

D-DAY

Smithsonian



Avalon Hill Game Company
Compiled by Christian Holm Christensen

Original credits

Design, development, & rules	Samuel Craig Taylor, Jr.
Cover art	George Parrish
Graphics & typesetting	Charles Kibler
Packaging	Monarch Services & Eastern Box
Playtesters	Jeff Buchaneau, Kevin Hewitt, George Petronis, Edward Philips, Everett Post, James Turner, & Byron Wolfe

This version all text, illustrations, graphics, and layout by Christian Holm Christensen.



Typeset in L^AT_EX by Christian Holm Christensen using the package [wargame](#). The sources of this document and supporting material is available from [Gitlab](#).

© 2022 Christian Holm Christensen. This work is licensed under [CC BY-SA 4.0](#). Last updated November 2, 2022.

Preface

This is a revamp of the Avalon Hill Game Company 1991 game *D-Day* (Smithsonian edition). All text and graphics is new in this edition. The rules have been rewritten to hopefully be more accessible than the original rules. For example, the optional rules have been integrated into the main text so that it is easier to find them at the relevant time in the flow of the game.

The original game used circular counters for army group and theatre headquarters, and large square counters for army headquarters, both of which are hard to deal with in a Print'n'Play version. Hence, all counters have the same, square, size.

Some illustrations have been added to hopefully clear up the rules, and inconsistencies in the original rules have been resolved, including common questions. The rules are cross-referenced. As rules have been restructured, including the optional rules, the text is more verbose and with some repetitions here and there, but the relevant information should be easier to find.

NATO App6 symbology is used consistently throughout. For example, the original game used a combined infantry and armoured symbol for motorised infantry, which is *not* the same thing¹, and ports have been marked with naval base installations rather than simple anchors.

Contents

1	Components	4
1.1	The board	4
1.2	The units	5
1.3	Markers	6
1.4	Orders of Battle	7
1.5	Dice	7
2	Optional rules	7
3	Setting up	8
4	Turn sequence	8
5	Zone of Control	8
6	Stacking and headquarter holding boxes	9
7	Control	9
8	Weather	10
9	Move points	10
10	Reinforcement phase	11

11	Replacement phase	11
12	Port transfer phase	11
13	Invasion phase	12
14	Movement phase	13
14.1	Movement allowance	13
14.2	Strategic movement	13
14.3	Cost of movement	13
14.4	Army headquarter movement	13
14.5	Enemy zone of control	14
14.6	Extra effort	15
14.7	Movement of Allied strategic air units . .	15
14.8	Allied airborne drops	15
14.9	Garrisons	16
14.10	Declaring attacks	16
15	Air unit reaction	16
16	Strategic air missions	17
17	Combat phase	17
17.1	Combat factors and modifiers	18
17.2	Combat resolution	19
17.3	Retreat	20
17.4	Losses	20
17.5	Elimination	20
17.6	Advance after combat	20
18	Supply phase	22
19	Scenarios	23

¹*Mechanised infantry* (☒) generally use Armoured Personnel and Infantry Fighting Vehicles (APV and IFV), which is *not* what the Allied had in 1944. The infantry units used lorries for transportation and was thus *motorised* (☒).

Rules

Introduction

This game, *D-Day*, simulates *Operation Overload* — the Allied invasion of Nazi-Germany occupied Europe. One player (faction) controls the Allied (British, Canadian, French, and United States of America) forces, while the other faction controls the German (Heer, or Army, and Waffen Schutzstaffel, or Armed Protection Squadron) forces.

The game can be played via two Scenarios: One that simulates the actual invasion starting on the 6th of June, 1944, or a counter-factual early invasion starting in June, 1943. The objective of the Allied forces is in both cases, to liberate France, Belgium, and the Netherlands, and penetrate far enough into Germany to force capitulation by the Nazi-Germany. The German objective is first and foremost to prevent this outcome, and secondly to push the Allied far enough back that a second invasion will become untenable.

The game is played in *turns* which are further subdivided into two turns for the Allied and German factions. Each faction goes through a number of specific *phases* before passing play on to the other faction, eventually reaching the last turn of the game.

§1 Components

The game consists of

- A board with a map of western Europe.
- 62 and 68 counters representing the Allied and German units, respectively, involved in the conflict.
- A marker for each faction to keep track of available resources.
- Three common markers for game dynamics.
- Two sets of each two *Orders of Battle* (OOB) for each scenario. These shows which units are available to each faction at what point in time, during the game.
- These rules.

In addition, each player should have a 10-sided dice to resolve combats.

§1.1 The board

The map on the board shows the southern part of the British isles, mid-western Europe, and a small bit of North Africa. Superimposed on the map are hexagon fields (*hexes*) meant to capture movement of troops. Each hex is labelled with grid coordinates.

Each hex has an associated *terrain*, as summarised in Table 1. Natural terrain are

- 🟢 **Clear** Mostly open terrain (fields, roads, small forests).
- 🟤 **Woods** Dense vegetation, such as forests. Manoeu-

ring in these areas is limited, and therefore provides some cover for defending troops.

- 🟡 **Mountains** Regions of higher elevation and limited manoeuvrability. These provide defensive advantages.
- 🟢 **Marsh** Swamps or river deltas. Manoeuvring through these areas is difficult for ground units.

- 🟦 **Coastal** Hexes that are partial land, partial sea, are coastal hexes. Some of these are possible invasion points for the Allied faction.

- 🟦 **Sea** These hexes can only be navigated by ships or planes. In this conflict, the Allied forces had naval supremacy and only the Allied faction may navigate the waters by ships, and only as means of transporting troops to and fro the European continent.

Some sea hexes has a white number and white arrows in them. These are possible starting points for Allied invasions. Allied units that start an invasion can land on the coastal hexes pointed to by the arrows.

- 🟢 **Rivers** Another natural feature of the map are the river hex-*sides*. These represent major in-land waterways which limits manoeuvrability. Establishing a *bridge-head* by an attacking force is a major undertaking, and rivers therefore provide additional defensive advantages.

Non-natural features of the map are

- 🟡 **Cities** These are marked with a circle and the name of the city printed next to it. Attacking a city is a complicated manoeuvre and cities therefore provide a defensive advantage.

Some *coastal* cities has a *port* installation (🚢) attached to it. Port cities controlled by the Allied faction play an important role for bringing Allied troops on to the continent.

Some cities have a different colour and a number printed in them. These cities are *supply points* (§18) for their respective factions. Note that Paris (G13) is a possible supply point for *both* factions.

- 🟡 **Fortified cities** Just like regular cities, these are marked with a filled circle, and an additional *fortification* ring. The fortifications are *only* usable by the German faction and provides an enhanced defensive advantage to defending German units.

- 🟡 **Fortifications** These hexes represent the “west wall” built by the Germans. These fortified positions provide the *German* (and *only* the German) units with a strong defensive stance.

Also on the board is the *turn track*. This, together with the *game turn* counter keeps track of time throughout the game.

Terrain	MF [†]	DF		AF	
		☒	☒	☒	☒
Clear	1 (2 [§])	—	—	—	—
Swamp	2	—	—	—	—1
Woods	2	+1	—	—	—1
Mountains	2	+2	—	—	—1
City	1	+1	—	—	—1
Fortified city [‡]	1	+4	—	—	—1
Fortified [‡]	—	+2	—	—	—
River	+1	—	—	—1	—
Coastal	—	+2 [*] / +1 ^{**}	—	—	—
Supply	—	—	—	—	—
Port city	—	—	—	—	—
Invasion	☐	—	—	—	—

Table 1: Terrain Effects Chart (TEC). Defence (DF) and Attack (AF) combat factor modifiers depend on hex occupied by *defender*. Modifiers are *per unit* and are cumulative.

[†]MF cost for ground units. River crossing +1 MF in *addition* to other terrain cost. ☐ units: 1 MF for *all* terrain, including sea hexes. [‡]DF modifier for German defenders *only*, treat fortified city as *city* for Allied defenders. [§]On *bad weather* turns if the optional rule ☐ *Weather* is in use. ☐ Allied invasions *only*. Air units *may* use sea hexes for *transit*. *1944 scenario **1943 scenario, and only if *all* attackers are invading.

§1.2 The units

The vast majority of counters in the game represent various units, and most of these are *ground units*, identified by a rectangular frame on the counters. Other counters represent aerial units, with a curved frame, and equipment which has a circular frame.

The counters are colour coded according to the nationality or command structure to which they belong. The Allied colours are

- ☐ Combined Allied. These units are combinations of various Allied units into higher echelon units, for example the 1st Allied airborne army.
- ☐ British. Units from Great Britain and the Commonwealth.
- ☐ Canadian. For some optional rules these are considered part of the British Commonwealth structure.
- ☐ Free French units.

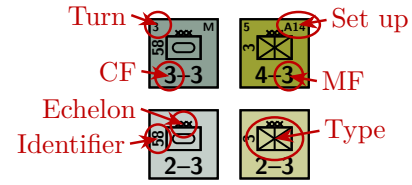


Figure 1: Elements of ground units. The top row shows the full-strength (face-up) side of some counters, while the bottom shows the reduced-strength (face-down) side. The different parts of the unit are highlighted.

☐ Units from the United States of America.

The German unit colours are

☐ German Heer (army) and attached Luftwaffe (air force) units.

☐ German Waffen Schutzstaffel (armed protective corps).

§1.2.1 Ground units

Figure 1 shows the elements of ground units. These are

Turn : The turn from which the unit is available. If no turn is printed on the counter, it means that the unit is part of the initial set-up.

Set up : This field specifies where on the map the unit appears. This can be a specific hex coordinate (like ‘A14’ as shown to the top right), or a letter representing possible locations. For the Allied faction, these are

F Any *controlled* (§7) city in France.

P Any *controlled* (§7) coastal port city on the continent.

G (optional): If the ☐ *Garrisons* optional rule is used, then these units may be used to garrison a hex (§14.9).

For the German faction, these letters are

M Any *controlled* (§7) city in the Axis main-land (Germany, Austria, and Czechoslovakia).

O Any *controlled* (§7) hex in the German occupied territories (France, Belgium, and Netherlands).

C Any *controlled* (§7) *coastal* hex in the German occupied territories (France, Belgium, and Netherlands).

CF : Combat factor. This represents the units fighting ability, both *offensive* and *defensive*. The higher the number the stronger the unit.

MF : Movement factor. The manoeuvrability of the unit. The larger the number, the more mobility of the unit.

Echelon : The size of the unit. There are five different sizes of units in the game, representing the hierarchy of the factions.

☐ Theatre, which reflect the supreme command of

the faction.

- xxx Army group, a mostly provisional arrangement of lower echelon units into a higher command structure.
- xxx Army, which is a more permanent command structure.
- xxx Corps, consisting of several division, mainly organised for specific objectives in a campaign.
- xx Division, the most permanent command structure of the armed forces.

Identifier : The historical identifier of the unit. This has no impact on the game, other than to give a historical reference.

Type : The kind of unit. The unit types are

- ☒ Infantry. Soldiers mainly travelling by foot and equip with small arms. Depending on the unit size, a unit may include artillery and armoured support.
- ☒ Motorised infantry. Similar to infantry, except the personnel are transported in vehicles, typically lorries.
- ☒ Mountaineers. Infantry units specialised for alpine fighting.
- ☒ Airborne infantry. Specialised infantry deployed, typically behind enemy lines, by parachutes or gliders.
- ☐ Armoured units (*panzer* or *tanks*). Units consisting of armoured fighting vehicles, typically tracked, with heavy firepower.
- ☐ Headquarters (HQs). Not really a fighting unit, but rather a command structure. These units do not provide any fire power on their own, but provide command and support to other units. In *D-Day* HQs are placed on the *army*, *army group*, or *theatre* echelon. Of these, army HQs (ARHQ) provide direct operational support to lower echelon units.

The face-up side of a unit shows its *full-strength* status, while the face-down side shows its *reduced-strength* status. The reduced-strength side is identified by a lighter background. A unit is flipped to its reduced-strength side as a consequence of a *step loss* (§17.4). A reduced-strength unit operates as normal, but possibly with a reduced CF.

§1.2.2 Air units

Figure 2 shows the elements of air units. These are the same as those of ground units explained above and shown in Figure 1. There are two types of air units

Tactical wings : These represent units typically attached to some command structure such as army HQ, and consist of fighter and tactical air crafts. These units provide Close Air Support (CAS) to ground units, and

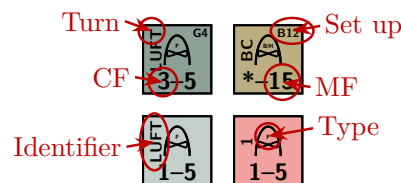


Figure 2: Elements of air units. The top row shows the face-up side of some counters, while the bottom shows the face-down side. The different parts of the unit are highlighted.



Figure 3: Mulberry unit

are identified by an 'F' above the fixed wing symbol.

Strategic wings (optional): Bomber units are strategic units that the Allied faction can use to weaken German ground units. They consist mainly of heavy bomber planes, and are identified by a 'B' above the fixed wing symbol, as well as '*' for the Combat Factor (CF). Bomber units are based in London and will always return there after flying a mission.

§1.2.3 Other units

In Figure 3 is shown a 'Mulberry' unit. These represent the floating docks that the Allied powers built, based on a design by Winston Churchill, for the landing in Normandy. These units form naval supply points (§18) for the Allied faction if the optional rule is used.

§1.3 Markers

There are five markers in the game, as shown in Figure 4. These are

Game turn : Use this marker on the turn track on the board to keep track of the time in the game. Flip the counter to the faction which is in turn at any given point (§4).

Moves : This marker, one for each faction, is used on the moves track on the OOBs of each faction, to keep track of the number of moves available to the factions.

Out-of-supply (OOS): This is used to mark units as *out-of-supply* (§18). Place the marker on top of units that are OOS.

Weather (optional): A marker to indicate the current weather conditions. The white side indicates clear weather, while the brown side indicate worse conditions. Place this marker somewhere on the board, if the optional weather rule is used, for example next to the turn track.

Initiative (optional): Use this marker to keep track of who has the initiative, by flipping it to the appropriate side. Place the marker, if the optional rule is

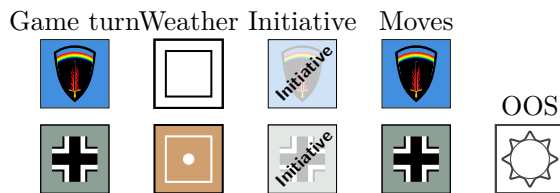


Figure 4: Markers, from left to right: Game turn. One face shows the Allied SHAEF (Supreme Headquarters of the Allied European Forces) and other Wehrmacht cross. Weather (optional) marker. The top indicates clear weather, while the bottom shows bad weather. Initiative marker (optional). One face indicates the Allied faction has the initiative, while the other that the German faction has it. Moves counters, one for each faction (Allied on top, German in the bottom). The last marker is the *out-of-supply* (OOS) marker §18.

used, on the OOB of the faction that currently holds the initiative.

§1.4 Orders of Battle

There are two sets of *Order of Battle* (OOB), one for each of the two scenarios. Each set consist of an OOB for the Allied and German faction.

On the OOBs are printed the all the units used in a scenario ordered by turn and location of appearance of each unit. The ‘At Start’ units start the game on the board, while other units become available at later stages. Furthermore, there is a track to keep of each factions *move points*. These points reflect the resources that each faction has to perform manoeuvres, such as moving units or invasions.

At the bottom of each OOB are nine *holding boxes*, one for each army HQs (ARHQs) of the faction. These are used to hold ground and air units which are currently attached to an ARHQ. While a unit is attach to an ARHQ it moves together with the HQ, and defends against attacks of that HQ.

Players may decide to stack units with their ARHQs rather than keeping them in the corresponding holding boxes. Note, however, that this can result in stacking quite a lot of chits in the same hex, which may be a little cumbersome.

If the optional rule on *national integrity* is in use, there are some restrictions on which units can be placed in an armies holding box.

§1.5 Dice

In addition to the materials provided, at least one, preferably two, 10-sided dice are needed. These are used to resolve various situations in the game, such as battles and if the optional weather rule is used, to determine the weather in a given turn.

Many available 10-sided dice are numbered from 0 to 9.

In that case, a roll of ‘0’ must be read as a ‘10’. That is, random rolls of a dice takes values from 1 to 10.

§2 Optional rules

There are 16 optional rules that the factions may agree to use. The optional rules are, sorted according to main effect,

Desperate measures These optional rules adds a bit more randomness to the rules, and provide a possible way out of a predicament.

☑ **Initiative** Allows the faction that holds the initiative to re-roll one combat, after which the initiative passes on to the other faction.

☒ **Fight on** The *loosing* side in a combat may decide to fight on.

Moves These optional rules changes how moves are acquired and spent.

⊗ **Alternative move points** The number of move points acquired depend on controlled hexes and units on the continent.

☒ **Replacements** Move points can used to replace step losses or eliminated units.

☒ **Weather** This optional rule introduces the element of weather into the game.

Air units These optional rules modifies the use of air units, including expanding with strategic bombing.

☒ **Air unit reaction** A faction may try to assists its defending ground units with available tactical air units.

☒ **Allied strategic bombing** The two Allied strategic air units may be used to weaken German ground units via carpet bombing missions.

☒ **Close air support** Tactical air units can only *assist* ground combat, or perform air-to-air combat.

☒ **Airborne drops** The Allied, and *only* the Allied, airborne units may be dropped behind enemy lines.

Movement These optional rules modifies movement and stacking.

☒ **Anti aircraft fire** Air units are limited in movement, and can be eliminated by ground unit movement.

☒ **National integrity** Allied HQs mainly hold units of its own nationality.

☒ **Pursuit** Attacking armoured, motorised infantry, air, and HQ units may press on after a victorious battle and attack again.

☒ **Extra effort** By expending an *additional* move point, a unit can move again.

Supply These optional units affects supply (§18).

☒ **Mulberry harbours** The Allied faction may place additional supply points via the two available Mulberry harbour equipment units.

- ❏ *Step loss if out of supply* If a unit is out-of-supply (OOS) in the enemy's supply phase *and* in the following own supply phase take a step loss (§17.4).
- ❏ *Garrisons* This optional rules allows a corps to branch of a division to garrison a hex.

This optional rules will be described in more details together with the basic rules. The optional rules are be clearly marked in the following text.

§3 Setting up

The two factions should decide the scenario (§19) on the optional rules (§2) to be used, if any. This may effect how the set-up is done.

Both factions then place all units on their respective OOB, and place the *move point* marker at the starting value according to the chosen scenario (§19). Note that some units have duplicate counters, differing in the set-up and turn information (§1.2.1). This is because these units have different order and place of appearance in the different scenarios. The factions should therefore follow the OOB, and place the counters accordingly.

The German faction then places the 'At-start' units according to the OOB, and respecting the *stacking limitations* (§6).

- Ground units with a specific hex coordinate specified *must* be placed at that hex.
- Units with the M start location must be placed in any city in the Axis main-land (Germany, Austria, Czechoslovakia).
- Units with the O start location must be placed in any hex in the German occupied territories (France, Belgium, Netherlands).
- Units with the C start location must be placed in a coastal hex in the occupied territories (France, Belgium, Netherlands, *not* Germany). *At most one* unit may be placed in any given coastal hex in the occupied territories.

Simultaneously, the Allied faction places the 'At-start' units in their specified set-up hexes (either Southampton (A14), Dover (C12), or London(B12)).

- 🇦🇪 *Allied strategic bombing* The Allied strategic units need only be placed if the strategic bombing optional rule is in force.
- 🇺🇸 *Mulberry harbours* The Allied Mulberry units need only be placed if the Mulberry optional rule is in force.
- 🇩🇪 *Initiative* If the Initiative optional rule is in force, place the initiative marker OOB that has a slot for it, depending on the selected scenario (§19).
- 🇬🇧 *Weather* If the weather optional rule is used, place the weather marker on the board with the clear weather side up.

Finally, place the 'game turn' marker on the first slot

🇬🇧 Allied turn
* Roll for weather
Acquire move points
Reinforcements
* Replacements
* Port transfers
Invasions
Movement
* German air reactions
* Strategic air missions
Combat
Supply
🇩🇪 German turn
Acquire move points
Reinforcements
* Replacements
Movement
* Allied air reactions
Combat
Supply

Table 2: Turn sequence. The Allied faction goes first and goes through each of the Allied phases in the given order. Then the German faction goes through the German phases. Once both faction has completed their turn, the turn is over and the game progress to the next turn.

*Optional rules.

in the turn track on the board. Once this is done, the game starts in earnest.

§4 Turn sequence

The game runs over 12 turns, irrespective of the scenario chosen. Each turn corresponds to a month, and is sub-divided into an Allied and German turn. Since the Allied faction is the aggressor in this conflict, the Allied faction goes first.

Each faction's turn is further sub-divided into *phases*, as shown in Table 2. Some of the phases depends on the optional rules used.

The following section, after a few definitions, expands upon these phases in detail.

🌸 §5 Zone of Control

An important concept is *Zone of Control* (ZOC). All supplied (§18) *ground* units, *except* HQs (☐), excerpt a zone of control in the six *land* hexes surrounding the unit. ZOC does *not* extend over coasts into other land hexes. This is illustrated in Figure 5.

This zone reflects a units ability to scout and fire into its surroundings. ZOC effects how units may manoeuvre in the board (§14.5) and which enemy units may be



Figure 5: Zone of Control. DE/IV ST unit occupying E9 excerpt ZOC into E8, F8, F9, and E10, but *not* D8 nor D9, since ZOC does not extend into sea hexes or over coast lines.

attacked (§17). Enemy ZOC is sometimes abbreviated EZOC.

☐ HQ units *does not* excerpt ZOC into neighbouring hexes, but only in the hex it occupies. Regular ground units (corps or divisions) in a HQ's box (§6) *do*, however, excerpt normal ZOC.

✈ Air units *does not* excerpt ZOC into neighbouring hexes, *except* into an attacked hex during a combat phase.

A unit in an enemy units ZOC is said to be *engaged* with the enemy. To *disengage* the enemy a unit *must* be moved completely out of enemy ZOC. A unit *cannot* *reengage* the enemy in the same movement phase (see also §14).

§6 Stacking and headquarter holding boxes

No more than two friendly units, i.e., units of the same faction, may occupy a hex at the end of the movement (§14) and combat (§17) phases, and *only* if at least one of the units is a headquarter unit (of any echelon §1.2.1). Friendly units may *temporarily* violate stacking limitations during the movement and combat phases when moving through a friendly stack of units.

Units of opposing sides may *never* occupy the same hex, even temporarily.

If, at the end of the movement or combat phases, the stacking limitations are not observed, the controlling faction *must* eliminate (§17.5) units until the requirements are met. The controlling faction may freely choose which units to eliminate.

✈ **Allied strategic bombing** Allied strategic air units *does not* count toward the stacking limitations. Also, since carpet bombing (§16) is resolved in a German occupied hex, it is permissible to place an Allied strategic air unit on top of a stack if German units.

🚢 **Mulberry harbours** Allied Mulberry harbour installation units *does not* count toward stacking limitations. A German unit *may* enter a hex occupied by a Mul-

berry unit, unless otherwise occupied by other Allied units, in which case the Mulberry unit is *immediately* eliminated (§17.5).

☐ **Anti aircraft fire** If this optional rule is in effect, then an air unit *may* move *through* a hex occupied by enemy ground units *only*.

☐ A friendly regular ground or air unit that occupies a hex together with an army headquarter unit (ARHQ) is *immediately* placed in that ARHQ holding box on the OOB. Regular ground units are corps or division size units (§1.2.1), and regular air units are tactical air units (§1.2.2).

There is *no limit* on how many units may be held in an ARHQ's holding box. Other HQ units (of any echelon) can *not* be placed in a holding box.

The factions may agree to keep regular ground and air units on the board, stacked in the hex occupied ARHQ. Note, though, that this can result in a bit more bookkeeping and rather high stacks of units.

✈ **Allied strategic bombing** Allied strategic air units *cannot* be placed in an ARHQ holding box. Once an Allied strategic air unit has performed its mission, it returns to London (B12).

☐ **National integrity** With this optional rule, the Allied faction *must* pay attention to the nationality of units placed in ARHQ holding boxes. The limitations are

- For this rule, British and Canadian units are considered part of the Commonwealth, and of the same nation.
- The Allied 1st airborne ARHQ holding box is considered a US holding box.
- Tactical air units may *only* be placed in holding boxes of the same nationality as the air unit. Thus, British air units may only be placed in British or Canadian holding boxes, the French air unit in the French holding box, and US air units in the US holding boxes.
- An ARHQ holding box *cannot* hold *more* foreign regular ground units than it hold regular ground units of its own nationality. Thus, a Commonwealth holding box that holds 3 British or Canadian ground units can *at most* hold a total of 3 US or French regular ground units.

If, by the end of the movement or combat phases, the regular stacking limitations and nationality requirements cannot be met, then the Allied faction is forced to eliminate units (§17.5) until both of these rules are observed.

§7 Control

A hex, of any terrain, is *controlled* by the faction that last had a unit in or passing through it. Control of hexes, in particular coastal ports and supply points matters for

Turn/ Month	Die roll					
	1	2-3	4-7	8	9	10
1-4 Jun-Sep						
5 Oct						
6 Nov						
7-9 Dec-Feb						
10 Mar						
11 Apr						
12 May						

Table 3: Weather chart. : Good weather, meaning normal conditions. : Bad weather, affects movement, airborne drops, strategic bombing, supply from Mulberry harbours, and limited close air support.

supply (§18) and, if the optional *Alternative move points* rule is in force, acquired move points (§9).

§8 Weather

This section only applies if the *Weather* optional rule is in effect.

The Allied faction rolls a dice at the start of the turn and cross indexes the die roll result with the turn number in the weather chart (Table 3). A result of means good weather and conditions are normal. A result of means bad weather and several aspects are affected.

It costs 2 MF for a *ground* unit to enter a clear hex.

Airborne drops (optional): Allied Airborne drops are *not* possible (§14.8).

Allied strategic bombing (optional): Allied Strategic air missions are *not* possible (§16).

Tactical CAS missions are limited. A faction must roll a die for *each* air unit participating in an attack. On a roll of 1 through 6 the CAS mission is accomplished and the air support gained. On a roll 7 to 10, no air support is available for that combat (§17).

Mulberry harbours (optional): Mulberry harbours *does not* provide move points (§9) for the Allied faction.

§9 Move points

Move points (MP) reflect the resources, e.g., fuel, available to a faction for manoeuvring its troops. MPs are expended during the course of game for various purposes as summarised in the move point chart (Table 4).

A faction *must* have enough MPs to perform a manoeuvre. MPs are accumulated over turns, up to a maximum of 27 MP. MPs *cannot* be transferred between faction, *nor* borrowed from the future. A faction's MP cannot fall below 0.

When one or more MPs are used the number of available MPs *must* be adjusted on the OOB of the faction *immediately*. Once expended, MPs *cannot* be recovered

MP	Individual*	Manoeuvre
1	N	Move a unit
1	Y	Port transfer
×2†	Y	Invasion
1	Y	Replace step loss‡
2	Y	Replace ‡
3	Y	Replace ‡
4	Y	Replace ‡
1	Y	Air unit reaction‡
1	N	Pursuit‡
1	N	Extra effort‡
1	N	Airborne drop‡
0	-	Strategic air mission

Table 4: MP costs.

*Y: *all* units expend MPs individually N: Units in ARHQ holding boxes are covered by expenditures.

† Multiplied on invasion hex cost. ‡ Optional rules.

Fixed		
1943 scenario	11	8
1944 scenario	13	7
Per...		
×××× on continent	1	1
×××× on continent	1	1
Controlled	<i>x</i>	
Controlled	<i>x</i>	
on continent *†	1	
mission *		1

Table 5: MPs each faction receives per turn. Top half shows the scenario specified MP/turn. The bottom half is used if the *Alternative move points* optional rule is in force.

*These depend on other optional rules being used.†If the *Mulberry harbours* and *Weather* optional rules are in force, then *no* MPs are received from Mulberry harbours during turns.

by ‘un-doing’ the manoeuvre.


At the start of each faction's turn, that faction receives a number of *move points* as specified in the chosen scenario (§19) and summarised in the top of Table 5.



Alternative move points This optional rule replaces the fixed MPs received by a faction by a number of MPs depending on the faction's current standing in the game, as summarised in the bottom of Table 5. These are

- 1 MP for each army group (××××) or theatre (×××××) headquarter unit the faction has on the continent. That is, such units in Britain or at the Mediterranean base *does not* yield an MP.
- For each controlled supply point belong to the faction — and for the Allied and German fac-

tions, respectively — the number of MPs printed in the supply point. For example, if the Allied faction controls Amsterdam (E9), then that faction will receive 4 MP. The German faction receives no MPs for controlling Amsterdam. Conversely, the Allied faction receives no MPs for controlling Essen (G7), but the German faction receives 2 MP for it.

Note that Paris (G13) is a supply point for which ever faction controls it.

- If the  *Mulberry harbours* optional rule is used, then the Allied faction receives 1 MP per Mulberry harbour unit *on the continent*. That is, the Mulberry unit must have successfully invaded on the continent.

If the  *Weather* optional rule is also in force, then on  turns the Allied faction receives *no* MPs from Mulberry units on the continent.

- The German faction receives 1 MP per Allied strategic air mission (§16) flown during the Allied faction turn. Thus, if the Allied faction utilised *both* strategic bomber units in a turn, then the German player will receive 2 MP that turn, irrespective of the outcome of the strategic air missions. These German MPs can be recorded when the strategic bombing missions are resolved.

When the Allied faction decides to allocate strategic bombers to provide ground attack support, it takes away bombers from destroying German infrastructure, which in turns allows the German faction to produce more resources to be spent on the battle field.

The maximum MPs the Allied faction may receive in a single turn according to this optional rule is 20 MP. For the German faction, the maximum MPs in a turn is 11 MP.

§10 Reinforcement phase


In the reinforcement phase, the faction consults its OOB for the scenario played if any reinforcements arrive that turn. The faction *may* then place the reinforcement units at their designated locations (see §3 for explanations).

Reinforcements *must* be placed according to the set-up requirements given in the OOB. If the valid reinforcement places are *not* controlled by the faction, then that reinforcement unit may not arrive at that turn.




Reinforcements can be brought in from the turn of availability *or* any later turn. Reinforcements *cannot* be brought in earlier than on their turn of appearance.

Once placed, reinforcement units can move, do invasions or port transfers (Allied faction only) as any other unit.

§11 Replacement phase

This section describes the optional  *Replacements* rule. A faction *may* choose to use MPs to restore units to full strength or replace previously eliminated units.

- By expending 1 MP, *one* reduced strength, *in-supply* (§18) unit may be restored to full strength. That is, the unit is flipped from its face-down side to its face-up side.
- Previously eliminated units, which should be placed face-down in its slot on the OOB, can be restored by spending MPs.

- 2 MP to replace a headquarter unit ()
- 3 MP to replace a corps ground unit ()
- 4 MP to replace an air unit ()

The unit is flipped to its face-up side on the OOB, and is available as a regular reinforcement unit (§10) on the *following* turn. Division units *cannot* be taken as replacements.

German replacements *always* follow the M placement, while Allied replacements follow the printed placement.

§12 Port transfer phase

Port transfers are *only* available to the Allied faction.



A ground unit in an Allied controlled port city, whether on the continent, Britain, or the Mediterranean base, *may* transfer to another Allied controlled port city in the port transfer phase. Units can be transported *any* distance by port transfer.


Each unit using port transfer costs 1 MP. That is, an ARHQ unit with regular ground or air units in its holding box costs 1 MP for the headquarter unit *and* 1 MP per unit in its holding box.

The Allied faction may of course decide to only transfer the headquarter unit, leaving the regular ground or air units behind.

Stacking limitations (§6) need *not* be observed. That is, more than two regular ground or air units may be in the same hex as a consequence of a port transfer, for example if a headquarter unit was transferred without the units in its holding box. An example is shown in Figure 6

Units that used port transfer may move normally in the following movement phase (§14) expending MPs as required.

 *Allied strategic bombing* and  *Mulberry harbours* (optional): Allied strategic air units and Mulberry harbour equipment *cannot* be transferred using port transfer.

 *Mulberry harbours* A Mulberry unit on a continental coastal hex functions as a port city for port transfers. That is, the floating docks can be a destination or

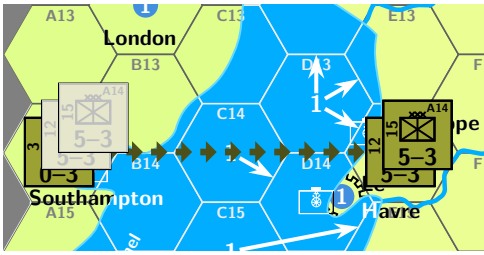


Figure 6: Port transfer. The Allied faction transfers US/12 MI and US/15 MI from Southampton (A14) to Dieppe (E14), leaving behind the 3rd ARHQ. This costs 1 MP per unit, so the Allied faction expends a total of 2 MP on this port transfer. Note that the two ground units technically violate stacking limitations, which, however, are not in force at this point. The Allied faction should take care to observe the stacking limitations (§6) before the end of the following movement phase (§14), or will have to eliminate (§17.5) one of the ground units.

source of a port transfer of units.

§13 Invasion phase

Invasions are *only* available to the Allied faction.

Any unit in a port city in either Britain or at the Mediterranean base, *may* invade on the continent. However, units in Britain (A14, B12, or C12) may only invade in the North Sea, English Channel, or Bay of Biscay, and units at the Mediterranean base (T19) may only invade in the Mediterranean Sea.

Invading *ground* units may travel *any* distance, within the above limitations, from its starting port to an *invasion hex*. These hexes are sea hexes with a white number and arrow(s) in it. Invading air units may only travel their regular allowed movement (5 hexes) from their starting port city to the invasion hex.

To perform this manoeuvre the number printed in the invasion hex times 2 MP *must* be expended *per* invading unit. That is, just as for port transfers (§12) a headquarter unit that invades with units in its holding box must spend the appropriate amount of MPs for it self *and* for any units in its holding box.

Just like for port transfers, the Allied faction may decide to leave some units behind.

The invading units are placed in the invasion hex *without* any stacking limitations (§6). If the coastal hex is occupied by German units, then the invading Allied units *must* conduct combat against these in the following combat phase (§17). If there are no defending German units in the coastal hex, then the invading Allied units may freely move into the coastal hex in the following combat phase (§17).

Any invading unit that cannot be moved into a coastal

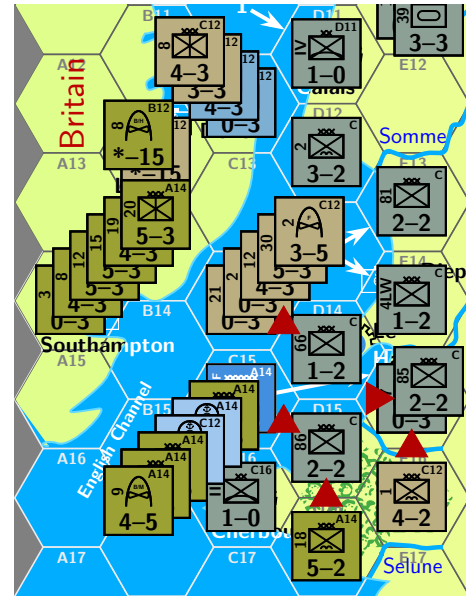




Figure 7: The Allied faction has placed its invasion force in C14 and C15, both with a base cost of 1 MP. Thus, by placing the 12 units there, a total of 24 MP must be used. The two airborne units dropped on D16 and E16 each expend 1 MP, for a total of 26 MP. Note that all units are shown placed on the map though they are typically held in ARHQ holding boxes. The following attacks can then be realised in the following combat phase:
E15 from C15 and E16: US/5 MI, US/7 MI, BR/1 ABI ($5 + 5 + 4 - 1(\text{river}) = 13$ CF capped to 10 CF) versus DE/7 ARHQ and DE/85 I ($0 + 2 = 2$ CF) in E15.
D15 from C15 and D16: US/9 FW and US/18 ABI ($4 + 5 = 9$ CF) versus DE/86 I ($2 + 1(\text{woods}) = 3$ CF).
D14 from C14: BR/2 FW, BR/8 MI, BR/30 MI ($3 + 4 + 5 - 3 \times 1(\text{city}) = 9$ CF) versus DE/66 I ($1 + 4(\text{fortified city}) + 2(\text{invasion}) = 7$ CF).

hex at the end of the combat phase are automatically eliminated (§17.5). Figure 7 shows an example of an invasion in June 1944.

 **Allied strategic bombing** (optional): Allied strategic air units *cannot* perform an invasion, but may support it through regular strategic air missions (§16).

 **Mulberry harbours** (optional): Mulberry harbour equipment units *may* invade on the continent as any other unit by expending 2 MP times the invasion hex cost. Mulberry units *cannot* invade into a port city hex.

If the Allied invasion into a non-port city coastal hex was successful, then the Mulberry unit *must* be placed in that coastal hex. No more than *one* Mulberry unit may be placed in given coastal hex. If the invasion was a failure, then the Mulberry unit is eliminated (§17.5) like any other invading unit.

The Mulberry unit *cannot* move once placed in a coastal hex, nor do the Mulberry unit have any offensive or defensive capabilities. Should a German unit

move into or through the coastal hex occupied by the Mulberry unit, then the Mulberry unit is *immediately* eliminated (§17.5).

Once placed, the Mulberry unit works as a port city for port transfers (§12) but *does not* provide CF modifiers to Allied or German units.

If the *Alternative move points* optional rule is in effect, then a successfully placed Mulberry unit functions as a supply point for the Allied faction (§9).

§14 Movement phase

In a faction's movement phase, the faction may move as many or as few units, in any order, as it pleases. A unit is moved from hex to adjacent hex, in any direction, within the limitations described below.

Units of opposing sides may *never* occupy the same hex, however temporarily.

Anti aircraft fire If this optional rule is in effect, there are some exceptions to this rule. See §14.5.

Stacking limitations (§6) *must* be observed by the *end* of the movement phase. *During* the movement phase, however, they may be violated. If the stacking limitations are violated at the end of the movement phase, then the controlling faction *must* eliminate units (§17.5) until the limitations are observed.

National integrity With the Allied National integrity optional rule in effect, there are limitations on which units can be placed in ARHQs holding boxes (§6). These limitations work as *additional* stacking limitations for the Allied faction. Thus, if these limitations cannot be met at the end of the movement phase, then the Allied faction *must* eliminate units (§17.5) until those limitations are met.

Out-of-supply (OOS) units (§18) cannot expend MPs and can therefore *not* move. The following therefore only applies to units that are *in-supply*

§14.1 Movement allowance

Each unit has a *movement factor* (MF, §1.2.1). A unit may spend up to and including this number of movement factors during a single turn. Movement factors *cannot* be transferred between units *nor* can they be saved for later turns. If a unit does not have enough MF to enter a hex, it *cannot* enter that hex.

A unit can *never* be moved more than its MF factor allows, *even if* in an ARHQ's holding box. Units with 0 MF *cannot* move on its own volition (even if in an ARHQ's holding box), or advance after combat (§17.6), but *can* attack adjacent enemy units and *can* be forced to retreat (§17.3).

The cost of moving an *air* unit into a hex is *always* 1 MF. An air unit *may* move through sea hexes but *may not* end its movement phase in such hex.

The cost of moving a *ground* unit from one hex to another depends on the terrain of the entered hexes, and is summarised in Table 1.

Clear It costs 1 MF for a ground unit to enter a clear hex.

Weather: If the optional rule on weather is in effect, and the weather is bad (), then it costs 2 MF to enter a clear hex.

Marsh, **woods**, & **mountains** It costs 2 MF to enter a marsh, woods, or mountains hex.

City, & **fortified city** It cost 1 MF to enter a city or fortified city hex.

River crossing To cross a river *hex-side* costs an *additional* 1 MF to the regular cost of the entered hex.

Supply, **coastal**, & **port city** No additional MF cost other than the terrain of the hex in which the supply point, coast, or port city is in.

Sea A ground unit *may not* enter a sea hex during its movement phase.

Figure 8 shows an example of terrain cost during movement.

are off-limits to ground units during the movement phase, and air units cannot end their movement phase in them. However, for the Allied faction, during an invasion, Allied ground and air units can occupy a sea invasion hex at the end of the invasion phase (§13) and thus also at the end of the following movement phase.

§14.2 Strategic movement

A unit that starts its turn *not* in enemy ZOC (§5) and does *not* enter enemy ZOC during its movement may move *twice* its normal movement allowance. That is, its MF is doubled. Figure 8 shows an example strategic movement.

A unit that *does not* perform strategic movement, i.e., ends its movement phase in enemy ZOC, is said to perform *combat movement*.

§14.3 Cost of movement

To move a unit costs 1 MP. This cost *must* be recorded on the factions OOB *immediately*

This cost covers *all* units that move together with an ARHQ unit at *any* point of the movement phase. Thus, if is picked up by an ARHQ unit (§14.4), moved with that HQ unit, and then continues movement on its own, only *one* MP is spent in total.

§14.4 Army headquarter movement

As described in §6 *any* friendly *regular* (non-HQ) unit that moves into a hex occupied by an ARHQ is *immediately* transferred to that ARHQ's holding box. If two ARHQ units are present in the hex, then the control-

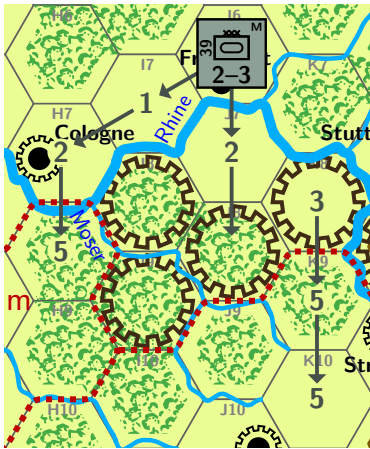


Figure 8: Example of movement. The DE/39 A unit is moved in two ways. Both tracks utilise strategic movement which doubles the units MF to 6 MF. The left path first moves to I7 and then H7 (both clear, 1 MF each). Then the unit crosses over a river (+1 MF) and into a woods hex (2 MF), for a total cost of 5 MF. The right path first crosses a river (+1 MF) into a clear hex (1 MF). The unit then moves via the clear hex K8 (1 MF) and then into a woods hex (2 MF), and then another clear hex (1 MF). The total cost is 6 MF.

ling faction may choose which of the two corresponding holding boxes the unit is placed in.

An ARHQ unit that moves *through* a hex occupied by a friendly regular unit *may* pick up that unit and place it in its holding box. If an ARHQ unit *ends* its movement phase in a hex with a friendly regular unit, it *automatically* picks up that unit and it is placed in the ARHQ holding box *immediately*.

Units *attached* to an ARHQ (in its holding box) move together with the ARHQ and only *one* MP is spent for *all* units. A regular unit *may* be moved out of an ARHQ (*detach*) if it has enough MF to do so. If the ARHQ previously moved, and the faction has thus spend 1 MP on that movement, then *no* MPs are spent on the detached units movement.

An ARHQ that moves may detach units as it moves, and then move on. Figure 9 shows an example of HQ movement.

Unit can never move more than their MF allows, even if attache to an ARHQ. Thus, if an ARHQ holds a regular infantry unit (2 MF) but wish to move further with other units, it can be forced to detach such a unit first.

Since a unit may never expend more MFs than it has, and divisions has 0 MF, it means that divisional units cannot move even if with a ARHQ. An ARHQ with a division in its holding box must detach that unit before it can move on.

The 1 MP cost for all attached units only applies to

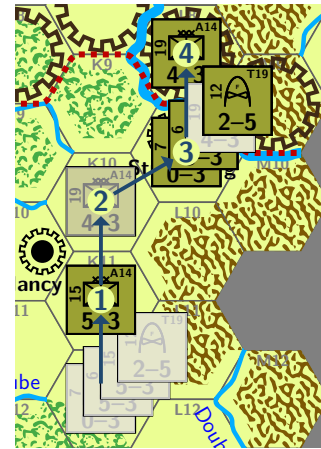




Figure 9: Example of HQ movement. Shaded units shows intermittent placements. The US/7 ARHQ with US/6 MI, US/15 MI, and US/12 FW in its holding box expends 1 MP to move. It first moves to K11 (1 MF) and US/15 MI detach here. The ARHQ then moves to K10 (1 MF) and picks up US/19 MI located there. The ARHQ moves to L9 (1 MF) where it stops movement. However, the US/19 MI picked up in K10 moves on to L8 across a river (+1 MF) and into mountains (2 MF). Since the US/19 MI has expend 1 MF while moving with the ARHQ, it has spend a total of 4 MF. However, since US/19 MI moved with the ARHQ, for which 1 MP was already spent, no MPs does not need to be spent for the individual movement of US/19 MI.


regular movement on the continent. MP cost during port transfers (§12) and invasions (§13) are always per individual unit. If the  Extra effort optional rule is in effect (§14.6), then MP cost for the extra effort movement is also individual.

§14.5 Enemy zone of control


A unit *must* end its movement when it enters an enemy units' ZOC (§5). This applies to *both* ground *and* air units.

 **Anti aircraft fire** If this optional rule applies, then air unit movement is restricted differently.

- An air unit (tactical or strategic) *cannot* enter a hex occupied by an enemy air unit.

 **Allied strategic bombing.** This also applies when moving strategic air units.

- An air unit *may* pass *through* a hex occupied by enemy ground units (and only ground units), but cannot end its movement in such a hex.

 **Allied strategic bombing.** A strategic air unit *must* end its movement phase in a hex occupied by German ground units (and only ground units) to perform its strategic bombing mission (§16).

- A *ground* unit *may* move into or through a hex occupied *only* by enemy *air* units. In that case, all

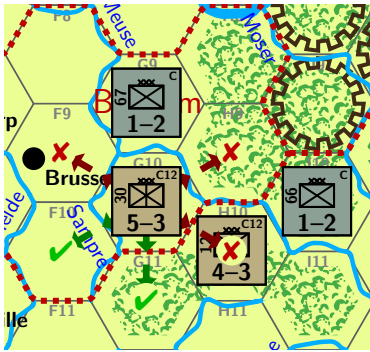


Figure 10: Movement and enemy ZOC. BR/30 MI, in the ZOC of DE/67 I, can only move to F10 or G11, since all other hexes are in enemy ZOC. From those two hexes it may move on, but *not* enter enemy ZOC. Note that the presence of BR/12 MI in H10 *does not* invalidate the ZOC of DE/66 I.

enemy air units in the hex are eliminated *immediately* (§17.5).

This applies only to *tactical* air units, as the Allied strategic air units are returned to London after its bombing mission (§16).

If there are *any* enemy *ground* units in a the hex, then it is *not* possible for a ground unit to move into that hex.

A unit that starts its movement phase in enemy ZOC may leave the enemy ZOC *only if* it does not enter enemy ZOC again during its movement phase. That is, a unit *engaged* with the enemy may *disengage* if it does not *reengage* the enemy in the *same* movement phase. This also means that a unit cannot move from one hex in enemy ZOC to another hex also in enemy ZOC, *irrespective* of which enemy units excerpt the ZOC or whether the hex contains friendly units. Figure 10 shows an example of the effect of enemy ZOC on movement.

§14.6 Extra effort

This describes an *optional* rule.

Mobile ground units, that is HQ (☐), armoured (⊞), and motorised infantry (⊠) units, *may*, at the cost of 1 MP gain an *additional* 3 MF after performing normal movement (strategic or combat, §14.2), with the following limitations.

- The additional 3 MF *must* be used *immediately*.
- The extra 3 MF *cannot* be used for strategic movement (§14.2), even if the unit does not enter enemy ZOC. That is, the additional 3 MF are *never* doubled.
- This can *only* be done during the units normal movement phase.

If the Pursuit optional rule (§17.6.1) is used, then one 1 MP *may* be used to gain an *additional* 3 MP during pursuit movement.



Figure 11: Units capable airborne drops.

- The 1 MP cost is per *individual* unit. That is, a regular unit in an ARHQ holding box must *also* spend 1 MP to use this extra effort.

§14.7 Movement of Allied strategic air units

This describes the optional *Allied strategic bombing* rule. During the Allied movement phase, the Allied faction may move one or more of its strategic air units from London (B12) up to 15 hexes (14 intervening hexes) onto a German unit (or stack of units) to allocate it for combat support, with the following stipulations:

- Each hex traversed costs 1 MF, as with regular air unit movement.
- The strategic units *cannot* pass through *nor* end its movement in a hex occupied by the German LUFT air unit.
- The strategic units *may* pass through hexes occupied by German *ground* units.
- Regular ground units *must* be allocated to attack the target hex of the strategic bombing
- *No* MPs are expend on this movement or attack.
- Weather. If the Weather rule is in effect, and the weather is bad (☐), then *no* strategic bombing missions are possible.

The Allied faction *must* then point out *which* German *corps* (☐) unit in the target hex is being attacked. The Allied faction may choose to attack a single or two units with *both* strategic air units if so desired. The Allied faction should place the strategic air units on top of the attacked German unit (possibly in an ARHQ holding box).

§14.8 Allied airborne drops

This describes the optional *Allied airborne drops* rule. Airborne drops are *only* available to the Allied faction, and *only* for US/18 ABI, BR/1 ABI, and AL 1AB ARHQ units (Figure 11).

- An in-supply (§18) Allied airborne unit (shown in Figure 11) that start its movement phase in a city can be used for an airborne drop.
- 1 MP must be expend as per normal movement. If one or two of the airborne corps are in the AL/1AB ARHQ holding box, only 1 MP need to be spend for the airdrop of both the ARHQ and its contained units.
- Non-airborne units *cannot* be dropped with the AL/1AB ARHQ.
- The unit may be moved 5 hexes (4 intervening hexes) from its starting city, and *may* move through hexes oc-

cupied by German *ground* units only. The unit *cannot* be moved through a hex containing the German LUFT air unit.

- An airborne unit can be dropped multiple times during the game, but only once per turn.
- The unit *cannot* end its movement in a hex occupied by German units, but *can* end its movement in German ZOC (§5).
- The unit *cannot* end its movement in a mountain hex (🏔️).
- The unit *cannot* move any further that turn (including 🏠 *Extra effort* movement or further airborne drops).
- 🌧️ *Weather*. If the optional rule is in force, and the weather is bad (🌧️) then *no* airborne drops are possible.

Figure 7 shows an example of Allied airborne drops. US/18 ABI is at first in Southampton (A14) and dropped in D16, while BR/1 ABI started in Dover (C12) and is dropped in E16, five hexes away.

🏠 §14.9 Garrisons

This describes the optional rule of *Garrisons*.

A full strength (§1.2.1) corps (🏠) may detach a division (🏠) as part of its movement.

- The corps unit *must* be full strength, i.e., face-up.
- A division unit *must* be available on the OOB. That is, the division unit has not previously been deployed (all Allied divisions start not deployed), eliminated, or because it was absorbed by corps (see below).

🏠 *Replacements*. Note that the division unit are placed face-up on the OOB at start or when eliminated. The faction therefore *does not* need to spend MPs to rebuild the division unit for reinforcement as detailed in (§11).

- The corps unit expends 1 MF on the manoeuvre (but no MP).
- The division is placed is placed in the hex where the corps performed the manoeuvre.
- The corps unit takes one step loss (§17.4) and is flipped to its face-down side.
- If the corps unit has more MF to spend it may do so.

Figure 12 shows an example of a corps detaching a division.

A reduced-strength corps may likewise absorb a division as part of its movement.

- The corps unit *must* be in the same hex as the division.
- The corps unit *must* be at reduced-strength, i.e., face-down.
- The corps unit expends 1 MF on the manoeuvre.
- The division is removed from the map, and placed face-down (as if eliminated, §17.5) in its slot on the

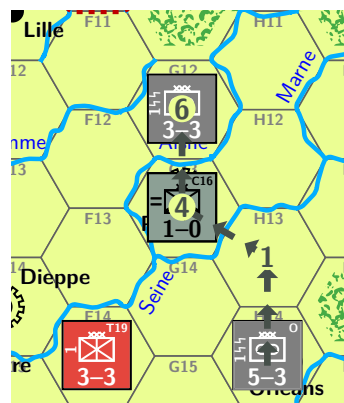


Figure 12: Garrison. The 44/1 A unit moves from H14 to Paris (G13), where it detaches a division DE/II ST, which had previously been eliminated, to garrison the city against conquest by FR/1 MI. This costs 1 MF. The unit takes a step loss (§17.4), and continues movement to G12 in its reduced state.

OOB.

- The corps unit is flipped to its full-strength (face-up) side (§1.2.1)
- If the corps unit has more MF to spend it may do so.

A corps unit can perform these manoeuvres during its movement phase, or, if the 🏠 *Pursuit* optional rule is in use, during pursuit movement.

These manoeuvre represents a corps ability to detaching a division to guard, or garrison, a particular important area. A garrison can then at some later stage be recombined into the corps.

§14.10 Declaring attacks

Once a faction has moved all desired units, and has check for stacking limitations (§6 including possibly 🏠 *National integrity* limitations), then the active faction *must* declare all attacks that the faction intends to perform in the following combat phase (§17).

🏠 §15 Air unit reaction

This section describes the optional *Air unit reaction* optional rule.



After the faction currently in turn has moved all units desired and has declared all attacks, then the *opposing* faction *may* declare 🏠 *Air unit reaction* moves with the following considerations.

- A tactical air unit *may* move up to 5 hexes (4 intervening hexes) into a hex that is being attacked by the active faction.
- The tactical air unit *must* be *in-supply* (§18).
- The hex in which the tactical air unit start *must not* be attacked it self.
- As many tactical air units as available may be used, given the above restrictions, and 1 MP *must* be spend

Die roll	Scenario	
	1943	1944
1-4	—	—
5-6	—	NT
7-8	NT	D1
9	D1	D1+NT
10	D1+NT	D1+NT
NT: No terrain modifiers		
D1: German step loss		

Table 6: Strategic air mission chart


immediately per reacting air unit.

- If the  *Allied strategic bombing* optional rule is in effect, then the German LUFT unit cannot react in a hex containing an Allied strategic air unit.
- If the  *Anti aircraft fire* optional rule is used, then the tactical air unit cannot pass through hexes occupied by enemy air units (of any kind).
- One or more tactical air units reacting to a declared attack adds its CF to the total defensive CF when resolving the battle (§17.1).

§16 Strategic air missions

This describes the optional rule of *Allied strategic air missions*.

Any strategic bombing mission declared during the Allied movement phase *must* be resolved before the Allied combat phase.

The Allied faction has placed one or more strategic air units in a hex occupied by German ground units, and declared which *specific* German corps unit () is the target of each strategic air attack.

As stipulate above (§14.7), the hex in which the strategic air attack is performed *must* be attacked by Allied ground forces in the following combat phase.

For each attack, the Allied faction rolls a 10-sided dice and consults the Strategic air mission chart (Table 6). Note that the result differs by the scenario chosen. The meaning of the results are as follows:

NT In the following combat phase, when resolving the attack against the hex, *no* terrain modifiers can be applied. Thus, if the strategic air unit attacks a German corps unit in a fortified city, and the result contains ‘NT’, then *that one unit does not* receive the +4 modifier. The attacking Allied ground units *does* suffer the -1 modifier for attacking into a city.

D1 The attacked German corps unit take one step loss (§17.4). If this eliminates the unit, because it has no more steps to lose, then the German unit is eliminated *immediately*.

NT+D1 Both of the above effects.

If both Allied strategic units attack the *same* German

unit and the first attack eliminated that unit, then the second Allied strategic attack is wasted.

The Allied strategic air units are returned to London (B12) after resolving all strategic air missions.

- ✖ *Alternative move points* If the *Alternative move points* optional rule is used, then German faction receives one MP per strategic air mission flown by the Allied player in the German subsequent moves phase (§9). It may be beneficial to record this MP gain *immediately* after resolving a strategic air attack.

§17 Combat phase

Combat between units of opposing sides *can* take place between units that are in *adjacent* hexes. Another way to say that is that combat *can* happen when defending units, i.e., units belonging to the faction not in turn, are in the ZOC of attacking units.

Units of the faction in turn are *never* forced to conduct combat, *except* in the case of Allied invasions (§13). That is, a unit which is adjacent to one or more enemy units (or *engaged*) need not attack the enemy.

However, if the faction in turn *does* decide to attack into a hex containing enemy units, then *all* enemy units *must* be attacked.

The faction in turn is free to allocate units to attacks as long as

- Each unit may only attack *once* per turn
 - ➡ *Pursuit* : If this optional rule is used, then a attacking unit *may* attack more than once per turn.
 - ⚙ *Fight on* : Likewise, if this optional rule is in force, then the same combat may be fought several times during a turn, but is considered *one* attack.
- Multiple units from multiple *adjacent* hexes may attack the same hex, but *all* units *must* be adjacent to the attacked hex.
- Each attack is into *one* and *only one* hex, and *all* defending units *must* be attacked.
- Defending units may only be attacked *once* per turn.
 - ➡ *Pursuit* : If this optional rule is used, then a retreated defending unit *may* be attacked twice in a single turn.

The faction in turn then resolves all combats in any desired order.

In some cases the outcome of one battle may affect how another battle is resolved. For example if a defending unit is forced to retreat, but cannot because the attacker has occupied all possible retreat routes as a result of previous battles. It is therefore a good idea to access the situation and come up with a strategic plan for resolving combat.

Each combat is resolved based on the combat factors (CF, see §1) of the units involved in the combat and the



















terrain occupied by the *defending* units.

HQ units have 0 CF and can therefore never attack. Units in an ARHQ's holding box can attack units adjacent to the ARHQ unit.

§17.1 Combat factors and modifiers

When resolving the a combat, the current up-ward facing unit's CF (§1.2) values are used. The attacking faction adds up all attacking units CF and the defending faction adds up the CF of *all* the defending units CF. These are the base offensive (AF) and defensive (DF) CFs.

Then, the terrain of the *defending* units is inspected and relevant modifiers, as given in the Terrain Effect Chart (Table 1), are applied.

-  **Clear** No modifiers.
-  **Marsh** *Attacking* motorised infantry () , armoured () , tactical air () units have a -1 AF modifier.
-  **Woods** *Defending* ground units receive a +1 DF modifier, and *attacking* motorised infantry () , armoured () , tactical air () units have a -1 AF modifier.
-  **Mountains** *Defending* regular () , mountaineer () , and airborne () infantry units receive a +2 DF modifier, and all *attacking units* get -1 AF.
-  **City** *Defending* ground units receive a +1 DF modifiers, while any *attacking unit* get -1 AF.
-  **Fortified city** *Defending German* ground units are modified by +4 DF. Otherwise a fortified city is treated as a city.
-  **Fortification** *Defending German* ground units receive +2 DF. Allied defending units receive no modifier.
-  **River** Any *attacking* ground unit that attacks across a river hex side are modified by -1 AF.
-  **Coastal** German *defending* units receive a bonus, *if and only if* all attackers are attacking from an *invasion* hex. If *any* attacker is attacking over land, e.g., an airborne unit dropped behind enemy lines, then the German defending units do not get this modification to their CF. The modifier is +2 DF in the 1944 scenario but +1 DF in the 1943 scenario to reflect the state of the Atlantic defences.

Note that these modifiers are *per* either defending or attacking units. Thus, if 2 motorised infantry or armoured units attack into a woods hex, then *both* units are modified by -1 AF for a total of -2 AF. Conversely, if 3 ground units are defending a woods hex, then *all* three are modified by +1 DF for a total of +3 DF.

The terrain modifiers are added to the respective base AF and DF to obtain the total AF and DF. Any AF or DF larger than 10 is then capped to 10, and any AF or DF smaller than 0 is treated as 0.

Mathematically, this can be written


$$AF' = \sum_{\text{units}} \left(CF + \begin{cases} -1 & \text{Green hexagon or Green hexagon with cross and Box with circle or Box with circle with cross} \\ -1 & \text{Brown hexagon, Green hexagon with circle, or Green hexagon with circle with cross} \\ -1 & \text{Blue hexagon and ground unit} \end{cases} \right)$$

$$AF = \min(\max[AF', 0], 10)$$

$$DF' = \sum_{\text{units}} \left(CF + \begin{cases} +1 & \text{Green hexagon or Green hexagon with circle and ground unit} \\ +2 & \text{Brown hexagon and Box with circle, Box with circle with cross, or Box with circle with cross with cross} \\ +4 & \text{Green hexagon with circle and German ground unit} \\ +2 & \text{Green hexagon with circle and German ground unit} \\ +2 & \text{Blue hexagon and German unit and 1944, and all attackers Blue hexagon with circle} \\ +1 & \text{Blue hexagon and German unit and 1943 and all attackers Blue hexagon with circle} \end{cases} \right)$$

$$DF = \min(\max[DF', 0], 10)$$



Each side then rolls a 10-sided dice (d10) and adds the die roll to their respective total AF and DF. This is then the *final* die roll modified AF and DF which ranges between 1 and 20.


 **Close air support** The use of tactical air units for Close Attack Support (CAS) is limited if this optional rule is in effect.

An attacking tactical air unit's CF only applies if the attacked hex contains *either*

- enemy *ground* units (and possibly enemy tactical air units), *or*
- *only* enemy air units.

That is, one or more tactical air units *cannot* attack enemy ground units on their own — they *must* support a ground attack, but *can* attack enemy air units independently (air-to-air combat).

 **Weather** If the optional rule is in use, and the weather is bad () , then tactical air units are limited in *both* offensive and defensive capabilities.

Any faction that has tactical air units involved in a battle during  *must* roll a 10-sided dice for *each* tactical air unit.

- If the die roll result is 1 to 6 (d10 ≤ 6) means that the air unit can be used normally and its CF is added to the factions total CF
- On a die-roll result of 7 to 10 (d10 ≥ 7), then the weather is so bad that the air unit *cannot* fly its mission and its CF is *not* added to the factions total CF.

An example of calculating modified CFs is shown in Figure 13.

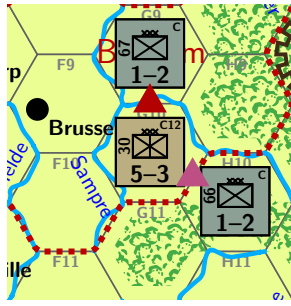


Figure 13: Example of combat. BR/30 MI has moved into G10, which is in the ZOC of both DE/66 I and DE/67 I. The Allied faction now has two possible attacks: either into G9 (red) or F10 (magenta). For the first attack, the British unit has $5 - 1(\text{green circle}) = 4$ AF, and the German unit 1 DF. In the second attack against H10, the British unit attacks at $5 - 1(\text{blue circle}) = 4$ AF, while the DE/66 I has $1 + 1(\text{blue circle}) = 2$ DF

CF difference (ΔCF)					
≤ -7	-6	-3	+1	+4	$\geq +7$
	-5	-2	+2	+5	
	-4	-1	+3	+6	
		0			
A2	A1	—	DR	D1	D2
A2: Attacker two step loss					
A1: Attacker one step loss					
—: Defender wins					
DR: Defender retreat					
D1: Defender one step loss and DR					
D2: Defender two step loss and DR					

Table 7: Combat resolution table. CF difference of 0 or less is a defender *win*, while CF difference larger than 0 is an attacker *win*.

§17.2 Combat resolution

To resolve the combat, the attacking faction subtracts the final die-roll modified DF from the final die-roll modified AF to get the combat factor difference ΔCF . Mathematically this can be written

$$\Delta CF = AF + d10 - DF - d10$$

The combat difference takes values between -19 and $+19^2$. The result is then looked up in the Combat Resolution Table (CRT, Table 7) to get the result of the combat.

If the CF difference is

- zero or less ($\Delta CF \leq 0$), then the defending units wins the combat.

²For the statistically inclined, the difference between two d10 rolls is triangular distributed with a mean of 0 and standard deviation of 4. This means that more then two thirds of combat rolls fall between -4 and $+4$.

- smaller or equal to -4 ($\Delta CF \leq -4$), then the attacking units take one step loss (A1, §17.4).
- smaller or equal to -7 ($\Delta CF \leq -7$), then the attacking units take an *additional* step loss (A2, §17.4).
- 1 or greater ($\Delta CF \geq 1$), then the attacking units wins the battle, and defending units *must* retreat (DR, §17.3).
- 4 or greater ($\Delta CF \geq 4$) then the defender *also* takes one step loss (D1, §17.4), and *must* retreat (DR, §17.3).
- 7 or greater ($\Delta CF \geq 7$) then the defender takes an *additional* step loss (§17.4) for a total of *two* step losses (D2), and *must* retreat remaining units (DR, §17.3).

The combat result *must* be applied *immediately* before moving on to the next battle or the supply phase.

Fight on with this optional rule, the *losing* faction has the opportunity fight on. The *attacking* faction is the losing side if the CF difference is zero or less ($\Delta CF \leq 0$). The *defending* faction is the losing side if the CF difference is larger than 0 ($\Delta CF > 0$).

Any *retreat* result (DR) is ignored, but step losses are applied. The losing units take one step loss (§17.4), and the combat is then performed again, meaning both factions

- recalculate their respective AF and DF as outlined above
- re-rolls a 10-sided dice and adds result to their respective AF and DF

The CF difference (ΔCF) is then recalculated and look up the result in the CRT (Table 7).

The result of this second combat is then applied *immediately*.

The losing side of this combat may then again decide to fight on, and the process is repeated. The process can be repeated as long as the losing side has units available to fight and opts to continue.

units cannot attack, but can defend, so if the attacker only has units and loses a battle, that faction cannot chose to fight on.

Initiative The faction that currently holds the *initiative* marker *may* decide to execute that option. The die rolls of the combat is discarded. Both factions re-rolls a 10-sided dice, adds the die roll result to their respective AF and DF, calculate the CF difference (ΔCF) and look up the result in the CRT (Table 7). The result of this second roll is then applied *immediately*. The faction holding the initiative marker *cannot* choose between the to die-rolls. The initiative marker is then passed on to the opposing faction *immediately*.

This option can be used *at any time* including in a sequence of *Fight on* combats.

§17.3 Retreat

If the defender suffered a DR, D1, or D2 result, then *all* defending units *must* be retreated by the defending faction, following the procedure below.



- Retreating units *must* retreat to a land hex *not* in enemy ZOC (§5). Only if this is not possible may the retreating units retreat into an hex in enemy ZOC.
- Units *cannot* retreat into a hex occupied by enemy units.
- Units *can* retreat through enemy ZOC, but *only* if there are no other viable retreat routes.
- All* retreating unit *must* retreat to the *same* hex.
- If retreating units cannot retreat to hex because it would violate stacking limitations (§6 including possibly  National integrity limitations) then the retreating units *must* be retreated further until stacking limitations are observed.
- If there is no viable retreat route, for example because the defending units are surrounded by enemy units, sea hexes, or edge of the board, then the retreating units stay in their original hex but takes an *additional* step loss (§17.4) to any other step loss incurred in the battle.
- If the only retreat route available will take the retreating units off the map, then the defending faction has the option to eliminate the units rather than taking another step loss (§17.4).

Figure 14 shows an example of a retreat.

 Although division units has no manoeuvrability, they *must* retreat as any other units if the combat result calls for it (DR, D1, or D2).


§17.4 Losses

When a combat result (or some other rule) calls for a step loss, the controlling faction *must* decide which unit will absorb that reduction (casualties in case of combat).

In D1 and D2 combat results, the defending faction chooses how to distribute the casualties, while the attacking faction chooses in case of A1 and A2 combat results.

The controlling faction is free to choose among the affected units *as long as* the choice does not cause stacking limitations (§6 to be violated. The controlling faction may chose to let one or more units absorb multiple step losses, e.g., A2 or D2 combat results.





For the defending faction all defending units in hex are affected by the combat. But for the attacking faction only units that actually partook in the combat are affected. This means that a HQ unit, which cannot attack, cannot absorb A1 or A2 losses.


A defending faction has an ARHQ unit with two corps () units in its holding box, and must take a step loss.


Since HQ units only has one step (its face-down side is blank) it means that if that HQ unit was to absorb the casualties it would be eliminated. That would place the two corps units in the hex previously occupied by the HQ unit, and thus violate the stacking limitations. The step loss must therefore be absorbed by one of the corps units.

A full-strength unit (§1.2.1) absorbs a step loss by flipping the unit to its reduced-strength side. If the reduced strength side is blank, then the unit is *eliminated* (§17.5) immediately. A reduced-strength unit (face-down) absorbs a step loss by being *eliminated* (§17.5) immediately.

Figure 14 shows an example of applying step losses.

Corps () and tactical air () units typically have two steps (i.e., a non-blank reduced-strength side), while divisions () and HQs () only has one step (i.e., a blank back-side).

 *Allied strategic bombing. Strategic air units are never the subject of step losses, as they are never directly involved in a combat.*

 *Mulberry harbours. The amphibious ports are not units, but rather equipment, and as such has no steps. A Mulberry unit is “eliminated” if a German unit pass through or occupy the coastal hex that the Mulberry unit is in.*

§17.5 Elimination


When a unit has no more steps to lose, it is automatically eliminated when absorbing another step loss. A unit with a blank back-side only has one step, and is therefore eliminated on a single step loss. Units with a non-blank back-side (reduced-strength) has *two* steps, and is therefore eliminated when it absorbs a *second* step loss.

Step losses accumulate over turns. That is, to eliminate a two-step unit, both step losses does not need to occur in the same turn. Such a unit could have suffered a step loss in a previous turn, and then be eliminated by a second step loss in a subsequent turn.

When a unit is eliminated, through step losses or other means, it is

- immediately* removed from the map, and
- placed *face-down* in its slot on the controlling factions OOB.

By placing an eliminated unit face-down on the OOB, it is marked as eliminated, but not to be used as a reinforcement unit.

If the  Replacements optional rule is used, then an eliminated unit may be restored by spending move points (§11).

§17.6 Advance after combat


If the defending units are retreated (§17.3), then

- attacking units that partook in the combat, or
- units in the same hexes (including in ARHQ holding boxes) from which attack took place, that *did not* nor *will not* partake in other combats

may *immediately* advance into the hex attacked and left vacant by the retreated defending units.


□ Division units has no manoeuvrability and *cannot* advance after combat.

If the attacking units are *invading* (§13) then the attacking units *must* advance into the vacated hex, or be eliminated (§17.5) in the following supply phase (§18).

It is up to the attacking faction which and how many of the eligible units that are moved into the vacant hex, *as long as* the stacking limitations (§6, including possible  National integrity limitations) are not violated. Note, however, that the stacking limitations can be *temporarily* broken in an advance, as long as they are observed at the *end* of the combat phase.




Attacking units can advance after combat *even if* that would mean passing through enemy ZOC (§5) as an exception to §14.5. It costs no MPs to advance after combat, nor does the advancing units need to have available MFs. Defending units *may not* advance after combat, even if an A1 or A2 result would vacate a hex from whence the attack came.





Figure 14 shows an example of advance after combat, while Figure 15 shows a possible outcome of an invasion, including advances.





 **Pursuit** This optional rule modifies the ability to advance after combat and is detailed in §17.6.1.



§17.6.1 Pursuit

This optional rule modifies the rule on *advance after combat* (§17.6) substantially.

Regular () , mountaineer () , and airborne () units can *only* perform a normal *advance after combat*, at no additional MP cost, as described in §17.6. .

Motorised infantry () , armoured () , HQs () , and tactical air () units *may* advance after combat, at no additional MP cost, as described in §17.6.

Alternatively, these units be used for *pursuit* by expending MPs. By expending regular movement MPs (§14.3), i.e., 1MP per ARHQ or individual units moved, the motorised infantry () , armoured () , HQ () , and tactical air () units that could otherwise advance after combat, can moved up to their normal MF.

The movement follows the normal movement rules (§14), including paying MFs to enter the vacated hex, enemy ZOC,  *Extra effort*, and  *Garrisons* if those optional rules are used, .

Note that normal enemy ZOC restrictions on move-

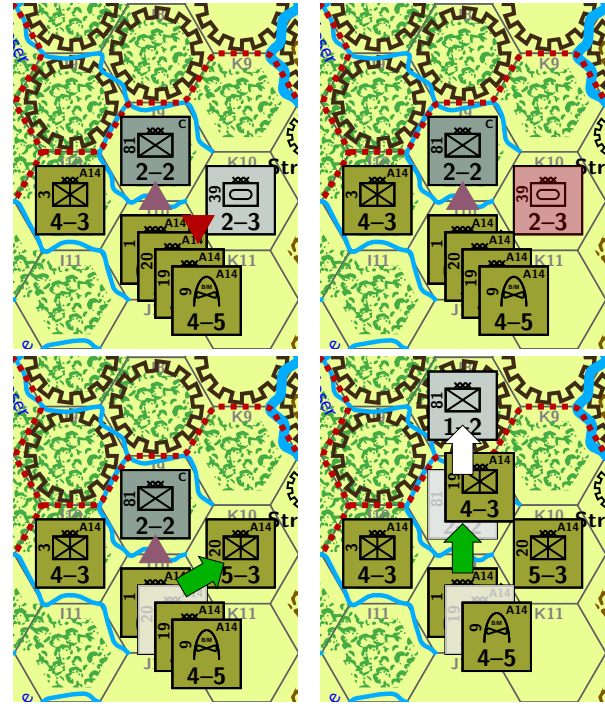


Figure 14: Example of combat. US/20 MI in the US/1 ARHQ holding box, at J10, attacks, the reduced DE/39 A in K10 (red arrow), while US/19 MI and US/9 FW, in the same ARHQ holding box, attack DE/81 I in J9 (magenta arrow). US/3/ MI does not partake in any combat, but can influence the outcome of the battles. The Allied faction decides to resolve the attack on K10 first. The attack is 5 AF versus 2 DF, or $\Delta CF = 3$ before any die-rolls. If the Allied and German factions rolled 7 and 3, respectively, then the final CF difference would be $\Delta CF = 7$ for a D2 result. A single step loss eliminates the reduced DE/39 A unit as shown in the top-right. The US/20 MI and US/1 ARHQ, which did not nor will take part in the attack, can now advance into K10. For this example, only US/20 MI will advance (green arrow). The situation is now as in bottom-left. In the second attack on J9 we have $4 + 4 - 1(\text{green circle}) - 1(\text{blue square and green circle}) = 6$ AF versus $2 + 1(\text{green circle}) = 3$ DF. If the Allied and German factions rolled 7 and 6, respectively, the final CF difference will be $\Delta CF = 4$ for a result of D1. The German unit *must* retreat. Since I9 and K9 are both in Allied ZOC, the retreat must be to J8 (white arrow). Also, the German unit takes one step loss as shown on the bottom-right. US/19 MI advances into J9 (green arrow).

US/3 MI *may not* advance after combat in either case, as no attack was performed from its occupied hex.

Had the Allied faction resolved combats in different order, then DE/81 I may have had other retreat routes open to it.

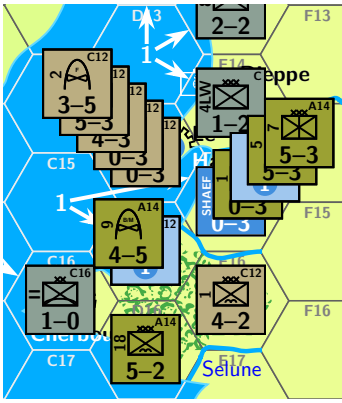


Figure 15: A (best) possible outcome of the example invasion in Figure 7. The base AF and DF are given in that example. The Allied faction has successfully landed its troops on the continent, including the two Mulberry amphibious ports, and two upper echelon headquarters (important if \otimes *Alternative move points* is used), via advances. Note that US/18 ABI and BR/1 ABI *could* have advanced into D15 and E15, respectively, since they partook in combat that vacated these hexes. The DE/II ST garrison in Cherbourg (C16) is cut off from supplies (§18) and is most likely overrun in the following Allied turn.

ment applies (§14.5). That is, pursuing units must stop upon entering enemy ZOC, and cannot move from one hex in enemy ZOC to another hex in enemy ZOC.

Pursuing units may *engage* enemy units (i.e., enter their ZOC, §5). The pursuing units may *also* attack these engaged enemy units *if and only if* the attacked hex contains some of the retreated units that enabled the pursuit.

Pursuing unit can be moved adjacent to enemy units that where not previously attack. However, these ‘fresh’ unit may not be attacked as part of the pursuit.

If the retreated defending units were retreated into a hex containing other units of the defending faction, then *all* units in that hex *must* be attacked as per normal combat rules.

If the pursuing units engages in another combat against the retreated units (and possibly other enemy units in the same hex), and the result vacates the attacked hex (DR, D1, or D2), then the pursuing units may *advance after combat* normally as described in §17.6, but *may not* perform another pursuit manoeuvre.

Figure 16 shows an example of pursuit.

§18 Supply phase

Any unit that failed to invade (§13) and are therefore left in a sea hex, are automatically eliminated (§17.5).

A *supply line* is an unbroken line of hexes, of any length

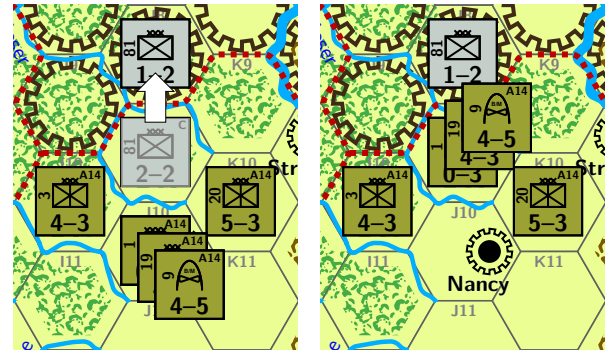


Figure 16: Example of pursuit. Starting with the situation in the bottom right of Figure 14, but before the US/19 MI advances. The Allied expends 1 MP and let the US/1 ARHQ and all its unit pursue DE/81 I by moving into J9, as shown to the right. The units US/19 MI and US/9 FW may now attack DE/81 I again. The total base AF is still 6, but $1 + 1(\otimes) + 2(\otimes) = 4$ DF. If the attack succeeds, then the victorious units may advance into J8, but cannot do further pursuits, and the Allied faction will have made a breakthrough the German defences.

and in any direction, that

- starts at the hex occupied by the unit in question,
- *does not* pass through enemy occupied hexes,
- *does not* pass through enemy ZOC, *unless* the hex is occupied by a friendly unit,
- *does not* exit the map
- for the German faction, *does not* pass through sea (\otimes) hexes,
- and terminates in a *controlled* hex (§7) with a *supply point* for the faction in question.

The Allied faction *may* trace a supply route through sea hexes.

Supply points are cities coloured in the factions colour. The possible supply points are

♣ **Allied** : A14, B14, C12, C16, D7, D11, D19, G13, J19, and R16, as well as the two Mulberry harbours, if \otimes *Mulberry harbours* is used, when successfully landed on the continent.

♠ **German** E3, G7, G13, and I1.

Note that Paris (G13) is a possible supply point for both factions.

A unit in a hex containing a valid supply point for the units faction is always in-supply.

A unit that *can* trace a supply route is said to be *in-supply*. A unit that *cannot* trace a valid supply route is *out-of-supply* (OOS).

In *both* the Allied and German faction supply phases, *both* faction checks all of its units on the continent for supply. An out-of-supply marker (§1.3). should be placed

on any unit that is deemed OOS.

Note that both factions must check its units for supply, not just the active faction. E.g., in the Allied supply phase, both the Allied and the German faction must check all of their units for supply.

Any unit that is OOS may *not* expend move points (MPs), nor otherwise perform manoeuvres. OOS units may *not* attack, move, *nor* move with ARHQ units.


An OOS unit *must* retreat if combat results (§17) calls for it. An OOS unit *does not* excerpt a ZOC (§5). This means that enemy units may move *past*, but *not* through, OOS units.

The supply status of units is *only* determined during the supply phases, and persists until the opposing factions supply phase.


A unit with an OOS marker will be have this marker until the next supply turn. As long as the unit has this marker it is OOS.

Thus, a unit may be OOS at the start of a factions turn, but during that turn come back into supply. However, since the supply status persists until the next supply turn, it cannot attack, move, or move with ARHQ units until the next turn. This also means that an ARHQ cannot pick up a unit that was OOS at the start of the factions turn, and then move on with that unit.

In Figure 15 the DE/II ST unit is OOS.

 **Step loss if out of supply** : If this optional rule is used, then units that are OOS for a prolonged period are reduced.



A unit

- that was determined to be OOS in the *opposing* factions last supply phase,
- still OOS in its *own* factions supply phase,
- and, for German units, *not* in a fortified city hex ()

takes one step loss (§17.4). This *may* eliminate the unit.

Note that the exception for units in fortified cities *only* applies to German units.

§19 Scenarios

The factions must agree on the scenario to play, 1943 or 1944, and then select the OOBs relevant to the faction and scenario. The OOB gives the specifies the starting MPs (circled number), the number of MPs per turn (unless the  *Alternative move points* optional rule is used), as well has which faction holds the initiative ( *Initiative* optional rule, see §17.2).

For both scenarios, the German faction controls all of continental Europe, while the Allied faction controls Britain and the Mediterranean base (T19).






Victory Condition	Scenario	
	1943	1944
 Allied		
#  east of the Rhine	10	20
Controlled cities	Berlin (I1)	Essen (G7), Hamburg (E3), Munich (O6)
 German		
# eliminated Allied 	10	5

Table 8: Victory conditions. The Allied faction wins if *all* conditions are met. The German faction wins if the Allied faction has not met the conditions, *and* the German faction has eliminated enough Allied corps units. Otherwise, the game is a tie.

The particular victory conditions are given in Table 8. The Allied faction must met *all* conditions to win. The German faction wins if some of the Allied conditions have not been met, *and* that enough Allied corps units have been eliminated. If neither faction has met the conditions at the end of turn 12, then the game is a tie.

 **Replacements** Above, in the number of eliminated Allied corps units is given, possibly replaced units *does not* count. That is, if an Allied corps has been eliminate *at any point in time*, it counts toward the German victory conditions, even if the corps was later replaced.

D-DAY

Smithsonian

Turn sequence

Allied turn
* Roll for weather
Acquire move points
Reinforcements
* Replacements
* Port transfers
Invasions
Movement
* German air reactions
* Strategic air missions
Combat
Supply
German turn
Acquire move points
Reinforcements
* Replacements
Movement
* Allied air reactions
Combat
Supply

* Optional rules

Terrain Effects Chart

Terrain	MF [†]	DF	AF
Clear	1 (2 [§])	—	—
Swamp	2	—	— -1
Woods	2	+1 —	— -1
Mountains	2	+2 —	— -1
City	1	+1 —	— -1
Fortified city [‡]	1	+4 —	— -1
Fortified [‡]	—	+2 —	—
River	+1	—	-1 —
Coastal	—	+2 [*] / +1 ^{**}	—
Supply	—	—	—
Port city	—	—	—
Invasion		—	—

[†]A units: 1 MF for *all* terrain

[‡]DF modifier for German defenders *only*, as city otherwise

[§]On *bad weather* months ()

^{*}Allied invasions *only*

^{*}1944 scenario ^{**}1943 scenario, *all* attackers invading

Optional rules

	Initiative
	Fight on
	Alternative move points
	Replacements
	Weather
	Air unit reaction
	Allied strategic bombing
	Close air support
	Airborne drops
	Anti aircraft fire
	National integrity
	Pursuit
	Extra effort
	Mulberry harbours
	Step loss if out of supply
	Garrisons

MPs/turn

Fixed	
1943 scenario	11 8
1944 scenario	13 7
Per...	
xxxx on continent	1 1
xxxx on continent	1 1
Controlled	x
Controlled	x
on continent ^{*†}	1
mission [*]	1

* Optional rules

[†]Not during turns

Weather chart

Turn/ Month	Die roll
	1 2-3 4-7 8 9 10
1-4 Jun-Sep	
5 Oct	
6 Nov	
7-9 Dec-Feb	
10 Mar	
11 Apr	
12 May	

Strategic bombing

Die roll	Scenario
	1943 1944
1-4	— —
5-6	— NT
7-8	NT D1
9	D1 D1+NT
10	D1+NT D1+NT
NT: No terrain modifiers	
D1: German step loss	

Combat resolution

CF difference (ΔCF)					
≤ -7	-6 -5 -4	-3 -2 -1 0	+1 +2 +3	+4 +5 +6	≥ +7
A2	A1	—	DR	D1	D2
A2: Attacker two step loss					
A1: Attacker one step loss					
—: Defender wins					
DR: Defender retreat					
D1: Defender one step loss <i>and</i> DR					
D2: Defender two step loss <i>and</i> DR					

MP cost chart

MP	Individual [*]	Manoeuvre
1	N	Move a unit
1	Y	Port transfer
×2 [†]	Y	Invasion
1	Y	Replace step loss [‡]
2	Y	Replace [‡]
3	Y	Replace [‡]
4	Y	Replace [‡]
1	Y	Air unit reaction [‡]
1	N	Pursuit [‡]
1	N	Extra effort [‡]
1	N	Airborne drop [‡]
0	-	Strategic air mission

*Y: *all* units expend MPs N: units in holding boxes *does not* expend MPs, unit *does*

[†]Multiply onto invasion hex cost

[‡]Optional rules

Avalon Hill Game Company

Compiled by Christian Holm Christensen