Normandy is a simulation of the historical events in the Anglo-American Allies’ attempt to establish a beachhead on the coast of Normandy in June, 1944. The game covers the events of the first 6 days (June 6 through June 11) of the invasion, on a map covering roughly 76% of the Cotentin peninsula.

Game Equipment: a complete game of Normandy should include the following: one set of die-cut units, one map sheet, one rule book, and one die.

The Game Map: the 22” by 34” map sheet portrays the portion of the Cotentin peninsula over which this battle was fought. A hexagonal grid is superimposed upon the map to regularise the movement and position of the Playing Pieces, and to clearly define terrain patterns. Each hexagon (henceforth referred to as hex) represents about two kilometers (1.25 miles) from side to side.

The Playing Pieces: examine the sheet of coloured die-cut playing pieces (henceforth known as units) supplied with the game. They represent the various forces used by each side in the Normandy battle. At the beginning of each game, and during the game, each side selects the units to be used in the game, as indicated on the Orders of Battle. Each Player is assigned a particular colour for his units; the Allies use tan, the Germans use grey. It is highly recommended that players sort their units by type and colour immediately after removing them from the sheet, and to keep them segregated, as this greatly facilitates subsequent setting up and playing of the game. The playing pieces are distinguished by type, strength, nationality, and mobility, as represented by the various numbers and symbols on the units’ faces.

TYPICAL UNIT

Definition of Terms

Combat Strength: the basic offensive and defensive power of a given unit, expressed in terms of Combat Strength Points.

Movement Allowance: the basic movement ability of a given unit, quantified in terms of Movement Points. Basically, a unit expends one movement point of its total Movement (point) Allowance for each hex it enters in the course of a given Movement Phase.

Armour Units: reference is made in various rules as to restrictions on armour units. This refers only to armour units, and not to other units with similar symbols, such as reconnaissance units.

Game Charts and Tables: various aids are provided for the Player to simplify and illustrate certain game functions. The Combat Results Table illustrates the resolution of combat and explains the possible results, as resolved by a die-roll. The Orders of Battle dictate each Player’s forces; this varies for the Germans. The Turn Record Chart provides an easy method of keeping track of the progress of the game; this is presented on the map sheet.

The Terrain Effects Chart details the effect of terrain on combat and movement, and also illustrates all other movement costs. All charts are explained fully where presented.

GENERAL COURSE OF PLAY:

Normandy is basically a two-player game. Each player moves his units, and executes attacks in turn, with the objective being to destroy the enemy units and gain territory, while minimising Friendly unit losses. Combat is resolved by comparing Combat Strengths of adjacent opposing units, and expressing the comparison as a simplified probability ratio (odds); a die is rolled, and the outcome indicated by cross-referencing the die-roll result, and the odds chain applied to the unit being attacked.

Normandy is played in turns. Each Game-Turn is composed of two Player Turns. Each Player Turn is composed of three or four Phases, and a typical Game-Turn would proceed as follows:

1. Allied Player-Turn

A. First Movement Phase—Allied player may move all of his units in any direction, up to their full Movement Allowance, within the restrictions imposed by the movement rules and the Terrain Effects Chart.

B. Combat Phase is composed of three segments, which must be followed in order:

(i) Attack Allocation Segment—Player allocates Friendly units to attack adjacent Enemy units, at his option.

(ii) Naval Gunfire Support Allocation Segment—Player allocates available naval gunfire support among his ground attacks.

(iii) Combat Resolution Segment—Allied player resolves all combat, while Player has allocated; once allocated, they must be fought.

C. Reinforcement Phase—Allied player places reinforcements to be brought on in this Game-Turn on the numbered Invasion Beach boxes that he wishes. These units may move during the Second Movement Phase, with the beach hex being the first hex moved onto.

2. German Player-Turn

A. First Movement Phase—German player may move all of his units in any direction, up to their full Movement Allowance, within the restrictions imposed by the movement rules and the Terrain Effects Chart. German Reinforcements for this Game-Turn enter during this phase where indicated; the first hex at the edge of the map sheet where they enter is the first hex they move onto.

B. Combat Phase is composed of three Segments:
GAME LENGTH
All of the Normandy games last six Game-Turns; at the end of the German Player's sixth Game-Turn, the performance of the Players is evaluated in terms of the Victory Conditions.

MOVEMENT

General Rule:
During the Movement Phase of a Player's Turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance. The Terrain Effects Chart, and the Zone of Control Rules.

Procedure:
Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:
(A) Movement is calculated in terms of hexagons. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex entered. To enter any hexes more than one Movement Point is expended. See the movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) Movement is never required; it is always voluntary.

(C) Units are moved individually in any direction or combination of directions. A unit may be moved as few or as many hexes as the Player wishes as long as their Movement Allowance of a unit is not exceeded. Unused Movement Points are not accumulated from turn to turn, nor may they be transferred to another unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Friendly units may pass into or through a Friendly stack in violation of the stacking limit, if at the end of the Movement Phase the stacking limit is not violated.

(G) Units may never enter or pass through a hex containing Enemy units.

(H) In a given Movement Phase, once a unit has been moved or the Player's hand withdrawn from the place, it may not be moved again, nor may it retrace and change its move.

(I) Units may move over different types of terrain hexes in the same Movement Phase as long as they have enough Movement Points to expand as they enter each hex.

COMBAT

General Rule:
Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is. The Player is considered to be the Attacker, while the other Player is considered to be the Defender, regardless of the overall strategic position of the two players.

Procedure:
Total up the Combat Strengths of the attacking units involved in a specific attack, and compare to the total Combat Strength of the defending units in the hex under attack. Use the simplified odds found on the Combat Results Table; roll the die and read the result under the appropriate column for that die roll. Apply the results of the combat immediately before going on to resolve any other combat.

Cases:
(A) During the Combat Phase of his Turn, a Player may only attack those units to which Friendly units are adjacent. Only those Friendly units adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to use every adjacent unit if he decides to attack. Attacking is completely voluntary.

(C) No unit may attack more than once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase.

(D) More than one Enemy-occupied hex may be attacked by a given attacking unit for group of attacking units: that is to say, different defending units on different hexes may be treated as objects of attacks which might be made by a given hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy-occupied hexes.

(E) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably, as many as six stacks of units could be brought to bear against a single-Enemy-held hex.

(F) Defending units stacked in the same hex may be attacked together. As a minimum amount of Combat Strength, i.e., you may not individually attack individual units which are stacked together.

(G) Combat odds are rounded off in favor of the Defender. For example an attack of 26 Combat Points against 9 Combat Points would round off to a two-to-one odds situation.

(H) If one unit in a stack is used in an attack, the other units in the stack need not participate in the same attack nor in any attack at all during that Combat Phase.

(I) Units which are out of supply may not attack, and have their Combat Strength for defense halved.

(J) Armour units may not attack any unit which is in a "Bocage" hex (see Terrain Effects Chart). Armour units may not attack, and have their Combat Strength for defense halved when not stacked with another type of unit. When stacked with a non-armour unit, they attack and defend normally.

Exception, Armour units may not attack if stacked with units which have a "defensive" only Combat Strength (see Unit Type Symbols).

(K) See the Naval Gunfire Support rules for other combat modifications.

NAVAL GUNFIRE SUPPORT

General Rule:
The Allies have eight individual "gunfire support missions" available to them (per Combat Phase) from offshore ships, firing a total number of Combat Strength Points. These ships are considered to be on any all-sea hex, and their gunfire has a certain range (in hexes) inland. This gunfire may be added to any Allied attack in range, and certain types may be used to assist Allied units defending.

Procedure:
Trace the number of hexes, within the range of the particular fire support mission, from any all-sea hex to the defender's hex. This is so whether the firing mission is being used offensively or defensively. Each fire support mission may originate from a different hex, or from the same hex.

Cases:
(A) Naval gunfire may only be used when an Allied unit is involved in a combat, i.e., it may not be used independently.

(B) These various missions may be used each...
Game-Turn, once offensively and once defensively. Unused missions may not be accumulated from Game-Turn to Game-Turn. As many missions may fire from a single hex as the Allied Player wishes.

(C) Only one mission may be applied to a single mission. A Chart mission may not be fired at a single hex, and the Total Combat Strength must be divided into two units.

(F) When a single-hex group of Allied units is attacking more than one hex-group of German units, one naval support mission for each German occupied hex being attacked may support the combat. If the Allied hex-group of units is attacking more than one hex-group of German units (as one attack), the Allied Player may not be able to, nor wish to, add in more than one Naval Gunfire Support Mission; the Allied Player may only add the entire Combat Strength of the naval mission to his ground Combat Strength, and attack the total German Combat Strength with his total strength, even if he is directed against a single hex, no effect, only one Naval Gunfire Mission may support an attack or defense of a single occupied hex. When a single-hex group of Allied units is adjacent to and attacking more than one German occupied hex, there is nothing to prevent the Allied Player from allocating a Naval attack-support mission against each German occupied hex except for range considerations.

(G) Naval Gunfire Support Missions need not all originate from the same hex. They may fire from different all-sea hexes, or, if desired, all could fire from a single all-sea hex. The position of the mission in one Combat Phase may be changed to any other all-sea hex in the other Player's Combat Phase, even within the same Game-Turn.

Example: 26 Allied Combat Strength Points are attacking 9 German Combat Strength Points, at a distance of six hexes from the nearest all-sea hex. The Allied Player has the option of applying a Medium or Heavy Naval Gunfire Support Mission to the attack, and thus having an Attacking Strength Total of 51 or 56 respectively. The chosen mission may not be used for attack again on the same Game-Turn, although it may be used for defense during the German Player Turn of the same Game-Turn. See Game Map for details of Naval Gunfire available per Combat Phase.

**ZONES OF CONTROL**

**General Rule:**
The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. Those are semi-active Zones of Control which have an inhibiting effect upon Enemy movement but do not affect Enemy combat. Hexes upon which a unit is exerting its Semi-Active Zone of Control are called controlled hexes.

**Cases:**

(A) All units expend additional Movement Points when entering Enemy-controlled hexes:

- Allied units must spend additional Movement Points when leaving Enemy-controlled hexes. These movement costs are cumulative, and are in addition to the cost of the other terrain in the hex. Thus an Allied unit with a movement of six or more leaving an Enemy-controlled hex, and entering another such hex, which contained Bocage terrain, would be forced to pay a movement cost of eight Movement Points; two for leaving the controlled hex, three for entering another, and three for entering a Bocage terrain hex. See the Terrain Effects Chart for a complete summary of movement costs.

(B) If a hex is controlled by more than one Enemy unit, the movement cost for entering or leaving that hex is the same as if there were only one Enemy unit.

(C) Zones of Control extend into all adjacent hexes for all purposes. There is no way to block or interrupt Zones of Control.

(D) Units may not trace supply through a hex that is also an Enemy controlled hex. This applies even if a Friendly unit is in that Enemy controlled hex. Supply may be traced into an Enemy controlled hex.

**STACKING (more than one unit per hex) AND UNIT BREAKDOWN**

**General Rule:**

German and Allied units stack in an identical manner. The limitations on stacking vary with terrain. In any non-Bocage hex, units may stack as many as three high, although only two regiments (or brigades) may be in a stack, i.e., maximum stacking in clear terrain is limited to three battalions, one regiment and two battalions, or two regiments. In Bocage hexes, units may only be stacked to a limit of two battalions or one regiment.

**Cases:**

(A) Stacking limitations apply only at the end of a Movement Phase.

(B) Units may break down into smaller units in the following fashion:

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\[ \begin{array}{c|c|c|c|c}
\text{Allied units} & \text{one 7-4} & \text{three 2-4} & \text{one 5-4} & \text{two 2-4} \\
\text{one 20-10} & \text{three 6-10} & \\
\text{German units} & \text{one 7-2} & \text{three 2-2} & \text{one 5-2} & \text{two 2-2} \\
\text{one 4-1} & \text{two 2-1} & \text{one 15-6} & \text{one 7-4} & \text{one 5-6} \\
\text{one 16-6} & \text{one 7-6} & \text{one 5-6} & \text{one 18-6} & \text{one 9-6} & \text{one 6-6} \\
\text{one 106} & \text{three 3-6} & \text{one 7-6} & \text{two 3-6} & \text{one 14-6} & \text{three 4-6} \\
\end{array} \]
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Other units not specifically detailed above may not break down into smaller units.

(C) Units may be broken down at any time during their Movement Phase. They may not be broken down during the Combat Phase.

(D) To replace the larger unit, simply remove it from the map, and replace it with its equivalent as given in Case B.

(E) Units may be rebuilt from constituent parts at any time during the Movement Phase if the smaller units are all in the same hex. These units need not be the same units as were originally broken down, but may be any units of identical strength and type. Replace smaller units with the larger one.

**SUPPLY**

**General Rule:**

Units must be able to trace a supply line leading from their position to a road hex, which must then be connected to a supply area. Allied supply areas are those numbered invasion hexes specified by the Allied Player in the Invasion Game Turn (see Special Invasion Rules). For the Germans, all supply areas are off the mapsheet, i.e., the supplying road must leave the edge of the mapsheet. Units which are unable to trace a line of supply are penalised with respect to movement and combat.

**Procedure:**

Units are determined to be in supply for movement and combat at the beginning of those respective Phases. If in supply, units may move their Full Movement Allowance, and may engage (or be engaged) in combat at their full Combat Strength. Supply lines are traced a maximum of three hexes from the unit to a road hex, which road must lead to a supply area. The road portion of the supply line may be as long and as circuitous as necessary to reach the supply area. Once a supply line is traced by a unit, it may not leave the road.

**Cases:**

(A) Units out of supply have their Movement Allowance and Combat Strength halved, and may not attack.

(B) Units may remain out of supply indefinitely, i.e., units are never lost through lack of supply alone.

(C) Any number of Friendly units may be supplied through the same hex or path of hexes. This applies for both the first three hexes, and for the road portion of the supply line. One supply area or road may supply any number of units.

(D) Supply lines may be interrupted in either of the following ways:

1. The presence of an intervening Enemy unit, or units.
2. The presence of an intervening Enemy controlled hex.

**Enemy Zones of Control extend into all hexes, regardless of terrain or the presence of Friendly units. These two interrupting features prevent the tracing of supply through hexes thus occupied, whether the supply line is on or off the road.

(E) Units may not move out of supply, nor may they move further out of supply (see Movement, Cases K and L for more details).

(F) Allied parachute units which were not brought into supply (i.e., from the time they are dropped in the Invasion Game-Turn) may not move until they are brought into supply. They are destroyed at the end of Game-Turn 3 if they have not been brought into supply by that time. Once having been brought into supply (at any time), these units behave...
normally, even if subsequently put out of supply.

(G) German reconnaissance and Allied commando units may voluntarily move out of supply, in contravention of case E. They are affected as other units by being out of supply, but may move without any restriction into and out of supply positions, and once out of supply, may move without regard to their distance from the nearest supply line.

(H) Allied supply areas may never be used for any purpose if a German unit has entered the supply area, unless the unit has no longer considered the area a supply area, or reinforcements may not arrive there. It may never thereafter regain its supply-area status.

(I) Any German unit is considered in supply if it can trace through uninterrupted hexes a thready line to the edge of the map sheet; that need not be a road.

(J) German units may not use as a supply line a road leading off the edge of the map sheet if the Allied have exited any units off that road as a result of the victory conditions.

(K) All units, except Allied parachute units, are in supply during all of Game-Turn 1, regardless of their position on the map sheet and the rules of supply.

(L) Allied units which are directly on a supply area hex are always in supply, even if an Enemy Zone of Control extends into that hex.

(M) After Game-Turn 1, the Allied Player is restricted as to the number of attacks he may make in a single Allied Combat Phase. He is limited to four attacks (i.e., separate combat) in each Allied Combat Phase. If he makes less than four attacks, he may not accumulate the unused number of attacks to be used in a future Combat Phase. This does not affect his ability to defend. The Allied Player may make as many attacks as on Game-Turn 1 as he desires. The German Player has no similar supply restriction.

ENTRENCHMENT

General Rule:

Units are entrenched by placing an entrenched counter on top of them. This increases their defensive ability (see Terrain Effects Chart), however, entrenched units may not attack, and if they move, they lose their entrenched status. Units that are entrenched may not be examined by the Enemy Player without committing himself to attack them. Units may entrenched in any terrain except fortification hexes. Entrenched units may not become entrenched during a Friendly Combat Phase.

Procedure:

At the end of a Friendly Player-Game Turn, a Player announces which units will attempt to entrenched at the end of the next Friendly Player-Game Turn. The Enemy Player is aware of what units are attempting to entrenched. If the unit which will attempt to entrenched is retreated due to combat or the intervening Enemy Player-Game Turn, it may not entrenched. In any case, the unit may not move or engage in combat in the next Friendly Player-Game Turn. If the unit is not treated by enemy action, it may attempt to entrenched after this inactive Player-Game Turn (if it had been announced as the preceding Game Turn. The Enemy Player only entrenched if they are in unit. Units attempt to entrenched by rolling a die. A regiment [brigade] size unit must roll a "1", "2", "3", "4", or "5" for the die. If the die roll is less than or equal to the number of players that want to entrenched, a battalion-size unit must roll a "1" or "2" on the die to entrenched. Any other result yields no effect. If the unit attempts to entrenched on each Game Turn, if they are in supply, have announced the attempt in the preceding Game Turn, and have not been retreated. If more than one unit is in a hex, each may roll separately. When entrenched is attempted, place an Entrenched marker [of the Player's colour] on top of the entrenched unit.

Cases:

(A) Entrenched units may not attack; when they are defending, the attacker must add four to his die roll, prior to consulting the Combat Resolution Table. If entrenched units move, they lose their entrenched status. Entrenchments are completely immobile.

(B) Players may not look under Enemy entrenched markers without committing themselves to attack that position.

(C) Units in a hex with an entrenched are either all entrenched, or not all entrenched. I.e., entrenched and unentrenched units may not share the same hex. If units move into a position occupied by entrenched units, they automatically become entrenched. If a unit entrenched, all other units in that hex become entrenched at the same time. If a single unit attacked out of an entrenched hex, all units in that hex become disentrenched (remove the marker).

(D) Disentrenchments do not affect movement into or through a hex.

(E) Units may disentrench at any time, without penalty, either by leaving the entrenched hex, or by removing the entrenchment marker.

(F) A single unit in an entrenched hex may move out in a Movement Phase, and another movement initiative. In the movement phase, the entrenched markers which are unoccupied at the end of the Movement Phase are destroyed (remove from map).

PARACHUTE INFANTRY
(paratroops)

General Rule:

Only the Allied Player receives functioning paratroop units; the German parachute infantry units are not functioning. The Allied Player receives eight parachute units at the beginning of the game; these units may be dropped anywhere on the map.

Procedure:

See "How to Set-up and Play the Game: Game-Turn 1."

Cases:

(A) All paratroop units must be paratrooped on Game-Turn 1, or they are lost for the remainder of the game.

(B) Paratroop units are destroyed if they land on German units, or are scattered onto a German unit.

(C) Paratroop units may not attack the Game Turn that they are dropped.

(D) Paratroop units cannot move or attack until they are brought into supply, if attacked before they are brought into supply they have their Combat Strength halved for defense. They are immobile if they have never been in supply since they were dropped. If they have not been in supply from the time they were dropped, they are destroyed at the end of Game-Turn 3 (i.e. at the end of the German Second Movement Phase). Once paratroop units are brought into supply, they function as ordinary infantry.

HOW TO SET UP AND PLAY THE GAME: GAME-TURN 1

There are many specialised rules which apply to the Invasion Game-Turn 1.5. The Game-Turns 2 through 6, with unnecessary exceptions and additions for the special invasion rules. It was decided to make a separate Sequence of Play for the Invasion Game-Turn.

Sequence of Play
(for the Invasion Game-Turn 1 only)

1. SECRET DEPLOYMENT OF FORCES

(A) Allied Secret Deployment

(i) Invasion force:

There are seventeen numbered invasion beach hexes on the map sheet, each of which has a box connected to it. The Allied Player should choose the boxes located to the northwest of the invasion beach hexes that he wishes to land his units on, and writes the invasion beach number and the forces allocated to it on paper (the forces are chosen from the list). The Allied Player also writes the beach number (five at most) of the beaches that will function as supply areas for the remainder of the game. (Reinforcements arrive at these beaches, and supply is dropped at these beaches. All other beach must be chosen from the invasion beaches and be invaded. The German Player is not told during the game which beaches are the supply areas.)

(ii) Commands and Paratroops:

The Allied Player then allocates on which hex numbers the commands and paratroops will arrive. Note that each hex has its own number and Commands may land on any partially-sea hex, and move in that phase. See Parachute Infantry rules for limitations on the paratroops landing. The Allied Player writes down the hex numbers and forces for each separate paratroop and command drop zone, and landing point. Paratroops may only drop in regiment-size units.

(B) German Deployment and Unit Placement

(i) Choosing the German Order of Battle:

After the Allied Player has deployed his forces (on paper, without German knowledge), the German Player secretly writes the numbers "one" and "two" through "four" on each hex of paper, and assigns each of these numbers randomly to one of his Orders of Battle lettered A through F. The Allied Player then rolls the die, which, by reference to the above list, dictates to the German Player which Order of Battle he will use this turn. The Allied Player should not be informed, until after the game is finished, which Order of Battle the German Player is using.

(ii) German Unit Placement:

The Allied Player turns away from the map, and the German Player may place his units on the map as indicated by his Order of Battle. At the beginning of the game, all German units may be entrenched; thus the Allied Player is essentially aware of the German defense until he has committed himself to the attack. German units may not be deployed on partially-sea hexes. The fort hexes nos. 4230 and 4129 are not considered partially sea-hexes. German units may be initially deployed in these forts.

(C) Allied Unit Placement

(i) Placement of invading units and Commandos

The Allied Player returns to the map. He places his invading units in the appropriate invasion beach boxes, and the commandos on their designated partially-sea-hexes.

(ii) Paratroop:

The Allied Player places each of the Parachute infantry units, one at a time, on their specified drop zones. As each unit is dropped, consult
the Scatter table, found on the map sheet, for the scattering effect during the drop (depending on the terrain of the drop zones).

PARA DROP: Paraatroop units whose drop zones are occupied by German units must still consult the Scatter Table. If such units are scattered in a way that would cause them to occupy the hex diagonally opposite their own occupied hex; they may land safely. If, due to scattering, Allied paraatroop units exceed stacking limits, they will be eliminated. As soon as the stack is in supply, the excess units must move to conform to the stacking limits. If they can't move, they are eliminated. After moving off, they are turned upright and can function normally. (The non-inverted units may move off the stack instead, so long as the stacking rules are obeyed full the end of the stack.) Inverted units are not counted in the Defense Strength of a stack, and if eliminated the stack is eliminated, retreated or involved in an exchange. In the case of an exchange, the inverted units are not counted by the German Player when matching Allied losses. Note: This pertains only to overstacking caused by Parado drop.

2. ALLIED FIRST MOVEMENT PHASE
The units in the Invasion beach hexes land at the appropriate beach hexes. They may move no further if they are in an Enemy Zone of Control, but they may move their full Movement Allowance (counting the beach hex as the first hex entered) if they do not land in as Enemy Controlled hex. The commando units may move their full Movement Allowances, but may not enter Enemy Zones of Control during this First Movement Phase; if they land in an Enemy Controlled hex, they may move no further. The para troop units may not move in this Phase. The moving units must ignore any effects of the roads on movement, i.e. move at the cost of the other terrain.

They may, however, use bridges to the extent of crossing bridges on a Flooded hex, by paying only the movement cost defined by the terrain in the hex being entered.

3. ALLIED COMBAT PHASE
The Allied Player then allocates his land units and Naval Gunfire to attack, and resolves combat. Units in an Invasion beach hex adjacent to an Enemy unit(s) must attack all those Enemy unit(s).

4. ALLIED SECOND MOVEMENT PHASE
   (i) Allocation of Reinforcements:
After resolving all combat, the Allied Player should divide his Second Movement Phase Reinforcements among the supply areas; no more than thirty Combat Strength Points may arrive in any single supply area. The Allied Player may then land his two Glider units. These units may land within four hexes of any paraatroop unit, except that they may not land on or adjacent to a German unit.

(ii) Movement:
During the Allied Player's Second Movement Phase, all Allied units' Movement Allowances are halved. In addition, the Allied units may not move off the roads, the units must pay travel movement costs of the other terrain in that hex. The Allied Player may move all of his units except for the just-landed Glider units, and out of supply para troop units.

This ends the Allied Player Turn of Game Turn 1.

5. GERMAN PLAYER TURN
The German Player proceeds with his Player Turn; movement and combat are as usual, with no special rules, except for the fact that all units are considered in supply on Game Turn 1, regardless of position.

GERMAN ORDERS OF BATTLE
The Germans have several "Orders of Battle" (mixes of forces), each of which is identified by letter and title. The units in an Order of Battle are identified by Strength and Movement Allowances. Refer to the "HOW TO ORDER UP AND PLAY THE GAME: GAME-TURN 1" on how to select the German forces.

The German Player may always withhold reinforcements, i.e. delay their arrival to some future Game Turn. By doing this, he may be able to confuse the Allied Player as to which Order of Battle he is using.

All German Reinforcements arrive at the beginning of the First Movement Phase of the indicated Player Turn. They arrive at the edge of the map indicated by the direction given. They may not enter the map directly into Allied controlled hexes. The units must be in supply on the first hex they enter on the map. The first hex moved onto is counted in calculating Movement Points.

GERMAN ORDER OF BATTLE "A"

"THE ARMOUR RESERVE PLAN"
This plan would permit German forces to come ashore and penetrate, before striking them with an armoured reserve. It was favoured by Rommel, and ignored Allied air and material superiority.

AT START
Anywhere on map; six 4-1's.
Within ten hexes of:
Falaise-one 15-6, two 7-6's, one 8-8. South edge of map—one 8-4, one 2-6. Coutance—one 10-6.

REINFORCEMENTS
Player Turn 1: North—one 15-6, two 7-6's, one 8-8; South—one 15-6, two 7-6's, one 8-8.
Player Turn 2: West—one 15-6, two 7-6's, one 8-8; South—one 15-6, two 7-6's, one 8-8.
Player Turn 3: South—one 15-6, two 7-6's, one 8-8.
Player Turn 4: South—three 10-6's.
Player Turn 5: South—one 15-6, two 7-6's, one 8-8.
Player Turn 6: South—one 15-6, two 7-6's, one 8-8.

GERMAN ORDER OF BATTLE "D"

"STRONG SEVENTH ARMY"
This assumes a strengthening of the army guarding Normandy, probably as a compromise, since Hitler had an intuitive feeling that this would be the invasion area.

AT START
Anywhere on map; seven 4-1's, four 7-6's.
Within ten hexes of:
Falaise—one 15-6, two 7-6's, one 8-8. South edge of map—one 8-4, one 2-6. Coutance—one 10-6.

REINFORCEMENTS
Player Turn 1: North—one 15-6, two 7-6's, one 8-8; South—one 15-6, two 7-6's, one 8-8.
Player Turn 2: West—one 15-6, two 7-6's, one 8-8; South—one 15-6, two 7-6's, one 8-8.
Player Turn 3: South—one 15-6, two 7-6's, one 8-8; South—one 15-6, two 7-6's, one 8-8.
Player Turn 4: South—one 15-6, two 7-6's, one 8-8.
Player Turn 5: South—one 15-6, two 7-6's, one 8-8.
Player Turn 6: South—one 15-6, two 7-6's, one 8-8.

GERMAN ORDER OF BATTLE "E"

"OKW PLAN"
This is what OKW would have liked to do in the event of an invasion; immobile troops on beaches, with a rapid motorised response. It represents the best the Germans could have done with their original strategic deployment.

AT START
Anywhere on map; nine 4-1's, four 7-6's.
Within ten hexes of:
Falaise—one 15-6, two 7-6's, one 8-8. South edge of map—one 8-4, one 2-6. Coutance—one 10-6.

REINFORCEMENTS
Player Turn 1: South or East—one 15-6; one 15-6, two 14-6's, two 8-8's, one 8-8; South—one 8-8.
Player Turn 2: South or East—one 15-6, two 14-6's, two 7-6's, two 8-8's, six 4-1's, one 8-8; South—one 8-8.
Player Turn 3: South or East—one 15-6, one 8-8; South—one 8-8.
Player Turn 4: East—one 15-6, two 7-6's, one 8-8; South—one 8-8.
Player Turn 5: South—one 15-6, two 7-6's, one 8-8.
Player Turn 6: South—one 15-6, two 7-6's.
GERMAN ORDER OF BATTLE "F"

"ROMMEL PLAN"

This is what Rommel would have done if he had been given a free hand in the West. It assumes massive redeployment on a strategic scale, as well as a commitment to put everything on the beaches as quickly as possible. It also assumes that the Allied air power was not diverted from bombing the Reich to break up France's transport systems.

AT START

Anywhere on map: six 4-1's, two 7-2's, one 8-4, two 7-6's.
Within ten hexes of:
Falaise—one 15-6, one 8-8, South edge of map—one 2-6, Caumont—one 10-6.

REINFORCEMENTS

Player-Turn 1: North—three 4-1's; West—two 7-2's; South or East—one 18-6, one 10-6, four 14-5's, two 8-6's.
Player-Turn 2: South or East—one 18-6, two 15-6's, two 14-6's, four 7-6's three 8-8's.
Player-Turn 3: South—two 14-6's, one 8-8; East—one 18-6, two 14-6's, one 8-8, three 4-1's.
Player-Turn 4: East—one 18-6's, four 7-6's, three 8-5's, three 5-9's.
Player-Turn 5: South—three 10-6's; East—three 4-1's, two 7-2's.
Player-Turn 6: South or West—three 5-2's.

HOW TO WIN: Victory Conditions

The winner of Normandy is determined by the number of Victory Points gained by the Allied Player by the end of Game-Turn 6. The Allied Player receives Victory Points for geographic goals and from the Victory Points added by the Order of Battle used by the German Player. As the German Order of Battle increases in strength, the Allies receive more Victory Points.

Thus victory is not awarded on the basis of the historical campaign, but on the efficiency with which each Player uses the forces available to him.

The Allies receive Victory Points for certain cities if they fulfill all three of the following conditions:
1. The city must be able to trace a supply line to all hexes of a city at the end of Game-Turn 6.
2. The city must occupy, or have been the last to pass through, all hexes of the city.
3. The city must not have a unit in or adjacent to, any hex of the city at the end of Game-Turn 6.

These cities are:

City
St. Lo
Caen
Bayeux
Carentan
Falaise

Victory Points
2
6
2
2
2

The Allies also receive Victory Points for moving one division (three regiments or brigades, or their equivalent) off each of the map, sheet edges by road. At the end of the game, the Allies must be able to trace a supply line exiting off that road hex, or no Points are received for these units. The following Victory Points are received for this action:

Edge of Map
East
West
South
North (a)

Victory Points
8
6
4
12

(a) Points are received for moving off the North edge of the map sheet only if this is done before the end of Game-Turn 3.

The Victory Points awarded for exiting Allied divisions (or division equivalents) off a particular map edge may only be scored once per map edge, i.e. there are no additional points awarded for moving more than one division off a single map edge.

In addition, the Allied Player receives Victory Points for the depth of the beachhead. The farthest supplied unit penetration from the nearest partially-sea hex is measured in terms of hexes, and one-half of a Victory Point is awarded for each hex of penetration. This is modified if more than one beachhead exists, i.e. if all supply areas are not connected by roads. If there are two beachheads, the number of Victory Points for penetration should be divided by two; if there are more beachheads, the number of points should be divided by three, etc. Victory Points are only awarded for the single most deeply penetrating Allied unit regardless of the number of Allied beachheads. The furthest penetrating unit must be in supply.

At the completion of the game, the Allied Player adds up the Victory Points from all these sources, and adds for subtracts the Victory Points awarded to him by the Order of Battle used by the Germans. This is the final Victory Point total.

Levels of Victory

As we all know, victory comes in many varieties, and what may be considered as a current victory may be a long-term defeat. In the game of Normandy, an "historical" victory is gained by the Allied Player if he achieves 25 Victory Points from geographic goals. However, Play, the Allies now enter the historical stage, they may rate their personal victories (i.e. how well they handled their forces) by including the additional points given by the German Order of Battle. This then enables one to rate Player Victories on the following scale:

Allied Victory
Point total
5 to 9
10 to 14
15 to 22
23 to 30
30 to 39
40 and over

Level of Victory
German Decisive Victory
Provisional Victory
Marginal Victory
Allied Marginal Victory
Allied Provisional Victory
Allied Decisive Victory

These are the Victory Point additions for subtraction that the Allied Player receives for the German Orders of Battle (see Victory Conditions):

German Order of Battle
Curtain
Point effect
A
0
B
C +5
D +10
E +15
F +20

Designer's Notes: NORMANDY

"They must be stopped on the beaches." That's how Field Marshal Erwin Rommel, the commander of the German troops defending Normandy in June, 1944, described the only "correct" solution for defeating the expected Allied invasion. His superiors did not agree with him. Still impressed by the manner in which German ground forces had defeated Allied armies in the open in 1940, they felt the same tactic could be made to work for four years later. Rommel, however, believed that the Allies were no longer novices at mobile warfare, and for the invasion of the continent they had built up a superiority in all the forces which had gathered in the German force in 1940: namely, tanks, aircraft and artillery. Rommel's plan of "stopping them on the beaches" did not mean that the Allies would not get ashore, although he would have liked to have had enough troops and equipment to achieve this. A second variant of this plan was to consider every available German mobile unit to the invasion area as soon as a major Allied invasion was confirmed. By throwing the Allied forces back into the sea, Rommel would achieve the same ends as if he had stopped them on the beaches. Would this have worked?

To solve this question, and many of the others that hang on what the Germans "might have done," we have included six Orders of Battle for the Germans. One of these, of course, is the one originally planned by Rommel. The other five are possibilities which the Germans were quite capable of carrying out. The basic German problem was not so much one of numbers, but rather the uncertainty as to where the Allies would strike. It was this uncertainty which made the Allied invasion possible at all. Although the Allies entered the German line as a series by a considerable margin, this in itself would not have been enough: the Allied numerical advantage was: Men—1 million to 0.7 million; Medium and Heavy Tanks—5500 to 1400; Light Tanks and Assault Guns—2000 to 800; Field Artillery—4800 to 3200; Fighters and fighter bombers—4000 to 4200; Bombers—4400 to 400; and, finally, replacements (primarily for infantry) — 120,000 to 20,000, plus forces back into the sea. Rommel would have been in a much better position if he had been able to send more troops to the beaches...
to bring their supplies over the beaches with great difficulty. This is reflected in the limited attack rule. The congestion of Allied vehicles in the restricted beachhead is also reflected in the movement rate of the Allied infantry units, which did not have motor vehicles directly attached to them although they were always available. It was simply difficult to get the vehicles to the infantry, and then to move a large mass of vehicles through the restricted road net. An Allied infantry regiment, for example, would occupy five road hexes on the map when moving by road. The Germans were not better off in this respect, except that they had more roads available.

Another major Allied advantage was their preponderance of artillery, which was used more often and more effectively than aircraft for attacking enemy combat units. To have included the actual units would have almost doubled the number of units in the game, and, with the extra rules needed to govern their use, would have practically created another separate game within the existing one. To solve this problem, we have computed into the combat strengths of the Allied units the advantages they would gain from their artillery. The extraordinary additional firepower available to the Allies from their invasion fleet had to be reflected in a special naval artillery rule.

What was the original battle like? In the game you will quickly see the importance of the first move. In other words, the "plans" of both sides can often decide the game. Both sides had to try and second-guess each other. What was committed before the game began could easily decide the game. In the original battle this became all too obvious after the first day of battle. Allied landings took place at five beach areas (Utah, Omaha, Gold, Sword and Juno, as marked on the map), with varying results. The landings at Utah (one division supported by two parachute divisions) went off well, getting eight kilometers inland by the end of the first day. At "Bloody" Omaha the story was far different. Running into an unexpected German division, the American assault forces almost didn't make it. By the end of the first day it was just barely ashore. The defending Germans, fortunately, were in worse shape. On the British beaches (Gold, Sword and Juno), the Canadian and British forces established a firm bridgehead the first day, penetrating ten kilometers on a wide (28km) front. This was accomplished with three assaulting divisions supported by one parachute division. For the next week, there was considerable fighting around Carentan and Cricq as the Allied Bridgeheads joined up and began pushing out to make room for the dozens of divisions and mountains of supplies and equipment that would be needed to wear down the Germans and break out. By 11 June, the bridgehead was 38 kilometers inland at its deepest and over 50 kilometers wide. But it hadn't been easy and it hadn't been a sure thing.

The Combat Strengths and Combat Results Table were computed from two sources of information. First, there was hard data, such as the actual casualty figures for both sides (about 22,000 for the Germans and 30,000 for the Allies), including the daily rate of loss for different units under different conditions. Also, there was the actual organisation and armaments of units on both sides. Secondly, there was "soft" data, such as the tactics used by both sides which included the numerous tactical options allowed each player within the framework of the game. Man for man, the Germans were pretty much of a match for their Allied opponents. Although German manpower itself was somewhat inferior to the Allied, German superiority in most classes of weapons (except artillery) evened this up. This even applied to tanks. The two German tanks, the Pz IV and the Pz V, were vastly different. The Pz IV was somewhat inferior to the main Allied tank, the "Sherman." The Pz V ("Panther") was actually a heavy tank and had a considerable advantage over the Sherman. However, the Panther was still prone to numerous mechanical failures, and, because of its size and weight, was somewhat less nimble than the lighter and more mechanically reliable Sherman. In addition, the German tank battalions contained about 35% fewer vehicles than the Allied except for the SS tank battalions, which still had fewer tanks than Allied units. Both sides usually fought in regimental or battalion size "battlegroups" each formed around a "manoeuvre battalion" (tank or infantry) and also containing portions of the supporting units (engineer, anti-tank, etc.) found in the division. The game system used for NORMANDY is, obviously, an abstraction from reality. But it works and it does recreate rather well the original situation as well as the possible alternatives. That, of course, is what a game is supposed to do.

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ATLANTIC WALL
This is a highly detailed simulation of the D-Day operations played at battalion/company level. Comprehensive rules include realistic parachutists, supply, naval gunfire support from individual ships, and airpower with detailed plane-type breakdown; and special rules covering the actual beach assaults in great detail. A complex game played as separate assault-beach scenarios or the massive Campaign Game which spreads across five adjoining maps. 2000 counters are used to represent para infantry/artillery, commandos, rangers, assault engineers, tanks and HQ units.

SEELOWE
The Allied invasion of Europe in 1944 might never have taken place at all had the Germans carried out their plans to invade the British Isles four years earlier. This operational level game simulates the proposed Nazi invasion in three basic scenarios: (1) The initial OKH plan, utilising over 30 divisions (2) the finally selected Navy plan; and (3) the July 'Quickie' which presupposes that the Germans had planned well in advance and held troops out of the Battle of France for the invasion.

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