Normandy '44



RULES OF PLAY

Edition 2.1

TABLE OF CONTENTS

1. Introduction 2
2. Contents 2
3. Sequence of Play 4
4. Weather 4
5. Supply Points 5
6. Replacements and Reinforcements 5
7. Stacking 7
8. Zones of Control 7
9. Movement 8
10. Combat 10
11. Combat Modifiers 11
12. Combat Results 12
13. Retreat and Disruption 14
14. Advance After Combat 15
15. Reserve Movement and Combat 16
16. Fortifications 16
17. Special Units 17
18. Supply and Isolation 18
19. Air and Naval Support 19
20. The Invasion Turn 20
21. Beachheads, Mulberries and Evacuations 21
22. Special Rules 22
23. Automatic Victory 22
24. The Campaign Game 22
25. Seven-Turn Mini-Game 23
26. Cherbourg Scenario 23
27. Multi-Player 24
28. Optional Rules 24

Extended Example of Play 25
Designer's Notes 30
Credits 30
Index 31

© 2015 GMT Games, LLC • P.O. Box 1308, Hanford, CA 93232-1308 • www.GMTGames.com

1. INTRODUCTION

Normandy '44 is a game covering the D-Day invasion of Normandy and the month of fighting afterwards. One player controls the Allied forces and tries to expand his beachheads to capture Cherbourg and other towns and cities on the map to gain the necessary victory points required to win. The other side controls the German forces and tries to drive the Allied forces back into the sea or prevent the Allied player from achieving his objectives.

2. CONTENTS

2.1 Inventory

Each game of *Normandy '44* contains the following:

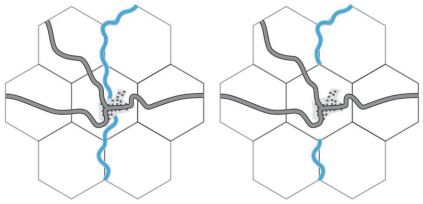
- one Map
- two counter sheets
- this rule booklet
- one 6-sided die
- five Player Aid Cards—two for the German player, two for the Allied player and one TEC/CRT

2.2 The Map

(2.2.1) Consult the Terrain Effects Chart printed on the Player Aid Card for a complete list of the map's terrain and how it affects movement and combat. A hexagonal grid overprints the map and regulates movement. Terrain outside the hexgrid is not playable (exception: the area representing the beach assaults are used by the Allied player during the invasion turn).

(2.2.2) Contour Lines: Note that the elevation and contour lines on the map are for cartographic interest only. The only hills that affect play are indicated with a brown hexagon.

(2.2.3) Rivers in Hexes: Ignore rivers that flow through the middle of a Town, City or Flooded hex. The importance of the river as a barrier to movement, and an aid to defense has been mitigated by the surrounding terrain.



See this Think this

(2.2.4) The Orne Canal: A canal runs along the river between Caen and the sea. The canal is shown for cartographic interest only—treat these hexsides as a normal major river.

(2.2.5) Control: A player controls a Town, City, or fortification hex if he has a unit in the hex or was the last player to have a unit in the hex. All other hexes are only controlled by the presence of units.

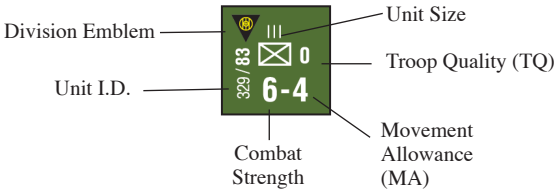
2.3 The Counters

There are two general types of counters: combat units and information markers ("markers"). Combat units mostly represent the individual battalions, regiments and brigades involved in the campaign; though some combat units also represent the manned fortified positions used by the Germans in forming their Atlantic Wall defenses. Markers are used to track game information, and unit status.

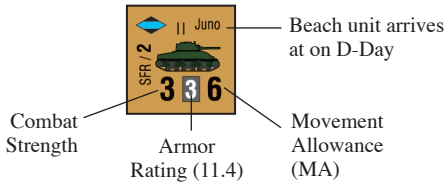
(2.3.1) How to Read the Combat Units

Combat Strength: The strength the unit contributes when attacking or defending. If the number is in parenthesis (10.7) then it may only defend—it may not attack (e.g. Headquarters units).

US 329th Regiment of the 83rd Division



Sherbrooke Fusiliers Regiment (SFR) of the 2nd Canadian Armored Brigade



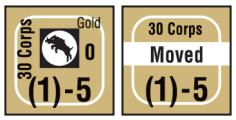
SILHOUETTED UNITS (2.3.6)



Armor Rating in red box indicates unit is Anti-tank (11.4)

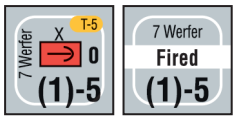
Red Combat Factor indicates Tiger tanks receive a shift in attack and defense (11.9)

Corps HQ (17.2)



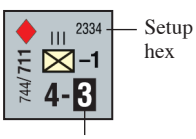
Front *Ready Side* Back

WERFER (17.3)



Front *Ready Side* Back

744th Regiment of the 711th Division



Setup hex

MA in a black box indicates unit cannot move until released (17.6).

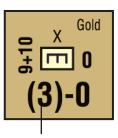
922(-) Regiment of the 243rd Division



Starts in Mobilization box (6.7)

MA in a white circle indicates a bicycle unit (9.9).

British 9+10 Beach Group



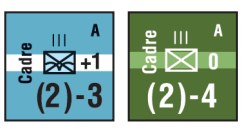
Parenthetical Combat Strength means unit may only defend (10.7).

STRONGPOINT (16.2)



White box indicates unit has no ZOC (8.1).

CADRES



Thick stripe indicates last step of unit (2.3.5).

© 2015 GMT Games, LLC

Movement Allowance (MA): The maximum number of Movement Points (MPs) the unit may expend for movement and still attack in the Combat Phase. Units with a MA of 0 may never move, and if forced to retreat due to combat are eliminated instead (13.2).

Troop Quality (TQ): All combat units have a Troop Quality rating (all Silhouetted and HQ units have a TQ of 0). This number is used for various purposes:

- to determine a TQ Shift in combat (11.5)
- as a DRM on the Determined Defense Table (12.4)
- as a DRM on the Isolation Attrition Roll (18.5)

Armor Rating: Used for the Armor Shift rule (11.4). An Armor Rating in a red box indicates an Anti-tank unit.

Unit I.D.: The actual name or number of the unit.

(2.3.2) Unit Size

II = Battalion	XX = Division	
III = Regiment	XXX = Corps	(+) = unit reinforced
X = Brigade	XXXX = Army	(-) = part of unit detached

(2.3.3) Summary of Unit Types:
All units are either Mechanized or Non-Mechanized. This is important for determining the cost to move into each hex.

Non-Mechanized*	Mechanized
Infantry	Armor •
Airborne Infantry	Panzergrenadier*
Glider	Motorized Infantry*
Bicycle Infantry	Reconnaissance •
Security	HQ
Engineer	Werfer
Fortress Infantry	88 Flak
Ost (East) unit	Anti-tank (AT)
	Tank •
	Self Propelled AT •

Silhouetted units

* = *Infantry type units*
• = *Armored Units*

INFANTRY-TYPE UNITS: All non-Mechanized units, plus Panzergrenadier, and Motorized Infantry, are considered Infantry-Type units. This is important for the Replacement rules (6.1) and for building Improved Positions (16.1).

ARMORED UNITS: This is important for the Armor Shift (11.4) and the Replacement rules. Armored units include tanks, Reconnaissance, and self-propelled anti-tank guns (e.g. the PzJg/Lehr unit) and come in two types: Silhouetted or with a NATO symbol. The NATO symbol represents a mixed force of tanks and infantry. A Silhouetted Armored unit represents a battalion of armored vehicles with little or no infantry support (2.3.6).

(2.3.4) Unit Colors
The background color of a unit denotes its nationality or branch of service.

- Olive Green — US 1st Army units
- Light Beige — British 2nd Army units
- Dark Beige — Canadian (part of British 2nd Army) units
- Gray — German Wehrmacht
- Dark Gray — German SS
- Medium Blue — German Luftwaffe
- Dark Blue — German Kriegsmarine
- Burgundy — Organization Todt

(2.3.5) 3-Steps Units
Some units have three steps and are indicated with a thin stripe across their counter on their reverse side (units on their last step are indicated with a much thicker stripe). When these 3-step units take a second step loss, they are replaced with a Cadre (17.9) of the appropriate type.



Full Strength | Reduced Strength | Cadre

(2.3.6) Silhouetted Units
Any unit with a tank, self-propelled anti-tank, or 88mm gun image, instead of a unit type box, is a Silhouetted unit. Silhouetted units have the following special properties:

- one may stack freely in a hex (7.1)
- they are susceptible to losing a step when Strafed (19.1.4)
- they do not receive or contribute to a Defensive Combat Bonus (11.2) when defending a hex

(2.3.7) Markers
The various markers in the game are used to indicate the status of a unit (e.g. Disrupted, In Reserve, etc.) or are used to represent air, naval and supply assets for the various Armies.

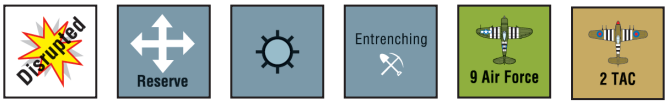
2.4 Abbreviations & Acronyms

The following abbreviations and acronyms are used in this game:

CRT: Combat Results Table
CW: Commonwealth
DCB: Defensive Combat Bonus
DD: Determined Defense
DRM: Die Roll Modifier
EZOC: Enemy Zone of Control
HQ: Headquarters Unit
IP: Improved Position
MA: Movement Allowance
MAF: Main Assault Force
MPs: Movement Points

continued on next page

Markers



Disrupted | Reserve Status | Improved Position (Front) | Improved Position (Back) | US Air Unit | CW Air Unit

Regroup | Replacement | Naval Support Marker | Army Supply Pt Marker | Out of Supply | Isolated

Weather | Replacement | Strategic Movement | Scattered | Mulberry | Turn

© 2015 GMT Games, LLC

OOS: Out of Supply
Repl: Replacements
RP: Reinforcement Point
SP: Strongpoint
TEC: Terrain Effects Chart

3. SEQUENCE OF PLAY

Normandy '44 is played in a series of game turns (hereafter "turns") representing approximately one day of the campaign. A turn is composed of two player-turns. Each player-turn is subdivided into several phases. Every turn, except the first turn of the Campaign Game (24.0), is played in the following order:

A. INITIAL PHASE

1. Determine Weather (4.0).

2. Mulberry construction is begun or completed at this time (21.1).

3. Both players receive Supply Points (5.0) and Replacements (6.1) which they must record on the General Records Track.

4. Flip over all in-supply HQs (17.2) and Werfer Brigades (17.3) to their Ready side.

B. GERMAN PLAYER-TURN

1. German Replacement Phase
The German player may use his Replacements on any unit that is currently able to trace a Line of Supply (6.2).

2. German Movement Phase
- German IPs (16.1) started in the previous turn are now completed.
- The German player may start building IPs.
- The German player may move all, some or none of his units.
- The German player may place units into Reserve (15.1).
- German Reinforcements enter during this Phase (6.6-6.7).

3. German Combat Phase
The German player conducts all his attacks. Supply Points are only expended if an Artillery Shift is used (17.2).

4. German Reserve Movement Phase (15.2)
The German player may move any of his units in Reserve.

5. German Reserve Combat Phase (15.3)
German units in Reserve may conduct combat.

NOTE: The Reserve Phases are skipped if there are no friendly units in Reserve.

6. German Recovery Phase
Remove all Replacement (6.2) and Disruption (13.6) markers from German units. Remove all Reserve markers from German units adjacent to an enemy unit (15.4).

7. German Supply Phase
a. Check the Supply status of all German units (18.1-18.3), and mark all German units unable to trace a Line of Supply with an Out of Supply marker. If the unit was already marked Out of Supply from a previous turn, flip the Out of Supply marker over to its red (Isolated) side.

b. Roll for Attrition (18.5) of all German units that are marked with a red Out of Supply marker (including those just marked) and that are adjacent to an enemy unit.

C. ALLIED PLAYER-TURN

The Allied Player-Turn is identical to the German Player-Turn (switching the term German for Allied) except for the additional activity during the Recovery Phase.

1. Allied Replacement Phase
2. Allied Movement Phase
3. Allied Combat Phase
4. Allied Reserve Movement Phase
5. Allied Reserve Combat Phase
6. Allied Recovery Phase (The Allied player also removes all Regroup markers (6.5) and Scattered markers [20.2].)
7. Allied Supply Phase

D. END PHASE

1. Conduct any desired Airborne Withdrawals (22.2).

2. Check to see if the German player has achieved an Automatic Victory (23.0); if so, the game ends. Otherwise, record the completion of a turn and start another one.

4. WEATHER

4.1 Procedure

The weather for Turn 1 is automatically Overcast-2 and that of Turn 2 either Overcast-2 or Overcast-3 (4.2). Starting on Turn 3 roll for Weather using the Weather Table printed on the map. One player rolls the die at the start of the turn and the result remains in effect for the duration of the turn. Place the Weather marker on the corresponding space on the Weather Track.

4.2 Turn 2 Weather

On Turn 2, the weather can only be Overcast-2 or Overcast-3. Roll one die, on a die roll of 1-3, place the Weather marker on the 2 space, on a die roll of 4-6 place the Weather marker on the 3 space.

Replacements, Supply Points, etc. for Turn 2 will either be based on an Overcast-2 or Overcast-3 result, not the actual number on the die. *Example: A die roll of 6 will mean the weather is Overcast-3 and all Replacements, etc. use the Overcast-3 line (not the Clear-6 line).*

4.3 Effects of Weather

Clear:
- All German Mechanized units have their MA reduced by two. Primary Road movement cost for German Mechanized units is reduced to 1/2 MP per hex instead of 1/3 MP (9.7).
- The German player must roll on the Jabos Table before conducting each of his attacks (19.1.3).

Overcast:
- Primary Road movement cost for German Mechanized units is reduced to 1/2 MP per hex (9.7).

Storm:
- US and CW receive *no* free Supply Points or Reinforcement Points.
- No Allied Naval Support allowed (offensive or defensive) (19.2).
- The attacker may use a maximum of one Artillery Shift (including Werfers) in each attack (17.2 and 17.3).

NOTE: The same die roll for Weather is also used to determine Replacements, German Supply Points, German Improved Position, and the number of Air Units and Naval Units available to the Allied player. See the chart printed on the map for details.

© 2015 GMT Games, LLC

5. SUPPLY POINTS

5.1 General

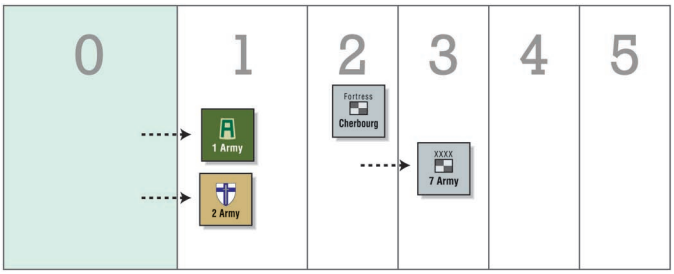
Supply Points are used for Artillery Shifts (11.6). The Weather die roll determines the number of Supply Points the German player receives each turn (see Weather Table on map). The Allied player receives Supply Points on Clear and Overcast turns, and may purchase additional Supply Points by using Reinforcement Points (6.5). Supply Points may be used on the turn they are received or accumulated. Record accumulated Supply Points on the General Records Track. No more than 19 Supply Points may be accumulated for any Army. All in excess of 19 are lost.

5.2 German

As soon as the weather is determined, the German player must record the number of Supply Points received by moving the 7th Army and/or the Fortress Cherbourg marker on the General Records Track. Fortress Cherbourg may only receive Supply Points if any of the three City hexes of Cherbourg can trace a Line of Supply (18.2) to the south map edge. Once Supply Points are placed in 7th Army or in Fortress Cherbourg, they cannot be transferred. When all Cherbourg City hexes are under Allied control (2.2.5), remove the Cherbourg Fortress marker from the General Records Track; any accumulated Cherbourg Fortress Supply Points are lost.

5.3 Allied

Prior to their respective Mulberries being completed (21.1), the US 1st Army and the British 2nd Army each receive one free Supply Point in the Initial Phase during Overcast and Clear Weather turns. Once their respective Mulberries are completed, each Army receives two free Supply Points during Overcast and Clear Weather turns. No free supplies are received during Storm turns. Additional Supply Points can be brought in with Reinforcement Points once the Mulberries are completed. Supply Points brought in with Reinforcement Points arrive during the Allied player's Replacement Phase. It costs three Reinforcement Points to bring in one Supply Point through a Mulberry. As soon as the Supply Point is received, move the appropriate Army marker on the General Records Track (the 1st US Army if the Supply Point comes through the US Mulberry, or the British 2nd Army if it comes through the British Mulberry). Allied Supply Points may not be transferred between the US and CW armies.



EXAMPLE: In this example the Mulberries are not completed. On a Weather die roll of 4 the German player and the US and CW each receive one Supply Point. The German player decides to give his Supply Point to the 7th Army.

6. REPLACEMENTS AND REINFORCEMENTS

6.1 Replacements In General

Replacements (Repl) are received in the Initial Phase and are used to restore reduced or eliminated units in the owning player's Replacement Phase. The same die roll that determines the weather for the turn determines the number and type of Replacements for both sides. Replacements may be used on the turn they are received or accumulated (exception—6.4). Record accumulated Replacements on the General Records Track. No more than nine Replacements may be accumulated for any Replacement marker—all in excess of nine are lost.

EXAMPLE: A Weather die roll of 4 would mean the German player receives one Supply Point, one Infantry Repl, and may build one Improved Position; while the Allied player receives one US Infantry Repl, one US Armor Repl, one British Armor Repl, all four Naval units, two US Air units, two CW Air units, two US Supply Points and two CW Supply Points (assuming both Mulberries are operational).

6.2 Replacement Procedure

(6.2.1) In General: One Replacement of the proper type and nationality can restore a reduced unit one step or bring a unit out of the Dead Pile or Cadre Display (17.9) on its lowest step.

(6.2.2) Placement: Units that come out of the Dead Pile or Cadre Display must be placed:

- In a hex with a friendly HQ of the same nationality (CW units must use CW HQs and US units must use US HQs) that is in supply (18.0); or in a Town or City hex that is friendly controlled (2.2.5) and in-supply.
- Within five hexes of another unit from its division. This restriction does not apply to non-divisional units. If there are no units on the map that are from that division (all have been eliminated), then that unit cannot be brought in (the division is considered to have been destroyed or disbanded).

(6.2.3) Restrictions:

- Neither side receives Replacements on Turn 1.
- For a unit on the map to receive a Replacement, it must currently be able to trace a Line of Supply (18.2) and not be Disrupted or Scattered.
- No unit may receive more than one Replacement per turn.
- Replacement may only be used on units of the designated nationality, with one exception: British Armor Replacements may be used for Canadian Armored units.
- Allied Airborne Divisions can receive a maximum of one Replacement per division, per turn (20.2).



(6.2.4) Replacement Markers: Indicate each unit that receives a Replacement (including those that come out of the Eliminated Box or Cadre Display) with a Replacement marker. Such a unit may move a maximum of one hex in the Movement Phase and may not attack in the Combat Phase or be placed in Reserve. The Replacement marker is removed in the Recovery Phase.

(6.2.5) EZOCs: A unit that receives a Replacement may not enter an EZOC; however, a unit that starts in an EZOC may receive a Replacement as long as it either uses its one-hex Movement Allowance to exit the EZOC (into a non-EZOC hex) or does not move at

© 2015 GMT Games, LLC

all. A unit with a Replacement marker prevents ALL combat in the hex it occupies—not just the unit receiving the Replacement. As soon as the Replacement marker is removed in the Recovery Phase the restriction is lifted.

DESIGN NOTE: The rule above allows units to take Replacements while in an EZOC as long as no attacks are taking place there.

(6.2.6) Types: Armor Replacements are used for all Armored units, all Silhouetted units, and the Werfer Brigades. Allied Airborne Replacements are used for Airborne Infantry and Glider units. Infantry Replacements are used for all other units (including HQs, Panzergrenadier and Fallschirmjäger units).

(6.2.7) CW Replacement: When this result is rolled the Allied player chooses either a Canadian or a British Infantry Replacement.

6.3 Non-Replaceable Units

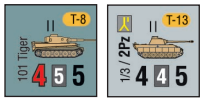


The following units may never receive Replacements:

ALLIED: US Ranger Battalions and British Special Service (SS) Brigades. Airborne and Glider units are limited to the Replacements that are generated from the Airborne Scatter Table (20.2).

GERMAN: Luftwaffe 88 Flak units, Ost Battalions and Strongpoints.

6.4 German Restricted Replacements



TIGER AND PANTHER REPLACEMENTS: The German player may only replace a Tiger or Panther Tank step when a "1" is rolled on the Weather Table. If the Replacement is used immediately, it may restore one step to a Panther or Tiger unit, if accumulated it becomes a normal Armor Replacement. Panther tanks are identified by their silhouette and their Armor Rating of 4. Tiger tanks are the only tanks with an Armor Rating of 5.

GERMAN INFANTRY: The Replacement received on a Weather roll of 5 may only be used on a 0 or –1 TQ unit (either to replenish a step on map, or to return the unit to play from the Cadre Display or Eliminated Box). The Replacement received on a Weather roll of 6 may only be used on –1 TQ units. These lower TQ Replacements must be used immediately or they are forfeit (i.e. they cannot be accumulated).

6.5 Allied Reinforcements

(6.5.1) In General

Starting on Turn 2, the Allied player may select any unit(s) from his In Britain Card for his reinforcements. The amount of reinforcements that may arrive is measured in Reinforcement Points (RPs) and depends on the Weather for that turn (4.3):

- CLEAR & OVERCAST: 6 US and 6 CW RPs
- STORM: No RPs

RPs may not be accumulated; they must be used on that turn or lost. RPs for all units are listed below and on the In Britain display. This cost applies even if a unit returns to Britain and then reenters play at less than full strength.

- 4 RPs brings in a British Armored Brigade (8-6) or a US Combat Command (7-6).
- 3 RPs brings in a US Regiment, a CW Infantry/Motorized Brigade, or a Supply Point*.
- 2 RPs brings in an HQ, or a 2-step Armored unit.
- 1 RP brings in a 1-step unit.

*RPs may not be used for extra Supply Points until that army's Mulberry is completed.

(6.5.2) Reinforcement Landing Procedure

Allied Reinforcements arrive at any open beach hex (21.1) or at a Mulberry during the Movement Phase (not the Reserve Movement Phase). Allied Reinforcements are under the following restrictions on the turn they land:

- They must use Tactical Movement (one or two hexes [9.10]) with the landing hex counting as the first hex.
- If they attack, their Combat Strength is halved and they may only conduct a Limited Advance After Combat (14.1). If a Reinforcement ends its move next to an enemy unit, place a Regroup marker on the Reinforcement as a reminder of its half strength and limited advance. Units with Regroup marker cannot be placed in reserve due to combat results (15.1). The markers are removed during the Allied Recovery Phase.



- No more than 4 RPs per turn may be brought in through each Beach: Utah, Omaha, Gold, Juno and Sword. For this restriction only, the British Mulberry at Arromanches-les-Bains is considered part of Gold Beach.

EXAMPLE: The Weather is Clear. The Allied player brings in 4 RPs at Utah, 2 at Omaha, 4 at Gold Beach and 2 at Juno.

(6.5.3) Reinforcement Reductions

The Reinforcement rates are reduced for the following reasons:

- Reduce CW RPs by two for each British Engineer unit removed from a Gold or Juno beach hex (there is no loss for closing Sword Beach). In addition, reduce by two if the British Mulberry has been destroyed.
- Reduce US RPs by two for each US Engineer unit removed from its beach hex and by two if the US Mulberry has been destroyed.

The reductions for lost Engineers are temporary and apply each turn until the Beach Engineer units are again returned to the beach hexes (see 21.1). Mulberries may never be rebuilt.

EXAMPLE: If the Engineer unit on Utah Beach is eliminated the Allied player would receive a maximum of 4 US RPs per turn until the Engineer unit is returned to Utah Beach.

6.6 German Reinforcements

The entry location of all German Reinforcements is color-coded on the unit. A unit may arrive at any Entry Hex with that color. Units of the same Division may arrive at different Entry Hexes as long as each Entry Hex is the correct color. Reinforcements enter play during the Movement Phase by paying the terrain cost (the road rate) of the first hex entered. Reinforcements must enter through Entry Hexes, they may not enter through hexes between two Entry Hexes. Reinforcements may enter the map by moving into an EZOC but must stop and move no farther. In lieu of entering the map, a German Reinforcement may be delayed one turn and enter at the same or an adjacent Entry Zone (Blue, Green, Red or Orange) the following turn. This delay may be repeated indefinitely until the German player decides to enter the Reinforcements. German units may enter the map using Strategic or Truck Movement (9.8). German Reinforcements may be placed in Reserve (15.0) in the Movement Phase they enter the map, if they spend 1 MP or less upon entering.

© 2015 GMT Games, LLC

6.7 Mobilization of the 243rd and 709th Divisions



These two static divisions were manning coastal defenses on D-Day and took time to mobilize for normal combat. Each turn during the German Replacement Phase, starting on Turn 2, the German player may take one unit from each Mobilization Box and place it on one of the Division's Mobilization hexes indicated on the map (marked by the Division's symbol). The hex must be free of enemy units and EZOCs. The unit may move and attack normally in the same turn it is placed.

DESIGN NOTE: The 243rd Division was defending the west coast of the Cotentin Peninsula, and the 709th defended Cherbourg and the east coast of the peninsula.

7. STACKING

7.1 Stacking Limits

Stacking occurs when multiple units are in one hex. The stacking limit for both sides is **four Stacking Points** plus any one **Silhouetted unit** (2.3.6). All units have a stacking value of either one or two Stacking Points. The stacking values are:

- 1 point = All units with a current Combat Factor of 1 or 2.
- 2 points = All units with a current Combat Factor of 3 or more.

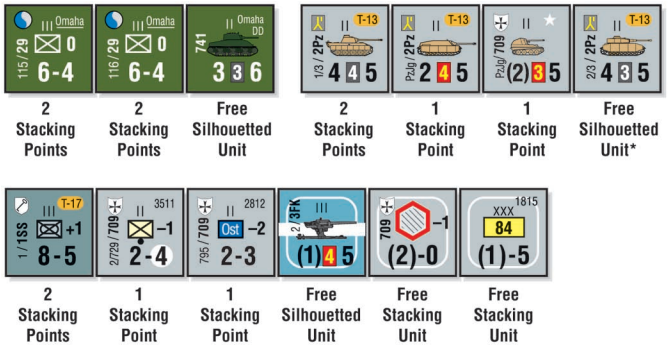
FREE STACKING UNITS: The following combat units have no stacking value and can stack in a hex for free, but no more than one (per type) per hex: Strongpoints, HQs, Beach Engineers, and Werfer Brigades. Markers do not affect stacking in any way.

7.2 Stacking Restrictions

The stacking limit can never be exceeded except during the course of Movement, Retreat (13.1), during the course of an Advance After Combat (14.0) and when placing Reinforcements. The stacking limit must be strictly observed at the completion of each Movement Phase, and after an Advance After Combat. The owning player must correct all stacking violations at these times by eliminating enough units from the hex to satisfy the stacking limit. See 13.1 for resolving over-stacking after a Retreat.

US and CW units may stack in the same hex, but see 22.1 for restrictions on their cooperation.

EXAMPLES OF LEGAL STACKS:



**Only one Silhouetted unit may stack in each hex for free.*

8. ZONES OF CONTROL

8.1 General Rule

The six hexes immediately surrounding a hex occupied by one or more combat units constitute the Zone of Control (ZOC) of those units. The following units do NOT possess a ZOC:

- Strongpoints
- All units with a combat factor of one
- All markers



Combat units that do not possess a ZOC are indicated with a white box around their counter.

8.2 ZOCs and Movement

All units must stop upon entering an enemy Zone of Control (EZOC). It costs no additional Movement Points to enter an EZOC; however, units must pay one additional Movement Point (+1 MP) to exit an EZOC.

8.3 ZOC to ZOC Movement

A unit that starts its move in an EZOC may move directly into another EZOC and stop, as long as it does not cross or enter an enemy ZOC Bond (8.5).

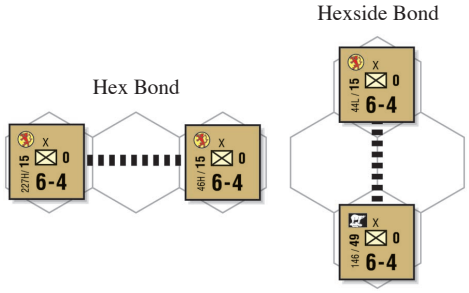
8.4 Other Effects of ZOCs

- EZOCs and Retreats: see 13.1-13.2
- EZOCs and Advance After Combat: see 14.3
- EZOCs and Lines of Supply: see 18.2

8.5. ZOC Bonds

(8.5.1) How to form a ZOC Bond

Any unit or stack that exerts a ZOC can form a ZOC Bond (exception: Scattered units [20.2]). When two such units (or stacks) are two hexes apart (with one vacant intervening hex) they create a bond between them that no enemy unit may enter or cross. Due to the pattern of a hex grid, there are two types of ZOC Bonds—Hex Bonds and Hexside Bonds.



(8.5.2) Effects of ZOC Bonds:

- Units may not enter an enemy Hex Bond or cross an enemy Hexside Bond during the Movement Phase.
- Units forced to Retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated.
- Units may not Advance After Combat into a ZOC Bond or across a ZOC Hexside Bond, unless they are entering the defender's vacated hex.
- Supply can never be traced into an enemy Hex Bond or across an enemy Hexside Bond.

© 2015 GMT Games, LLC

(8.5.3) Negating ZOC Bonds
A Hexside Bond is negated when enemy units are located on each side of the intervening hexside (note how there is no bond between units D and E in the diagram below). A Hex Bond is negated when the intervening hex contains an enemy unit (note how there is no bond between units E and F in the same diagram below).

(8.5.4) Intersecting ZOC Bonds
If both players have intersecting ZOC Bonds, then neither player may cross the other's ZOC Bond until it is negated.

(8.5.5) Hexside Bonds with the Map Edge
A unit can form a ZOC Hexside Bond (but not a Hex Bond) with the boundary of the hexgrid. The boundary is defined as the southern and eastern map edges, and the hexsides along the coast. Any hex vertex along the boundary (whether the vertex falls on land or water) is eligible to be the far anchor to a Hexside Bond. For purposes of this rule, the blue Impassable Hexsides are considered Boundary hexsides so can be used to anchor a Hexside Bond.

(8.5.6) ZOC Bonds and Terrain
ZOCs extend across all hexsides except All-Sea hexsides and Impassable hexsides (9.6). ZOC Bonds may be formed across Major Rivers and Flooded hexes and hexsides.

9. MOVEMENT

9.1 In General
During a friendly Movement Phase, the player may move all, some, or none of his units as desired. Each unit has a Movement Allowance (MA) that is the number of Movement Points (MPs) it may expend for movement. Each hex entered costs a certain number of MPs as determined on the Terrain Effects Chart. Movement may be made by individual units or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A stack may drop off units as it moves, but the units dropped off may not move further that Movement Phase. A unit or stack may not enter a hex occupied by an enemy unit. You must complete the movement of one unit or stack before starting to move another. All unused MPs are lost, they may not be accumulated.

9.2 Exiting the Map
Units may not exit the map. A unit that is forced off the map by a retreat is considered eliminated.

9.3 Road Movement
A unit that follows the path of a road may use the reduced rate of the road. Whenever a road crosses a river, a bridge is assumed to exist. Whenever a road enters a Town or City hex, units are assumed to be utilizing the road movement rate if following the path of the road.

9.4 Movement and Rivers
(9.4.1) Major Rivers: To cross an unbridged Major River hexside, all units must expend one additional Movement Point (+1 MP). Units (both Mechanized and non-Mechanized) may cross an unbridged Major River hexside only if they began their movement next to the river hexside and their first move is to cross that river hexside.

(9.4.2) Minor Rivers: To cross an unbridged Minor River hexside, Mechanized units must expend one additional Movement Point (+1 MP). It does not cost any extra MPs for non-Mechanized units to cross. Ignore Minor Rivers that flow through Flooded River hexsides—the Flooded hexside takes precedence.

9.5 Movement and Flooded Hexsides/Hexes
(9.5.1) Flooded Hexsides: Mechanized units are prohibited from crossing Flooded hexsides unless using a Causeway (9.11) or following the path of a road. Non-Mechanized units may cross an unbridged Flooded hexside only if they began their movement next to the hexside and their first move is to cross that Flooded hexside. It cost one additional Movement Point (+1 MP) for a non-Mechanized unit to cross an unbridged Flooded hexside.

(9.5.2) Flooded Hexes: Mechanized units are prohibited from entering Flooded hexes unless following the path of a road. A Mechanized unit in a Flooded hex may only leave the hex via a road. Non-Mechanized units pay 2 MPs to enter a Flooded hex and must stop upon entry unless following the path of a road.

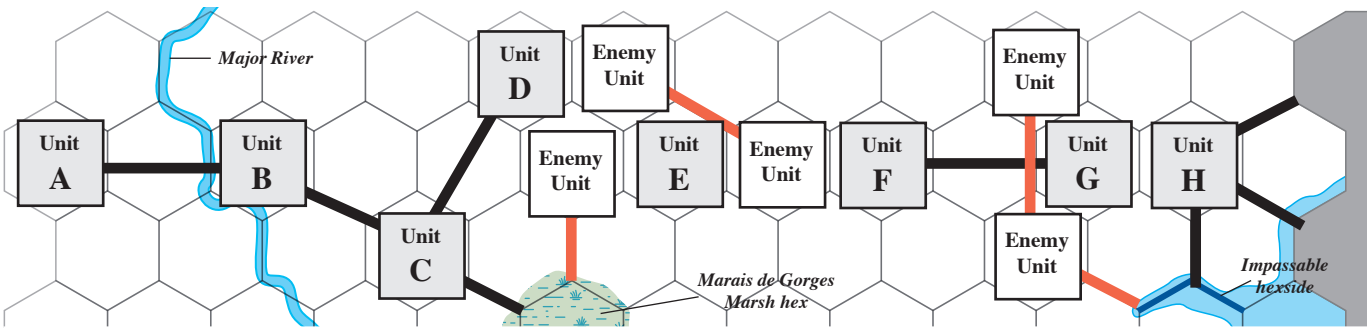
Important: The six hexsides of a Flooded hex are not considered Flooded hexsides.

9.6 Impassable Hexsides
The dark blue hexsides on the map are impassable. Units may not move or attack across these hexsides.

9.7 Allied Air Supremacy and German Movement
DESIGN NOTE: The Allies had control of the air over Normandy throughout the battle which severely restricted German road movement.

Allied Air Supremacy has the following effects on German Mechanized movement:

- CLEAR WEATHER: Primary Road movement cost for German Mechanized units is reduced to 1/2 MP per hex. All German



EXAMPLES OF ZOC BONDS: Black lines indicate friendly ZOC Bonds, red solid lines indicate enemy ZOC Bonds. Note that there is no Hexside Bond between units D and E—it has been negated; likewise the bond between units E and F. Note that units F and G still have a ZOC Bond even though it is intersected by the enemy ZOC Bond. Note how units C and H have Hexside Bonds with the map edge, the Marsh hex and the coast.

© 2015 GMT Games, LLC

Mechanized units have their MA reduced by two. *Example, an MA of 5 would reduce to 3.*

- OVERCAST WEATHER: Primary Road movement cost for German Mechanized units is reduced to 1/2 MP per hex.

Allied Air Supremacy has no effect on non-Mechanized units and no effect on Mechanized units during Storm turns. German Mechanized units may move along Primary Roads at the normal 1/3 MP rate during Storm turns.

9.8 Strategic Movement and German Truck Markers



(9.8.1) Mechanized units may use Strategic Movement to double their available MPs. Strategic Movement is not available to non-Mechanized units or units that are Out of Supply or Disrupted (13.6). Strategic Movement may not be used in the Reserve Movement Phase (15.2). Units using Strategic Movement must move entirely along roads (primary or secondary). Reinforcements entering the map may arrive using Strategic Movement.

(9.8.2) Restrictions: Units that use Strategic Movement may start stacked with other units but are under the following restrictions:

- May not start their move in an EZOC, or enter an EZOC.
- May not end their move stacked with any unit. Likewise, no other unit may voluntarily end any move stacked with a unit marked with a Strategic Movement marker (for retreats, see 13.7).

(9.8.3) Strategic Movement (SM) Markers: The number of units that may use Strategic Movement in a single Movement Phase is strictly limited to the number of SM markers available to each side (three for the German player, three for the Allied player). Place a SM marker on every unit (including Reinforcements) that used Strategic Movement. HQs (17.2) and Werfer Brigades (17.3) with a SM marker may still flip over in the Initial Phase.

DESIGN NOTE: The inclusion of only three markers for each side represents the supply difficulties the German suffered during the battle, and the severe road congestion that the Allies experienced in their small bridgeheads.

(9.8.4) Strategic Movement and Combat: Units attacked while marked with a SM marker receive no Defensive Combat Bonuses (DCBs) and provide the attacker with one shift to the right on the CRT. TQ ratings, Armor Ratings, Determined Defense and ZOCs are unaffected by SM.

(9.8.5) Removing SM Markers: If a unit uses a SM marker then the marker must remain on the unit during the opponent's turn. It is removed for the following reasons:

- In the next friendly Movement Phase, if the unit will not be using Strategic Movement that phase.
- The unit starts its next friendly Movement Phase adjacent to an enemy unit.
- The unit is attacked—the marker is immediately removed, regardless of the actual result of the combat (9.8.4).
- If due to a retreat, the unit finds itself stacked with other units.

When a SM marker is removed, it is immediately available for use with other units.



(9.8.6) German Truck Marker: The German Truck marker allows one German non-Mechanized unit each turn to move as a Mechanized unit with a MA of 5. This MA is reduced to 3 in Clear Weather for Allied Air Supremacy (9.7), and may be doubled if assigned a Strategic Movement marker (9.8.1). The non-Mechanized unit that uses the Truck marker may not start in, nor enter, an EZOC. A German non-Mechanized Reinforcement may be assigned the Truck marker on its turn of entry. There is no MP cost to load up on the trucks. Trucks use the Mechanized column on the TEC. If a unit uses the Truck marker then the marker must remain on the unit until removed due to one of the four reasons outlined in 9.8.5.

(9.8.7) Turn 1 Exception: No units may use Strategic Movement or Truck Movement on Turn 1.

9.9 Bicycle Units

Bicycle units are treated as regular non-Mechanized combat units for all purposes, except one—during Overcast Weather turns they may increase their MA to 6 if they move only along roads and if they do not start their move in an EZOC, or at any time, enter an EZOC.

9.10 Tactical Movement

Tactical Movement allows a unit to ignore all Movement Point costs for terrain and exiting EZOCs and move one or two hexes. Units that use Tactical Movement may attack in the Combat Phase. Units that use Tactical Movement may not be placed in Reserve. Units using Tactical Movement must abide by all the other rules of movement, specifically:

- must stop upon entering an EZOC
- may not cross or enter enemy ZOC Bonds
- may not enter or cross prohibited or Impassable terrain
- must stop upon entering a Flooded hex
- must start adjacent to an unbridged Major River or Flooded hexside to cross

9.11 Causeways

The four bridges near Utah Beach allow units to cross the Flooded hexsides at no additional cost (+0). They have no effect on combat.



EXAMPLES OF MOVEMENT: The cost to enter each hex is indicated in the example. Blue numbers indicate the extra cost to cross a river or Flooded hexside. Red numbers indicate the unit must stop upon entering the hex. Keep in mind that Flooded hexsides may only be crossed if the non-Mechanized unit starts adjacent to it. Also note that the reduced road movement cost may only be used when following the path of the road.

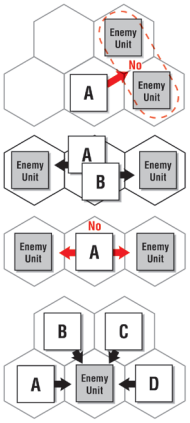
© 2015 GMT Games, LLC

10. COMBAT

10.1 In General

The phasing player may use his units to attack adjacent enemy units in the Combat Phase. Attacking is voluntary; no unit is forced to attack. No unit may attack or be attacked more than once per Combat Phase. All defending units in a hex must be attacked as one combined defense strength. The attacker may conduct his attacks in any order and need not pre-designate them.

10.2 Multi-Hex Combat



- The attacker may attack only one hex at a time; he may not target two hexes in a single combat.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.
- No unit may split its attack strength to attack a second hex in a separate attack.
- A defending unit or stack can be attacked from up to six different adjacent hexes.

NOTE: Unlike some other game systems, attacking units are not required to attack all adjacent defending units.

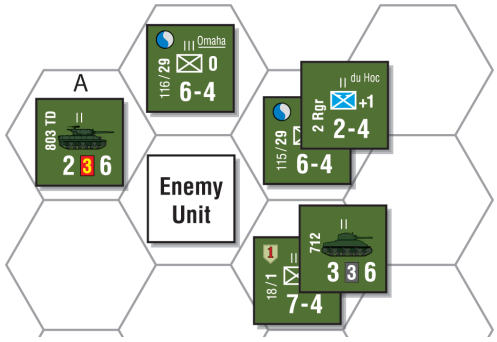
10.3 Main Assault Force (MAF)

(10.3.1) For each attack the attacker must declare one Formation as the Main Assault Force. The Main Assault Force attacks at full strength, all other units attack at half strength.

DESIGN NOTE: The units that are not part of the Main Assault Force are providing supporting fire or pressure against the flanks.

(10.3.2) Formations: A Formation is defined as a Division, Regiment, Brigade or Battalion. If two or more Regiments, Brigades or Battalions from the same Division take part in the same battle, then they all count as one Formation (a Division). If two or more Battalions from the same Brigade/Regiment take part in the same battle, then they all count as one Formation (a Brigade or Regiment).

(10.3.3) Attachment: Any one unit (any size) may temporarily attach to a MAF by simply stacking with one of the units of the MAF. When attached they MAY be considered part of the MAF and are counted at full strength instead of half strength.



EXAMPLE: The Allied player is attacking and must declare a MAF. He could have the 29th Division be the MAF with the Ranger Battalion attached, or he could select the 1st Division with the tank battalion attached. Since the TD battalion in hex A is not stacked with any units, it cannot be attached to either division.

EXAMPLE: If a US Combat Command is stacked with a US Infantry regiment, the Allied player can consider the Combat Command attached to the infantry or vice versa.

(10.3.4) Battle Groups: Any stack of units totaling six or less combat factors can be considered a single Independent Formation (called a Battle Group or Kampfgruppe). A Battle Group may not function as a sub-unit (regiment or brigade) of a Division. A Battle Group may not attach a unit. All units of a Battle Group/Kampfgruppe attack at full strength and are considered the MAF for all purposes.

10.4 18-Factor Limit

Both the attacker and the defender can have a maximum of 18 combat factors in a combat. For the defender this includes DCBs. All combat factors in excess of this are ignored. This 18-factor limit applies after any and all halving, so 24 strength attacking across a river would attack with 12 strength (24, halved).

EXAMPLE: The defender is in a City hex (+5 DCB) with two 7-5 regiments and a 3-5 tank battalion—his total strength of 22 is reduced to 18.

DESIGN NOTE: The 18-factor limit forces players to think in terms of Division-level attacks, rather than piling as many factors as possible against a defender. It also cuts down significantly on factor counting, because once the defender has 10 factors in a hex, the best the attacker can get is a 1-1 (before column shifts).

10.5 Combat Procedure

Follow these steps for each combat:

STEP 1: Compare the combined Combat Strength of the participating attacking units against the total Defense Strength of the involved defending units and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to one of the odds ratio columns found on the Combat Result Table (CRT).

EXAMPLES: A 15 to 4 would be a 3-1. 11 to 12 would be a 1-2.

STEP 2: The attacker must declare whether he will apply Artillery Support (11.6), Air Support (19.1.2) and/or Naval Support (19.2) to the combat, and which units are providing the support. He also determines the number of shifts for Armor (11.4), TQ (11.5) and Tiger Tanks (11.9).

STEP 3: After taking into account column shifts, the die is rolled and the results are implemented. Players immediately remove any step losses (12.2), perform Retreats (13.0), and Advance After Combat (14.0). The defender may also perform Determined Defense (12.4) at his option, depending on the combat result (12.1).

10.6 Minimum and Maximum Odds

Attacks starting (before any shifts) at odds less than 1-3 are not allowed. Attacks that end up at odds of less than 1-3 after shifts (including Jabos) result in an automatic A1 result (12.1). Combat at odds greater than 7-1 is resolved on the 7-1 column. Attacker and defender column shifts are applied BEFORE the minimum and maximum restriction. *EXAMPLE: 10-1 odds with two shifts left would use the 7-1 column.*

10.7 Parenthesized Combat Factors

These units use their full Combat Strength when defending but may not attack. However, (with the exception of HQs, Werfers, and units with a MA of 0), they may participate in an Advance after Combat if one is achieved—as long as they begin the combat stacked with at least one attacking unit.

© 2015 GMT Games, LLC

11. COMBAT MODIFIERS

11.1 Halving

When halving, always halve by individual unit (not stack) and round any fractions up to the next higher whole number. A factor of 1 that is halved always rounds back up to 1. Units are halved for the following reasons:

- Attacking across a Major or Minor River or Flooded hexside.
- Attacking OUT OF a Flooded hex (note: units are not halved attacking INTO a Flooded hex).
- Allied Reinforcements on the turn they land (6.5.2).
- Allied units attacking across the Cherbourg Perimeter (16.3).
- Attacking units that are marked Out of Supply (18.4).
- All attacking units that are not part of the MAF (10.3).

Example: Two units with a Combat Strength of 5 would have a combined strength of 6 after halving [3 + 3 = 6]).

IMPORTANT: A unit can never be halved more than once.

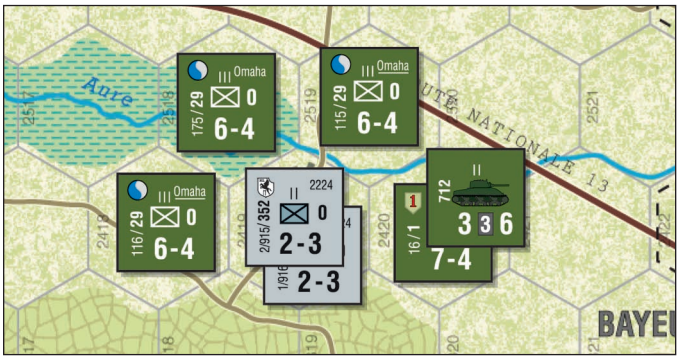
11.2 Defensive Combat Bonuses

Instead of column shifts for terrain the defender receives Defensive Combat Bonuses (DCBs). These are strength point additions to the hex (not per unit). Refer to the Terrain Effects Chart (TEC) for a complete list of DCBs. **A defender can receive only one DCB—always use the most favorable to the defender.**

RESTRICTIONS:

- Due to their small size, Strongpoints do not receive DCBs.
- Due to their lack of infantry support, all Silhouetted units (2.3.6) do not receive DCBs.
- Units bearing a SM marker (9.8) do not receive DCBs.
- The DCB for a defender can never exceed the printed combat strengths of the defender's stack, ignoring all Strongpoints and Silhouetted units. I.e. a stack of only a Strongpoint and/or Silhouetted units would get zero DCBs.

EXAMPLES: A 2-strength infantry battalion stacked with a 4-strength Silhouetted tank battalion can receive a maximum of 2 DCBs. Two 6-strength regiments in a Town hex (+4 DCB) would have a total Defense Strength of 16 (6 + 6 + 4).



EXAMPLE OF COMBAT: The five Allied units attack the two German units in a Town hex (+4 DCB). The single unit from the 1st Division, with the tank battalion attached, is the Main Assault Force and attacks at full strength. The other three units are halved. The odds are 19 to 8 (reduced to 18 to 8 [18-factor limit]) = 2-1. The Allied tank unit provides a shift right (Armor Shift [11.4]). Final odds are 3-1. Note that one of the regiments from the 29th Division is attacking out of a Flooded hex which halves its Attack Strength; however, a unit's Attack Strength is never halved more than once.

11.3 River Hexsides and Flooded Hexes/Hexsides

- RIVERS: Units are halved attacking across a Major or Minor River hexside.
- FLOODED HEXSIDES: Units are halved attacking across a Flooded hexside.
- FLOODED HEXES: Units are halved attacking OUT of a Flooded hex. Units are not halved attacking INTO a Flooded hex.
- CRT SHIFT: If ALL units in the MAF are attacking across a Major River hexside, a Flooded hexside or out of a Flooded hex, or any combination of those three, the attacker suffers one column shift left (1L) on the CRT, in addition to any halving effects. This shift does NOT apply to Minor Rivers.

11.4 The Armor Shift

(11.4.1) Attacker Shift

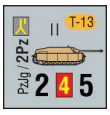
Terrain permitting (11.4.4) the attacker gains a column shift right on the CRT in the following two cases:

- He has an Armored unit with a gray Armor Rating in the MAF and the opposing side has no units with an Armor Rating.
- Both sides have units with Armor Ratings involved, but the attacker has an Armored unit in the MAF with a gray Armor Rating higher than the best Armor Rating (red or gray) in the defending stack. Use only the best tank/anti-tank unit from each side for the comparison; don't add up Armor Ratings.

(11.4.2) Defender Shift

The attacker suffers a column shift left if he has no unit with an Armor Rating (gray or red) in his MAF and the defender has both an Infantry and an Armored unit (the defender's Armored unit must have a gray Armor Rating—Anti-tank units do NOT earn Armor Shifts [11.4.3]). An Allied unit depicted with a NATO Armor symbol counts as both an Infantry and Armored unit for this purpose. Note that having an Armor Rating higher than the attacker's DOES NOT, by itself, award a defensive shift.

(11.4.3) Anti-Tank Units



All units with an Armor Ratings in a red box are considered Anti-tank units. Anti-tank units can *never* gain the Armor Shift (offensively or defensively)—their main function is to deny the Armor Shift to the opponent. Anti-tank units are also useful in a Determined Defense where



EXAMPLE OF ARMOR SHIFT: The five Allied units are attacking across a Major River where no Armor Shift is allowed, however the British armor participating still prevents the defender from earning the Armor Shift. The attacking units are all halved and suffer a column shift left because all units in the MAF are attacking across a Major River hexside. The defender is in a Town hex which provides a DCB of +4. Odds would be 14 to 17 (1-2), and the shift left would make it a 1-3.

© 2015 GMT Games, LLC

a superior red Armor Rating will earn the defender a +1 DRM on the Determined Defense Table (12.4.2).

(11.4.4) Terrain and the Armor Shift
The defender can earn an Armor Shift in any terrain. The attacker is prohibited from earning the Armor Shift when the attacking Armored unit is:

- Attacking across a Major River or a Flooded hexside (road or no road); however, the Armor Shift *is allowed* across a Minor River hexside.
- Attacking into, or out of a Flooded hex (road or no road).
- Attacking across the Cherbourg Perimeter (16.3).
- Attacking into a City or Woods hex.
- Attacking into a hex containing an IP or SP (16.1 and 16.2).

IMPORTANT: While the attacker cannot earn the Armored Shift in the situations above, the presence of Armored units in his MAF would still deny the defender the Armor Shift.

11.5 The Troop Quality (TQ) Shift
ATTACKER: If the best TQ Rating in the attacker's MAF is better than the best TQ Rating in the defender's stack, then the attacker receives a favorable shift of one column right on the CRT.

DEFENDER: The defender gains one column shift to the left on the CRT if all participating attacking units in the MAF have a negative TQ rating (–1 or –2).

11.6 Artillery Shifts
(11.6.1) Face-up, in-supply, non-Disrupted HQs (17.2) and Werfer Brigades (17.3) may provide column shifts to the CRT via Artillery Shifts (Werfer units can do so even if Out of Supply). Both the Allied player and the German player are limited to two Artillery Shifts per attack. Exception: In Storm turns neither side may use more than one Artillery Shift per attack.

(11.6.2) HQs: Each Allied HQ can provide up to two shifts in each combat at the cost of one Supply Point per shift. Each German HQ can provide one Artillery Shift per battle (at the cost of one Supply Point). In order to use two shifts in the same combat in a non-Storm turn, the German player must either use two HQs, two Werfer Brigades, or an HQ and a Werfer Brigade.

(11.6.3) Defensive Support: The defender never receives shifts due to Artillery or Werfer Brigades. Instead, the defender's Defensive Support comes in the form of a modifier on the Determined Defense Table (12.4.3).

11.7 The Carpiquet Airfield
Due to the deadly field of fire on the airfield tarmac, units are halved attacking across the airfield hexside (in either direction). The Armor Shift is allowed across the hexside.

11.8 Hilltops
If the defender is defending in a Hilltop hex, the attacker must shift the CRT one column to the left. The Hilltop shift is cumulative with DCBs received due to the other terrain in the hex.

11.9 Tiger Tanks
The German player receives one shift right on the CRT if a Tiger tank battalion is part of the MAF and the Tiger battalion unit is not attacking across a Major River or Flooded hexside, or into or out of a Flooded hex. On defense, the Tiger battalion provides the defender with one shift left on the CRT, regardless of the terrain the Tiger unit is defending in. A Tiger tank battalion can be used for the Armor Shift at the same time it is used for the Tiger Tank Shift, thereby providing two shifts in the same combat. Unlike the Armor Shift, the Tiger Tank Shift can be used in Major Cities, Woods and against IPs. The Tiger tank's combat strength is in red as a reminder of this potential extra shift.

11.10 Miscellaneous Modifiers
- Strategic Movement (9.8)
- Air Support (19.1).
- Naval Support (19.2)
- Cherbourg Perimeter (16.3)

12. COMBAT RESULTS

12.1 Explanation of Combat Results
The words "attacker" and "defender" refer only to the units participating in the combat—not to the general strategic situation.

DH = The defender loses half his total steps (round fractions UP) and any surviving units *must* **retreat four hexes** (no Determined Defense is possible) and become Disrupted (13.6). The attacker may Advance After Combat or place attacking units in Reserve (some may advance while others are placed in Reserve).

EXAMPLE: A 3-step unit would lose two steps on a DH result.

A1/D2 = The attacker loses one step from his MAF (the step loss is chosen by the defender) and the defender loses two steps (the attacker may select the first step removed). If the defender had only one step to lose, then the attacker loses none. The defender *must* **retreat four hexes** (no Determined Defense is possible) and becomes Disrupted. The attacker may Advance After Combat or place attacking units in Reserve (some may advance while others are placed in Reserve).

D1 = The defender loses one step. Any remaining defending units must either retreat or conduct a Determined Defense (12.4). If the defender retreats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

DR = The defender must either retreat or conduct a Determined Defense. If the defender retreats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

A1/D1 = Each side loses one step (the attacker's step loss must come from his MAF). Surviving defenders either retreat or conduct a Determined Defense. If the defender retreats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

EX = Each side loses one step (the unit that takes the step loss is determined by the opposing player, however the defender must select a unit from the attacker's MAF). No retreat. If the defender had only one step involved, then the attacker qualifies for a Limited Advance (14.1). A normal advance in "any direction" is prohibited.

A1/DR = The attacker loses one step from his MAF. The defender must either retreat or conduct a Determined Defense. If the defender retreats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

A1 = The attacker loses one step from his MAF. No retreat or Advance After Combat.

© 2015 GMT Games, LLC

12.2 Selecting Step Losses

(12.2.1) Attacker: If the result calls for the attacker to lose a step, the attacking unit that suffers the step loss must come from the MAF and is determined using this order of priority:

1. If the result is an **EX** or **A1/D2,** then the defender picks any unit in the MAF. Otherwise, proceed to #2.
2. If the attacker received a TQ Shift, Armor Shift and/or the Tiger Tank Shift, he must select a unit that provided one of those shifts (his choice). If a unit is in the MAF and can earn a shift, the shift *must* be used—it cannot be waived in order to protect that unit from a step loss.
3. If the attacker did not receive any TQ, Armor or Tiger Shifts, then he may select any unit in his MAF.

(12.2.2) Defender: When the defender must take a step loss he can select any unit in the hex under attack, unless the result is an EX or A1/D2, in which case the attacker selects the step loss per above (12.1).

12.3 Indicating Step Losses and Cadres

Flipping a unit over indicates the unit has suffered a step loss. If it is a 1-step unit, or a 2-step unit that is already flipped once, then it is placed in the Dead Pile. Any 3-step unit on its reduced side forms a Cadre unit when it takes its second step loss (see 17.9).

12.4 Determined Defense (DD)

A Determined Defense represents a local counterattack or a hold-at-all-cost order.

(12.4.1) In General

The defender may attempt to cancel the retreat portion of a A1/DR, DR, D1 or A1/D1 result on the CRT by using the Determined Defense Table, provided at least one step survived the combat. Step losses from the CRT are implemented before resolving the Determined Defense. *The player may not cancel the retreat in a DH or A1/D2 result*. A successful result on this table will allow the unit or stack to ignore the retreat and the attacker's advance is cancelled. If there are two or more surviving units in the defending stack, the defender picks one as the Lead Unit. If there is only one unit, then that unit must be the Lead Unit. The Lead Unit determines any die roll modifiers and will be the unit to suffer the step loss if one is called for.

RESTRICTION: The following units may not be the Lead Unit in a Determined Defense: HQ units, Werfer units and Disrupted units. If no valid Lead Unit is available, no DD may be attempted.

COLUMN: The terrain of the defender's hex determines the column to use on the Determined Defense Table unless the hex contains an Improved Position (16.1) or a Strongpoint (16.2) is the Lead Unit. Use the "Other" column for Woods, Bocage, Mixed and Town hexes.

Only Strongpoints used as Lead Units (and Lead Units in City hexes) may use the Strongpoint/City column. Lead Units merely *stacked* with a Strongpoint use the column corresponding to the terrain type of the hex.

DIE ROLL MODIFIERS:

+/– The Lead Unit's TQ (2.3.1)

+1 Armor Rating Comparison (12.4.2)

+1 Defensive Support (12.4.3)

The maximum modifier allowed is +2.

EXAMPLE: A Fallschirmjäger unit with a +1 TQ and provided with Defensive Support would have a DRM of +2 on the Determined Defense Table.

(12.4.2) Armor Rating Comparison

If defender's Lead Unit has a better Armor Rating than the best armor rating in the attacker's MAF, then the defender receive a +1 DRM in his Determined Defense. If the attacker has no units with an Armor Rating in his MAF, the defender's Lead unit still earns this modifier as long as it has a gray Armor Rating. The defender does not receive this DRM if his Lead Unit has a red Armor Rating and their are no Armored units in the attacker's MAF.

(12.4.3) Defensive Support

The Determined Defense die roll can be modified by Defensive Support. This Defensive Support must be declared before the Determined Defense die is rolled. The Allied player has two sources of Defensive Support—Naval units, and Artillery Support (from HQs), and the German player has two sources: Artillery Support and Werfer Brigades. All sources provide a +1 DRM to the Determined Defense die roll. No more than ONE source may be used in each Determined Defense, so the maximum modifier is +1 for Defensive Support. If using Artillery Support, an HQ or Werfer Brigade must be non-Disrupted, on its Ready side, and in range of the Lead Unit. If using an HQ it must also be in Supply and a Supply Point must be spent. If using a Naval unit or Werfer Brigade, the unit must be flipped over. Naval Defensive Support is only allowed within the Naval Bombardment zone.

(12.4.4) Explanation of Results

• = The Determined Defense is successful, the retreat is canceled. If the result does not have a bullet (•) then the Determined Defense fails and the defender must Retreat (13.0).

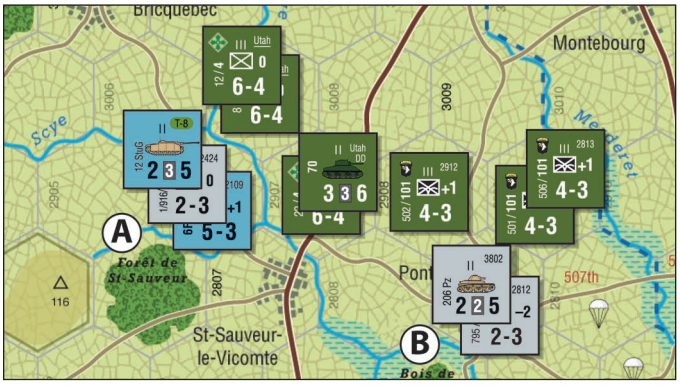
–1 = The defender's Lead Unit loses one step.

EX = The defender's Lead Unit loses one step, and any one attacking unit from the MAF (defender's choice) takes a step loss.

AL = Any one attacking unit (attacker's choice) must take a step loss. This step loss does not have to come from the MAF—it may come from any unit that participated in the attack.

* = The defender's Improved Position is removed.

SINGLE-STEP DEFENDERS: If the defender had only one step, and that step was lost in a successful Determined Defense, the attacker qualifies for a Limited Advance (14.1). A normal advance in "any direction" is prohibited.



EXAMPLE: The German player is doing a Determined Defense in both A and B. In A, the FJ regiment would give him a +1 modifier while the StuG battalion modifier would only be a 0 (the Allied player has an Armor Rating of equal value). In B, the German player can use his armored unit for a +1 since the 101st has no supporting armor.

© 2015 GMT Games, LLC

12.5 Desperation Defense

If the defender fails his Determined Defense roll he may do a Desperation Defense *but only if the unit or stack contains at least two steps and the stack will be eliminated if it retreats*. Desperation Defense is not allowed against DH and A1/D2 results. Both steps used for the Desperation Defense must come from units qualified to be the Lead Unit in the initial Determined Defense. A Desperation Defense automatically cancels the retreat and the Advance After Combat.

PROCEDURE: After declaring the Desperation Defense, the defender removes two steps from the hex under attack and remains in place. The defender picks the first step, and the attacker picks the other step. Any unit in the defender's hex is eligible to receive the step loss, including Strongpoints, HQs, Werfer Brigades and Disrupted units. If the stack contained only two steps, then both steps are removed and the attacker receives a Limited Advance (14.1).

12.6 Single-Step Attackers

If the MAF has only one step, and that step is eliminated by an A1/DR, A1/D1, or an A1/D2 result, then the defender has the option of ignoring the retreat portion of that result.

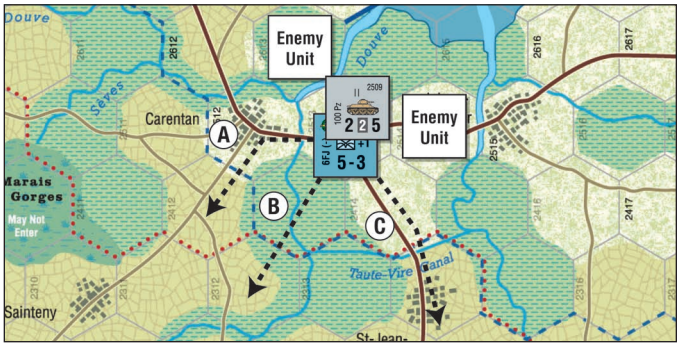
13. RETREAT AND DISRUPTION

13.1 Retreat Procedure

(13.1.1) Length of Retreat: Units retreat four hexes on A1/D2 and DH results, and retreat two hexes on all other retreat results. See One-Hex Retreats (13.3) for exceptions. A unit that retreats two or four hexes must end its retreat two or four hexes (as appropriate) away from the hex it occupied when the combat was resolved—if it cannot, it is eliminated.

(13.1.2) EZOCs: If possible, avoid entering a vacant hex in an EZOC (however, see "DIRECTION" below). If not possible, the first hex of a retreat may enter a vacant hex in an EZOC as long as the retreating unit does not cross or enter an enemy ZOC Bond. All subsequent hexes of the retreat must be clear of enemy ZOCs. A friendly unit (that did not retreat in the current combat) negates an EZOC in the hex it occupies for this purpose.

(13.1.3) Stacks: A stack of retreating units may divide and retreat to different hexes. The splitting off may occur at any point in the retreat.



EXAMPLE: A stack of German units in hex 2513 near Carentan is attacked and forced to retreat two hexes. Normally the stack would be required to enter Flooded hex B as their first hex of retreat to avoid EZOCs. However, since that would cause two step losses (the Tank unit and one step from the non-Mechanized unit [13.2]) the stack can retreat through hex A or C instead.

(13.1.4) Direction: The owning player may determine the path of retreat per the guidelines above and is not obligated to retreat in the direction of a Supply Source (18.1). The only restriction on a retreat path is that the path selected causes the minimum number of step losses to the defending units (13.2).

(13.1.5) Overstacking: Overstacking is not allowed after a retreat. A player may avoid an overstacked situation by retreating the stack (or the units in excess of the stacking limit) additional hexes until a hex is reached where stacking restrictions are not violated. If no such hex can be reached, then the units in excess of the stacking limit are eliminated (owning player's choice but the units must come from those that retreated).

13.2 Step Loss and Elimination due to a Retreat

(13.2.1) Step Loss: A retreating unit or stack suffers a step loss if the unit or stack contains **non-Mechanized units** which:

- Retreat across an unbridged Major River if the unit did not start adjacent to the Major River.
- Retreat across an unbridged Flooded hexside if the unit did not start adjacent to the Flooded hexside.
- Retreat through (not just into) a Flooded hex without following the path of a road.

The non-Mechanized units in the stack lose one step (one step total—not per unit in the stack). The owning player chooses the unit to lose this step. Mechanized units are eliminated in these situations (13.2.2). Minor Rivers have no effect on Retreats.

2ND EDITION: A unit or stack no longer loses a step when it retreats through an EZOC.

(13.2.2) Elimination: Units with a MA of 0 forced to retreat are eliminated. Units with a MA greater than 0 are eliminated if they:

- retreat off the map, across a prohibited hexside, or into a hex occupied by an enemy unit.
- retreat across or into an enemy ZOC Bond.
- retreat into a vacant hex in an EZOC, other than the first hex of their retreat.
- end their retreat in an overstacked situation not resolvable by retreating additional hexes (13.1.5).
- are Mechanized units that retreat into a Flooded hex, or across a Flooded Hexside, or across a Major River hexside unless following the path of a road or Causeway.

Important: See 12.5 (Desperation Defense) for a way to avoid elimination.

13.3 One-hex Retreats

A two-hex retreat can end after only one hex if the retreating unit or stack retreats to a City, Town, Woods, or Bocage hex, or a hex that contains a Strongpoint or Improved Position. A hex that contains non-Disrupted friendly units, not using Strategic Movement, can also stop a two-hex retreat after one hex, but the number of combat factors they may stop is limited to the number of non-Disrupted combat factors in the hex.

EXAMPLE: A 6-strength regiment can stop up to six factors.

RESTRICTIONS: Units that retreat one hex may not end their Retreat in an EZOC unless a friendly non-Disrupted unit is already in that hex. Units that must retreat four hexes can never stop after one hex.

© 2015 GMT Games, LLC

13.4 Unfulfilled Retreats
If the defender does not retreat because it is eliminated, the attacker still receives his full Advance After Combat.

13.5 Combat Against Previously Retreated Units
If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack in the same Combat Phase, the retreated units do not add their strength to the combat, may not be used in a Determined Defense and if required to retreat again are eliminated. They may not be chosen for step losses, but are sufficient to hold a hex in an EX or successful DD result if the only other unit in the hex was a single step unit that was lost.

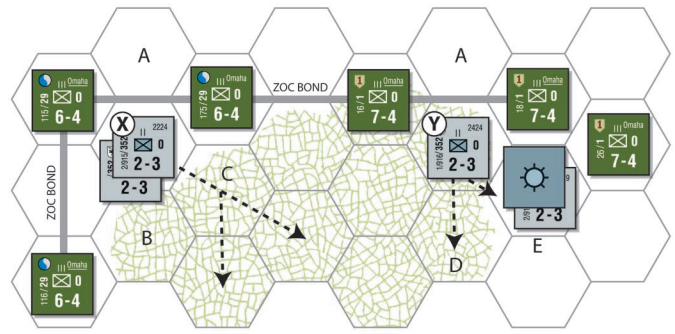
13.6 Disruption and the Recovery Phase
Any unit that Retreats becomes Disrupted and is noted by placing a Disrupted marker on it after its retreat is completed. Headquarters units that are forced to retreat are flipped to their "Moved" side, in addition to being marked Disrupted. There is no further effect if a Disrupted unit is forced to retreat again. Disrupted units are penalized in the following ways:

- MOVEMENT: They must use Tactical Movement (9.10).
- COMBAT: They may not attack or be the Lead Unit in a Determined Defense (12.4).
- IPs: They may not begin construction of an IP, though they can complete one.
- Disrupted HQs or Werfer Brigades may not provide Artillery Shifts or Defensive Support (12.4.3).
- REPLACEMENTS: They may not receive Replacements.

ABILITIES: Disrupted units retain their full defense strength, TQ, ZOC and their ability to form ZOC Bonds. Disrupted units may enter an EZOC and other units may enter or pass through friendly Disrupted units without becoming Disrupted.

RECOVERY PHASE: In the Phasing player's Recovery Phase, remove the Disrupted markers from all friendly units.

13.7 Retreat and Strategic Movement
Units may be retreated into a hex containing friendly units using Strategic Movement if no other valid retreat path exists. In those situations, the Strategic Movement marker is immediately removed.



EXAMPLES OF ONE-HEX RETREATS: German units in hexes X & Y must retreat. Retreat to the hexes marked A is prohibited due to ZOC Bonds. The two units in X cannot stop their retreat in the Bocage after one hex (hexes B and C) because those hexes are vacant hexes in EZOCs. The units must retreat two hexes. Unit Y can stop after one hex—because hex D is Bocage and is not in an EZOC and hex E contains an Improved Position.

14. ADVANCE AFTER COMBAT

14.1 Length of Advance
When allowed to advance by the CRT, units may advance up to two hexes. Units may advance in any direction and are not required to enter the defender's vacated hex. All units that participated in the combat may advance, not just the units in the MAF. Exceptions: HQs, Werfer Brigades, and 0-MA units may not advance at all.

TWO-HEX ADVANCE: This is the default advance allowed by units per the CRT.

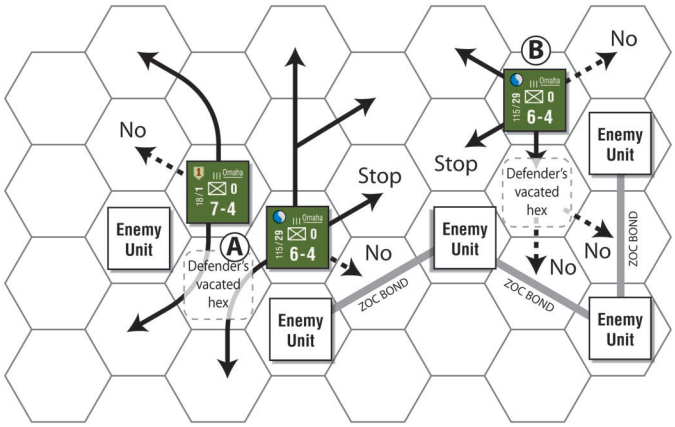
LIMITED ADVANCE: This occurs when the defender is eliminated, but was not required to retreat (in an EX result, a successful Determined Defense by a 1-step defender, etc.). In a Limited Advance the attacker may only occupy the defender's vacated hex.

14.2 Advance in Any Direction
Except in a Limited Advance (14.1), units may advance in any direction and are not required to enter the defender's vacated hex. However, entering the defender's vacated hex provides benefits in advancing from EZOC to EZOC (see 14.3).

14.3 Advance and Enemy ZOCs
Enemy Zones of Control have the following effects on Advance After Combat:

EZOCs: No unit can advance from one EZOC directly into another EZOC of the same enemy unit, unless it is entering, or has entered, the defender's vacated hex. Furthermore, the attacker must stop upon entering any EZOC except when entering the defender's vacated hex. If the first hex of the attacker's advance is into the defender's vacated hex, the unit may continue to another hex—even if it moves from EZOC to EZOC.

ZOC BONDS: Enemy ZOC Bonds may never be entered or crossed during an Advance After Combat except when entering the defender's vacated hex. It is important to realize that entering the defender's vacated hex does not allow an advance to enter or cross an enemy ZOC Bond *after* the defender's vacated hex. See example above.



EXAMPLES: At "A" the two US regiments have just eliminated the defending unit, and may now advance two hexes. The solid arrows indicate possible advance paths, the dashed lines indicate prohibited paths. At "B" the US regiment has eliminated the defending unit and may advance into the vacated hex, but its second hex of advance is blocked by Enemy ZOC Bonds. It must stop in the vacated hex. Also shown are two other possible advance paths for this unit.

© 2015 GMT Games, LLC

14.4 Terrain and Advance

(14.4.1) Bocage: The attacker must stop his advance upon entering a Bocage hex unless:

- The Bocage hex is the defender's *vacated hex* and the advancing unit will exit the hex via a road.
- The Bocage hex *was entered* along a road and the advancing unit *will exit* the hex along a road.

2ND EDITION: The first bullet item is a change from the original rule, it allows units to continue their advance if they exit the defender's vacated hex along a road, regardless if they entered the defender's vacated hex along a road.

(14.4.2) Prohibited Hexes: No unit may advance into a hex or across a hexside that is prohibited to it in Normal Movement (9.4 - 9.6).

(14.4.3) Flooded Hexes and Hexsides: Non-Mechanized units must stop their advance upon entering a Flooded hex unless the hex is entered and exited along the path of a road. Non-Mechanized units may only cross an unbridged Flooded River hexside during the first hex of their advance. Mechanized units are prohibited from entering a Flooded hex or crossing a Flooded hexside unless along a road.

(14.4.4) Rivers: Non-Mechanized and Mechanized units may only cross an unbridged Major River hexside during the first hex of their advance. Minor Rivers have no effect on Advance After Combat.

15. RESERVE MOVEMENT AND COMBAT



15.1 Placing Units in Reserve

During the friendly Movement Phase units and stacks may be declared "in reserve" by placing a Reserve marker on them. If none are currently available, the owning player may freely remove a currently used Reserve marker and place it on a new stack to place into Reserve. In the Movement Phase, a unit may be placed in Reserve if it does not move or only expends 1 MP. **The 1 MP may not be used to enter or exit an EZOC.** A unit that starts the Movement Phase in an EZOC may be placed in Reserve as long as it does not move.

RESTRICTIONS: The number of stacks that may be placed into reserve at any one time is strictly limited to the counter limit of six Allied and six German Reserve markers. The following units may not be placed in Reserve:

- a unit that has received a Replacement that turn
- a unit that is marked Out of Supply, Disrupted or Regroup
- a unit in the Follow-up Wave box
- a unit that has started to build an IP

15.2 Reserve Movement Phase

During this phase units in Reserve can either use Tactical Movement or use half of their MA (round fractions up). Reduce the MA of German units in Clear weather by two before halving.

EXAMPLE: A German unit with a printed MA of 5 could use 3 MPs for Reserve Movement in Overcast and Storm turns, and 2 MPs for Reserve Movement in Clear weather turns.

15.3 Reserve Combat Phase

During this phase units in Reserve can attack adjacent enemy occupied hexes. All the normal rules for combat apply. HQs, Werfer Brigades, Naval units, and Air units do not have to be in Reserve to provide support for combats in this phase.

15.4 Losing Reserve Status

Units in Reserve lose their Reserve status immediately if they attack, suffer a change in status as noted above (15.1), or end a friendly Recovery Phase adjacent to an enemy unit. The Phasing player may also voluntarily remove Reserve markers from his units at any time.

16. FORTIFICATIONS

16.1 Improved Positions (IPs)

(16.1.1) Effects: Units defending in a hex containing an Improved Position receive the following benefits:

- The attacker may not gain the Armor Shift (11.4).
- They use the Improved Position column of the DD Table when conducting a Determined Defense.

(16.1.2) Availability: The number of IPs the German player may build per turn is determined by the die roll on the Weather Table. The Allied player may build one US and one CW IP per non-Storm turn. No IPs may be built during Storm turns, but those started in the previous turn may be completed. The decision on whether to build an IP must be made on the turn they are received, they may not be accumulated. The number of IPs provided in the game is an absolute limit to the number that may be built (a player may remove a friendly IP so as to build one in a different location).

(16.1.3) Construction Procedure: An in supply, non-Disrupted, non-Scattered (20.2.3) Infantry-Type unit (2.3.3) that does not move or receive a Replacement may begin construction of an IP at any time during a friendly Movement Phase. A unit building an IP may not be placed in Reserve, and if currently marked in Reserve is immediately taken out of Reserve mode. Construction may occur in an EZOC. Place the IP marker on its Under Construction side in the hex at this time. If the hex still contains a friendly Infantry-type unit at the start of the owning player's next Movement Phase, then the IP is completed and the marker is flipped over. No combat can occur out of a hex with an IP on its Under Construction side.

(16.1.4) Restrictions: Due to the German plan to push the Allies back into the sea in the first week, the German player is prevented from building IPs until Turn 5. IPs may not be built in a City hex or a permanent IP (see below); otherwise, an IP may be built in any terrain, including in a hex containing a Strongpoint.

(16.1.5) Removal: An IP marker (face up or under construction) is immediately removed under any of the following conditions:

- all friendly units in the hex are eliminated or forced to retreat.
- the hex contains no friendly combat units at the end of the owning player's Supply Phase.
- on an asterisk (*) result on the Determined Defense Table.

(16.1.6) Permanent Improved Positions: There are two permanent Improved Positions printed on the map (Osteck and Westeck). These can never be removed and both players may use them.

16.2 German Strongpoint Units



German Strongpoint units should be thought of as Improved Positions with an inherent garrison. These units cannot move or attack, they can only defend. They can be selected for a step loss like any other unit and may be used as a Lead Unit in a Determined Defense.

Strongpoints do not have a ZOC (8.1) and are Free Stacking units (7.1). Strongpoints defending by themselves never get DCBs, nor do they contribute to the maximum number of DCBs obtainable by

© 2015 GMT Games, LLC

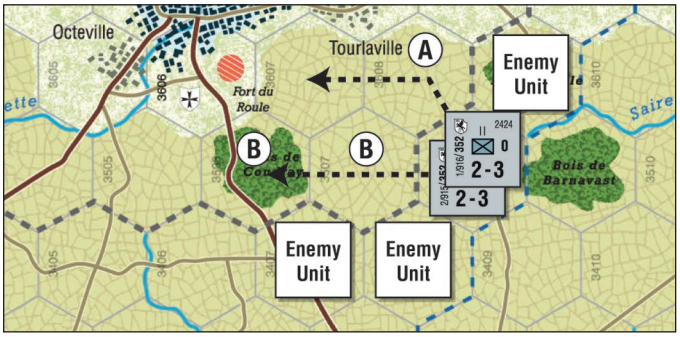
the defending stack (11.2). They prevent an attacker from gaining the Armor Shift (11.4). Isolated units that can trace a Line of Supply to a Strongpoint receive a +2 DRM to their Isolation Attrition roll (18.5). The German player may voluntarily remove a Strongpoint at any time during his player-turn.

DESIGN NOTE: This is often done to avoid giving the Allied player a high odds attack on a Strongpoint near the German front line.

16.3 Cherbourg Perimeter

The perimeter line around Cherbourg has the following effects:

- COMBAT: Allied units attacking across the Perimeter have their combat factor halved and may not gain the Armor Shift (although having armored units in his MAF will prevent the defender from earning the Armor Shift).
- ZOCs: For retreat purposes only, German units may ignore Allied ZOCs that extend across (from outside to inside) the Cherbourg Perimeter.



EXAMPLE: The German units may retreat into the Cherbourg perimeter and ignore the Allied ZOCs that extend across it. The units may even use the 1-Hex Retreat rule since hexes marked A and B do not contain EZOCs.

17. SPECIAL UNITS

17.1 Ost Units



Ost units may never receive replacements and are removed from play if they take a step loss. Ost units may not move on Turn 1 (D-Day).

17.2 HQs

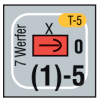


HQs have all the characteristics of combat units with the following exceptions:

- HQs are an entry location for units arriving from the Eliminated Box after receiving a Replacement.
- HQs provide a modifier on the Isolation Attrition Table (18.5).
- HQs are Free Stacking units (7.1).
- HQs cannot attack, they can only defend.
- HQs cannot be the Lead Unit in a Determined Defense.
- HQs may not Advance After Combat.
- RANGE: HQs have a range of 5 hexes when providing Artillery Shifts or Defensive Support—traced from the HQ (exclusive) to the target hex (inclusive); terrain and enemy units have no effect on this 5-hex range.
- ARTILLERY SHIFTS: Face-up, non-Disrupted HQs that are in supply are a conduit for Artillery Shifts. Each Supply Point expended allows the HQ to provide a shift to any attack within range. Allied HQs can provide up to two shifts per combat (at the cost of 2 Supply Points), German HQs may provide only one shift per combat. An HQ can support more than one attack per turn, the limit of one (German) or two (Allied) shifts only applies to each battle. An HQ can provide artillery support to its own hex, and may provide support to other hexes even when in an EZOC. An HQ can provide an artillery shift even if stacked with a unit receiving a Replacement. US HQs cannot assist CW units and CW HQs cannot assist US units.
- DEFENSIVE SUPPORT: At the cost of one Supply Point, HQ units that are in supply can provide a +1 DRM on the Determined Defense Table, provided the defending unit is within range.
- HQ units cannot move more than one hex and provide Artillery Shifts in the same turn. HQ units that are forced to retreat or that move more than one hex must flip to their Moved side. HQs on their Moved side flip back to their Ready side each Initial Phase if they are able to trace a Line of Supply at that time.
- All HQ units have only one step; the reverse side is used to indicate the HQ unit has moved as above.
- If an HQ is eliminated, it may be replaced by spending one Infantry Replacement. It may arrive back in play at any friendly controlled, in-supply City or Beachhead hex.
- GERMAN HQs: A German HQ that can only trace a Supply Line to Cherbourg must use Fortress Cherbourg Supply Points (5.2 and 18.2). A German HQ that can only trace a Supply Line to a map edge Entry Hex must use 7th Army Supply Points. A German HQ that can trace to both can use either.
- CAEN: *German artillery located in the Caen area on June 6 is represented by the city hexes of Caen.* The German player may apply Artillery Shifts and Defensive Support to any attack or defense within **3 hexes** of a German controlled Caen city hex. Each shift or Defensive Support costs a 7th Army Supply Point.

  2ND EDITION: This is a new rule and helps the German player until the arrival of the 47th Panzer Corps HQ.

17.3 Werfer Brigades



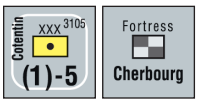
The Werfer Brigades are combat units that provide Artillery Shifts and Defensive Support in the same way as HQs, but do not require Supply Points nor do they need to be in Supply when used. Each time a Werfer Brigade provides a shift or a DRM, flip the unit over—they may be used only once per turn. Werfer Brigades on their Fired side flip back to their Ready side each Initial Phase if they are able to trace a Line of Supply at that time. A Werfer Brigade may be used in combination with an HQ to provide two shifts to an attack. Werfer Brigades count against the two (one in Storm turns) Artillery Shifts maximum per German attack.

Werfer Brigades have the following properties:

- Must be non-Disrupted and located within **three hexes** of the hex being attacked to provide it with an Artillery Shift or Defensive Support.
- Have only one step; the reverse side is used to indicate the unit has fired. Unlike HQs, Werfer Brigades that move more than one hex or retreat are not flipped over.
- Cannot attack, they can only defend.
- Cannot be the Lead Unit in a Determined Defense.
- Are Free Stacking units (7.1).
- Are replaced by spending one Armor Replacement.
- May not Advance After Combat.

© 2015 GMT Games, LLC

17.4 Cotentin Artillery and Fortress Cherbourg



German artillery located in the Cotentin Peninsula on June 6 is represented by the Cotentin artillery HQ unit. This unit acts as a corps HQ in all respects (flips if it moves more than one hex, etc). It may only provide an Artillery Shift or Defensive Support if it can trace a Line of Supply to a Cherbourg City hex and a Supply Point is expended from the Fortress Cherbourg Supply marker on the Supply Track. Once per game, during a German Movement Phase, the Cotentin HQ can be picked up from any location on the map and placed in any friendly controlled Cherbourg City hex. When all Cherbourg City hexes are Allied-controlled, remove the Cotentin HQ unit from the map.

17.5 Withdrawal of the US Rangers and the 4th Special Service Brigade



Check at the start of each Allied Player-Turn to see if the conditions apply for the removal of these units. If so, remove them at once; there is no penalty if they are reduced or eliminated. The two Ranger Battalions are removed if there are no German units within four hexes of Pointe du Hoc. The 4th Special Service Brigade is removed if there are no German units within four hexes of Arromanches-les-Bains—ignore the SP at Longues-sur-Mer (2623) for this rule, unless playing with Optional Rule 28.3 (German Coastal Batteries). (The 1st Special Service Brigade may remain on the map indefinitely.)

17.6 Restricted Movement Units



Units with a black box around their MA cannot move unless released. They are released if, at the start of a German Movement Phase on Turn 2 or later, an Allied unit is within two hexes of their location. Restricted units cannot be released on Turn 1. Once released, they function normally in all regards.

CHERBOURG: Restricted units that start inside the Cherbourg Perimeter may freely move within the perimeter before they are released. Once one of these units is released, then all of them may freely move out of the Cherbourg Perimeter.

17.7 Luftwaffe 88 Flak Units



These units are Silhouetted units with the following special properties and restrictions:

- They may never be replaced.
- Air units must modify their Strafe die roll by –1 if the target hex contains or is adjacent to an 88 Flak unit (19.1.4).

17.8 Beach Engineer Units



The Allied player has one Beach Engineer unit for each invasion beach (exception: Pointe du Hoc). These units arrive on Turn 1 in the Follow-up wave and their presence opens the beach hex they are located on into a Reinforcement Entry Hex and a Supply Source. They cannot move or attack, they can only defend. They are Free Stacking units (7.1).

17.9 Cadres and Cadre Displays



(17.9.1) Any 3-step unit on its reduced side forms a Cadre unit when it takes its second step loss. Remove the 3-step unit from the map and replace it with a Cadre of the appropriate type. The 3-step unit occupies the empty holding box on the Cadre Display where the Cadre was pulled from. The Cadre unit must abide by any retreats or Disruptions of the CRT result. If there is no Cadre unit available when a 3-step unit takes a second step loss, then none is created (the 3-step unit is permanently eliminated).

(17.9.2) Properties: They function like any other combat unit except they may not attack. See 10.7—Parenthesized Combat Factors.

(17.9.3) Receiving Replacements: An on-map Cadre unit receives a Replacement in the same manner as a regular unit, but instead of flipping the Cadre unit over, the Cadre unit is returned to the Cadre Display. Then the unit located in that Cadre's holding box is placed on-map in the same hex where the Cadre unit was located. The 3-step unit is returned on its reduced strength (2nd step) side, and marked with a Replacement marker.

(17.9.4) Cadre Elimination: If an on-map Cadre unit is eliminated, it is placed on top of the 3-step unit currently occupying its box on the Cadre Display. This Cadre unit is NOT available for any purpose, other than to return the associated 3-step unit to play via the Replacement procedure (6.2). To return a fully eliminated 3-step unit to the map, the first Replacement must be spent returning its associated Cadre unit (located on top of the eliminated unit on the Cadre Display). The Replacement type required is the same that is required for the 3-step unit it represents.

(17.9.5) Cadre Displays: Use these displays to keep track of which unit the Cadres are representing. The pools are also handy to keep track of German Automatic Victory (23.3).

18. SUPPLY AND ISOLATION

Supply status is checked during the Supply Phase. Units unable to trace a Line of Supply (18.2) to a Supply Source (18.1) are 'Out of Supply.' Units already marked as Out of Supply that cannot trace a Line of Supply of any length are 'Isolated.'

18.1 Supply Sources

GERMAN UNITS: German units may trace to any map edge Entry Hex or any friendly controlled Cherbourg City hex.

ALLIED UNITS: Allied units can trace to any open beach hex, or to a Mulberry Harbor hex.

18.2 Line Of Supply

A Line of Supply (LOS) is a path of contiguous hexes from a unit to a Supply Source. The path can be up to five hexes in length to a road and then an unlimited length along the road via contiguous road hexes to a Supply Source. The path cannot:

- cross an all-Sea or an Impassable hexside
- enter an enemy occupied hex
- enter two consecutive vacant hexes in an EZOC
- cross or enter an enemy ZOC Bond
- the road portion of the path cannot enter an enemy-controlled Town or City hex.

NOTE: The cross-country portion of a supply path can enter and cross Flooded hexes and hexsides and Major River hexsides.

© 2015 GMT Games, LLC

18.3 The Supply Phase



Supply is checked during the owning player's Supply Phase (note that LOS traced for various purposes during the Initial Phase and Replacement Phase do not affect a unit's supply state). A unit judged to be in or out of supply at this time is considered in that state until the next friendly Supply Phase. If any unit or stack cannot trace a valid LOS, it receives an Out of Supply marker. If the unit was already marked Out of Supply from a previous turn, flip the Out of Supply marker over to its red side. If any friendly unit or stack bearing an Out of Supply marker can now trace a LOS, the marker is removed.

18.4 Out of Supply Penalties

A unit bearing an Out of Supply marker suffers the following penalties:

- COMBAT: The unit has its combat strength halved when attacking.
- MOVEMENT: The unit must use Tactical Movement (9.10) and may not be placed into Reserve (15.1).
- REPLACEMENTS: The unit cannot receive replacements.
- IPs: The unit cannot begin building an IP, but can complete one (16.1.3).

Out of Supply units retain their full Defense Strength, ZOC effects, TQ and Armor Ratings.

IMPORTANT: Units bearing an Out of Supply marker suffer the effects above even if they can later trace a LOS at the moment of combat, movement, or receiving replacements.

18.5 Isolation Attrition



(18.5.1) Non-HQ units that are marked with a red Out of Supply marker *and* are adjacent to at least one enemy unit, suffer Isolation Attrition during the owning player's Supply Phase. Isolated units that are not adjacent to at least one enemy unit do not roll for Isolation Attrition. To resolve the attrition, roll one die for each unit. If the die roll is 1-4 the unit is reduced one step. A result of 5 or 6 has no effect. A unit can be eliminated (lose its last remaining step) due to an Isolation step loss.

(18.5.2) Die Roll Modifiers:

+2 if the unit can trace a LOS to at least one of the following: a friendly-controlled City hex, a friendly Strongpoint (German units only), a Coastal hex (Allied only), or a friendly HQ. These are not cumulative.

+/–? the unit's TQ.

EXAMPLE: A German +1 TQ unit stacked with a Strongpoint (+2) would only lose a step on a die roll of 1.

(18.5.3) Srongpoints and Attrition: Strongpoints are exempt from Isolation Attrition as long as they are stacked with a combat unit. If all the combat units stacked with a Strongpoint are eliminated by Isolation Attrition then the Strongpoint must roll for attrition immediately (i.e. in the current Supply Phase). Strongpoints automatically qualify for the +2 for being able to trace a LOS to a SP (i.e. to themselves).

(18.5.4) HQs: Isolated HQs never roll for Isolation Attrition, but are immediately eliminated if they cannot trace a Line of Supply to any friendly unit.

19. AIR AND NAVAL SUPPORT

19.1 Air Support Markers

19.1.1 Purpose

Starting on Turn 2 and continuing each turn thereafter, the Allied player receives Air units according to the die roll on the Weather Table. These Air units may be used for Offensive Air Support or Strafing. Each Air unit may be used for only one mission per turn.

(19.1.2) Offensive Air Support





Until Turn 17, only one Air unit per combat may be used to assist a ground attack. Starting on Turn 17 the Allied player can use two Air units per combat. Adding an Air unit has the effect of shifting the CRT odds one column to the right. There are no terrain, range, or other restraints upon the use of an Air unit in an attack. US and CW Air units may be used for any combat—nationality is not a restriction.

DESIGN NOTE: Allied close air support was not well developed in early June. On June 22 the Allies experimented with their first large scale air support operation around Cherbourg.

(19.1.3) Defensive Air Support (The Jabos Table)

This can occur only on Clear Weather turns during the German Player-Turn. The effect of Allied Air Support is random and is determined by a die roll on the Jabos Table immediately before each German attack is conducted. The result on the Jabos Table indicates column shifts left on the CRT or no effect. Defensive Air Support is not tied into the number of Allied Air Support markers received that turn, nor does it use up the Air Support markers. These negative shifts are applied BEFORE calculating the net column shifts (10.6).

EXAMPLE: After the German player announces a 4-1 attack the Allied player rolls on the Jabos Table. The die roll is a 6 which results in a three column shift. The final odds are 1-1.

(19.1.4) Strafing

Strafing occurs only in the Allied Combat Phase (not the Allied Reserve Combat Phase) before any ground combat is resolved. An Air unit may Strafe any hex containing one or more Silhouetted German Armored units that are in a non-Woods, non-City hex. All Strafing missions must be assigned before any are resolved. A maximum of one Air unit may Strafe a single hex prior to Turn 17, and two Air units thereafter. Roll a die *for each Silhouetted Armored unit* in the hex: on a die roll of 1-5, there is no effect; but on a modified die roll of 6 the unit loses a step. A unit may lose its last step this way. Strafing has no effect on non-Silhouetted Armored units.

DIE ROLL MODIFIER: Modify the die roll for the following:

–1 if the target hex contains or is adjacent to an 88 Flak unit (not an 88 AT unit)

+1 if the target unit is using Strategic Movement

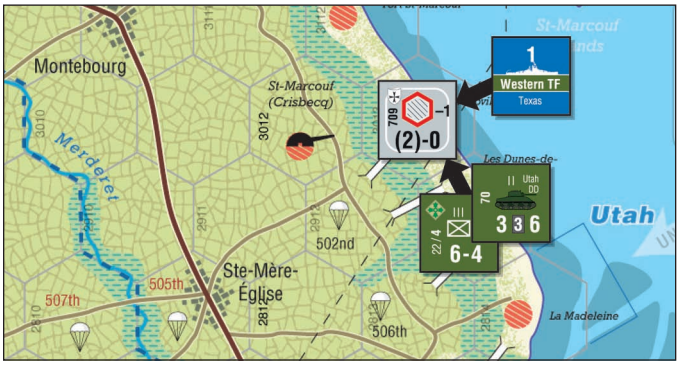
2ND EDITION: Units are no longer Disrupted by Strafing.

19.2 Naval Support Markers



The Allied player has four Naval Support markers—two US and two British. Each may be used once per Game Turn as a Naval Support shift in an attack or a +1 DRM on the Determined Defense Table. In addition, Naval Support markers can be used to suppress German Coastal Batteries (28.3 if playing with this Optional rule). A maximum of one Naval marker may be used in each attack or defense. The target hex (where the defending units are) must be within the Naval Bombardment

© 2015 GMT Games, LLC



EXAMPLE: The Allied player attacks a Strongpoint with armor and Naval Support. The Allied player does not gain the Armor Shift against Strongpoints but does receive a shift for the Naval unit. The Strongpoint does not get any DCBs. The odds are 9-2 = 4-1, with shifts right for TQ and Naval Support. The final odds are 6-1.

Zone in order to be supported (exception, see Cherbourg below). British Naval Support markers may only support units of the British 2nd Army and US Naval Support markers can only support units of the US 1st Army (2.3.4). Naval Support is not available on Storm turns and is considered separate from HQ Artillery Shifts.

OFFENSIVE SUPPORT: Provides 1 shift to the right on the CRT.

DEFENSIVE SUPPORT: Provides a +1 DRM on the Determined Defense Table.

Naval Support markers used to provide Naval Support are flipped over to indicate they have been used. All Naval Support markers are flipped back to their available side during the Initial Phase.



Special Cherbourg Bombardment: Once per game, the Allied player may use the two US Naval Support markers for Offensive Naval Support against hexes *inside* the Cherbourg Perimeter. Both markers must be used in the same turn (on different hexes) and this precludes their use elsewhere within the Naval Bombardment Zone that turn.

DESIGN NOTE: Due to German shore batteries around Cherbourg, the US Navy avoided the Cherbourg area throughout the campaign except for one mission on June 25 in support of the Cherbourg battle.

20. THE INVASION TURN

20.1 Turn 1 Sequence of Play

The sequence of play for the initial turn of the Campaign Game is as follows:

A. Special Invasion Phase

a. Roll for Scatter of all Airborne units (20.2).

b. Conduct all invasion combats (20.3).

B. Conduct the German Player-Turn (20.4).

C. Conduct the Allied Player-Turn (20.5). This includes the Allied Supply Phase—Airborne units do not get a free pass on Turn 1 like in other games.

There is no Initial Phase on Turn 1. The Weather is automatically Overcast-2. Neither player receives Supply Points or Replacement Points. The Allied player does receive his Naval Support markers for use in the German and Allied Player-Turns (not during the Special Invasion Phase).

20.2 Airborne Scatter

(20.2.1) Procedure: The Allied player places his Airborne units on the map in their drop hexes (these hexes and the unit designations are printed directly on the map) and rolls one die on the Airborne Scatter Table for each unit. The result can cause Scatter and step losses.

(20.2.2) Explanation of Results:

S: The unit is Scattered.

S1: The unit is Scattered and loses one step. Record one Airborne Replacement of the appropriate nationality on the General Records Track.*

S2: The unit is Scattered and loses two steps. Record one Airborne Replacement of the appropriate nationality on the General Records Track.* Note that one step is permanently lost while the other is only temporarily lost.

*Airborne units may use these Replacements to restore lost steps starting on Turn 2. No more than one Airborne Replacement may be used per Airborne Division, per turn.

(20.2.3) Scatter Effects: Units that are Scattered:

- may not move or attack
- may not receive Replacements
- may not build IPs
- cannot form a ZOC Bond or help facilitate one. They do, however, have a ZOC



Use Scattered markers to indicate a Scattered Airborne unit. These markers come off in the Allied Recovery Phase. A Scattered unit retains its full defense strength and may do a Determined Defense. A Scattered unit that retreats is marked with a Disruption marker, but retains the Scattered marker. The only additional effect is it can no longer be the Lead Unit in a Determined Defense.

(20.2.4) Glider Units: Two glider units arrive at the end of the Initial Phase of Turn 2—before the German player moves. Glider units must roll for Scatter but receive a +1 DRM. If their landing hex is enemy-occupied (EZOCs and ZOC Bonds are ignored), they must be delayed one turn and land at a different hex within 4 hexes of their intended hex (any terrain except City, Flooded, and All Sea). The Allied player may pick the hex in the following turn at the moment of the landing. The hex selected must be free of EZOCs and enemy units.

If the glider unit's landing hex is fully stacked in the Initial Phase of Turn 2, the Allied player delays landing until the start of the Allied Movement Phase. If the landing hex cannot be vacated to allow the gliders to land (due to ZOC bonds, etc.), the glider unit is delayed as noted above.

(20.2.5) 327/101 Glider Regiment: This unit arrives over the beaches on D-Day, it does not roll for Scatter. It is treated like any other Follow-up wave unit.

20.3 Invasion Combat

(20.3.1) In General

At each beach landing hex, the Allied player uses the Assault units from the Allied At Start card for the Initial Assault. No odds are computed, instead use the special Invasion CRT table printed on the back page of this rule book.

EXAMPLE: Utah Beach uses the Utah column, while Pointe du Hoc uses the All Others column.

© 2015 GMT Games, LLC

(20.3.2) CRT Results
The results on the Invasion CRT are the same as the regular CRT except the A2/D1 result (see below) and that an advance of two hexes is only allowed in a few results (see 20.3.6). All losses suffered by the attacker must be taken from the Infantry-Type units—not the tank battalions. The tank battalions suffer step losses according to the DD Tank Table. Determined Defense is not allowed in Invasion Combat. All beach Strongpoints have only one step so all will be eliminated unless a Bloody Omaha result occurs (20.3.3).

A2/D1: The attacker loses two steps (determined by the Allied player) and the German SP is eliminated.

(20.3.3) Bloody Omaha
If the Allied player rolls a 1 on his Omaha attack, he must take the step loss and roll again on the Omaha column. This may occur multiple times. If, due to a string of bad die rolls, the Allied player fails to dislodge the German unit and his two assault regiments are down to their Cadre level, the beach invasion on that hex fails. The Cadres are returned to the Omaha Beach Holding Box.

(20.3.4) The Rangers at Pointe du Hoc


If a 1 is rolled on the Invasion Combat (A2/D1) the landing fails, the 2nd Battalion is eliminated and the 5th Battalion must land at Omaha as part of its Follow-up wave. If the 2nd Battalion is not eliminated, there is still a chance that the 5th Battalion misses the signal to reinforce (as happened historically) and will land at Omaha. Immediately after the 2nd Battalion lands, roll one die: on a 1-3, place the 5th Battalion at Pointe du Hoc; on all other results it is diverted to the Omaha Follow-up Box.

(20.3.5) DD Tank Battalions in the Initial Assault
One DD (Duplex Drive) tank battalion accompanies each of the eight invasion assaults (all except Pointe du Hoc). After resolving the Beach Assault, roll an additional die for the tank battalion in the Initial Assault—see the DD Tank Table printed on the back of this rule book. A die roll of 1-3 results in the tank battalion taking a step loss, a 4-6 has no effect. This step loss has no bearing on the die roll for the Invasion Combat.

DESIGN NOTE: This represents tank losses from the run in to the beach (many Duplex Drive tanks sank in the rough surf) and from enemy fire once on the beach.

(20.3.6) Advance After Combat in Invasion Combat
Once a beach has been successfully assaulted (i.e. a non-A1 result obtained), the attacking Allied units may advance one or two hexes, depending on the CRT. The first hex of an advance must be into the beach hex. On an Adv1 result, the Allied units advance into the vacated beach hex and stop. At Omaha Beach, if the Allied player's first die roll is an A1 result, then the best advance the Allied units can achieve at that beach is one hex, regardless of what any subsequent die roll at that beach may be.

20.4 Turn 1 German Player-Turn
After the Special Invasion Phase, play resumes to its normal sequence starting with the German Player-Turn. All German units may move their full Movement Allowance on Turn 1 except for the following:

- Restricted Movement units (17.6) and all Ost units may not move at all on Turn 1.
- All units of the 21st Panzer Division have a Movement Allowance of 3 on Turn 1.

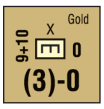
Strategic Movement and Truck Movement MAY NOT be used on Turn 1 (9.8.7).

20.5 Turn 1 Allied Player-Turn
(20.5.1) The Allied player now conducts a normal player-turn. His reinforcements for Turn 1 are those in the Follow-Up Wave.

(20.5.2) Follow-up Wave: Units in the Follow-up Holding Boxes (including the US 327/101 Glider Regiment and any Engineer or HQ units) land in the Allied Movement Phase as Reinforcements and must follow all rules governing Reinforcements (must use Tactical Movement, halve their Combat Strength, etc.). Place a Regroup marker on Follow-up units that end their move adjacent to an enemy unit as a reminder of their halved Attack Strength.

(20.5.3) Delayed Landing: If stacking prohibits them from landing, Follow-up units must wait until the following turn to land. They can wait longer if need be. Units landing from the Follow-up holding boxes do not count against the Reinforcement Point limit of each beach, nor do they count against the Reinforcement Points the Allied player received that turn. Delayed Follow-up units are not required to land before newly arriving Reinforcements—the Allied player can determine the order.

21. BEACHHEADS, MULBERRIES AND EVACUATIONS

21.1 Opening and Closing Beaches and Mulberries


(21.1.1) Opening: A beach is open (activated) if an Allied Engineer unit is in one of its hexes (or hex in the case of Utah and Sword Beach). The British Mulberry is open five turns after Arromanches is Allied-controlled and there are no German combat units adjacent to the hex. The US Mulberry is open five turns after German forces are no longer in or adjacent to the two Omaha beach hexes. Check whether the above conditions are met during the Initial Phase of each turn. If met, place the Building Mulberry marker(s) on the Turn Record Track five turns from the current turn (see example). The Mulberry is completed in the Initial Phase when that turn arrives. When completed place the British Mulberry marker on the Arromanches-les-Bains hex, and the US Mulberry on either Omaha Beach hex.

EXAMPLE: If Arromanches-les-Bains is Allied-controlled in the Initial Phase of Turn 2 and there are no German units adjacent, then the Allied player places the British Mulberry marker on Turn 7 (2+5=7) of the Turn Record Track. It will be ready in that Initial Phase.

(21.1.2) Delaying Construction: Once construction of a Mulberry has been started, the German player can delay its construction by having a unit adjacent to the Mulberry location (at Omaha this means either hex). At the start of each Allied turn where a German unit is adjacent to a Mulberry under construction hex, move that Mulberry marker forward one turn on the Turn Record Track (i.e. increase the Turn number for when it will be completed by one).

(21.1.3) Mulberry Effects: Until the Mulberry for a nationality is finished (5.0) the Allied player receives only 1 Supply Point for that nationality and cannot use Reinforcement Points to bring in Supply Points. Once the Mulberry is finished, the respective nationality receives 2 Supply Points per turn and can purchase additional Supply Points with its Reinforcement Points (6.5).

(21.1.4) Closing: If an Allied Engineer unit is eliminated from a beachhead, this beachhead is closed until the Allied player can

© 2015 GMT Games, LLC

replace the eliminated unit and again land it at the beach. A Beach Engineer unit is the only unit that may land at a closed beachhead, and only in a friendly-controlled hex. If the German player captures a Mulberry hex after the Mulberry is built or being constructed, the Mulberry is permanently eliminated.

21.2 Evacuation

During the Movement Phase, an Allied unit may move from an open beach hex to the In Britain Card by expending its entire Movement Allowance. It may evacuate while in an EZOC. Up to two units (any size) may evacuate per turn from each beach hex. This does not cost RPs (6.5) or count against beach capacity. Units may land at a beach hex at the same time that units are evacuating from that beach hex.

Units that have been evacuated to the In Britain Card may receive Replacements normally and return to play using the Allied Reinforcement procedure (6.5).

In addition to beach evacuations, the Rangers (only) may be evacuated from Pointe du Hoc back to the In Britain Card and later brought back into play for 1 RP per battalion. However, once withdrawn (17.5) they are removed from play permanently.

DESIGN NOTE: Occasionally, the Allied units at Omaha will be decimated and hemmed in at the beach. This rule allows the Allied player to evacuate the reduced units and bring on the full strength units in the Follow-up wave.

22. SPECIAL RULES

22.1 Allied Cooperation and the Allied Army Boundary Line

(22.1.1) Allied Cooperation: US Army units may not take part in the same combat with CW units and vice versa.

(22.1.2) The Allied Army Boundary Line: Allied units may move and attack a maximum of one hex beyond the Army Boundary Line. Allied units may not attack, nor Advance after Combat into, a hex two or more hexes across the Army Boundary Line. If an Allied unit must retreat further than one hex across the boundary it must move back during the next Allied Player-Turn. If unable, it must remain in its current hex until able to move per the above. The line ends at the 16xx hexrow, so Allied units can operate on either side of it as long as they remain south of the 16xx hexrow. Other than that, the Boundary Line has no effect on combat.

22.2 Airborne Division Withdrawal

Airborne Withdrawal occurs in the End Phase. If all on-map units of an Airborne Division are currently in supply and not adjacent to an enemy unit, the Division may be withdrawn back to England. All surviving units of that Division must be withdrawn together—none may be left behind. Once withdrawn a Division may never return to play. If an Airborne unit in that Division is at Cadre level the Cadre unit is returned to the Cadre Display and the unit in its holding box is withdrawn—withdrawn Cadres do NOT count against the number of Cadres for Automatic Victory. Eliminated Airborne units are not withdrawn and therefore count for Automatic Victory.

DESIGN NOTE: Historically, the US Airborne Divisions were withdrawn in early July. A player can withdraw them in June in this game to make more Cadre units available. See Automatic Victory Conditions, below.

23. AUTOMATIC VICTORY

23.1 In General

The game ends immediately if a player achieves an Automatic Victory.

23.2 Allied Automatic Victory

The Allied player wins if he has **three or more,** in-supply units on the east or south map edge at the end of a German Player-Turn, all Allied Beaches are Open (21.1.1), and all four city hexes of Caen are Allied controlled.

23.3 German Automatic Victory

The German player wins if he has achieved one of the following during any End Phase:

- close three or more Allied Beaches and/or Mulberry hexes (including Sword, but not Pointe du Hoc)
- eliminate or reduce to Cadre level any seven US 3-step units
- eliminate or reduce to Cadre level any five British 3-step units

Canadian units, and any unit with two or less steps (including the Special Services Brigades) are not counted for Automatic Victory.

DESIGN NOTE: Automatic Victory represents a casualty level on the Allied side that will impact morale on the troops and cause the loss of confidence in your command. If the Allied player begins to run low on British or US Cadre units he should consider withdrawing an Airborne Division (22.2).

24. THE CAMPAIGN GAME

24.1 Game Length

This scenario runs from June 6 to the end of the game (22 turns). Start with the Special Invasion Phase.

24.2 Setup

GERMAN: The German player should first place all his units on the German At Start Card and the Reinforcement card, as appropriate. Then transfer the units from the At Start Card to the map. At start hexes are printed in black on the map.

ALLIED: The Allied player places all his units either on the In Britain Card or on the Allied At Start Card. Once this is completed he can transfer to the map his Airborne units (in their drop hexes) and his other units (in the Landing Displays). The game starts with Airborne Scatter (20.1).

24.3 Campaign Game Victory

(24.3.1) Allied Victory: If the game does not end due to Automatic Victory (23.0), the Allied player wins by scoring **10 VPs** at the end of the game. The Allied player scores 1 VP for each eligible Town hex and 2 VPs for each eligible City hex he controls (2.2.5) and can trace a LOS to. Only Town and City hexes that are on the German side of the June 27 Historical Front Line OR within the Cherbourg Perimeter count for VPs. The German player scores 1 VP for each Town hex, and 2 VPs for each City hex on the Allied side (north) of the June 27 Historical Front Line that is in German control and the German player can trace a LOS **to a map edge Entry Hex (Cherbourg cannot be used as a Supply Source for this purpose).** The German player scores no VPs for Town and City hexes he controls on his side (south) of the June 27 Line. Deduct the German VPs from the Allied VPs to obtain the total Allied VPs.

2ND EDITION: The phrase in bold is a change from the first edition.

© 2015 GMT Games, LLC

(24.3.2) German Victory: Prevent the Allied player from achieving his victory conditions.

EXAMPLE 1: The Allied player has captured all Towns and City hexes inside the Cherbourg Peninsula (worth 9 VPs) plus captured the Town hex of Buron (1 VP). He would win the game as long as the German player does not control any Town or City hexes on the Allied side of the June 27 Historical Front Line.

EXAMPLE 2: The US 1st Army has succeeded in cutting the peninsula, but has only taken two of the Cherbourg City hexes and two of the Town hexes inside the Cherbourg Perimeter (6 VPs). The British 2nd Army has done well—taking both Buron and Épron north of Caen (2 VP), and two Caen City hexes (4 VP), for a total of 12 VPs. The German player controls only one Town hex north of the June 27th Line that can trace a LOS to a map edge Entry Hex, giving the Germans 1 VP; resulting in a VP total of +11 for the Allies and victory.

25. SEVEN-TURN MINI-GAME

25.1 Game Details

Use all the Campaign Game rules, setup, Reinforcements, but the game ends at the conclusion of Turn 7.

Game Length: Seven turns, from Turn 1 (June 6) to the end of Turn 7 (June 12). Start with the Special Invasion Phase.

Map: The entire map is used.

25.2 End Game Victory

In addition to Automatic Victory, the Allied player wins if he earns 14 VPs. The German player wins by preventing the Allied player from achieving this. VPs are calculated at the end of Turn 7 and are earned as follows:

- 3 VPs: THE BEACHES ARE LINKED: For controlling a road that runs from Juno Beach to Ste-Mere-Église. The road must be free of German units and EZOCs. Allied units cancel German ZOCs in the hex they occupy for this purpose.
- 2 VPs: For the City hex of Bayeux and for each City hex outside the Allied Naval Bombardment Zone.
- 1 VP: For each Town hex beyond the Allied Naval Bombardment Line.
- 1 VP: For each Airborne drop hex (9 total). Don't count glider landing hexes.
- –2 VPs: For each Beach Engineer unit not present on its Beach.

26. CHERBOURG SCENARIO

26.1 Game Details

Setup: Use the Cherbourg At Start Card.

Game Length: 12 Turns, from Turn 1 (June 6) to the end of Turn 12 (June 17). Start with the US Airborne drops and the Invasion Combat at Utah Beach.

Map: Allied units may not move or attack across the June 27th Historical Progress Line. German units may freely cross back and forth across this line. German units may use the area south of this line as a safe refuge. German units in the area south of this line may be used to form ZOC Bonds. No units from either side may enter the xx15 hex row.

26.2 Miscellaneous

1. Supply: German units may trace supply to either Cherbourg or to any road leading south through the June 27 Historical Front Line (i.e. assume that the road is clear of Allied units/ZOCs beyond the June 27 Historical Front Line).

2. Supply Points: The German player starts with three Supply Points (use the Fortress Cherbourg marker). Starting on Turn 2 the German player receives one additional Supply Point on a Weather die roll of 1-3 (i.e. on any non-Clear Weather turn). The Allied player receives one free US Supply Point each non-Storm turn plus, from Turn 7 on (see below), those he brings on using his RPs.

3. Replacements: Starting on Turn 3, both sides may receive Replacements. The German player receives one Infantry Replacement on a Weather die roll of 5. This Replacement may only be used on 0 or –1 TQ units and may not be saved. The German player may also use one Armor Replacement over the course of the scenario during any Storm turn (exception: if playing with the Historical Storm Date optional rule, this reinforcement may be used any time a 1 is rolled on the Weather die). Indicate this by placing the German Armor Repl marker on the "1" box at the start of the scenario; but remember that it can only be used during a Storm turn. If no Storm turns occur, then the Replacement is lost. The Allied player uses the Weather Table and receives the US Replacements the table indicates if the Weather die roll is odd (1, 3, or 5); he receives no Replacements on an even die roll (2, 4 or 6).

4. Naval and Air Units: The Allied player receives only one US Naval unit per non-Storm turn (exception: on the turn of the Special Cherbourg Bombardment he receives both). The Weather Table determines the number of US Air units he receives, up to a maximum of two per turn. CW Air and Naval units are not used.

5. Improved Positions: Starting on Turn 5, the German player may build one IP each turn the Weather is Overcast (2 or 3). The Allied player may build one per non-Storm turn.

6. German Reinforcements:

- June 10 (Turn 5): 3/1050/77 (2-3) at La-Haye-du-Puits (hex 2506).
- June 11 (Turn 6): 1049(-)/77 (4-3), and 2/1050/77 (2-3) at La-Haye-du-Puits (hex 2506).

7. Allied Reinforcements:

Starting on Turn 2 the Allied player receives 3 US RPs per Overcast turn and 4 US RPs per Clear Weather turn. RPs may not be used for Supply Points until Turn 7 (when the Mulberry at Omaha is considered completed). All units on the In Britain Card are available for reinforcements except the US 2nd Infantry Division and 2nd Armored Division.

26.3 Special Rules

(26.3.1) How To Win: Automatic Victory is not used in this scenario. The Allied player wins by controlling Carentan and achieving **one** of the following:

- have at least one in-supply non-HQ unit inside the Cherbourg Perimeter at the End Phase of Turn 12
- cut the peninsula (i.e. no Cherbourg City hex can trace a LOS to the south map edge)

The German player wins by preventing the US player from winning.

(26.3.2) 101st Airborne: Starting on Turn 3, units of the 101st Airborne may only move and/or attack into hexes within 4 hexes of Carentan (hex 2512). If, for whatever reason, a 101st Airborne unit

© 2015 GMT Games, LLC

starts a Movement Phase outside the requisite range from Carentan, it must immediately attempt to move within the required range and cannot attack until within the required range. Remove from play the two units of the 6FJ if Carentan is Allied occupied during the End Phase.

(26.3.3) 82nd Airborne: Starting on Turn 3, the 82nd Airborne Division is tasked with defending the southern flank. Since the German units on this flank are abstracted out, units of the 82nd may only move and/or attack German units within three hexes of an 82nd Airborne Drop hex (hexes 2710, 2810 and 2811). E.g. Valognes is 4 hexes from the nearest 82nd Airborne Drop Zone hex, so cannot be attacked or entered. If, for whatever reason, an 82nd Airborne unit starts a Movement Phase outside the requisite range from the above Drop hexes, it must immediately attempt to move within the required range and cannot attack until within the required range.

(26.3.4) Markers: The German player may not use the Truck or Strategic Movement markers.

27. MULTI-PLAYER

Normandy '44 can easily be played by three or four players.

ALLIED: The Allied forces are split into two groups—US forces (1st Army) and CW forces (British 2nd Army). Each player controls his own respective forces and the owning player must agree to any Air unit commitment to combats not involving units of his own Army.

GERMAN: When two players play the German side, one will control the forces opposing the US 1st Army and the other will control the forces opposing the British 2nd Army. Use the Allied Army Boundary Line to determine who controls what forces, though units are free to be moved back and forth across the line as they German players see fit. Reinforcements entering at a Green Entry Hex are controlled by the player opposing the US; all others by the player opposing the CW. Each turn split the Supply Points up in any agreeable fashion. One player uses the 7th Army Supply Point marker and the Fortress Cherbourg Supply Point marker for all units facing the American 1st Army; and the other German player uses the Panzergruppe West (5th PzA) Supply Point marker for all units facing the British 2nd Army. If there is a disagreement in ownership or supplies, the German player opposing the CW makes the final decision.

At the start of any scenario, the initial Supply Points may be split in any manner agreed to by the German players—the player opposing the CW having final say.

28. OPTIONAL RULES

28.1 Historical Storm Date

On all turns except Turns 14-16, re-roll a Weather die roll of 1 until something other than a 1 is rolled. On Turns 14-16, the Weather is automatically Storm.

DESIGN NOTE: In an average game, a Storm result occurs about three times, so this concentrates them all together.

28.2 Random 3-Day Storm

Until Turn 12, re-roll a Weather die roll of 1 until something other than a 1 is rolled. On Turns 12-22, if a storm is rolled it lasts for 3 turns. After the 3-day storm ends, roll for weather normally.

DESIGN NOTE: The two optional rules above help play balance by preventing storms from happening too early in the invasion, which can have a significant impact on the Allies.

28.3 German Coastal Batteries

Use this rule to give the Allied player an incentive to take out the coastal batteries as quickly as possible.

Starting on Turn 2, the Allied player must use Naval units to suppress the German coastal batteries: Crisbecq (3012), Pointe du Hoc (2818), Longues-sur-Mer (2623) and Mont Canisy (2437). One US Naval unit must be used to suppress the batteries on the US side of the Army Boundary Line, and one British Naval unit must be used to suppress the batteries on the CW side of the Army Boundary Line. These batteries are eliminated if the hex they occupy is ever occupied by Allied forces or the SP unit is eliminated. Once both batteries on the US side are eliminated the US Naval marker is free to be used for other purposes in subsequent turns. Once both batteries on the UK side are eliminated the CW Naval marker is free to be used for other purposes in subsequent turns.

SWORD BEACH AND MONT CANISY: If the Allied player does not bring in any Reinforcements through Sword Beach he does not have to suppress the Mont Canisy battery.

DESIGN NOTE: The Mont Canisy Strongpoint is also representing the Merville and Houlgate Batteries—all of which were in range of Sword Beach. The Merville Battery was knocked out in the early hours of D-Day by the British airborne, but two of the guns came back into action a few days later.

PLAY NOTE: Mont Canisy can be ignored since you don't need to bring in any Reinforcements at Sword Beach. Pointe du Hoc usually falls right away and Longues-sur-Mer by Turn 2 or 3. Typically, only Crisbecq is a problem for the Allied player.

Changes in the 2nd Edition

The following changes were made in this 2nd Edition:

- Clarifications added and errata fixed.
- Three US TD battalions removed and replaced with light tank battalions and the 99th Independent Battalion.
- Minor changes to a few unit's strength and starting location to improve accuracy.
- Units no longer lose a step when retreating through an EZOC (13.2). *The old version goes against the function of ZOC Bonds. The change will also help the Germans a bit which is needed.*
- Minor change to Advance After Combat in Bocage (14.4.1).
- Minor change to Cherbourg Perimeter effects making it possible for the defender to earn the Armor Shift (16.3).
- Caen can be used for Artillery Shifts and Support (17.2).
- –1/+1 Weather Table DRM for Storm and Clear-6 deleted.
- Werfer Brigades can now move their full MA and fire. *These units were very mobile and used for quick reaction.*
- The effectiveness of Strafing was toned down and a new modifier added (19.1.4).
- Allied Automatic Victory and Campaign Victory Conditions changed slightly.
- Optional Storm rules modified (28.1 and 28.2).
- Optional Flanking Fire rule and solo play suggestions deleted.
- On the CRT the "no effect" result has been changed to "A1". *The "-" result was a last minute change to the first edition which I soon regretted. This corrects that error.*

© 2015 GMT Games, LLC

EXTENDED EXAMPLE OF PLAY



The illustration above shows the German and Allied At Start locations before Airborne Scatter and Invasion Combat.

The following is an example of play of the first turn of the Campaign Game. While the opening moves and attacks shown were often used in playtesting, they should not be considered to represent the best possible moves.

SPECIAL INVASION PHASE

The first turn of the Campaign Game starts with an Invasion Phase where the Allied airborne units roll for Scatter and the amphibious assault forces land at the beaches.

AIRBORNE SCATTER

Airborne units do not drift from their landing hexes, however the shape they land in is determined by rolling one die on the Airborne Scatter Table for each airborne unit.

US Airborne Drop

The Allied player first rolls one die for each 82nd Airborne unit. The die rolls and results are shown below:

Unit	*Die Roll*	*Result*
507th	2	S2
505th	5	S
508th	2	S2

A bad landing for the 82nd Airborne. The 507th and the 508th each lose two steps and become Scattered. The two units are moved to the Cadre Display and two Airborne Cadre units take their place.

The Allied player records two US Airborne Replacement steps on the General Records Track (these represent airborne troops that have scattered and will slowly find their way back to their units). The 505th has a good landing but is still Scattered.

Now the Allied player rolls for the three units of the 101st:

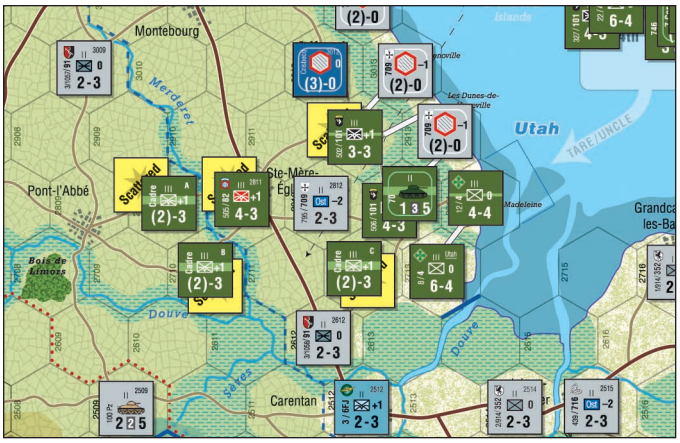
Unit	*Die Roll*	*Result*
502nd	2	S1
506th	6	-
501st	1	S2

The 502nd loses 1 step, the 506th has a perfect landing, and the 501st loses two steps. The 502nd and 501st are Scattered, and the Allied player records two more US Airborne Replacements on the General Records Track.

UTAH BEACH

Next the Allied player resolves Utah Beach. The first step is to take the Initial Assault units and move them adjacent to the beach hex. Then he rolls for Invasion Combat and DD Tank casualties. The assault is resolved on the Invasion CRT using the Utah column. The DD tank casualties is determined by using the DD Tank Table. The Allied player rolls a 4 for the assault and a 1 for the DD tanks. A 4 on the Invasion CRT is a A1/D1, calling for a step loss for each side (eliminating the beach Strongpoint) and an Advance of 2 hexes. A 1 on the DD Tank Table calls for the tank battalion to take a step loss. The three units are moved onto the beach and may Advance an additional hex.

© 2015 GMT Games, LLC



Utah Beach after Invasion Combat and Advance After Combat. Five out of six Airborne units are Scattered.

POINTE DU HOC

Now for the assault on Pointe du Hoc. This is resolved on the middle column. A die roll of 4 achieves a A1/D1, Advance 1. The Strongpoint is eliminated and the 2nd Ranger Battalion lands at reduced strength. The Allied player then rolls for the 5th Ranger Battalion and gets a 4—the battalion is diverted to Omaha Beach.

OMAHA BEACH

The Allied player first moves the Initial Assault units next to the beach. The Allied player then rolls twice for each beach hex (the Invasion CRT die roll and DD Tank Table die roll). The Omaha column is used for the Invasion Combat rolls. For the 29th Division, the Invasion roll is a 1 which results in an A1, and the DD Tank roll of 2 results in a step loss. An A1 result requires the Allied player to reduce an infantry regiment by one step and roll again. He does so, and rolls a 6 which is an A1/D1, Adv 2 result. However, since he rolled an A1 initially he can only advance one hex. The two regiments land but both have taken a step loss.

For the 1st Infantry Division, the Allied player rolls a 2 for the Invasion Combat (A2/D1, advance 1) and a 4 for the DD tanks (no effect). Both regiments are flipped over and the three units advance into the beach hex.

This has been a very bloody beach for the Allied player—losing 3 steps in the 29th Division sector and 2 steps in the 1st Infantry Division sector. A total loss of 5 steps.



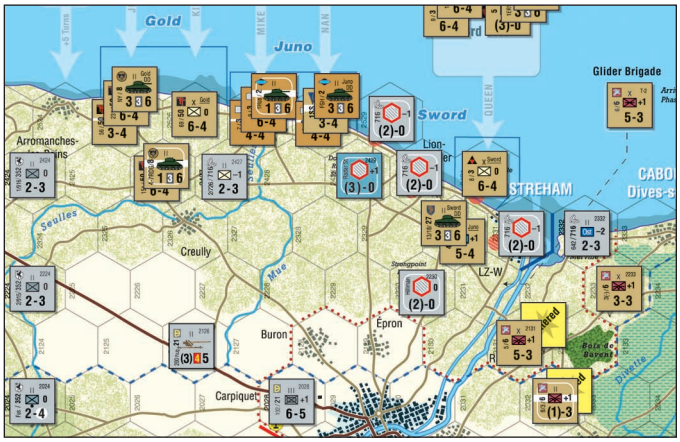
Pointe du Hoc and Omaha after Invasion Combat.

GOLD BEACH

At Jig Beach the assault die roll (4) is a A1/D1, Adv 1. The DD Tank roll (6) is a No Effect. One step is removed from one of the infantry brigades and the three units stop in the beach hex.

At King Beach, the assault die roll (6) results in a D1, Adv 2. The DD Tank die roll (1) results in a step loss. The units land and may advance an additional hex.

The two beach hexes at Gold lose a total of two Allied steps.



Gold, Juno and Sword Beaches after Scatter die rolls and Invasion Combat.

JUNO BEACH

At Mike Beach, the assault die roll (2) results in a EX, Adv 1. The DD Tank die roll (1) results in a step loss for the tanks. An EX result allows the German player to pick the Allied step loss, but in this case both infantry units are identical so it matters little. The units land and stop in the beach hex.

At Nan Beach the assault die roll (1) results in a A2/D1, Adv 1 and the DD Tank die roll (5) results in a No Effect. The units land but stop in the hex.

At Juno the Allies lose a total of four steps.

SWORD BEACH

At Queen Beach the assault die roll (6) results in a D1 and the DD Tank die roll (4) results in no loss for the DD tanks. The units land without any losses and may advance an additional hex. Note that Strongpoint hexes have no ZOCs.

6TH AIRBORNE DIVISION

Finally, in the 6th Airborne sector the Allied player rolls a die for each of the three units. From north to south:

Unit	*Die Roll*	*Result*
3(-) Bde	6	-
5th Bde	3	S
8/3 Bn	1	S1

The 3(-) has a perfect landing. The 8/3 Battalion is reduced one step and one British Airborne Replacement is recorded on the General Records Track. The 5th and 8/3 are scattered.

At this point, the special pre-game phase ends, and the regular game begins.

© 2015 GMT Games, LLC

German Player-Turn

German units on Turn 1 can move their full Movement Allowance except for units of the 21st Panzer Division which are restricted to 3 MPs, and Ost Battalions and Restricted Movement units which cannot move at all.

German Movement in the Peninsula

Moving from left to right, the German player first moves the three units in the northern part of the peninsula down towards Utah. Since it is an Overcast turn, the road rate for Primary Roads is 1/2 MP for German Mechanized units. The Cotentin Artillery HQ (marked A in the illustration) moves only one hex so it will be available to provide Artillery Support in the Combat Phase—if it had moved more than one hex the HQ would have had to be flipped over. The Sturm regiment (B) moves to reinforce Crisbecq.

The German player plans to attack the 82nd Airborne so moves a number of units to Point-l'Abbé. Note that Scattered Airborne units cannot form ZOC Bonds, so the German battalion at C can move between the two Allied airborne units.

German Movement Towards Omaha Beach

In the Omaha sector the German player rushes to hem in the Allied units at Omaha. Not shown are the two units of the 30th Mobile Brigade rushing to Bayeux using Bicycle Movement (6 MPs). They will be right outside of Balleroy by the end of their move.

German Movement in the CW Sector

In the CW sector the German player will be content just to take out the British Airborne battalion and hem in the other beaches. The Battalion of the 711th Division rushes to hex F to keep the supply line open to the Ost battalion at Merville. The German player wants to make the CW forces fight for any territorial gains, but there are just not enough German units to form a strong line everywhere. Allied ZOC Bonds in this area are marked in red.

German Combat Phase

Near Utah Beach the Airborne Cadre unit is attacked. The Airborne Cadre has a defense strength of 2 which is increased to 4 for the DCB of Bocage (+3). (Remember, the defender can never add more DCB than he has defense factors.) The German player designates the 91st Airlanding Division with the attached tank battalion as his Main Assault Force. The units in the MAF attack at full strength while all the other units attack at half strength. The units attacking across the Flooded hexside are halved even though one is part of the MAF. The odds are 12 to 4 = 3-1. The German player spends a Supply Point for an Artillery Shift and gains a second shift for his Armored unit. The final odds are 5-1. He rolls a 5 which is a D1 result. The Cadre is eliminated and the German units can advance up to two hexes in any direction.

In the CW sector elements of the 21st Panzer Division attack the reduced paratroop battalion. The reduced battalion receives one DCB. The 21st Panzer is the MAF so all units attack at full strength. 12 to 2 = 6-1. The Armor Shift makes it a 7-1. A die roll of 4 results in a A1/D2. Since there is only one defending step the attacker losses none. An A1/D2 allows the attacker to place his attacking units in Reserve which the German player does.

German Reserve Phase

In his Reserve Phase the three units of the 21st Panzer Division which gained Reserve markers in the Combat Phase now move and attack the airborne unit at Ranville. The odds are 12 to 9 = 1-1. The Armor Shift makes it a 2-1. A die roll of 3 results in an EX. Each side loses one step, no advance or retreat. The step loss is selected by the



German Movement in the Peninsula



German Movement towards Omaha Beach

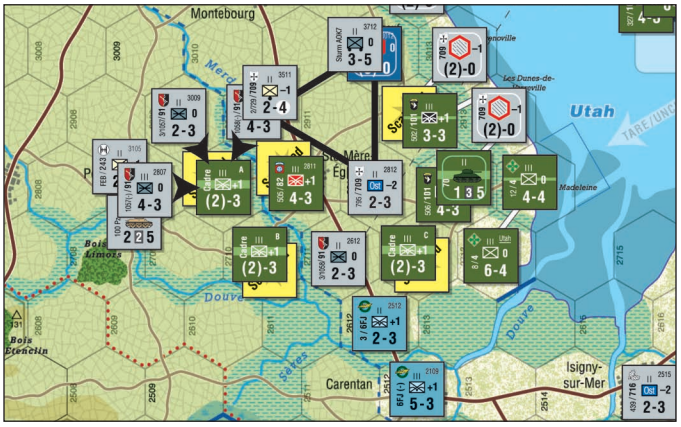


Situation after German movement is completed. Black lines show German ZOC Bonds.

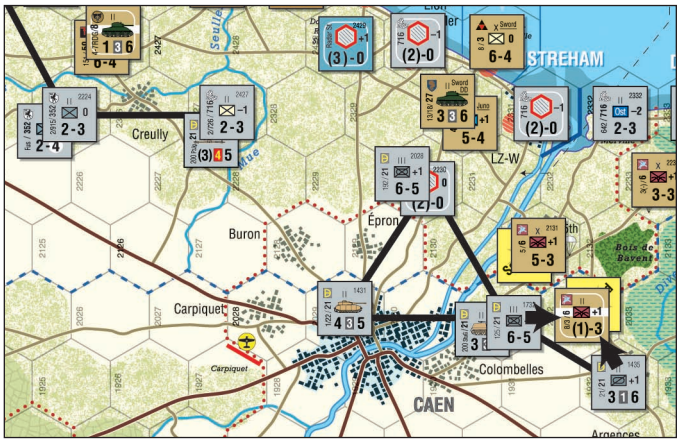
© 2015 GMT Games, LLC



German Movement in the CW Sector. Note units of the 21st Panzer Division have only 3 MPs available.



The 91st Division attacks the scattered 82nd Airborne. German ZOC Bonds indicated with black lines.



The 21st Panzer Division attacks the British airborne.

opposing player so the Allied player selects the assault gun unit to take the step loss.

German Recovery Phase and Supply Phase

No German units are Disrupted, and all units are in supply so these phases are skipped.

Allied Player-Turn

The Allied player essentially gets two turns on June 6—the Special Invasion Phase and his standard turn. This is the standard turn and has no special rules. The Follow-up units are the Allied Reinforcements for Turn 1, do not use any units from the In Britain Card on this turn.

Allied Movement and Combat near Utah Beach

Units marked Scattered may not move or attack. The Allied player sees that the 82nd Airborne is in trouble and attacks at A and B to come to its aid. The Follow-up units land and attack at C. Follow-up units are Reinforcements so must use Tactical Movement (2 hexes) and are marked with a Regroup marker (halved attack).

COMBAT A: DCB = 3, but only 2 can be used. The Allied player can have the regiment of the 4th attached to the 101st or vice versa, it doesn't matter in this case. Odds are 8 to 4 = 2-1. A shift for TQ brings it to 3-1. A die roll of 6 = D1. The Ost unit is eliminated and the two Allied units may advance two hexes.

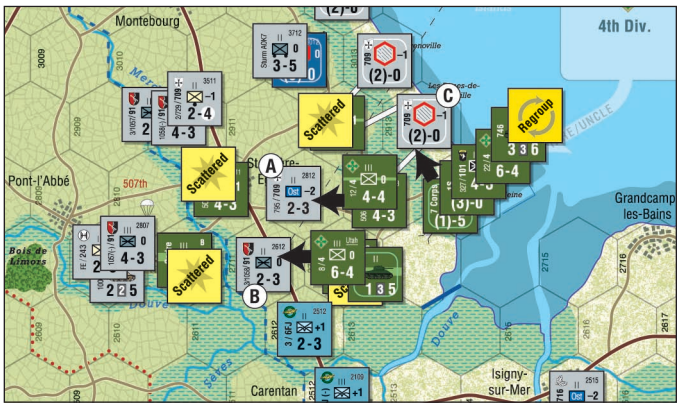
COMBAT B: DCB = 3 but only 2 can be used. Odds are 7 to 4 = 1-1. Shift for Armor = 2-1. A die roll of 4 brings a DR result. The German unit retreats to Carentan and becomes Disrupted. The US armor battalion advances to Ste-Mère-Église.

COMBAT C: No DCBs. All Allied units in this attack are under a Regroup marker so are halved. 7 to 2 = 3-1. No Armor Shift is allowed because of the Strongpoint, but the Allied player gets the TQ Shift. Final odds are 4-1. A die roll of 5 = D1. The Strongpoint is removed and the units may advance one hex.

Allied Movement and Combat near Omaha Beach

The German units have boxed in the US forces which are unable to move. Stacking is already at the limit so no further forces may be brought in except the Corps HQ and Engineer unit. The Allied player uses his two naval units in the two attacks to try and break out of the beachhead.

COMBAT D: DCB = 2. Odds are 9 to 9 = 1-1. Naval Shift brings it to a 2-1. A die roll of 5 = DR. Instead of retreating the German player decides to do a Determined Defense using his Flak regiment as his Lead Unit. Since the Armor Rating of the Flak unit (4) is



Allied attacks near Utah Beach.

© 2015 GMT Games, LLC

superior to the attacker's tank battalion's rating of 3, the DD roll will be modified by +1. A die roll of 4 is modified to a 5 resulting in an •–1. The Lead Unit loses a step but the retreat is cancelled.

COMBAT E: DCB = 2. Odds are 11 to 8 = 1-1. No Armor Shift, but the Allies get the shift for Naval Support. Final odds are 2-1. A die roll of 1 = A1. The MAF loses one step.



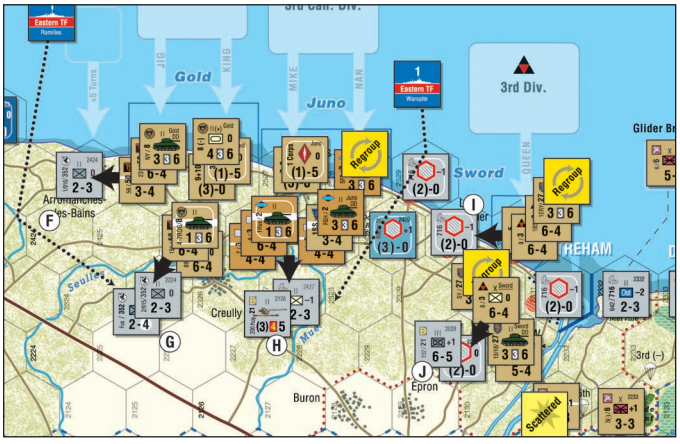
Allied attacks at Omaha with Naval Gun Support.

Allied Movement and Combat at Gold and Juno Beach

At these two beaches the CW have enough room to bring in their Follow-up units. The CW attack in all directions.

COMBAT F: DCB = 4. MAF is the 50th Division with a tank battalion attached. Odds are 12-4 = 3-1. The Armor Shift makes it a 4-1. A die roll of 3 = DR. The German player elects to retreat to 2423 instead of doing a Determined Defense. Any unit that retreats becomes Disrupted and so a Disrupted marker is placed on the unit. The British units may advance two hexes in any direction.

COMBAT G: DCB = 2. Again, the MAF is the 50th Division with the reduced tank battalion attached. All units are halved attacking across the Minor River. Odds are 7 to 6 = 1-1. Shifts for Naval Support and Armor bring it to a 3-1. A die roll of 5 = A1/D1. Both sides lose a step and the defender must either retreat or conduct a Determined Defense. The German player elects to retreat. He removes the 2-3 battalion and retreats the other unit two hexes and marks it with a Disruption marker. The CW must take a step loss, and since he earned an Armor Shift it must come from the Armored unit in his MAF (it's on its last step so it is eliminated). He can then advance two hexes. Note that advancing from one enemy ZOC directly into another is only allowed if the advancing units entered the defender's vacated hex.



Allied attacks at Gold, Juno and Sword Beaches.

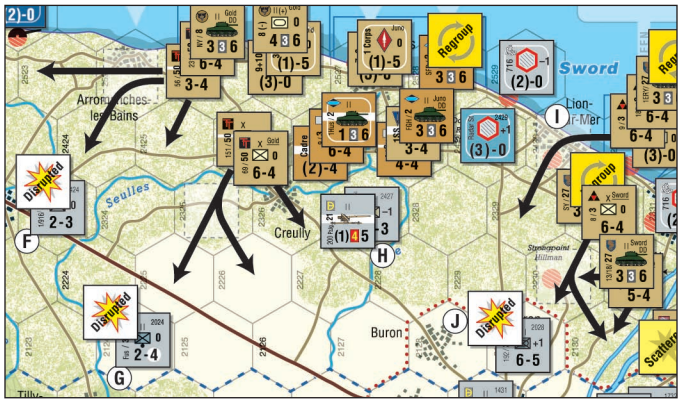
COMBAT H: DCB = 2. The 3rd Canadian Division is the MAF with the full strength tank battalion attached. All attacking units are halved attacking across the Minor River hexside. Odds are 12 to 7 = 1-1. The attacker receives shifts for Naval Support, bringing the final odds to 2-1. The defender's anti-tank unit cancels the attacker's Armor Shift. A die roll of 4 = DR. The German player attempts a DD using the 88s. A die roll of 5, modified to 6 due to Armor Rating Comparison, results in an EX. The defender's Lead Unit takes a step loss (flipped) and the German player may select a step loss from any unit in the attacker's MAF—he picks a reduced infantry brigade which goes to Cadre. The retreat is canceled.

Allied Movement and Combat at Sword Beach and the 6th Airborne Division Sector

CW plans in this area are to reinforce the 6th Airborne Division as quickly as possible. Note that Strongpoints do not project a ZOC.

COMBAT I: The stack of three Follow-up units on Sword Beach attack the Strongpoint. The attacking units are halved for having just come ashore. Odds are 8 to 2 = 4-1. The Armor Shift is not allowed against SPs. A die roll of 6 = D1. The SP is eliminated and the three units may advance two hexes.

COMBAT J: The British 1st Special Service Brigade is the MAF with the tank battalion attached. The brigade from the 3rd Division and the tank unit under the Regroup marker are supporting (both are halved). Odds are 14 to 10 = 1-1. No Armor Shift or TQ Shift is gained by either player. A die roll of 3 = A1/DR. The Allied player removes a step from his tank unit in his MAF. The German player must either retreat or conduct a Determined Defense, he decides to do a DD. He selects the Strongpoint as his Lead Unit and rolls a 2 on the Determined Defense Table, using the SP/City column. The result is No Effect, the stack must retreat and the SP is removed. The Panzergrenadier unit conducts a one-hex retreat into the Épron Town hex (see 13.3). The Allied units can advance two hexes.



Gold, Juno and Sword Beaches showing the situation after Allied attacks F, G, H, I and J, and showing Advance After Combat possibilities.

At this point we will end the Example of Play, with the Allies firmly ashore but struggling at Omaha. On Turn 2 the Weather will remain either Overcast-2 or -3 and the German player will receive the 12th SS Panzer Division to help him cover the CW sector.

© 2015 GMT Games, LLC

DESIGNER'S NOTES

Normandy '44 started as a desire to use the *Ardennes '44* system for a one-map Normandy game. To keep the game manageable and on one map, I changed the scale to one turn per day and increased the map scale. Players will see many similarities to *Ardennes '44* but they are really two different systems. Below are some answers to why some rules are the way they are.

DETERMINED DEFENSE: This mechanic was used in *The Caucasus Campaign* and I felt it would work here for the Fallschirmjäger in the bocage and the Panzergrenadiers in Caen. Using good troops and Supply Points the German player can really slow down Allied progress; however, he doesn't have enough Supply Points and +1 TQ units to cover all areas.

ALLIED DIVISIONS: Many asked why I made all the Allied divisions nearly the same. Certainly some divisions performed better than others, but it was not as much as the contrast between the elite German units and the German coastal divisions. The German coastal divisions were filled with older men or soldiers with ailments and were not of much use in combat. And the German elite formations performed much better than the average German front line division. On the other hand, all the Allied divisions tended to perform about the same once they suffered casualties and were filled up with soldiers from the replacement depots.

GERMAN FLAK UNITS: The four mobile Luftwaffe Flak units in the game were controlled by the Luftwaffe and were not front line anti-tank units. They were, however, very useful in stopping Allied armor when it broke through the front lines as happened at Goodwood. Originally I had rules that prohibited these units from entering an EZOC and requiring the German player to move them if adjacent to an Allied unit, but the length of rules necessary to make all that airtight was not worth it. I didn't think it was too far-fetched to assume some of the 88s of the Flak regiments got moved into the front line when it was necessary.

MULBERRIES: Some players wanted the storms to cause damage to the Mulberries. The storm that hit on June 19th destroyed the US Mulberry, but it was soon discovered that ships could be unloaded just as quickly by running the LSTs right up to the beach. So the net effect of losing the Mulberry was minimal. The worst that Storms do in this game is stop the unloading of supplies and troops. Making it any worse than that would have too dramatic an effect on play balance.

ALLIED REINFORCEMENTS: The date an Allied division landed in France was always much different than when it actually entered combat. Basically, it took about three days for a division to land, get organized, find their equipment, and enter the line. Some took longer. But I took that three-day figure as my guide for the Reinforcement rate. Players can bring in one regiment or brigade at each beach, and by the third day have the complete division ready to enter combat.

WERFER BRIGADES: Allowing these units to fire once per turn for free leads to the German player rushing these units to the most critical section of his line, which is exactly the effect I wanted. These units were very effective against Allied attacks and were usually around for the major German attacks.

CHERBOURG: During playtest we noticed that bringing a few good units into Cherbourg really helped the city hold on. It made me wonder if the Determined Defense and Desperation Defense mechanisms were working correctly, until I realized that Stalingrad held for two months in terrible winter conditions. Cherbourg fell so quickly because there were not enough troops, and the few troops there were of low quality.

ALLIED CADRE LIMITS: Initial playtest saw the CW pound their heads against Caen turn after turn regardless of casualties. The Automatic Victory conditions came about to curb this kind of behavior and make them behave in a more historical manner. The Canadians were left out of the CW limit so the Allied player could have one division he could abuse without consequences.

JABOS: This rule was taken directly from *Ardennes '44* to make the German player very cautious about attacking in Clear Weather. Some playtesters became terrified of attacking in Clear Weather, but I would still attack as the Germans if you have a chance to eliminate an Allied stack. The worst that can happen is an A1.

SLOW PROGRESS: The Allied player may feel like he is inching forward at times, and that can be frustrating. But he should keep in mind what little ground the Allies actually made in this time period, which is shown by the June 27 Historical Front Line.

30TH SCHNELLE BRIGADE: Since the German line around Bayeux becomes awfully thin on Turn 2, it is strongly recommended that the two German bicycle units that start near Coutances at the start of the game should head for Bayeux on Turn 1. Since the Weather is Overcast, these units can move 6 MPs on Turn 1.

RESERVE MOVEMENT AND COMBAT: This will be the key tactic for the Allies to achieve more than a one-hex advance in the bocage. If the defender retreats one hex, units in Reserve can attack it again in the Reserve Combat Segment and perhaps force it to retreat again (Disrupted units cannot perform a Determined Defense).

SHIFTS: There is no limit put on the number of shifts the attacker can gain. Before Turn 17, the Allied player can gain up to six shifts in an attack: Air Support, Naval Support, Armor Shift, TQ Shift, and x2 Artillery Shifts. On Turn 17 he can start using two Air units in each attack, so could obtain up to seven shifts.

—Mark Simonitch

CREDITS

Designer: Mark Simonitch

Developer: Kevin Bernatz and Mark Simonitch

O.B. Research: Neil Wakefield, Mark Simonitch

Playtesters: Michael Arrighi, Kevin Bernatz, Stephen Campbell, Krzysztof Chadaj, John Charbonneau, Skip Franklin, Rich Hamel, Mark Hinkle, Todd Hively, John Leggat, Neil Randall, Marty Sample, and Joel Toppen.

Art Director, Cover Art & Package Design: Rodger B. MacGowan

Map, Counters & Rulebook: Mark Simonitch

Proofreading: Kevin Bernatz, Hans Korting, Christopher Newell

Proofreader and Consultant: Vincent Lefavrais

Production Coordination: Tony Curtis

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

© 2015 GMT Games, LLC

INDEX

88 Flak and Anti-tank Units 17.7
Air Support **19.**
Offensive 19.1.2
Defensive 19.1.3
Strafing 19.1.4
Airborne Division Withdrawal 22.2
Airborne Scatter 20.2
Allied Army Boundary Line 22.1
Automatic Victory 23.
Beach Engineer Units 17.8
Beachheads 21.
Bicycle Units 9.9
Cadre 17.9
Carpiquet Airfield 11.7
Causeways 9.11
Cherbourg Perimeter 16.3
Cherbourg Perimeter Units 17.6
Combat **10.**
Advance After 14.
Length of Advance 14.1
Terrain and Advance 14.4
Factor Limit 10.4
Generalalities 10.1
Invasion 20.3
Min/Max Odds 10.6
Modifiers 11.
Air Support 19.1
Armor Shift 11.4
Artillery Shift 11.6
Defensive Combat Bonus (DCB) 11.2
Halving 11.1
Hilltops 11.8
Improved Positions (IPs) 16.1
Naval Support 19.2
Out of Supply (OOS) 18.4
Rivers and Flooded 11.3
Tiger Tank Shift 11.9
Troop Quality Shift 11.5
Procedure 10.5
Reserve Combat 15.3
Results 12.
Cotentin Artillery 17.4
Desperation Defense 12.5
Determined Defense (DD) 12.4
Disruption 13.6
Evacuation 21.2
FLAK Regiments 17.7
Follow-up Wave 20.5
Fortifications **16.**
Cherbourg Perimeter 16.3
German Strongpoints 16.2
Improved Positions 16.1
German Coastal Batteries 28.3
Headquarters (HQs) 17.2
Invasion Turn Sequence of Play 20.1
Isolation Attrition 18.5
Jabos 19.1.3
Large Units 2.3.5
Main Assault Force (MAF) 10.3
Mobilization (German) 6.7
Movement **9.**
Allied Air Supremacy 9.7
Exiting the Map 9.2
Flooded Hexes/Hexsides 9.5
Generalalities 9.1
Impassable Hexsides 9.6
Reserve Movement 15.2
Restricted Movement German Units 17.6
Rivers 9.4
Road Movement 9.3
Strategic Movement 9.8
Tactical Movement 9.10
Movement Allowance (MA) 2.3.1
Mulberries 5.3, 21.1
Naval Support 19.2
Ost Units 17.1, 20.4
Parenthesized Combat Factors 10.7
Rangers 17.5, 20.3.4
Recovery 13.6
Reinforcements **6.**
Allied 6.5
German 6.6
Replacements **6.**
Generalalities 6.1
Non-Replaceable Units 6.3
Procedure 6.2
Restricted (German) 6.4
Reserve **15.**
Retreat **13.**
One-Hex Retreats 13.3
Procedure 13.1
Step Loss and Elimination 13.2
Unfulfilled Retreats 13.4
Sequence of Play **3.**
Silhouetted Units 2.3.6
Stacking **7.**
Limits 7.1
Restrictions 7.2
Strongpoint Units 2.3.7, 16.2
Supply **18.**
Line of Supply 18.2
Out of Supply Penalties 18.4
Supply Points 5.
Supply Sources 18.1
Troop Quality (TQ) 2.3.1
Truck Marker (German) 9.8.6
Weather **4.**
Effects 4.3
Historical, Random, Excessive 28.1, 28.2, 28.3
Turn 2 Weather 4.2
Werfer Brigades 17.3
Zones of Control (ZOC) **8.**
Generalities 8.1
Other Effects 8.4
ZOC Bonds 8.5
ZOCs and Movement 8.2

© 2015 GMT Games, LLC

Invasion Tables

INVASION CRT

Die Roll	Omaha	All Others	Utah
1	A1* –	A2/D1 *Adv 1*	**EX** *Adv 1*
2	A2/D1 *Adv 1*	**EX** *Adv 1*	A1/D1 *Adv 1*
3	**EX** *Adv 1*	A1/D1 *Adv 1*	A1/D1 *Adv 1*
4	A1/D1 *Adv 1*	A1/D1 *Adv 1*	A1/D1 ***Adv 2***
5	A1/D1 *Adv 1*	A1/D1 ***Adv 2***	D1 ***Adv 2***
6	A1/D1 ***Adv 2***	D1 ***Adv 2***	D1 ***Adv 2***

**** The Allied player loses a step and rolls again. Treat any Adv 2 as Adv 1.***

DD Tank Table

Die Roll	Result
1-3	–1 step
4-6	NE

NE = No Effect

Turn 2 Weather

Die Roll	Result
1-3	Overcast-2
4-6	Overcast-3

Weather for Turn 1 is automatically Overcast-2. On Turn 2 the weather is either Overcast-2 or -3. Repls, Supply Points, Air and Naval unit availability is based on the Overcast-2 or -3 row, not the die roll.

Airborne Scatter Table

Die Roll	82nd	101st	6th
1	S2	S2	S1
2	S2	S1	S1
3	S1	S1	S
4	S1	S	-
5	S	-	-
6	-	-	-

DRM: *+1 for Glider units*

Explanation of Results:

S = Scattered

S1 = Scattered and loses 1 Step (record one Airborne Replacement)

S2 = Scattered and loses 2 Steps (record one Airborne Replacement)

Weather Effects Summary

Clear:

- All German Mechanized units have their MA reduced by two. Primary Road movement cost for German Mechanized units is reduced to 1/2 MP per hex (9.7).
- The German player must roll on the Jabos Table before conducting each German attack (19.1.3).

Overcast:

- Primary Road movement for German Mechanized units is reduced to 1/2 MP per hex (9.7).

Storm:

- US and CW receive *no* Supply Points or Reinforcement Points.
- No Allied Naval Support allowed (19.2).
- The attacker may use a maximum of one Artillery Shift (including Werfers) in each attack (17.2 and 17.3).

ABBREVIATED SEQUENCE OF PLAY

A. INITIAL PHASE

1. Determine Weather (4.0).

2. Mulberry construction can begin or be completed at this time (21.1).

3. Both players Receive Supply Points (5.0) and Replacements (6.1) which they record on the General Records Track.

4. Both players flip over all in-supply HQs (17.2) and Werfer Brigades (17.3) to their Ready side.

B. GERMAN PLAYER-TURN

1. German Replacement Phase

2. German Movement Phase

3. German Combat Phase

4. German Reserve Movement Phase (15.2)

5. German Reserve Combat Phase (15.3)

6. German Recovery Phase

7. German Supply Phase

a. Check Supply (18.1-18.3).

b. Roll for Isolation Attrition (18.5).

c. Remove German IPs alone in a hex.

C. ALLIED PLAYER TURN

The Allied Player-Turn is identical to the German Player-Turn (switching the term German for Allied), except the Allied player also removes all Regroup markers (6.5) and Scattered markers (20.2) during the Recovery Phase.

D. END PHASE

a. Conduct any desired Airborne Withdrawals (22.2).

b. Check for a German Automatic Victory (23.0)

☐ = *Skip these two phases if there are no units in Reserve.*

GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com

© 2015 GMT Games, LLC