

D-DAY

INSTRUCTIONS—READ FIRST



An unforgettable day in history . . . the Allied invasion of Europe on June 6, 1944.

D-Day is actually two games in one: The Basic Game is designed to introduce the beginner to the new art of wargaming; the Tournament Game is designed for the true wargame aficionado . . . it is as challenging as Chess only more versatile.

BASIC GAME

MAPBOARD

The mapboard shows the entire theatre of operations. Terrain features are altered slightly to conform to hexagon patterns which are used to determine movement. Hereafter, these hexagons will be called squares. Terrain features are as follows:

CITY SQUARES: Any square containing black criss-cross lines.

FORTRESS SQUARES: Any city square outlined with a red border.

FORTIFIED ZONE SQUARES: Any pink-toned square.

MOUNTAIN SQUARES: Any brown square.

SEA SQUARES: Any blue toned square containing an unboxed red number and red arrow.

COASTAL SQUARES: Any land square to which a red arrow points.

RIVERS: Solid blue lines that run between the squares.

INLAND PORTS: City squares that boxed numbers point to, such as Antwerp, Rouen, etc.

INVASION AREAS: The 7 separate areas encompassed by red lines, each containing its own troop invasion table.

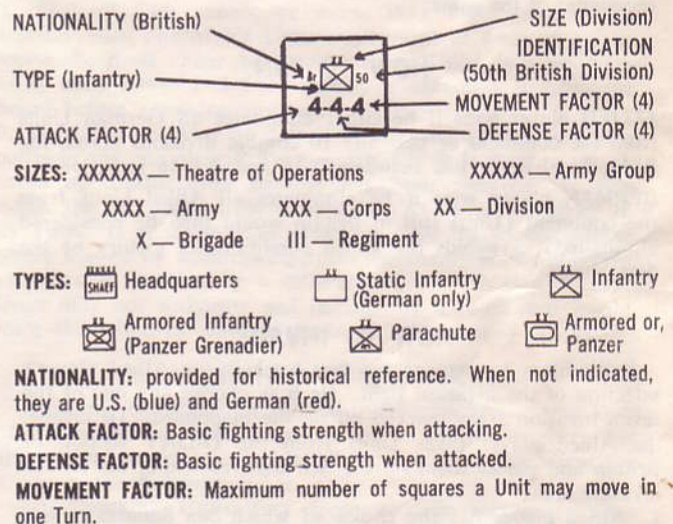
REINFORCEMENT CENTERS: Any square in Germany containing a red star.

GRID-COORDINATES: Lettered columns run east-west; numbered columns angle northwest-southeasterly to pinpoint locations. Examples: Dunkirk is M-22, Bordeaux is LL-44, Marseilles is TT-31.

BOXED RED NUMBERS: Supply capacity, pertinent in the Tournament game only

ORDER OF BATTLE UNIT COUNTERS

Now study the die-cut Order of Battle Counters. Blue are Allied; Red are German. These counters are your "chessmen". Hereafter, they will be called *Units*.



PREPARE FOR PLAY

STEP 1: Lay the mapboard out on a table. The Allied player sits on the western side; the German player sits on the eastern side.

STEP 2: Punch out the Order of Battle Counters (Units). Allied player places all blue Units in the section of the map marked *Allied Units Available in Britain*. The German player places all red Units as follows:

- All Static Units must be placed on Coastal Squares only.
- The 9th S.S. Panzer Division, 49th & 51st S.S. Panzer Brigades, 3rd, 15th, & 25th S.S. Panzer Grenadier Divisions and 106th Panzer Brigade must be placed on any of the Reinforcement (Star) Squares.
- All remaining Units may be placed anywhere including Coastal Squares.
- No Units may be placed in Switzerland, Spain, Sea Squares or X-marked Mountain Squares.

(e) Units may be stacked up to three deep on any square. *This preliminary action by the German player means he is committing his Units to receive the Allied invasion. The wisdom of such Unit placement may well determine whether he wins or loses the game.*

STEP 3: The Allied player selects one of seven invasion areas. He places his Units on the proper Sea Squares as instructed in the section headed *How to Invade*. No German movement is allowed.

HOW TO PLAY

The Allied player moves all of his Units, then resolves every battle—that is his Turn. The German player moves all of his Units, then resolves every battle—that is his Turn. Together these two Turns are measured as the passage of one week. Turn 1, the invasion week, is considered the first Turn of the game. The condensed routine of play is as follows:

STEP 1: The Allied player moves all Units on the continent he chooses to move. He then consults the Time Record Card and Troop Invasion Table and puts new Units into play. New Units can also be moved. No German movement is allowed.

STEP 2: All battles caused by Allied movement are resolved one battle at a time.

STEP 3: The German player consults the Time Record Card and if he is due reinforcements he places them on the mapboard. He then moves all Units on board he chooses to move. No Allied movement is allowed.

STEP 4: All battles caused by German movement are resolved one battle at a time.

STEP 5: The German player checks off one Turn of the Time Record Card and players repeat Steps 1 through 5 for the remainder of the game.

HOW TO WIN

ALLIED player wins if he either eliminates all German Units from the continent or gets any 10 combat divisions across the Rhine-Issel River line between D-10 and AA-16 inclusive.

GERMAN player wins if he eliminates all Allied Units from the continent (Units still in Britain would then be considered eliminated) or avoids the Allied conditions of victory by the 50th week.

HOW TO INVADE

Preliminary to play of the first week is the Allied player's selection of the invasion sight. He may choose any one of the seven invasion areas marked off on the mapboard. To invade, the Allied player takes Units from the D-DAY section of Britain and places them on the Sea Squares within his chosen invasion area.

1. Allied player has the choice of which Sea Squares to use and does not have to use all of them within the chosen invasion area.

2. Allied player may place up to 2 Units on a Sea Square although he can place just one. *Ignore the red numbers which apply in the Tournament game play only.*

3. Parachute Units may be placed on Sea Squares, or they may be dropped behind enemy lines as outlined in the section headed *Use of Parachute Units*.

4. Allied player cannot invade with more Units than allowed under "First Turn" of the respective Troop Invasion Table. He may invade with less if he wishes. Example: to invade Normandy; a maximum of 6 Infantry and 3 Parachute Units can be placed on any of 6 Sea Squares between R-31 and S-36 inclusive.

5. Units that are placed on Sea Squares whose arrows point to vacant Coastal Squares must be moved onto those Coastal Squares—even if such movement places them adjacent to German Units on other land Squares.

6. Inland movement in the invasion week is not allowed. Units may move no farther than the first Coastal Square they land on.

There is only one invasion in the Basic Game. Reference to a second invasion on the Time Record Card applies in the Tournament Game, only.

HOW TO MOVE UNITS ON LAND

1. In any Turn you may move all your Units on Board.

2. You may move each Unit any number of squares not exceeding its movement factor.

3. You do not have to move every Unit nor do you have to move any Unit in your Turn.

4. You may move Units in any direction or combination of directions you wish in the same Turn.

5. Unlike Chess and checkers you move all Units you choose to move before resolving any battles.

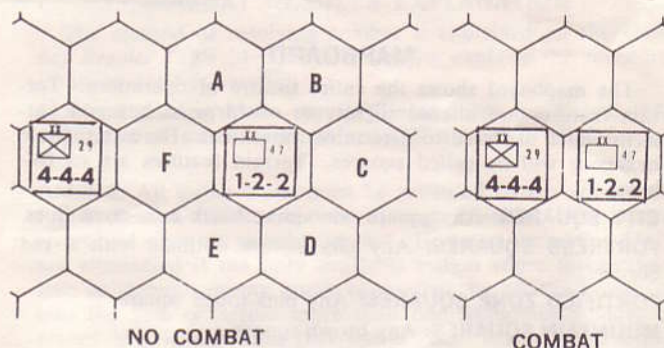
6. You may move Units over top of friendly Units but you are not allowed to move Units on top of or over opponent's Units.

7. Movement factors are not transferrable from one Unit to another nor can they be accumulated from one Turn to the next.

8. Movement along the eastern edge of the mapboard can be through whole squares only.

NOTE: The die is used only to resolve combat—it has nothing to do with movement.

HOW TO HAVE COMBAT



ZONE OF CONTROL: Every Unit's zone of control is normally its six adjacent squares (A-F). You automatically cause combat when you move a Unit into any one square of any enemy Unit's zone of control. The player moving his Units is always the attacker; his opponent is the defender. To determine battle odds, the attacker's attack factor is stated first and the defender's defense factor is stated second. For example; If the 29th Division (4) attacks the 47th Static Division (2) battle odds are 4 to 2 which reduces to 2 to 1. To resolve combat the attacker rolls the die once and matches up the die roll with the 2 to 1 odds column on the Combat Results Table.

ATTACKING:

1. An attacking Unit ends its Turn as soon as it enters the first enemy controlled square.

2. You are not allowed to move an attacking Unit through enemy controlled squares.

3. You may attack as many enemy Units as you can reach in the same Turn.

4. You may move as many Units into enemy zones of control as you are able before resolving combat.

5. You resolve all combat one battle at a time after moving all the Units you choose to move in your Turn.

6. The attacker has the choice of resolving battles in any order he chooses.

7. The attacker must resolve combat against every enemy Unit he has moved Units next to.
8. The attack factor of a Unit never changes regardless of the terrain it is attacking from.

INVASION ATTACK

1. Units on Sea Squares attack only those German Units on Coastal Squares the arrows point to. Example: let's assume there is one German Unit on R-35 and another next to it on S-35—an Allied Unit on Sea Square S-36 attacks *only* the German Unit on S-35.
2. Allied Units that are moved from a Sea Square to a vacant Coastal Square must attack all German Units whose zones of control they are in.
3. Allied player may attack a German Unit on a Coastal Square from both Sea Squares and Land Squares—resolving it as *one* battle.
4. An attack by two Allied Units on the same Sea Square against more than one German Unit on a Coastal Square must be resolved as one battle—it cannot be split into two battles.
5. Allied Units on Sea Squares that are required to retreat or find no place to go after combat has been resolved are eliminated instead.
6. Victorious assault Units must be moved onto vacant Coastal Squares of losing Units after combat in the same Turn.

DEFENDING:

1. The defending player is not allowed to move any Unit while his opponent is attacking.
2. A Unit's defense factor varies according to the terrain it is defending on. Examples are shown on the reverse side of the *Order of Battle Card*.

ALLIED REINFORCEMENTS

Sea Squares can be used only in the first week of play. On the second, and all succeeding weeks, reinforcements from Britain must be placed directly on vacant Coastal Squares.

1. Allied player cannot bring in more reinforcements than allowed by the respective Troop Invasion Table. Example: on the "Second Turn" at Normandy, a maximum of 2 Armor and 4 Infantry Divisions can be placed on any of the 6 Coastal Squares the arrows point to.
2. Reinforcements may be brought in only through controlled Coastal Squares of the invasion area. They may also be brought in through any controlled Inland Port anywhere on board. *Reinforcements through Bremen is not allowed.*
3. All reinforcements can be brought in through just one Coastal Square or Inland Port per Turn although the Allied player may use more than one if desirable.
4. Reinforcements may not be brought in through Coastal Squares of invasion areas other than the ones assaulted in the invasion Turn.
5. After placement on land squares, reinforcements may be moved inland according to their movement factors in the same Turn. For instance; a U.S. Infantry Unit brought in on S-35 can be moved as far as T-32.

MORE THAN ONE UNIT PER SQUARE

1. The Allied player may stack up to 2 Units of any kind, including HQ, on the same square anywhere on the continent. The German player, because the Germans were more tightly organized at this time, may stack up to 3 Units of any kind, including HQ, on the same square anywhere on the continent.
2. Stacked Units may stay together indefinitely or they may combine on one Turn and split up on the very next Turn.
3. Stacked Units may pass over squares containing other friendly Units.
4. The movement rate of stacked Units is that of the slowest Unit in the stack. Of course, the faster Units may continue on their way in the same turn after splitting away from the slower ones.

MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit the attack factors of the attacking Units must be totaled into one combined attack factor.
2. When one Unit attacks two or more defending Units the defense factors of the defending Units must be totaled into one combined defense factor.
3. When several Units attack several defending Units the attacker has the choice of dividing combat into more than one battle as long as:
 - (a) He battles every defending Unit that is in his attacking Units' zones of control, and
 - (b) He battles every defending Unit in whose zones of control he has attacking Units.
4. The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit.
5. Attacking stacked Units on one square may divide combat against defending Units on separate squares. (See *Invasion Attack* for exception).
6. The attacker is not allowed to split any one Unit's attack factor and apply it to more than one battle. Nor can a defending Unit's defense factor be likewise split.
7. The attacker may deliberately sacrifice one or more attacking Units at unfavorable odds in order to gain more favorable odds over remaining defending Units. This tactic is called *soaking off*. Example: Let's assume that 6 Allied infantry divisions (all 4-4-4 Units) engage the German 2SS, 9SS and 12SS divisions (all 6-6-4 Units). One Allied Unit soaks-off against the 2SS and 9SS Units at 4-12 odds. The remaining 5 Allied Units then attack the 12SS at 20-6 odds.
8. Soak-off odds cannot be worse than 1-6. Anytime the attacker finds one of his Units surrounded at odds of 1-7 or worse, he must either bring up enough Units in support to bring odds down to 1-6 or better, or eliminate it from the board before resolving any battles.
9. No Unit, attacking or defending, may fight more than one battle in any one player's Turn—even if it finds itself in enemy zones of control after combat has been resolved. In this event, the defending Unit must either attack or withdraw in its Turn. If it chooses to attack it may do so by staying where it is or by withdrawing from the enemy zone altogether and then re-entering by a different square. In this instance Units may not withdraw and re-enter by a route that would force them into or through zones of other enemy Units.

MOVEMENT AFTER COMBAT

Attacking Units are not allowed to advance in the same Turn after combat has been resolved. However, the attacker has the option to occupy the loser's square with his victorious Units in the following cases, only:

- (a) Attacking Units may cross a river and move onto squares vacated by a defeated enemy whose defense factor had been doubled,
- (b) Attacking Units may move onto City, Fortified Zone, Mountain or Fortress Squares vacated by the defeated enemy.

This also applies to surviving attacking Units in *exchanges*.

MOUNTAINS

1. Movement through Mountain Squares is naturally slower than normal. Thus all Units, regardless of their movement factors, move through Mountain Squares at the rate of 1 square per Turn.
2. All Units must end their Turn as soon as they move into a Mountain Square. They cannot proceed until their following Turn.
3. All Units may leave Mountain Squares at their normal movement rate.
4. No Units are allowed to move through or onto Mountain squares marked "X".

5. The defense factor of all Units doubles when attacked while on a Mountain Square.

FORTRESSES

1. There is no change in the movement rates of Units passing through Fortresses.
2. Differing from normal, Units in Fortresses have no zones of control over adjacent squares. Thus, enemy Units can pass right by without having to stop and attack.
3. The attacker may move Units next to a Fortress containing enemy Units without attacking—although he has the option to do so. If he does attack, all Units in the Fortress must be fought but he does not have to use all adjacent Units of his in the attack.
4. Units in Fortresses do not have to attack enemy Units left adjacent to them—although they have the option to do so. If he does so, the attacker must attack all adjacent enemy Units but does not have to use all of his Units in the Fortress in the attack.
5. Units adjacent to more than one Fortress may attack one without attacking the other.
6. The defense factor of all Units triples when attacked while in a fortress.

FORTIFIED ZONES

1. There is no change in the movement rates of Units when passing through Fortified zones.
2. The defense factor of all Units doubles when attacked while on a Fortified Zone Square.

RIVERS

1. There is no change in the movement rates of Units when crossing rivers.
2. Differing from normal, Units adjacent to a river have no zones of control over adjacent squares on the opposite side of the river. Thus, enemy Units can pass right by without having to stop and attack.
3. The attacker may move Units next to enemy Units separated by a river without attacking—although he has the option to do so. If he does attack, all adjacent Units across the river must be fought but he does not have to use all of his adjacent Units in the attack.
4. Units adjacent to more than one river line may attack across one without attacking across the other. For instance: A Unit on V-27 may attack a Unit defending on U-26 without having to fight a Unit defending on V-26.
5. The defense factor of all Units doubles when attacked from across the river except when attacked from the same side of the river at the same time, in which case the defense factor remains basic.

USE OF HEADQUARTERS UNITS

While rather large in manpower Headquarters Units had very little attack ability, thus they cannot attack. However, HQ Units have a zone of control and enemy Units must stop and attack just as if they were attacking regular combat Units. Eliminated German Headquarters Units may not be brought back as reinforcements.

USE OF PARACHUTE UNITS

At this point historically, German Parachute Units lacked the training necessary to perform as such—thus they cannot be used in any air drops. However, Allied Parachute Units can be used in air drops as follows:

- (a) Each Parachute Unit may be dropped twice per game.
- (b) Units must be dropped within 5 squares of the closest Allied Combat Unit. (Combat Units may be moved first to gain maximum range).
- (c) Units cannot be dropped directly onto an enemy controlled square.
- (d) Units cannot be dropped on Mountain or Sea Squares.
- (e) Allied player may drop more than one Parachute Unit

per Turn but they must be dropped simultaneously. He cannot drop a Parachute Unit, move it 3 squares and then drop another 5 squares from it.

Dropped Units may be moved their full movement factor in the same Turn. Once dropped, Parachute Units are treated the same as normal land Units. To perform an air drop of a Unit already on land, simply transfer it from its current location to any square on board you wish subject to above restrictions. The placement of a Parachute Unit on a Sea Square in the invasion Turn does not constitute an air drop.

REPLACEMENTS

1. From the 9th week on, the Allied player receives replacements from the dead pile. The replacement rate is 2 *attack factors per Turn maximum* and they may consist of Units of any kind except HQ and Parachute Units. Unused replacement allowances may be accumulated. Replacements are brought onto the continent in the same manner as reinforcements. Replacements plus reinforcements cannot exceed the maximums stated by the troop invasion tables.

2. From the 16th week on, the German player receives replacements from the dead pile. The German replacement rate is 5 *attack factors per Turn maximum*, and they may consist of Units of any kind except HQ and Static Units. Unused replacement allowances may be accumulated from Turn to Turn. Replacements can be placed on board at any time during the German player's Turn. He must place them only on red star squares not in enemy zones of control. Red star squares do not have to be garrisoned to receive replacements. Once on board replacements can be moved and used in combat in that Turn.

COMBAT RESULTS EXPLANATION

The method of resolving combat is explained on the *Combat Results Table* itself. The following explains the meanings of those combat results.

ELIM: All losing Units are eliminated from the board. "A" applies to all attacking Units and "D" applies to all defending Units.

BACK 2: All losing Units must be retreated by the winner the full 2 squares. Retreat can be through friendly Units, across rivers and over all playable terrain. However, retreating Units are eliminated if the only available retreat route forces them into or through enemy zones of control, or off the board, or into the Sea, or across more than one Mountain Square, or placed on friendly Units that would result in stacks exceeding the maximum. The winner cannot force losing Units into such blocking zones of control and terrain if alternate unblocked routes of retreat are available.

EXCHANGE: The defender removes all of his Units—the attacker removes a number of his Units whose combined attack factors total at least that of the defense factors removed by the defender. Sometimes an exchange does not work out even up in which event the attacker may have to remove Units whose combined attack factors total more than the defense factors removed by the defender. Defense factors are computed at value according to defensive position. Example: If the Allied 29th Division (whose defense factor is 4) is defending in a city, the attacker must remove 8 attack factors because the 29th's defense factor has been doubled to 8.

BATTLE MANUAL

You have finished reading the rules of the *Basic Game*. Examples of play and an Appendix of questions on play are included in the Battle Manual. The Battle Manual also contains complete instructions for the *Tournament Game* which adds greater realism and depth to the play of *D-Day*.

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