Using the D-Day Module
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Overview

The D-Day module lets you play Avalon Hill's D-Day game on your computer.
Players may play either the Axis or Allied army.

Once you enter the module and choose your side, you will be presented with the
Main Toolbar. This is a series of buttons along the top of the main window that
allow you to play the game.

Prepare for Play

Open the Main Map by pressing F1.
The Axis player plays first by moving all of the Red pieces that are currently in
the NW corner of the map to the start positions as detailed in the 'Prepare for
Play' section of the Rules.

Routine of Play

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 Axis Player consults the Time Record Card and if he is due
reinforcements he places them on the board. He then moves all Units on the
board he chooses to move. No Allied movement is allowed.
STEP 4: All battle caused by Axis movement are resolved one battle at a time.
STEP 5: The Axis player increments the Turn counter.

Ending the Game

Play continues for 50 turns or until one side completes its victory conditions.

Sample Combat

Please note that hex-sides are valid locations on the board. You can move any counters that are to be included in the current battle to the hex-side nearest the center of the battle to show that they will be included.

To resolve combat:

  1. Place the Current Battle marker from the Pieces Palette near the site of combat.
  2. Calculate the Attack Odds and report them to the opposing player by pressing F3 and choosing the appropriate odds.
  3. Roll the die by pressing the 'Roll Die' button or pressing F4.
  4. Consult the Combat Results Table by pressing F7.
  5. Report the results of the battle by pressing F5 and choosing the appropriate result.
  6. To remove a piece from the battle and send it to the Replacement Pool, select it and right click on it to show its available actions. Choose 'Replacements' to send the piece to the appropriate section of the Replacements board.

Replacements

From the 9th week on, the Allied player receives replacements from the Replacements Board. The replacement rate is 2 attack factors per Turn maximum.
From the 16th week on, the Axis player received replacements from the Replacements. Board. The Axis replacement rate is 5 attack factors per Turn maximum.
To update the current totals for replacements, right click the appropriate digit on the Replacements Board and increase or decrease the number to show the updated amount. Tens and units digits must be updated individually.

Hot Keys

Here is a list of the Hot Keys and their actions.

Key	Action
F1	Open the Main Map
F2	Open the Pieces Palette
F3	Set Attack Odds
F4	Roll a 1d6
F5	Report Battle Results
F6	Show Replacements Board
F7	Show Charts
F8	Show Turn Counter