

Game Turn 6 June 1944

START 1

2 3 4 5 6

END

NORMANDY

SCATTER TABLE FOR PARATROOPS

Die-roll Clear Terrain Bocage or City

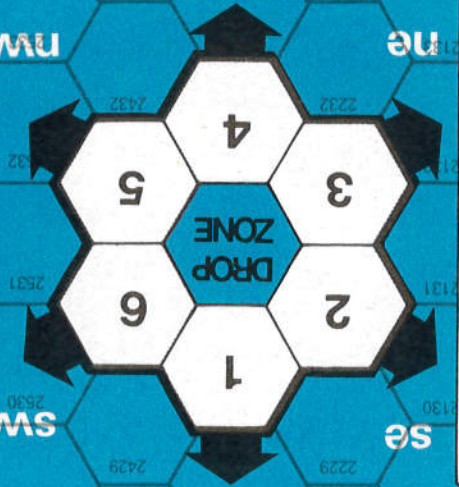
6	-1	-2,S
5	-1,S	
4	S	-1,S
3	S	-1,S
2	0	S
1	0	0

Explanation of results

0 = No effect; paratroops land safely

-1, -2 = lose that number of battalions

S = Scatter, roll die again, and move unit(s) one hex in direction shown by the diagram on the right. If unit(s) are scattered off the mapsheet or into the sea, they are lost.

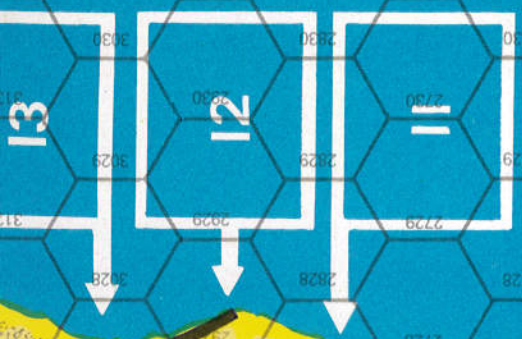


NAVAL GUNFIRE A

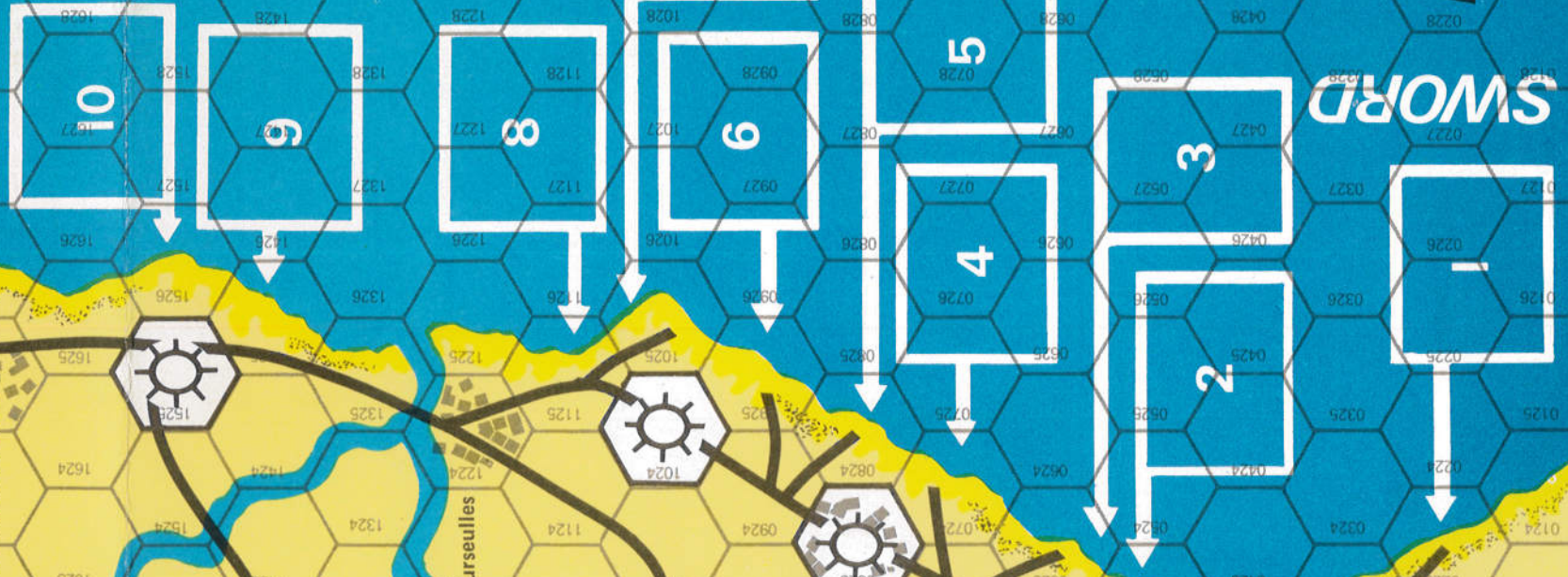
Heavy	— three
Medium	— one
Light	— four

Mission type and number of missions available

OMAHA



GOLD



ENGLISH CHANNEL

SWORD

St Laurent sur Mer
Colville sur Mer
Port en Bessin
Longue
Ryes
Arromanches les Bains
La Seules River
Coursuelles
Douvres
Oustreham
Merville
Troan

BAYEAUX

L'Aure River
La Drome River
Aureme River
Orne River

EFFECT ON COMBAT:	addition to attacker's die roll when defender is in terrain
none	
add 4, see note (C)	
add 3	
depends on other terrain in hex	
depends on other terrain	
add 4	
must be in Enemy Zone of Control to attack	
None	
add 3	
may not attack through Flooded hexside	
Prohibited	
add 4	

Notes:

(A) This is Movement Point Cost when entered through a hexside with a road passing through it; if entering through a non-road hexside, the unit must pay the movement cost of the other terrain in the hex.

(B) The cost for leaving an Enemy Zone of Control applies only to the Allied units; German units pay no movement cost for leaving Enemy Zones of Control.

(C) Armour units may not attack into Bocage hexes.

(D) Certain hexsides on the mapsheet are all-sea hexes. Units may not move through these hexsides, nor may supply lines be traced through these hexsides.

ALLIED ORDER OF BATTLE

The Allies have only one Order of Battle; this represents, in effect, the maximum effort of the Allies in putting troops ashore. The Order of Battle is divided into three sections: Invasion Force; Second Wave; and Follow-up forces. The special Sequence of Play (how to set up and play the game) will instruct the Allied Player on how to deploy the first two forces, which arrive on Game-Turn 1.

INVASION FORCE

The forces arrive at the beginning of the Allied First Movement Phase on Game-Turn 1.

Invasion Beach Assault Forces: eight 7-4's, eight 6-10's. Any of these forces which are not landed may be landed after Game-Turn 1.

Parachute Infantry: eight 7-4's

Commandos: eight 2-4's.

If commandos or parachute infantry are not landed, in the beginning of the first Movement Phase, they may never thereafter be brought into play.

SECOND WAVE

These forces arrive at the beginning of the Allied Second Movement Phase on Game-Turn 1. They may be brought onto the map at the supply areas, up to a maximum of 30 Combat Strength Points per supply area. See special Sequence of Play (Game-Turn 1) for landing of Glider units.

Beach Landing Forces: eight 7-4's, two 6-10's, two 8-12's, two 5-4's, eight 7-4's, two 6-10's, two 8-12's, two 5-4's, two 6-10's, two 8-12's, two 5-4's, two 12-10's, two 20-10's, two 22-10's.

Follow-up Forces: eight 7-4's, two 6-10's, two 8-12's, two 5-4's, two 12-10's, two 20-10's, two 22-10's.

These forces may arrive at the beginning of any Allied Second Movement Phase after Game-Turn 1. They may be brought onto the map at any of the supply areas, at a maximum of 15 Combat Points per supply area. As many or as few supply beaches may be used in a Player-Turn as the Allied Player wishes. To these Follow-up forces must be added any unlanded forces from the Invasion Beach Assault Forces and the Beach Landing Force.

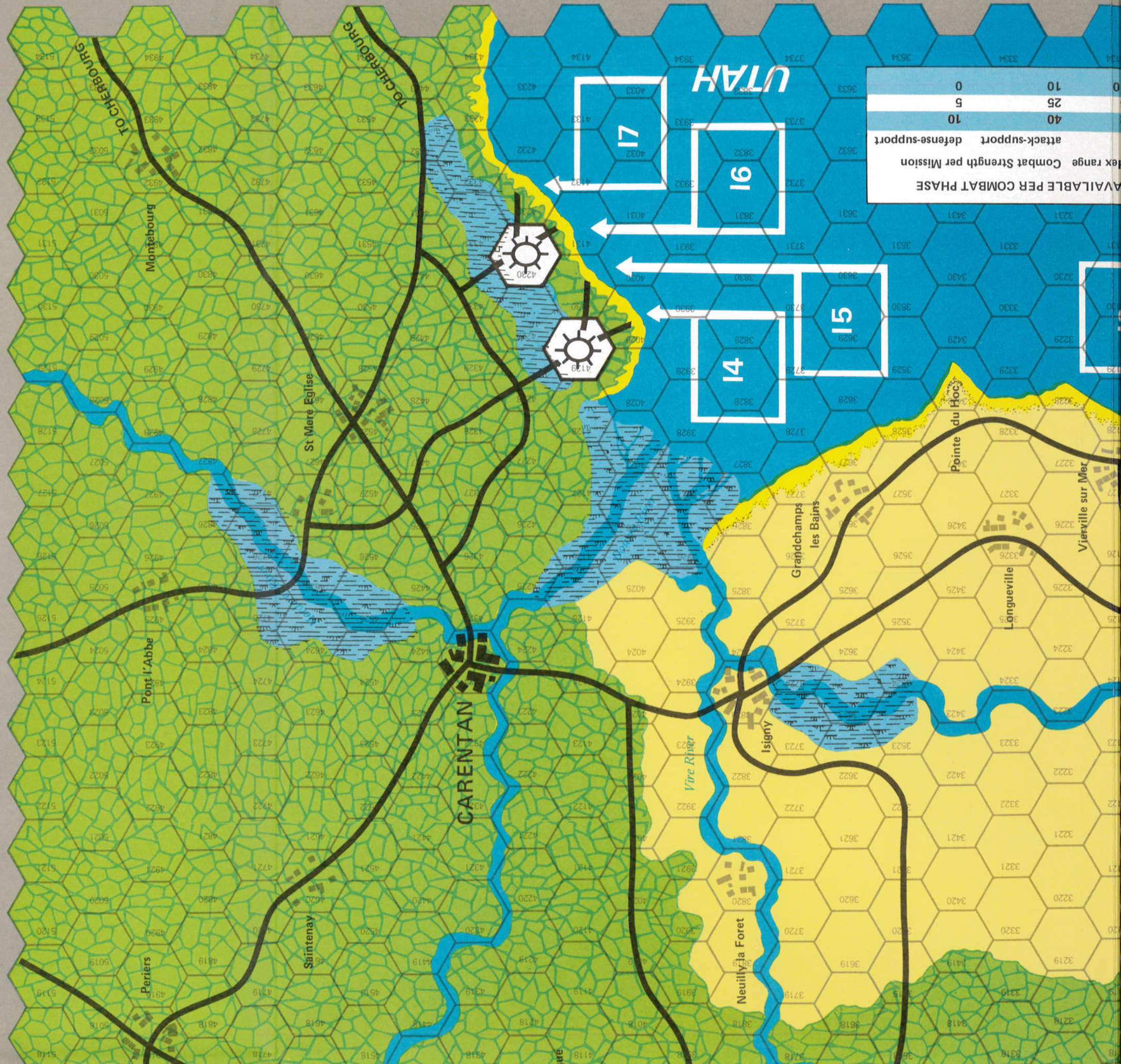
For the units which are larger than 15 Combat Strength Points, it is possible to land them on a supply area; to do this, do not bring any reinforcements in on one Game-Turn; in the following Game-Turn, 30 Combat Points may be brought in at that supply area. Thus, the landing capacity of a beach is cumulative. If you brought no reinforcements in for two Player-Turns, you would be able to lift 45 Combat Points through that beach on the third Player-Turn.

FOLLOW-UP FORCES

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UNIT	QUANTITY
7-4	x18
6-10	x2
8-12	x2
12-10	x2
20-10	x2
22-10	x1



AVAILABLE PER COMBAT PHASE	40	25	0
attack-support	10	5	0
defense-support	10	5	0

COMBAT RESULTS TABLE

Die Roll	Combat Odds										Die Roll
1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	AR	AR	DR	DR	EX	EX	DX	DX	DX	DX	1
2	AR	AR	DR	DR	EX	EX	DX	DX	DX	DX	2
3	AX	AR	AR	DR	DR	EX	EX	DX	DX	DX	3
4	AX	AR	AR	AR	DR	DR	EX	EX	DX	DX	4
5	AX	AX	AR	AR	DR	DR	EX	EX	EX	DX	5
6	AX	AX	AX	AR	AR	DR	DR	EX	EX	EX	6
7	AX	AX	AX	AR	AR	DR	DR	EX	EX	EX	7
8	AX	AX	AX	AR	AR	DR	DR	EX	EX	EX	8
9	AX	AX	AX	AX	AR	AR	AR	AR	DR	DR	9
10	AX	AX	AX	AX	AX	AX	AR	AR	AR	DR	10

EXPLANATION OF RESULTS

AX: Attacker Eliminated; all attacking units are removed from the map.
DX: Defender Eliminated; all defending units are removed from the map.
EX: Exchange; eliminate all of the defender's units, and eliminate an equal or greater number of the attacker's units, in terms of Combat Strength Points. The Attacker loses on the full Combat Strength basis of the Defender, before allowing for supply and terrain modifications of that value.
DR/AR: Defender/Attacker Retreat; move Player's units back TWO hexes; units must end this retreat

two hexes distant from the starting position of the retreat, and may not retreat across river, sea, or Flooded hexides. Units may not retreat into all-sea hexes, or into Enemy occupied or controlled hexes. If units cannot meet these retreat requirements, they are destroyed (eliminated). The Enemy Player dictates the path of retreat. Units may not retreat in violation of Stacking limitations (Stacking limitations are in effect throughout the Combat Phase). Units which retreat into a Friendly occupied hex which is subsequently attacked during the same Combat Phase may not apply their Combat Strength toward the defense of the hex-group, but are effected by the results of the combat.

TERRAIN EFFECTS CHART

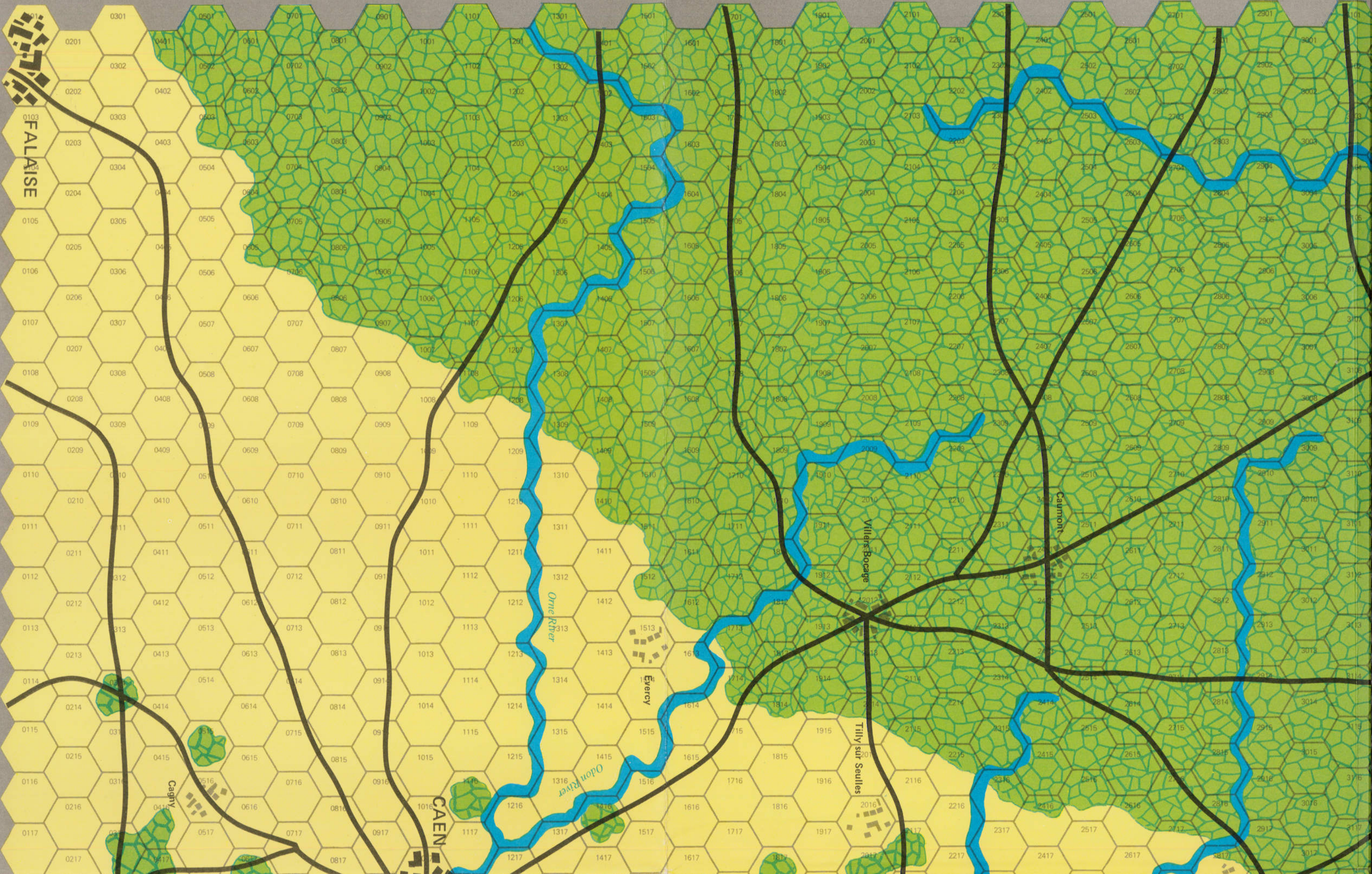
TERRAIN	EFFECT ON MOVEMENT: Movement Point cost to enter for units with a Movement Allowance of: four or less six or more
Clear	1
Bogage	1
City (A)	1/3
Town/Village	depends on other terrain in hex
Road (A)	1/3
Fortification	depends on other terrain
Enter Enemy Zone of Control	1 additional Movement Point, above ordinary movement cost
Leave Enemy Zone of Control	1 Movement Point
To cross River hexside	2 additional Movement Points
Flooded hexside	4 additional Movement Points
All-sea hex (D)	Units may not enter, nor may supply lines be traced through such hexes
Entrenched units	No effect

Notes:
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 (C) Armour units may not attack into Bogage hexes.
 (D) Certain hexides on the mapsheet are all-sea hexes. Units may not move through these hexides, nor may supply lines be traced through these hexides.





FALFAISE



CAEN

Cagny

Energy

Orne River

Odon River

Trilly sur Seulles

Villiers Bocage

Caumont