beginning on 17 June, the basic landing capacity of each BH marker is reduced to FOUR stacking points at Utah, to THREE stacking points at Omaha, and to TWO stacking points at Gold, Juno and Sword.*
 - 2) *Beginning on the turn that completes the final phase of construction at Mulberry B, the basic landing capacity of each BH marker at Sword Beach is reduced to zero, unless all coastal hexes from the Orne River through Cabourg are free of German units.*

- 3) *Beginning on 15 July, the basic landing capacity of each BH marker at Omaha is further reduced to TWO stacking points.*
 - b. The total landing capacity of each beach may be landed at any one or more of the landing boxes containing BH markers in that beach. EXAMPLE: At the end of the first turn, Omaha beach has four BH markers in four landing boxes. The landing capacity for that beach is therefore *SIXTEEN* stacking points per turn, which may land at one or more of the BH landing boxes within that beach. The Allied player decides to land all twelve of the stacking points through DOG RED beach.
 - c. Improvements in a beach's capacity due to Mulberry harbor activation are treated as aggregate increases in the total landing capacity of the beach.
 - d. Different beaches may not combine landing capacities. Unit counters must be allocated to each beach individually.
 - e. Consult the Debarkation Capacities Chart for a complete listing of the landing capacities of beach, port and mulberry landing boxes. *A supply unit is also added to the '10' box with each divisional or corps HQ unit that moves to the entry track.*
4. ALL Allied units, except those that appear on the assault landing schedule, must move through the Allied Entry Track before being placed on the mapboard landing boxes:
 - a. Allied units entering the game are first placed on the '10' box during the Allied replacement phase, advancing one box per replacement phase until they advance into the 'To Mapboard' area at which time they are immediately placed on the mapboard landing boxes.
 - b. There is no limit to the capacity of each entry box. Rather, capacity is determined by landing box limits, pool size, specific entry prohibitions, or order of appearance restrictions.
 - c. Units move from box to box at the Allied player's option. Units may not, however, enter more than one entry box per turn.
5. Entry Restrictions: Each category of Allied unit listed below may be placed on the entry within three limitations:
 - a. Supply Units: All of the supply units in the Supply Unit Pool box at the beginning of each turn may be moved onto the entry track. The only limitation is the number of units in the pool. Supply units are returned to the pool box immediately as they are expended and removed from the mapboard.
 - b. Replacement Units: All of the replacement units in the Replacement Unit Pool box at the beginning of each turn may be moved onto the entry track. Replacement units expended in rebuilding units are immediately returned to the pool box.
 - c. Non-divisional Units: Independent units may be moved onto the entry track at the rate of ONE U.S. artillery GROUP or TWO *other* independent *units* (of any type or size) per TURN through 31 July. *Beginning 1 August only one independent unit (of an size or type) may be moved to the '10' box on each turn*
 - d. Entry Schedule Units: Units listed on the Allied Entry Schedule may be moved to the entry track on the turn they become available, or during any subsequent turn, *except*:
 - 1) *The Guards Armoured Division may enter the '10' box early, beginning 11 June, provided it is at least five turns behind any other British division and that ALL Caen city hexes are occupied or were last occupied by Allied units. All other British (not Canadian or Polish) infantry divisions and the 3rd Tank Brigade, if not yet on the entry track, enter the '10' box three turns later than their listed dates of entry.*
 - 2) *The Canadian 4th Armoured Division and the 6th Tank Brigade cannot enter the '10' box unless all Caen city hexes NORTHWEST of the Orne River are occupied or were last occupied by Allied units and cannot land unless ALL Caen city hexes on BOTH sides of the Orne river are occupied or were last occupied by Allied units, except that the Canadian 4th Armoured Division may enter the '10' box any time after 25 June if a British armored division has begun to withdraw from the mapboard and it may land after all the remaining units of that British armored division have been withdrawn from the mapboard.*

3) *The Polish 1st Armoured Division cannot enter the '10' box until five turns after the Canadian 4th Armoured Division and may not begin to land until the turn after all units of that division have landed, and may then land only if all Caen hexes are still occupied or were last occupied by Allied units.*

4) *The Canadian 2nd Infantry Division and the Canadian 2nd Corps HQ unit, and its attached supply, recon, and anti-tank units, may not land until 6 July unless all Caen city hexes NORTHWEST of the Orne River are occupied or were last occupied by Allied units, except that they may land if another Canadian or British division has been completely withdrawn from the mapboard.*

e. Entry Track Units: Certain units begin the game on various boxes of the entry track itself. The 'x' ('times') symbol followed by a numeral indicates the number of each type available in that box. Place the indicated units in the entry track prior to play.

6. Units added to the supply or replacement unit pool may be immediately moved onto the entry track.

7. Units may be added to the entry track and they may advance from one entry box to another during STORM turns (ST-1 or ST-2).

F. GERMAN UNIT ENTRY

1. German units entering the game are placed directly on road or railroad EDGE hexes. The first hex of placement counts against a unit's movement allowance at either the road movement rate or the cost of other terrain in the hex.

a. *Arriving German units may expend their full movement allowance if they are supplied. Arriving unsupplied units may expend half their normal movement allowances. Units in supply may use strategic road movement. Supply is determined at the moment a unit enters a mapboard edge hex.*

b. *Entering German units may also use rail movement, including the unlettered rail hex between edge hexes 'C' and 'D'.*

2. All German units, except those special units of the 711 Division and the Cherbourg garrison, must move through the German Strategic Movement Track before being placed on the mapboard:

a. German units entering the game are first placed in one of the START BOXES (Pas de Calais, BeNeLux, South France, etc.) during the German replacement phase. In the same turn of placement in its start box, a unit may attempt to move into the first MOVEMENT BOX of its movement track.

b. A unit may attempt to enter a movement box at the German player's option. A unit may not attempt to enter more than one box per turn.

c. Each movement box has an intrinsic interdiction value printed in it. This value ranges from '0' to '2' and may be increased by Allied strategic interdiction (see below). For a unit to move from one box to another, the German player must roll one die. The resultant die roll number must be GREATER than the movement box's current interdiction value for the unit to advance into that box. If the die roll result is equal to or less than the current interdiction value, the unit must remain in its current box. Each unit must be rolled for separately.

d. Units may move in any direction on the movement track, but they may never re-enter start boxes nor may they re-enter the movement track once they move to the 'To Mapboard' area. (To speed things along, it is suggested that the German player attempt to move his units on the strategic movement track during the ALLIED player's movement phase.)

e. Units that begin the German replacement phase in a movement box connected to the 'To Mapboard' area of the movement track may be moved to the 'To Mapboard' area and then, during the movement phase, moved directly to the mapboard. No interdiction die roll is required to move from a movement box to the 'To Mapboard' area. *The mechanized units of the 12ss Panzer Division, plus one of the supply units from Rouen, may enter the mapboard during the GERMAN MECHANIZED MOVEMENT PHASE of the 7 June turn, at the German player's option.*

1) Units of the 12ss Panzer Division that enter during the MECHANIZED MOVEMENT PHASE may not use railroad movement, but they may use normal or strategic road movement. All units of the 12ss Panzer Division which did not enter during the GERMAN MECHANIZED MOVEMENT PHASE may enter during the GERMAN REPLACEMENT PHASE. These units may use normal, strategic road or railroad movement, at the German player's option. An additional supply unit also enters from BeNeLux, regardless of whether one entered from Rouen during the GERMAN MECHANIZED MOVEMENT PHASE.

f. There is no limit to the capacity of any start or movement box or the 'To Mapboard' area.

g. *The 30 Flak Regiment and the 932 Flak Battalion may not move at all until 8 June.*

3. Mapboard Entry Hexes: A unit entering the mapboard via a specific movement track is limited in its choice of road/rail edge hexes. All road/rail edge hexes are letter-coded. The proper entry hexes for each movement track are indicated in the 'To Mapboard' section. Units are limited to entering the mapboard ONLY through those edge hexes corresponding to the movement track that they use.

4. Entry Hex Limits: German units may not enter the mapboard through enemy occupied edge hexes. If ALL edge hexes available to a particular movement track are occupied by enemy units, German units may not enter the mapboard via that movement box until an entry hex is made available.

5. Entry Restrictions: Each category of units listed may enter the game as outlined below:

a. Supply Units: All of the supply units in the Supply Unit Pool box at the beginning of the German replacement phase may be removed to the BeNeLux start box. At the German player's discretion, ONE of the supply pool units may be started in the Brittany start box each replacement phase. Supply units are returned to the pool box immediately as they are expended.

b. Replacement Units: Start replacements in the BeNeLux start box during the replacement phase. There is no replacement pool. Rather, replacement units are available at a predetermined rate per turn. They are made available from out-of-play units. The maximum number available is governed by the actual number provided on the counter sheet.

c. Entry Schedule Units: Units listed on the German Entry Schedule may be moved to their indicated start boxes on, or after, the designated turn. Notice that some units START on movement boxes instead of start boxes.

d. SPECIAL: Certain German divisions have numbers printed below their units on their entry schedule. These units require a successful special entry die roll to move from the entry schedule to their start box during the replacement phase. Roll one die per turn. If the number rolled is GREATER than the special entry number printed below the unit, the unit may be removed to the start box. If the die roll is equal to or less than the number, the unit must remain on the entry schedule. Repeat this procedure for each available unit once per turn until the required number is rolled. *This same unit entry die roll procedure is used for the units of the 711 Division which start the game in the box on mapboard section 'E'.*

e. Strategic Movement Track Units: Eleven supply units begin the game on the movement track. They may NOT attempt to move until the 7 June turn.

G. ALLIED STRATEGIC INTERDICTION

1. The Allied player is provided with six heavy bomber air units. When not used for carpet bombing, these units may be allocated to the German Strategic Movement Track to impede the movement of German units.
2. Heavy bomber units are placed in movement boxes during the Allied air/naval phase. A maximum of THREE bomber units may be placed in each movement box on the track. They may not be placed in start boxes nor in the 'To Mapboard' area.
3. Each heavy bomber unit adds '1' to the interdiction value of the movement box that it occupies. This is in addition to any intrinsic interdiction value printed in the box.
4. Heavy bomber units #5 and #6 may ONLY be used in the movement boxes in the Biscay and South France movement tracks.
5. Heavy bomber units may not be used for strategic interdiction during STORM (see Summary Air Operations Chart).
6. *THE MAQUIS: The Allied player has three Maquis counters. They are used only to interdict the movement of the German 2ss Panzer Division through the Bordeaux, Charente and Poitiers movement boxes, the same as strategic interdiction.*
 - a. *Heavy bombers may not be placed in movement boxes with Maquis units.*
 - b. *Maquis units are not affected by weather.*

H. INTER-ALLIED COOPERATION

Certain restrictions apply to various aspects of U.S. and British joint operations:

1. Combat: U.S. and British ground combat units may not jointly attack the same hex in the same combat phase. Artillery units, however, have NO such restrictions. Artillery units of one side may support ground combat of another or both may combine against the same target for defensive fire purposes.
2. Naval Gunfire: U.S. and British naval gunfire may not be combined against the same target in the same air/naval phase.
3. Air Power: U.S. and British medium and light bomber units may not attack hexes being attacked by the other's ground units in the same turn. All other types of air activity may be undertaken jointly.
4. Replacements: U.S. and British replacement and remnant units may only be used by their respective nationalities.
5. Logistics: U.S. and British units may only use beach landing boxes containing beachhead (BH) markers on beaches of their respective nationalities. Port landing boxes and Mulberry landing boxes, however, may be used freely by units of either nationality.
6. EXCEPTION: The three British Crocodile flamethrower squadron units (of the 141st Regiment) and ONLY these three units, may be used in conjunction with U.S. ground combat units against the same target in the same turn.

I. PORT AND MULBERRY LOGISTICS

In addition to beachhead landing boxes, the campaign game rules provide for Allied introduction of new units using three additional types of landing boxes; artificial harbors ('Mulberries'), minor ports (Courseulles, Isigny, St. Vaast, and Barfleur), and the major port of Cherbourg. Each type possesses unique characteristics and limitations:

1. Mulberry Harbors: 'Mulberries' were the famous artificial harbors used by the Allies on Omaha and Gold beaches;

- a. During the Allied replacement phase of the 7 June turn, or later, the Allied player may 'exchange' the BH marker at DOG RED on Omaha Beach for the Mulberry A counter and the BH marker at ITEM GREEN on Gold Beach (Arromanches) for the Mulberry B counter. In either case, the exchange is made by simply removing the BH marker and replacing it with the proper INVERTED Mulberry counter. If, for any reason, there is no BH marker in the specific landing box as required, the Mulberry counter may not be placed in the landing box until the connected coastal hex is free of enemy units.
- b. *Mulberry harbors require 10 turns to construct. Indicate the earliest turn of availability by placing the BH markers in the correct turn record box (mark either 'A' or 'B' on the back of the BH marker to indicated with which Mulberry it is associated).*
 - 1) *During the final turn of construction roll one die for each Mulberry. The operational date of each Mulberry is delayed a number of turns equal to its die roll, that is, from one to six turns. Adjust the marker on the turn record accordingly. During the REPLACEMENT PHASE when each Mulberry finally becomes operational, turn its counter face up.*
 - 2) *Mulberry construction ceases during STORM turns. If the final phase of construction of a Mulberry is not complete, advance the BH marker for that Mulberry one box on the turn record for each STORM turn. NOTE: If a storm occurs on the turn that the Mulberry becomes operational or its capacity increases, it has become operational (or may operate at its increased capacity).*
- c. *Each Mulberry may be used in the same turn that it becomes operational. Its initial capacity is 6 stacking points per turn which may be landed on the connected coastal hex of the Mulberry.*
 - 1) *On the turn that each Mulberry becomes operational roll the die again. This die roll indicates the number of turns, from one to six, until the final phase of construction is completed. Adjust the marker on the turn record accordingly.*
 - 2) *Each Mulberry's debarkation capacity is increased by 6 stacking points per turn when the final phase of construction is completed.*
- d. *An operational Mulberry harbor cancels the beachhead marker's basic debarkation capacity for the connected coastal hex, but this capacity is restored if the Mulberry is destroyed. The debarkation's capacity at Sword Beach is never restored.*
- e. *Storm Damage: Beginning on the second turn of STORM weather, and for each consecutive storm turn thereafter, roll one die on the Mulberry Storm Damage Table during the replacement phase for each Mulberry harbor on the mapboard, whether operational or not.*
 - 1) *For an operational Mulberry, replace the Mulberry counter with a Damaged Mulberry counter when a 'D' is rolled. If the Mulberry is already damaged, and a 'D' result is rolled, remove the Damaged Mulberry counter from the mapboard.*
 - 2) *If the Mulberry is not yet operational and a 'D' is rolled, the operational date of the Mulberry is delayed another turn in addition to the delay caused by the STORM. Advance the BH marker of the Mulberry one additional box on the turn record each time a 'D' is rolled.*
 - 3) *If THREE "D's" are rolled during one cycle of STORM weather a Mulberry which is not yet operational is damaged. FOUR "D's" during one cycle of STORM weather destroy a Mulberry which is still under construction.*
 - 4) *The number of stacking points that may be landed on the connected coastal hex of a damaged, operational Mulberry is reduced by four stacking points per turn from what it would otherwise be. Any reduction in debarkation capacity due to damage is effective on the turn in which it occurs.*
- f. *Mulberry counters are destroyed and removed from the mapboard if an enemy unit moves into the connected coastal hex. Once destroyed or damaged, a Mulberry may not be restored to its former condition.*

2. Minor Ports: There are six minor ports on the mapboard which the Allied player may convert to his own use in a procedure similar to that used for Mulberry harbors:
 - a. During the Allied replacement phase following the turn in which an Allied combat unit enters the CITY/TOWN hex to which the minor port box connects, the Allied player may place a 'BUILDING' counter in the port landing box on the mapboard and the appropriate minor port counter on the record track.
 - b. Minor ports require a minimum of 5 turns to clear. During the Allied replacement phase of the 5th turn, one die is rolled. *The operational date of the port is delayed a number of turns equal to the die roll, that is from one to six turns. Adjust the appropriate minor port counter on the turn record accordingly. Storms do not delay the clearing of a minor port.* If a '0' is rolled, the minor port becomes operational. Remove the 'BUILDING' counter and replace it with the minor port counter from the turn record track.
 - c. Consult the Debarkation Capacities Chart for debarkation rates. Note that minor port capacities may not be combined. The printed capacity represents the maximum number of stacking points that may be placed in the minor port landing box in a single turn. *The debarkation capacity of Port-en-Bessin is two stacking points per turn and that of Grandcamp is one stacking point.*
 - d. Whenever a German combat unit enters the city/town hex to which a minor port landing box is connected, all debarkation capacity is immediately lost. To restore the minor port's capacity, the entire 14 turn process must be repeated after Allied units have regained possession of the city/town hex.
3. Port of Cherbourg: This was the major Allied port of entry during the campaign. Place the 'CHERBOURG STATUS' marker on the '12' box of the Logistics Track at the start of the game.
 - a. The Cherbourg port landing box becomes immediately operational during the Allied replacement phase following the turn in which an Allied combat unit occupies the city hex connected to the landing box AND all German units are eliminated from the six hexes adjacent to that city hex. Note, however, that the port landing box may have a capacity of zero (or even negative capacity) when it becomes operational. Place the CHERBOURG port counter in the port landing box to signify that it is operational.
 - b. Port Demolition: Beginning on the 7 June turn's Allied replacement phase, the German player rolls one die on the Cherbourg Status: German Demo section of the logistics table. If demolition is indicated, the CHERBOURG STATUS marker should be adjusted downward accordingly. The German player may roll on the table once per turn until the connected city hex is occupied by an Allied combat unit. If, subsequently, a German combat unit re-occupies the city hex, the German player may resume rolling on the German Demo section until an Allied unit once again occupies that hex.
 - c. Port Repair: During the replacement phase in which the port landing box becomes operational, the Allied player may begin rolling one die per turn on the Allied Repair section of the logistics table in an attempt to increase the port's debarkation capacity. The Allied player may continue to roll once per turn until the capacity reaches the maximum of '36' on the Logistics Track.
 - d. The Allied player may utilize any increase in capacity in the same turn that it occurs. The Allied Repair section may be consulted even during STORM turns. The Cherbourg debarkation capacity may not be combined, but must be used only at the Cherbourg port landing box.

J. RAIL MOVEMENT AND INTERDICTION

Only the German player may move units using mapboard rail lines. The Allied player may, however, allocate air units to interrupt German rail traffic:

1. Only German units may use railroad movement. A unit may only use railroad movement when ENTERING the mapboard from the strategic movement track. A unit may continue to use railroad

movement during the subsequent turns, but may NOT combine railroad and regular movement in the same turn. IMPORTANT: Once a unit uses regular movement, it may never use railroad movement again.

2. A unit using railroad movement is indicated by placing a TRAIN counter on top of it. Only one unit, regardless of size, may use a train counter at a time. The number of units that may simultaneously use railroad movement is strictly limited by the number of train counters provided in the game.

3. Railroad movement is executed during the German regular movement phase. Units moving by rail may NOT move adjacent to Allied combat units. Units using railroad movement are subject to normal stacking restrictions. Such units have NO zone-of-control while under TRAIN counters, regardless of terrain.

4. A unit may NOT attack in the same player segment in which it uses railroad movement. If attacked in ANY MANNER (by ground, artillery, air, or naval methods) while under a train counter, the unit defends normally, but the train counter is immediately removed. Units that are forced to detrain in otherwise prohibited terrain are immediately eliminated instead.

a. A supply unit that is still under a TRAIN counter may be used as a source of supply by an HQ unit, regardless of whether the HQ unit itself is under a TRAIN counter, but the supply unit must de-train at that time.

b. A German corps HQ unit may not exercise its corps control functions while under a TRAIN counter

5. A unit may cease railroad movement at the beginning of a movement phase by simply removing the train counter (it may not be removed during the MECHANIZED movement phase!). Train counters are immediately returned to the TRAIN RETURN box on the Strategic Movement Track. Train counters in the return box are moved to the TRAIN AVAILABLE box during the reset phase. New units entering the mapboard may only use train counters in the TRAIN AVAILABLE box.

6. A unit using railroad movement may only move on rail line hexes tracing a path of movement from rail line to contiguous rail line. It may only move through those city hexes which are connected to rail line hexes. Allowable railroad movement through cities is indicated by converging arrowheads on the railroad lines. Ends of railroad lines are always in city hexes and are indicated by a small black square at the end of the rail line.

7. A unit using railroad movement may move through an unlimited number of rail line hexes in a single movement phase. It may, however, only move through THREE CITY or CUT hexes per movement phase, maximum. Units entering end-of-line city hexes must STOP and permanently end all railroad movement.

a. NO unit needs to be supplied to move by railroad (note that only one hex in Caen – that hex between the converging arrowheads – restricts railroad movement).

8. Railroad Interdiction: The Allied player may allocate his light, medium and fighter bomber aircraft units to the Railroad Interdiction Box in order to create CUTS on rail line hexes and to permanently damage the German rail system. See the Summary: Air Operations Chart for the effects of weather on railroad interdiction.

a. Light, medium, and fighter bomber units are allocated to the Railroad Interdiction Box during the Allied air/naval phase.

b. Compute the total number of interdiction points and roll one die on the Railroad Interdiction Table. The results represent BOTH the number of CUT marker available for placement and the amount of accumulated damage sustained by the rail system. NOTE: Use the revised Railroad Interdiction Table (see Attachment A) and not the one on the Allied Aircraft Deployment Display.

c. CUT markers are placed on rail line hexes and accumulated damage recorded on the Logistics Track immediately as it occurs.

9. Rail Line Cuts: The total number of CUT markers permitted on the mapboard is limited to the number provided on the countersheet, *but the accumulated damage continues to increase even after all the CUT markers have been placed on the mapboard*. No more than one CUT marker may be placed in a hex at a time. CUT markers may be placed only in rail line hexes; they may not be placed in city hexes nor may they be placed in woods/rail line hexes.

10. Repairing CUTS: The German player is provided with four E. TR (Eisenbau Truppen = railroad construction troops) companies. These units have the ability to 'repair' (remove) CUT markers.

- a. E. TR units move only during the German mechanized movement phase.
- b. Each E. TR unit may move up to 30 rail or rail/city hexes per turn.
- c. An E. TR unit may move through CUT markers without penalty.
- d. Each E. TR unit may remove ONE CUT marker per turn. The E. TR unit may remove a CUT marker from the hex it occupies during the German replacement phase.
- e. E. TR units may not move *into or through a hex adjacent to an Allied combat unit*. *If an Allied combat unit moves into or through a hex with an E. TR unit, the E. TR unit is eliminated.*
 - 1) *If an Allied combat unit moves adjacent to an E. TR unit which is alone in a hex, the E. TR unit is eliminated if the Allied combat unit is still adjacent to it at the end of the COMBAT PHASE of that player segment. In the Allied player segment it is possible for the E. TR unit to escape during the GERMAN MECHANIZED MOVEMENT PHASE if the first hex to which it can move by rail is not adjacent to an Allied combat unit (E. TR units are the only units which may move during the MECHANIZED MOVEMENT PHASE if they are adjacent to an enemy unit an enemy unit at the beginning of that phase).*
 - 2) *If another German unit is in a hex with an E. TR unit, the E. TR unit suffers any adverse combat effects that the other unit suffers, but it may not retreat off of rail line hexes. If an E. TR unit must retreat, but is unable to retreat on rail line hexes, it is eliminated instead.*

11. Accumulated Damage: Prior to play, the RAIL DAMAGE marker is placed in the '0' box of the Logistics Track. Whenever a CUT marker is created by the Railroad Interdiction Table, it is immediately recorded by advancing the RAIL DAMAGE marker along the Logistics Track. When the RAIL DAMAGE marker reaches, or exceeds, the '60' box, the rail system is considered to have collapsed. When this occurs, all mapboard rail movement ceases immediately. Remove all train, E. TR, and CUT markers from the mapboard.

12. Railway Artillery: The German player is provided with several artillery units which may move ONLY on rail line/city hexes. These are indicated by the rail symbol and bracketed movement allowance.

- a. They may move at the rate of one rail/city hex per movement point. They may NOT, however, move through or into a rail hex containing a CUT marker. *Like other units moving by rail, railway artillery units may not move into or through a hex which is adjacent to an Allied combat unit.*
- b. If the rail system collapses, these units remain on the mapboard, but must cease all further movement (thus becoming stationary units). Railway artillery units move during the German regular movement phase. If forced to retreat, under any circumstances, they are eliminated instead.
- c. SPECIAL: Unlike other types of artillery, railroad artillery units have a maximum range and a MINIMUM range printed on their counter. They may not fire at targets that are located closer than their minimum range (EXAMPLE: A '7-18' range means that the unit can fire on any target that is at least 7 hexes away, but not more than 18 hexes away).
- d. *Railway artillery units may be used as either normal or coastal artillery units, but they may not be used in both capacities on the same turn.*

1) Railway artillery units do not need to be supplied to move, but they must be supplied by a Corps HQ unit – the same as any other independent artillery unit – in order to attack.

K. AIR BOMBARDMENT

1. During the air/naval phase, light and medium bomber units may be allocated directly to enemy occupied hexes and may execute air bombardment attacks against enemy units in those hexes.
2. Air bombardment attacks are executed on the Bombardment Table. Air and naval strength points may not be combined in the same attack, but the same hex may undergo both air and naval bombardment during the same phase.
3. Unlike naval bombardment, the enemy hex undergoing air bombardment need not be adjacent to friendly combat units to be attacked, *except that on 6 June only units without movement allowances may be air bombed.*
4. German units that are successfully air bombed are DISRUPTED.
5. Units in forest or swamp hexes may not be air bombed. German E.TR units suffer NO EFFECTS from air bombardment.
6. See the Summary: Air Operations Chart for the effects of weather on air bombardment.

L. AIR SUPPLY

1. The Allied player is provided with four air supply counters which function as regular (inverted) supply units except that they enter the game directly, without using the Allied Entry Track, via the air drop procedure.
2. At the Allied player's discretion, any available air supply units may be moved directly to the mapboard and airdropped using the regular airborne drift procedure.
3. Any type of Allied HQ may use an air supply unit as a supply source. When consumed in combat, however, air supply units are immediately returned to the *Air Supply Box* on the entry track. If lost due to drift dispersal, they may not be used again until the following turn.
4. See the Summary: Air Operations Chart for the effects of weather on air supply.

M. ALLIED UNIT WITHDRAWAL

1. *Any Allied unit, whether in supply or not, may be withdrawn from the mapboard by moving it during the REGULAR or MECHANIZED MOVEMENT PHASE to the coastal hex of any operational port or Mulberry landing box of the proper nationality or to the coastal of any beach landing box of the proper nationality which has a BH marker, or to a hex adjacent to one of these hexes if other withdrawing units prevent it from entering the connected coastal hex due to stacking limits.*
 - a. *The units are returned to their places on the player aid card during any subsequent REPLACEMENT PHASE.*
 - b. *Withdrawing a unit counts against the port's or beach's debarkation capacity the same as if the unit were arriving on the mapboard and is affected by weather the same as debarkation is.*
2. During the Allied regular movement phase, any Allied unit may be moved to a beach or port landing box's connected coastal hex and from there immediately removed from the mapboard and returned to its proper box on the Allied player aid card.
3. While on the player aid card, a unit may absorb replacements. In this case, replacement units are removed from the Replacement Unit Pool box and placed directly in the unit's box. Replacement are absorbed using the normal three turn procedure. Likewise, remnant units may be removed from the mapboard provided they are removed to the unit boxes belonging to the units that they represent.

4. Units may return to the mapboard by using the Allied Entry Track procedure.

STOP! READ NO FURTHER! PLAY CAMPAIGN GAME SCENARIO.

X. THE CAMPAIGN GAME SCENARIO

A. MAPBOARD AREA

Use entire mapboard.

B. GAME LENGTH

Theoretical maximum of 87 turns; 6 June through 31 August (Practical game length is, however, considerably shorter).

C. SETUP FOR PLAY

Allied: First turn requirements – Setup Allied units on Allied Landing Schedule, Allied Naval Gunfire Control Display, and Allied Aircraft Deployment Display. For subsequent turns, units will be setup on the Allied Unit Entry Track and the Allied Entry Schedule.

German: First turn requirements – Setup starting German units on the mapboard as per the Scenario #5 Setup. For subsequent turns, setup units on the German Unit Entry Schedule.

D. REINFORCEMENT ENTRY

Allied: Reinforcements, replacements, and supply units (except airborne) enter play via the Allied Unit Entry Track.

German; Reinforcements, replacements, and supply units enter play via the German Strategic Movement Track.

E. SUPPLY SCHEDULE

See the appropriate Allied or German entry track for specific limits and instructions.

F. AIR POWER

All Allied air units are available. See the Allied Aircraft Deployment Display.

G. NAVAL BOMBARDMENT

Full Allied naval gunfire is available. See the Allied Naval Gunfire Control Display.

H. VICTORY CONDITIONS

In THE LONGEST DAY the various victory conditions simulate the possibilities of the real campaign. If the Allied player can breakout no later than the date the German retreat began, he wins. If the German player can delay the Allied breakout beyond the Allied target date for capturing Brittany, he wins. Games that end between these dates are a sort of draw.

In all Campaign Game Variations, the Allied player wins if he meets his victory conditions no later than 31 August. There is no time period when a draw is possible.

1. Allied Victory: The Allied player wins by exiting a corps, including the corps HQ unit and at least 3 divisional HQ units and certain attached units of the corps (except airborne HQ units and their attached units) from the mapboard on or before 16 August using any primary or secondary road hexes, except 'A' through 'H'. In addition, the following conditions must be met:

- a. All city hexes of both Caen and Cherbourg must have been last occupied by Allied units*
 - 1) EXCEPTION: Cherbourg city hexes need not have been occupied if a British corps leaves the mapboard on or before 24 July.*

- 2) *EXCEPTION: Caen city hexes need not have been occupied if a US corps leaves the mapboard on or before 24 July.*
 - b. *Each divisional HQ unit which leaves the mapboard must be accompanied by at least five divisional or attached infantry or armor battalions (at full or inverted strength only), a supply unit, and at least one divisional ranged artillery unit.*
 - c. *The corps HQ unit must be accompanied by a supply unit and at least five corps artillery units. NOTE: US artillery groups count as two units.*
 - d. *The divisional HQ units must use three different lettered road hexes to exit the mapboard. Attached units must leave the mapboard by the same road hex as their divisional HQ unit or by a road hex within eight hexes of that hex. These attached units may leave the mapboard either on the same turn or one turn before or after their HQ unit.*
 - e. *The road hex from which the corps HQ unit leaves the mapboard must be the same as that used by one of the divisional HQ units or between two of them. The corps artillery units must leave the mapboard by the same road hex as the corps HQ or by a road hex within eight edge hexes of that hex. The corps artillery units may leave the mapboard either on the same turn or one turn before or after the corps HQ unit.*
 - f. *The game ends immediately whenever the last required unit exits the mapboard. Units do not have to exit during the same turn, but units that have exited may not re-enter it.*
 - g. *Beginning 17 August, hexes 'A' through 'H' may also be used.*
2. *German: The German player wins if the Allied player fails to exit the required four HQ units and attached units by the end of the 31 August turn or by fulfilling one of the following:*
 - a. *Reduce the Allied side to less than TEN beachhead (BH) and operational (major and minor) port markers at any time after the 6 June turn.*
 - b. *Maintain the cities of MONTBOURGE, CARENTAN, and CAEN completely free of any occupying Allied combat units at the end of the 20 June turn.*
 - c. *Maintain the cities of CHERBOURG, ST. LO, and CAEN free of Allied combat units at the end of the 5 July turn.*
3. *Draw: If the Allied player exits the required three divisional HQ units and attached units anytime from 17 August through 31 August, inclusive, the game is a draw.*

I. SPECIAL RULES

1. Use the special Invasion Sequence of Play for the 6 June turn.
2. The 30 Flak Regiment and the 932 Flak Battalion may not move until the 8 June turn.
3. Strategic road movement may not be used during the 6 June turn.
4. Allied assault wave units suffer *increased* casualties in combat during the 6 June beach assault phase (see Scenario #5, C.2.d).
5. Allied and German units are automatically supplied during the 6 June turn (see Scenario #5, D).
6. German supply units on the German Strategic Entry Track may not attempt to move until the 7 June turn (see Campaign Game rule F.5.e).

XI. CAMPAIGN GAME VARIATIONS

The following sections discuss some of the more interesting hypothetical situations that historians have studied over the years. These entries are not 'experimental' or 'optional' rules, but rather detailed discussions of 'alternate reality.' They are all plausible alternatives to recorded history that, for one reason or another, did not occur. By using these entries to test various hypotheses, the real power of a simulation can be explored. If the simulation model is a good one, the impact of these alternative developments can be, more or less, accurately assessed.

It is recommended that these variations be used singly. There is no such thing as a 'full blown' version of *The Longest Day* that can only be played by using ALL of the optional rules and game variations. Rather, each variation stands as its own study of an interesting historical sidelight. Read the histories, play the variations, and then make your own enlightened conclusions:

A. SECOND ALLIED AIR DROP

(This is now a part of the normal rules, rather than just a variation.)

The British 1st Airborne Division was army group reserve in England during the entire Normandy campaign. It was not used on D-Day due to a lack of sufficient transports to carry it to Normandy, the same reason that some of the units of the other airborne divisions arrived in Normandy by sea.

Shortly after D-Day, consideration was given to using it to support an attack in the Caen area. Later, as the fighting bogged down in the Normandy bocage, there is every indication that the airborne divisions would have been used as tactical leverage to break out from Normandy, had Cobra NOT been so successful. The following rules indicate how the British 1st Airborne Division, and the Polish Parachute Brigade, which was attached to it, might have been used, with or without the two US airborne divisions.

- 1. The British 1st Airborne Division and the Polish Parachute Brigade may only arrive on the mapboard by the air drop procedure. They must be used together and may arrive on any date, on or after, 12 June. Before 25 July, they are the only airborne units that can be air dropped after the D-Day air drop; beginning 25 July, they may arrive either alone or with one, or both, the US airborne divisions, but there may be only one additional air drop after 6 June.*
- 2. To participate in the second air drop, either or both of the U.S. airborne divisions must be withdrawn off of the mapboard as per the 'Allied Unit Withdrawal' rules. Any partial strength combat units MUST be rebuilt to full strength before they are air dropped. Any non-HQ units that have been previously destroyed in combat may not be rebuilt. **EXCEPTION:** Any one of the field artillery battalions of the 82nd Airborne Division and all battalions of the 507th Parachute Regiment, including eliminated battalions, are restored to full strength as soon as they are returned to the player aid card, without using the replacement procedure.*
- 3. The anticipated turn of the air drop must be secretly designated, in writing:*
 - a. The turn of execution of the second air drop must be secretly designated, in writing, at least 4 turns in advance if only the British 1st Airborne is to be dropped or at least 14 turns in advance if one or both US airborne divisions will also be dropped.*
 - 1) The turn of execution may not be less than 21 turns after any participating US airborne divisions have finished withdrawing from the mapboard. A US division that has not been completely withdrawn at the time the turn of execution is recorded may not participate in the second air drop.*
 - 2) A US division may not participate in the second air drop if it has not been completely rebuilt at least seven turns before the turn recorded for the second air drop.*
 - b. Any airborne units that have NOT been withdrawn at the time of the second air drop may not be used in the airborne operations.*
 - c. Once the turn of execution of the second air drop has been recorded, it may be permanently cancelled, but it may not be changed to another turn, except for weather or if German combat units are in two or more DZ's.*
 - 1) If German combat units are in two DZ's during the ALLIED REPLACEMENT PHASE of the turn before the drop, the drop may be postponed; if German combat units are in three or more DZ's during the ALLIED REPLACEMENT PHASE of the turn before the drop, the drop must be postponed.*
 - 2) If just the British 1st Airborne Division is being used, the postponement is for four turns; if one or two US airborne divisions are being used, the postponement is for seven turns.*

- 3) *New drop zones must be designated in accordance with these rules. If this cannot be done, the drop must be cancelled.*
 - 4) *If the British 1st Airborne Division is being used by itself, the US airborne divisions may not be used for a third drop.*
4. Each airborne division, or part thereof, must be organized by the Allied player into four separate ‘drop groups.’ Each group must contain at least two battalion sized units (insofar as their current order of battle allows). Identify these ‘drop groups’ as follows:
- a. 82nd AB Division: Groups ‘A’, ‘B’, ‘C’, and ‘D’.
 - b. 101st AB Division: Groups ‘W’, ‘X’, ‘Y’, and ‘Z’.
 - c. *British 1st AB Division: Groups ‘L’, ‘M’, and ‘N’.*
 - 1) *The Polish Parachute Brigade (plus other British 1st Airborne units, if desired) constitutes the fourth ‘drop group’ of the British 1st Airborne Division: ‘P’.*
 - d. *One air supply unit arrives on the mapboard with each HQ unit. An additional supply unit (not an air supply unit) enters the ‘10’ box on the turn of the British 1st Airborne Division’s drop.*
 - e. *The units to be used in the second air drop must be assigned to the same corps HQ unit, of either nationality, at least one turn before the designated second air drop turn. Assignments to a corps of the other nationality may remain in effect until the end of the game, but if such a corps assignment is later changed, the next assignment must be to a corps of the proper nationality.*
5. Each ‘drop group’ must be assigned its own, unique, drop hex. The exact location of each drop zone hex must be secretly recorded by the Allied player at least SEVEN turns, or more, before the air drop turn, *if a US division is participating or two or more turns before the air drop turn if only the British 1st Airborne is in the drop.* Simply list each drop group’s intended drop hex by describing it in relations to a town or city hex (EXAMPLE: “Drop Zone A: 3 hexes north of Briouze; Drop Zone B: 2 hexes NNE of Canisy; etc...”).
6. Drop zone hexes must be designated in accordance with the following limitations:
- a. *The drop zone hex of each divisional HQ must be within 24 hexes of an Allied Corps HQ at the time it is recorded.*
 - b. Each drop zone hex of a particular division must be positioned within FOUR hexes of EVERY other drop zone hex of that division.
 - c. *If two or three airborne divisions are utilized, at least one drop zone hex of each division must be within TEN hexes of at least one drop zone hex of one of the other divisions, but EACH drop zone hex of each division must be at least TWO hexes away from ALL the drop zone hexes of the other divisions.* Further, EACH drop zone hex of the one division must be at least TWO hexes away from ALL the drop zone hexes of the other divisions.
 - d. Drop zones may *only* be in non-coastal CLEAR or BOCAGE hexes.
 - e. Use blank counters, inscribed with the proper letters to identify drop zone hexes during the execution of the drop procedure.
7. During the Allied replacement phase of the prescribed turn, the air drop procedure is executed as indicated in the rules. NOTE: All airborne units MUST be air dropped during the same turn; on air supply missions may be executed in subsequent turns.
- a. *If the British 1st Airborne Division is used with both of the US airborne divisions, certain units in the second air drop arrive during the MECHANIZED MOVEMENT PHASE of the second air drop turn rather than during the REPLACEMENT PHASE.*
 - b. *When the drop groups are established, one of the drop groups of each of the three divisions must be designated to land during the MECHANIZED MOVEMENT PHASE.*
 - c. *Each drop group which lands during the MECHANIZED MOVEMENT PHASE must consist of at least two infantry battalions from the same regiment and six total stacking points, insofar as the current order of battle permits.*

- d. No unit which lands during the MECHANIZED MOVEMENT PHASE may move during that turn.*
- e. All airborne units involved in the second air drop are always in supply for that entire turn. They do not consume supply units even when attacking.*
- f. Undisrupted units, except air supply units, may move one hex during the REGULAR MOVEMENT PHASE.*

8. SPECIAL: If ANY drop zone hex of any divisional HQ unit is located more than 24 hexes from the Allied corps HQ unit to which the airborne units are assigned at the beginning of the air drop turn, the drop is immediately, and permanently, cancelled and may not be rescheduled.

- a. The presence of one or more Allied units in any of the drop zone hexes does not affect the air drop in any way, but units landing in the air drop must meet the stacking limitations by the end of the REGULAR MOVEMENT PHASE.*

9. Second air drop operations may only be executed during FAIR weather. If the weather is not fair, the air drop is automatically postponed to the next immediate fair weather turn.

10. The Allied player always retains the option of permanently canceling the second air drop during any replacement phase prior to the actual turn of execution. He may cancel any drop postponed due to weather. He may NOT cancel an air drop in the same turn in which it is to be executed. He may never voluntarily postpone an air drop to a later turn once it has been recorded in writing, *except as provided in 3.c. above.*

- a. If an air drop of the British 1st Airborne is canceled for any reason, it may not be rescheduled, but the US divisions may still make a second air drop AND the British 1st Airborne Division may take part in this air drop, even though it is not longer permitted to make an air drop by itself.*

B. THE 82nd AIRBORNE DIVISION'S DROP ZONE NOT REVISED

During May, 1944 Allied intelligence analysts were startled to discover that the Germans had moved the 91 Infanterie Division in the area Carentan-St. Sauveur-Valognes. In short, the German division was sitting right on top of the 82nd Airborne's drop zones! On 26 May, Gen. Omar Bradley ordered the airborne plan revised so that the 82nd Airborne would land next to and north of the 101st's drop area.

This last minute German movement was almost overlooked entirely! In fact, Allied reconnaissance had failed to notice the presence of the 352 Infanterie Division sitting behind Omaha Beach. What would have happened had the 91 Infanterie Division also gone unnoticed? To create the original drop plan, modify the 82nd Airborne's drop zones as follows:

1. Ignore drop zones 'T', 'N', 'O', and 'W' printed on the mapboard.
2. The original drop zones were planned for an area located south and west of the city of St. Sauveur. The exact drop zones hexes are:
 - a. Drop zone 'T': Two hexes NNW of Taillepied.
 - b. Drop zone 'N': One hex SW of Taillepied.
 - c. Drop zone 'O': Two hexes NE of Taillepied.
 - d. Drop zone 'W': One hex south of le Boulay.
3. All other aspects of the Allied air drop procedure remain the same.

C. HITLER ABANDONS THE CHANNEL ISLANDS

The German occupation of the Channel Islands (Jersey, Guernsey, and Alderney), located off of the west coast of the Cotentin Peninsula, remains a little known, but most fascinating chapter of WWII. The Islands held the unique, dubious, distinction of being the only British territory occupied by German forces. Perhaps the fact goes far towards explaining Hitler's utter, and baseless, obsession with a group of islands possessing only feeble strategic importance for the defense of Festung Europa.

Far from being pivotal, the Channel Islands were a complete drain on the Wehrmacht from the first day they were peacefully, almost accidentally, occupied by a somewhat bewildered Luftwaffe pilot in June 1940. The populace produced no raw materials, manufactured goods, or slave labor, but required constant German subsidy and administration. Under Hitler's prodding, the Wehrmacht dumped an impressive array of modern coastal defense artillery, the 319 Infanterie Division, its numerous support units, and several Ost battalions into a virtual backwater of the war.

When the invasion finally smashed into the Normandy beaches, the Channel Islands were quietly ignored, not even attracting the obligatory bombing suffered by most areas near the French coast. Almost immediately, OKW advisers begged Hitler to evacuate the 319 Infanterie Division to the mainland, possibly to participate in the defense of Cherbourg. Typically, Hitler steadfastly refused to let the division, a very large nine battalion unit of the 1939 type, be used for any useful purpose. Thus, almost 40,000 first rate soldiers sat out the war, finally surrendering at the end of hostilities in 1945.

The situation could have been altered, however, if Hitler had simply changed his mind. In this scenario, the invasion lands at Normandy, 7th Army finds itself embarrassingly short of troops, someone at *OKW* gently points out to Adolph Hitler that, since the Allies have the Normandy beachhead, they don't *need* the Channel Islands. Fearing a quick loss of Cherbourg, Hitler develops an instant appreciation for that viewpoint. He orders Adm. Kranke, Marine Gruppenkommando West, to pull together all of the coastal transport in Brittany and evacuate the 319 Infanterie Division. Marine Artillerie Abteilungen 604 and 605 and Heeres Artillerie Regiment 1265 are retained on the islands because they are too difficult to move. They are sufficient, however, to keep the Channel Islands in German hands until the end of hostilities in 1945.

Moving at night, under the watchful eyes of powerful German coastal artillery, elements of the 319 Infanterie Division are safely evacuated to the mainland in the later half of June and participate fully in the campaign. This alternative slice of history can be included as follows:

1. Beginning on the 10 June German replacement phase, the German player may attempt to introduce individual units of the 319 Infanterie Division, plus the 213 Panzer, 643 Ost and 823 Ost battalions into play.
2. These units enter play via a special die roll, the number for which is printed below each unit's symbol on the German Entry Schedule. Roll once per turn for each unit. If the die roll is GREATER than the printed number, the unit may enter play.
3. Units that enter play are immediately placed on either the Cherbourg port landing box or the Rennes Strategic Movement Track box, at the German player's option.
4. Units may be placed in the Cherbourg port landing box providing that no Allied combat units occupy ANY Cherbourg city hexes and the port of Cherbourg still retains sufficient port capacity to accommodate any units landing there. If Allied units occupy Cherbourg, or if the port capacity is insufficient, units must be placed in the Rennes Strategic Movement Track box. The German player may still conduct demolition operations against the port in the same turn in which he lands units, providing that any remaining capacity is sufficient to handle the units that were landed in the same turn.
5. Add one supply unit to the pool whenever the 319 Infanterie Division HQ unit enters play. The supply unit may start in either BeNeLux box or it may be the one unit per turn allowed to start in the Brittany Strategic Movement Track box.
6. No units may attempt to enter the game when there is STORM weather.
7. SPECIAL: Units of the 319 Infanterie Division (including the Ost battalions) may not use rail movement.

D. SPRING WITHDRAWALS RESCINDED

On March 26, 1944, the IISS Panzer Korps was ordered to assist the First Panzer Army which was under fierce Russian attack in Galicia. This formation, comprising the 9SS and 10SS Panzer Divisions, and other

valuable corps units, did not return to the West until the end of June. If it can be presumed that the Eastern Front stabilized earlier, or that Hitler had been persuaded from denuding the West of panzer formations, these units would have been available much sooner. The starting situation would have been altered much like this:

1. Ignore the 25 June entry date for units of the 9ss and 10ss Panzer Divisions and the IIss Panzer Korps.
2. Position the above-mentioned units as indicated:
 - a. The 102ss Schwere Panzer Abteilung (3 company sized units): In any Argentan city hex.
 - b. The remainder of the IIss Panzer Korps units (IIss Nebelwerfer Abteilung and the IIss Panzer Korps HQ unit plus supply): The Alencon Strategic Movement Track box.
 - c. All 9ss Panzer Division units (plus supply): The South France Strategic Movement Track box.
 - d. All 10ss Panzer Division units (plus supply): All 9ss Panzer Division units (plus supply): The Rhiems Strategic Movement Track box.
3. The IIss Panzer Korps units on the mapboard may move on the 6 June turn. The units listed above on the German Strategic Movement Track may not move until the 9 June turn (which corresponds to the approximate activations date of Panzer Group West).

DISCUSSION: The units described above were certainly the most important troops to be withdrawn en masse from France in the 6 months prior to the invasion. They were far from the only units to be shifted, however. Such withdrawals became commonplace as a result of the evolving relationship whereby the West became, in effect, a large replacement and recovery center for units in the East. Throughout the winter of 1943-44, higher quality personnel were periodically 'combed out' of units engaged in garrison duty in western Europe. Beginning in the spring, however, this grew to include the wholesale drafting of vital equipment out of units in the West for hard pressed divisions in Russia.

In March, 1944, four infantry divisions (326, 346, 348, and 19 LW) were ordered to release all of their mobile assault and anti-tank guns. At the same time, several first class divisions were replaced by training divisions and shipped to the East.

More serious, however, was the loss of the mobile reserve divisions. In January, 715 Infanterie Division (Motorized) and the 9ss Panzer Division were sent to Italy to counter the Allied landings at Anzio. In March, 130 Panzer Lehr Division was sent to garrison Hungary, not returning until the middle of May. At the end of March, the entire IIss Panzer Korps was shipped to Hungary. At the beginning of April, OB West had seen its mobile reserve denuded to a single division, the 21st Panzer.

Thus, because of the constant shifting of units into and out of the West, anti-invasion force levels varied drastically from month to month. Any analysis of the relative merits of the German defense of France must account for the impact of this type of uncertainty in the minds of German staff planners. The field commanders could not depend upon any single element of the thin defense too heavily; what Hitler giveth, Hitler could only too easily taketh away.

E. ROMMEL'S STRATEGY FULLY EMBRACED

One of the greatest impediments to German strategic success in the West was the personality clash between Army Group B commander Field Marshal Erwin Rommel and his superior, Field Marshal Gerd von Rundstedt, OB West. Rommel, fearing Allied air power, demanded that mobile reserves be positioned very close to the beaches so that they could intervene decisively within the first 24 hours of the invasion. Rundstedt, applying more conventional doctrine, supported a disposition that preserved German strategic mobility until the Allied invasion intentions were fully realized. The tangled command structure in the West meant that both plans were partially implemented, much to the detriment of both.

Presume, for the sake of argument, that Rommel prevailed in one important area of controversy: the disposition of the reserve mobile divisions. Suppose that the expanded authority over the four OB West reserve divisions conferred on Rommel, by Hitler in March, had NOT been rescinded a short time later.

That expedient would have allowed Rommel to exert a greater authority on the final positioning of the three mobile divisions of Army Group B (2, 21, and 116 Panzer). Much more importantly, however, it would have allowed Rommel to determine the disposition of the four mobile divisions of the OB West reserve (1ss, 12ss, 17ss PzG, and 130 Panzer Lehr). With this amount of control, any commander could have exercised a much stronger influence on the strategic conduct of the upcoming Battle for France.

In Rommel's hands, this authority probably would have translated into a much stronger move of the reserve forces westward and closer to the coast. His disposition would have looked much like this:

1. 1ss Panzer Division: Units of this division may be positioned on the Amiens box of the German Strategic Movement Track. Ignore printed instructions for this unit.
2. 17ss Panzer Grenadier Division: Starts on the mapboard. Ignore printed instructions for this unit. All units must be placed within an area bounded by (and including) the road hexes connecting the cities of: St. Lo-Coutances-Granville-Avranches-Villedieu-Tessy-St. Lo. At least one combat unit must occupy each hex of every listed city. Place divisional HQ unit (plus a supply unit) in any city hex of Avranches.
3. 21 Panzer Division: All units that have printed positions SOUTH of Caen (exclusive of the city) may be relocated to any primary road hex on either the Caen-Thury-Harcourt road or the Caen-Villers road. They may NOT be placed in Caen itself, however.
4. 130 Panzer Lehr Division: Starts on the mapboard. Ignore printed instructions for this unit. All units must be placed within an area bounded by and including the road hexes connecting the cities of Argentan-Falaise-Conde-Flers-Briouze-Argentan. At least one combat unit must occupy each hex of every listed city. Place divisional HQ unit (plus a supply unit) in any city hex of Argentan.

DISCUSSION: While speculative, this setup represents a plausible alternative and represents the final transformation of a plan Rommel was 'inching' into place under the noses of OKW and OB West. He had already advanced elements of the 21 Panzer Division much closer to the coast than authorized. As May ended, he was constantly working the 130 Panzer Lehr Division ever more westward. The key factor would have been the question of how quickly Hitler would have released the OB West reserves in the event of an invasion. He did have a premonition that Normandy was THE invasion area. If he would have followed his instincts (as he had so often in the past) and thrown himself totally, and inalterably behind his 'wonder boy', Rommel, it is very plausible to conclude that he would have released these divisions much sooner. He would have done so if, for no other reason, than the fact that they were so close at hand to the fighting they could have 'tidied up' a Normandy landing and still be in a position to consolidate the mobile reserve against an anticipated landing in the Pas de Calais sector. On reflection, Rommel's static, all or nothing strategy was probably the only viable approach, if for no other reason than the fact that it would have made a wait-and-see attitude at OKW much harder to maintain with powerful panzer troops so close to the beachhead. This might have been Rommel's way of out-smarting not only the Allied high command, but the German high command as well!

F. ROMMEL APPOINTED C-in-C OF OB WEST

A more decisive, but complex, alternative has Hitler appointing Rommel, instead of Rundstedt, overall commander of forces in western Europe. Rundstedt, appointed in 1942, is replaced by Rommel in November, 1943 and reappointed to a command position in Italy or the Balkans. Fitting Hitler's requirement for a 'dynamic' leader for the upcoming Battle for France, Rommel takes charge eight to ten weeks sooner (that this did not occur was due to Hitler's deference to Rundstedt rather than any lack of faith in Rommel). In this situation, we have Rommel adjusting his forces and husbanding his defensive resources until the final week before the invasion, moving stronger units immediately behind Normandy. There would have been little or no strong central mobile reserve.

Some would argue that this type of build-up would have persuaded the Allies to abandon Normandy as an invasion site. This does not necessarily follow. The Germans eventually DOUBLED their original forces in Normandy (adding the 91 Infanterie, 352 Infanterie, and the 21 Panzer Divisions) which evoked no more response from the Allies than a last minute, ten kilometer shift of the 82nd Airborne Division.

Could the Germans, given ideal conditions and dispositions, have stopped the Allied invasion on the water's edge? Yes. But those 'ideal' conditions would have been difficult to attain. This setup, utilizing only those forces available in France and retaining a complete defense of all coastal areas, represents Rommel's optimum defensive disposition.

Had Hitler given him full command in the West, it is very conceivable that this is the defense the Allies would have faced;

1. 12ss Panzer Division: Starts on the mapboard. Ignore printed instructions for this unit. All units must be placed within an area bounded by, and including, the road hexes connecting the cities of: Carentan-La Haye du Puits-Lessay-Periers-Coutances-St. Lo-Isigny-Carentan. At least one combat unit must occupy each hex of every listed city. Place divisional HQ unit (plus a supply unit) in any city hex of Carentan.
2. 130 Panzer Lehr Division: Starts on the mapboard. Ignore printed instructions for this unit. All units must be placed within an area bounded by, and including, the road hexes connecting the cities of: St. Lo (eastern-most hex only) -Bayeux-Caen (western-most hex only)-Caumont-St. Lo. At least one combat unit must occupy each hex of every listed city, except as limited above. Place divisional HQ unit (plus a supply unit) in town of Tilly-sur-Seulles.
3. 21 Panzer Division: Ignore initial starting positions printed on the mapboard. All units must be placed within an area bounded by, and including, the road hexes connecting the cities of: Caen (hexes north of the river only)-Douvres-Lion-Caen and/or within an area bounded by, and including, the cities of Caen (hexes south of the river)-Thury Harcourt-Falaise-Caen. At least one combat unit must occupy each hex of of the second group of cities. Place divisional HQ unit (plus a supply unit) in town of Bretteville.
4. 7 Nebelwerfer Brigade: Starts on the mapboard. Ignore printed instructions for this unit. Units may be positioned anywhere within three hexes of any city hex of either Carentan or Isigny, south of the Groule River and the Aure Inferieure. Place the brigade HQ unit (plus a supply unit) in town of St. Jan de Daye.
5. III Sturm Flak Korps: Entire corps starts on mapboard. Ignore printed instructions for the second, third, and fourth regiments, and *KG300*. Each regiment is positioned as follows:
 - a. 1 Sturm Flak Regiment: As per the original positions on the mapboard.
 - b. 2 Sturm Flak Regiment: Units may be positioned anywhere within four hexes of either city hex of Bayeux. Place regimental HQ unit in Bayeux.
 - c. 3 Sturm Flak Regiment: Units may be positioned within four hexes of any Caen city hex. Place regimental HQ unit in Caen.
 - d. 4 Sturm Flak Regiment: Units may be positioned with THREE hexes of either the town of Dozule or the town of Troarn (east of Caen, south of Houlgate). Place regimental HQ unit in either town hex. Include *KG300* with this regiment.
6. 1ss Panzer Division: Units of this division are placed on the Pas de Calais box of the German Strategic Movement Track, on or after 22 June turn. Ignore printed instructions for this unit.
7. 17ss Panzer Grenadier Division: Units of this division are placed on the Rennes box of the German Strategic Movement Track, on or after 8 June turn. Ignore printed instructions for this unit.
8. All other units retain their original time and location of entry.

DISCUSSION: The ramification of German defensive placement remains one of the most interesting topics of discussion and speculations surrounding the Normandy campaign. Certainly the situation would have been much different had Rommel been appointed OB West instead of Rundstedt. Not to be discounted is the fact that he would have had up to ten additional weeks to whip the 'Atlantic Wall' into shape. That could have made a very big difference. He would have been able to 'creep' his units even closer to the coast without OKW noticing. He would have had his way with individual corps and divisional commanders who resisted his defensive doctrines. He would have been totally unable,

however, to stop the movement of strategic units into and out of the West. Nor would he have been any more successful in beefing up the units already stationed in France.

Some may object to the speculative defensive arrangement presented above on the grounds that Hitler would have never allowed the dispositions Rommel envisioned. The extreme placement of the three mobile divisions, they would argue, would have been violently opposed by OKW. Hitler, then, would follow OKW's lead and nullify such placement.

Rommel, within the realm of his own legitimate authority, had already installed a double line defense behind Pas de Calais consisting of a 'landfronte' line of static divisions on the coast supported 'mobile' and 'semi-mobile' divisions a few kilometers inland. Given Hitler's 'premonition' of a Normandy landing, it is within the realm of reasonable speculation to conclude that Hitler would have concurred in the continuation of this 'double belt' defense into the Normandy area. Further, without the 'mobile panzer battle' philosophy propounded by Rundstedt and Geyr von Schweppenburg (commanding Panzergruppe West), it seems reasonable that Hitler would have reacted to the situation in France with considerably more confidence in Rommel.

Regarding the positioning of III Sturm Flak Korps and the 7 Nebelwerfer Brigade, these units would have been easily controlled by Rommel. OKW's fixation on the panzer divisions was so great that they all but ignored the disposition of these two very valuable units.

Players wishing to judge for themselves the viability of a German victory in Normandy should find this variation to be the 'best case' outcome of the range of possibilities. It becomes evident that in one respect the German problem was one of time and distance. Properly and decisively positioned, they had the combat units to stop an invasion. If they could have marshaled their resources to that one critical point, they could have won on the water's edge.

G. THE GERMANS ARE NOT DECEIVED BY 'FORTITUDE.'

Allied planners created an elaborate deception, code named OPERATION FORTITUDE, to sustain the German belief in the probability of a landing in the Pas de Calais.

As a result of the German belief that the main attack would come in the Pas de Calais, and the Allied deceptions to sustain that belief, even Hitler, who had anticipated an Allied landing in Normandy, now expected another landing in the Pas de Calais.

A number of senior German officers, however, became convinced that Normandy was the main Allied effort. Fortunately for the Allies, this opinion did not prevail until it was too late for the Germans to reverse the tide in Normandy. All that was needed, however, was for one man, Hitler, to have reached the same conclusion much earlier than he did, or to have been convinced by some one who had reached that conclusion at an early date.

Von Rundstedt and Rommel met twice with Hitler in June seeking more troops to use against the invaders, but failed to get them. What if they had succeeded?

There are several reasonable options to this variation. None involves speculative defensive alignments or speculation about what would have happened if the Germans had changed their strategy. They only require that the Germans not be deceived by FORTITUDE and their own preconceived ideas.

OPTION 1

On 19 June the 326th Division begins to move towards Normandy. Every other July and August unit on the German Unit Entry Schedule then enters the game on the same date, but a month earlier, than its printed entry date. The 18th Luftwaffe Field Division, the last division on the entry schedule, enters on 16 July instead of 16 August.

OPTION 2

For this option, the 326th and 363rd Divisions leave the Pas de Calais area on 2 July. Every other unit on the German Unit Entry Schedule then enters the game EIGHTEEN days earlier than its printed entry date.

The 18th Luftwaffe Field Division, the last division on the entry schedule, enters on 29 July instead of 16 August.

OPTION 3

This variant can be combined with Variant “C – Hitler Abandons the Channel Islands,” in one of several ways.

1. The 319th Division can enter the game exactly as specified in Variant ‘C’, followed by either Option 1 or Option 2 of this variant.
2. The 319th Division can still be on the Channel Islands at the time of the conferences between Hitler, von Rundstedt and Rommel, but can be among those divisions ordered to Normandy by Hitler. Under Option 1 (above) the 319th Division is ordered to Normandy on 18 June (rather than on 10 June). The rest of Variant ‘C’ remains unchanged.
3. Under Option 2 (above) the 319th Division is ordered to Normandy on 1 July (rather than on 10 June). The rest of Variant ‘C’ remains unchanged.

OPTION 4

In the game, both players know the entry schedule for each other’s units. In reality, of course, this was not true. Indeed, the German commanders didn’t even know when their own units would be made available to them! To simulate this uncertainty, the players can agree before the game to use both Variants ‘C’ and ‘G’, provided that Hitler can be convinced by von Rundstedt and Rommel to send more divisions to Normandy. To determine whether the field marshals succeed in changing Hitler’s mind, a die must be rolled.

1. At the beginning of the 10 June GERMAN REPLACEMENT PHASE a “Hitler Conference” die is rolled. If a ‘1’ is rolled, Hitler decides to send the 319th Division to Normandy per Variant ‘C.’
2. Regardless of Hitler’s decision on 10 June, another “Hitler Conference” die is rolled at the beginning of the 18 June GERMAN REPLACEMENT PHASE. If a ‘1’ is rolled, Hitler decides to send more divisions to Normandy per Variant ‘G – Option 1’ above.
 - a. If Hitler decides to send more divisions to Normandy, and if the 319th Division is not already on its way to Normandy, another die is rolled to determine if Hitler will include the 319th Division in the units being sent to Normandy. If this die roll is a ‘1’ or ‘2’, the 319th Division is included per Option 2 - 3 above.
3. If Hitler does not decide on 18 June to send more divisions to Normandy, another “Hitler Conference” die is rolled at the beginning of the 1 July GERMAN REPLACEMENT PHASE. If a ‘1’ is rolled, Hitler decides at that time to send more divisions to Normandy per Variant ‘G – Option 2’ above.
 - a. If Hitler decides to send more divisions to Normandy, and if the 319th Division is not already on its way to Normandy, another die is rolled to determine if Hitler will include the 319th Division in the units being sent to Normandy. If this die roll is a ‘1’ or ‘2’, the 319th Division is included per Option 3 - 3 above.

This optional variant produces eight possible sequences of German unit entry! And neither player knows in advance which will be used!

DISCUSSION: Any of these options is a reasonable alternative to what could have happened. The Allies went to great lengths to prevent any of them from occurring, and they succeeded where it counted, at the highest levels of the German command, but on any day FORTITUDE could have collapsed.

Even in that event, however, it seems probable that the Allies could not have been driven back into the sea after early June by any forces available to the Germans in the west. A more likely result, however, is that the Allies might have become bogged down indefinitely in Normandy, an outcome which they feared only slightly less than being repulsed on the beaches. Without the Brittany ports, or perhaps Le Havre,

they would not have been able to sustain offensive operations through the winter after the beaches became unusable in the fall, and a stalemate would have resulted.

As it was, progress the first seven weeks was much slower than expected and gave Eisenhower many anxious moments. Perhaps just a little more strength on the German front in Normandy would have held the Allies until the winter weather would have forced a halt in major offensive operations.

XII. OPTIONAL RULES

The following rules are minor additions to the game system that the designer considers to be less than crucial to the overall effect of the simulation. They do, however, address historical aspects of the campaign that purists may feel are worthwhile:

A. COUNTER-BATTERY ARTILLERY FIRE

This section of the optional rules simulates a specialized and highly technical type of artillery fire mission called 'counter--battery.' The purpose of counter-battery is the location and neutralization of enemy artillery positions using flash and sound ranging, oblique aerial photography, and other sophisticated intelligence gathering techniques:

1. All ranged artillery EXCEPT anti-aircraft, Nebelwerfer, and coastal defense artillery may engage in counter-battery fire.
2. Counter-battery fire may only be directed against RANGED artillery units. Artillery type units with a range of '1' may not be targeted for counter-battery fire.
3. Counter-battery fire is executed during the friendly DEFENSIVE fire phase. The procedure is the same as for normal artillery fire, but with these exceptions:
 - a. Friendly units are not required to be adjacent to enemy artillery units for those units to be fired upon.
 - b. No more than one enemy unit counter may be fired upon at a time. Each target unit requires its own fire resolution die roll.
4. Counter-battery fire is resolved on the Counter-Battery Fire Table. To determine the effects of counter-battery fire, cross index the total number of strength point firing with the TYPE and SIZE of target unit being fired upon. The number in the box at the intersection of those two variables represents the MINIMUM number that must be rolled on one die to DISRUPT the target unit (EXAMPLE: six artillery strength points fire against an artillery battery; a die roll of '4', '5', or '6' is required to disrupt the unit).
5. Normal supply rules apply to counter-battery fire except that BATTERY sized firing units do not cause their supporting HQ unit to consume supply. Also, BATTERY sized units do not count against an HQ unit's maximum subordinate capacity when firing counter-battery. In effect then, a battery may fire "free" providing it can trace a supply route to a supplied HQ unit of the proper type (i.e. – subordinate units must still trace the supply route to their own divisional HQ unit).

COUNTER-BATTERY FIRE TABLE							
# S.P.'s FIRING	Type of Target Unit:						
	NW (all)	Mortar (all)	RR BTTY	Arty BTTY	Arty BTLN	Arty GRP	CD BTTY
1-2	3	-	4	6	5	-	-
3	2	6	3	5	4	6	6
4	2	5	3	5	4	5	6
5	2	5	3	4	4	5	6
6	2	4	3	4	3	5	6

7-9	1	4	2	3	2	4	5
10-12	1	3	1	3	1	3	5
13-18	1	3	1	2	1	2	4
19+	1	3	1	2	1	1	4

KEY:

1. '-' = Disruption not possible.
2. NW=Nebelwerfer; RR=railroad; Arty=regular ranged artillery; CD=coastal Defense; BTTY=Battery; BTLN=Battalion; GRP=Group; S.P.=strength point.
3. Number in box represents MINIMUM die roll required to disrupt target unit.

B. BRIDGE DEMOLITION AND REPAIR

For a modern army, the destruction of bridges over impassable terrain represents a major, although temporary, obstruction. Modern engineering techniques reduce bridge rebuilding time to a matter of hours or days:

1. Only German Pioniere units may destroy the bridges represented by the printed symbols on the mapboard. The German player may attempt demolition procedures against a road or railroad bridge whenever the following two conditions occur:
 - a. A Pioniere unit occupies either of the two hexes containing the bridge symbol at the beginning of the German player segment.
 - b. An Allied combat unit is within FIVE hexes of the Pioniere unit that is attempting the demolition.
2. Bridge demolition attempts are executed during the German combat phase. For each demolition attempt, the German player rolls one die on the Bridge Demolition Table, cross indexing the number rolled with the range column that represents the proper number of hexes to the nearest Allied combat unit
 - a. A 'D' result means that the bridge has been destroyed. Use a 'CUT' marker positioned between the two hexes to indicated the demolished bridge.
 - b. SPECIAL: Subtract '2' from the demolition die roll whenever an Allied combat unit occupies one of the two bridge hexes.
 - c. Only one demolition attempt may be made against a bridge per turn.
 - d. A Pioniere unit may attempt to demolish more than one bridge if there are two or more bridge symbols running into the hex it occupies. Each bridge is rolled for (and the die independently modified for each) separately.
 - e. Disrupted Pioniere units may not attempt bridge demolition.
3. Effects: Destroyed bridges are ignored for movement purposes:
 - a. Road movement is calculated as though the road ends in the one destroyed bridge hex and a new road begins in the other.
 - b. For railroad movement, the destroyed bridge hex is treated like an 'end-of-line' hex. All units entering that hex must stop and permanently end all rail movement.
4. Rebuilding Demolished Bridges: The Allied player may 'rebuild' a demolished bridge by simply keeping wither bridge hex with the eight-hex supply range of an Allied CORPS headquarters unit for three consecutive turns. Both bridge hexes must remain free of enemy combat units during this period of time:
 - a. During the replacement phase of the first Allied turn in which a Corps HQ unit is within eight hexes of a destroyed bridge hex, a '3' marker is placed on top of the 'CUT' marker.
 - b. At the beginning of the second turn, the '3' marker is replaced by a '2' marker
 - c. At the beginning of the third turn, the '2' marker is removed and the bridge becomes fully operational.

- d. The Corps HQ unit is not required to maintain a supply unit for bridge rebuilding purposes.
- e. If an enemy combat unit enters or passes through either bridge hex, the rebuilding process is completely negated. All markers are immediately removed. The rebuilding sequence must be restarted whenever the bridge hexes are again free of enemy combat units.

C. HEDGEROW CUTTERS

‘American Ingenuity’ has, over the years, taken the lion’s share of the credit for solving the bocage problem via the invention of the ingenious ‘bocage buster’ devices. These were plow-like contraptions that were mounted to the front of Allied tanks which then rammed holes through the hedgerows. Over the years, folksy recitations of this story have all but obscured the real impact of this device in the Normandy fighting. The passage of time has created a classic piece of American epic folklore.

Yes, there was such a device. In fact, there were a handful of different variations. No, it was not an instant panacea to the hedgerow difficulties, but it was a great propaganda device and morale booster (The bocage problem was ‘solved’ to a much greater degree when ‘green’ U.S. units learned how to execute small unit tactics as well as the Germans). Finally, it was not the exclusive stroke of a genius draftee sergeant from Hoboken, but seems to have been developed, more or less, simultaneously by three or four individuals in both the U.S. and British Armies.

Nevertheless, for anyone who likes fantasy, the following is Everyman’s re-enactment of the invention of the decisive weapon, the All-American Hedgerow Cutter:

1. Starting on the 1 July turn, the Allied player rolls one ‘American Ingenuity’ die at the beginning of each ODD-NUMBERED turn. If a ‘6’ is rolled, an anonymous American draftee invents the Hedgerow Cutter.
2. Whenever the Hedgerow Cutter is invented, AMERICAN combat units enjoy the following advantages:
 - a. U.S. combat units involved in infantry-armored combined arms combat increase their combined arms modifier by ‘+1’ in all cases when attacking enemy units in BOCAGE HEXES.
 - b. This advantage applies ONLY to U.S. units and units of the French 2nd Armored Division *for seven days; thereafter British units enjoy it too.*
3. This advantage continues until the end of the game.

BRIDGE DEMOLITION TABLE					
Die Roll	Range to Nearest Allied Combat Unit:				
	1 HEX	2 HEX	3 HEX	4 HEX	5 HEX
1	-	-	-	-	-
2	D	-	-	-	-
3	D	D	-	-	-
4	D	D	D	-	-
5	D	D	D	D	-
6	D	D	D	D	D
KEY:					
1.	'-' = No effect; bridge not destroyed.				
2.	'D' = Bridge destroyed; place a CUT marker on the bridge symbol.				
3.	If Allied combat unit occupies one of the bridge hexes, subtract '2' from the die roll.				

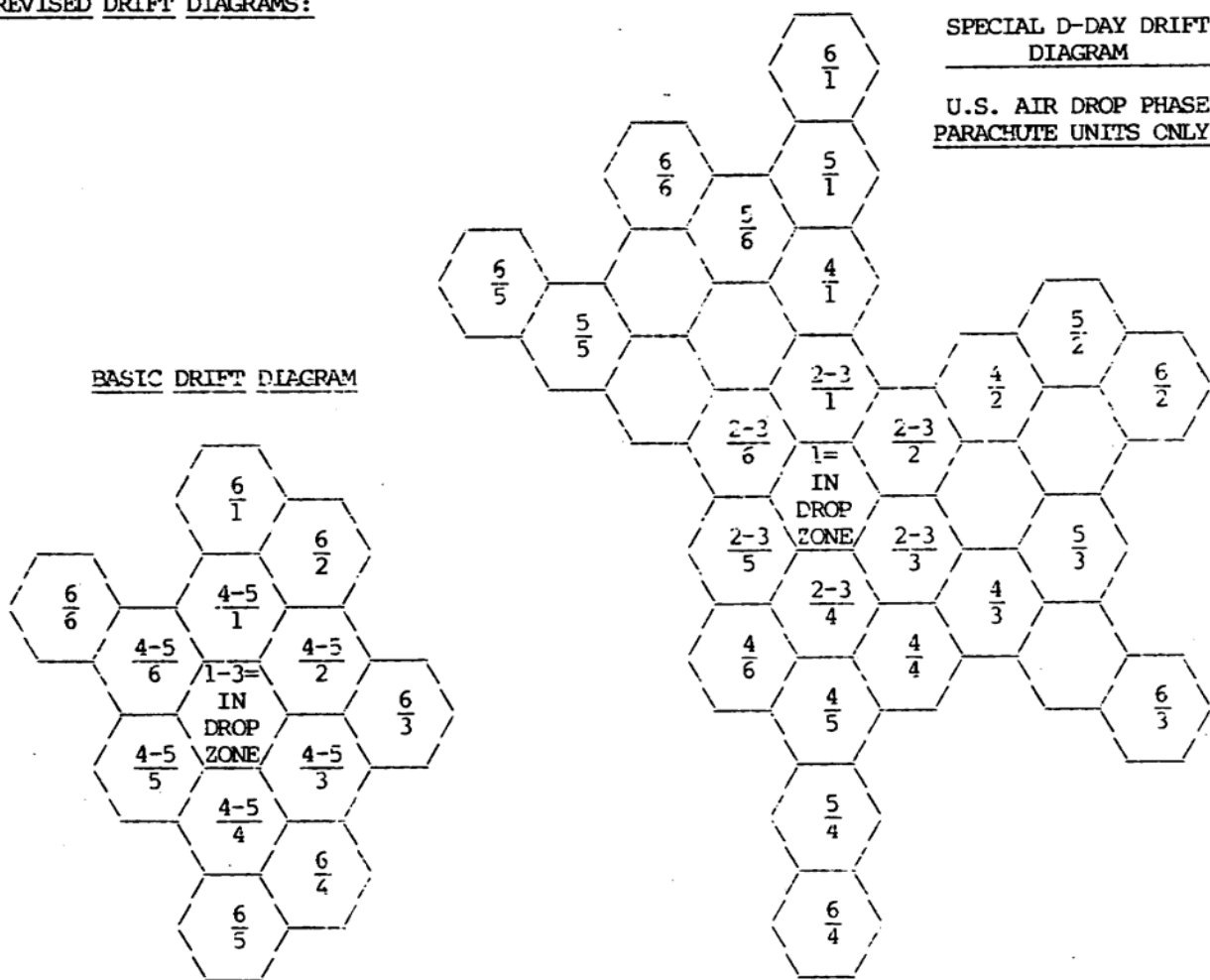
ATTACHMENT A: AIRBORNE REVISED DRIFT RULES – PAGE 1

REVISED RAILROAD INTERDICTION TABLE:

UNITS

DIE ROLL	6-10	11-15	16-20	21-25	26-30	31+
1	0	0	2	3	4	5
2	0	2	3	4	5	6
3	1	3	4	5	6	7
4	2	4	5	6	7	8
5	3	5	6	7	8	10
6	4	6	7	8	10	12

REVISED DRIFT DIAGRAMS:



ATTACHMENT B: AIRBORNE REVISED DRIFT RULES – PAGE 2

MODIFIED BASIC DRIFT DIAGRAM: (TO BE USED BY BRITISH AIR DROP PHASE UNITS AND U.S. AIR DROP PHASE GLIDER UNITS ONLY)

This is the same as the Basic Drift Diagram except that units land in the drop zone only if a "1" or "2" is rolled. If a "3" is rolled they land one hex from the drop zone, the same as if a "4" or "5" had been rolled. The normal adjustment is still made to the die roll for glider units, including HQ units. See "6." below.

1. Use the "Special D-Day Drift Diagram" only for U.S. PARACHUTE units which land during the 6 June AIR DROP PHASE.

2. Use the Modified Basic Drift Diagram for all units of the British 6th Airborne Division and all U.S. glider units which land during the 6 June AIR DROP PHASE.

3. Use the Basic Drift Diagram for all other 6 June and subsequent air drops.

4. Drift is determined by one or more die rolls.

a. The numbers above the line in each hex indicate the first drift die roll. The number below the line in each hex indicates the second die roll.

5. If a "1" is rolled when using the Special D-Day Drift Diagram, or a "1" to "3" is rolled when using the Basic Drift Diagram, or a "1" or "2" is rolled when using the Modified Basic Drift Diagram, the unit lands in the drop zone. No further die rolls are necessary, except for air supply units.

6. Always subtract "2" from the first die roll for glider units, including HQ units, except when using the Basic Drift Diagram and there are enemy units in the D.Z.

7. Add "2" to the first die roll for both glider and parachute units if an enemy unit is in the drop zone when using the Basic Drift Diagram.

8. If a higher number is rolled than specified in "5." above, the unit lands outside the drop zone and two additional die rolls are required for each unit to determine where it lands and whether it suffers losses or disruption from the air drop.

9. If additional die rolls are necessary, the first additional die roll, in conjunction with the previous die roll, determines the hex in which the unit lands. Check the proper drift diagram to determine this hex.

a. Any unit that drifts off the mapboard or onto sea hexes or prohibited hexes is automatically eliminated from play.

10. The second additional die roll determines whether a unit which drifted was disrupted or suffered a step loss during the air drop. See "Dispersal" on the Assault Landing Schedule for the details of this die roll.

a. For air supply units, a die is always rolled to determine disruption or step loss after each air drop, even if the supply unit did not drift. An air supply unit must be returned to the Air Supply Units box if the result is "D" or "D/LS." It may make an air drop again on the next turn, weather permitting.

Also see the rules for additional rules on air drops.

These are the factors I consider important in planning a strategy for either side. I shall move from east to west in my analysis.

Firstly it is vital to ensure the Orne Bridgehead is not only captured but held. We can assume the 6th Abn HQ will be eliminated immediately by defensive fire but Pegasus bridge must be captured as soon as possible and all counterattacks beaten off. The bridgehead requires the Germans to deploy a lot of resources into defending the perimeter. Also if that bridgehead did not exist the Germans would have a very powerful defensive line which they could hold with light forces. The forces saved would naturally appear behind the rest of the front adding to the depth of the defense and the severity of the various counterattacks by allowing several Panzer units to concentrate.

Both sides stand to gain much from holding/crushing the bridgehead. For the German it is a natural place to concentrate for a counterattack on the British and put them under considerable pressure. For one thing the Germans can replace their units more efficiently on this part of the invasion front than anywhere else. The terrain is not great for the British to defend and German reinforcements are constantly coming on close by. The pressure may for example cause the U.S. Army to halt it's offensive on Cherbourg by diverting substantial Corps Artillery units to the area. There are two Allied ways of dealing with this problem. The threat of carpet bombing is always a great fear to a concentrated German and he will ignore it at his peril. It will cause delays and buy the Allies time to beef up their British Corps artillery. It's still a close thing. The other help to the Allies is their navy, which can disrupt several stacks of attacking units each turn. Given enough attacking units the Germans will rotate their units, but it will still tie up more attacking units.

Caen is the next area. Look at the victory conditions and you'll realise that as Allies it is important to capture at least one hex of Caen and hold it or, depending on what other cities you have captured, you may lose the game by sudden death criteria. Generally there is a standoff outside Caen with an attritional artillery battle going on with the Germans generally getting the worst. Bit by bit the Allies will grind down your best infantry units and even your precious PAK 88mm. Too bad. If the Germans put in weaker units they'll lose them quicker and even open themselves up to British attacks. Save supply as the German and rotate your units.

West of Caen. On landing the Allies generally clear up the bits and pieces in front of them and then realise that the front is wide open. I consider it a mistake to advance too far into the open. It's very important to protect the beaches and keep a continuous front. I once advanced towards Bretteville and Panzer Lehr caught 51 Div out in the open and destroyed it's HQ. Bye bye 51 Div because they couldn't retreat fast enough. Although it appears a great opportunity the Allies don't have the strength to hold it and as time goes by they will be outnumbered slightly in the buildup race. Great caution and protection of your HQ's is required. After the Allies become strong enough defensively it's tempting to push here. The problem is it leads nowhere fast and can result in a salient which will almost certainly invite counterattack and unnecessary losses. Tactically however it is nice to prevent the German use of the main road which speeds lateral communications for them.

From the German point of view I hold this area using infantry and field fortifications in some depth. The latter provide a ZOC and unless

eliminated the unit is not required to retreat. Basically this tactic allow the front to be held until reinforcements arrive.

Omaha and Bayeau. Here the Germans should have to be pushed away thereby hedging the US Army in, and cramping their mobility at an important time. Force the British to fight for Bayeau. The possibility of serious counterattack on Omaha is remote as it is difficult to support operations there due to terrain and the threat of Allied expansion at Orne and Caen. The US Army should make every effort to link up with Carentan which means capturing Isigny. This is important as the landing capacity of Utah is suitable for supply and replacement only. I generally like to land US 2 Armour on Omaha but push them through Isigny/Carentan and help in the drive on Cherbourg.

Isigny/Carentan/St Lo. The terrain around here is open and difficult to defend for both sides. There are few towns to build field fortifications and if you have to hold here, your casualties will be heavy. Normally Carentan falls on D-Day and can be recaptured should it fall to an immediate German counterattack. The difficulty is the Allies don't have the strength to advance into the bocage until early July and if the Germans want to they can mount a significant offensive in this area. The US infantry divisions can be heavily attritted in holding the area but make sure not to lose many steps of US armour. It's scarce and very slow to replace. Later when Cherbourg has fallen, St Lo becomes a logical target due to the road net and victory conditions. Unfortunately by this time the Germans will have a considerable defense in depth and strong Panzer support. Carpet bombing and massed Corps artillery is the only way to go if this is the route you choose. An alternative route might be down the west coast of France.

One of the major difficulties facing the German is the further west he deploys, the less able he is to replace his losses. Whole divisions will be ground down in horrendous Allied offensives and eliminated. An infantry division should last at most three days when resisting in the path of the Allied advance. The supply situation can be cobbled together by units swapping their supply units and slowly sending them west. There is little that can be done with this situation and ultimately will cause the German to break. (Historical). The will to win, coupled with as deep a defense in depth that can be mustered is required. Happily there are many hills in this area so even the Ost battalions can be very useful in stemming any breakthrough.

Carentan peninsula. On landing at Utah the Allies will initially have a tough nut to crack. The coastal artillery is defensively strong and one battery in particular is behind a riverline which will be defended by good German infantry with tank support. Forget about expanding to the west to cut the peninsula. Keep your units concentrated to use the divisional artillery to maximum effect. Drive down the east coast of the peninsula, using carpet bombing if necessary, and drive on Cherbourg. It takes two weeks to get the momentum going. Great care is needed to avoid too many steps of armour being lost in the bocage. The threat of Panzer attack south of Carentan/Isigny is real and requires armour support to slow down - no armour support, no defense. However after two weeks US Corps artillery will continue to grow to damaging proportions and ultimately shatter the defense outside Cherbourg. It's up to the player at this stage (late June) but if you halt the drive on Cherbourg you can choose to cut the peninsula. The German will ultimately let go of his tenacious defense as he sees more and

more of his divisions being chewed up. By the end of June he should have formed his new line at the base of the peninsula in some depth.

Supply is an area of the battle that deserves special treatment. For the Allies it's management will control the pace of the game. There are two basic offensive choices: either blow it all on massive attacks over a five to ten day period and then save up again for another big push, or continue the attrition without let up. For the latter it is important to know who has the initiative so you don't end up reacting to German moves; every so often a major attack may be required to draw in his reserves/use up his supply. Basically if he is hoarding supply and has spare divisions (especially Panzer!) then you can expect some offensive action on his behalf. From a defensive point of view NEVER make front line units unsupplied by spending/giving away their supply. Only the Allied player can really afford to have units unsupplied and then only when his reserve of divisions has grown huge.

Closely associated with supply expenditure is the use of artillery. The Defensive Fire Phase is really the main killing phase. As a general rule I keep the Corps artillery firing every turn, unless saving for a push. It is vital to concentrate your artillery either on offense or defense. For the Allies this means deciding what direction your attacks will go and concentrating from two to four(?) Corps of artillery, plus the free divisional units of adjacent divisions. Maybe spend a turn or two softening up the German position with at least 5:1 attacks, taking out the anti-tank units and then concentrate on his infantry. Avoid using the artillery all at once, ie. both in the Defensive Fire Phase AND in the Combat Phase, because this leaves a gap for the enemy to recover. Generally aim to use the Corps artillery in Defensive fire and the Divisional artillery in the Combat Phase. When the defense starts to solidify or you run out of supply, by all means shoot your Corps artillery in both phases, unless he's going to counterattack you.

Because the German has different weapons and doctrine, he should fight accordingly. Nebelwerfers have to be concentrated VERY close to the fighting so be extremely careful of breakthrough attacks which can destroy them. Carpet bombing can wipe them out easily so be prepared to run away and disperse every time they threaten you. The Flak units can be used on frontline defense when Allied artillery is not present, but even then they are fragile. They are best used on attack as they have very low stacking and some have high attack factors. They are best deployed in bocage for extra protection.

Although the Germans are certainly the weaker, they cannot afford to sit back and take a purely defensive posture. In fact they should attack as much as they can, trying to disrupt Allied efforts to concentrate against them. German combat values can be very high and if concentrated can eat up Allied divisions alarmingly quickly. Always attempt to kill as much of the Allied armour as possible, especially the US battalions. Try to ensure success in any attacks made from bocage because the multiple losses will make you cry! Watch for Allied attacks that end in long, thin salients; cut these off near the base and then eliminate the battalions at the tip. Very satisfying. ALWAYS watch for opportunities to break into weakly held lines and destroy HQ's. Do this more than once and you can erode the other player's morale, as he watches his now out-of-supply units being chewed up and destroyed.

Please note that when I play I use the amended landing rules in The General. I also make it impossible for coastal artillery to destroy HQ's on landing (disrupting them for a turn or two instead). Also I prohibit storms until the Allied beach landing capacity is reduced to one per beachhead. The amended rules require the Allies to exit three divisions at two-thirds strength by August 15th to win/draw so my house rule gives the Allies a chance. In return I give the Germans the 319th Division from the Channel Islands. Anyway that's the flavour I like and everybody's different.

Longest Day Sequence of Play

1. Allied Player Segment

- a. Weather Phase:
 - 1.) Roll for weather
 - a.) Modify roll for previous weather
 - b.) ST-1 automatically ST-2 next turn
 - c.) Any non-ST after ST-2 equals Fair
 - d.) Automatically Fair after six turns of ST
- b. Replacement Phase:
 - 1.) Advance units along Allied Entry Track.
 - 2.) Introduce new units/supply/replacements/independents/corps
 - 3.) Conduct on-board replacement
 - 4.) Position Airborne/Air Supply units and conduct drift
 - 5.) Place new units on BH/Port Boxes
- c. Allied Air/Naval Phase:
 - 1.) Place Air Bombardment Units on board
 - 2.) Conduct Railroad & Road Interdiction
 - 3.) Place Strategic Interdiction units
 - 4.) Execute Naval Bombardment
 - 5.) Execute Air Bombardment
 - 6.) Execute German Coastal Artillery fire
- d. Allied Movement Phase:
 - 1.) Check 8 hex supply route; mark unsupplied units
 - 2.) Move all Allied units
 - 3.) Beach landing units have full movement allowance
- e. German Mechanized Movement Phase:
 - 1.) Check 8 hex supply route; mark unsupplied units
 - 2.) Move German units with underlined movement allowance, unless disrupted, unsupplied, or adjacent to Allied unit
 - 3.) Move EB units
- f. German Defensive Fire Phase:
 - 1.) German AT and Artillery units may fire, without loss
 - 2.) INVERT all ranged units that fire
- g. Allied Combat Phase:
 - 1.) Allied units execute and resolve ground combat (verify supply status)
 - 2.) INVERT all supporting Allied ranged artillery units
 - 3.) Expend Supply units
- h. Reset Phase:
 - 1.) Turn all face-down GERMAN units face-up.
 - 2.) Remove "Disrupted" markers from ALLIED units.

2. German Player Segment

- a. German Replacement Phase:
 - 1.) Introduce new units/supply/replacements/independents/corps
 - 2.) Advance units along German Strategic Movement Track.
 - 3.) Conduct on-board replacement
 - 4.) Remove “Cut” markers
 - 5.) Move Train units from Return box to Ready box
- b. German Movement Phase:
 - 1.) Check 8 hex supply route; mark unsupplied units
 - 2.) Move all German units
 - 3.) Execute Rail Movement; place used Trains in Return box
- c. Allied Mechanized Movement Phase:
 - 1.) Check 8 hex supply route; mark unsupplied units
 - 2.) Move Allied units with underlined movement allowance, unless disrupted, unsupplied, or adjacent to German unit
- d. Allied Defensive Fire Phase:
 - 1.) Allied AT and Artillery units may fire, without loss
 - 2.) INVERT all ranged units that fire
- e. German Combat Phase:
 - 1.) German units execute and resolve ground combat (verify supply status)
 - 2.) INVERT all supporting German ranged artillery units
 - 3.) Expend Supply units
- f. Reset Phase:
 - 1.) Turn all face-down ALLIED units face-up
 - 2.) Remove “Disrupted” markers from GERMAN units
 - 3.) Advance Turn marker one turn box

MAPBOARD ERRATA:

General:

Coastal hexes are not considered sea hexes for the purpose of naval bombardment.

In other words, no naval bombardment one hex inland is possible unless the target is spotted. Spotters must not be disrupted. CLARIFICATION: 'Unspotted' bombardment is possible into Maupertus but not into La Roque, the location one hex south of landing zone D, the hex of Dives two hexes north of Grangues, the western hex of Isigny and Amfreville.

Section A:

Special Diagram: Unmarked light flak unit S of Roul is 932/5; coastal battery N of Cherbourg missing unit designation is MKB CHER; CAPL fort is in same hex as MKB BROM.

Section B:

Unmarked FS infantry unit N of St. Jores is I/6 FS; unmarked infantry unit W of Coutances is 518 battalion of 352 Division; unmarked infantry unit NE of Brehal is 513 battalion of 352 Division; unmarked infantry unit NW of Gavrey is 517 battalion of 352 Division.

Section C:

Coastal strongpoint NE of Pointe Du Hoc should be in hex which landing box arrow points toward; unmarked Flak unit NE of Mandeville is III/3.

Section D:

Unmarked 21 Div Flak unit SW of Blaineville is 305; unmarked 21 Div tracked artillery unit NE of Bourgebus is II/155; DUVR fort is one hex NW of Douvre; CARP 1, 2, 3 are W of Caen.

Section E:

British 'Main' Landing Zone is Zone M; unlettered rail entry hex between 'C' and 'D' may also be used for rail entry.

Standard Sequence of Play:

Mechanized units may move in the Mechanized Movement Phase regardless of speed - disregard the limitation to speeds 4, 6, and 8 in the Standard Sequence of Play (on the Combat Results Table); yes, Tigers are tanks, too. In exchange the British player may now use the 7th Armoured Division in its proper mechanized role.

Bombardment Table:

One is the lowest a die roll may be modified to.
Rockets are not affected by the minus one modifier.
Delete '...if moved to coastal hex.' from the table.

Weather Effects Chart:

Effects of ST-1 and ST-2 should be reversed with OV-2.

Rail Interdiction Table:

6-11 column should be 6-10

Allied Aircraft Deployment Display:

Heavy bomber units 5 and 6 may not bomb in the following movement boxes: Rennes, Redon, Rheims, Amiens, Seine River, Raven, and Paris. Delete 'Brittany' from under the pictograph of 5 and 6 heavy bomber.

UNIT ENTRY CARDS:

US:

For both 82 and 101 Divisions, all of the units on the second line of their box on the Allied Assault Landing Schedule enter in the build-up phase (except for those listed as D+1 which drop during the Allied Replacement Phase on June 7).

65 Artillery ((3)-2-6) does not enter as an assault unit (first line), but as a non-divisional reinforcement June 7 through July 24.

102 and 38 armored car (3-4-8) enter after July 24.

BRITISH:

6 Para: The seven units on the bottom of this division's entry schedule drop during the build-up phase at zone 'M'; Allied player has the option of dropping them all at 'N' instead.

Ignore single-unit placements of 91, 243, and 709 Div printed on diagram, because these are left over from the mapboard. Use only those units listed in the Scenario 4 Order of Battle and the Landfront, minor fort and fortified areas from the scenario diagram.

Insert over 30 Flak Regiment units 'as per starting set-up'.

SCENARIO FIVE: NORMANDY BEACHHEAD:

Units that should be on red-starred hexes are identified on Scenario 4 set-up map.

CAMPAIGN GAME:

Units that should be on red-starred hexes are identified on Scenario 4 set-up map.

COUNTER ERRATA:

General:

Headquarters and supply units do not have an attack factor. The top number is the defense factor and the bottom number the movement factor.

If you should run out of field fortification markers you may make your own. Each side may have up to 40 on the map at the same time (total of 80).

(This

is to discourage the Allies from building them all themselves and garrisoning them with e.g. recon battalions. Well, if you're playing with sharpies like I am you have to figure every angle!)

GERMAN:

75mm AT artillery battery units (in several infantry and armored divisions) which have factors of (2)-7-8, (2)-5-8, or (2)-5-4 have a stacking value

of 2 on the front side and 1 on the back.

130 Panzer Div: Recon battalion: Inverted side should read 4-5-8, not 8-8-8; III/130 missing divisional number; reverse side of 8/2 should be 2-3-6.

1 SS Panzer Div: 10/1 battery designation missing from artillery battery.

16 LW Div: II/16 missing divisional number.

Extra strongpoints in countermix are spares and may be used as blank counters.

The 'extra' supply counter is for the variant 319 Div.

Germans get 57 counters (58 if 319th Div. is in play). Seven start on map (711th Div also gets one!). Three are for NW brigades.

I. Scenario 1: Mortain

I.I.10. Supply units do not take combat losses, only combat units (incl. HQs!) do so. They are, however, eliminated when alone in a hex adjacent to an enemy unit at the end of the Combat Phase.

I.I.12.c, 'R'-result against a coastal strongpoint leads to its elimination (even if stacked with another unit).

I.I.13. Advances can be made even into hexes for which advancing units would have insufficient movement points. Range one artillery (only) can advance. No 'A'-result is necessary in order to place a beachhead marker and advance onto the beach. It is enough to have eliminated all defenders and survive.

II. Scenario 2: The Falaise Pocket

II.B.4.b. A non-artillery combat unit with an attack factor of zero does not allow a regular attack (support fire) by artillery in 'joint' combats.

II.B.5.a. Artillery can spot for itself or another artillery unit.

II.B.5.c. Even artillery units firing from adjacent hexes are immune to losses in the Defensive Fire Phase.

II.B.6. One range artillery units which have an inverted strength larger than two nevertheless do not have remnant counters.

II.D.1. Reinforcements entering the game are in supply if the first hex they enter is one which can be considered to be supplied. Units on the board whose (supplied) HQ has not entered or activated yet (but is in the 'To Mapboard' strategic movement box, the 'Directly to Beach/Port Landing Boxes on Mapboard' box or in a holding box on map, e.g., 711 Div) are in supply if they are within eight hexes of an entry/beach/port hex the HQ could use but may not attack or defensive fire until the HQ is present on the mapboard.

II.D.1.a. HQ can move through other HQs in movement or advance. They may not end stacked with other HQs.

II.D.1.d.,e. CONFIRMATION: Independent artillery can only be supplied by

Corps HQs.

II.D.1.f. Replacements are non-combat units (see IX.D.1.) and as such need no supply.

II.D.2. Supply may not be traced through prohibited hexes/hexsides. Artillery can trace supply to a HQ of a friendly nation in the scenarios but not in the campaign. Railroad artillery has to trace to a friendly Korps HQ (see IX.J.12. in the rules and below).

III. Scenario 3: Operation Cobra

III.B.2. Units with factors of zero do count for CAM purposes.

III.C. For air operations, follow this Sequence of Play:

(this particular Sequence of Play aims at avoiding a situation in which a retreat out of a hex is certain because a carpet bombing attack can be sure of hitting a disrupted unit. Retreats are still likely, of course. It also tries to discourage using air bombardment and carpet bombing on the same unit

since carpet bombing is a form of 'upgraded' air bombardment and would have been used instead of, not in conjunction with air bombardment - tactical air support is something else again).

- Move heavy bombers (HB) from Strategic Movement Boxes to HB Holding Box.

- Move HBs from HB Carpet Bombing Allocation Boxes into hexes for this turn's carpet bombing, or leave in HB Carpet Bombing Allocation Boxes, or move HBs from HB Holding Box into Strategic Movement Boxes.

- Designate target hex for next turn's carpet bombing and move HBs into Heavy Carpet Bombing Allocation Boxes.

- Move units which have spent three turns in HB Carpet Bombing Allocation Boxes or map to HB Holding box (will be available next - the fourth - turn).

- Move inverted HB units from map to HB Carpet Bombing Allocation Boxes.

- Allocate tactical air support (air units can - and must - move with enemy ground units should they retreat).

- Allocate air interdiction markers.

- Allocate air bombardment (may not move with enemy units).

- Allocate to and resolve railroad interdiction. Place cut markers.

- Resolve carpet bombing.

- Resolve air bombardment.

- Start naval operations (June 6: rockets then naval bombardment).

III.C.1.b to e. CLARIFICATION: TAC air may not be used during Beach Assault.

III.C.2.b. CLARIFICATION: One or two air factors give a one hex AIR INT (just the hex the counter is in), three or four give seven hexes (hex with counter and all adjacent), etc.

IV. Scenario 4: The Fall of Cherbourg

IV.B.6. Coastal artillery units in the same hex as a fort are always considered to be outside the fort and only count towards total stacking limit of the hex not towards the fort's.

IV.B.7. An unoccupied minor fort or fortified area is destroyed when

occupied by Allied units who may continue to move and do not pay any additional movement points. Coastal strongpoints and Landfront fortifications have to be destroyed by fire or combat.

V. Scenario 5: Normandy Beach

V.A. German reinforcements may move on June 6, except for supply units on the Strategic Movement Track (start June 7) and 12SS Div (start German Mechanized Movement Phase June 7). This applies only to Scenario 5.

V.A.1. There should be an Allied Reset Phase following the Allied Combat Phase.

V.B. D+1 drop occurs during Allied Replacement Phase of June 7.

V.B.4.c. Attacking airborne units always retreat just one hex when forced to do so as a result of drift combat.

V.C. All units in a landing box can attack the adjoining beach regardless of stacking limit which only is in force on land hexes (any number of units can occupy a landing box) as of the end of the Allied Follow-up Movement Phase. Disrupted units do not have to attack adjacent beaches and therefore need not be eliminated automatically.

V.C.2 Artillery can participate in combat during the Beach Assault Phase against enemy units occupying the beach connected to its landing box (they did so historically, the down side is that they take losses in this assault role just as if they were normal combat units - or range one artillery units). After landing unopposed it may also join in an attack on an adjacent unit. It would not be affected by adverse combat results. Allied units landing unopposed may attack adjacent units even if these are not attacked from their connected landing box at the same time.

V.C.2.b. No 'A'-result is necessary in order to place a beachhead and advance onto the beach. It is enough to have eliminated all defenders. Disrupted units and other units which can not land during the Beach Assault Phase have to stay in their Beach Landing Box until the Build-up Phase whence they are removed to be landed next turn. They can be shot at during the Follow-up Phase.

VII. Examples of Play:

Example 1, Attack A: In the last sentence delete '...and another half expended for the artillery support for a total of one full supply unit.'

VIII. Scenario Addenda:

Weather at the start of the scenarios is always fair.

IX. The Campaign Game:

IX.C.3. Text in rules is correct. On the third storm day weather is ST-1 followed by ST-2 on fourth turn.

IX.D.1. Replacements are non-combat units and as such need no supply.

IX.D.3. Units undergoing rebuilding/replacement in England are

considered to be in supply automatically. Units do not need to be in supply during the whole duration of the three turn rebuilding/replacement process but only at the beginning.

IX.D.7.c. Eliminated Corps HQ are always assumed to have surviving subordinates and are consequently always returned to play.

IX.E.3.a. These landing requirements are in force June 7 through June 16, inclusively.

IX.F.2.c. Intrinsic interdiction of Strategic Movement Boxes is working fully even during storm turns.

IX.F.2.e. Mechanized units put in the 'To Mapboard' Box can move in the Mechanized Movement Phase of the following turn.

IX.F.5.a. The German may at his option start one of the supply units per turn which he receives in Brittany. Destroyed HQs reentering the game do not re-trigger supplies. German supply for divisional HQs start with the HQ.

IX.F.5.d. Special German Unit Entry: See table at end of article. Units enter the German Strategic Movement Track (311 and 319 Div mapboard) when a die roll is greater than the number indicated (as great or greater in the scenarios).

Roll once per turn for each unit (except that HQ and supply combination roll only one die).

IX.H. Supply landed on British beaches/ports can be used by US HQs and vice-versa. CLARIFICATION/AMENDMENT: BR and US land units may not be adjacent except at one border (and except for the British crocodiles) nor may they stack (except for the crocodiles).

IX.I. The beachhead counter of a Mulberry under construction can be used for disembarkation. Storms can neither damage nor delay port appearance.

House Rules:

Not all of these are approved by Jim Burnett, 'the voice of god' on The Longest Day installed by the chaps from 'the Hill'. For instance, he doesn't like the changes to the US artillery system (too large).

During landing, each unit will be fired at individually instead of by stack. A HQ which has been hit is eliminated. Units disrupted while at sea do not cause disruption to each other. On landing, however, they do so as soon as all assault wave units have been moved in the Follow-up Movement Phase. Example: A tank and two infantry form the assault wave for one beach hex. The tank gets disrupted and loses a step. The infantry is OK. After landing, the tank would be disrupted but the infantry would still be fine. In the Follow-up Movement Phase the infantry can move normally and the tank can creep forward disrupted one hex. The follow-up wave also gets hit, some units disrupting and others not. The units which are OK move their full movement allowance (remember disruption at sea doesn't count!) unless they move through a hex with disrupted units (e.g., that tank) whence they'd also disrupt and stop. After moving the good units, the player lands his disrupted chaps. (We find that this rules change favors

the Allies. To make further rules modifications to 'save' the HQs which have been hit would be entirely unreasonable. As a balancing mechanism we suggest that the Germans receive 319 Div. Moreover, the rule change set out immediately below favors the Germans and helps towards restoring play balance further.)

An alternative, which is used by the likes of Steve Piotrowski, is to allow disrupted and undisrupted units to coexist in a hex. A mixed stack only gets disrupted upon retreat.

US artillery corps can only fire up to THREE groups (and three btns) not up to six groups. This reduces the amount of fire power per supply point somewhat.

This is a bit more realistic. The best shots now are: 36 factors for the Germans (a NW-Brigade), 40 for the Brits and 51 for America (not 72!). The more usual 30 vs. 45 factors (BR:US) still have American artillery 50% stronger than British - and twice as strong as a typical German corps stack.

In itself this is a somewhat doubtful proposition but more reasonable than the alternative. The point to note is that the above refers to factors PER SUPPLY POINT. I've no beef with the fact that total artillery factors available for the American troops are significantly higher than for anybody else. But a ton of ammo is more or less a ton of ammo for everyone.

The Longest Day Questions

The following list are the questions and answers we obtained during our play of The Longest Day. Some of them cover minor details that crop up during a thorough play of the campaign game while others drastically affect play. These should be used in conjunction with the "official" errata contained in several issues of The General. It should be noted that these answers were obtained from the proper TAHGC authorities and can also be viewed as "official".

V.B.1. (change) Air dropped units MAY delay their scheduled turn of entry. Units scheduled to arrive at D+1 may not drop until all of the Build-up wave units have dropped in the current or previous turn.

V.B.3. (clarification) If a unit becomes dispersed due to drift and lands on an enemy unit, the disruption occurs AFTER combat.

V.B.4.c. (change) Replace the phrase "If no retreat is called for on the Combat Results Table for either side," with "If units from both sides still occupy the hex at the end of combat,".

V.B.4.d. (addition) If an Allied HQ lands on a German unit, it attacks using its defense strength. However, if a combat unit AND an HQ land on a German unit, then the HQ does not participate in the attack. If the Allied combat unit is subsequently eliminated, then the HQ is also eliminated. Airdropped supply is eliminated if it lands on a German unit, even if an Allied combat unit lands in the same hex.

V.B.5. (change) Airborne units may not engage in any other type of movement during the GAME TURN in which they land.

V.C.2.b.3) (addition) Assault wave units that cannot land in the Assault phase remain in the landing boxes and suffer all the casualties obtained by coastal artillery fire during the Follow-up and Build-up phases.

V.C.2.d. (clarification) The normal casualties are doubled even when an Allied unit attacks the flank from an adjacent land hex.

V.C.3.a (clarification) Disrupted Assault-wave units which land may only move 1 hex off the beach.

V.C.3.c. (clarification) Once placed on a landing box, Follow-up wave units must either enter a BH hex or remain in the landing box until after the Build-up phase (suffering coastal artillery fire during the Build-up phase).

They may then be placed back on the player aid card. Subsequent Build-up units may not enter until these Follow-up wave units re-enter the game.

V.C.3.d. (clarification) Disrupted Follow-up wave units which land may only move 1 hex ONTO the beach hex.

V.C.5.a. (change) Build-up wave units MAY land with the last of the Follow-up wave units in the same turn.

V.C.5.b. (clarification) Once placed on a landing box, Build-up wave units must either enter a BH hex or are removed back to the player aid card.

V.C.5.c. (clarification) Disrupted Build-up wave units which land may only move 1 hex ONTO the beach hex.

V.D. (addition) In subsequent turns, independent Allied Corp artillery can always trace supply to a Beachhead.

IX.D.7.a. (clarification) Destroyed Airdrop HQ returns to play in the same fashion as other HQ. It does not get to airdrop in.

IX.E.5. (clarification) Supplied HQ's in a beach landing box may supply units already on the map for movement.

IX.F.2.c. (clarification) The interdiction die roll is rolled separately for an HQ and its supply.

IX.F.5.d. (clarification) The special unit entry die roll is rolled only once for the combination of an HQ and its supply.

IX.I.1.a. (change) Mulberries may only be built on a hex if it contains a BH marker. If a BH was not obtained during the Assault phase of the first turn of the game, then no mulberry may be built there.

IX.J.4. (clarification) Supply units MAY be used for attacks in the same turn they are transported by RR.

IX.J.12.c. (clarification) The German railroad artillery unit marked as coastal artillery on the unit classification chart is treated in all respects as normal railroad artillery. It has no coastal artillery properties.

Fortifications Chart: (addition) Coastal Strongpoints are also eliminated on an R result although Assault wave units can only enter the hex on an LS, or greater, result.

Terrain Effects Chart: Artillery function units fire at full strength across ocean hexsides.

Units: Units of the 101st NW brigade are treated as independent artillery units.

German Reinforcement Track: The 12SS does not enter until June 7. The other units scheduled to enter June 6 are correct.

THE LONGEST DAY-Clarifications and Addenda

Printed below are some of the most common questions we have received about this game, along with some rules clarifications, and a few itsy-bitsy items that were inadvertently left out or incorrectly presented in the original game.

THE UNIT COUNTERS AND MAPBOARD

1. Coastal battery MKB Cher does not appear on the mapboard, but there is a counter for it. MKB Cher is actually the battery north of Cherbourg which has no unit designation.
2. There are extra strongpoint counters in the mix. They should be considered spares, and may be used as blank counters.
3. Headquarters and supply units do not have an attack factor. The top number is the defense factor, and the bottom number is the movement factor.
4. Coastal hexes are not considered sea hexes for the purposes of naval bombardment. In other words, you may not bombard one hex inland unless the target is spotted.

QUESTIONS AND ANSWERS

I.F.5. May units stack on top of coastal strongpoints?
A. Yes.

I.G.1. Do units in landfronte fortifications and field fortifications (not the forts themselves) have zones of control extending into all six adjacent hexes or just the three to their front?
A. Just the three hexes to their front.

II.D. Are supply units affected by "LS", "L1", and "L2" casualties?
A. No. Only combat units are affected. Note that an HQ is a combat unit.

II.D.1. Are units that enter the game as reinforcements considered in supply on their turn of entry to the game board?
A. Only if the first hex which they enter is one in which they can be considered to be supplied. Otherwise, they are unsupplied for that movement phase.

II.D.3. Are the combat factors of units which are halved in strength rounded up or down?
A. They are rounded up.

II.D.3. Are units in landfronte fortifications halved in strength when unsupplied?
A. Yes, even though the intrinsic strength of the fortifications themselves is not halved.

II.D.3. May artillery units trace a line of supply to a corps HQ of another nation?
A. Yes, in the scenarios. No, in the Campaign Game.

II.D.3. Is German railroad artillery considered to be always in supply?
A. No, it must trace a supply line to a friendly corps HQ.

II.D.6. Can a supply unit move with a mechanized HQ during the mechanized movement phase?
A. Yes. But it may never move alone during the mechanized movement phase, even if it begins in a hex with a mechanized HQ.

III.B.2. Can a unit with an attack strength of "0" still add its function to an attack for the purpose of modifying the die roll via the Combined Arms Chart?
A. Yes. A remnant with an attack strength of "0" is still considered to be a unit, albeit with an offensive capability not large enough to be reflected in the number of factors taking part in the attack: it is still significant enough to be of value in that attack.

III.C.3.e.1. If a unit is forced to retreat into another hex containing a carpet bombing target as a result of being carpet bombed itself, does it then undergo another attack?
A. No. All attacks are presumed to take place simultaneously.

IV.A.1.a. May naval bombardment be executed during storm turns?
A. No. This question would not be asked had we not inadvertently reversed the results for ST-1 and ST-2, and OV-2. Please note on your Weather Effects Chart.

IV.B.5. CLARIFICATION: When attacking, units in fortifications are considered to have left the fortification, at least temporarily, and as such is the case the Armor modification on the C.A.M. chart is ignored for them.

V.A. CLARIFICATION: Although there is no German Replacement Phase on the first turn of the Campaign Game, German reinforcements for 6 June begin the game set up on the German Strategic Movement Track, and are therefore eligible to move in that turn. This does not apply to supply units, which may not move (if on the Strategic Movement Track) until 7 June.

V.A.1. ADDITION: During the Allied Player Segment of the Invasion Turn of both the Normandy and the Campaign scenarios, there should be an Allied Reset Phase immediately following the Allied Combat Phase.

V.B. When does the D + 1 Drop Phase occur?
 During the Allied Replacement Phase of the Allied Player Segment on the 7 June turn.

V.B.4.c CLARIFICATION: Attacking airborne units always retreat just one hex if forced to retreat as a result of drift combat.

V.C. Can all units in a landing box attack the adjoining beach hex regardless of the six stacking point limit?
A. Yes, but they must be within the stacking point limit at the end of the next Allied Movement Phase.

V.C. May disrupted Allied units land on unoccupied beach hexes during the invasion turn?
A. Yes.

V.C.12. If the defender in a beach hex is eliminated during the Allied Beach Assault Phase, but the attacker is also, can the Allied player still place a BH marker on that hex?
A. No.

V.E. Are units that are disrupted by coastal artillery forced to attack the adjacent coastal hex, and if so are they then automatically eliminated in accordance with the rules governing disrupted units which are forced to attack?
A. No to both halves of this question.

V.E. Are HQ units affected by the fire of coastal artillery?
A. Yes. For this reason our tactical experts suggest that the Allied player keep his HQ units off the beach as long as possible—even until the beginning of the second turn if necessary.

V.E.4.a. This rule says that *all* units are disrupted while the bombardment chart states that *all* units that *land* are disrupted. Which is correct, and if it is the latter, then may those units attack prior to landing, or may some attack while others land?
A. All units are disrupted. Delete "... if moved to coastal hex." from the Bombardment Table.

V.F. When Crocodile units attack enemy units in bocage is the C.A.M. total + 6 (+ 2 for bocage and two times + 2 for combined arms) when attacking

in conjunction with an infantry unit?

A. Yes.

V.G.3.c. CLARIFICATION: The Combined Arms Modifier is doubled whenever a Crocodile unit is involved in combat with at least one friendly infantry-type unit, and the enemy unit being attacked is in *clear terrain*.

VII. Example #1, Attack A. In the last sentence of this example, delete the phrase, "... and another half expended for the artillery support for a total of one full supply unit."

IX.C.3 Rewrite the second sentence of this section to read: "On the third turn, if storm would be rolled again, it would become ST-2 again."

IX.E.3.a. CLARIFICATION: In the Campaign Game, the $\times 3$ multiple for BH hex capacity only applies beginning with the second turn, up to and including the eleventh turn (June 16).

IX.F.5.d. SPECIAL GERMAN UNIT ENTRY: Units enter German Strategic Movement Track (or mapboard in the case of the 319 Division) when die roll is greater than number indicated. Roll once per turn for *each* unit, until all units have entered the mapboard.

IX.E. and F. Do new Allied and German units enter the board in a supplied state even if a source of supply is not within 8 hexes of their hex of entry?
A. No.

XII.B. Under the chart labeled "Bridge Demolition Table", the third sentence in the legend should read as follows: "3. If Allied combat unit occupies one of bridge hexes subtract '2' from die roll."

UNIT CLASSIFICATION CHART

1. **HEADQUARTERS UNITS:** All Allied airborne unit HQ's are *non-motorized*. All armored, panzer, and panzer grenadier HQ's are *tracked*. All other HQ's are *motorized*.

2. The German field replacement unit in the Infantry Function category with a movement factor of "8" should be motorized. Similarly, the German field replacement unit with a movement factor of "4" should be non-motorized. The infantry function machine-gun company should be non-motorized. The artillery function parachute artillery battalion and the glider artillery battalion should both be motorized.

THE SCENARIOS

The two units of the 352 Division and the one unit of the 6FS Regiment (only!) are treated as part of the 353 Division when using supply rules. Also, 130 Division Recon unit is positioned directly on the town of Barenton and is treated as an independent unit.

Scenario Two: The Falaise Pocket

The 9SS Panzer Division is given a position on the map at the beginning of this scenario. This is incorrect. It arrives as listed in the rules folder on August 20th. The 2 Panzer Division should extend its front one hex to cover the area in which the 9SS Panzer Division is listed on the set-up map.

Scenario Three: Operation Cobra

Air units are available for this scenario as follows:

TAC: Full U.S. complement as listed on the Allied Aircraft Deployment Display.

SAC: Allied player limited to one carpet bombing attack on 25 July within the 130 Panzer Division setup area.

Scenario Four: The Fall of Cherbourg

CLARIFICATION: The first turn in this scenario is always a clear weather turn.

SET-UP CLARIFICATION: Ignore the *single-unit* placements of the 91st, 243rd and 709th German divisions printed on the diagram, because these are left over from the mapboard. Use only those units listed in the Scenario #4 Order of Battle and the landfronte, minor fort, and fortified areas from the scenario diagram. Also, "As per Starting Set-up" should be inserted over the 30th Flak Regiment units.

Scenario Five: Normandy Beachhead

CLARIFICATION: For both this scenario and the Campaign Game set-up, units that should be positioned on the red-starred hexes are identified on the Scenario #4 set-up map.

CAMPAIGN GAME AND SCENARIO # FIVE SETUP

627 Ost: Arrives with the 77 Infantry Division June 8 at Redon.

U.S. 65th Arty Bn: On Non-Divisional Reinforcements Section of Allied Organization chart; 7 June through 24 July.

The Two German railway engineer units listed as arriving on 6 June are the units numbered "6" and "11".

The U.S. 319 and 320 Arty. Bns. are attached to the 82nd Airborne Division, and should land with the other units of that division at Drop Zone "O" on 6 June, Build-Up Phase.

The three battalions of the German 91st Infantry Division that are listed as arriving on 8 June in Brittany and also appear as part of the initial setup on the game board do in fact begin both the invasion and the Campaign Game scenarios on the board. Their place on the German unit Entry Schedule should be taken by the three units of the 2 FS Para. Bn.

The hex listed on the Allied Assault Landing Schedule under the supply unit attached to the British 6th Airborne Division should read "Drop Zone 'M'", which is the mail landing zone. Also,

the important legend "Build-Up Phase" should be written over the group of seven British units landed at Drop Zone "M". The Allied Player has the option of instead landing these units at Drop Zone "N".

CLARIFICATION: On the Allied Aircraft Deployment Display, Heavy Bomber (HB) units #5 and #6 may *not* bomb in the following movement boxes: Rennes, Redon, Rheims, Rouen, Amiens, Seine River and Paris. Also, delete "Brittany" from under pictograph of #5 and #6 HB units.

TERRAIN EFFECTS CHART, ETC.

1. Artillery is not halved firing across rivers.
2. If the combat result on an attack against a bocage hex is "LS", and attacking forces include an armored and an infantry unit, the armored unit must lose, at "L1". If armor is involved in an attack against bocage in which losses are called for, the armor *must* suffer losses.
3. On the Weather Effects Chart, the effects of ST-1 and ST-2 and OV-2 should be reversed.

SPECIAL GERMAN UNIT ENTRY

265 DIVISION	275 DIVISION	353 DIVISION	266 DIVISION	319 DIVISION
HQ/supply—2	HQ/supply—2	HQ/supply—1	HQ/supply—1	HQ/supply—2
I/894—2	I/983—5	I/914—3	I/897—2	I/582—2
II/894—2	II/983—5	II/941—3	II/897—2	II/582—2
I/895—5	I/984—2	I/942—3	III/897—2	III/582—2
II/895—5	II/984—2	II/942—3	I/899—4	I/583—4
I/896—5	I/985—5	I/943—2	II/899—4	II/585—4
II/896—5	II/985—5	II/943—2	III/899—4	III/583—4
ENG—2	FUS—2	FUS—1	ENG—2	I/584—4
PAK—2	ENG—2	ENG—1	PAK—2	II/584—4
I/265—2	PAK—2	PZJG—1	I/266—4	III/584—4
II/265—5	I/275—2	1353—1	II/266—4	16—4
III/265—5	II/275—5	I/353—3	III/266—4	ENG—4
285/OST—2	III/275—5	II/353—5	629/OST—4	450SDR/—2
634/OST—5	I/275—2	III/353—5	602/OST—4	Schnell—2
	2/275—4	IV/353—5		I/39—4
	3/275—4	FE—5		III/319—4
	FE—4			643/OST—5
	798/OST—5			213—5
	800/OST—5			II/319—4
				II/319—4
				823/OST—5

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LONGEST DAY STANDARD SEQUENCE OF PLAY

1. ALLIED PLAYER SEGMENT

- a. Allied Replacement Phase:
 - 1.) Introduce new units, supply units, and replacement units into game.
 - 2.) Position Airborne units and execute drift determination.
- b. Allied Air/Naval Phase:
 - 1.) Position and adjust Air units on charts and mapboards. Execute Air Bombardment attacks. Execute Railroad Interdiction.
 - 2.) Position and adjust Naval units on charts. Execute Naval Bombardment attacks.
 - 3.) Execute German coastal artillery fire and remove Allied losses.
- c. Allied Movement Phase: The Allied player may move all of his units to the limit of their Movement Allowance as modified by the presence of enemy units and restrictive terrain.
- d. German Mechanized Movement Phase:
 - 1.) All German Mechanized units (movement allowance of 6 or 8) that are not disrupted or adjacent to Allied units may move to the limits of their Movement Allowance as modified by the mechanized movement phase rules, etc.
 - 2.) Move EB units.
- e. German Defensive Fire Phase: German AT and Artillery-function units may execute artillery fire. **INVERT ALL FIRING RANGED ARTILLERY UNITS.**
- f. Allied Combat Phase:
 - 1.) Allied units execute and resolve regular ground combat.
 - 2.) Allied Artillery and AT units may fire in direct conjunction with Allied ground attacks. **INVERT ALL FIRING UNITS.**
- g. Reset Phase: Turn all inverted GERMAN ranged-artillery units face-up. Remove all "Disrupted" markers from ALLIED units.

2. GERMAN PLAYER SEGMENT

- a. German Replacement Phase:
 - 1.) Introduce new units, supply units, and replacements into game.
 - 2.) Remove "Cut" markers.
 - 3.) Move Train units from Return box to Ready box.
- b. German Movement Phase: The German player may move all of his units to the limit of their Movement Allowance as modified by the presence of enemy units and restrictive terrain. Execute all regular rail movement.
- c. Allied Mechanized Movement Phase:
 - 1.) All Allied Mechanized units (movement allowance of 4, 6 or 8) that are not disrupted or adjacent to German units may move to the limits of their Movement Allowance as modified by the mechanized movement phase rules, etc.
- d. Allied Defensive Fire Phase: Allied AT and Artillery-function units may execute artillery fire. **INVERT ALL FIRING RANGED ARTILLERY UNITS.**
- e. German Combat Phase:
 - 1.) German units execute and resolve regular ground combat.
 - 2.) German Artillery and AT units may fire in direct conjunction with German ground attacks. **INVERT ALL FIRING UNITS.**
- f. Reset Phase: Turn all inverted ALLIED ranged-artillery units face-up. Remove all "Disrupted" markers from GERMAN units. Advance turn-record counter one turn-box.

DD CALAMITY TABLE

Die Roll	Losses Sustained	
	U.S.	British
1	L2	L2
2	L2	L1
3	L1	L1
4	L1	NE
5	NE	NE
6	NE	NE

KEY:
 NE = No effect.
 L1 = Unit loses one step.
 L2 = Unit loses two steps.
NOTE: Units suffering losses are automatically disrupted for the remainder of the Allied player segment.

DEBARKATION CAPACITIES CHART

type	# of stacking points per turn
BH Counter	1 (3 for first 10 turns.)
Mulberry counter	12 each.
Damaged Mulberry counter	8 each.
MINOR PORTS:	
Barfleur	1
Isigny	2
St. Vaast	2
Courseulles	1
Cherbourg	Variable (-4 to 36.)

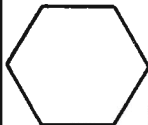
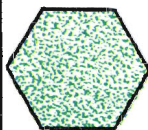
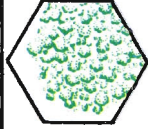
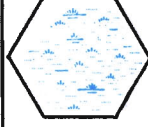
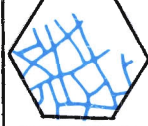
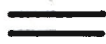
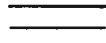
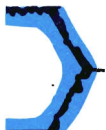
NOTE: The above numbers reflect the number of stacking points per turn that may be moved from a landing box to the coastal or city hex connected to the landing box in question.

REMNANT EXCHANGE CHART

Type of Inverted Unit:*	Exchanged for:
Non-Motorized Infantry Types	 0 2 4
Motorized Infantry Types	 0 2 8
Tracked Infantry Types	 0 2 6
Armored Types	 0 2 6
German Reconnaissance Units	 0 2 8

*as indicated on the Unit Classification Chart.

TERRAIN EFFECTS CHART

TYPE	SYMBOL	MOVEMENT EFFECTS			COMBAT EFFECTS when defender in hex-type:	OTHER EFFECTS
		Non-Motorized Units	Motorized Units	Tracked Units		
CLEAR		1 mp	2 mp	1 mp	NONE	NONE
BOCAGE		1 mp	2 mp	2 mp	1. Attacker subtracts '1' from die roll. 2. All attacking armored—function units incur double casualties: L1 = L2 and L2 = E, LS = 1. 3. No more than one hex in advance after combat.	NONE
HILL		1 mp	2 mp	2 mp	Defending units DOUBLE normal defense strength.	SEE RULES: Units must stop and end movement whenever they move adjacent to an enemy occupied hill hex.
FOREST		1 mp	2 mp	2 mp	Attacker subtracts "1" from die roll.	No Rail Cut No Air or Naval Bombardment No Air Interdiction into hex.
SWAMP		2 mp	4 mp	4 mp	Attacker subtracts "1" from die roll.	No Air or Naval Bombardment.
FLOODED		2 mp	3 mp	3 mp	Attacker subtracts "1" from die roll.	Tracked unit types may only <i>leave</i> a flooded hex via a road hexside.
CITY		1 mp	1 mp	1 mp	1. All infantry-type units double defense strength. 2. No more than one hex in advance after combat.	1) EXCEPTION: Coastal strong point units NOT doubled for being in city hex. 2) No Rail CUT markers allowed in city hexes.
TOWN		As per other terrain in the hex.			No more than one hex in advance after combat.	Fortifications may only be built on Town hexes.
ROADS:						
Primary:		½ mp	¼ mp	¼ mp	As per other terrain in hex.	NONE
Secondary:		½ mp	½ mp	½ mp	As per other terrain in hex.	NONE
Causeway:		½ mp	½ mp	½ mp	As per other terrain in hex.	Units may only enter or leave a causeway via entry/exit hexes at causeway speed. Otherwise, movement calculated at FLOODED rate.
RIVER HEXSIDES		+ 1 mp extra (plus cost to enter next hex.)	+ 4 mp extra (plus cost to enter next hex.)		All infantry- and armored-function units attacking across a river hex side reduce their attack strength by half.	Units may not advance after combat across river hex except at a bridge hex-side.
SEA HEX SIDES		—PROHIBITED—			—PROHIBITED—	NONE
ROAD BRIDGE		negates river-crossing penalty.			NONE	NONE

RAILROAD BRIDGE		(reduces river-crossing penalty to the following mp costs.)			NONE	Effects negated by AIR INT except when bridge is on FOREST hex-sides.
		0 extra	+ 1 mp extra	+ 1 mp extra		
COASTAL		2 mp	2 mp	2 mp	Attackers on invasion turn may not advance more than 1 hex after combat.	NONE
Beach Landing Boxes Beachhead Boxes Port Landing Boxes		SEE RULES				
RAILROAD						
Lines:		1 mp	—	—	None	1. Only those units with bracketed movement allowance [] may use Railroad movement. 2. Units moving by TRAIN may move an unlimited number of rail hexes per movement phase, but they may not enter more than three rail/city or CUT hexes (or any combination thereof) per turn.
rail/city:		1 mp	—	—	None	
connectors		1 mp	—	—	None	
end of line:		1 mp	—	—	None	
DROP ZONE		same as terrain in hex.			NONE	Airborne units set up in Drop Zone hexes prior to rolling for drift.

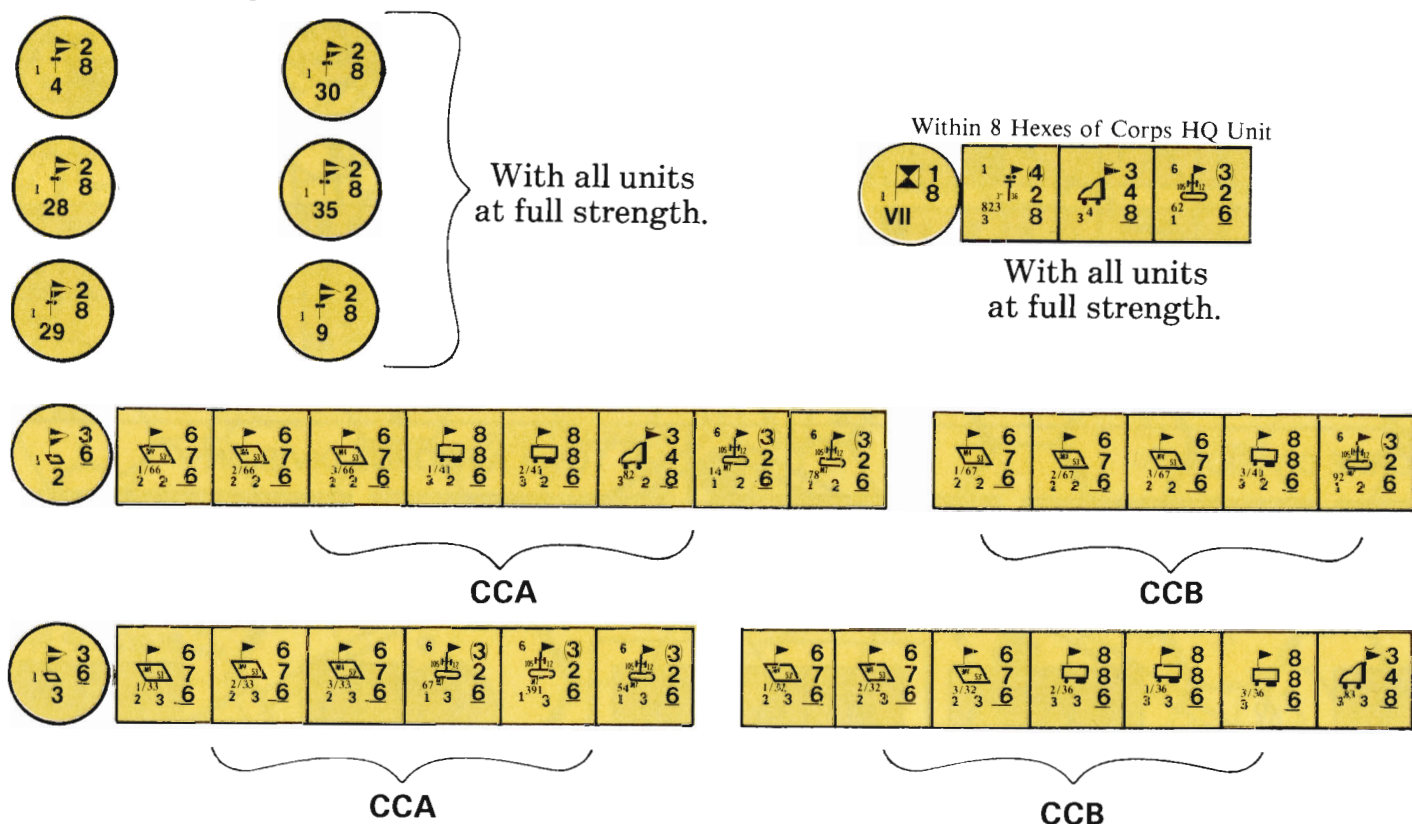
FORTIFICATIONS CHART						
		TYPE	UNIT COUNTER	CAPACITY	ZONE-OF-CONTROL	SPECIAL EFFECTS / REMARKS
KEY: A. CAPACITY: Number of unit counters able to benefit from fortification at the same time. B. DEFENSE STRENGTH MODIFIER: Units under fortification modify defense strength: 'x2' or 'x3': Defense strength of units multiplied by two or three. '2', or '6': Represents intrinsic defense strength of fortification unit itself. '0': Defense strength of units not modified; remains normal. C. BOMBARDMENT MODIFIER; Modify results of naval and air bombardment die roll by subtracting '1' or '2'.		FORTIFIED AREA		two units of company, battalion size, or HQ or supply or any combination	six adjacent hexes	1. Counters must be placed in hexes containing fortified area symbol of the appropriate name. 2. Multiplies totalled defense strength of occupying units by two or three times, as stipulated. 3. Defending units not halved when unsupplied.
		MINOR FORTS		one unit: company, battalion HQ or supply	six adjacent hexes	1. Counters must be placed in hexes containing minor forts symbol of the appropriate name. 2. Doubles defense strength of occupying unit. 3. Defending units not halved when unsupplied.
		COASTAL STRONGPOINTS		NONE: defends with intrinsic defense strength only	Extends into front three hexes ONLY ('Front' is top of counter)	1. Counters must be aligned as printed on mapboard, in hexes containing coastal strong point symbol of the appropriate value. 2. 'LS' result during amphibious assault allows attacker to advance into hex. 3. Intrinsic defense strength not halved when unsupplied.
		LANDFRONTE FORTIFICATIONS		three units of company, battalion HQ, or supply or any combination within stacking limit	Extends into front three hexes ONLY ('Front' is top of counter)	1. Counters must be aligned as printed on Cherbourg diagram. 2. Counters like coastal strongpoints, have intrinsic defense strength and must be treated as a regular combat unit for combat resolution purposes. 3. Intrinsic defense strength not halved when unsupplied.
		FIELD FORTIFICATIONS		three units of company, battalion, HQ, or supply or any combination within stacking limitation	Extends into front three hexes ONLY ('Front' is top of counter)	1. Once placed on mapboard, alignment may not change. 2. May only be built on TOWN hexes as per rules. 3. Does not affect occupying units' defense strength. 4. Defending units halved when unsupplied.
NOTES: 1. Coastal Strongpoints and Landfronte Fortifications, when defending only, can absorb losses like regular combat units. Each has one step. 2. Coastal Strongpoints and Landfronte Fortifications, and units DEFENDING under Fortified Areas and Minor Forts are not halved when unsupplied. 3. All fortifications lose their zone of control when disrupted. 4. For Landfronte Fortifications, add intrinsic defense strength to the defense strength of the units under Landfronte counter.						

SCENARIO #1: Mortain

German Order of Battle



U.S. Order of Battle



 G	A  G	A  G	A  G
6 Aug	7 Aug	8 Aug	9 Aug

ALLIED ASSAULT LANDING SCHEDULE

TURN
RECORD
TRACK

JUNE
6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

JULY
1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Beach

Landing Box

Assault Wave

Follow-up Wave

Build-up Wave

UTAH — U.S.

TARE GREEN

UNCLE RED

OMAHA — U.S.

POINTE DU HOC

DOG GREEN

DOG RED

EASY GREEN

EASY RED

FOX GREEN

GOLD — BRITISH

ITEM GREEN

JIG RED

JIG GREEN

KING RED

KING GREEN

JUNO — BRITISH

MIKE GREEN

MIKE RED

NAN GREEN

NAN RED

SWORD — BRITISH

QUEEN GREEN

QUEEN RED

US 82nd AIRBORNE DIVISION

Drop Zone "N"

Drop Zone "T"

Drop Zone "O"

Drop Zone "O"

Drop Zone "W"

D + 1 Air Drop Phase

Drop Zone "W"

US 101st AIRBORNE DIVISION

Drop Zone "A"

Drop Zone "C"

Drop Zone "D"

BUILD-UP PHASE:

D.Z. "C"

D.Z. "A"

Drop Zone "C"

NOTE: These units may land at either POINTE DU HOC or DOG GREEN, at Allied Player's option.

BRITISH 6th AIRBORNE DIVISION:

Drop Zone "M"

D.Z. "Y"

D.Z. "V"

D.Z. "K" Merville

Drop Zone "N"

Main L.Z.

Drop Zone "M"

DRIFT DIAGRAM

North

1. This diagram used for Allied air drop and air supply procedures.

2. Roll ONCE for each unit counter for drift.

3. If unit drifts, roll once on DISPERSAL TABLE below to determine effects.

3. Modify drift die rolls as follows:

a. Subtract "2" from die roll for all HQ and glider units.

b. Add "1" to die roll for AIR SUPPLY drift.

c. Add "2" to die roll if enemy unit is in drop zone.

4. DISPERSAL: Units that drift roll once on table. D=unit disrupted. LS=unit loses one step. NOTE: Do not roll for HQ units regardless of drift.

DISPERSAL TABLE

DIE ROLL	1	2	3	4	5	6
RESULT	-	-	D	D	D/LS	D/LS

ALLIED NAVAL GUNFIRE CONTROL DISPLAY

U.S. NAVY

BRITISH ROYAL NAVY

ROCKET	BB	CA	DD	2	2	2	Naval Gunfire RANGES U.S. Navy BB 12 CA 7 DD 6 British Royal Navy BB 12 CA 8 DD 5
R	5	6	2	2	2	2	
R		6	2	2	2	2	
R		6	2	2	2	2	
R			2	2	2	2	

ROCKET	BB	CA	4	4	DD	2	2	2	2
R	5	4	4	4	2	2	2	2	2
R	5	4	4	4	2	2	2	2	2
R	5	4	4	4	2	2	2	2	2
R		4	4	4	2	2	2	2	2
R		4	4	4	2	2	2	2	2
R		4	4	4	2	2	2	2	2

Bombardment Table

DIE ROLL	Total Strength Points Applied to Target Hex:						Each Rocket	DIE ROLL
	1-3	4-9	10-15	16-22	23-30	31+		
1	—	—	—	—	—	D	—	1
2	—	—	—	—	D	D	—	2
3	—	—	—	D	D	D	—	3
4	—	—	D	D	D	D	—	4
5	—	D	D	D	D	D	—	5
6	D	D	D	D	D	D	D	6

Note: Rocket fire is resolved separately for each rocket used. Rockets may fire into coast hexes only.

BOMBARDMENT TABLE

1. This table is used for naval bombardment, air bombardment, and coastal artillery fire resolution. To use, cross index die roll with total number of strength points being applied to target hex. Result is either "—" = "No Effect" or "D" = "DISRUPTED".
2. Naval Bombardment: Allocate the desired strength points by sliding the marker along the track of gunfire boxes. No target hex may be fired upon using naval gunfire strength points more than once per turn. EXCEPTION: During the invasion turn, the Allied player may expend up to TWO rocket boxes in each coastal hex, regardless of other naval fire. Rocket fire may ONLY be used during the invasion turn against enemy targets in COASTAL hexes. Rocket fire is resolved separately for each rocket box used.

3. Air Bombardment: Allied player allocates light and medium bomber units to air bombardment missions by placing them in enemy occupied hexes and resolving during the air/naval phase. Friendly units are not required to be adjacent to target hexes. Each hex may be air bombed once per turn.
4. Coastal Artillery Fire: German coastal artillery units fire at Allied units in beach or port landing boxes during the air/naval phase (except in seven turn beach assault phase). Each coastal artillery unit may fire at all landing boxes within range. Each box, however, may be fired upon only once per turn. Total strength points firing at a landing box before resolving. "D" result means each unit in target hex loses one step AND is disrupted if moved to coastal hex.

WEATHER CYCLE

Weather Record Track

F	OV-1	OV-2	ST-1	ST-2
↔	↔	↔	→	AUTO

Weather Modifier Chart

If Previous Turn's Weather is:	Modify Die Roll by:
FAIR (F)	-1
OVERCAST (OV-1)	0
OVERCAST (OV-2)	+1
STORM 1 (ST-1)	Auto ST-2
STORM 2 (ST-2)	+2

Weather Effects Chart

FAIR	No Effect.
OVERCAST-1	*No air operations except rail interdiction, strategic interdiction, and air supply.
OVERCAST-2	*No air operations of any type. *No Naval Bombardment. *Beach Landing Boxes may not be used. Ports and Mulberries normal.
STORM-1 and -2	*No air operations except strategic interdiction. *Subtract "1" from Naval Bombardment Table die rolls. *Beach Landing Capacity HALVED (round down). Ports and Mulberries normal.

- Roll one die at start of each turn, referring to the proper column on the WEATHER TABLE. Indicate current weather on Weather Record Track.
- Modify weather die roll as indicated on the Weather Modifier Chart.
- If weather is STORM (ST), place weather marker on the "Storm 1" box on the Record Track during initial storm turn. Weather will AUTOMATICALLY be STORM-2 following the STORM-1 turn. On the third turn, the die roll is modified by adding "2". Once two turns of STORM have elapsed, there are only two possibilities for any subsequent weather. If a STORM result is rolled, the weather is STORM-2 again, and you add "2" to the next turn's die roll. If any result other than STORM is rolled, the weather is automatically FAIR. NOTE: after six consecutive turns of STORM, the weather automatically becomes FAIR without the die being rolled.

Weather Table

DIE ROLL	JUNE				JULY				AUGUST				DIE ROLL
	7th	8-15	16-22	23-30	1-7	8-15	16-22	23-31	1-7	8-15	16-22	23-31	
0 or less	F	F	F	F	F	F	F	F	F	F	F	F	0 or less
1	F	F	F	F	F	F	F	F	F	F	F	F	1
2	F	F	F	F	F	F	F	F	F	F	F	F	2
3	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	F	F	F	F	OV-1	3
4	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	OV-1	OV-2	4
5	OV-2	OV-1	OV-2	OV-1	OV-1	OV-2	OV-1	OV-1	OV-1	OV-1	OV-1	OV-2	5
6	—	ST	OV-2	OV-2	OV-2	OV-2	OV-2	OV-2	OV-2	OV-2	OV-2	ST	6
7 or more	—	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	7 or more

F = Fair OV-1 = Overcast 1 OV-2 = Overcast 2 ST = Storm

PORT AND MULBERRY LOGISTICS TABLES

DIE ROLL	PORT CONSTRUCTION		MULBERRY STORM DAMAGE			CHERBOURG STATUS		DIE ROLL
	MULBERRY CONST.	MINOR PORT CLEARANCE	2-3 Days	4-5 Days	6-Days	GERMAN DEMO	ALLIED REPAIR	
1	0	0	—	—	—	—	—	1
2	0	0	—	—	D	-1	—	2
3	0	add 2 turns	—	—	D	-1	+1	3
4	add 2 turns	add 4 turns	—	D	D	-1	+1	4
5	add 3 turns	add 6 turns	—	D	D	-1	+1	5
6	add 4 turns	add 8 turns	D	D	D	-2	+1	6

KEY:

- PORT CONSTRUCTION: Minimum of 14 turns to construct or clear. Place proper type of port marker on TURN RECORD TRACK indicating earliest turn of availability. After 14 turns, roll die on Port Construction Table. If "0" is rolled, port becomes operational. If additional days are required, advance marker to appropriate date.
- MULBERRY STORM DAMAGE: At beginning of second storm turn and for each consecutive storm turn thereafter, roll one die for each Mulberry. If "D" is rolled, Mulberry is damaged; if a second "D" is rolled on a later turn, Mulberry is removed. If Mulberry is still under construction when die is rolled, add five turns to construction time for each "D" rolled.
- CHERBOURG STATUS: German player rolls one die at beginning of each turn on German Demo column and subtracts number rolled from current Cherbourg capacity, until that capacity equals -4 maximum. After capture, Allied player rolls one die at beginning of each turn and adds number rolled to current Cherbourg capacity. Maximum capacity = 36. Indicate Cherbourg capacity on track at right. Start marker on "12" box as indicated.

21	22	23	24	25	26	27	28	29	30	31	AUG 1	2	3	4	5	6	7	8	9	10
----	----	----	----	----	----	----	----	----	----	----	-------	---	---	---	---	---	---	---	---	----

181920212223242526272829303132333435363738

17161514131211109876543210-1-2-3-4

17161514131211109876543210-1-2-3-4

11121314151617

ALLIED AIRCRAFT DEPLOYMENT DISPLAY

U.S. NINTH AIR FORCE

INTERDICTION 1

INTERDICTION 2

INTERDICTION 3

INTERDICTION 4

INTERDICTION 5

INTERDICTION 6

INTERDICTION 7

INTERDICTION 8

FIGHTER BOMBER

FB 36

FB 48

FB 50

FB 354

FB 358

FB 362

FB 363

FB 365

FB 366

FB 367

FB 368

FB 378

FB 371

FB 373

FB 404

FB 405

FB 406

FB 474

MEDIUM BOMBER

MB-2 322

MB-2 323

MB-2 344

MB-2 386

MB-2 387

MB-2 391

MB-2 394

MB-2 397

LIGHT BOMBER

LB-1 409

LB-1 410

LB-1 416

BRITISH SECOND TACTICAL AIR FORCE

INTERDICTION 1

INTERDICTION 2

INTERDICTION 3

INTERDICTION 4

INTERDICTION 5

INTERDICTION 6

INTERDICTION 7

INTERDICTION 8

FIGHTER BOMBER

FB 121

FB 122

FB 123

FB 124

FB 125

CA FB 126

CA FB 127

PO FB 131

NW FB 132

PO FB 133

CZ FB 134

BE FB 135

FB 136

NE FB 141

CA FB 143

CA FB 144

FR FB 145

FB 146

MEDIUM BOMBER

MB-3 137

MB-3 139

LIGHT BOMBER

LB-1 138

LB-1 141

START CHERBOURG MARKER HERE

START RAIL DAMAGE MARKER HERE

MAXIMUM CHERBOURG DAMAGE LIMIT

ALLIED AIR FORCE CONTROL CHART

Int. Radius	Air Points
1	1-2
2	3-4
3	5-7
4	8-11
5	12 +

HEAVY BOMBARDMENT AIR UNITS:

1. INTERDICTION: Use these six units on German Strategic Movement Track to increase interdiction value of movement boxes. Three air units per box maximum.

HB 1

HB 2

HB 3

HB 4

HB 5

HB 6

(Biscay, Brittany & S. France tracks only)

2. Use HB units #5 and #6 on the tracks leading from BISCAY and SOUTH FRANCE only.

3. HB units may also be used for carpet bombing. See rules for details.

HEAVY BOMBER CARPET BOMB ALLOCATION

Next turn to mapboard or to unit holding boxes.

TACTICAL RAILROAD INTERDICTION

1. Allocate tactical air units (not HB units) to the Railroad Interdiction Box during the Allied Air Phase.

2. Compute total number of Interdiction Points and roll one die on the Railroad Interdiction Table. The number rolled represents both CUTS created on the mapboard and accumulated damage to the German rail system.

3. CUT markers are immediately placed on the mapboard rail lines by the Allied player.

4. Accumulated damage is indicated on the Indicator Track that runs around three sides of this display. Use the Rail Damage Marker to indicate progressive amounts of damage.

5. When Rail Damage Marker reaches 60, remove all CUT markers and TRAIN markers. ALL mapboard rail movement ends immediately.

NOTE: Although German EB units can remove CUT markers from the board, the accumulated damage indicated on this chart is never reduced.

RAILROAD INTERDICTION TABLE

Interdiction Points Allocated							
DIE ROLL	6-11	11-15	16-23	24-27	28-31	32 +	DIE ROLL
1	0	0	0	3	4	5	1
2	0	0	3	4	5	6	2
3	1	3	4	6	7	9	3
4	2	4	5	7	8	10	4
5	3	5	6	8	9	12	5
6	3	6	7	9	10	15	6

of cuts and amount of accumulated damage

CHERBOURG CAPACITY:

Start marker in "12" box. Port capacity may fluctuate between "-4" and "36", depending on results of Logistics Table die rolls.

Railroad Interdiction Box

(Place tactical air units intended for Railroad Interdiction in this box)

1. Each FIGHTER BOMBER unit counter = 1 interdiction point.

2. Each LIGHT/MEDIUM BOMBER strength point = 1 interdiction point.

FB

LB

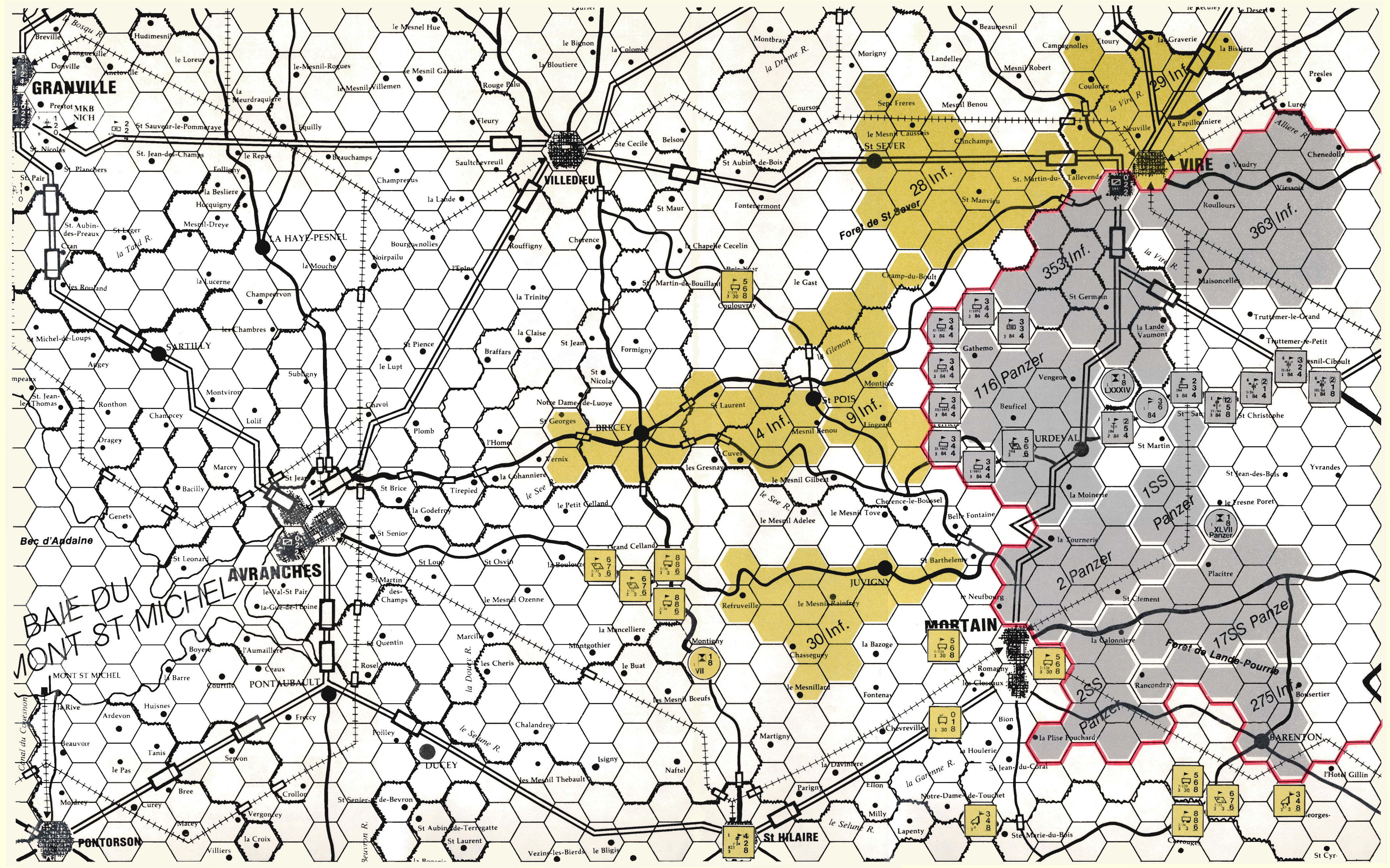
MB

R.R. INTERDICTION DAMAGE

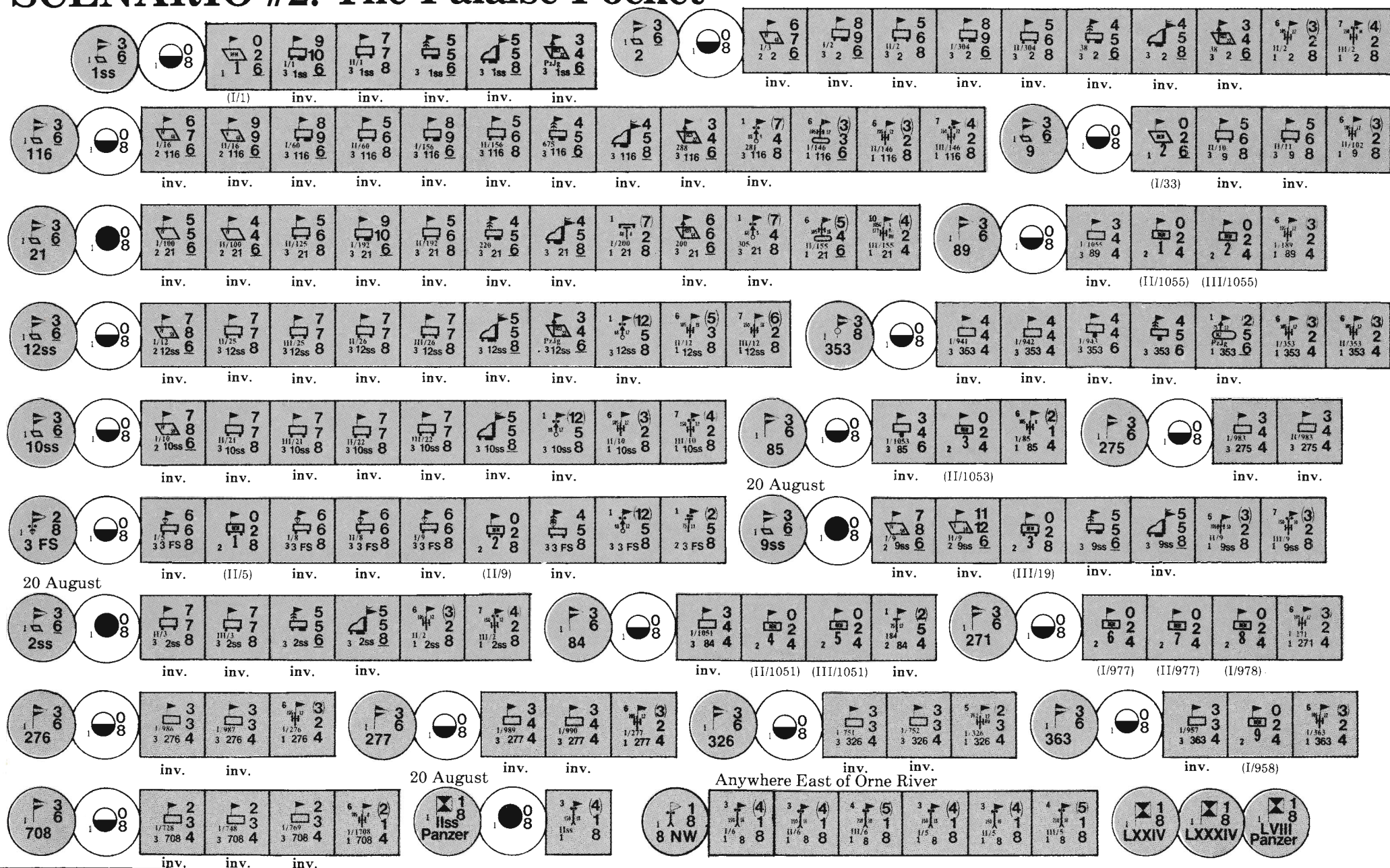
When interdiction points reach "60" no more rail movement allowed. Remove train marker, cut markers, and EB units.

RAIL SYSTEM COLLAPSE

111213141516171819202122232425262728293031



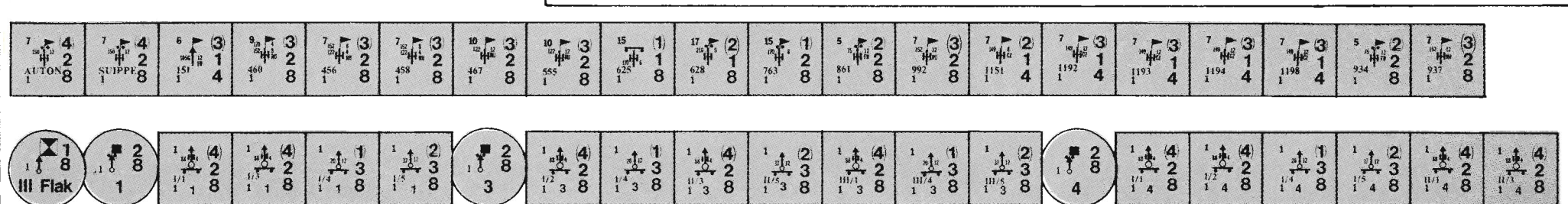
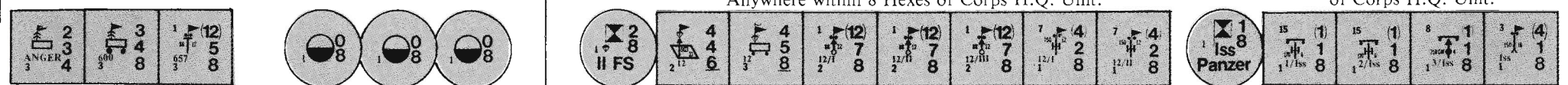
German Order of Battle



Anywhere West of Orne River

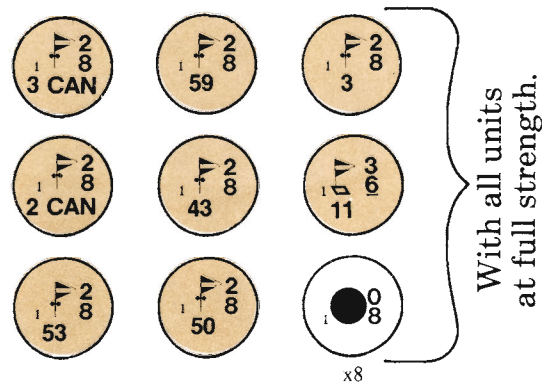
Anywhere within 8 Hexes of Corps H.Q. Unit.

Anywhere within 8 Hexes
of Corps H.Q. Unit.



Allied Order of Battle

BRITISH:



With all units
at full strength.

Any 7.2" bns.

Any 25 pdr. bns.

Any 5.5" bns.

8 ARM. BDE.

U.S.:

Any 105mm bns.

Any 155mm groups

Any 4.8" groups

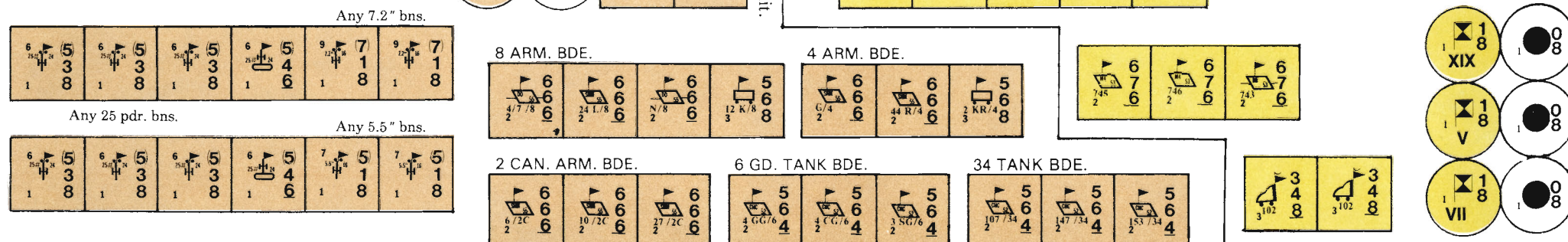
2 CAN. ARM. BDE.

6 GD. TANK BDE.

34 TANK BDE.

With all units
at full strength.

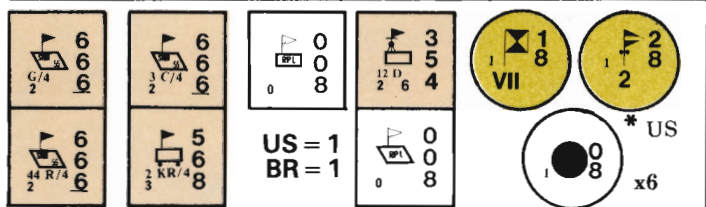
x6



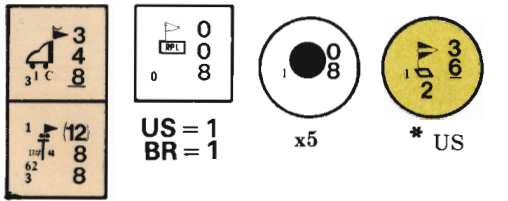
ALLIED UNIT ENTRY TRACK

Directly to Beach/Port Landing Boxes on Mapboard

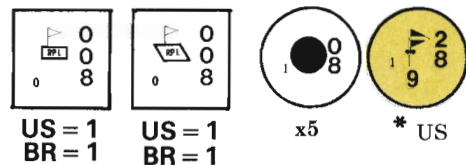
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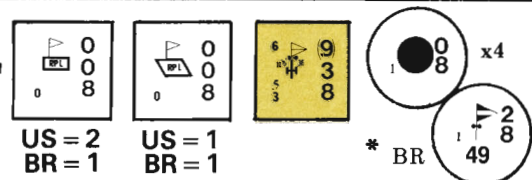
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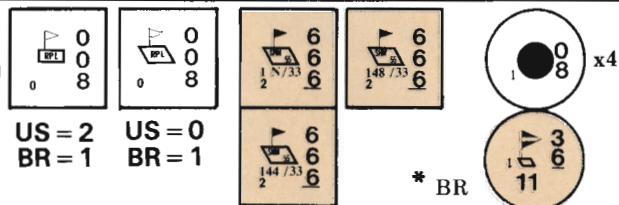
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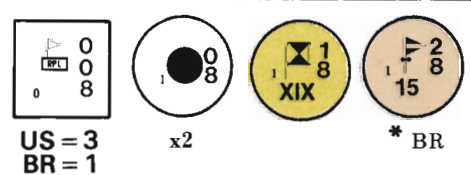
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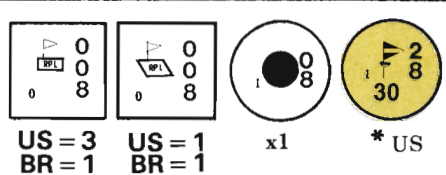
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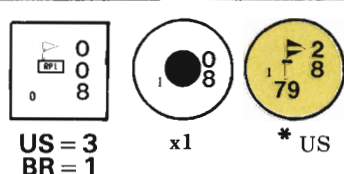
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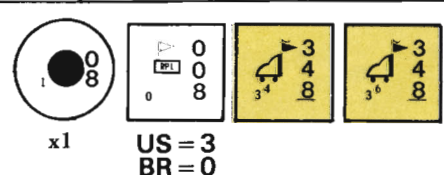
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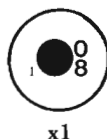
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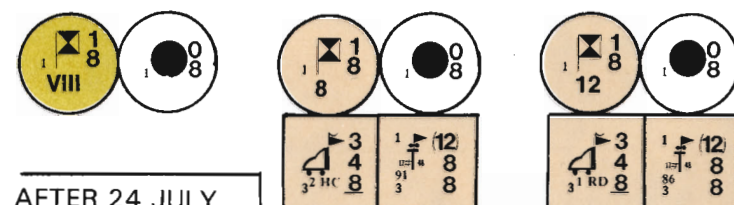
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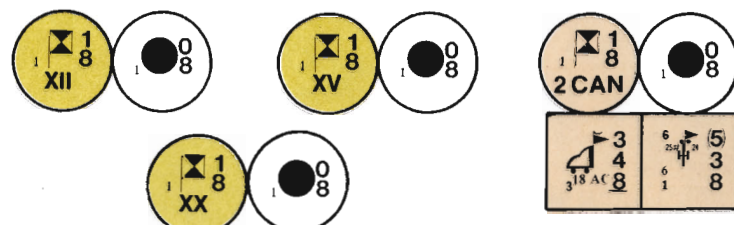
ALLIED CORPS HQ UNITS

(with attachments)
(Maximum of one Corps HQ, plus attachments, may enter "10" box each turn.)

AFTER 15 JUNE, 1944:



AFTER 24 JULY, 1944:



79 Armoured Division (BR) SPECIAL UNITS



(Treat as non-divisional reinforcements) (see rules)

REPLACEMENT UNIT POOL

1. Add one Infantry REPL unit to the REPL pool from the dead/unused pile for each Infantry Division HQ unit started on the "10" Entry Track box.
2. Add one Armored REPL unit to the REPL pool from the dead/unused pile for each Armored Division HQ unit started on the "10" Entry Track box.
3. Return expended REPL units from the mapboard to the REPL unit pool—NOT the dead pile.

U.S. REPL units

BRITISH REPL units

Air Supply Units



Air supply units are not placed on the Entry Track, but may be placed directly on the mapboard.

SUPPLY UNIT POOL

1. Add one supply unit to the Supply Unit Pool for each divisional HQ starting in the "10" Entry Track box. Place new supply units with the HQ units that trigger their entry.
2. Return all expended supply units from the mapboard to this Supply Unit Pool. They remain in the game and may re-enter the "10" box on the turn following their expenditure.

* NOTE: These division HQs appear with all units of their respective divisions.

ALLIED ENTRY SCHEDULE

Place units in "10" box of Entry Track during designated turns of arrival.



ALLIED NON-DIVISIONAL REINFORCEMENTS: Maximum limit of ONE artillery group () or TWO battalion-sized () units (of any type) per turn.

UNITED STATES: 7 June through 24 July:

Tank Battalions		Towed and Self-Propelled T D Battalions				Independent Artillery Groups and Battalions	
 6 7 6 709 2	 3 4 8 744 1 1 8	 5 4 6 629 3	 5 4 6 703 3	 4 2 8 612 3	 4 2 8 802 3	 3 4 8 328 8	 9 3 8 18 3
 6 7 6 712 2	 6 7 6 747 2	 5 4 6 634 3	 5 4 6 704 3	 4 2 8 630 3	 4 2 8 811 3	 3 4 8 328 8	 9 3 8 40 3
 6 7 6 715 2	 6 7 6 749 2	 5 4 6 644 3	 5 4 6 818 3	 4 2 8 635 3	 4 2 8 821 3	 3 4 8 328 8	 9 3 8 70 3
 6 7 6 716 2	 3 4 8 751 2	 5 4 6 654 3	 5 4 6 823 3	 4 2 8 691 3	 4 2 8 823 3	 3 4 8 328 8	 9 3 8 119 3
 6 7 6 717 2	 6 7 6 754 2	 5 4 6 702 3	 4 2 8 607 3	 4 2 8 801 3	 4 2 8 843 3	 4 5 8 99 3	 9 3 8 142 3

Armored
Cavalry

Ind. Inf. Bn.

BRITISH: 7 June to end:

GHQ Artillery Regiments									
 6 5 4 6 75 1 1	 7 5 1 8 15 1	 7 5 1 8 64 1	 7 5 1 8 77 1	 7 5 1 8 146 1	 9 5 1 8 51 1	 1 12 8 8 6 3	 7 5 1 8 9 1	 7 5 1 8 53 1	 7 5 1 8 65 1
 6 5 3 8 25 1	 7 5 1 8 10 1	 7 5 1 8 59 1	 7 5 1 8 67 1	 7 5 1 8 84 1	 9 5 1 8 53 1	 6 5 3 8 150 1	 7 5 1 8 11 1	 7 5 1 8 61 1	 7 5 1 8 68 1
 6 5 3 8 191 1	 7 5 1 8 13 1	 7 5 1 8 63 1	 7 5 1 8 72 1	 7 5 1 8 121 1	 9 5 1 8 1 1				

UNITED STATES: After 24 July:

 6 7 6 701 2	 6 7 6 748 2	 5 4 6 602 3	 5 4 6 773 3	 4 2 8 610 3	 4 2 8 814 3	 3 4 8 3104 8	 9 3 8 144 3
 6 7 6 702 2	 6 7 6 761 2	 5 4 6 614 3	 5 4 6 774 3	 4 2 8 631 3	 4 2 8 825 3	 3 4 8 3107 8	 9 3 8 173 3
 6 7 6 707 2		 5 4 6 628 3	 5 4 6 817 3	 4 2 8 638 3	 4 2 8 705 3		 9 3 8 174 3

ALLIED REPLACEMENT UNIT DEAD PILE
(See Allied Entry Track)

 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8
 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8
 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8	 0 0 8 0 8

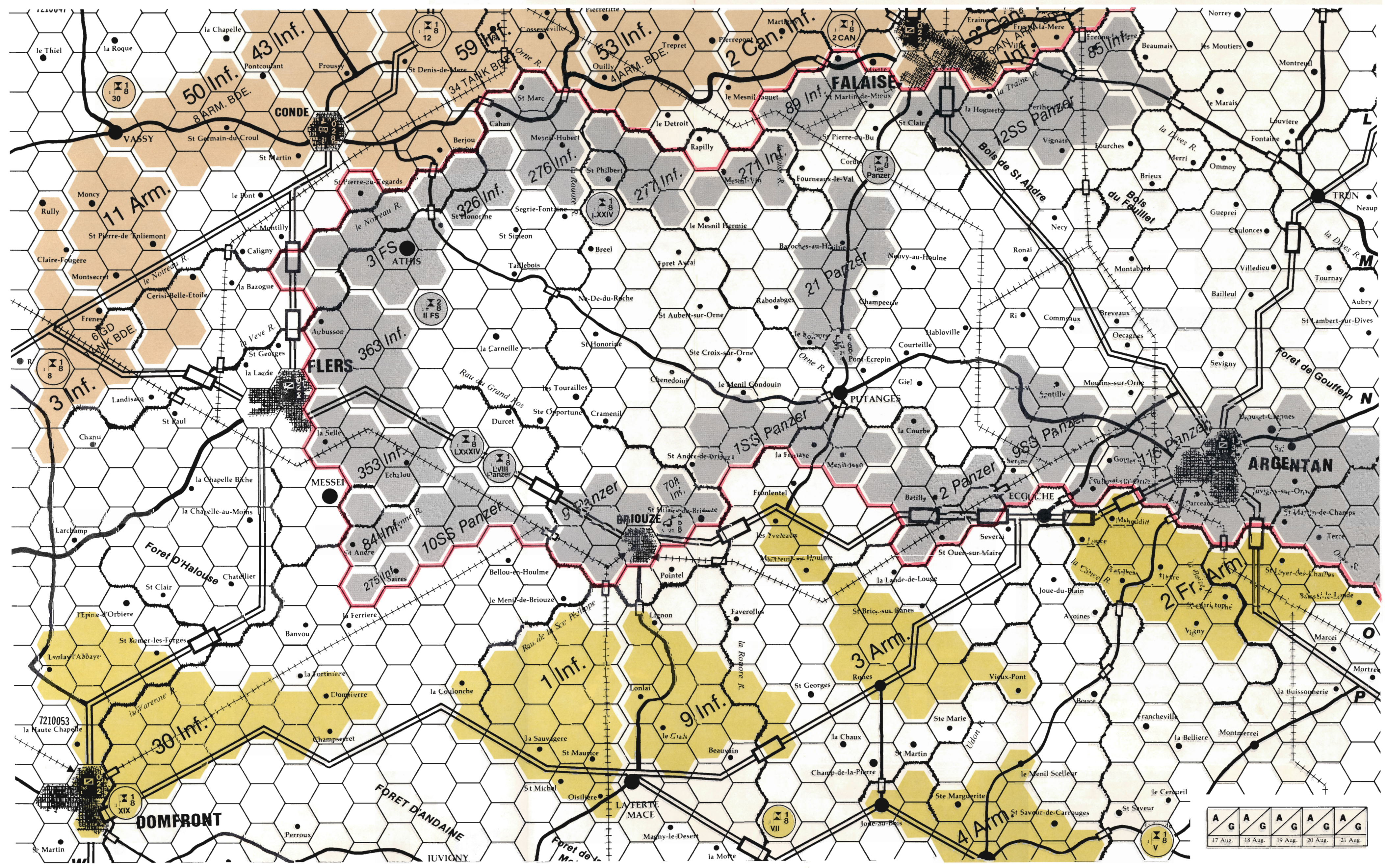
ALLIED REMNANT COUNTER DISPLAY:

 0 2 4 2 1 4	 0 2 8 2 1 8	 0 2 8 2 9 8	 0 2 8 2 17 8	 0 2 8 2 25 8	 0 2 6 2 1 6	 0 2 6 2 1 6	 0 2 6 2 9 6
 0 2 4 2 2 4	 0 2 8 2 2 8	 0 2 8 2 10 8	 0 2 8 2 18 8	 0 2 8 2 26 8	 0 2 6 2 2 6	 0 2 6 2 2 6	 0 2 6 2 10 6
 0 2 4 2 3 4	 0 2 8 2 3 8	 0 2 8 2 11 8	 0 2 8 2 19 8	 0 2 8 2 27 8	 0 2 6 2 3 6	 0 2 6 2 3 6	 0 2 6 2 11 6
 0 2 4 2 4 4	 0 2 8 2 4 8	 0 2 8 2 12 8	 0 2 8 2 20 8	 0 2 8 2 28 8	 0 2 6 2 4 6	 0 2 6 2 4 6	 0 2 6 2 12 6
 0 2 4 2 5 4	 0 2 8 2 5 8	 0 2 8 2 13 8	 0 2 8 2 21 8	 0 2 8 2 29 8	 0 2 6 2 5 6	 0 2 6 2 5 6	
 0 2 4 2 6 4	 0 2 8 2 6 8	 0 2 8 2 14 8	 0 2 8 2 22 8	 0 2 8 2 30 8	 0 2 6 2 6 6	 0 2 6 2 6 6	
 0 2 4 2 7 4	 0 2 8 2 7 8	 0 2 8 2 15 8	 0 2 8 2 23 8	 0 2 8 2 31 8	 0 2 6 2 7 6	 0 2 6 2 7 6	
 0 2 4 2 8 4	 0 2 8 2 8 8	 0 2 8 2 16 8	 0 2 8 2 24 8	 0 2 8 2 32 8	 0 2 6 2 8 6	 0 2 6 2 8 6	

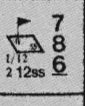
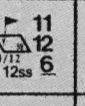
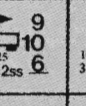
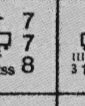
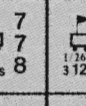
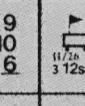
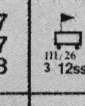
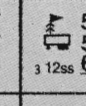
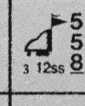
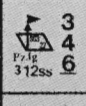
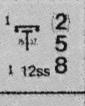
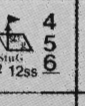
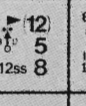
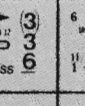
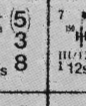
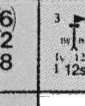
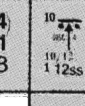
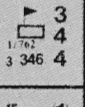
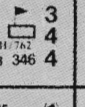
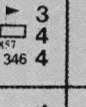
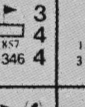
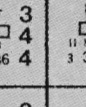
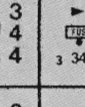
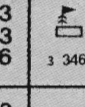
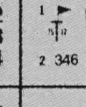
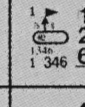
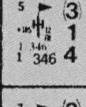
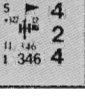
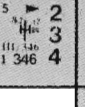
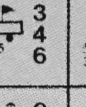
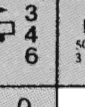
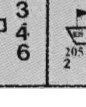
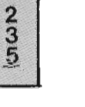
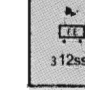
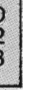
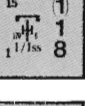
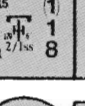
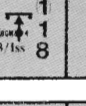
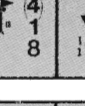
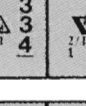
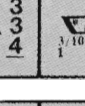
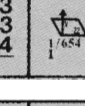
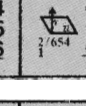
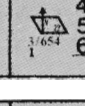
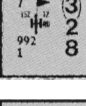
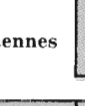
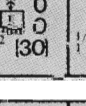
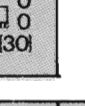
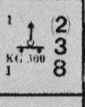
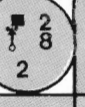
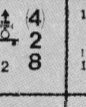
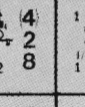
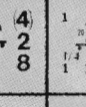
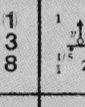
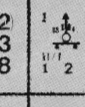
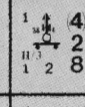
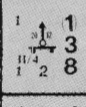
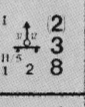
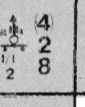
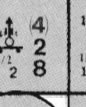
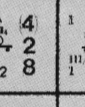
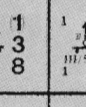
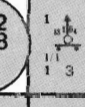
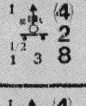
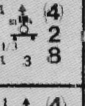
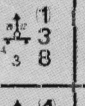
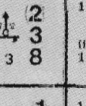
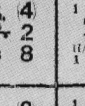
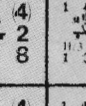
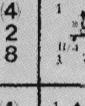
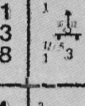
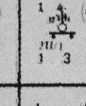
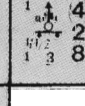
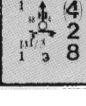
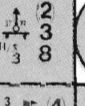
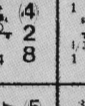
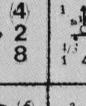
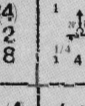
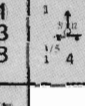
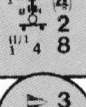
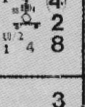
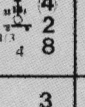
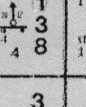
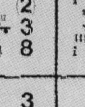
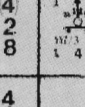
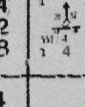
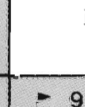
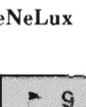
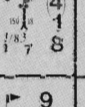
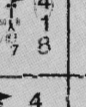
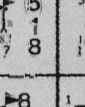
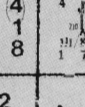
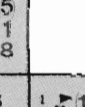
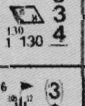
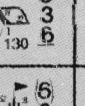
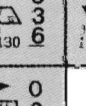
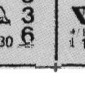
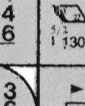
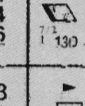
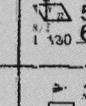
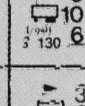
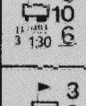
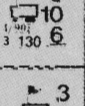
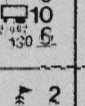
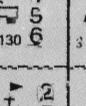
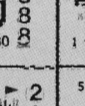
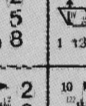
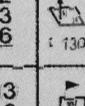
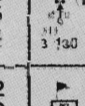
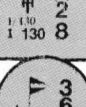
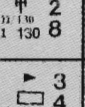
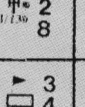
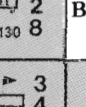
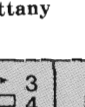
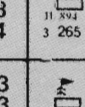
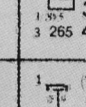
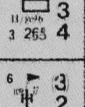
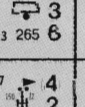
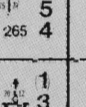
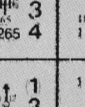
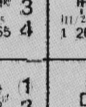
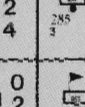
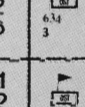
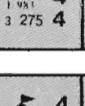
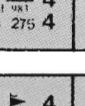
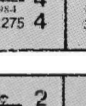
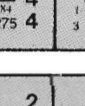
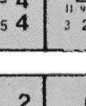
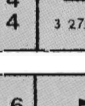
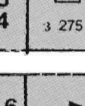
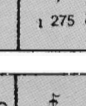
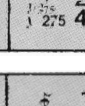
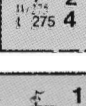
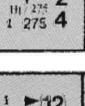
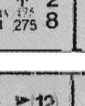
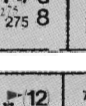
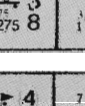
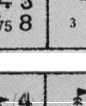
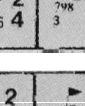
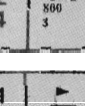
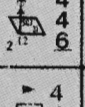
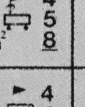
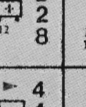
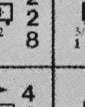
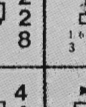
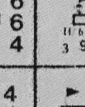
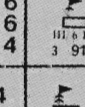
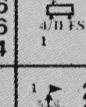
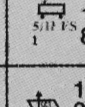
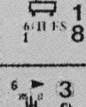
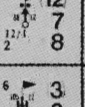
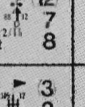
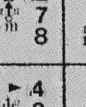
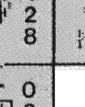
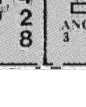
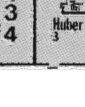
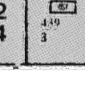
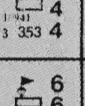
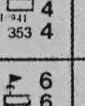
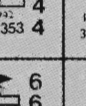
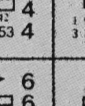
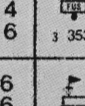
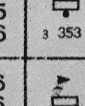
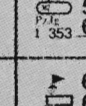
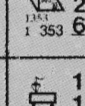
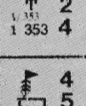
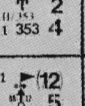
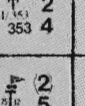
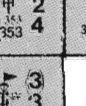
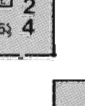
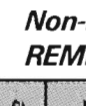
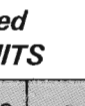
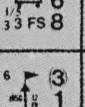
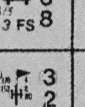
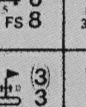
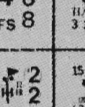
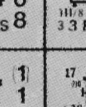
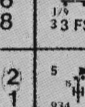
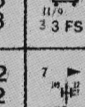
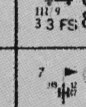
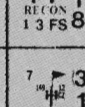
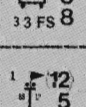
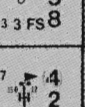
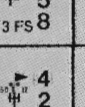
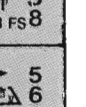
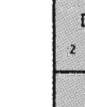
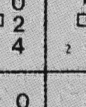
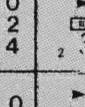
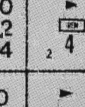
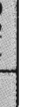
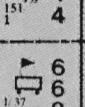
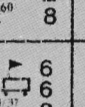
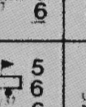
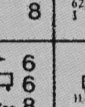
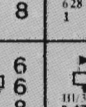
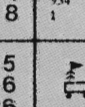
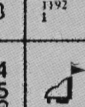
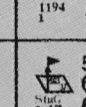
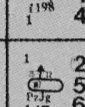
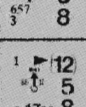
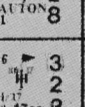
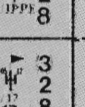
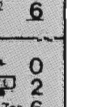
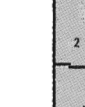
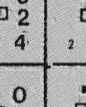
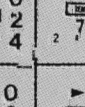
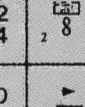
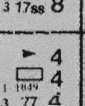
UNITS ON ENTRY TRACK

At Start of Game
Place these units on
Entry Track Boxes as indicated.

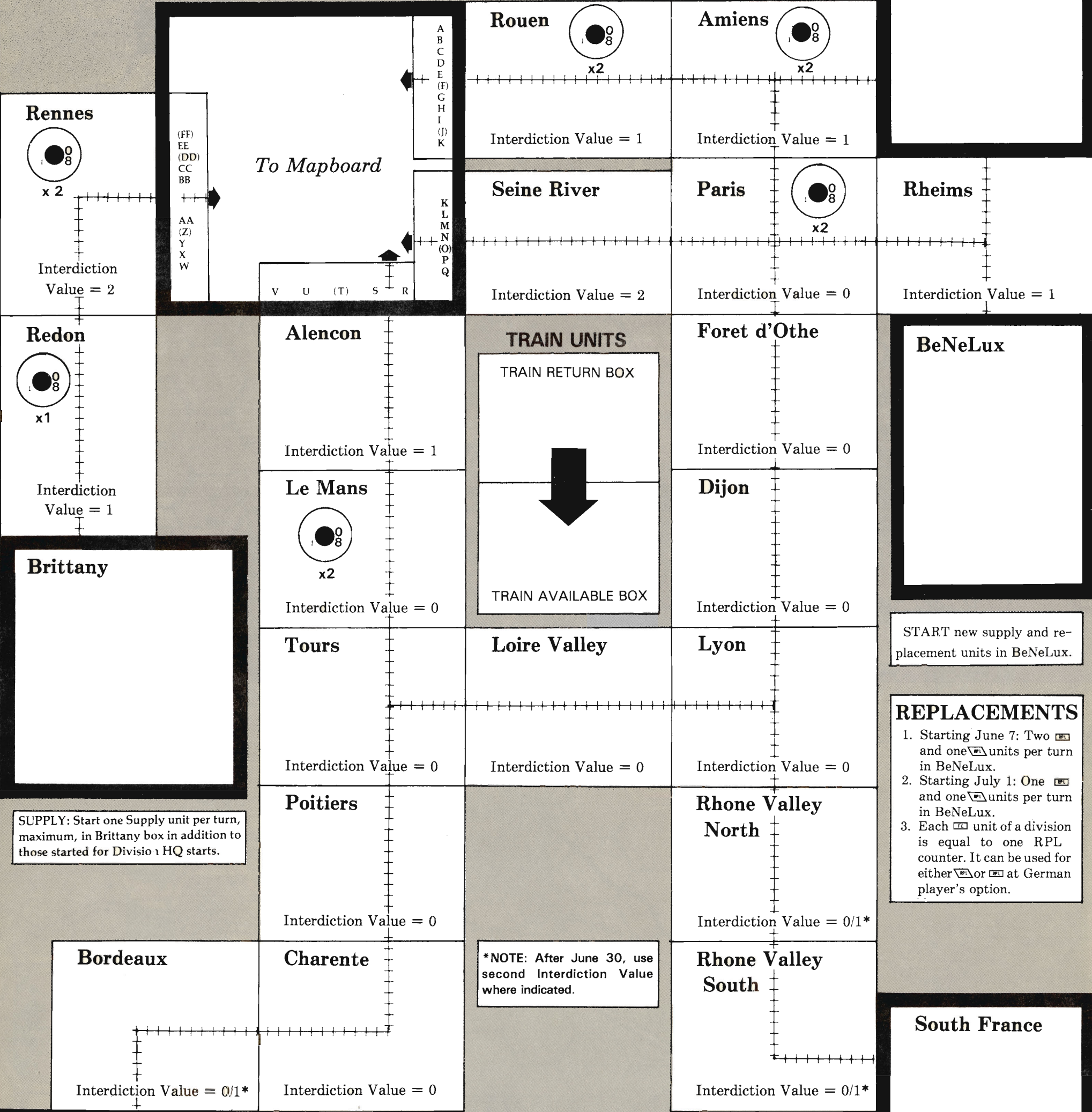
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 1 2 8 30 8	 5 6 8 1/117 3 30 8	 5 6 8 2/117 3 30 8	 5 6 8 3/117 3 30 8	 5 6 8 1/119 3 30 8	 5 6 8 2/119 3 30 8	 5 6 8 3/119 3 30 8	 5 6 8 1 30 8	 5 6 8 3 30 8	 5 6 8 1 30 8
 5 6 8 3/119 3 30 8	 5 6 8 1/120 3 30 8	 5 6 8 2/120 3 30 8	 5 6 8 3/120 3 30 8	 5 6 8 1 30 8	 5 6 8 3 30 8	 5 6 8 1 30 8	 5 6 8 3 30 8	 5 6 8 1 30 8	 5 6 8 1 30 8



GERMAN UNIT ENTRY SCHEDULE

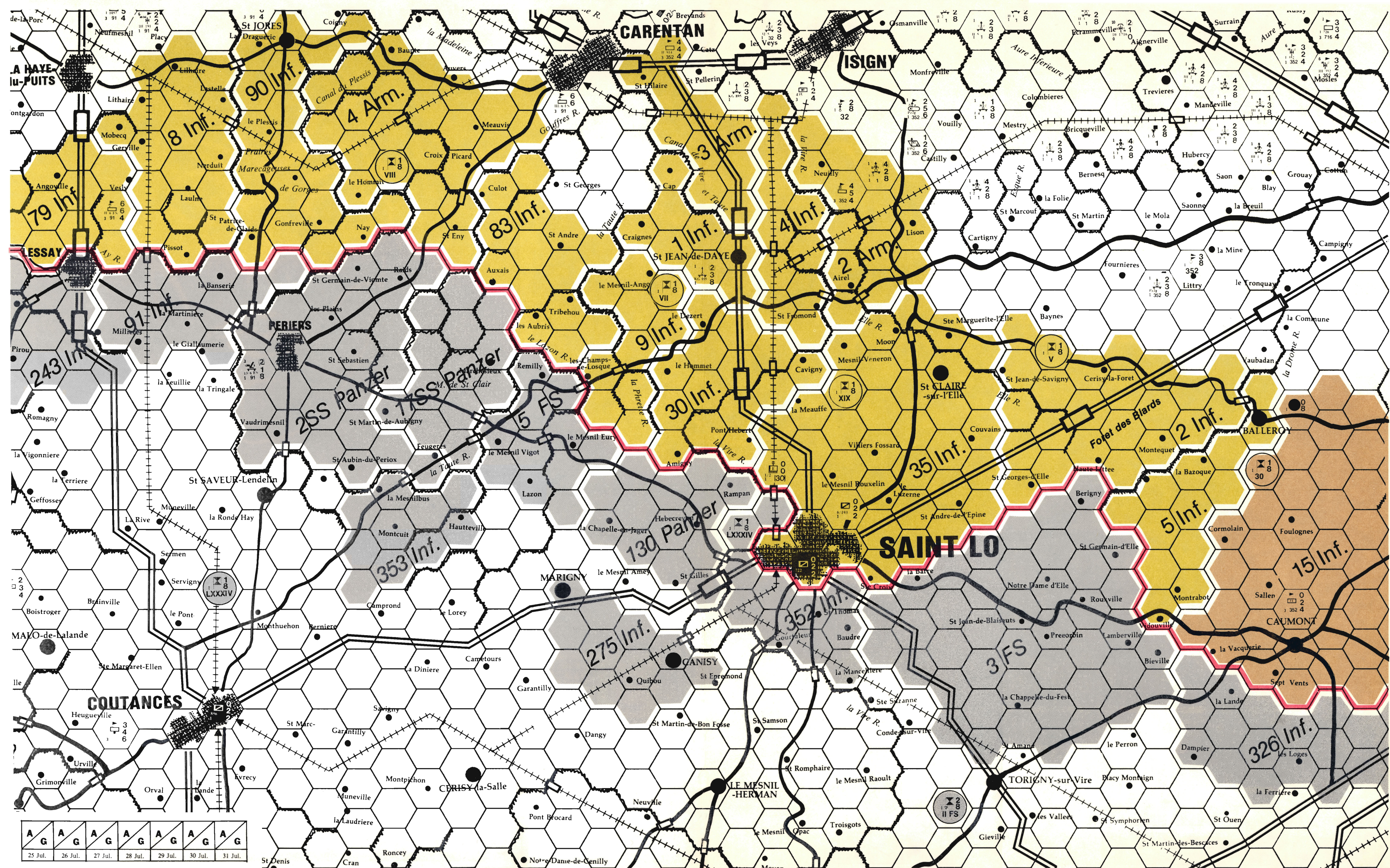
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	Pas de Calais	 3 346	 4 11/12 2 346 4	 3 11/12 2 346 4	 3 11/12 2 346 4	 3 11/12 2 346 4	 3 11/12 2 346 4	 3 11/12 2 346 4	 2 11/12 2 346 4	 1 11/12 2 346 4	 3 11/12 2 346 4	 4 11/12 2 346 4	 2 11/12 2 346 4	 3 11/12 2 346 4	 3 11/12 2 346 4	 3 11/12 2 346 4	 3 11/12 2 346 4	 2 11/12 2 346 4	 0 11/12 2 346 4	 2 312ss 8
	Paris	 1 Panzer	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 3 11/12 2 1 8	 3 11/12 2 1 8	 3 11/12 2 1 8	 4 11/12 2 1 8	 4 11/12 2 1 8	 4 11/12 2 1 8	 4 11/12 2 1 8	 3 11/12 2 1 8	Rennes		 0 11/12 2 1 8	 0 11/12 2 1 8		
7 June	Pas de Calais	 1 III Flak	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8	 2 11/12 2 2 8
	Le Mans	 3 130	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4	 3 11/12 2 130 4
	Brittany	 3 275	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4	 3 11/12 2 275 4
8 June	Brittany	 2 II FS	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8	 4 11/12 2 2 8
	Brittany	 3 353	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4	 4 11/12 2 353 4
	Brittany	 3 3 FS	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8	 6 11/12 2 3 FS 8
	Paris	 1 XLVII Panzer	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8	 1 11/12 2 1 8
	Poitiers	 3 17ss	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8	 6 11/12 2 17ss 8
	Redon	 3 77	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4	 4 11/12 2 77 4
10 June	Amiens	 3 2	 6 11/12 2 2 6	 9 11/12 2 2 6	 8 11/12 2 2 6	 5 11/12 2 2 6	 8 11/12 2 2 6	 5 11/12 2 2 6	 4 11/12 2 2 6	 4 11/12 2 2 6	 3 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6	 2 11/12 2 2 6
	Biscay	 3 LXXXVI	 1 11/12 2 3 8																	

GERMAN STRATEGIC MOVEMENT TRACK



Bay of Biscay

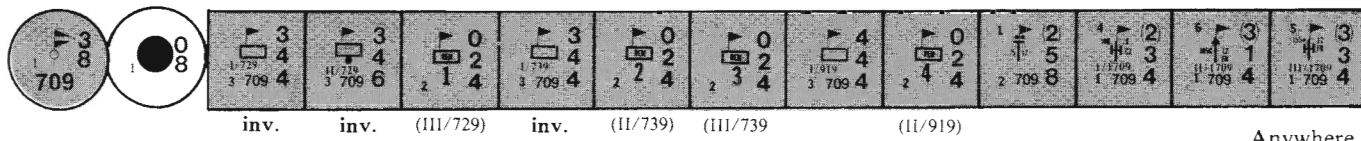
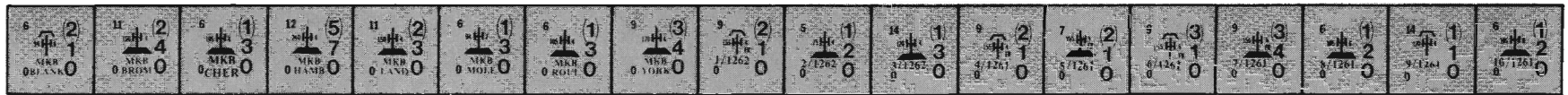
- SUPPLY UNIT POOL**
1. Add one Supply Unit for each Division HQ started on this chart.
 2. Initial pool of Supply Units = 17; six on mapboard and 11 on this chart. Maximum size of pool = 53 units in play.
 3. Supply Units that start on this chart may not move until June 7 turn.
 4. One Supply Unit per turn may be started from the pool in the Brittany box.



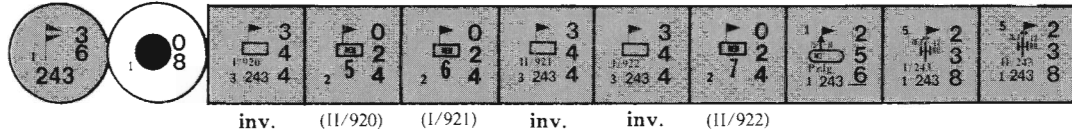
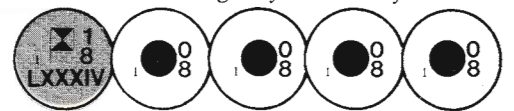
SCENARIO #4: The Fall of Cherbourg

German Order of Battle

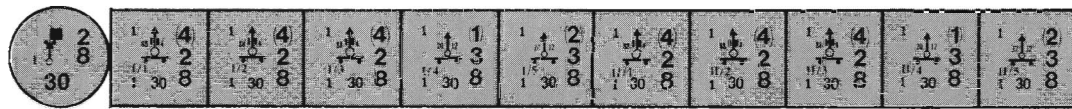
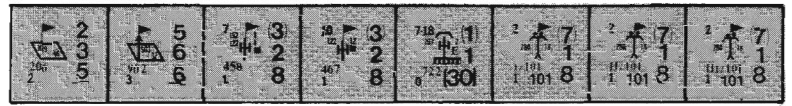
As per starting set-up



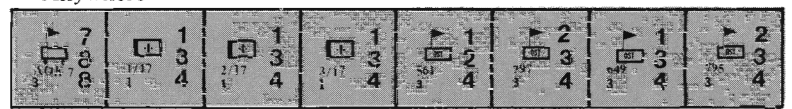
Cherbourg City Hexes only



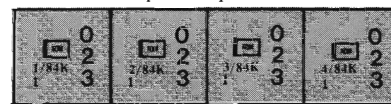
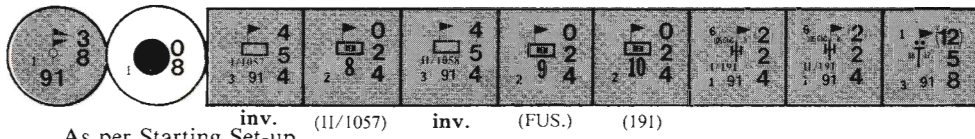
Anywhere



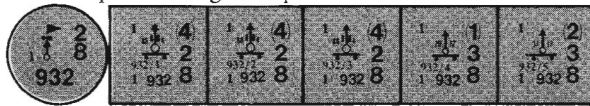
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SPECIAL: As per mapboard instructions

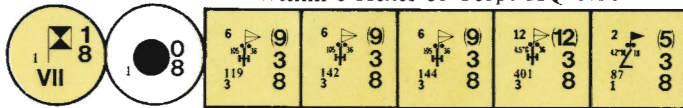


As per Starting Set-up

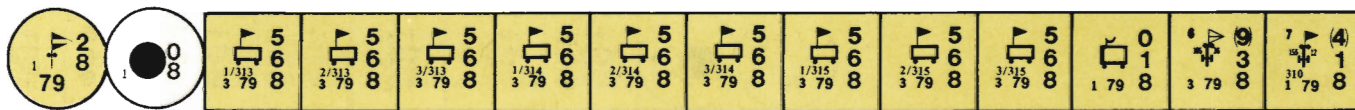
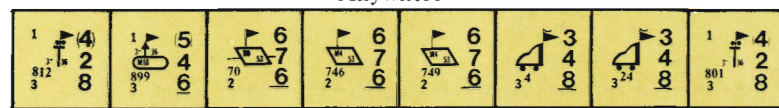


U.S. Order of Battle

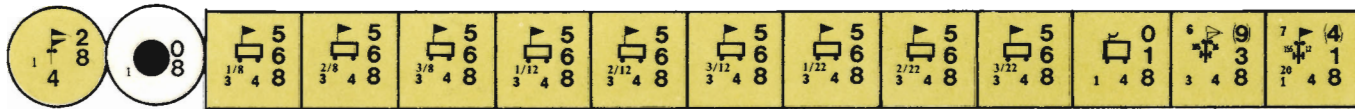
Within 8 Hexes of Corps HQ Unit



Anywhere



inv.



inv.

inv.

Allied Air Power:



x3



x9

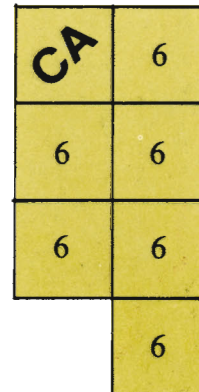
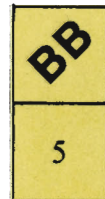


x3



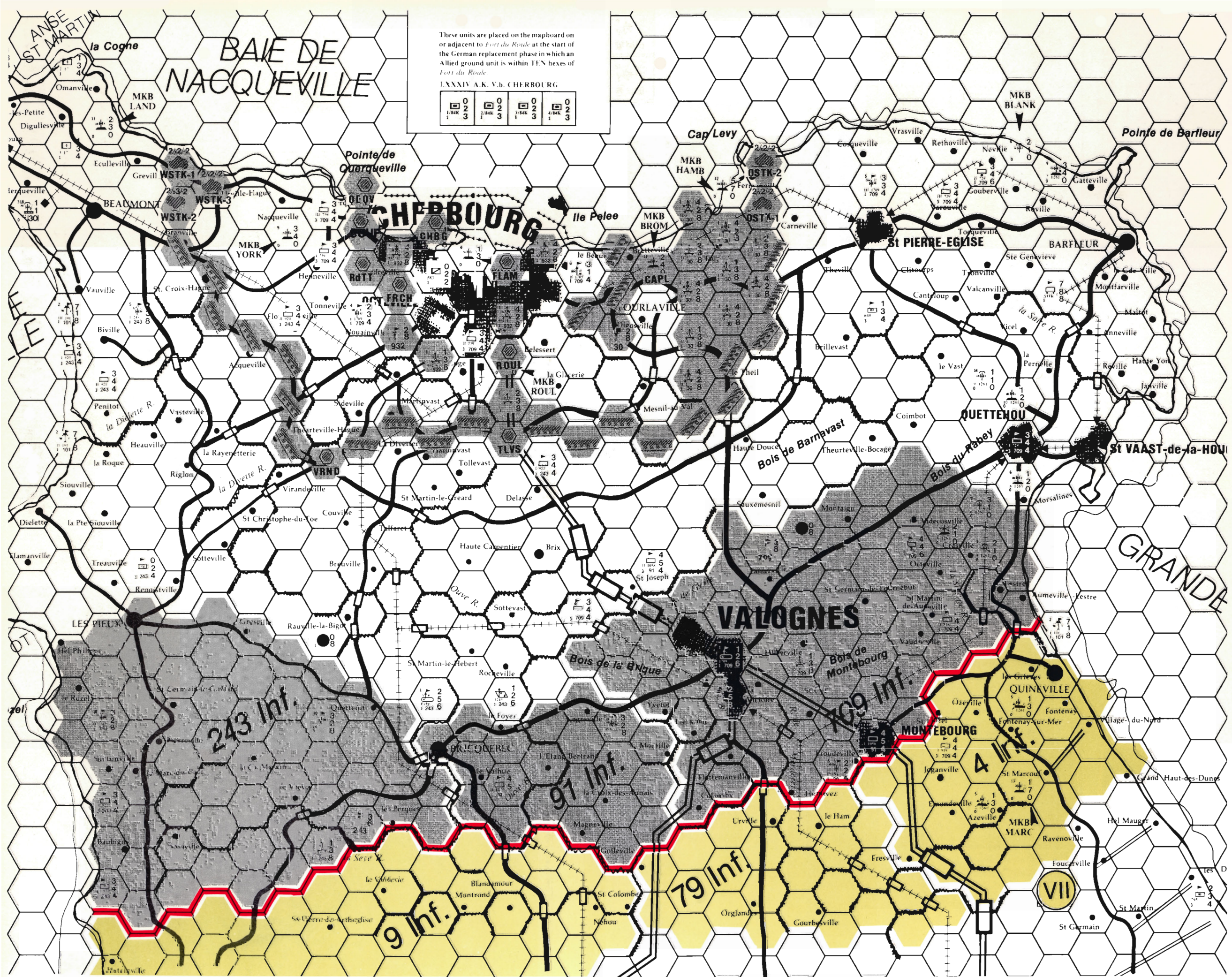
x3

Naval Bombardment:



Game Turn Record:

A G	A G	A G	A G	A G	A G	A G
19 Jun.	20 Jun.	21 Jun.	22 Jun.	23 Jun.	24 Jun.	25 Jun.



LONGEST DAY AMERICAN SHEET: BACK

FIRED

FIRED

1 1
3 3
2 82 4 2 82 4

1 1
3 3
2 101 4 2 101 4

1 1
3 3
2 82 4 2 82 4

1 1
3 3
2 101 4 2 101 4

1 1
3 3
2 82 4 2 82 4

1 1
3 3
2 101 4 2 101 4

1 1
3 3
2 82 4 2 82 4

1 1
3 3
2 101 4 2 101 4

1 1
3 3
2 82 4 2 82 4

1 1
3 3
2 101 4 2 101 4

1 1
3 3
2 82 4 2 82 4

1 1
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2 101 4 2 101 4

FIRED

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3 9 8

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3 30 8

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3 8
3 35 8

3 3
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3 45 8

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1 8
3 1 8

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3 9 8

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3 28 8

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3 30 8

2 2
3 8
3 35 8

3 3
3 8
3 45 8

LONGEST DAY AMERICAN SHEET: FRONT

 3 2/325 5 2 82 4	 3 3/325 5 2 82 4	 1 (1) A/80 1 1 1 82 8	 1 (1) B/80 1 1 1 82 8	 1 (1) C/80 1 1 1 82 8	 4 (2) 456 1 1 1 82 8	 0 NEW 2 2 1 4	 0 NEW 2 2 2 4	 0 NEW 2 2 3 4	 0 NEW 2 2 4 4
 3 2/327 5 2 101 4	 3 3/327 5 2 101 4	 1 (1) A/81 1 1 1 101 8	 1 (1) B/81 1 1 1 101 8	 1 (1) C/81 1 1 1 101 8	 4 (2) 377 1 1 1 101 8	 0 NEW 2 2 5 4	 0 NEW 2 2 6 4	 0 NEW 2 2 7 4	 0 NEW 2 2 8 4

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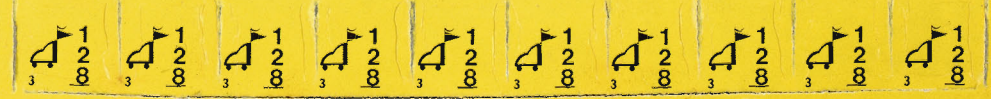
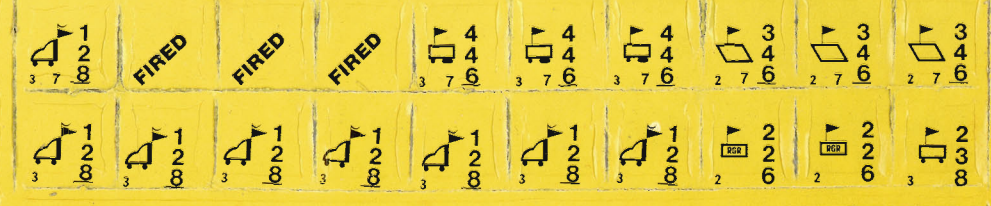
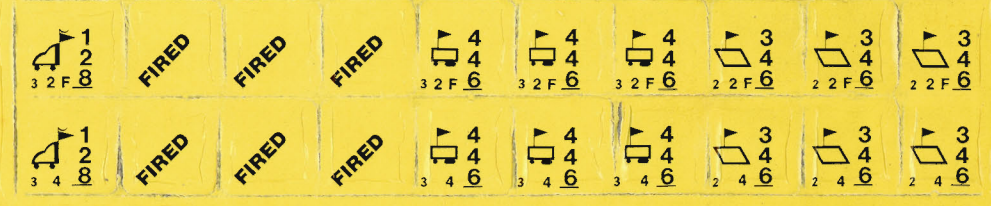
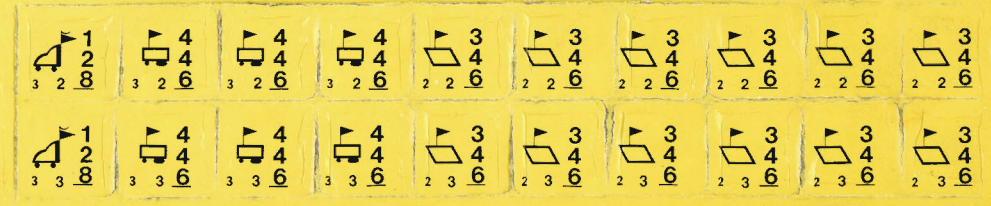
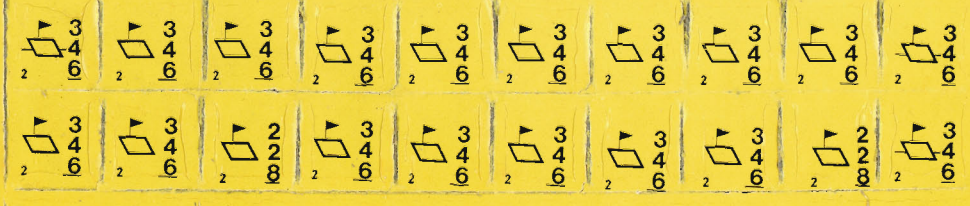
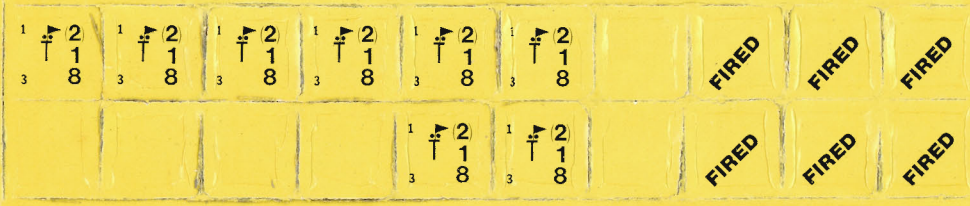
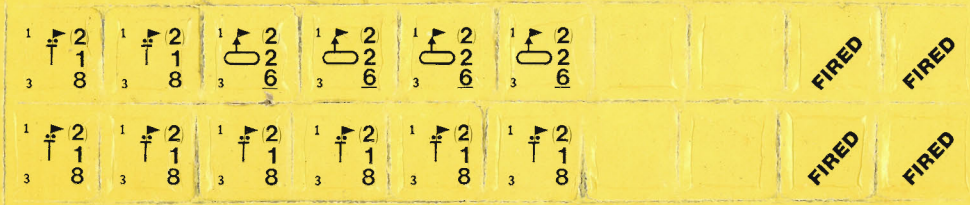
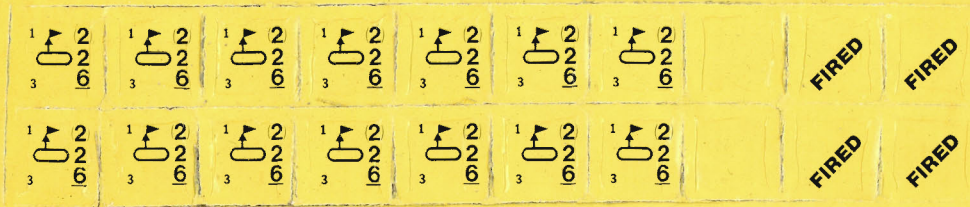
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6 3 9 8	9 3 9 8	7 3 9 8	4 1 9 8	0 2 1 6	0 2 2 6	0 2 3 6	0 2 4 6	0 2 5 6	0 2 6 6	0 2 7 6	0 2 8 6

6 3 28 8	7 3 28 8	8 3 28 8	9 3 28 8	10 3 28 8	11 3 28 8	12 3 28 8	13 3 28 8	14 3 28 8	15 3 28 8	16 3 28 8	17 3 28 8	18 3 28 8	19 3 28 8	20 3 28 8	21 3 28 8	22 3 28 8	23 3 28 8	24 3 28 8	25 3 28 8	26 3 28 8	27 3 28 8	28 3 28 8	29 3 28 8	30 3 28 8	31 3 28 8	32 3 28 8	33 3 28 8	34 3 28 8	35 3 28 8	36 3 28 8	37 3 28 8	38 3 28 8	39 3 28 8	40 3 28 8	41 3 28 8	42 3 28 8	43 3 28 8	44 3 28 8	45 3 28 8	46 3 28 8	47 3 28 8	48 3 28 8	49 3 28 8	50 3 28 8	51 3 28 8	52 3 28 8	53 3 28 8	54 3 28 8	55 3 28 8	56 3 28 8	57 3 28 8	58 3 28 8	59 3 28 8	60 3 28 8	61 3 28 8	62 3 28 8	63 3 28 8	64 3 28 8	65 3 28 8	66 3 28 8	67 3 28 8	68 3 28 8	69 3 28 8	70 3 28 8	71 3 28 8	72 3 28 8	73 3 28 8	74 3 28 8	75 3 28 8	76 3 28 8	77 3 28 8	78 3 28 8	79 3 28 8	80 3 28 8	81 3 28 8	82 3 28 8	83 3 28 8	84 3 28 8	85 3 28 8	86 3 28 8	87 3 28 8	88 3 28 8	89 3 28 8	90 3 28 8	91 3 28 8	92 3 28 8	93 3 28 8	94 3 28 8	95 3 28 8	96 3 28 8	97 3 28 8	98 3 28 8	99 3 28 8	100 3 28 8
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[illegible][illegible]



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 5 1/317 3 80 8	 5 2/317 3 80 8	 5 3/317 3 80 8	 5 1/318 3 80 8	 5 2/318 3 80 8	 5 3/318 3 80 8	 5 1/319 3 80 8	 5 2/319 3 80 8	 5 3/319 3 80 8	 0 1 80 8
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 4 1/357 3 90 8	 4 2/357 3 90 8	 4 3/357 3 90 8	 4 1/358 3 90 8	 4 2/358 3 90 8	 4 3/358 3 90 8	 4 1/359 3 90 8	 4 2/359 3 90 8	 4 3/359 3 90 8	 0 1 90 8
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 9 1/3 3 80 8	 4 1/3 3 80 8	 5 1/3 3 80 8	 5 1/3 3 80 8	 5 1/3 3 80 8	 5 1/3 3 80 8	 5 1/3 3 80 8	 5 1/3 3 80 8
 9 1/3 3 83 8	 4 1/3 3 83 8	 5 1/3 3 83 8	 5 1/3 3 83 8	 5 1/3 3 83 8	 5 1/3 3 83 8	 4 1/3 3 83 8	 4 1/3 3 83 8
 9 1/3 3 90 8	 4 1/3 3 90 8	 5 1/3 3 90 8	 5 1/3 3 90 8	 5 1/3 3 90 8	 5 1/3 3 90 8	 4 1/3 3 90 8	 4 1/3 3 90 8
 3 1/2 1 2 6	 3 1/2 1 2 6	 3 1/2 1 2 6	 4 1/2 1 2 8	 4 1/2 1 2 8	 4 1/2 1 2 8	 4 1/2 1 2 8	 4 1/2 1 2 8
 3 1/3 1 3 6	 3 1/3 1 3 6	 3 1/3 1 3 6	 4 1/3 1 3 8	 4 1/3 1 3 8	 4 1/3 1 3 8	 4 1/3 1 3 8	 4 1/3 1 3 8
 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8
 12 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8
 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8	 12 1/3 3 8 8
 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 9 1/3 3 8 8	 5 1/3 3 8 8	 5 1/3 3 8 8	 5 1/3 3 8 8
 6 1/2 2 7 6	 6 2/2 2 7 6	 6 3/2 2 7 6	 6 1/7 3 7 6	 6 2/7 3 7 6	 6 3/7 3 7 6	 6 1/7 3 7 6	 6 2/7 3 7 6
 6 1/2 2 7 6	 6 2/2 2 7 6	 6 3/2 2 7 6	 6 1/7 3 7 6	 6 2/7 3 7 6	 6 3/7 3 7 6	 3 1/7 3 7 6	 6 2/7 3 7 6
 6 1/3 3 8 8	 6 2/3 3 8 8	 6 3/3 3 8 8	 6 1/5 3 8 8	 6 2/5 3 8 8	 6 3/5 3 8 8	 6 1/5 3 8 8	 6 2/5 3 8 8

LONGEST DAY BRITISH SHEET: BACK

 3 2 6	 3 2 6	 3 2 6		 3 2 11 6	 3 2 7 7	 3 2 4 C 6	 3 2 1 P 6	 3 2 GD 6	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 2 3 8	 3 2 6	 3 2 6	 3 2 6	 3 2 11 6	 3 2 7 7	 3 2 4 C 6	 3 2 1 P 6	 3 2 GD 6	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 2 3 4	 2 3 4	 2 3 4		 3 2 11 6	 3 2 7 7	 3 2 4 C 6	 3 2 1 P 6	 3 2 GD 6	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 2 3 8	 3 2 6	 3 2 6	 3 2 6	 2 3 11 8	 2 3 7 8	 2 3 4 C 8	 2 3 1 P 8	 2 3 GD 8	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 3 2 6	 3 2 6	 3 2 6		 2 3 11 8	 2 3 7 8	 2 3 4 C 8	 2 3 1 P 8	 2 3 GD 8	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 3 2 6	 3 2 6	 3 2 6		 2 3 11 8	 2 3 7 8	 2 3 4 C 8	 2 3 1 P 8	 2 3 GD 8	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 2 3 4	 2 3 4			 2 3 11 8	 2 3 7 8	 2 3 4 C 8	 2 3 1 P 8	 2 3 GD 8	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 3 2 6	 3 2 6	 3 2 6		 3 2 11 7	 3 2 7 7	 3 2 4 C 7	 3 2 1 P 7	 3 2 GD 7	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 2 3 4	 2 3 4	 2 3 4		FIRED	FIRED	FIRED	FIRED	FIRED	 2 3 59 8	 2 3 53 8	 2 3 51 8	 2 3 50 8	 2 3 49 8	 2 3 43 8	 2 3 15 8	 2 3 3 C 8	 2 3 3 8	 2 3 2 C 8
 3 3 8	 3 3 8	 3 3 8		FIRED	FIRED	FIRED	FIRED	FIRED	 1 2 59 8	 1 2 53 8	 1 2 51 8	 1 2 50 8	 1 2 49 8	 1 2 43 8	 1 2 15 8	 1 2 3 C 8	 1 2 3 8	 1 2 2 C 8
 0 3 8	 1 2 8	 1 2 8	 1 2 8						FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED
 1 1 4	 1 1 4	 1 1 4		 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4	 2 1 4
 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6	 2 2 6

LONGEST DAY BRITISH SHEET: FRONT

 5 RRC 3 2 C 8	 5 1 SR 3 3 8	 5 RWR 3 3 C 8	 5 8 RSF 3 15 8	 5 4 SLI 3 43 8	 5 10 DLI 3 49 8	 5 5 EFR 3 50 8	 5 2 SH 3 51 8	 5 1 ELR 3 53 8	 5 7 RNR 3 59 8
 5 RHLL 3 2 C 8	 5 2 EYR 3 3 8	 5 RRR 3 3 C 8	 5 6 RSF 3 15 8	 5 4 WR 3 43 8	 5 11 DLI 3 49 8	 5 6 GH 3 50 8	 5 5 SH 3 51 8	 5 1 OBLI 3 53 8	 5 7 SSR 3 59 8
 5 ESR 3 2 C 8	 5 1 SLR 3 3 8	 5 CSR 3 3 C 8	 5 7 KOSB 3 15 8	 5 5 WR 3 43 8	 5 1 TS 3 49 8	 5 7 GH 3 50 8	 5 5 OUCH 3 51 8	 5 1 HLI 3 53 8	 5 7 NSR 3 59 8
 5 BW 3 2 C 8	 5 2 LR 3 3 8	 5 OORC 3 3 C 8	 5 9 C 3 15 8	 5 7 HR 3 43 8	 5 4 LR 3 49 8	 5 6 DLI 3 50 8	 5 5 BW 3 51 8	 5 4 RWF 3 53 8	 5 5 SSR 3 59 8
 5 LRM 3 2 C 8	 5 1 KOSB 3 3 8	 5 LRC 3 3 C 8	 5 2 GH 3 15 8	 5 4 DR 3 43 8	 5 1/4 KO 3 49 8	 5 8 DLI 3 50 8	 5 1 GH 3 51 8	 5 6 RWF 3 53 8	 5 1/6 SS 3 59 8
 5 TCH 3 2 C 8	 5 2 RLR 3 3 8	 5 NSR 3 3 C 8	 5 7 SH 3 15 8	 5 5 DR 3 43 8	 5 HVLR 3 49 8	 5 9 DLI 3 50 8	 5 5/7 GH 3 51 8	 5 7 RWF 3 53 8	 5 2/6 SS 3 59 8
 5 1/5 NR 3 2 C 8	 5 1 RNR 3 3 8	 5 HLIC 3 3 C 8	 5 10 HLI 3 15 8	 5 7 SLI 3 43 8	 5 11 RSF 3 49 8	 5 2 DR 3 50 8	 5 1 BW 3 51 8	 5 1/5 WR 3 53 8	 5 1/7 BW 3 59 8
 5 OQCH 3 2 C 8	 5 2 KSLI 3 3 8	 5 SDGH 3 3 C 8	 5 2 GH 3 15 8	 5 1 WR 3 43 8	 5 6 DWR 3 49 8	 5 1 HR 3 50 8	 5 7 BW 3 51 8	 5 2 MR 3 53 8	 5 2/5 LF 3 59 8
 5 SSR 3 2 C 8	 5 2 RWR 3 3 8	 5 NSH 3 3 C 8	 5 2 ASH 3 15 8	 5 5 DCLI 3 43 8	 5 7 DWR 3 49 8	 5 1 DR 3 50 8	 5 7 ASH 3 51 8	 5 4 WR 3 53 8	 5 5 ELR 3 59 8
 3 3 2 C 8	 3 3 3 8	 3 3 3 C 8	 3 3 15 8	 3 3 43 8	 3 3 49 8	 3 3 50 8	 3 3 51 8	 3 3 53 8	 3 3 59 8
 6 25/31 N 4 1 2 C 8	 6 25/31 N 7 1 3 8	 6 25/31 N 12 1 3 C 8	 6 25/31 N 131 1 15 8	 6 25/31 N 94 1 43 8	 6 25/31 N 69 1 49 8	 6 25/31 N 74 1 50 8	 6 25/31 N 126 1 51 8	 6 25/31 N 81 1 53 8	 6 25/31 N 61 1 59 8
 6 25/31 N 5 1 2 C 8	 6 25/31 N 33 1 3 8	 6 25/31 N 13 1 3 C 8	 6 25/31 N 181 1 15 8	 6 25/31 N 112 1 43 8	 6 25/31 N 143 1 49 8	 6 25/31 N 90 1 50 8	 6 25/31 N 127 1 51 8	 6 25/31 N 83 1 53 8	 6 25/31 N 110 1 59 8
 6 25/31 N 1 1 2 C 8	 6 25/31 N 76 1 3 8	 6 25/31 N 1 1 3 C 8	 6 25/31 N 190 1 15 8	 6 25/31 N 179 1 43 8	 6 25/31 N 185 1 49 8	 6 25/31 N 124 1 50 8	 6 25/31 N 128 1 51 8	 6 25/31 N 133 1 53 8	 6 25/31 N 116 1 59 8

 6 2 GG 2 GD 6	 6 1 P 2 1 P 6	 6 21 2 4 C 6	 5 4 CLY 2 7 7	 6 23 H 2 11 6	RMSR* A&B 0 1 1	 6 6/2C 2 6 6	 6 10/2C 2 6 6	 6 27/2C 2 6 6
 6 1 CG 2 GD 6	 6 2 P 2 1 P 6	 6 22 2 4 C 6	 5 1 RID 2 7 7	 6 FFY 2 11 6	RMSR* C&D 0 1 1	 6 G/4 2 6 6	 6 3 C/4 2 6 6	 5 44 R/4 2 6 8
 6 2 IG 2 GD 6	 6 24 P 2 1 P 6	 6 28 2 4 C 6	 5 5 RTR 2 7 7	 6 3 RTR 2 11 6	RMSR* F&I 0 1 1	 5 4 GG/6 2 4 4	 5 4 CG/6 2 4 4	 5 3 SG/6 2 4 4
 5 1 MGG 3 GD 8	 5 10 P 3 1 P 8	 5 LSR 3 4 C 8	 5 RB 3 7 8	 5 8 RB 3 11 8	RMSR* G&H 0 1 1	 6 4/7/8 2 6 6	 6 24 L/8 2 6 6	 5 N/8 2 6 8
 5 5 CG 3 GD 8	 5 1 P 3 1 P 8	 5 LWR 3 4 C 8	 5 1/5 Q 3 7 8	 5 3 MN 3 11 8	RMSR* P&Q 0 2 1	 6 13/18/27 2 6 6	 6 EV/27 2 6 6	 6 V/27 2 6 6
 5 3 IG 3 GD 8	 5 8 P 3 1 P 8	 5 AR 3 4 C 8	 5 1/6 Q 3 7 8	 5 4 KSLI 3 11 8	RMSR* S&T 0 2 1	 6 22/30 2 6 6	 6 1 L/30 2 6 6	 6 WD/30 2 6 6
 5 5 CG 3 GD 8	 5 9 P 3 1 P 8	 5 ASHC 3 4 C 8	 5 1/7 Q 3 7 8	 5 1 HD 3 11 8	RMSR* W&X 0 2 1	 5 9 RTR 2 4 4	 5 7 RTR 2 4 4	
 5 2 WG 2 GD 7	 5 10 PMR 2 1 P 7	 5 29 2 4 C 7	 5 SH/KR 2 7 7	 5 2 N 2 11 7	RMSR* Y&Z 0 5 1	 6 1 N/33 2 6 6	 6 144/33 2 6 6	 6 148/33 2 6 6
 6 25/31 N 55 1 GD 8	 6 25/31 N 1 1 P 6	 6 25/31 N 15 4 C 6	 6 25/31 N 5 RHA 1 6 6	 6 25/31 N 13 11 6	RMSR* V&W 0 5 1	 5 107/34 2 4 4	 5 147/34 2 4 4	 5 153/34 2 4 4
 6 25/31 N 153 1 GD 8	 6 25/31 N 2 1 P 8	 6 25/31 N 23 1 4 C 8	 6 25/31 N 3 RHA 1 6 6	 6 25/31 N 151 1 11 8	RMSR* S&T 0 5 1	 5 2 S/56 2 8 8	 5 3 G/56 2 8 8	 5 3 E/56 2 8 8
 2 1 IND 1 GD 8	 2 1 P 1 1 P 8	 2 1 C 1 4 C 8	 2 1 IND 1 7 8	 2 1 IND 1 11 8	 3 1 BEL 3 8 8	 3 1 BEL 3 8 8	 3 1 BEL 3 8 8	 1 1 BEL 1 2 8
 4 26 1 4	 4 77 1 4	 4 79 1 4	 4 80 1 4	 4 81 1 4	 4 82 1 4	 2 A/141 1 4 4	 2 B/141 1 4 4	 2 C/141 1 4 4
 4 3 2 6	 4 4 2 6	 4 6 2 6	 4 41 RM 2 6 6	 4 45 RM 2 6 6	 4 46 RM 2 6 6	 4 47 RM 2 6 6	 4 48 RM 2 6 6	

1 ↑ 3	7 4 8	1 ↑ 3	7 4 8	1 ↑ 3	7 4 8	1 ↑ 3	7 4 8	1 ↑ 3	7 4 8	1 ↑ 3	2 8	1 ↑ 3	2 8	1 ↑ 3	2 8	1 ↑ 3	2 8	1 ↑ 3	2 8
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FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED
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FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED
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FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED	FIRED
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					FIRED	FIRED	FIRED	FIRED	FIRED										
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1 ↑ 3	2 8	1 ↑ 3	3 4	1 ↑ 3	3 4	1 ↑ 3	3 4	1 ↑ 3	3 4	1 ↑ 3	3 4	1 ↑ 3	3 4	1 ↑ 3	3 4	1 ↑ 3	3 4	1 ↑ 3	3 4
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FIRED	FIRED	FIRED	FIRED	FIRED	0 1 4														
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+2 MP	+2 MP	+2 MP	+2 MP	+2 MP	+2 MP
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3 5 2 6 4	3 5 2 6 4	3 5 1 CAN 2 6 4	3 5 7 2 6 4	3 5 12 2 6 4	3 5 13 2 6 4	3 5 2 OB 2 6 4	3 5 1 RLR 2 6 4	3 5 12 D 2 6 4	3 5 3 6 8
1 2 249 FD 1 6 4	3 2 1 6 8	1 1 1 6 8	1 1 1 6 8	2 3 1 6 8	1 1 210 1 6 8	1 1 211 1 6 8	1 1 212 1 6 8	5 4 1 6 8	5 4 1 6 8

0 8	0 8	0 8	0 8	0 8	0 8	0 8	0 8	0 8	0 8
0 8	0 8		0 8	0 8	0 8	0 8	0 8	0 8	0 8

0 2 2 1 8	0 2 2 2 8	0 2 2 3 8	0 2 2 4 8	0 2 2 5 8	0 2 2 6 8	0 2 2 7 8	0 2 2 8 8	0 2 2 9 8	0 2 2 10 8
0 2 2 11 8	0 2 2 12 8	0 2 2 13 8	0 2 2 14 8	0 2 2 15 8	0 2 2 16 8	0 2 2 17 8	0 2 2 18 8	0 2 2 19 8	0 2 2 20 8

0 2 2 21 8	0 2 2 22 8	0 2 2 23 8	0 2 2 24 8	0 2 2 25 8	0 2 2 1 4	0 2 2 2 4	0 2 2 3 4	0 2 2 1 6	0 2 2 2 6
0 2 2 26 8	0 2 2 27 8	0 2 2 28 8	0 2 2 29 8	0 2 2 30 8	0 2 2 31 8	0 2 2 4 4	0 2 2 5 4	0 2 2 3 6	0 2 2 4 6

DISRUPT	DISRUPT	DISRUPT	DISRUPT	DISRUPT	DISRUPT	DISRUPT	DISRUPT	DISRUPT	DISRUPT
TURN NOW	WEATHER NOW	RAIL DAMAGE		CHRBG STATUS	Cherbourg *		DISRUPT	DISRUPT	DISRUPT

BH	BH	BH	BH	BH	BH	BH	BH	BH	BH
BH	BH	BH	BH	BH	BH	BH	BH	B Mulberry	A Mulberry

Coursuilles *	Isigny *	SWaast *	Barfleur *	BUILDING *	BUILDING *	BUILDING *	BUILDING *	DAMAGED *	DAMAGED *
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3 4 31 C 8	3 4 318 AC 8	3 4 32 HC 8	3 4 31 RD 8	3 4 311 H 8	12 8 6 3	12 8 62 3	12 8 73 3	12 8 66 3	12 8 91 3
5 3 191 1 8	5 3 6 1 8	5 3 25 1 8	5 3 86 1 8	5 3 147 1 8	5 3 150 1 8	5 1 7 1 8	5 1 9 1 8	5 1 10 1 8	5 1 11 1 8

5 1 13 1 8	5 1 15 1 8	5 1 53 1 8	5 1 59 1 8	5 1 61 1 8	5 1 63 1 8	5 1 64 1 8	5 1 65 1 8	5 1 67 1 8	5 1 68 1 8
5 1 72 1 8	5 1 77 1 8	5 1 79 1 8	5 1 84 1 8	5 1 107 1 8	5 1 121 1 8	5 1 146 1 8	5 1 3 CAN 8	5 1 4 CAN 8	5 1 7 CAN 8

7 1 9 1 8	7 1 51 1 8	7 1 52 1 8	7 1 53 1 8	7 1 59 1 8		0 2 1 1 4	0 2 1 2 4	0 2 1 3 4	0 2 1 4 4
0 2 2 5 6	0 2 2 6 6	0 2 2 7 6	0 2 2 8 6	0 2 2 9 6	0 2 2 10 6	0 2 1 1 7	0 2 1 2 7	0 2 1 3 7	0 2 1 4 7

121 FB	122 FB	123 FB	124 FB	125 FB	126 CA FB	127 CA FB	131 PO FB	132 NW FB	133 PO FB
134 CZ FB	135 BE FB	136 FB	141 NE FB	143 CA FB	144 CA FB	145 FR FB	146 FB	138 LB-1	141 LB-1

36 FB	48 FB	50 FB	354 FB	358 FB	362 FB	363 FB	365 FB	366 FB	367 FB
368 FB	370 FB	371 FB	373 FB	404 FB	405 FB	406 FB	474 FB	322 MB-2	323 MB-2

137 MB-3		409 LB-1	410 LB-1	344 MB-2	386 MB-2	387 MB-2	391 MB-2	394 MB-2	397 MB-2
139 MB-3		416 LB-1		11B-1 HB	11B-2 HB	11B-3 HB	11B-4 HB	11B-5 HB	11B-6 HB

BB	CA	DD	ROCKET		BB	CA	DD	ROCKET	
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LONGEST DAY GERMAN #1 SHEET: BACK

 2 2 1 130 4	 3 3 2 21 6	 4 5 2 12ss 6	 4 5 2 10ss 6	 4 5 2 9ss 6	 4 5 2 2ss 6	 4 5 2 1ss 6	 3 3 2 2 6	 3 3 2 116 6	 3 3 2 9 6
 1 2 1 130 6	 2 2 2 21 6	 6 6 2 12ss 6	 6 6 2 10ss 6	 6 6 2 9ss 6	 6 6 2 2ss 6	 6 6 2 1ss 6	 5 5 2 2 6	 5 5 2 116 6	 5 5 2 9 6
 1 2 1 130 6	 5 6 3 21 6	 5 6 3 12ss 6	 5 6 3 10ss 6	 5 6 3 9ss 6	 5 6 3 2ss 6	 5 6 3 1ss 6	 5 6 3 2 6	 5 6 3 116 6	 5 6 3 9 6
 1 2 1 130 6	 3 4 3 21 8	 4 5 3 12ss 8	 4 5 3 10ss 8	 4 5 3 9ss 8	 4 5 3 2ss 8	 4 5 3 1ss 8	 3 4 3 2 8	 3 4 3 116 8	 3 4 3 9 8
 1 2 1 130 6	FIRED	 4 5 3 12ss 8	 4 5 3 10ss 8	 4 5 3 9ss 8	 4 5 3 2ss 8	 4 5 3 1ss 8	 5 6 3 2 6	 5 6 3 116 6	 5 6 3 9 6
 2 3 1 130 6	 5 6 3 21 6	 5 6 3 12ss 6	 5 6 3 10ss 6	 5 6 3 9ss 6	 5 6 3 2ss 6	 5 6 3 1ss 6	 3 4 3 2 8	 3 4 3 116 8	 3 4 3 9 8
 2 3 1 130 6	 3 4 3 21 8	 4 5 3 12ss 8	 4 5 3 10ss 8	 4 5 3 9ss 8	 4 5 3 2ss 8	 4 5 3 1ss 8	 2 3 3 2 6	 2 3 3 116 6	 2 3 3 9 6
 2 3 1 130 6	FIRED	 4 5 3 12ss 8	 4 5 3 10ss 8	 4 5 3 9ss 8	 4 5 3 2ss 8	 4 5 3 1ss 8	 2 3 3 2 8	 2 3 3 116 8	 2 3 3 9 8
 4 5 1 130 6	 2 3 3 21 6	 2 3 3 12ss 6	 2 3 3 10ss 6	 2 3 3 9ss 6	 2 3 3 2ss 6	 2 3 3 1ss 6	 1 2 3 2 6	 1 2 3 116 6	 4 2 2 9 8
 5 6 3 130 6	 2 3 3 21 8	 2 3 3 12ss 8	 2 3 3 10ss 8	 2 3 3 9ss 8	 2 3 3 2ss 8	 2 3 3 1ss 8	 1 3 2 2 8	 1 3 2 116 8	FIRED
 5 6 3 130 6	 4 1 1 21 8	 1 2 3 12ss 6	 1 2 3 10ss 6	 1 2 3 9ss 6	 1 2 3 2ss 6	 1 2 3 1ss 6	 4 2 2 2 8	 4 2 2 116 8	FIRED
 5 6 3 130 6	 4 1 1 21 8	 1 3 2 12ss 8	 1 3 2 10ss 8	 1 3 2 9ss 8	 1 3 2 2ss 8	 1 3 2 1ss 8	FIRED	FIRED	FIRED
 5 6 3 130 6	 4 1 1 21 8	 2 3 2 12ss 6	 2 3 2 10ss 6	 2 3 2 9ss 6	 2 3 2 2ss 6	 2 3 2 1ss 6	FIRED	FIRED	

 0 2 2 2 FS 8	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
 0 2 2 2 FS 8	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
 0 2 2 2 FS 8	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
 0 2 2 2 FS 8	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
 0 2 2 2 FS 8	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
 1 3 2 2 FS 8	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
 1 3 2 2 FS 8	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8						
FIRED	 3 4 3 6 FS 8	 3 4 3 3 FS 8	 3 4 3 5 FS 8	 7 5 2 8					
 1 3 2 6 FS 8			 7 5 2 8						
	 2 3 3 3 FS 8	 2 3 3 5 FS 8	 7 5 2 8						
 7 3 2 3 FS 8	 7 3 2 5 FS 8	 2 3 3 8							
 7 3 2 3 FS 8	 7 3 2 5 FS 8	 2 2 2 6							

LONGEST DAY GERMAN #1 SHEET: FRONT

1 1 1 8	1 1 2 8	1 1 3 8	1 1 4 8	32/1 1 32 8	1/13 3 5 FS 8	1/5 3 3 FS 8	1/16 3 6 FS 8	1/2 3 2 FS 8
1 1 1 8	1 1 2 8	1 1 3 8	1 1 4 8	32/2 1 32 8	1/13 3 5 FS 8	1/5 3 3 FS 8	1/16 3 6 FS 8	1/2 3 2 FS 8
1 1 1 8	1 1 2 8	1 1 3 8	1 1 4 8	32/3 1 32 8	1/13 3 5 FS 8	1/5 3 3 FS 8	1/16 3 6 FS 8	1/2 3 2 FS 8
1 1 1 8	1 1 2 8	1 1 3 8	1 1 4 8	32/4 1 32 8	1/14 3 5 FS 8	1/8 3 3 FS 8	1/17 3 6 FS 8	1/2 3 2 FS 8
1 1 1 8	1 1 2 8	1 1 3 8	1 1 4 8	32/5 1 32 8	1/14 3 5 FS 8	1/8 3 3 FS 8	1/17 3 6 FS 8	1/2 3 2 FS 8
1 1 1 8	1 1 2 8	1 1 3 8	1 1 4 8	1 1 30 8	1 1 32 8	1/14 3 5 FS 8	1/8 3 3 FS 8	1/17 3 6 FS 8
1 1 1 8	1 1 2 8	1 1 3 8	1 1 4 8	1 1 30 8	1 1 32 8	1/14 3 5 FS 8	1/8 3 3 FS 8	

6 1/33 2 9 6	7 1/16 2 116 6	6 1/3 2 2 6	7 1/1 2 1ss 6	8 1/2 2 2ss 6	7 1/9 2 9ss 6	8 1/10 2 10ss 6	7 1/12 2 12ss 6	5 1/100 2 21 6	3 130 1 130 4
9 11/33 2 9 6	9 11/16 2 116 6	9 11/3 2 2 6	11 11/1 2 1ss 6	11 11/2 2 2ss 6	11 11/9 2 9ss 6	11 11/10 2 10ss 6	11 11/12 2 12ss 6	4 11/100 2 21 6	3 1/1 1 130 6
8 1/16 3 9 6	8 1/60 3 116 6	8 1/2 3 2 6	9 1/1 3 1ss 6	10 1/3 3 2ss 6	9 1/19 3 9ss 6	10 1/21 3 10ss 6	9 1/25 3 12ss 6	10 1/125 3 21 6	3 2/1 1 130 6
5 11/10 3 9 8	5 11/60 3 116 8	5 11/2 3 2 8	7 11/1 3 1ss 8	7 11/3 3 2ss 8	7 11/19 3 9ss 8	7 11/21 3 10ss 8	7 11/25 3 12ss 8	5 11/125 3 21 8	3 3/1 1 130 6
8 1/11 3 9 6	8 1/156 3 116 6	8 1/304 3 2 6	7 11/1 3 1ss 8	7 11/3 3 2ss 8	7 11/19 3 9ss 8	7 11/21 3 10ss 8	7 11/25 3 12ss 8	2 16/125 1 21 6	3 4/1 1 130 6
5 11/11 3 9 8	5 11/156 3 116 8	5 11/304 3 2 8	9 1/2 3 1ss 6	10 1/4 3 2ss 6	9 1/20 3 9ss 6	10 1/22 3 10ss 6	9 1/36 3 12ss 6	10 1/192 3 21 6	4 6/2 1 130 6
4 8/6 3 9 6	4 8/5 3 116 6	4 8/2 3 2 6	7 11/1 3 1ss 8	7 11/4 3 2ss 8	7 11/20 3 9ss 8	7 11/22 3 10ss 8	7 11/26 3 12ss 8	5 11/192 3 21 8	4 5/2 1 130 6
4 3 9 8	4 3 116 8	4 3 2 8	7 11/2 3 1ss 8	7 11/4 3 2ss 8	7 11/20 3 9ss 8	7 11/22 3 10ss 8	7 11/26 3 12ss 8	2 16/192 1 21 6	4 7/2 1 130 6
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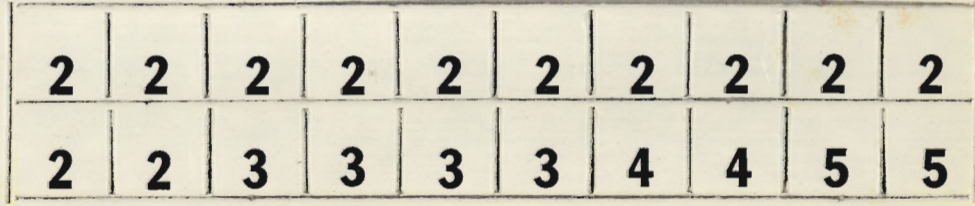
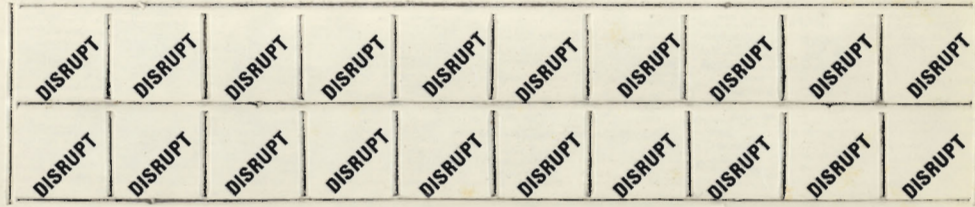
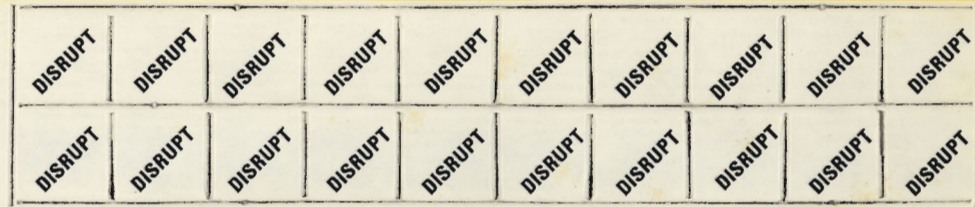
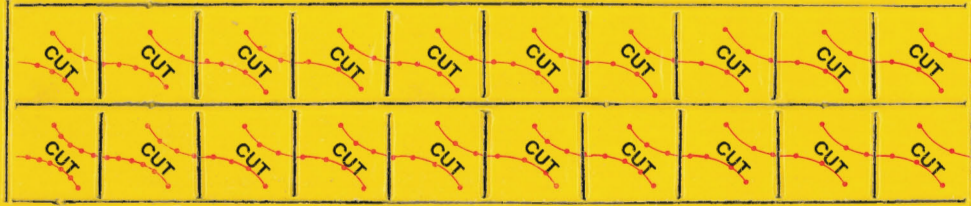
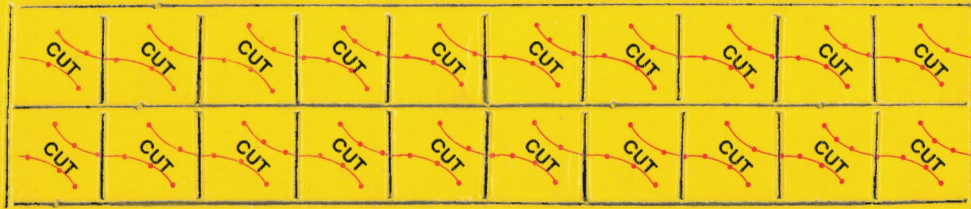
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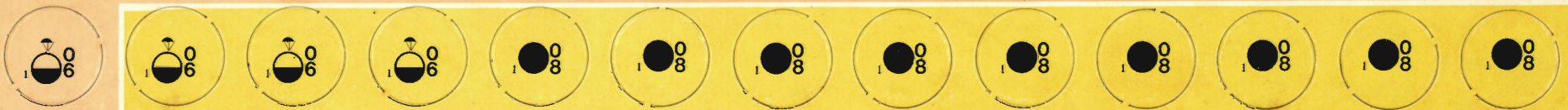
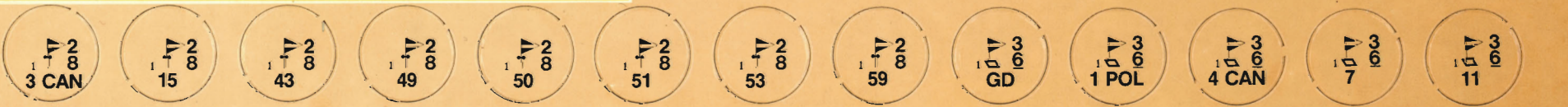
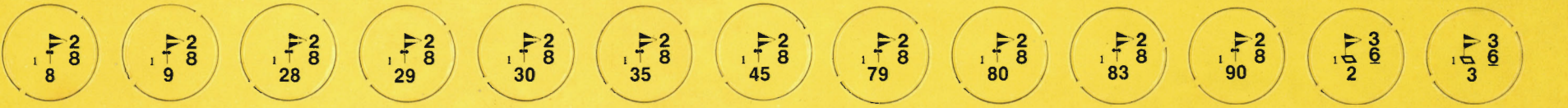
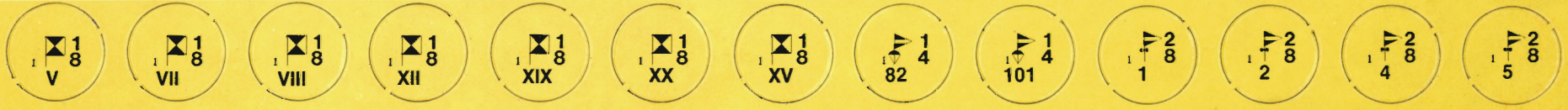
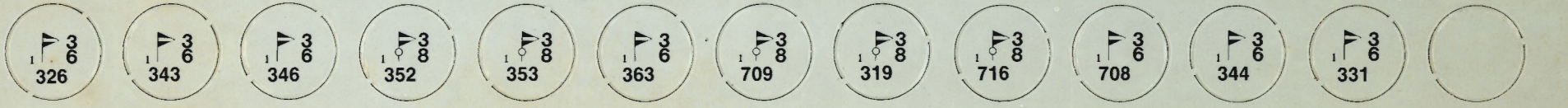
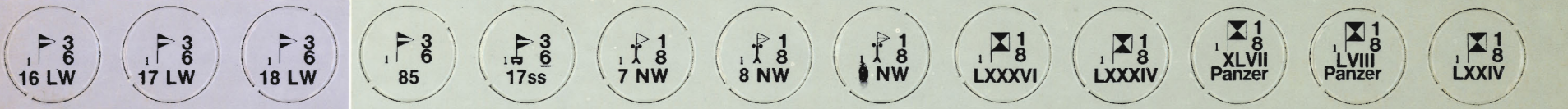
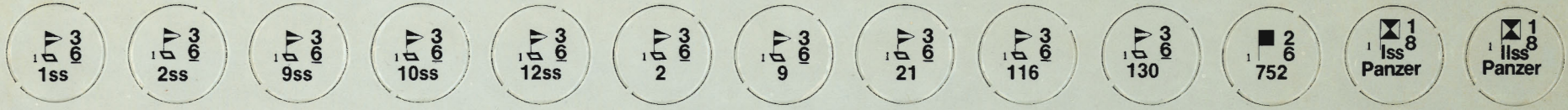
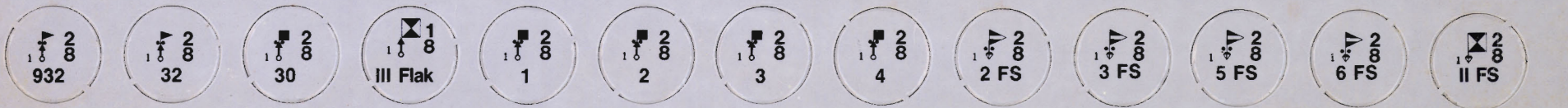
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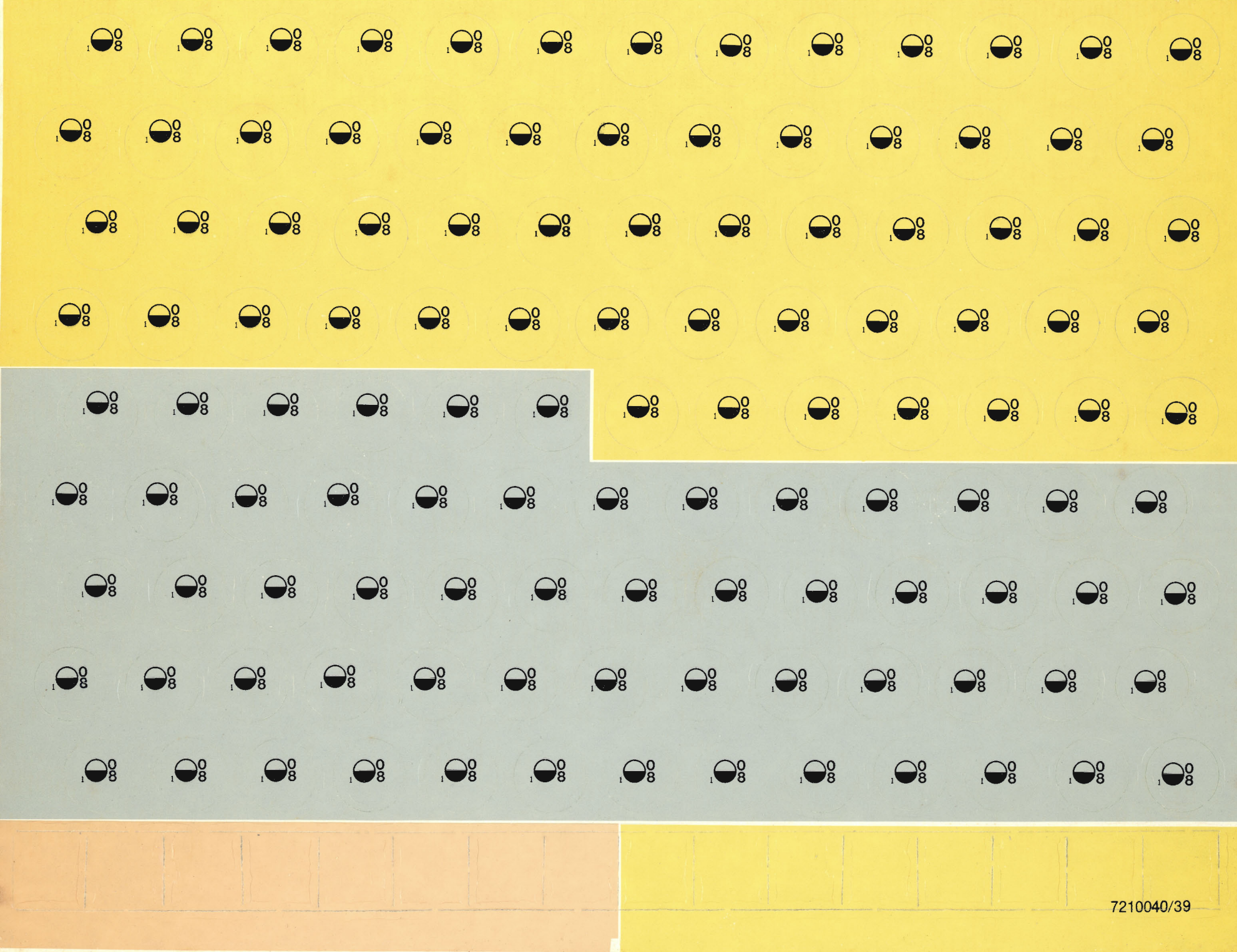
LONGEST DAY UTILITY HALF-SHEET

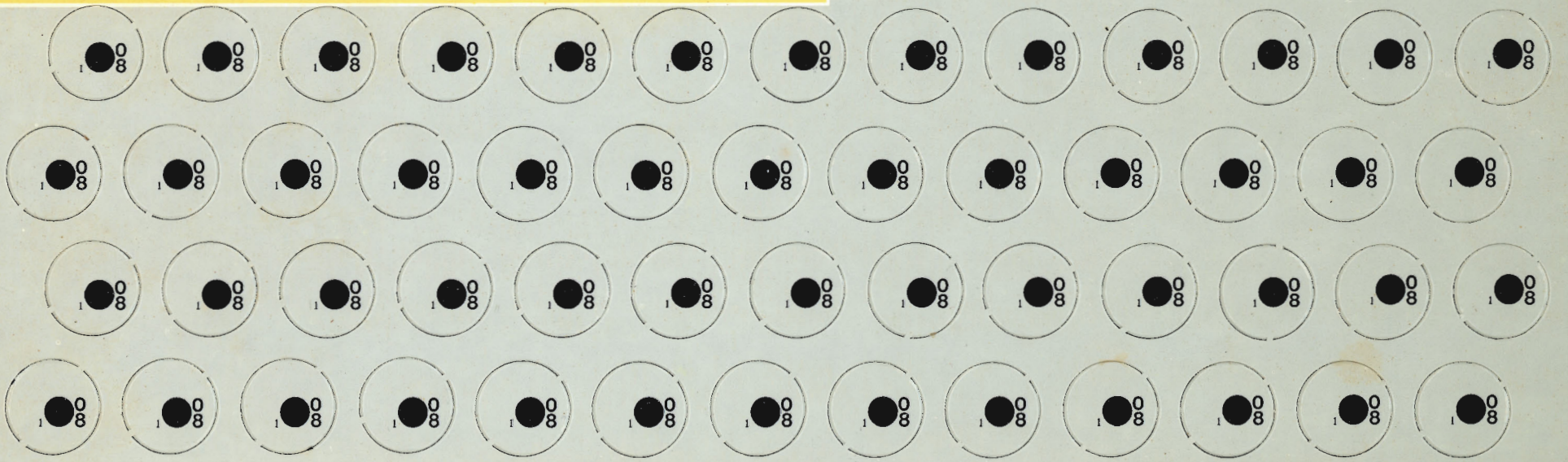
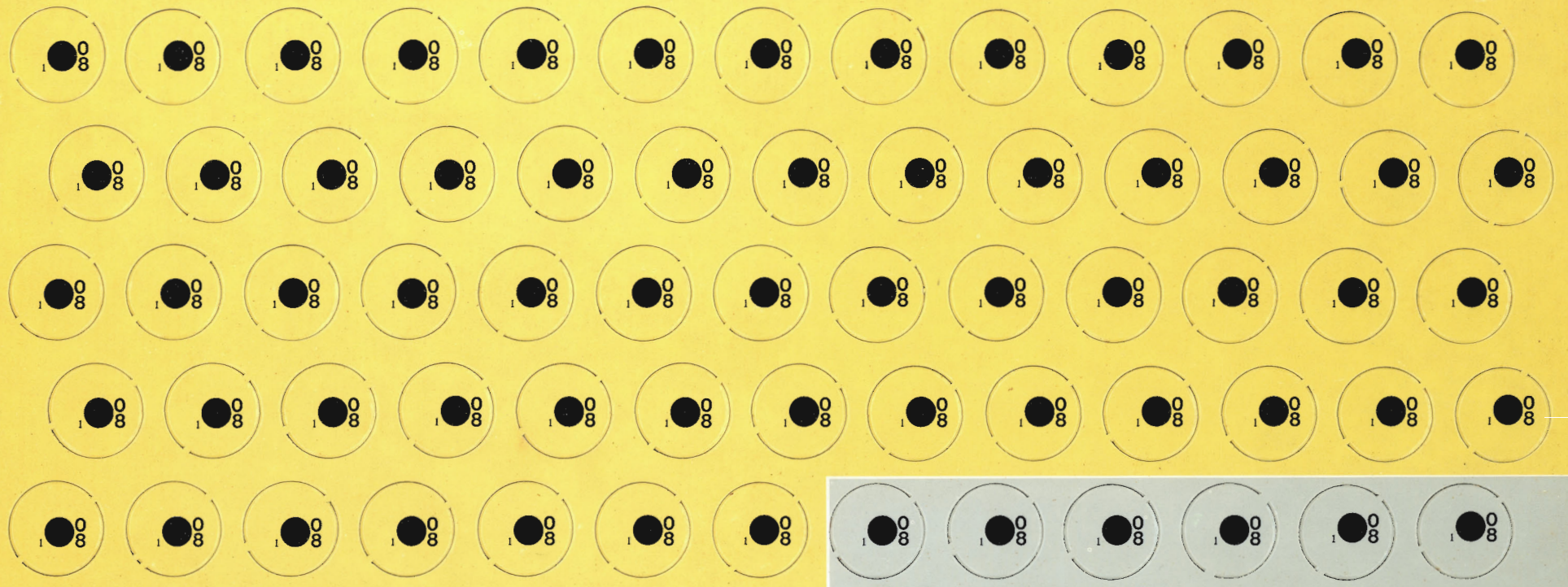




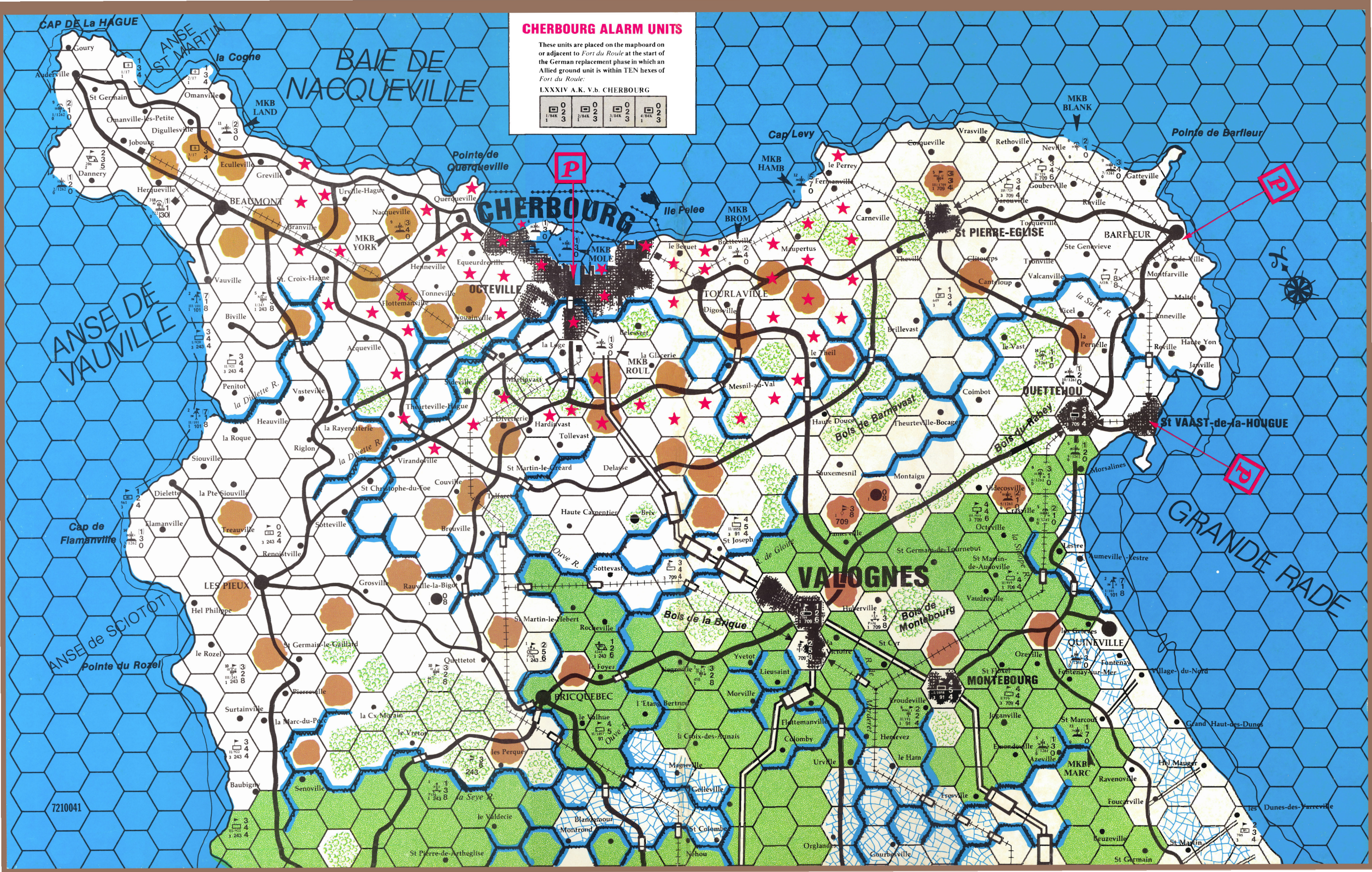
LONGEST DAY UTILITY SHEET: FRONT







INTERDICT 2	INTERDICT 3	INTERDICT 4	INTERDICT 5	INTERDICT 6	INTERDICT 7	INTERDICT 8	INTERDICT 1	INTERDICT 1	INTERDICT 2	INTERDICT 3	INTERDICT 4	INTERDICT 5	INTERDICT 6	INTERDICT 7	INTERDICT 8
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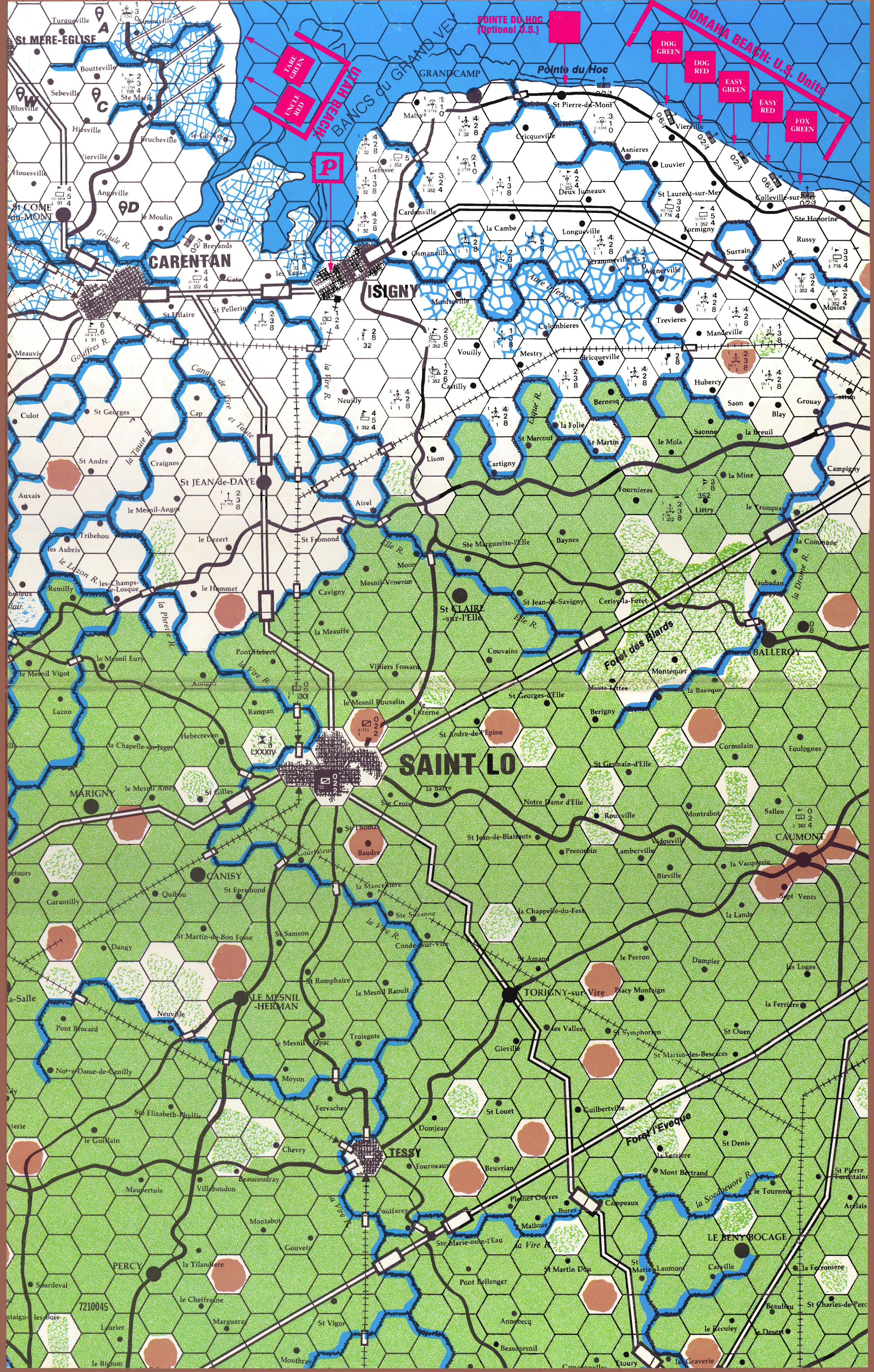
CHERBOURG ALARM UNITS

These units are placed on the mapboard on or adjacent to Fort du Roule at the start of the German replacement phase in which an Allied ground unit is within TEN hexes of Fort du Roule:

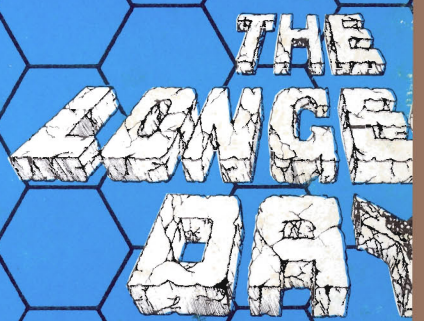
LXXXIV A.K. V.b. CHERBOURG

 0 2 3	 0 2 3	 0 2 3	 0 2 3
1/84K	2/84K	3/84K	4/84K





BAIE DU SE



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GOLD BEACH: British Units

ITEM GREEN
JIG RED

JIG GREEN
KING RED

KING GREEN

JUNO BEACH: British Units

MIKE GREEN

MIKE RED

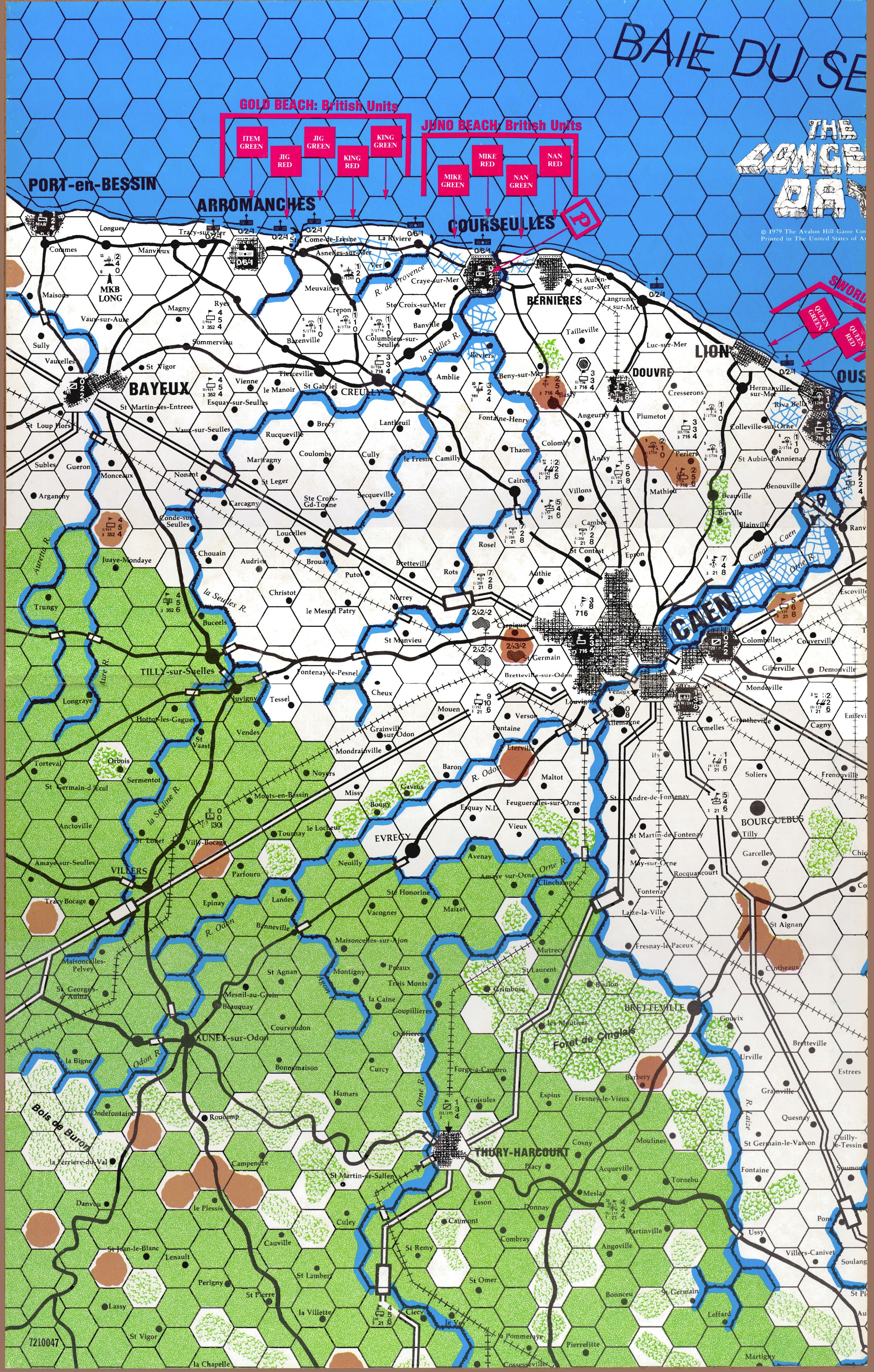
NAN GREEN

NAN RED

SWORD BEACH: British Units

QUEEN GREEN

QUEEN RED

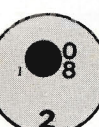
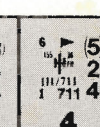
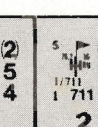
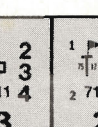
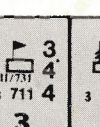
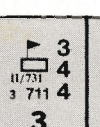
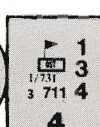


LINE



6 JUNE: 711 INFANTRIE DIVISION

These units enter the game during any German regular movement phase on or after the 6 June turn, depending upon each unit's activation die roll. Units may enter the mapboard directly via entry hexes 'A' through 'E'. NOTE: Units may NOT enter the mapboard using railroad movement!



BEACH:

TREHAM

CABOURG

HOULGATE

FRANCEVILLE

DIVES

DOZULE

TROARN

MEZIDON

St PIERRE

MORTEAUX

