

# D-DAY

## BATTLE MANUAL

(Soft-Copy Version)

THE AVALON HILL GAME COMPANY - BALTIMORE, MD



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For general information about Avalon Hill's series of realistic games and their magazine, The Avalon Hill General, send a stamped, self-addressed envelope to: The Avalon Hill Game Company, Baltimore, Maryland.



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

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

## BASIC GAME

### MAPBOARD

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

**CITY HEXES:** Any Hex containing black criss-cross lines.

**FORTRESS HEXES:** Any city Hex outlined with a red border.

**FORTIFIED ZONE HEXES:** Any pink-toned Hex.

**MOUNTAIN HEXES:** Any brown Hex.

**SEA HEXES:** Any blue toned Hex containing an unboxed red number and red arrow.

**COASTAL HEXES:** Any land Hex to which a red arrow points.

**RIVERS:** Solid blue lines that run between the Hexes.

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

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

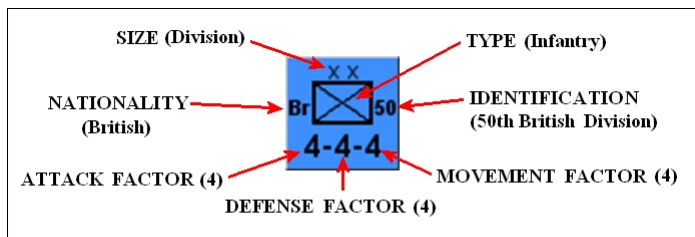
**REINFORCEMENT CENTERS:** Any Hex in Germany containing a red star.

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

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

### ORDER OF BATTLE UNIT COUNTERS

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



#### SIZES:

XXXXXX — Theatre of Operations    XXXXX — Army Group    XXXX — Army

XXX — Corps    XX — Division    X — Brigade    III — Regiment

#### TYPES:



Headquarters

Armored Infantry,  
(Panzer Grenadier)

Static Infantry (German only)



Infantry

Armored or Panzer

Parachute

**NATIONALITY:** provided for historical reference. When not indicated, they are Allied (blue) and German (red).

**ATTACK FACTOR:** Basic fighting strength of a Unit when it is attacking.

**DEFENSE FACTOR:** Basic fighting strength of a Unit when it is defending.

**MOVEMENT FACTOR:** Maximum number of Hexes a Unit may move in one Turn.

## PREPARE FOR PLAY

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

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

(a) All Static Units must be placed on Coastal Hexes only.

(b) The 9th S.S. Panzer Division, 49th & 51st S.S. Panzer Brigades, 3rd, 15th, & 25th S.S. Panzer Grenadier Divisions and 106th Panzer Brigade must be placed on any of the Reinforcement (Star) Hexes.

(c) All remaining Units may be placed anywhere including Coastal Hexes.

(d) No Units may be placed in Switzerland, Spain, Sea Hexes or X-marked Mountain Hexes.

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

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

## HOW TO PLAY

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

**STEP 1:** The Allied player moves all Units on the continent he chooses to move. He then consults the Time Record Card and Troop Invasion Table and puts new Units into play. New Units can also be moved. No German movement is allowed. **STEP 2:** All battles caused by Allied movement are resolved one battle at a time.

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

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

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

## HOW TO WIN

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

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

## HOW TO INVADE

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

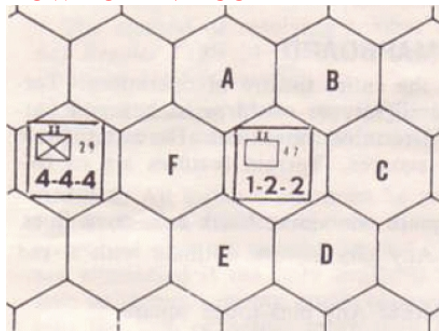
1. Allied player has the choice of which Sea Hexes to use and does not have to use all of them within the chosen invasion area.
2. Allied player may place up to 2 Units on a Sea Hex although he can place just one. Ignore the red numbers which apply in the Tournament game play only.
3. Parachute Units may be placed on Sea Hexes, or they may be dropped behind enemy lines as outlined in the section headed Use of Parachute Units.
4. Allied player cannot invade with more Units than allowed under "First Turn" of the respective Troop Invasion Table. He may invade with less if he wishes. Example: to invade Normandy: a maximum of 6 Infantry and 3 Parachute Units can be placed on any of 6 Sea Hexes between R-31 and S-36 inclusive.
5. Units that are placed on Sea Hexes whose arrows point to vacant Coastal Hexes must be moved onto those Coastal Hexes—even if such movement places them adjacent to German Units on other land Hexes.
6. Inland movement in the invasion week is not allowed. Units may move no farther than the first Coastal Hex they land on. There is only one invasion in the Basic Game. Reference in a second invasion on the Time Record Card applies in the Tournament Game only.

## HOW TO MOVE UNITS ON LAND

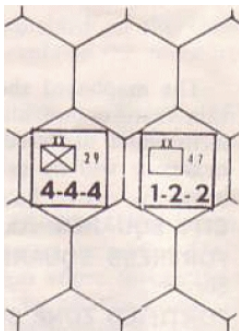
1. In any Turn you may move all your Units on Board.
2. You may move each Unit any number of Hexes not exceeding its movement factor.
3. You do not have to move every Unit nor do you have to move any Unit in your Turn.
4. You may move Units in any direct ion or combination of directions you wish in the same Turn.
5. Unlike Chess and checkers you move all Units you choose to move before resolving any battles.
6. You may move Units over top of friendly Units but you are not allowed to move Units on top of or over your opponent's Units.
7. Movement factors are not transferrable from one Unit to another nor can they be accumulated from one Turn to the next.
8. Movement along the eastern edge of the mapboard can be through whole Hexes only.

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

## HOW TO HAVE COMBAT



NO COMBAT



COMBAT

**ZONE OF CONTROL:** Every Unit's zone of control is normally its six adjacent Hexes (marked A thru F, see illustration above-left). You automatically cause combat when you move a Unit into any one Hex of any enemy Unit's zone of control (see illustration above-right). The player moving his Units is always the attacker; his opponent is the defender. To determine battle odds, the attacker's attack factor is stated first and the defender's defense factor is stated second. For example; if the 29th Division (4) attacks the 47th Static Division (2) battle odds are 4 to 2, this is then reduced to 2 to 1. To resolve combat the attacker rolls the die once and then cross indexes the die roll result with the 2 to 1 odds column on the Combat Results Table.

## ATTACKING

1. An attacking Unit ends its Turn as on as it enters the first enemy controlled Hex.
2. You are not allowed to move an attacking Unit through enemy controlled Hexes.
3. You may attack as many enemy Units as you can reach in the same Turn.
4. You may move as many Units into enemy zones of control as you are able before resolving combat.
5. You resolve all combat one battle at a time after moving all the Units you choose to move in your Turn.
6. The attacker has the choice of resolving battles in any order he chooses.
7. The attacker must resolve combat against every enemy Unit he has moved Units next to.
8. The attack factor of a Unit never changes regardless of the terrain it is attacking from.

## INVASION ATTACK

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

## DEFENDING

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

## ALLIED REINFORCEMENTS

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

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

## MORE THAN ONE UNIT PER HEX

1. The Allied player may stack up to 2 Units of any kind, including HQ, on the same Hex anywhere on the continent. The German player, because the Germans were more tightly organized at this time, may stack up to 3 units of any kind, including HQ, on the same Hex anywhere on the continent.
2. Stacked Units may stay together indefinitely or they may combine on one Turn and split up on the very next Turn.
3. Stacked Units may pass over Hexes containing other friendly Units.
4. The movement rate of stacked Units is that of the slowest Unit in the stack.

Of course, the faster Units may continue on their way in the same turn after splitting away from the slower ones.

## MULTIPLE UNIT BATTLES

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

## MOVEMENT AFTER COMBAT

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

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

This also applies to surviving attacking Units in Exchanges.

## MOUNTAINS

1. Movement through Mountain Hexes is naturally slower than normal. Thus all Units, regardless of their movement factors, move through Mountain Hexes at the rate of 1 Hex per Turn.
2. All Units must end their Turn as soon as they move into a Mountain Hex. They cannot proceed until their following Turn.
3. All Units may leave Mountain Hexes at their normal movement rate.
4. No Units are allowed to move through or onto Mountain Hexes marked "X".
5. The defense factor of all Units doubles when attacked while on a Mountain Hex.

## FORTRESSES

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

attack all adjacent enemy Units but does not have to use all of his Units in the Fortress in the attack.

5. Units adjacent to more than one Fortress may attack one without attacking the other.
6. The defense factor of all Units triples when attacked while in a fortress.

## FORTIFIED ZONES

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

## RIVERS

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

## USE OF HEADQUARTERS UNITS

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

## USE OF PARACHUTE UNITS

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

- (a) Each Parachute Unit may be dropped twice per game.
- (b) Units must be dropped within 5 Hexes of the closest Allied Combat Unit. (Combat Units may be moved first to gain maximum range).
- (c) Units cannot be dropped directly onto an enemy controlled Hex.
- (d) Units cannot be dropped on Mountain or Sea Hexes.
- (e) Allied player may drop more than one Parachute Unit per Turn but they must be dropped simultaneously. He cannot drop a Parachute Unit, move it 3 Hexes and then drop another 5 Hexes from it.

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

## REPLACEMENTS

1. From the 9th week on, the Allied player receives replacements from the dead pile. The replacement rate is 2 attack factors per Turn maximum and they may consist of Units of any kind except HQ and Parachute Units. Unused replacement allowances may be accumulated. Replacements are brought onto the continent in the same manner as reinforcements. Replacements plus reinforcements cannot exceed the maximums stated by the troop invasion tables.
2. From the 16th week on, the German player receives replacements from the dead pile. The German replacement rate is 5 attack factors per Turn maximum, and they may consist of Units of any kind except HQ and Static Units. Unused replacement allowances may be accumulated from Turn to Turn. Replacements can be placed on board at any time during the German player's Turn. He must place them only on red star Hexes not in enemy zones of control. Red star Hexes do not have to be garrisoned to receive replacements. Once on board replacements can be moved and used in combat in that Turn.



## COMBAT RESULTS EXPLANATION

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

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

**BACK 2:** All losing Units must be retreated by the winner the full 2 Hexes. Retreat can be through friendly Units, across rivers and over all playable terrain.

However, retreating Units are eliminated if the only available retreat route forces them into or through enemy zones of control, off the board, into the Sea, across more than one Mountain Hex, or placed on friendly Units that would result in stacks exceeding the maximum. The winner cannot force losing Units into such blocking zones of control and terrain if alternate unblocked routes of retreat are available.

**EXCHANGE:** The defender removes all of his Units—the attacker removes a number of his Units whose combined attack factors total at least that of the defense factors removed by the defender. Sometimes an exchange does not work out even up in which event the attacker may have to remove Units whose combined attack factors total more than the defense factors removed by the defender. Defense factors are computed at value according to defensive position. Example:

If the Allied 29th Division (whose defense factor is 4) is defending in a city, the attacker must remove 8 attack factors because the 29th's defense factor has been doubled to 8.

\*\*\*\*\*

**STOP!** You have finished reading the rules for play of the Basic Game. It is suggested you play two or three games to become familiar with the rules before proceeding further into the Tournament Game rules. Examples of play and an Appendix of questions on the mechanics play are included in the back of this Battle Manual.

Presented here are the instructions for the Tournament Game which adds greater realism and depth to the play of D-Day.

## TOURNAMENT GAME

For greater realism we suggest that you get into the play of the Tournament Game as soon as you have mastered the Basic Game. All of the Basic Game rules apply except where indicated in the following rules.

## HOW TO WIN

ALLIED player wins if he accomplishes any one of the following conditions of victory:

- (a) destroys all German Units, or
- (b) maintains at least 10 combat Units anywhere east of the Rhine-Issele river line between DI0 and AA-16 inclusive for four consecutive Turns. If the number of Units drops below 10 during the four Turn span the Allied player must bring this total back up to 10 or more and maintain such for another four Turn span.

GERMAN player wins if:

- (a) he has managed to keep Allied Units completely off the continent for 10 consecutive Turns, or
- (b) eliminates all Allied Units, or
- (c) avoids the Allied conditions of victory by the 50th Turn.

## SECOND INVASION

In any Turn after the 8th Turn the Allied player has the option of conducting another invasion. The second invasion procedure is exactly the same as for the first invasion. The Allied player may assault the same area assaulted in the first Turn or he may choose another one of the seven invasion areas. Starting in the Turn following the second invasion Allied reinforcements may be brought in through both invasion areas for the remainder of the game. The Allied player is not required to make a second invasion and he may not launch more than two invasions in any game.

Thus, the German player's strategy must differ greatly from that of the Basic Game . . . he can no longer withdraw Units from all invasion areas after the first Turn.

## SEA MOVEMENT

German Units cannot move anywhere by sea. However, any Allied Unit may move by sea:

- (a) from one previously assaulted invasion area to another previously assaulted invasion area — 10th Turn and thereafter,
- (b) from a previously assaulted invasion area back to Britain, or to an Inland Port.
- (c) from one Coastal Hex to another within the same previously assaulted invasion area,
- (d) from one inland port to any other inland port,
- (e) from one inland port back to Britain or to any previously assaulted invasion area.

**IMPORTANT:** Sea movement is allowed only through captured Inland Ports and Coastal Hexes of invaded areas not in enemy zones of control. Use of non-invaded areas for sea movement is not allowed.

Sea Movement procedure is as follows: In one Turn you move your Units to embarkation hexes (Coastal Hexes or Inland Ports) and then off the board. In the following Turn you place such Units at debarkation hexes of your choice after which they may be moved in the same Turn. Units may debark directly onto enemy controlled hexes in which event they must end their Turn and attack. Any number of Allied Units may embark and debark through the same hex in any one Turn.

## SUPPLY

It is assumed that the German supply capacity is great enough to sustain all of his units at anytime during the game. However, the Allied player is somewhat limited in supplies. He cannot have more Units (HQ and combat) on the continent than he can furnish supplies to — and he must be within 17 hexes of his source of supplies at all times.

1. In this game, there are no supply counters as such. However, control of certain Coastal Hexes and Inland Ports determines the number of Allied Units on the continent that can be supplied. Each Sea Hex's red number indicates the number of Units on land that can be supplied through the Coastal Hex the arrow points to — each boxed red number refers to the same thing for Inland Port Hexes. Supply is allowed only when the Allied Player controls such hexes:

(a) to control Coastal Hexes, the Allied player must keep them out of any German HQ or combat Unit's zone of control.

(b) to control Inland Ports, German zones of control must be removed from every hex around that port that contains a blue initial of the port (R for Rouen, etc.).

Example: Control of Rouen, and Coastal Hexes R-34, S-35 means that the Allied player can supply a maximum of 17 Units on land per Turn.

2. Coastal Hexes of non-invaded areas can be used for supply provided they have been captured by normal land attacks and are not in German zones of control. For instance, the Allied player can increase by 5 his supply capacity of the above example if he captures Avranches.

3. In cases when German Units have abandoned or not even defended hexes of supply, the Allied player must pass through such hexes before using them for supply. Garrisoning, however, is not necessary.

4. The Allied player cannot have more Units (HQ and combat) on the continent than he can supply through hexes that he controls. If successful German counter-attack cuts the Allied supply capacity below the actual number of Allied Units presently on the continent then the Allied player must bring supply capacity back into balance by either:

- (a) increasing the supply capacity in his very next Turn, or
- (b) withdrawing to Britain, via Sea Movement, a number of units in his very next Turn so that the number on the continent is not greater than the reduced supply capacity.

If the Allied player cannot bring supply capacity back into balance by the end of his Turn, then all excess combat Units are automatically eliminated. Allied player has the choice of which combat Units to be removed.

5. No Allied Unit can be more than 17 Hexes away from his source of supply, namely an Inland Port or Coastal Hex he controls. Example: If the eastern most source of supplies is Inland Port Rouen, the closest any Allied Unit, combat and HQ, can be to the Rhine is row 18 that bisects Brussels and Sedan. None of the 17-hex line can be in German zones of control. If the result of German attack finds an Allied Unit more than 17 hexes away, he must get back to within 17 hexes by the end of the 2nd Allied Turn of isolation or be eliminated. EXCEPTION: The 17 hex rule does not apply to Units in Fortresses as it is assumed that there is an unlimited source of supply from within. However, Fortresses cannot be used as a source of supplies for Units outside.

## ISOLATION

1. Any Unit, Allied and German, becomes isolated when it is surrounded by enemy zones of control, or a combination of enemy zones, the Sea, "X"

Mountain Hexes, neutral countries and board edge. Any Unit that is isolated for two consecutive Turns is automatically eliminated. Example: an Allied Unit that becomes isolated in the German player's 3rd Turn would be eliminated at the end of the Allied player's 5th Turn; and a German Unit that becomes isolated in the Allied player's 3rd Turn would be eliminated at the end of the German player's 4th Turn.

2. To avoid isolation a supply line must be created to the isolated Unit by the end of the 2nd Turn of isolation. A supply line is any line of hexes one hex wide (not under enemy zones of control) leading to a source of supplies subject, in the Allied case, to the 17-hex supply rule.

3. The German source of supplies is any controlled hex on the east side and adjacent to the Rhine-Ilssel River between hexes D-10 and AA-16 inclusive; the allied source of supplies is any controlled Coastal or Inland Port Hex.

4. Isolation does not apply to Units in Fortresses. Units surrounded in Fortresses can remain there indefinitely.

## STRATEGIC AIR POWER

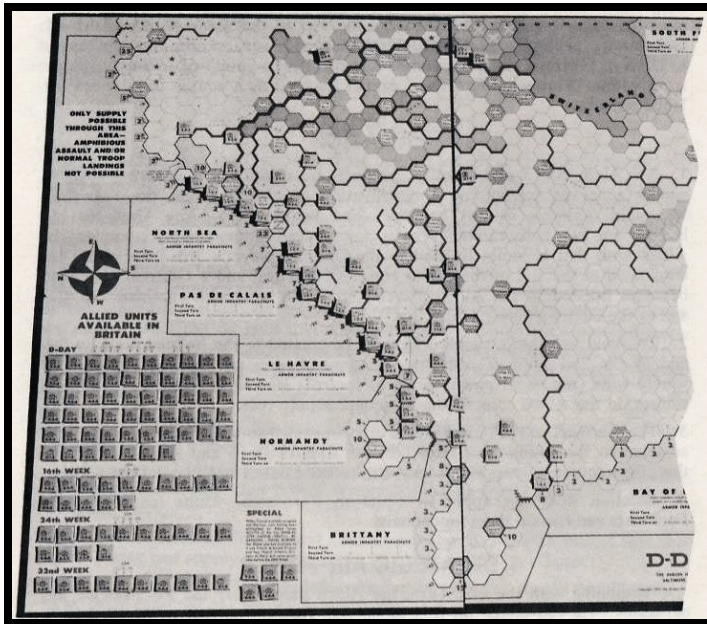
Beginning with the first Turn, the Allied player may use his strategic air capability. He can attack up to 2 hexes a Turn by air but no more than 8 hexes per game. Air attack takes place during the combat portion of the Allied Turn. The Allied player rolls the die once for each hex being attacked and refers to the table for its effect.

DIE	RESULT
1, 2	All German Units in the attacked square are eliminated.
3, 4	Two German Units in the attacked square are eliminated; both must be Panzer or Panzer Grenadier if possible.
5, 6	All German Units in the attacked square are immobilized and cannot move in their following Turn.

## DIAGRAMS OF PLAY

The diagrams shown on the reverse side of the Order of Battle Card should be studied first. They deal basically with defense situations involving attacks upon Units defending on varying terrain. Shown here are the more intricate situations which will give you a broader insight on methods of conducting combat.

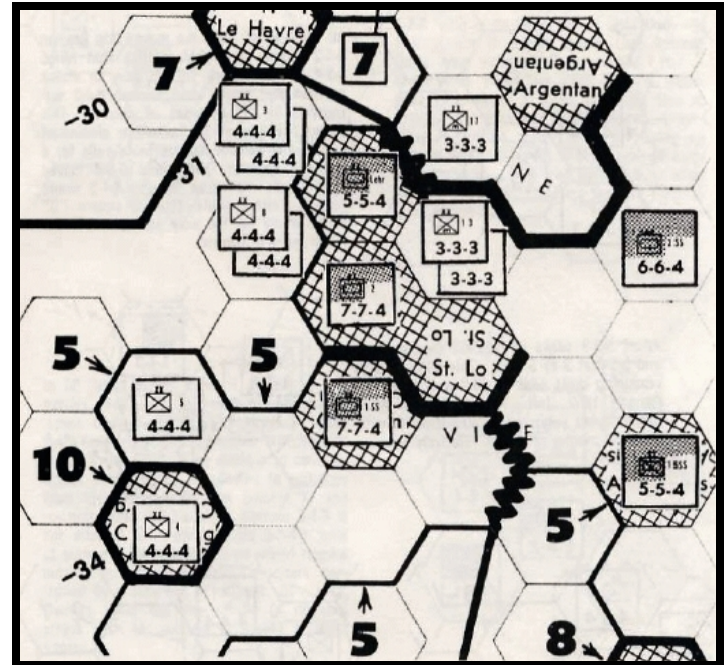
### PREPARE FOR PLAY!



Here is what the board might look like after both players have placed their Units. The Allied commander merely places his Units in Britain. The German commander places his Units in defending positions he thinks will best repulse the Allied invasion. This German setup practically precludes any chance of Allied success when invading areas other than Brittany, Bay of Biscay and South of France. The German player has left these undefended in order to make North Sea, Pas de Calais and Le Havre impregnable. The German player does not worry about the undefended beaches because they are so far away from Germany that he would have plenty of time to form strong defensive lines after the Allied player has committed his attack to one of these areas. The closest the Allied player can attempt an invasion with a reasonable chance of success is at

Normandy. Even this is ill advised but for illustrative purpose we shall select this area.

### HOW TO INVAD:



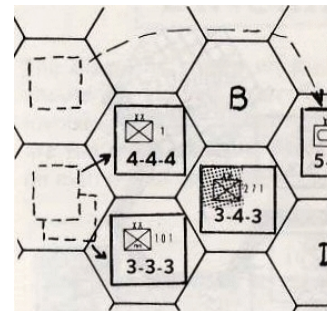
The Allied player must be bold; the conservative approach of landing all invasion Units on the undefended Coastal Hexes will prove fatal because the German player will have an easy time sealing off the St. Lo-Bayeux bottleneck. Thus, the Allied player hopes to eliminate this possibility by dropping Parachute Units behind enemy lines. The three Parachute Units are dropped on Hex U-33 which is not in any enemy zone of control — the adjacent German Unit at V-34 is on the opposite side of the river thus its zone of control does not extend across to U-33. The Allied player has landed two 44-4 Units on Sea Hex R-31 and, along with the 17th Parachute, attacks German Lehr at 11-10 (1-1) surrounded. Chance of victory is only 33% although there is a 50% chance of eliminating the German Lehr Unit. Next, the Allied Units on Sea Hex R-32 and the Parachute Units on T-33 attack the German 2nd at 14-14 (1-1). The remaining 1st SS German Unit is not attacked. The remaining two Units allotted by the Troop Invasion Table are landed on Sea Hexes P-32 and P33. Since the Coastal Hexes to which their arrows point are undefended they are moved directly onto those hexes to establish the beachhead. Victory in one or both of the above attacks will put the Allied player in quite an advantageous spot:

- (1) he will have secured a firm beachhead relatively close to Germany and
- (2) he will have eliminated the only really strong German Units in the vicinity.

However the risk is so great, especially to the tactically important Parachute Units (the two Parachute Units, however, have a retreat route to T-32 and U-33 which are on opposite sides of the river to adjacent enemy Units) that we recommend the assault be made instead at Brittany when faced with the above German defensive setup.

### HOW TO HAVE COMBAT

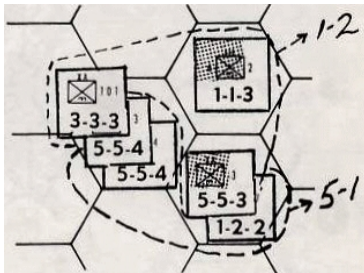
All three Allied Units are moved into German 3-4-3's zone of control. Notice that Allied 5-5-4 circled hex "B" to gain an attack position that would leave German 3-4-3 surrounded by Allied zones of control. This means that German 3-4-3 would be eliminated even if the Combat Results Table calls for a retreat. However, had Allied 5-5-4 moved onto hex "B" then German 3-4-3 would have a retreat route through hex "D" which would be the only hex not under Allied zones of control.



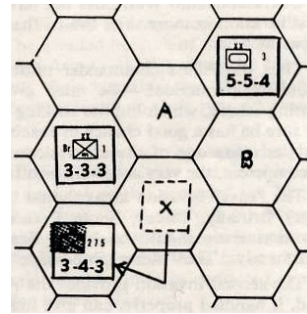


# D-DAY

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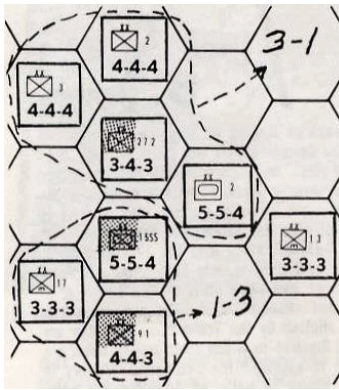


Allied 3-3-3 soaks off against German 1-1-3 and 5-5-3 at 3 to 6 odds. This gives Allied's remaining Units odds of 10-2 over remaining German 1-2-2 Unit. This tactic by Allied player forces surviving German Units to withdraw or counter-attack at relatively unfavorable odds.

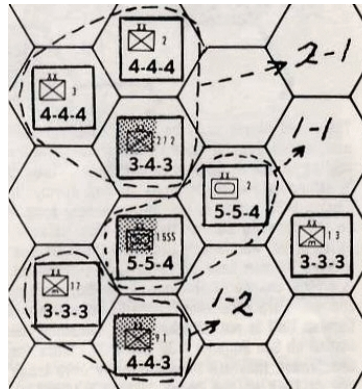


C

In (A) Allied player resolves combat in two battles. But in (B), the result of both battles leaves opposing Units still engaged. Therefore, German 3-4-3 must either withdraw or attack in his Turn. If he decides to counterattack as in (C), he is allowed to withdraw from his previous position (hex X) and re-enter Allied 3-3-3's zone. German 3-4-3 is not allowed to re-enter Allied 5-5-4's zone at hex A because to do so would require moving to hex B first — a hex controlled by a different Allied Unit. Of course, German 3-4-3 has the option to counterattack from his original defensive position, hex X.

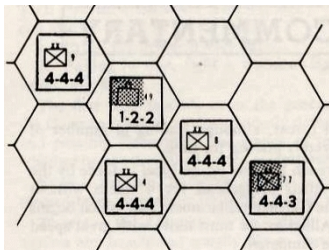


A

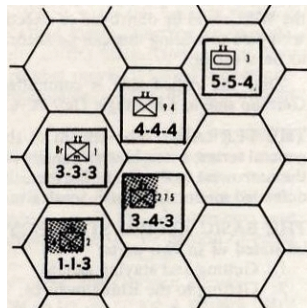


B

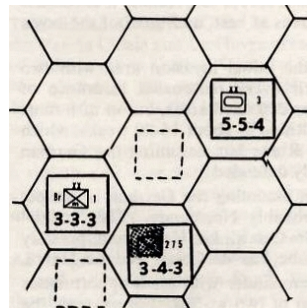
The attacker, Allied In this case, may divide combat In two ways. In (A) combat is resolved in two separate battles. In (B) combat is resolved in three separate battles. Notice that in dividing combat every German Unit that is in an Allied zone of control will be fought. Notice, too, that Allied 17th cannot battle German 272 because they are not in each other's zone of control, and Allied 13th is in no German Unit's zone of control so it cannot engage in combat at all.



The result of an Allied attack has left German 1-2-2 with a forced soak-off situation, at first glance it would appear that German Units have Allied 8th surrounded. But a closer look finds that German 1-2-2 would have to soak-off at 1 to 8. Since this is greater than 1 to 6 it is not allowed. Therefore, if German player does not bring up enough additional Units to bring soak-off odds down to at least 16, then German 1-2-2 must be removed before resolving the 1 to 1 attack against Allied 8th.



A



B

## HISTORICAL COMMENTARY

**GENERAL SITUATION:** The Allied forces, although leading in number of units, combat power and mobility are severely pressed for time.

In order to win, Allied forces must breach the line Rhine-Ijssel in force by the 46th week after D-Day and maintain their bridgehead for 4 weeks without interruption. Because of the effects of the German replacement rate which begins at D-Day plus 16 weeks, however, the Allied forces must move with great speed and decisiveness in the early weeks of the campaign.

If Allied forces are not within striking distance of the Rhine by 16th week, the probability of victory swings to the German side.

Of course, it is an axiom of war that the first objective should be the destruction of the enemy's armed forces. Thus if the huge mass of German forces in the West could be destroyed or effectively neutralized, the Rhine can be breached with ease providing this can be accomplished before German replacements begin to be a factor.

Thus the Allied side is committed to a Strategic Offensive stance and the German side to a Strategic Defensive.

**THE TERRAIN:** The terrain of the theatre of operations, presented in most general terms, resembles a funnel with the widest part to the West and South and the narrowest to the East.

Further, the Eastern constriction is clogged with easily defended mountains, north-south Rivers and fortified areas.

**THE BASIC ALLIED STRATEGY:** In broad terms, the Allied problem can be stated as in two parts:

1. Getting and staying ashore.
2. Getting to the Rhine in force.

Allied forces have sufficient landing craft to attempt two separate invasions, but not simultaneously. Thus the second part of the problem — getting to the Rhine in force affects the first part.

Oberkommando West does not have sufficient forces to preclude a successful first invasion in more than five of the seven areas at best and three of the seven areas at worst.

Thus the Allied commander must select the initial invasion area with two problems paramount — he must give himself every reasonable assurance of getting ashore, which implies striking the lesser defended areas, but in turn must be sure he has a good chance of reaching the Rhine in about 16-20 weeks, which implies using one of the areas closest to the Rhine but, assuming the German is competent, the very ones which will be stoutly defended.

The "easy" invasion areas should be (again assuming the German is competent) Brittany, Biscay, South France, and possibly Normandy. The "tough" invasion areas should be North Sea, Pas de Calais, Le Havre and possibly Normandy. The "almost impossible" should be Pas de Calais and Le Havre.

The second invasion provides the Allied commander with great opportunities and, if handled properly, can give him the better of two worlds. For example, he might strike at an easy area, draw German mobile reserves to him and strike at a hard area later, outflanking the German and make him run like a wet hen between critical areas.

**THE BASIC GERMAN STRATEGY:** In broad terms, the German problem can also be stated as in two parts:

1. Crush the invasion very early.
2. Failing in that, fight a withdrawing battle to the Meuse, Moselle or, at worst, the Rhine.

The first part depends upon the generosity of the Allied commander. Since the German must, at all costs, stoutly defend North Sea, Pas de Calais, Le Havre and

possibly Normandy, his chance of repulsing an invasion is determined by whether or not the Allied forces assault one of those areas.

Even if they do, however, victory is far from certain. The German side is blessed by a great many units, but few of them are mobile or of offensive worth. Thus for the German to be caught on exterior lines — as counter-attack against any beachhead usually places him — is a thing of great peril and creates a “crust” situation. He must hold at all points or be caught in a debacle, as his “edge” units cannot outrun an enemy breakout. In fact, the essence of German strategy is to remain on interior lines.

One would think that the German would be better off retreating to, say the Meuse and holding on until the 16th week. Yet it is on the beaches that the German can inflict the most casualties on the Allied forces. Further, an immediate withdrawal means abandoning the majority of the Static Divisions to their fate, and although this loss is hardly great in combat power, it leaves the remaining mobile divisions with the necessity of conducting a crust defense without sufficient reserves.

If the Allied commander selects a “hard” area, the German is usually wise in doing the following: counterattack vigorously, beat a fighting withdrawal when exterior lines become dangerous, maintain a solid mobile striking force to use in sudden thrusts during the withdrawal, form a line in the neck of the funnel, build a mobile reserve to counter Allied thrusts, wait for replacements and eventually smash the Allies in a vigorous counter-offensive. Be careful of being cutoff!

If the Allied commander selects an “easy” area, the German should — depending upon his skill and the circumstances — try to create a mobile battle

situation somewhere in central France while maintaining a strong barrier of Static divisions in the North Sea-Pas-Le Havre area to ward off or slow down the second invasion.

**THE REAL CAMPAIGN:** In real life, the German command concluded that the Pas de Calais and Le Havre areas would be invaded because of the proximity of these areas to Central Germany. Their 15th Army — the strongest by far — was placed in this area. Just before D-Day, their attention was attracted to Normandy and, at the last minute, certain improvements to their position there were made.

Of course, the invasion struck in Normandy. The German 7th Army fought a superb defensive battle and badly delayed the Allied buildup and beachhead expansion. But the German command, for six fatal weeks, regarded the Normandy invasion as a feint and kept the bulk of their forces north of the Seine.

When these forces finally moved south, they arrived in time to witness the Allied breakout and enveloping movement which shattered their front. The second Allied invasion in South France could not be seriously contested, and the shreds of the German Army in the West fled toward Germany.

In December, 1944, they even managed to mount a counter offensive in the Ardennes (Battle of the Bulge), but this was crushed and the end was in sight — Allied forces first closed to the Rhine and then breached it in many areas.

## APPENDIX

The following is a series of questions and answers dealing with unusual situations that occur from time to time.

### INVASION:

**Q:** Suppose all Allied Units are eliminated in the first Turn, what happens?

**A:** In the Basic Game, the game is over. In the Tournament Game, players immediately proceed to the 9th Turn where the Allied player tries again. Complete elimination again means loss of the game to the German player.

### ATTACKING:

**Q:** Why does a combination cross-river and same-side-river attack wipe out the doubled defense factor?

**A:** It is assumed that attack from the same side would draw enough fire from the defender to make river crossing much easier.

**Q:** If a stack of two Units has been surrounded with one eliminated but the other surviving, can the surviving Unit move one hex to get better odds in his forced attack?

**A:** No. The only way he can move is if there is room to move out of enemy zones altogether and then re-enter a different hex for the attack.

### SUPPLY:

**Q:** If a German Unit is next to, but not on, a hex containing a letter of the Port, is the Port under Allied control?

**A:** No — for instance, if a German Unit is on any one of Z-41, Z-40, Z-39, Z-38, AA-38, BB-38, CC-39, DD-40, DD-41, DD-42 hexes, the Allied player does not control Nantes.

**Q:** Does the Allied player have to control all 17 hexes of the supply line when his Units are the maximum distance away from the source of supplies?

**A:** Not exactly — it's just that there can be no German zones of control lapping over on any of those 17 hexes. It is not necessary for every supply line hex to be directly in Allied zones of control.

**Q:** Can the Allied player land more Units than he is able to supply?

**A:** Yes . . . but he must have them in proper balance by the end of his Turn after combat has been resolved — as all excess Units become eliminated under the supply ruling.

### REINFORCEMENTS:

**Q:** Is the number of Units brought in through inland ports subject to the limitations of the troop invasion table.

**A:** Yes.

### RETREATS:

**Q:** An attacking Unit is forced to retreat through a hex that is in the zone of control of both players. Does this fact neutralize that hex allowing the retreating Unit to escape?

**A:** No — that Unit is eliminated. The overlap of a friendly Unit's zone of control does not neutralize such blocking hexes.

**Q:** A Unit is forced to retreat in an across-river attack. If it is forced to retreat past the attacking Unit through adjacent hexes but still on the opposite side, is it eliminated instead?

**A:** No — since zones of control do not extend across rivers, even though a cross-river attack is made, retreated Units are not eliminated as long as the retreat occurs through hexes on the opposite side of the river from the attacker. This also applies to Fortresses in like situations.

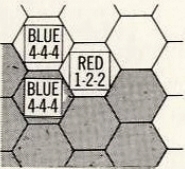
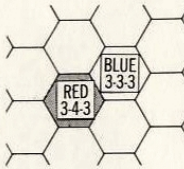
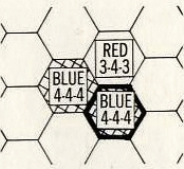
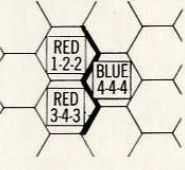

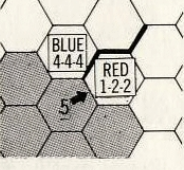
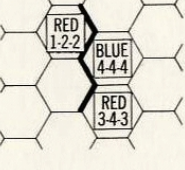
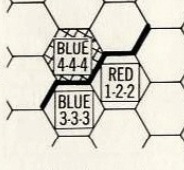
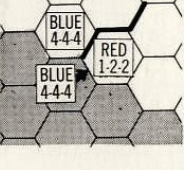
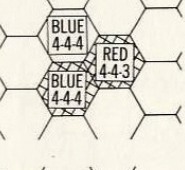
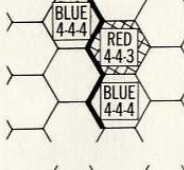
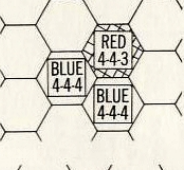

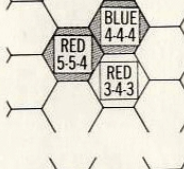
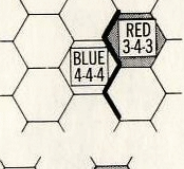


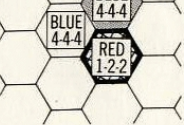
### AIR DROPS:

**Q:** The rule states that a Paratroop Unit cannot be dropped into an enemy zone of control. Does this mean that they cannot be dropped adjacent to enemy Units?

**A:** In most cases they cannot be dropped adjacent to enemy Units. However, they can be dropped directly adjacent to them in cases where enemy Units do not control those adjacent hexes. Thus, if a fortress contains an enemy Unit, Allied Paratroop Units could drop directly onto adjacent hexes. Also, they could be dropped adjacent to enemy Units opposite a river line.

**EDITOR'S NOTE:** This rulebook was originally intended to be a softcopy duplicate of both the original Basic & Tournament rulebooks that were printed back in 1965. However, both rulebooks have been combined into one "Battle Manual". It thereby contains the rules for both the Basic & Tournament set of rules. Some very minor changes and/or modifications were made in order to update the rulebook to reflect the current wordage used today in the boardgaming society.



LOCATION OF UNIT:	DEFENSE FACTOR IS:	EXAMPLES:		
<b>1. Plain Square</b> ...attacked from any square	<b>Normal</b>	BLUE attacks at 8-2 	RED attacks at 3-3 	BLUE attacks at 8-4 
<b>2. Plain Square on river</b> ...attacked from any square on <u>opposite</u> side of river	<b>Doubled</b>	RED attacks at 4-8 	BLUE attacks at 4-4 	BLUE attacks at 4-4 
<b>3. Plain Square on river</b> ...attacked from squares on <u>opposite</u> and <u>same</u> sides of river	<b>Normal</b>	RED attacks at 4-4 	BLUE attacks at 7-2 	BLUE attacks at 8-2 
<b>4. City Square</b> ...attacked from <u>any</u> square	<b>Doubled</b>	BLUE attacks at 8-8 	BLUE attacks at 8-8 	BLUE attacks at 8-8 
<b>5. Fortified Zone (pink) Mountain Square (brown)</b> ...attacked from <u>any</u> square	<b>Doubled</b>	RED attacks at 6-6 	RED attacks at 8-8 	BLUE attacks at 4-8 
<b>6. Fortress (red encircled)</b> ...attacked from <u>any</u> square	<b>Tripled</b>	BLUE attacks at 8-6 	BLUE attacks at 4-3 	BLUE attacks at 8-6 

NOTE: In Cities, Fortified Zones, Mountains and Fortresses—across-river attack does NOT further increase the defense factors of Units on these squares.



## ALLIED ORDER OF BATTLE

35 4-4-4	29 4-4-4	84 4-4-4	75 4-4-4	102 4-4-4	79 4-4-4
87 4-4-4	104 4-4-4	89 4-4-4	4 4-4-4	95 4-4-4	70 4-4-4
80 4-4-4	71 4-4-4	64 4-4-4	104 4-4-4	94 4-4-4	28 4-4-4
44 4-4-4	100 4-4-4	63 4-4-4	3 4-4-4	42 4-4-4	45 4-4-4
2 5-5-4	8 5-5-4	3 5-5-4	6 5-5-4	28 5-5-4	9 5-5-4
16 5-5-4	4 5-5-4	11 5-5-4	13 5-5-4	5 5-5-4	7 5-5-4
10 5-5-4	14 5-5-4	12 5-5-4	79 5-5-4	71 5-5-4	6 5-5-4
7 5-5-4	64 5-5-4	6 5-5-4	4 5-5-4	5 5-5-4	SHARP 0-1-4
1 0-1-4	9 0-1-4	3 0-1-4	7 0-1-4	15 0-1-4	2 0-1-4
1 0-1-4	21 0-1-4	12 0-1-4	6 0-1-4	1 0-1-4	1 0-1-4
I 0-1-4	II 0-1-4	III 0-1-4	IV 0-1-4	V 0-1-4	VI 0-1-4

## GERMAN ORDER OF BATTLE

161W 1-2-2	171W 1-2-2	181W 1-2-2	47 1-2-2	48 1-2-2	49 1-2-2
189 1-2-2	242 1-2-2	244 1-2-2	245 1-2-2	246 1-2-2	243 1-2-2
343 1-2-2	338 1-2-2	708 1-2-2	789 1-2-2	716 1-2-2	711 1-2-2
331 3-4-3	275 3-4-3	276 3-4-3	272 3-4-3	277 3-4-3	271 3-4-3
21 4-4-4	114 4-4-4	104 2-2-4	155 7-7-4	255 6-6-4	1255 6-6-4
6 0-1-4	1 0-1-4	7 0-1-4	19 0-1-4	15 0-1-4	8 0-1-4
145 1-2-2	182 1-2-2	158 1-2-2	159 1-2-2	148 1-2-2	719 1-2-2
245 1-2-2	347 1-2-2	326 1-2-2	344 1-2-2	348 1-2-2	346 1-2-2
712 1-2-2	84 4-4-3	85 4-4-3	77 4-4-3	91 4-4-3	352 4-4-3
3 5-5-3	5 3-3-3	2 1-1-3	2 7-7-4	9 4-4-4	11 4-4-4
955 6-6-4	4955 3-3-4	5155 3-3-4	1755 5-5-4	955 5-5-4	1555 5-5-4
6 0-1-4	1 0-1-4	I 0-1-4	II 0-1-4	III 0-1-4	2555 5-5-4
SPARE	SPARE	SPARE	SPARE	SPARE	SPARE

- 1) Abbreviations: Br-British, Fr-French, Ca-Canadian, Po-Polish, LW-German Luftwaffe Ground Divisions, SS-Schutzstaffel (special German Units)
- 2) Allied Units not otherwise identified are United States Army Units
- 3) German Units not otherwise identified are Wehrmacht (regular army) Units.
- 4) Named Units; Guards Armored (British), Panzer Lehr (German).