

ATLANTIC WALL EXCLUSIVE RULES

Atlantic Wall is a game covering the Allied invasion of France and the ensuing two-and-a-half month long campaign in Normandy.

The game recreates the battle in its entirety, beginning with the Allied airborne/amphibious assault landings and finally, ending with the retreat and nearly complete destruction of two German armies.

Atlantic Wall is the third game in the *Grand Operational Simulation Series (GOSS)* and uses the same basic rules as its predecessors, with special rules to cover aspects of battle that were unique to the campaign.

Scenarios are presented starting with the smallest and easiest to learn. This way, players can start right up with a small scenario without having to read the entire exclusive rulebook.

Each successive scenario builds upon the rules presented in the earlier scenarios. These scenarios can be played using the normal *GOSS* rules once the system has been learned well enough to do so.

Within the exclusive rulebook there are two categories of rules: exclusive rules that can pertain to all cases of play, and the scenario special rules which describe how to setup and play the various scenarios, and list any rules that are peculiar to each of those individual scenarios. The exclusive rules are cased to match the section of basic rules they are associated with. The first scenario is Operation Goodwood. It is highly recommended that players new to the game series start with this scenario. Players wishing to start with the introductory scenarios should skip directly to the scenario instructions (30.0) as many of the *GOSS* rules, and *Atlantic Wall* Exclusive rules are not used or are modified for the introductory scenarios.

INVASION STAGE MODULES

The Conduct and resolution of all airborne and amphibious activity regarding the actual airborne and amphibious assault landing of Allied units are covered in these modules. There is a separate sequence of play for both the airborne and amphibious invasions. Initially the Allied player will conduct the Airborne then the Amphibious Assault Stage simulating the invasion and the seizure/consolidation of those beaches. The rules for this module are separate and exclusive from rules presented in other sections of this rulebook.

Note: the Amphibious Invasion Stage Module is a solitaire exercise conducted by the Allied player, unless the German player can move certain German units onto a Beach Display before it can be cleared.

1.0 GAME COMPONENTS

1.1.0 Game Rules

These exclusive rules add to, and may modify the rules in the *GOSS* basic rulebook. In all cases, the rules in this book take precedence over any listed in the *GOSS* rules.

1.2.1a Railroads (RR)

RR are depicted on the Battlefield Map and the Strategic Map (see TEC). They are used to move reinforcements from their starting point, on the Strategic Map onto the Battlefield Map.

1.2.2 Rivers & Streams

There are two major rivers in the game; the Dives River starting with hexside C6216/6315 and ending at the sea (C6413) and the Orne River starting with hexside C4423/4523 and ending at the sea (C5415).

1.2.5 Marsh Hexes

In **Atlantic Wall** all marsh hexes are also considered hedgerow hexes for observation purposes only.

Note: In **Atlantic Wall**, many of the "marsh" hexes are actually flooded areas, there is no soft ground.

1.2.6 Cherbourg Landfront Defenses

The symbols that are printed on map A in the vicinity of Cherbourg represent the Cherbourg Landfront Defenses. Treat these hexes as if they possessed an ET-2. These positions may not be destroyed and may be used by either side.

1.2.7 Trails leading off Beaches

All trails from a beach sub-area to the first primary or secondary road hex are considered secondary roads for supply purposes only.

1.3.0 Game Charts & Tables

There are numerous new charts and tables included with *Atlantic Wall*, they are explained in the appropriate rules sections.

1.3.1 Beach Displays

There are five beach displays that each depict one named invasion beach. All Amphibious Invasion Stage activity occurs on these beach displays. When each beach is totally cleared of German units, activity ceases for that beach and its display is no longer used. The beach displays are described in greater detail in the Amphibious Invasion Module.

1.3.2 Strategic Map

The Strategic Map is used to manage the flow of German reinforcements to the Normandy battlefield map. Once an Allied breakout has occurred, the Strategic Map also allows both sides to conduct high-level maneuver as the Allies race through Brittany and toward the Seine River. Use of the Strategic Map is not necessary for many of the scenarios. In the longer campaign scenarios, players can also choose to use rules that take the place of using the Strategic Map.

- Activity only occurs on the Strategic Map once per GD, during the AM GT. This is actually an abstraction of the entire day's activity. Night GTs have been factored into this activity.

Exception: June 6 AM, PM and Night GTs.

- Units on the Strategic Map move during their friendly Strategic Movement Segment (there is no Exploitation Phase on the Strategic Map) and may initiate an abstract form of combat against enemy units occupying the same location box.
- AP that have been allocated to the Strategic Map are unavailable for use on the Battlefield Map for the entire GD.
- The only terrain features affecting combat on the Strategic Map are towns, cities, and Forts. Cities increase a defender's strength by x1.5 and Fort by x2.

1.4.0 The Playing Pieces

Several new types of units and markers are used for the *Atlantic Wall* game due to unique aspects of the campaign. These new counters are listed below and described within the text of the rules.

1.4.4 Before Punching Out the Counters

It is recommended that players study the counter sheets (and even make photocopies of them) before punching them out and sorting them. The counters are generally arranged by divisions and by type for corps/army artillery and combat engineers and other assets. It will be much easier to find a counter if you have a copy of the counter sheets handy to quickly ID the unit.

1.4.5 Unit Nationalities & Sides

The Allied side is a coalition of nationalities whose units are generally organized into two commands: the Twelfth Army Group (12AG) and the Twenty-First Army Group (21AG). Historically, until the Third US Army was activated, all forces were commanded by 21AG and Marshall Montgomery, but for game purposes, all US forces and the 2nd Free French Armored Division are treated separately from Commonwealth (CW) units right from the start. The forces under 21AG are the British, Canadian and Polish units and are under British command. Each nationality is represented by color-coding all of its' units with a unique color scheme.

The German side is composed of three different military and political branches of service (for simplicity, the *Kriegsmarine* units are not differentiated from *Wehrmacht* units).

Allied Units: Twenty First Army Group:

British Units: black or dark red type on light tan background

Canadian Units: white or dark type on a light olive background.

Polish Units: white type on a red background.

Twelfth Army Group:

US Units: black or white type on dark green background

Free French Units: black or white type on blue background

Note: Other Allied nations, not listed above, participating in the invasion are shown using British unit colors, or US unit colors depending on which forces they typically operated with.

German Units:

Wehrmacht Units: black type on field grey background

Luftwaffe Units: black type on a light blue field.

Waffen SS Units: white type on a black field
If a rule applies to all Allied units, the terms "Allied" or "Allied Side" will be used. If a rule applies to a specific Allied nation or grouping of Allies, the national name or CW (referring to British and Canadian) will be used. If a rule applies to all German units, the term "German" or "German Side" will be used. If a rule applies to a specific branch of the German forces, that branch name will be used (i.e. *Luftwaffe*, SS, etc.).

1.4.6 Airborne Assault Module Counters:

Airborne Assault Coy: (Fog of War side & Unit Side)

Dummy Airborne Assault Counter

Drop Zone Counter

1.4.7 Amphibious Invasion Module Counters

(see unit key on Amphibious Invasion Beach Display).

Widerstandsnesten (WN)

Strongpoint (StP)

Invasion Assault Units:

CW and US infantry, engineer, tank, DD tank, ranger, commando, leader, AVRE/Centurion, units.

1.4.8 Battlefield Map Counters

Widerstandsnesten (WN)

Strongpoint (StP)

Kangaroo transport units

Delay Markers

1.6.0 Terms & Abbreviations

Beach: Throughout the rules the term "Beach" signifies the area that was designated by the Allies as a Beach (i.e. from west to east, Utah, Omaha, Gold, Juno and Sword Beaches).

Beach Sub-area: Areas within a Beach that are designated as landing areas for the initial assault and follow on reinforcements. Sub-area landing hexes are designated with an "asterisk" and a number that corresponds to a landing box on the Battlefield Map.

Resistance Nest (WN): These units represent the hardened infantry and light gun emplacements located near the Normandy coastline that were placed to resist amphibious landings.

Strongpoint (StP): Strongpoints are a much stronger form of emplacement in Atlantic Wall. They basically function as one-step forts (except for the Douvres Radar station, which is a two-step fort). StPs are mainly located near the Normandy coastline and in and around Cherbourg. Forts are depicted by a black hexagonal polygon printed over a red background.

1.8.0 Inventory of Game Parts

A complete game of **Atlantic Wall** includes:

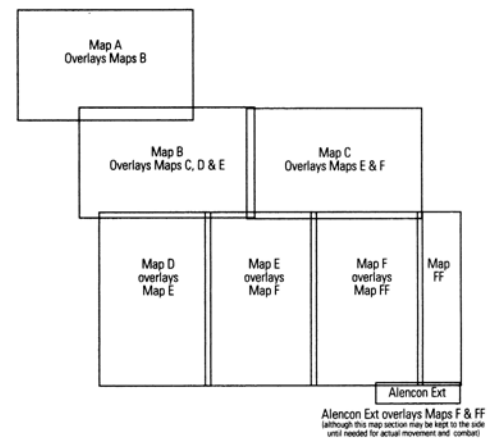
- Six maps labeled A through F. Map F has two smaller sections that attach to it (sections F1 and F2. Collectively, these six maps are referred to as the Normandy battlefield map to distinguish it from displays and the strategic map (see below).
- One Strategic Map Display
- Five Amphibious Invasion Module Beach Displays: (Sword, Juno, Gold, Omaha, and Utah beaches).
- Sixteen Counter sheets (4,480 counters)
- Three Army Record Tracks Displays (one each for the CW, US and German armies).
- Ground Assault Chart/Fire Support Chart
- Combat Results Table/Movement Chart
- Transport & Logistic Tables/Unit Replacement Chart
- Unit Breakdown Chart/Unit Type Chart
- Two Allied Beach & Logistics Displays
- Airborne Assault Display
- CW Landing Diagram
- US Landing Diagram
- Airborne Assault Chart/Amphibious Fire Chart
- **Allied Airpower Display**
- Atlantic Wall Game Turn Record Track
- One GOSS Rules Booklet
- One Exclusive Rules Booklet
- Two ten-sided dice
- Storage Bags

If your game has any missing or damaged items please contact: **Decision Games, Customer Service, PO Box 21598 Bakersfield CA 93390** or online at www.decisiongames.com using the Customer Service form. This game is supported on talk.consimworld.com.

2.0 SETTING UP THE GAME

The maps have been designed so that they overlap seamlessly when they are placed together. Each map is identified by the letter code A through F placed in the lower right corner of the map under the title block.

When placed together correctly, the roads and terrain features should align properly along the hexes on the edges of the maps.



Map F extension is placed first, with map F overlaying it. Then map E overlays F, and D overlays E. For the next row, place map C over maps E&F, and then map B over Maps D&E&C. All the time being careful to keep all maps lined up. Finally, map A overlays map B. Note that the trimmed terrain key and Alencon extension can be kept separately until actual maneuver begins down there.

3.0 THE GAMETURN

3.2.0 Sequence of Play

On June 6 Game Day (GD), there are two separate modules in which game activity can occur before or during the regular conduct of play; these are the Airborne Assault Module and the Amphibious Assault Module. Each of these modules follows their own sequence of play (SoP) that is described in greater detail in the rules sections pertaining to those modules.

3.2.2 Airborne Assault Stage

First the Allied side conducts airborne landings, with limited movement and combat. The German side has limited Movement and Combat phases during the Airborne Assault Stage. There are two such rounds of movement and possible combat in the Airborne Assault Stage.

Note: On the June 6 PM GT and June 7 AM GT there are Glider units that arrive using the Glider procedures. These units arrive at the beginning of the Allied PM GT regular movement phase.

3.2.3 Amphibious Assault Stage

The Allied side conducts the AM GT Amphibious Assault Stage activity for each invasion beach. If an invasion beach is not cleared of German units and beach area markers still remain to be placed at a beach at the conclusion of a GT, then the Amphibious Assault Stage is also conducted at the beginning of the June 6 PM and night GTs. There are three separate segments of movement and combat during each Amphibious Assault Stage.

3.3.0 Game Turn Sequence Outline

There are several additions to some phases or segments to take into account unique aspects of the Normandy campaign.

3.3.1 Air Allocation Phase (AM)

AP are allocated to missions that occur on the Battlefield and Strategic Map.

- Both sides determine the number of AP they have available for the entire GD.
- Both sides assign available AP to specific missions. These points can then be used throughout the AM and PM GT of that GD if weather permits.

Note: Some missions are a onetime use during the GD (ground support missions as an example).

3.3.2 Weather Determination Phase

Weather Segment: The Atmospheric and Ground conditions for the two weather sectors on the battlefield map are determined and recorded each GT (AW 19.0).

Ground Interdiction Value Segment: Allied air interdiction values are determined for all sectors of the Battlefield and Strategic Map.

Naval Unit Allocation Segment: The Allied side determines the number naval units available for the current GD (11.9.0).

Lull Determination Segment: Lull declarations are made (24.0)

3.3.3 Command Phase (AM)

Command Segment

- The Allied side determines if the conditions have been met for activation of army HQ and army depots.
- The German side secretly designates which GT that GD will be the German rest GT.
- Both sides may change or create new command assignments and boundaries (9.0).
- Both sides determine the supply status of all HQ (15.1.0).

Leader Activation Segment: Both sides determine which leaders are activated (23.1.0).

Surrender Segment: Both sides determine if any of their isolated units surrender (15.7.1).

3.3.4 Transport & Logistics Phase (AM)

Allied Naval Transit Segment: The Allied side consults the Master Reinforcement Schedule to determine the number of units available for embarkation.

- Units embarked on the Naval Transit Display are moved forward one box.
- The Allied side may embark units from the reinforcement pool in the UK and place them in the embarkation boxes on the Naval Transit Display.

Note: The total number of steps currently embarked may affect the level of ammo and fuel received in the following fuel and ammo

segments of this phase.

Truck Point Assignment Segment: Determine the total number of TP available to each army and allocate these points to one of the three tasks (16.1.0): ammo, fuel, and or motorization. Points allocated to motorization are not used until the Mode Determination Phase.

Ammo & Fuel Delivery Segment: Using the above army TP allocations, roll 1d10 for ammo and 1d10 for fuel. Refer to the Logistics Table to obtain the ammo delivery result and the fuel delivery result (16.2.0).

Ammo Segment: Apply the ammo delivery result to adjust the army's base ammo delivery value (Base ADV) (16.2.3). The number of ammo points (AmP) may be increased or decreased by scenario rules or by conversion to/from ADV (16.3.3). Subordinate corps will inherit the ADV of the army to which they are attached. Army and corps Effective ADV may change due to the number of subordinate corps and or formations assigned to each (15.3.1, 15.3.2). Corps and/or formations that are not supported are either noted on a piece of paper or with an 'Ace of Spades' marker placed on the HQ (red for German & blue for Allied).

Fuel Segment: Add the fuel points (FP) received to the army's current FP total. Assign FP to Mech formations (16.4.0).

All of the above assignments will last until the next Transport & Logistics Phase.

Note: Each scenario and the campaign game have special rules for logistics, especially note the Allied amphibious logistic rules (AW16.2.2).

Replacement Point Segment: Infantry and armor losses are culled. Replacement points (RePs) are received.

3.3.5 Allied Player Turn

The Allied side is the active player; the German side is the inactive player.

3.3.5a Allied Mode Determination Phase

The Allied side conducts the following:

- Determine the mode each of his units will be in for this entire GT (5.0).
- Place artillery units in or out of battery (7.10.0).

3.3.5b Allied Construction Phase

The Allied side may start/finish construction of fieldworks (FWs) and bridges (17.3.0).

- All FW and bridge markers due to be finished are flipped to their "completed" sides.
- Advance the construction of FWs and bridges by removing hit markers from "under construction" markers.
- Start construction of new bridges and FWs by placing new "under construction" markers of the appropriate type in hexes where this

construction is being initiated.

3.3.5c Allied Movement Phase

The Allied side moves its units in the order listed below. Units in maneuver reserve (MR) (5.4.0) or exploitation (Exploit) mode (5.3.0) may not be moved.

Movement Segment: Units are moved in strict order (7.2.2). Units entering the Battlefield Map from the Strategic Map enter during the Movement Phase in the same sequence of movement as those units on the Battlefield Map.

- Allied units in the anchorage boxes of the Naval Transit Display, may be unloaded in the appropriate beach area markers box. Mech units may only move up to one-half of their normal MA. These units may not be in PA or Exploit Mode, however they may use Tactical Road Movement (not Strat Road Movement).
- Move all units in Tactical Mode;
- Move units using Strat road movement (7.7.0).
- Move units using tactical road movement (7.6.0).
- Move units using tactical non- road movement (7.4.0).
- Move units in prepared assault (PA) mode (7.5.0).

Strategic Movement Segment (AM): The Allied side may conduct movement and combat on the Strategic Map.

Combat Reserve Designation Segment:

Eligible units that have not moved may have a combat reserve (CR) marker placed on them (13.8.3).

Construction Completion Segment: The Allied side may finish FWs eligible to be completed at this time (17.3.5).

Demolition Segment: Engineer units may attempt to destroy bridges (17.3.4).

Note: The only form of combat that may occur during this Movement Phase is enemy air interdiction attacks against moving units (20.3.0).

3.3.5d German Exploitation Phase

- German formations in MR Mode, may enter Exploit Mode (5.4.5).
- German units in Exploit mode may move up to one-half of their MA, and may conduct overruns (7.3.1b & 7.11.0).

Note: During night GTs, a unit in Exploit mode may be moved its full MA, but each side only gets one Exploit Movement Phase (3.3.8).

3.3.5e Allied Combat Phase

The steps used to resolve combat occur in the following order:

Attacker Designation Segment: The Allied side attempts to remove delay markers (7.9.8d) and designates which units will make

tactical assaults (10.2.0).

Note: Units in PA mode are already attack designated. Players are not required to identify the exact hex they plan to ground assault.

Replacement Segment: Eligible Allied units may receive RePs (22.0).

Fire Support (FS) Segment: Both sides may perform artillery (11.0), air (20.2.0) and naval (11.9.0) FS missions in the following order.

Offensive Air Support: The Allied side conducts airstrike missions.

Note: Units Allied units in a hex with a delay marker may not observe for any FS mission.

Defensive Support: the German side conducts air or naval and then artillery missions.

Offensive Support: The Allied side conducts naval and then artillery missions.

Attacker Status Adjustment Segment: The Allied side removes attack designation markers (both Tactical and PA) from units that are no longer adjacent to enemy units. Such units in PA mode revert to tactical mode. The Allied side may also attempt to retreat units that have removed an attack designation marker (12.0).

Ground Assault (GA) Segment: The Allied side attacks German units using GA (13.0). Hasty demolition (17.3.4b) and collapse (17.3.4c) of bridges may occur during GAs. Isolated defenders may surrender (15.7.2b).

3.3.5f Allied Exploitation Phase

- Allied formations in MR Mode, may enter Exploit Mode (5.4.5).
- Allied units in Exploit mode may move up to one-half of their MA, and may conduct overruns (7.3.1b & 7.11.0).

Note: During night GTs, a unit in Exploit mode may be moved its full MA, but each side only gets one Exploit Movement Phase (3.3.8).

3.3.5g Allied Administrative Phase

The Administrative Phase activity occurs in the following order:

Air Resupply Segment: (AM and PM) The Allied side may conduct air supply missions (20.6.0).

Supply Determination Segment: The supply status of Allied units (not HQs) is checked. Mark units with on-hand supply (OhS) and out of supply (OoS) markers as required (15.0).

Mutual Ammo Replenishment Segment: The Allied side may replenish depleted artillery units by conducting DRs or expending AmP. The German side may only replenish artillery units by expending AmP (16.3.4).

Fatigue Recovery Segment: Allied units in tactical mode may be eligible to remove one level of fatigue (14.0).

Depot Placement Segment: The Allied side may place or relocate army depots.

Airborne Re-group Segment: Beginning June 7 AM GT, the Allied side may attempt to regroup friendly airborne units that are still on their Fog of War (FoW) sides. Allied airborne units in the extended scatter box roll 1d10 to determine survival, and if successful are advanced into the next lower box.

3.3.6 German Player Turn

The German player turn is identical to the Allied player turn, with all roles being reversed. The following changes, however, are in effect:

3.3.6a German Airborne or Amphibious Modules

There are none so this activity does not occur during the German player turn.

3.3.6b Allied Interdiction of German Units

During any Movement Phase (Regular or Exploit), German units that trigger Allied ground interdiction attacks while moving must undergo and resolve such attacks as they occur; such attacks may end a unit's movement.

3.3.6c German Delay Unit Creation

During the German Movement Phase, German units may attempt to create delay units (7.9.8).

3.3.6d German Strategic Map Movement

German players ignore references to the naval transport and beach landing procedures. Activated German units are placed and all movement on the Strategic Map is conducted during the strategic movement segment of the German Movement Phase. German units entering the Battlefield Map, may be eligible to move (AW 27.0).

3.3.7 Game Turn Indication Phase

After the last turn in the scenario is finished the game is over. Determine who has won using specific scenario victory conditions. If the scenario being played has sudden death victory conditions, these conditions should be checked at this time every GT. Otherwise the GT marker is advanced to the next turn and a new GT begins.

3.4.0 Extended Night Activity

There is no extended night activity in **Atlantic Wall**. Ignore all references to this in the *GOSS* system rules.

3.5.0 Resting GTs

GOSS rule 3.5.0 applies with the following exceptions:

- Simonds (II Canadian Corps) allows units under his command to conduct limited PA attacks at night (23.2.2a).
- Both sides are exempt from a resting GT on the June 6 GD, however the Allied night GT restrictions for no PA attacks is still in effect.

4.0 UNIT CHARACTERISTICS

4.1.0 Unit Size

There are a few 'four' step Btns in **AW**. Treat these Btns as normal three step Btns for stacking purposes. When a four step unit takes its third hit, place a second hit marker under the counter, all combat strengths are one-third strength. These units, if eligible to do so, may breakdown into four Coys.

4.4.3 Breakdown Unit Proficiency

Proficiency Ratings (PR) for breakdown Companies (Coys) are as follows (first number is attack proficiency, second is defensive):

- German 1-2-6 Infantry Leg Coys: 4/5
- German Mech Coys: 6/6
- All other German Leg Coys 5/6
- All Other Coys: 5/6

4.4.3a Special Units PR

Atlantic Wall special units consist of WN and StP they possess the following PR values:

- German WN: 0/5
- German StP: 0/6

4.4.4 US Green Divisions

Most US divisions new to combat did not initially perform with a high level of proficiency in their first few days of combat. This rule should only be used in the campaign scenarios, and any division already on the battlefield map is considered to have already passed its green check unless specifically noted in the scenario special rules.

- All (with the below exceptions) US divisions need to make "green" checks for several days before they can attempt to upgrade their experience levels.
- The divisions listed below are not considered "green" and are not affected by this rule.
 - 1st Infantry Division
 - 2nd Infantry Division
 - 4th Infantry Division
 - 5th Infantry division
 - 8th Infantry division
 - 9th Infantry division
 - 29th Infantry Division
 - 79th Infantry division
 - 2nd Armored division
 - 101st Airborne Division
 - 82nd Airborne Division

4.4.4a Checking Green Divisions

Each "green" division arrives on the Battlefield Map with all units possessing an attack and defensive PR of one less than their printed values. Units attached to those divisions are also affected by this rule. Beginning the first AM GT after all units of the division have arrived, the affected division must check to determine status during the Command Phase.

- Roll 1d10 for each green division.
- If the result is six or less, the division is still

considered green and all PR values remain in their reduced status.

- If the result is greater than six, the divisional PR values are as printed and the division is exempt from any further checks.
- Units and or BGs that are attached to a green division suffer the same penalties as the division itself.
- If a BG is detached from a green division, that BG is still subject to the above rule.
- Units detached from a green division and attached to a division that has passed its green check are still considered green until their assigned division passes its check.
- Units assigned directly to a corps or army are not affected by this rule unless specifically attached to a green division.

Designer's note: *Players should place an ace of spades marker (red side up) on the divisional HQ to remind them that the division is still in a green status. When the division passes the green check, remove the marker.*

4.4.5 Cherbourg Morale

After the Cherbourg peninsula has been isolated from the rest of the France, the units considered part of Fortress Cherbourg (those units isolated on the peninsula) have the their PR values effected as follows:

- The GT that any US unit captures or moves into one of the Cherbourg Perimeter hexes, (the printed fortification symbols on the map) the printed PR values of all German units are reduced by one.
- When two Cherbourg town or city hexes are Allied occupied, the printed PR value of all German units isolated on the peninsula are reduced by two.
- If C3609 has been captured by the US, all PR values of German units are reduced to one.
- On the first AM GT (and all following AM GTs) after hex C3609 is occupied by a US unit, all German units in the peninsula must make surrender checks following the same procedures as isolated OoS units. This includes all remaining WN and StP.

4.5.0 Special Units & Formations

4.5.1 German Panzer Battalions

There are four Pz Btn markers available to the German side. A German player may remove three steps of pure armor that are all either MkIV or MkV types and substitute them with one Btn counter of the same type. Once the Btn counter is on the map, it functions with the combined strength of all three panzer Coy and the PR ratings of any one Coy it took the place of. It is considered to be a normal three-step Btn. If a panzer Btn suffers a step loss, one of the off-map Pz Coys must lose a step (note that it

could be flipped to its zero step side if it has one). Two zero-step Pz units equal one Coy, so if the Btn suffered two step losses and each unit had a zero-step side, the German player could recombine the two z-step units into one full strength Coy.

The German player never has to divulge how many units or their actual individual strengths that exist within the Btn to the Allied side, until the unit attacks or is attacked. German players should keep track of the units assigned to the Btn on paper or in a makeshift holding box.

4.5.2 III Flak Korps

This is a special Luftwaffe formation composed of four flak regiments (Rgt): the 1st, 2nd, 3rd, and 4th Flak Rgts. Each Rgt contains six Coys of motorized 88mm Flak guns (the 20 and 37mm guns have been abstracted within the 88 units).

- Each Coy may be broken down into two z-step 88mm Flak units.
- Each unit has AA capability, Coys have one point of AA. Z-step units have one-half point of AA.
- Coy units of these formations also have a limited ability to conduct FS missions (GOSS 11.4.1).
- While on the Strategic Map, these units do not require fuel and may move as Mech units without having any fuel allocated to them. The GT after arriving on the Battlefield Map they do require fuel.

4.5.3 Fortress Cherbourg Units

Units labeled with a "CH" are units assigned to the fortress port of Cherbourg. The zero MA units may not leave the hex they are initially setup in, and the other units with the "CH" designation, must remain within the Cherbourg perimeter (i.e. they may not move outside the line of forts/printed ET surrounding Cherbourg).

4.5.4 Resistance Nest (WN) Units

These units represent the hardened infantry and light gun emplacements located near the Normandy coastline that were placed to resist amphibious landings.

4.5.4a WN Capabilities

WNs are special counters placed prior to the start of a scenario and may not be constructed in context of the game. They are depicted as pointed black stars on a red background and are treated as an ET-2 for all purposes with the following exceptions:

- WN have an intrinsic defense strength that is printed on the counter.
- WN have an offensive PR of zero and thus may not participate in a GA as an attacker
- WN have a defensive PR of five.
- WN may observe for FS missions even if unoccupied. They are considered to be a Btn

sized unit in an ET-2 for mission capacity purposes only.

- WN absorb FS mission hits in the same manner as a Fort (GOSS 11.6.1e).

Exception: Ignore the requirement for artillery units with white circle.

- When defending in a GA, WN may reduce the number of discretionary hits to a defender. They are considered to be a Fort for this rule (GOSS 13.10.3).
- Some WN have emplaced artillery, thus have a FS mission capability, they are handled in the same manner as STP (4.5.5d).

4.5.4b WNs & Disbanding

Beginning the June 7 AM GT, WNs may be removed. Once removed, WNs can never re-enter the game.

- For every two WNs that the German player voluntarily removes during a German administration phase, one ReP of infantry can be immediately used to replace one step loss in any German leg infantry unit.
- The leg unit must be within six hexes of at least one of the WN.
- Both WN must be able to trace a Leg GenS to the unit absorbing the ReP.
- RePs garnered in this manner may not be used to resurrect an eliminated unit.

4.5.5 German Strongpoints (StP)

StP are a much stronger form of emplacement in **Atlantic Wall**. They basically function as one-step Forts (except for the Douvres Radar station, which is a two-step Fort). StP are located near the Normandy coastline and near Cherbourg. StP are depicted by a black hexagonal polygon printed over a red background.

4.5.5a StP Capabilities

- StP are treated as Forts for all purposes.
- StP have an intrinsic defense strength that is printed on the counter.
- StP have an offensive PR of zero and thus may not participate in a GA as an attacker.
- StP have a defensive PR of six.
- StP may observe for FS missions even if unoccupied. They are considered to be a Btn sized unit in an Fort for mission capacity purposes only.
- Some StP have emplaced artillery, thus have a FS mission capability (4.5.5b).
- StP suffer step losses in the same manner as a Fort (GOSS 17.3.6g).

Exception: Commandos and rangers resolve attacks against StP differently on June 6 GD.

4.5.5b StP Artillery

Most StP have medium or heavy artillery as part of their weaponry. If so, the battery ID, barrage factor, range and defensive factor are printed on the StP counter.

- Treat this inherent artillery capability as a normal army/corps level Artillery asset (including FS mission capacity).
- StP and WN that have barrage factors have the same ammo depletion value (ADV) as the corps HQ closest to their position.
- If the Allied side allocates a naval unit against a WN or StP during the AM GT and that unit FS mission capability, that position's barrage factor is zero for both the AM and PM GT (mark the WN/StP with a red "ace of spades" marker).
- Many German WN and StP have a fire arc (represented by the arrows on the counter) that restricts artillery fire only through hexes the arrows point thru. If there are no arrows, fire is unrestricted.
- If an StP is ground assaulted thru a hexside that is not in its arc of fire, the StP is treated as an ET-2 for GA purposes.

4.5.6 German Artillery Breakdowns

Some German artillery BtNs begin the June 6 scenarios with some batteries detached.

- Beginning in the German Administrative Phase of the June 7 AM GT, the artillery component of a StP or Wn may be incorporated into any reduced artillery Btn.
- Artillery BtNs with detached batteries are shown in the June 6 initial setup as having step losses and the Btn itself is marked with a step loss marker for each battery (step loss) that has been detached.
- The artillery unit is reduced in strength by one FS mission point for each such detachment.
- During any GT beginning June 7 AM GT, the German side may reincorporate a detached battery that is within 6 hexes of the artillery unit and whose guns are of the same type as the parent unit. Unit ID is not important for reincorporating the guns.
- Each rejoining artillery battery allows the German side to remove one step loss marker.

4.5.6a Artillery Batteries

German artillery batteries are zero-step units. These units have the same capabilities as artillery BtNs. They are considered z-step units for all purposes.

4.5.6b Naval Artillery Batteries

Guns of 100 to 155 caliber that belong to the coastal marine artillery regiments (StP or WN with unit IDs of 1260, 1261, 1262, and 1260) may also be incorporated into a reduced artillery unit.

- Beginning the June 7 AM GT, in the German Administrative Phase, the artillery component of a StP or WN may be incorporated into the artillery component of a StP or WN into any reduced artillery Btn
- The artillery Btn must be within six hexes of

the StP or WN.

- WN/StP with 100 or 105mm may incorporate into a 100, 105 or Mxd artillery Btn.
- WN/StP with 150 or 155mm may incorporate into a 150mm artillery Btn.
- WN/StP with 170 or 210mm may incorporate into a 170 or 210mm artillery Btn.
- The StP or WN providing the guns is flipped to the side of the counter that has no guns.
- The StP or WN retain all other functions.
- The artillery Btn that received the artillery reduces the number of losses by one.

4.5.7 79th Armored Division

The units of this division are present in two forms: the form they're in when they land and fight during the amphibious invasion stage, and the form they take once they enter play on the battlefield map.

- On the June 7 AM GT if all British invasion beaches have been cleared (including obstacles) all of the 79th Division units on the Beach Displays are removed.
- Place one Flail, one AVRE, and one Flam Tank Coy (shown on the Amphibious unit display) anywhere on the Battlefield Map within one hex of the appropriate beach area marker.
- Losses suffered during the Amphibious Stage are ignored and all Coys appear at full strength.

4.5.7a 79th Armored Division Coys

The three types are: flail tanks, centaur assault engineer tanks (AVRE) and flamethrower tanks.

- Each of these Coys functions as a pure AFV with combat engineer abilities.
- They do not possess construction engineer capabilities.

4.5.8 Rangers & Commandos

For the purposes of these rules, the term commando will be used for both US ranger and CW commando units.

- Commando units have special abilities during the Amphibious Assault Stages.
- Commando units receive a -2 DRM to their DR when attempting to ignore movement halts on the Battlefield Map (GOSS 7.3.3g).

4.5.8a Ranger/Cdo Restrictions

Commando units may not be selected as the lead unit in a GA unless the hex being attacked contains a WN or StP. With the exception of the CW 6AB Division, no more than one commando unit may be attached to any one division.

4.5.9 2nd French Armored Division

This division must be moved toward Paris on a direct route as soon as it, or any other Allied unit reaches any of the following location boxes on the strategic map:

- Le Mans
- La Fleche

- Tours

The division must take the most direct route so as to enter the Paris location box in the minimum amount of time, even if that involves entering German controlled location boxes (i.e. fighting its way through).

4.5.10 German Rear Echelon Units

The Cherbourg fortress BtNs and security units are rear echelon (RE) units. These units may never breakdown. They may not receive RePs nor may they be rebuilt if eliminated. They are identifiable by a white box behind their unit size symbol.

Note: While not rear echelon units, German Ost BtNs may also not breakdown or receive any ReP and once eliminated may not be rebuilt.

Note: Scenario instructions may require Ost BtNs to start a scenario broken down.

4.5.11 German Nebelwerfer Units

Nebelwerfer units have special capabilities. All such units are fully motorized. Some of the units may move when OoB. See GOSS 11.5.2h for special FS mission and ammo depletion rules.

5.0 UNIT MODES

5.3.1 CW Armored Car (Recon) BtNs consist of only two Coys, however they are still considered a Btn for all purposes. They cannot conduct any type of offensive GA if alone in the hex unless the only unit in the enemy hex is a z-step unit. They cannot be the lead unit when conducting a GA stacked with other units, and unless they are the only unit in a hex with an armor or AT factor, they cannot be used to determine armor/AT bonuses.

Designer's note: *CW Recon units were used as a light screening and reconnaissance force. They were not normally used as spearheads of an assault or in heavy defensive battles.*

5.9.0 Fog of War Unit Mode

The fog of war (FoW) unit mode is used to represent airborne units that have not yet regrouped to fight normally after an airdrop. Until they have been regrouped, such units may not:

- Initiate a GA.
- Combine into a Btn.
- Create a movement halt against a moving enemy unit or inhibit the tracing enemy supply paths.

This mode is covered in more detail in the airborne assault module rules (41.0).

6.0 STACKING

Special stacking rules pertaining to the Strategic Display and Beach Displays covered in the appropriate rules sections.

7.0 MOVEMENT

7.9.7 Kangaroos

Starting the August 7 AM GT, up to three CW infantry Btms may be transported by Kangaroo. The rules pertaining to Allied inherent divisional transport are in effect with the following exceptions:

- Units mounted in Kangaroos are treated as if they were pure armor units when resolving a FS mission.
- The first use of these must be by units in the II Canadian Corps.
- This capability is in addition to the divisional inherent transport capability.
- Use the Kangaroo TP markers to identify those units being transported in this manner.

7.9.8 German Delay Units

Beginning the June 7 AM GT, German side may attempt to create delay markers.

- Delay markers may be created when all German units have completely vacated a hedgerow or bocage hex.
- Units attempting to create a delay marker have their MA halved.
- Delay markers may no longer be created beginning the July 25 AM GT.

7.9.8a Delay & German Movement

During the German regular Movement Phase any infantry (leg or mech) type unit currently possessing at least two steps may attempt to generate a delay unit. The unit must:

- Have a defensive PR of 5 or greater.
- Be in Tactical mode.
- Begin the movement phase in a hex containing either hedgerow or bocage (other terrain types may also be present in the hex).
- Be in GenS (not OhS).
- When leaving the hex, move toward their source of GenS.
- Vacate the hex using tactical movement (may not use Strat movement).
- All other German units in the hex must also vacate the hex, but are not limited to one-half their current MA.

7.9.8b Creating Delay Units

Place all the delay markers in an opaque container.

- The unit creating the marker makes a defensive PR check and if it succeeds, a delay marker is placed.
- If the vacated hex is a bocage hex, a -1 DRM is awarded.
- A unit can only attempt to create one delay marker per GT.
- Only one delay marker attempt may be made per hex per GT.
- If a delay marker is created the German side randomly picks a marker from the container

and places it with the DRM modifier face down in the in the hex the unit began the movement phase.

- The number of delay markers in the game is a limit to how many can be created or be in play at any one time.

7.9.8c Delay Unit Effects

A delay unit affects Allied units in the following ways:

- Allied units must stop moving as soon as they enter a hex containing a delay unit.
- Allied units cannot remain or be attack-designated if they fail to remove a delay unit from their hex.
- Allied units in a hex with a delay marker may not observe for any FS mission.
- Allied supply paths are unaffected by German delay units.

7.9.8d Removing Delay Units

At the beginning of the attack designation segment of the Allied Combat Phase, the Allied player checks to see which German delay units are removed.

- The Allied player makes an offensive PR check using the unit with lowest offensive PR in the hex.
- -1 DRM to the DR, if Allied hedge cutter tanks are available (AW 13.11.3).
- Apply the DRM noted on the delay marker in the hex.
- If the unit passes the PR check, the delay unit is removed and the Allied units in the hex are unaffected.
- If the unit fails the PR check, the delay marker remains in place. Allied units in the hex must remove any PA markers, are not eligible to be designated for a tactical assault and may not observe for any FS mission.
- At the end of the immediately following Allied Exploitation Phase, all remaining delay markers are removed.

7.12.0 Exiting & Entering Beach Displays,

As long as an invasion beach has not yet been cleared (German units still occupy the beach display) units can only move between the invasion beach display and the battlefield maps using the following rules.

7.12.1 Exiting Beach Displays

Units can only exit beach displays from an exit hex at the beginning of an Amphibious Invasion Stage movement segment. There are three such segments per GT. Units that exit a Beach Display must be converted from assault units to regular Btms/Coys.

Note: Players should consult the Amphibious Invasion Module for the details concerning assault unit conversion and movement on the beach displays (42.0).

7.12.2 Entering Beach Displays

Units (normally this would be German units) on maps A, B or C may also move onto a Beach Display if the amphibious invasion module has not yet been concluded for that beach. During a regular friendly movement phase, a unit that can normally move into the exit hex (the hexes contained within the marked beach boundaries) for a particular beach is moved into the corresponding exit box on the beach display and its movement is finished for that phase. Beginning with the next immediately following GT, during the amphibious invasion stage, that unit may move onto the Beach Display and move normally during the invasion movement sub-phases. Units entering the beach display have the same movement allowance as normal beach assault units (42.0).

8.0 OBSERVATION & VISIBILITY

8.1.3d Double Vantage Point Hexes

There are two hexes with a double vantage point symbol that represents increased LOS range on clear or partial overcast GTs.

- The LOS range for these locations is nine hexes for E4306 and six hexes for all other double vantage points.
- They also negate bocage and hedgerow covering terrain (for observation) out to one-half of that distance.

Note: For ease of play, double vantage point hexes are marked with their LOS range.

8.1.3e Marsh Hexes

All Marsh hexes are considered observation CT. In addition any Marsh hex that also contains a Hedgerow is considered movement CT.

9.0 COMMAND

9.2.5a Command Boundaries

Each army group (in the case of the Allies) and each army (both sides) must designate their command boundaries. The AG boundary may only be changed once in the campaign game as noted below.

- **12th AG/21st AG Command Boundaries:** The US and Commonwealth (CW) forces must be separated by the 12th Army Group (12AG)/21st Army Group (AG) boundary. Initially this boundary starts at C2007 (Port-en-Bessin) and proceeds in a straight line directly south to C2033, which it then follows in a southwest direction until it reaches E2502 (le Hauts Champs) and then direct south until the south map edge.
- Once Vire is taken by the Allies, the 12AG/21AG boundary may be readjusted, starting at Vire, so that it proceeds to the east edge of map F. This line may have no more than two turns in it, except where it

can follow a well defined river line or primary road.

- **US Army Boundaries:** After Third US Army is activated, the US player must define the operational boundary between the First and Third US armies. This boundary must exist completely within the 12AG operational area as it is defined by the 12AG/21AG boundary line.

The Third Army sector must exist in such a manner that Brittany and the area south of the Battlefield Maps all fall within Third Army's operational zone. Both armies may use the same primary roads from the army depots through to Avranches to trace supply paths and move units in transit to each of their operational zones.

- Once the boundary is established, it may only be changed once every three GDs.
- **CW Army Boundaries:** After the Canadian First Army is activated, the CW player must designate the boundary between it and the Second British Army. The II Canadian Corps is automatically assigned to the First Canadian Army, along with one British Corps. The First Canadian Army operational area must be within the 21AG operational area as defined by the boundary between 12AG and 21AG.

Once the boundary is established, it may only be changed once every three GDs.

11.0 FIRE SUPPORT MISSIONS

11.4.3 Air FS Mission Points

The maximum number of AP that may be assigned to a FS mission is three. Beginning the August 1 AM GT, the US maximum increases to four.

11.9.0 Naval Unit Assignment

During the naval unit assignment segment, the Allied side determines how many Naval units (and their type) will be available for the current GD.

- The Allied side rolls 1d10 for the CW forces (eastern TF) and 1d10 for the US forces (western TF).
- Scenario instructions may set additional limits on number of Naval units available.
- Beginning the July 1 GD, the Western TF loses all naval units except for DD.
- Beginning the July 8 GD, the Eastern TF may have a maximum of 1 BB or 1 Mon, 1 CA, 2 CL and 4 DD. The CW player rolls normally, however Eastern TF may not have more naval units than listed above.

11.9.1a Naval Unit Availability

There are five types of naval units available as shown at the top of the Naval Unit Availability chart. The five types are: Battleship (BB), Monitor (M), Heavy Cruiser (CA), Light Cruiser (CL),

and Destroyer (DD). Below each type are two columns—one each for the western and eastern task forces (TFs). DR results from 0 to 9 are listed on the left-hand side. Each nationality rolls 1d10 for each type of Naval unit. Record the number and type of naval units available for that GD on the AP Track record associated with that TF.

11.9.2a Task Force Sectors & Range

Western TF naval units may only support US forces, and the Eastern TF may only support CW forces. The units assigned to a sector can only be used by tracing their range from a full sea hex in that sector to the desired target hex.

13.0 GROUND ASSAULT

Until Hedge cutter tanks are available, Bocage hexes confer an additional one penalty column shift for the attacker when the defender occupies any Bocage hex.

13.11.3 Hedge Cutter Tanks

Starting on July 15 AM GT and each successive AM GT thereafter until successful, the Allied side rolls 1d10 to determine if hedge cutter blades have been fitted to enough armor to have an operational effect on combat.

- If a the DR is 0-1, the attempt is successful. From that turn until the end of any scenario, the one hex restriction on advance after combat noted in *GOSS* 13.11.2c is lifted and as long as at least one step of Sherman tanks are accompanying an advancing stack, up to two hexes of bocage may be advanced into after combat (exception to *GOSS* 13.11.2c).
- German units defending in Bocage may no longer convert one mandatory step loss in GA to a discretionary hit (exception to *GOSS* 13.10.2a).
- On the first AM GT after July 22 subtract one from the DR each day.

14.0 FATIGUE

14.1.2 Fatigue Due to ENA

Ignore this section, there is no ENA in **Atlantic Wall**.

15.0 SUPPLY

The basic *GOSS* supply rules for the Allies are modified to represent the transition from an initial amphibious based logistical system to that of a continental system once army depots have been established.

15.1.0 General Supply

15.2.4g Allied PSS

The Allied PSS are any invasion beach hex that contains a beach sub-area marker that is not adjacent to an enemy unit. US HQs may only trace GenS to a US invasion beach, while CW HQs can only trace to a CW invasion beach.

Cherbourg (A3710), when it becomes operational, is also considered a PSS as long as it is Allied controlled.

Example: 1st US Infantry Division may trace a GenS path to the V Corps HQ of up to 18 Mech MP. The V Corps HQ may trace a GenS path to 1st Army HQ of up to 18 Mech MP, and then 1st Army HQ may trace a GenS path of 18 Mech MP to a depot who then traces another 18 Mech MP to either another depot or to its PSS.

15.2.4h German PSS

German units are not required to check GenS paths until the June 8 AM GT. Beginning the June 8 GD; German PSS are

- St. Lo (B5627)
 - Cherbourg (A3710)
 - Caen (C4522)
 - Falaise (F3414)
 - Avranches (E2929)
 - Alencon (F5257).
 - Any South or East primary road hex.
 - The on map locations function as PSS until occupied by an Allied unit.
 - Corps HQ are in GenS and considered to be within GenS distance of an army HQ if they are within normal GenS distance of any of the above on map locations.
 - On-map PSS locations must be connected by a primary road to a friendly map edge hex and may not have any Allied unit on or adjacent to any primary road hex used to trace this path.
- Example:** In the Transport and Logistics Phase of the June 9 AM GT the LXXXIV Corps HQ is within the GenS distance to St. Lo, however it cannot trace a normal GenS path to 7th Army HQ. LXXXIV is still considered in GenS with 7th Army HQ acting as its superior HQ for ADV and fuel purposes.
- Until Landefront Cherbourg is declared (15.2.4j), Cherbourg hex A3710 as an extension of the LXXXIV Corps HQ.

15.2.4i German Fortress GenS

German units in Brest, St. Malo, St Nazaire and St. Lorient are always in GenS.

15.2.4j Landefront Cherbourg

After the Allies have established a solid line of control from Utah beach to the western coast of the Cotentin Peninsula (west shore of Normandy) thus, cutting off Cherbourg, the Germans may declare the formation of Landefront Cherbourg to act as a corps HQ and PSS for any trapped German units.

- A maximum of three divisions plus 12 non-divisional units may be placed under this command. Units that are part of the Cherbourg garrison are not counted as part of this maximum.

- The ADV of Cherbourg initially starts at four and is decreased by one for each week (21GTs) until it reaches zero-at which time all units must check for surrender as if they were OoS and isolated.
- All Mech units are considered fully fueled for the first GD that Landefront has been declared. Beginning the second GD, in the AM GT, the German player rolls on the "no fuel" line of the fuel level chart to determine the MA of all Mech units in the Landefront.

15.8.0 Allied GenS

Allied GenS evolves over time from divisional HQs tracing directly to a beach heads, to Army HQs tracing to depots that then trace to another depot or a beach/port PSS for GenS.

15.8.1 June 6 Game Day

For the entire June 6 GD, all Allied units are in GenS and no supply paths are required.

15.8.2 Airborne Supply

On June 6 GD all Allied airborne units (those units that conducted an air drop) must remain within six hexes of any drop zone (DZ). FoW units that land outside the 6 hex radius may move normally, however they must take the shortest route back to the closest drop zone.

15.8.2a Airborne PSS

Beginning June 7 AM GT and continuing until June 10 AM GT, Allied airborne division primary DZ function as a PSS. Primary DZ for each division is as follows:

- US 101st Div: Drop zone E
- US 82nd Div: Drop zone W
- CW 6th Div: Drop zone N
- Allied airborne divisions may not voluntarily move their primary DZ unless a German unit moves in or adjacent to it. If this occurs the DZ may be moved anywhere within six hexes of its original location during the next friendly Command Phase.

15.8.2b Airborne GenS

- Airborne division HQ must remain within one hex of that division's primary DZ.
- Airborne units may trace a GenS path no longer than six Leg or Mech MP (each unit may use one or the other) to their division HQ.
- All Mech units assigned to airborne divisions are considered in low fuel status.
- Each division has an ADV of two. This number may not be increased.
- Beginning the first AM GT after the arrival of a corps HQ, the airborne divisions are treated in the same manner as any other Allied formation.

Designer's note: *The airborne divisions were kept in a reasonable state of supply by a combination of airlifts and some support from the beachheads.*

15.8.3 Beach Head Supply

Until the corps HQ arrive, each of the Allied beaches function as the PSS and corps HQ for Allied division HQ (15.8.2 for appropriate Beachhead and Corps HQ).

- Any beach area marker can act as a PSS/corps HQ for the divisions that arrived in that beach area. 15.8.2 details which corps is assigned to which beach.
- **June 6 & 7 GDs:** Allied divisional HQ must remain within one hex of the beach landing area they arrived on.
- **June 8 GT to when the corps HQ arrive:** Division HQ can trace a GenS path no longer than six Mech MP to their beach area.
- Units may trace a GenS path no longer than nine Mech MP or 12 Leg MP to their divisional HQ.

15.8.4 Corps HQ Arrival

Corps HQ do not arrive via the normal Allied naval transit system. They are available on the GD listed on the Allied Master Reinforcement List. On the GD of arrival, they are placed in the appropriate beach area in any friendly controlled hex.

- Corps HQ arriving the June 10 GD are placed on the following beaches:
 - Utah Beach: US VII Corps
 - Omaha Beach: US V Corps
 - Gold Beach: CW XXX Corps
 - Juno/Sword Beaches: CW I Corps.

15.8.4a Corps GenS

Until an army HQ is activated, formation HQ may trace a GenS path no longer than Six Mech MP to their assigned corps HQ.

- A corps HQ may trace a GenS path of no more than four Mech MP to its beachhead.
- Units may trace a GenS path no longer than nine Mech MP or twelve Leg MP to their divisional HQ.

15.8.5 Allied Army Activation

On the first AM GT that all CW or US beaches are linked and out of range of German medium and light artillery (artillery with a range of seven or less), an army HQ of the corresponding nationality force (CW or US) may be placed on the battlefield map. Army HQ do not arrive via the naval transport system, they are simply placed in one of the locations below. To be linked, beach areas must be connected by a supply path along primary or secondary roads that is no longer than 18 Mech class MP.

Army HQs may be placed at the following locations:

- US: 1st Army HQ at Isigny or Carentan
- CW: 2nd British Army HQ at Bayeux or Caen

These locations must be friendly controlled with no enemy units adjacent and not within range of

German artillery as defined above. Corps HQ may trace GenS to their army HQ of no longer than nine Mech class MP. An army HQ may be moved from its initial location once a depot for it has been created

Note: Extended supply paths are not usable until a depot is functional.

15.8.5a Additional Allied Armies

Once all Allied beaches are linked (the British and US beaches) the Allied side may receive the following army HQ if the below conditions are met:

- The 3rd US Army HQ and one of its depots may be placed on the battlefield map on the first AM GT after Cherbourg is fully operational (21.8.5) and the US 1st Army has established at least one depot.

It may be placed in any town or city hex no more than 18 Mech class MP from Cherbourg.

The 1st Canadian Army HQ and one of its depots may be placed on the battlefield map on the first AM GT after all city and town hexes of both Caen and Bayeux are Allied controlled and the 2nd British Army has placed at least one depot.

15.8.6 Depots

Each Allied army HQ on the map can have up to two depots associated with it.

- To move or place a depot, simply place it in the new location during the Transport & Logistic Phase.
- An army must expend six FP to place or move a depot.
- The GD that a depot is initially placed or is relocated, four TP of that army's total TP are used to construct the depot and may not be used for any other purpose.

The depot becomes fully active the next GD. Once the depot is active the normal GOSS supply path distances apply for the nationality establishing the depot and that nationality may use extended supply paths.

15.8.6a US Army Depots

- One week (seven GDs) after the 1st US Army HQ is on the battlefield map, it may establish its depot at Isigny (B5608) or St Lo (B5627) as long as all city and town hexes associated with that city are friendly controlled and those cities can trace a GenS path to Utah and Omaha beaches by primary or secondary roads.
- Depots must be out of range of German medium and light artillery (artillery with a range of seven or less).

15.8.6b CW Army Depots

- One week (seven GDs) after the 2nd British Army is on the battlefield map, it may establish its depot in either Bayeux or Caen, as long as all city and town hexes associated

with that city are friendly controlled and can trace a GenS path by a primary or secondary road to all three CW beaches.

- Depots must be out of range of German medium and light artillery (artillery with a range of seven or less).

15.9.0 German GenS

Each scenario will detail GenS requirements. For all scenarios beginning June 6th, German units are considered in GenS for both June 6 and 7 GDs. Units do not need to trace a GenS path.

15.9.1 German Army HQs

For the first few days of the battle, the whole German command and supply network was in chaos, however in most cases local supply dumps and caches were able to keep the Germans operating for a short period of time. The 7th Army activates on the June 8 AM GT and until Pz Gp West activates, it is the sole German army HQ on the battlefield map.

- **June 8 GD;** German formation HQ must trace a valid GenS path to a corps HQ. The corps HQ, must then trace directly to a on map PSS or to 7th Army HQ, who must then trace a valid supply path to a PSS.
- **June 30 GD;** Once Panzer Group West (PzW) HQ arrives, corps HQ must trace directly to 7th Army or PzW HQ.

Note: After Cherbourg is cutoff it has special supply capabilities (9.2.4).

15.9.1a LXXXVI Corps

The LXXXVI corps HQ may trace GenS directly to an east map edge primary road hex PSS. This corps may contain no more than two infantry divisions (normally the 346th and 711th), one panzer division and no more than four corps assets. It is considered part of the 7th Army (it may be assigned to the PzW after that HQ arrives) and it derives its effective ADV from whichever army it is assigned. The corps does not count against that army's ADV (do not adjust for the corps being assigned to the army). The corps HQ is always considered to be in a low fuel status, unless the German player provides an additional one-half of a FP.

Designer's note: In game terms, the LXXXVI Corps tracing supply to the east map edge is being supplied thru the logistic system which was Panzer Group West, however for ease of play and play balance, the decision was made to use one of the on board army logistical systems.

15.9.2 German Reinforcements

All German units that have been released as reinforcements are automatically supported for three GTs after entering the Battlefield Map. Units on the Strat Map are automatically in command and supported until an Allied unit

enters the Strategic Map. At that time 27.5.0 applies.

15.9.3 Nebelwerfer Brigades

The individual units of each brigade are counted as army/corps assets.

16.0 LOGISTICS & TRUCKS

Both sides have to allocate limited resources to transport their units and supplies. Adjustments have been made to reflect the particular difficulties each side had in this campaign. The beach, RR, Port, or motor transport capacities used throughout the game are a measure of how much supply (AmP and FP) and how many units each side can either move or land each day. Generally, the Allied capacity will increase during the campaign, while that of the German side decreases. Actual daily capacity will also fluctuate according to the weather, logistic DRs, and Allied airpower effects.

Allied Logistics Overview

The Allied logistic system is impacted by two issues. First, everything and everybody needed to fight the war in France has to come by sea over the beaches and through captured ports. The infrastructure to do this has to be built from scratch and then rapidly upgraded to support multiple armies in the field. The second issue is that each of the two main partners of the Anglo-American Western Allied Coalition requires its own network of supply to fully maximize their own war-fighting effort.

For the first several days, no actual Allied corps or army HQs are ashore. Instead, each of the invasion beaches function like a corps HQ and is its own PSS for Allied divisions that are ashore. The number of AmP, FP and RePs is limited until the corps and army HQs arrive.

When an Allied army HQ is activated, more supplies can be stockpiled on the army supply record tracks. Active Allied army depots allow the Allied side to stockpile the maximum allowed amounts of ammo, fuel and replacements from GT to GT.

German Logistics Overview

The German logistical system is severely affected by Allied airpower and, to a lesser degree, the French Resistance.

16.1.0 Truck Points (TP)

TP are assigned by scenario or campaign instructions.

16.2.0 TP & the Logistics Table

When playing the campaign scenarios with the full **Atlantic Wall** logistic rules, until one or both Allied national groups have an active army HQ and depot, ignore all references to TP assignment and TP delivery of ammo and fuel in the *GOSS* rules.

- The Allied side is required to use the logistics table beginning on the June 7 GD.

Each national group (CW and US) are handled separately and all logistics for each require separate DRs and modifications.

- The German player begins using TP and the logistic tables beginning on the June 8 GD. Until then the German side has three TP available for motorization of units.

16.2.1 Amphibious Logistics Procedure

Beginning the June 7 GD, each national group on the Allied side separately determines the level of ammo and fuel delivered using the following procedures.

- Consult the Logistics Table using the six line (as if you had six TP assigned to both ammo and fuel delivery tasks) as a base starting point. Apply the modifiers in 16.2.1a, 16.2.1b & 16.2.1c for each national group.

Note: Only roll one time for each national group, not once for each corps.

16.2.1a Embarked Unit Modifiers

Determine the total number of steps that are currently embarked for each national group on the Naval Transit Display.

- For every 50 steps currently embarked reduce the row number by one.
- If only part of a 50 step total is embarked, multiply the number by two and then roll 2d10 (00-99), if the DR result is less than or equal to the number obtained above, reduce the row number by one additional row.
- If there are currently no reinforcements embarked increase the row by one (use the '7' row).

Exception: Units shown as starting the June 6 campaign game embarked, do not count against this total.

Note: When units are landed on the Battlefield Map the number of embarked steps is reduced by the number of steps landed.

Example: The US player has 85 steps of units currently embarked. The first 50 steps lowers the row on the logistics table by one (to the five row). The US player has 35 steps remaining. He multiplies 35x2 = 70 and then rolls 1d10, with a result of 71. There is no further reduction of the rows. However if he had rolled a 70 or less he would use the four row.

16.2.1b Weather Modifiers

Weather in the landing areas can also affect the row used.

- If Storm conditions exist in the beach area being used, reduce the row number by two.
- If overcast with rain exists, reduce the row number by one.

Note: 16.2.1a & 16.2.1b are cumulative.

16.2.1c Early Activation Modifiers

The Allied side may activate divisions earlier than done historically (21.3.3a).

- Consult the Naval Transit Display to determine the number of negative DRM to apply to the DR as a result of early activation of Allied divisions belonging to that national force.

16.2.1d Logistic DR Results

- Using the row number determined in 16.2.1a & 16.2.1b, each national faction rolls 2d10 (one for fuel and one for ADV) and applies the DRM determined in 16.2.1c.
- The results of the each modified DR is the total FP and ADV modifications for that national group.

Example: On the June 7 AM GT, the US player embarks a total of 100 step points of reinforcements (assault units starting on the Naval Transit Display do not count towards the total embarked). He does not activate any divisions early, and the weather is partial overcast. Starting on the 'six' row, he counts down two rows to the 'four' row (100 divided by 50 = 2). No DRM apply. The US player rolls a '5' for his fuel DR, resulting in '7' FP being delivered. The US player may divide these FPs between the two US beaches (Omaha and Utah) as he sees fit.

The US player rolls for ammo delivery rolling a '6' using the '4' line again, the total ADV increase is +3. The US player may divide these points between the two US beaches as he sees fit.

16.2.2 Corps Amphibious Logistics

Until such time as a national group has an active army HQ the following procedures are used to distribute the results obtained in 16.2.1d.

16.2.2a Fuel

- Each national group rolls 1d10 and consults the Logistic Table using the procedures outlined in 16.2.1.
- Distribute the total number of FP to each of the corps within the national group. The total number of FP distributed cannot exceed the number of FP received.
- Distribute each corps' FP to their assigned formations/BG as outlined in GOSS.
- Players may record this number on a sheet of paper or use an 'ace of spades marker' stacked with the beachhead/corps HQ to represent each FP delivered to the corps HQ.

Example: The US player receives 12 FP. He may divide them between the V and VII corps in any manner he desires, as long as the total is not exceeded.

16.2.2b ADV

- On June 6 GD the ADV for all Allied corps is five.

- Beginning on June 7 GD all Allied corps have an ADV of two.

Follow the below procedures to determine available delivery points:

- There are no adjustments for number of corps at the army level (army HQ is not active).
- Each national group rolls 1d10 and consults the Logistic Table using the procedures outlined in 16.2.1 to determine the number of delivery points.
- Adjust each corps ADV using the same procedures outlined in GOSS 16.3.2a.

16.2.2c Stockpiles

Beachheads/Corps HQ may stockpile up to four AmP and four FP.

- Each beachhead marker/corps HQ tracks FP, AmP, and ADV separately.
- Corps AmP and FP may not be transferred from one beachhead/corps to another.

16.2.2d Truck Point Allocation

- Each corps HQ has one TP assigned for unit motorization. Allied divisions cannot utilize their inherent truck points (7.8.5), however Allied Engineer and AT units retain their self-motorization capability (7.9.3 & 7.9.4).

16.2.3 Army Amphibious Logistics

Once a national group has an active army HQ but does not have an active depot, the following procedures are used.

16.2.3a Corps to Army Conversion

When a national group activates its first army HQ the following takes place:

- All FP and AmP stockpiled with a corps HQ are transferred to the army HQ stockpile on a one for one basis.
- TP assigned to the corps HQ are no longer available, however Allied inherent division transport is now available.

Note: Once an Allied army is activated, AmP and FP may not be stockpiled at the corps level.

16.2.3b Fuel

- Each national group rolls 1d10 and consults the Logistic Table using the procedures outlined in 16.2.1.
- FP obtained are distributed as outlined in GOSS 16.4.2.

16.2.3c ADV

- All army HQ have an ADV of three.

To determine the number of delivery points follow the below procedure:

- Each national group rolls 1d10 and consults the Logistic Table using the procedures outlined in 16.2.1.
- Adjust army and corps ADV using the same procedures outlined in GOSS 16.3.2.

16.2.3d Stockpiles

Army HQ may stockpile up to 10 AmP and 10 FP.

- AmP and FP may not be transferred from one

national group to another.

16.2.3e Truck Allocation

- Each army HQ has three TP assigned for unit motorization.

16.2.4 Continental Logistics

After an Allied army has activated at least one depot, the standard GOSS logistic procedures are followed.

- The amount of reinforcements embarked no longer affects the row number used (it is based on the number of TP assigned).
- DRM for early activation of Allied divisions remains in place.
- If the weather in the sector where the national group beaches are located has inclement weather additional DRM apply:
 - Overcast with rain, -1 DRM.
 - Storm, -2 DRM.

16.2.4a Army Depot Conversion

When a national group activates its first depot the following takes place:

- TP assigned to the army HQ for motorization are no longer available, instead use the TP availability outlined in 16.2.4e.

Note: Both the 1st Canadian Army and 3rd US Armies automatically receive an active depot when they arrive. By design they cannot arrive until the logistical base is sufficient to support them.

16.2.4b Fuel

Use GOSS 16.0 to determine FP availability.

Note: DRM listed in AW 16.2.4 apply.

16.2.4c ADV

- A army HQ with an activated depot has a ADV of four.

- Use GOSS 16.0 to determine ADV.

Note: DRM listed in AW 16.2.4 apply.

16.2.4d Stockpiles

- Each army HQ with at least one depot, may now stockpile up to 20 AmP and 20 FP.
- AmP and FP may not be transferred from one national group to another.

16.2.4e Truck Point Allocation

When an army depot is activated, the army HQ associated with that depot has ten TP assigned to it. Once a national group has two armies, each with an active depot, a player may assign the total 20 to TP to any army, however each army must have at least one TP assigned to fuel, and for each corps assigned to that army there must be at least one TP assigned to carry ammo.

16.2.5 German Logistic Procedures

The German side uses the GOSS logistics rules starting on the June 8 GD.

- All German units are considered to have normal fuel until the start of the June 8 AM GT.
- All normal modifiers to the DRs listed on the Logistic Table are used. Additionally, see **AW**

20.4.3 for positive DRMs when Allied AP and HB are assigned to missions other than Strategic Map interdiction. Allied strategic interdiction missions may affect the number of TP available.

16.2.5a Fuel

In addition to the FP received via the Logistic Table, the German side receives:

- One FP per GD when the atmospheric conditions in the eastern weather sector is clear or POvr.
- Two FP per GD when the atmospheric conditions in the eastern sector are Ovr or storm.
- One FP per GD is available for use on the Strategic Map (AW 27.3.2a).

16.2.5b Truck Point Allocation

The German side has the following TP available:

June 6 & 7 GD	3
June 8 to July 31 GD	6
Aug 1 GD to end	5

Note: TP may be divided between 7th Army and Pz Gp West in any manner the German side wishes. An army must always have a minimum of 1 TP assigned.

16.2.5c ADV

The ADV for each German army is:

- June 6 seven
- June 7 to June 11 four
- June 12 to June 30 three
- July 1 to July 31 four
- August 1 two

16.4.0 Fuel

Each scenario may modify or not require the use of FP.

16.4.4c Allied Fuel Requirements

All Allied divisions are considered mechanized.

- Allied infantry divisions require two FP for normal fuel status and one FP for low fuel.
- US 2nd and 3rd Armored Divisions require two and one-half FP for normal fuel status and one and one-half FP for low fuel.
- Independent BG require one FP for normal fuel status and one-half a FP for low.
- If a BG is attached to a division that division requires one extra FP for normal fuel status, and an additional one-half FP for low.
- Allied corps HQ requires two FP for normal fuel status and one FP for low.
- Allied army HQs require one FP for normal status and one-half of an FP for low.

16.4.4d German Fuel Requirements

- Panzer or panzer grenadier formations require two FPs for normal fuel status and one FP for low.
- Independent Pz/PzGd BG require one FP for normal status and one-half FP for low.
- If a Pz/PzGd BG is attached to a division that division requires one extra FP for normal fuel

status, and an additional one-half FP for low.

- German infantry formations never use fuel.
- German army and corps HQ require one FP for normal fuel status and one-half a FP for low.

17.0 ENGINEERS

17.3.5c Level 3 Entrenchment

Both sides may construct ET-3s. 17.3.5c1 ET-3 Construction every third GD, starting with the June 8 AM GT, each side may replace one ET-2 marker with an ET-3 marker. The hex the ET is in must be:

- In GenS;
- Contain a village, town or city.

Each side may recycle the 10 ET-3 counters for their side in the counter mix, but may not have more than that number on the map at any one time. On GDs in which an ET-3 may be placed, a player may instead pick one up, substituting and ET-2 marker for it, and place the ET-3 elsewhere one GD later. They may also be removed for future use.

19.0 WEATHER

Due to the size of the campaign area and the differing weather possible over the scope of the maps, the weather rules have been modified to reflect these conditions.

19.2.0 How Weather is Determined

There are no historical weather conditions in the campaign game except for June 6 and June 7 GDs. After these two days, the weather is determined at the start of each GT using the weather table and a pair of weather DRs—one for each weather sector. Additional DRs may be required to check for the possibility of rain.

Note: Specific scenarios may require the use of historical weather only. Those weather conditions are listed in each scenario.

19.2.1 Historical Weather

In the campaign or in any scenario that encompasses June 6 and June 7 GDs, the following weather conditions are in place. These conditions are for both weather sectors.

June 6 GD: Partial overcast with dry ground conditions.

June 7 AM GT: Overcast with dry ground conditions.

June 7 PM and Night GT: Clear with dry ground conditions.

19.2.2 Variable Weather

Ignore the GOSS Variable weather determination rules.

19.2.2a Weather Sectors

The map has two weather sectors (the weather boundary is printed on the map) an eastern sector and a western sector. The weather must be determined for each sector at the beginning of each

GT (including night turns). The western sector weather is always determined first because the weather in this sector can influence the weather in the eastern sector.

19.2.2b Weather Table

The weather table has two sections—one each for each weather sector. Each sector has a DR column and a weather column. The DR column displays 2d10 results from 00-99. Associated with each DR result range, is an atmospheric condition to its right. The Allied side makes a DR for each sector and applies all applicable DRMs (consult the table for a list of DRMs).

Note: Previous turn's weather, weather patterns, and game date can affect the current weather.

19.2.4 Weather Patterns

To prevent a long string of favorable weather for either side, if the same weather conditions persist after two consecutive GDs the weather DR is modified by 15% DRM in the other direction.

Example: June 9 and June 10 GDs are overcast in one sector for all GTs. On the June 11 AM GT, the Allied side would apply a -15 DRM.

19.3.0 Atmospheric Conditions

There are four atmospheric conditions in **Atlantic Wall**: Clear, Partial Overcast, Overcast and Storm.

19.3.4a Storm Patterns

Until the June 12 AM GT Weather Determination Phase, all DRs resulting in a storm condition, is treated as overcast with rain condition.

Storms are a special weather case in **Atlantic Wall** because a long stretch of storm (or no storms at all) can severely affect play balance, therefore the following rules exist.

- Once a storm condition has been generated, it will automatically persist at least until the next AM GT.
- During the Weather Determination Phase of that AM GT, the Allied side must check to see how many GDs must pass before a DR can be made each AM GT to end the storm.
- Roll 1d10, halve result (round up), this is the number of GDs (three GTs) that must elapse before the Allied side can begin rolling to end the storm.
- On the AM GT of the day the Allied side begins rolling for storm end, roll 1d10, if a 0-6 is rolled, the storm immediately ends and is treated like an overcast turn instead.
- Each successive AM GT after the first turn, modify the end of storm DR by -2 for each time the Allied side has attempted to end the storm. No more than one storm can be generated per month, if another storm is rolled, it is treated as overcast with rain.

19.4.0 Ground Conditions

There are three ground conditions in **Atlantic**

Wall: Dry, Wet and Mud.

- The ground condition is dependent upon the previous GT's ground condition and the rain condition for both the previous and current GTs.

Note: Ground condition can never go directly from normal to mud, or mud to normal. The full set of weather and ground conditions are given on the ground condition table.

19.5.0 Rain Conditions

In the larger scenarios and the campaign game, players will be required to make a separate DR to determine precipitation.

19.5.2 Determining Rain Conditions

After determining the atmospheric condition for a weather sector, that sector's ground and rain condition must be calculated.

- Roll 1d10 and consult the Rain Check DR Table to determine if there is Rain during the current GT. Apply any DRMs listed on the Rain Check Table.

19.6.0 Weather Effects on Beaches

- During Overcast with rain GTs, the capacity of each beach area marker is reduced to five and after a national group has an army HQ active, all logistic DR receive a -1 DRM.
- During Storm GTs, the capacity of each beach area marker is halved, logistic row used is reduced by two rows, and a -1 DRM is applied to all logistic DRs.

20.0 AIRPOWER

In **Atlantic Wall**, ground interdiction and carpet bombing missions have been modified for the unique conditions of the Normandy campaign. Allied airpower also has a great effect on German strategic map movement.

20.1.0 AP Availability

The US and CW forces each operate with their own allocation of AP. CW AP represent the Air Defense of Britain, 2nd Tactical AF, and Bomber Command air units operating in and around Normandy. US AP represent the IX and XIX TAF, plus the air units of Eighth AF. The few German APs represent the aircraft assigned to *Luftflotte 3*, which opposed the Allied air forces.

Specific scenario instructions will describe AP available for each of the smaller scenarios. The availability of AP over the course of the entire campaign is explained below.

Consult the AP availability chart to determine the number and type of AP available. The Allied player may, under certain conditions increase the number of available AP by expending embarkation points (see Air Point Availability Table). Embarkation points used are handled the same as if the Allied player had embarked that number of steps for that GD only.

Note: Atmospheric condition restrictions on availability of AP is outlined in *GOSS* (19.0).

20.1.1 Assignment of AP

Each AM GT all available AP must be assigned to a specific mission on either the Battlefield or Strategic map in the air sector that it will support for the AM and PM GTs of that day. A player notes the number of AP he wishes to assign to each mission on the AP Record Track using the appropriate mission marker to denote the type of mission, sector and number of AP assigned. The total number of assigned AP cannot exceed the total number of AP available to that national force.

20.1.1a US Battlefield Air Sectors

The US side has two air sectors on the battlefield maps: the northern sector which includes all hexes west of the AG boundary and north of Falaise (boundary runs due west and east of Falaise). The southern sector which includes all hexes west of the AG boundary and south of Falaise. Only US AP can be assigned to the above sectors.

20.1.1b CW Battlefield Air Sectors

There are two CW battlefield map air sectors. The northern sector, which includes all hexes east of the AG boundary and north of Falaise. The southern sector which includes all hexes east of the AG boundary and south of Falaise. Only CW AP can be assigned to these sectors.

Note: For both 20.1.1a & b, players may note this however they wish as long as the boundary runs horizontally thru Falaise.

20.1.1c Strategic Map Air Sectors

Each strategic map air sector is defined by the dashed lines on the strategic map.

- **Sector A** is to the east southeast of the battlefield map, south of the Seine river (except it does include the Amiens and Rouen location boxes). Only CW AP can be assigned to sector A, until the US player has captured Rennes and Laval boxes.
- **Sector B** is to the south and south east of the battlefield map (it includes the Brittany Peninsula). Only US AP may be assigned to sector B.

Note: Sector B is divided into two areas for interdiction DR purposes, however AP assigned to sector B are used in both areas.

- **Sector C** includes the area north of the Seine River, excepting the Amiens and Rouen location boxes, which are part of sector B. CW and US AP may only be assigned to sector C if more than two location boxes in sector A are occupied by Allied units (of any nationality).
- **Sector D** includes the Biscay, Nantes and South of France boxes. CW and US AP may

only be assigned to sector D if an allied unit occupies any location box adjacent to sector D.

20.1.1d Allied Air Effort

In any of the campaign games, both the US and CW national groups may increase their available AP, if certain conditions are met and the appropriate penalties are incurred.

- On the first AM GT that all hexes within 10 hexes of St Lo are Allied controlled and there are no German units on Battlefield Map C, the US player may increase the total US AP available by thirty two AP each GD. The total number of available US embarkation points are reduced by 30 (21.6.2). This increase in AP availability and corresponding decrease in embarkation points is permanent.
- On the AM GT after Cherbourg is fully operational, the US player may increase the total US AP by 16 each GD.
- On August 1 through August 15 GDs, the total available AP available for the US player is reduced by 20. This applies to the total US AP, including additions from above.
- On the first AM GT that all hexes within 10 hexes of Caen are Allied controlled and there are no German units on Battlefield Map C, the CW player may increase the total CW AP by 30 AP. The total number of available CW embarkation points for that GD are reduced by 30 (21.6.2). This increase in AP availability and corresponding decrease in embarkation points is permanent.

20.2.1 Conducting GS Missions

All *GOSS* rules referencing GS missions are in effect except:

- GS missions may be flown with maximum strength of three AP.
 - Aug 1 GD, US maximum increased to four.
- Designer's note:** *The maximum number of AP that can be committed to a GS mission has been reduced from previous games in this series. At this point in the campaign, air to ground close air support was in its infancy, and had not yet reached the level of cooperation experienced later in the war.*

20.2.2e GS on the Strategic Map

APs may be assigned to GS missions on the Strategic Map (27.4.1).

20.3.0 Ground Interdiction (GI)

Ignore this section in the *GOSS* basic rules. The mechanics for conducting GI missions in Atlantic Wall have been modified due to the larger number of units and scope of the game.

20.3.1 GI Mission, AP Assignment

At the start of each GD, during the Air point Allocation Phase, the Allied player may assign his AP to GI missions against each of the air sectors

on the Battlefield Maps. These assignments will last for both the AM and PM GTs.

- No more than 32 total AP may be assigned to each of the air sectors.
- No more than 32 AP may be assigned to each Strategic Map air sector.
- AP nationality restrictions are applied to air sector assignments.

20.3.2 Strategic Map GI Missions

AP may be assigned to GI missions on the Strategic Map. For every sixteen AP, one is subtracted from the Strategic Map movement DR for each movement attempt in the affected air sector. A maximum of four DRM per sector can be generated.

Note: Committing HB AP to the carpet bombing mission will negatively affect the interdiction of German movement on the strategic map.

20.3.3 Battlefield Map GI Values

The interdiction value is the number of MPs a German unit may expend before it triggers a GI attack. As soon as a German unit exceeds this movement value he must conduct a GI attack against the offending unit. German units are not subject to GI attacks as long as all movement is conducted within six hexes of an Allied unit.

20.3.4 Interdiction Values

For each air sector on the battlefield map, the Allied player totals the number of AP that are on the GI mission in that sector and applies any weather condition effects against those AP (total number of AP halved or quartered).

- The adjusted total is found on the top row of AP values on the GI table. If the exact modified number of AP falls between the number on two columns, select the lower column

Example: The Allied side has 20 AP assigned to the sector being determined and the current atmospheric condition for that sector is partial overcast, the number of AP assigned is halved (10). The number of modified AP now falls between column (8) and (12), thus the Allied player uses the (8) column.

- Roll 1d10, remember to apply any DRMs for weather.

Note: AP may be reduced by weather and also suffer a weather DRM on the GI table.

- Cross indexing the DR with the GI strength at the top results in either a dash which is a no effect, or a pair of numbers separated by a slash that represent the interdiction results on German unit movement.
- The value to the left of the slash is the interdiction value against a leg movement class unit.
- The value to the right is the interdiction value against a mech movement class unit.

20.3.5 Conducting A GI Attack

GI attacks are conducted against a unit as soon

as it has expended the amount of MP that were necessary to trigger the attack. If the unit is not forced to stop, it may continue its movement after the GI attack has been carried out and if it exceeds another multiple of the interdiction value, it will suffer another interdiction attack.

20.3.6 Resolving A GI Attack

Each GI attack is resolved by making a 1d10 DR against the unit while it temporarily halts due to the attack. Consult the Ground Interdiction Attack Table to resolve the attack.

- A unit has to end its movement in the hex it was attacked, if it suffered any result other than no effect.
- If an attack is triggered and other units are in the hex, those units are ignored.
- Players should align the fatigue markers in such a way that they are reminded that these units do not recover fatigue in the immediately following fatigue recovery phase.

Note: There are DRMs for GI attacks.

20.3.6a Multiple GI Attacks

A unit triggers a GI attack for each multiple of the current interdiction value that it uses for movement. So the same unit could be attacked several times in one movement phase by GI attacks.

Example: The interdiction value is 4/3 and the German player moves a mech unit to a hex, expending three MPs, in the next hex the MU moves into, he must temporarily halt and conduct a GI attack on the unit. A no effect results, so the German player may continue moving the unit. If the unit expends more than seven MP, it will be required to stop (because this is the second multiple of the interdiction value) and undergo another GI attack. If the unit survived this attack with another no effect it could continue moving and wouldn't be subject to another GI attack unless it expended more than eleven MPs.

20.4.0 Supply Interdiction (SI) Missions

No more than two SI missions can be flown against each German army with a maximum of three AP each. The weather in the western sector is used when US AP are conducting SI missions and the weather in the eastern sector is used when CW AP conduct the mission.

20.4.4 CB missions & German Logistics

For every eight, or fraction thereof, of HB AP that conduct a CB mission, a +1 DRM is applied to the German logistics DRs for that GD and the following GD (two AM GTs). If a CB mission is delayed due to weather, the DRM is taken each day of delay imposed by weather (this is in addition to the day of the mission and the day after).

Designers Note: Strategic map AP assignments reflect not only the interdiction of German unit movement, but also the interdiction of the

German supply tail. If the Allied side decides not to conduct a major interdiction campaign, the German side will benefit thru increased supply availability and earlier arrival of reinforcements.

20.5.0 Air Superiority Missions

Ignore this GOSS rule and all references to air superiority missions in GOSS. Air superiority is not used in **AW**.

20.6.0 Air Supply Missions

Beginning the June 10 AM GT, the Allied side has six air supply points (ASP) per GD.

- The German side does not have any ASP available.

Designer's Note: Until June 10th the Allied ASP capability is busy supporting the Allied airborne bridgeheads.

20.6.2c AmP & Fuel

In addition to the GOSS rules pertaining to air drops, in **AW** air supply missions may deliver AmP and or FP directly to each national group.

- Missions are flown during the Allied Administrative Phase, air re-supply segment.
- Each ASP may fly one air transport mission per GD
- Atmospheric condition must be clear or POvr.
- Player states if the mission is being flown to the US or CW national group.
- For each ASP, roll 1d10, if the result is 0-7, one-half a FP or one-half an AmP is delivered.
- +1 DRM is applied to the DR if the current weather is POvr.
- If successful the AmP and or FP are added to any army stockpile associated with that national group.

20.7.0 Anti-aircraft (Flak)

Ignore this GOSS rule and all references to flak attacks in GOSS.

20.8.0 Carpet Bombing Missions

Carpet bombing (CB) missions involve the use of HB AP as a massive form of ground support.

20.8.1 CB Mission Planning

In order to conduct a CB mission the target hex, nationality (CW or US) and number of HB committed, must have been written on a piece of paper at least four GDs in advance of the mission.

- A minimum of three HB AP must be committed to a CB mission.
- The mission may be canceled at any time prior to planned mission date, however, any change to the planned mission results in a four day delay between planning and mission execution restarting (i.e. you must start the cycle all over).

20.8.2 CB Mission Limits

Beginning on the July 1 GD, the Allied side may conduct one CB mission per week in each of the national group areas.

- CB missions may be planned four days prior to the July 1 GD.
- Missions can be conducted in either the AM or PM GT of the planned GD.
- CW and US HB AP can participate on the same CB mission or they may conduct CB missions separately.
- The weather on the GT of the mission must be clear. If the weather is not clear, the mission can be postponed until the next GT (those postponed on a PM GT will move the next AM GT) this delay may be taken until the weather is clear.
- HB awaiting clear weather are considered committed to the CB mission (20.4.4).

20.8.3 CB Mission Conduct

Each mission is resolved during the Allied player turn FS mission segment prior to any other form of FS mission being performed.

- GS and naval missions cannot be conducted in the hexes that are targeted by carpet bombing.
- Each HB AP assigned to the CB mission, allows the Allied side to conduct a CB mission against one hex. Place a blue spade marker in the planned target hex (20.8.1). The hex does not have to be observed.
- For each additional HB committed to the CB mission, one additional marker can be placed. The second marker must be placed in a hex adjacent to the planned target hex, with the third and all following markers placed as follows:
- Third and additional markers must be placed in a hex adjacent to at least two other CB target hexes.
- For each CB target hex, three volleys are conducted. The only DRMs to these barrage attacks are:
 - 3, If an ET-2/ET-3 is present in the hex
 - 6, If a fortification is present in the hex
 - 1, If any pure AFV unit is present in hex
 Standard unit density DRMs also apply.

20.8.4 CB Volley Strength

The strength of each volley against a target hex is dependent upon the total number of the CB missions conducted (i.e. 1st, 2nd, 3rd CB mission conducted). These strengths are listed on the Carpet Bombing Table.

20.8.5 CB Mission Resolution

- All target hexes automatically suffer one AS hit before resolving any of the volleys.
- The maximum of two AS hits on any unit still applies.
- Units may not retreat.
- There is no limit on how many step losses can be inflicted (maximum step loss is ignored for CB missions).

- No unit can take a second step until all other units in the hex have taken at least one step loss.
- If there are more units than there are hits, use a 1d10 to randomly determine where these hits are applied. Line the units up and roll a 1d10 for each, with the units getting the highest roll taking casualties first.

20.8.6 CB Missions & AP Availability

On the GD that a CB mission is conducted, the number of available Allied AP is halved for both national groups.

Designers Note: *These planes are busy flying AA suppression instead of busting up German movement and frontline positions.*

21.0 REINFORCEMENTS

Unlike most of the other games in the *GOSS* series, the arrival of reinforcements during the campaign scenarios is somewhat flexible, with each side managing the journey for practically all units committed to Normandy after June 7. Allied units are sent over the sea from England. German units are generally free to be activated around the time of their historical commitment.

Note: There are several optional rules allowing more freedom of decision with regard to when and who gets sent to Normandy.

21.1.3 German Reinforcements

Units that move to Normandy by road or railroad enter the Battlefield Map at a map edge hex that contains a road or railroad line. See section 27.0 for Strategic Map procedures.

21.1.3a Map Entry on Roads

Some road links from the Strategic Map location boxes are labeled with a fractional value of two-thirds or three-quarters.

- Units entering on these roads must expend that fractional amount of their full MA to enter there.
- If the road link is not labeled with a fractional value, the unit is considered to have expended one-half of its current MA to enter at that road link.
- If a unit entering by road does not have enough MPs to fully enter the map, it comes in the next GT paying the normal road movement costs.

21.1.3b Map Entry via Railroad

A unit entering by railroad is placed on the Battlefield Map in the hexes containing the town or city that RR line terminates in. The units can then be placed in or adjacent to the RR terminus hex. Normal stacking restrictions apply. Terminus hexes are noted on the Strategic Map.

21.1.4 Allied Reinforcements

Allied reinforcements begin in England and those that are not being air transported will always

arrive at one of the invasion beaches.

Note: Smaller scenario reinforcements sometimes have fixed dates of arrival and may appear at a specific location or map edge as specified in the scenario rules.

21.3.0 Master Reinforcement Lists

Each side has a master reinforcement list that shows when and where units are available to be activated as reinforcements. The date on which a unit can first be released is its activation date. Additionally, the master reinforcement table gives an approximate date of arrival for units moving to Normandy. A player may choose not to activate a unit and may withhold it past its historical Normandy arrival date; the unit can be released anytime after the activation date, unless specific scenario rules state otherwise.

21.3.3 Allied Reinforcement Lists

There are two Allied Master Reinforcement Lists, one for US forces and one for CW forces. Units are listed with a specific date of activation and either a specific unit is named, or the unit's command, formation or sub-formation is listed (with possible omissions also given). These activation groups become available on the AM GT of their activation date and remain eligible for embarkation for the rest of the game. Allied divisions may be activated up to five days early (corps/army assets and independent units are activated on the date given).

The rules for embarkation and moving reinforcements from England are covered in the Allied naval transport sections.

21.3.4 German Reinforcement List

German reinforcements generally start scattered throughout France and Western Europe before being activated for movement to Normandy. These units are not put into play until they have been activated for movement. Certain conditions or optional scenario rules may accelerate or delay the activation date for a German unit. Once activated, German units are placed on the Strategic Map and may begin moving to the Battlefield Map. The German master reinforcement table lists the location that each reinforcing unit appears. These locations and rules pertaining to their movement are explained in the strategic map rules section (27.0).

21.3.5 Fifteenth Army Activation

If any Allied unit ends a GT east of the Dives River in GenS on map C, or if any location box in sector A is Allied occupied before July 15 GD, the German player may initiate early activation of 15th Army units and OKW panzer reserves. This is also true if any Allied airborne unit ends a GT on its regrouped side in a hex in or adjacent to Caen or Falaise before the June 8 GD.

- If either or both of the above conditions are

met, each division listed in 26.5.2 activates 10 GDs early. Ignore divisions that have already been activated. Any divisions listed that are already within the 10 GD period activate the first GT the conditions are met.

- If either or both of the above conditions are met, the Pz divisions listed in 26.5.2a activate on the early activation date given in that section.
- No DR are required, and players ignore all the other conditions of 26.5.0.

21.4.0 Withdrawal of US Airborne

In all scenarios unless otherwise noted, the Allied side must conduct the following withdrawals.

- 101st Airborne Division must begin withdrawing from the Battlefield Maps on the June 27 GD. Withdrawal must be complete no later than the June 29 AM GT.
- 82nd Airborne Division must begin withdrawing from the Battlefield Maps on the July 9 GD. Withdrawal must be complete no later than the July 11 AM GT.
- If Cherbourg is not Allied controlled (all city and town hexes) either or both of the above divisions may delay their withdrawal until Cherbourg has been occupied. Two GDs after the capture of all Cherbourg city and town hexes, any division that is not all ready withdrawn must do so.

21.4.1 Withdrawal Procedure

- On the GD that withdrawal begins, no unit of the affected division may move adjacent to an enemy unit if it is not already adjacent.
- Units that are adjacent must begin to move away from enemy units no later than the following GD AM GT.
- Once a unit is no longer adjacent, players may simply remove the unit from the game map.
- All units must be removed by the end of the friendly Movement Phase on the GT withdrawal is scheduled to be complete.

21.5.0 Scenario Reinforcements

For some scenarios players may be instructed to ignore the master reinforcement list and simply put units into play at a given location. The Strategic Map and Naval Transit Displays may not be required to play such scenarios. In some cases however, these same scenarios may allow players to start the campaign game on these later dates, in which case, the full set of Strategic Map and Naval Transit Displays will be needed. Instructions in the Reinforcement rules section of each scenario will detail how these different elements are handled.

21.6.0 Allied Naval Transit System

Because the shipment of units is closely tied into the naval transit and beach capacity mechanism,

the rules for those systems are presented here in the reinforcement rules.

After Allied units are embarked, they begin the process of moving by sea to Battlefield Map. Along with reinforcing units, the naval transit system enables the Allied side to maintain its logistical infrastructure and support its armies in the field.

21.6.1 Reinforcement Pool

Allied units are grouped according to the GD that they are eligible to be activated. When a particular group's activation date has arrived, the units of that group are placed in the activated units box on either the CW or US Naval Transit Displays. Once they are in the activated units box, they are eligible to be embarked and placed in the embarkation box; doing so, however, is not mandatory.

21.6.2 Embarkation

Units are embarked (placed in the Embarkation Box of the Naval Transit Display) during the Logistics and Transportation Phase. US units can only be placed on the US Naval Transit Display and only CW units can be placed on the CW Naval Transit Display. The Allied player may only embark a limited number of steps per day.

- **Jun 7 to Jun 14:** a maximum of 150 steps may be embarked each day by the Allied player.
- **Jun 15 to the end of the campaign:** a maximum of 100 steps may be embarked each day by the Allied player.

Note: The above limit is not the total number of steps allowed on the Naval Transit Table, it is the maximum number of steps that may be moved into the embarkation box each GD.

Mech movement class units count double and artillery Btns count triple their number of steps for embarkation purposes. Keep track of the number of steps embarked on the Naval Transit.

21.6.3 Landing

- Units are landed during the Allied Movement Phase of the AM and PM GTs of each GD. They may use tactical road movement or tactical movement (not Strat movement) on the GT of landing.

Exception: Allied units may land on June 6 Night GT.

- On the GT that they land, Mech units may not expend more than one-half of their MA.

Exception: When units enter the Battlefield Map from the Beach Displays their available remaining MA is determined by 42.9.6c.

- A maximum of six steps per beach sub-area marker is allowed to land each GT. Each Mech step counts as two steps and each artillery Btn counts as three steps.
- During Overcast with rain GTs, the capacity of each beach area marker is reduced to five.

- During Storm GTs, the capacity of each beach area marker is halved. Follow the below procedure.

Exception: On June 6 AM, PM and Night GTs follow the procedure outlined in 42.9.6c.

- **Step one:** If there are any units in the landing box for a beach sub-area, select up to six steps (counted as above) and place them in the corresponding beach sub-area hex. If a landing box has less than six steps, units from the "In the Queue" box may be selected. Reduce the number of "embarked units" by the number of steps (again counted as above) that were moved to the beach sub-area hex, on the Naval Transit Display.
 - **Step two:** If after step one, a landing box is empty of units, move all units in the corresponding "In the Queue" box into the landing box. If there are units remaining no units from the "In the Queue" box may move into the landing box.
 - **Step three:** Units in appropriate (if an AM GT, from the AM box, or if PM GT, from the PM box) "Anchorage box" may be moved to either the "In the Queue" or "Landing Box". Units may be moved to the Landing Box only if there are no units in either the Landing or In the Queue Boxes. If units from the Anchorage Box are placed into the In the Queue Box, and there are units already in that box, the units should be placed in a manner to remind players that they cannot be moved until all units already in the box have been moved to the Landing Box.
- Example:** (refer to Battlefield map C, Juno Beach & Naval Transit Display). At the beginning of the AM GT Allied Movement Phase there are the following number of units waiting to land:
- Landing Box 1:** 1 Inf Btn, In the Queue Box: 1 Art Btn, and 2 Tk Btns.
- Landing Box 2:** 1 Tk Btn, and 1 Art Btn, In the Queue Box: 1 HQ.
- Landing Box 3:** There are no units in either box.
- Naval Transit Juno Beach AM GT Box:** 3 Inf Btns, and 2 Recon Btns
- Step 1:**
- The CW player moves the Inf Btn in Landing Box 1 to hex C3207 (Beach sub-area 1 landing hex). Since he has only used three of six steps able to land that GT, he moves the Art Btn from the In the Queue Box to the landing hex also, leaving the 2 Tk Btns remaining in the In the Queue Box. He reduces his total embarked steps by six (Inf Btn 3 steps, Art Btn 1 step x 3 for 6 total steps).

- He then moves the Tk Btn from Landing Box 2 to hex C3407 (Beach sub-area 2 landing hex). Since Mech steps each count as two steps, he has used the full allowance for landing hex 2. There is still one Art Btn in the Landing Box. He reduces total embarked units by another 6 steps.
- There are no units in Landing Box 3, so there are no actions to take this step.

Step 2:

- Since there are no units remaining in Landing Box 1, the CW player moves the 2 Tk BtNs from the In the Queue Box 1, to the Landing Box 1.
- The Art Btn is still in Landing Box 2 so the HQ unit in the In the Queue Box 2 may not move and remains in place.
- Since Landing Box 3 is empty, no action is taken.

Step 3:

- The CW player removes the units in the AM GT Anchorage Box and distributes them as he wants in the three landing boxes. In this case, he accomplishes this as follows:
- Since both Boxes for sub-area 3 are empty, he places the 2 Inf BtNs in the Landing Box, these units will be eligible for actual landing on the PM GT. He then places one of the Recon BtNs in the In the Queue Box.
- Since the In the Queue Box for sub-area 1 is empty, he places one of the Recon BtNs in that box.
- Left with no real good choices, he places the remaining Inf Btn in the In the Queue Box, sub-area 2. He places it under the HQ signifying that the HQ must move to the Landing Box before the Inf Btn.

Designer's Note: The CW player could have placed the units from the transit display in any manner he wished. It is also important to note that the number of steps embarked are only reduced when units actually move the landing hex.

21.6.4 Naval Transit Movement

During the Allied Strategic Movement Segment, the Allied player may move units from one box to another on the display. Movement is conducted in the order and using the procedures listed below.

Step 1: Units in the PM GT box of each beach are moved to the AM GT box.

Step 2: Units in the transit box of each beach are divided into groups of 6 (players choice). If there are less than six units or there are units remaining after grouping they form one group of less than six. The Allied player then rolls 1d10 for each group. On a DR of 0-4 the group is placed in the AM GT box, and on a roll of 5-9 the group is placed in the PM GT

box.

Step 3: Units in the embarkation box are moved into one of the transit boxes corresponding to a beach area.

Note: Sword Beach may not be used after the June 30 GD.

21.7.0 Cherbourg Port Box

Cherbourg Port is composed of the hexes C3609, C3709, C3809 and C3909. When all four hexes are Allied controlled, the port of Cherbourg is able to begin to activate. It requires 28 days for the port of Cherbourg to be fully functional. Place a ace of spade marker on the GT Record track 28 days from when all four port hexes are Allied controlled. On that GD, Cherbourg is active.

Note: Allied units may not land at Cherbourg.

Designer's note: Historically very few Allied units landed at Cherbourg. The port when finally repaired was used primarily for the off loading of supplies and material, hence the ability to activate Third Army. Additionally for those wondering where the Pluto pipeline is at, it is built into the ability of the Allies to increase FP deliveries with the addition of the Third US and 1st Canadian Armies.

22.0 REPLACEMENTS

22.1 Replacement Table

There are separate sections for the German side, the US forces and the CW forces.

- Roll 1d10 for each of the three above groups.
- RePs received are tracked for each national group.

22.1.3 Recycling Step Losses

Use the recycle procedures outlined in GOSS when playing the campaign game and some of the scenarios. Each scenario will detail if this rule is in effect.

22.1.4 ReP Stockpiles

- Until an army HQ is activated, Allied beach/corps HQ may only save up to five steps of each type of RePs from one GD to the next.
- Once each national group has at least one army HQ activated, that national group may save up to twenty steps of each type from one GD to the next.
- RePs over the above limits are eliminated.

22.1.5 Allied Daily ReP Limits

Replacement points for the separate nationalities within the CW and US forces are built into the Replacement Table, however certain nationalities are limited by how many replacements they can receive each GD.

Canadian units; Use CW Inf and armor RePs but may not receive more two Inf ReP each GD.

Polish units; Use CW Inf and armor RePs, but may not receive more than one Inf ReP each GD.

French 2nd Armored Division; Use US Inf and armor RePs but may only receive one Inf ReP each GD.

There are no limits to the number of armor RePs the above nationalities can receive.

22.1.6 Luftwaffe

Luftwaffe units (FJ, LW, and Flak units); receive one Inf ReP per GD in addition to the normal replacement rate. The Luftwaffe Inf ReP may simply be taken by any Luftwaffe Inf type unit, these RePs cannot be accumulated.

22.6.0 German Divisional Refit

22.6.3 Refit Benefits

Divisional formations in refit receive the following ReP in addition to the normal ReP rate:

- Infantry divisions: one Inf ReP per GD.
- Pz or PzGd divisions: one Inf Rep and one-half armor ReP per GD.

22.6.4 Refit Restrictions & Release

- An army may have no more than one formation per subordinate corps in refit at any given time.
- If an Allied unit ends movement closer than 20 hexes from any unit of the formation, the German player may attempt to release the formation early. At the start of each German regular Movement Phase, the German player rolls 1d10. If the roll is 8 or higher, the division is released. DRMs are as follows:
 - +3, if the enemy unit is between 10 and 14 hexes away.
 - +6 if the enemy unit is between five and nine hexes away
- If an enemy unit is within four hexes the division is automatically released.

23.0 LEADERS

23.2.1 Formation Leader Benefits

In addition (this means they retain the GOSS benefits) to the standard formation leader benefits listed in the GOSS rules, the below Atlantic Wall formation leaders have the following benefits.

23.2.1c Leaders & ENA Activation

Ignore this section in the GOSS rules.

23.2.1d Allied Formation leaders

Frost (British, 1st Airborne Div). Any units stacked with Frost gain two additional MPs. Units stacked with Frost may ignore one discretionary result if defending in a town or city and receive one additional shift when defending.

Gale (British, 6th Airborne Div). Gen. Gale, if stacked with his division HQ, may award up to three defensive combat shifts per combat phase and two offensive shifts per friendly combat phase. No more than two such shifts may be applied to any one combat.

Gavin (US, 82nd Airborne Div). Gavin provides two combat shifts to any one GA if he is stacked with any unit participating in the GA. Any leg units stacked with Gavin automatically receive a +2 MP bonus.

Ridgeway (US, 82nd Airborne Div). If Ridgeway is stacked with the division HQ, any one attached sub-formation has its PR values raised one level—to a maximum of nine.

Roberts (British, 11th Armored Div). When stacked with division HQ, he increases the advances after combat for all 11th Arm div attacks by one hex.

Robertson (US, 2nd Infantry Div). Robertson allows units of this division to move in any order the player wishes when he is stacked with the division HQ.

Taylor (US, 101st Airborne Div). Any units in hexes that are stacked with or adjacent to Taylor automatically have their PR values increased by one when attacking, to a maximum of nine.

23.2.1e German Formation leaders

Meyer (12th SS Pz Division)

If stacked with his division HQ, Meyer may:

- Award up to two combat shifts to any units of the 12SS Pz Division.
- Negates the no multi-formation combat penalty for all 12SS Pz Division units.
- Shifts may be split between two different combat, with each GA receiving one favorable shift.
- If any pure armor units are involved, they may advance one additional hex after combat, ignoring any movement halts.
- Allows any units he is stacked with to conduct one overrun during a regular friendly Movement Phase. The units must be in tactical mode.

Wunsche (12th SS Pz Division)

- Wunsche can award one shift to any one attack, if he is stacked with any participating unit.
- He increases the advance after combat of any one German unit in that GA by one hex.

23.2.2 Corps & Army Leaders

23.2.2a Allied Corps/Army Leaders

Collins (US VII Corps)

If Collins starts the AM turn stacked with a division's HQ, all of that division's units may perform their movement during a friendly regular Movement Phase in any order they wish regardless of the type of movement used.

Horrocks (British 30 Corps)

If stacked with 30 Corps HQ, Horrocks:

- Allows one infantry division and one armored division assigned to his corps to operate together without multi-formation combat

penalties. Those divisions to spot barrages for each other.

Simonds (II Canadian Corps)

If stacked with II Canadian Corps HQ, Simonds allows:

- Up to two formations assigned to the II Canadian Corps to launch night attacks.
- Are not required to abide by the Allied night turn restrictions and may operate normally.
- Starting on the Aug 1 night GT, the night attacks may be supported with carpet-bombing.
- Any stacks accompanied by Flail or AVRE AFVs may ignore movement halts during the these night GTs.
- Simonds awards up to two defensive combat shifts each night GT only.
- The night attack ability can only be used every other GD.

Patton (US Third Army)

If Patton is stacked with a corps HQ, he:

- Allows any one division under that corps' command to perform overruns during the regular Movement Phase.
- Up to two different stacks of units may conduct overruns.
- Units of that same division may increase its advance after combat by one hex.
- These units must be in tactical mode.

23.2.2b German Korps/Army Leaders

Eberbach (Panzer Group West). If stacked with a Panzer Korps HQ, he allows all formations under that Korps' command to attack without being subject to the multi-division attack penalty. He also awards one attack combat shift for up to two panzer divisions (each division gets one shift).

Marcks (84th Korps). Gen. Marcks may allocate two defensive combat shifts during each enemy combat phase. These shifts must be given to divisions under his command. They may both be given to one combat, or split between two combats, with one shift going to each defending stack.

vLuettwitz (47Pz Korps). If vLuettwitz starts an AM GT stacked with a division's HQ, one GA (attack or defense) per GD may be given a column shift if a unit from that division is involved. He may not add that shift to a combat already receiving one from another leader.

25.0 ARMY RESERVE

Beginning on the June 12 AM GT, both sides may create a hidden reserve. *GOSS* army reserve rules are modified as follows.

25.1.0a Allied Reserve

- A maximum of two formations may be armored.

- Each formation must be allocated four FP.
- Independent BG must be allocated two FP.

25.1.0b German Reserve

- Maximum of three divisions may be Pz or PzGd divisions.
- Mech Formations must be allocated four FP and one AmP.
- Independent Mech BG must be allocated two FP and one-half AmP.
- Leg formations or independent BG must be allocated one AmP.

26.0 OPTIONAL RULES

26.5.0 Variable Division Activation

Designer's Note: *While not mandatory, the variable activation rules are highly recommended for the full campaign game using the logistical rules.*

26.5.1 Allied Early Activation

Allied divisions may be activated (made available for embarkation) up to five days early.

- The Allied player may not conduct an early activation until the June 8 AM GT.
- For every GD that a division is activated early the national group (either US or CW) receives a -1 DRM on both logistic DRs.
- A maximum of -9 DRM is allowed.
- On each GD prior to deciding to activate a division early, the Allied side reduces the current early activation DRM by one (move the marker on space to the left).

Example: On the June 12 AM GT the US player decides to activate the 83rd Division, which normally would be available on June 19. Since June 12 is seven GDs prior to the 83rd's normal activation of 19 June, the US player places a marker in the "-7" box on the "Total DRM" track of the US Transit Naval Display. The US player would receive a -7 DRM to both his fuel and ADV DRs that GD (in addition to any column reductions due to the amount of units currently embarked). On the June 13 AM GT, the US player would move the DRM marker one space to the left reducing the DRM for that GD to -6.

26.5.2 German Early Activations

The German side may attempt early activation starting with the June 9 GD.

- Only those divisions listed below may attempt early activation.
- The German side may activate one division early every three GDs.
- A division may attempt early activation up to 10 GDs before it was historically activated.
- The divisions must be taken in the order they appear in below.
- Roll 1d10 during the Command Phase.
- The next division in line cannot be rolled for

until the one above it has been activated. The first column contains the division name, while the second column is the actual date the division was activated. The third column is the DR needed for early activation.

Division	Date Activated	Die Roll
16LW	6/20	0-4
266	6/22	0-4
276	6/23	0-4
277	6/23	0-4
272	7/2	0-5
271	7/4	0-5
331	7/4	0-5
326	7/14	0-5
363	7/20	0-5
89	7/30	0-5
84	8/2	0-6
85	8/4	0-6
344	8/8	0-6
17LW	8/14	0-7
18LW	8/15	0-7

- Starting in the Command Phase of the June 30 GD and every other GD until July 30, if any divisions were activated early the German side must conduct the following procedure:
- Roll 1d10 for each division that was activated early.
- For each result of 0-1, one division, starting with the 331st is removed from the order of battle and thus not available as a reinforcement.
- If a division that is removed from the order of battle is already in play, remove the next inactive division below it on the list.
- If all divisions are already in play, start with the 331st division and pull the division out of action and remove it from the Battlefield Map.
- If more divisions are required to leave the Battlefield Map, start with the next division on the list after the 331st, and so on.
- If a division is on the map and all units of that division are more than three hexes from an Allied unit simply remove the units of the division from the map. They are no longer available.
- If any of the component units of the division is within three hexes of an Allied unit, those units must be immediately moved a position that is more than three hexes from an Allied unit and then removed from the map.

Note: if a division has not activated by the time of its historical release, it is automatically activated.

Designer's Note: Activating formations early creates the risk of the German high command using later reinforcing divisions on the eastern front instead of in the west, as they have

become convinced that Normandy is the real invasion and can use 15th Army as a resource for both fronts.

26.5.2a Early Activation of Pz Divisions

The Germans may also attempt to activate Pz divisions for early commitment to Normandy. Using the nearly the same protocol as above, the following panzer divisions may attempt early activation:

Division	Date	Date	Die Roll
2 Pz	6/9	6/11	0-4
1SS Pz	6/20	6/30	0-2
116 Pz	7/7	7/20	0-3
9 Pz	7/20	8/2	0-2

The above list differs from the previous list in that the first column of dates is the earliest that activation may be attempted and the second column is the historical activation date. The activation DRs needed for each formation are in the fourth column. For each Pz Div that is activated early, the German player must send an Inf Div eastward on a DR of 0-3. The Inf Div to be sent must be the next in order of activation. If there are no more infantry divisions to send east, then one Pz Div from the above list must be sent instead.

Note: If a division has not activated by the time of its historical release, it is automatically activated.

26.5.2b Grossdeutschland Pz Division

The German players may choose to take this unit in the west as part of the OKW reserve. This decision must be made before the start of the game. If it is taken, the unit's location is randomly determined just after the conclusion of the June 6 AM GT. The locations are listed below, roll 1d10:

Die Roll	Location
0-2	Germany
3-4	Benelux box on the strategic map
5-6	Pas de Calais box on the strategic map
7	Rennes box on the strategic map

If the division is located in any of the above locations, the Recon Btn and one PzGd Rgt activates on the Jun 7 PM GT, with the remaining units activating on Jun 8 AM GT.

8 within three hexes of Alencon, entire division activates June 6 night GT.

9 within six hexes of St Lo. The Recon Btn and one PzGd Rgt may activate on the June 6 AM GT, with the remainder activating June 6 PM GT.

If the option to take the GD division is made, then starting on June 25 AM GT, a DR is made for IISS Pz Korps each AM GT until July 2.

The first time a 0-2 is rolled, the 9SS Pz division

does not come west and is stricken from the order of battle.

The second time a 0-2 is rolled, the 10SS Pz Division and IISS Pz Korps HQ also does not appear. The third time a 0-2 is rolled before July 2 then the GD Pz Division itself must be pulled out of the line and shipped to the eastern front.

If these divisions are on the map when removal is called for, simply pick them up if they are in a rear area, or start moving them out of the line immediately so that they can be removed as soon as they are out of the line.

26.5.2c 2nd FJ & 708th Divisions

If Avranches (D2929) is still controlled on August 2 AM GT, and a continuous German frontline exists from there to Tinchebray (E3524) the German player may activate the 2nd FJ division at Brest on the strategic map and move it to Normandy. The 708th division may activate two days early.

27.0 STRATEGIC MAP

The Strategic Map has 57 location boxes that are each individually named and linked to other boxes by lines representing road and rail connections with one another. The outline of the Battlefield Map is shown on the Strategic Map along with the map access hexes used by both sides to move between the Battlefield and Strategic Maps. German depot locations and fortified cities are also found in some location boxes.

Note: Most location boxes contain a town or city and those that have direct linkages to the Battlefield Map (called entry locations) also have a four-sided star symbol.

27.1.0 Stacking on the Strategic Map

At the end of the Strategic Movement Segment, a side may never have more than 48 units in a location box.

- Players may not attempt to move units into a location box that would violate the above stacking limit.
- The German player may violate stacking limits when placing activated units.

27.2.0 Strategic Map Sectors

There are four sectors on the strategic map, labeled A, B, C, and D. Sector B is divided into two sub-sectors with one sub-sector representing the Brittany area of France. Each sub-sector has its own interdiction numbers, however AP assigned to Sector B are assumed to be in both sub-sectors.

27.3.0 Strategic Map Movement

With the exception of units entering or leaving the Battlefield Map, all Strategic Map movement is conducted in the AM GT of each GD.

Exception: German units activating on June 6 and 7 GDs may be eligible for limited movement in the PM and night GTs of those GDs. Consult

the German Master Reinforcement list for instructions.

- Units move from location box to location box using the transportation lines that link them together.
- German units may use leg, mechanized or rail movement.
- Allied units may use leg or mechanized movement.
- Units moving on the Strategic Map (including those exiting the Battlefield Map) are first divided into the separate groups by the types of movement they will be using (leg, movement, or rail)
- Movement groups can be reformed each strategic movement segment as long as all of the units are located in the same box.

Note: Capacity and air interdiction may restrict movement for German units. Fuel considerations may restrict Mech movement for both sides.

27.3.1 German Rail Movement

Only German units may move by rail and may only move via rail when using the crosshatched rail transportation lines on the Strategic Map.

- Units may not entrain while on the Battlefield Map, they must first move as a leg or MU to an off map location box that contains a rail line.
- Units moving by rail may not enter a location box that contains enemy units.
- If Allied units move into a box containing German units that are currently entrained the German units are detrained at the beginning of the strategic combat segment and defend at half strength.

27.3.1a Rail Capacity

To move by rail, units must first entrain.

The number of units that may be entrained at any one time is limited and that capacity is reduced over time.

- In all GDs in June, a total of 12 groups may be entrained.
- In all GDs in July, a total of 10 groups may be entrained.
- In all GDs in August, a total of eight groups may be entrained.
- Each group may consist of up to six units of any size. Mech Btms and artillery Btms count as two units.
- Each sector has a maximum number of groups that may be entrained at the beginning of the strategic movement segment. Sector capacity is shown on the Strategic Map and like the total capacity it is reduced over time.
- The overall maximum number of groups may not be exceeded, however the capacity allowed in each sector may be exceeded. For every group that exceeds a sectors capacity

the German player incurs a -1 DRM to both logistic DRs the next GD.

27.3.1b Rail Movement Procedure

Mark each group moving by rail with a red spade marker.

- Rail movement groups may make up to four attempts to move to another box.
- Movement groups that fail their first attempt may use their second attempt to leave that box, or if they succeeded on their first attempt they may use their second attempt to move a second time. This procedure continues until:
 - Four attempts have been made or,
 - The group enters the Battlefield Map or,
 - A player decides to stop making attempts.

27.3.1c Entering the Battlefield Map

A rail movement group that enters the Battlefield Map during its strategic movement segment is placed on a rail line at the terminus noted on the Strategic Map.

- The terminus for units entering via rail on map D is Pontaubalt.
- The terminus for units entering via rail on map F is Alencon.
- Units entering may move no further until the next friendly movement Phase.

27.3.1d Rail Movement Restrictions

The Seine River has only one rail crossing (Paris to Versailles).

- To cross the Seine River units moving by rail must begin the strategic movement segment in either Paris or Versailles, and use their full rail movement to cross the Seine River (they may move no further that segment).
- They may make up to four attempts, but may move no further than one location box (from Paris to Versailles or Versailles to Paris).
- Units starting in the South of France box or the 'one full day' boxes may only move one box, however they may make four attempts to enter that adjacent location box.
- Once an Allied unit enters a Strategic Map sector, the German rail capacity for that sector is lost and may never again be utilized.

27.3.2 Mech Movement

Both sides can use mechanized movement on the Strategic Map. Movement groups may enter and or exit the Battlefield Map using Mech movement.

27.3.2a Mech Movement & Fuel

Each Mech movement group can consist of up to six individual units of any size.

Note: 6.1.2 thru 6.1.4 do not apply.

- Each side is only limited by the number of FP they wish to expend.
- Leg units in sectors A and B only, wishing to use Mech movement on the Strategic Map

must be transported by TP allocated from army TP allocated for motorization in the same manner as units on the Battlefield map.

- Mech units that do not receive the required amount of FP can only move as leg units.
- Players may fuel units by division (i.e. use the fuel rates listed for formations on the battlefield map). However the division must receive enough FP to be in a normal fuel state.
- Alternately (must be used for Mech units not assigned to a division) every six units, or portion thereof, of any size, requires the expenditure of one-half a FP. This method may be used to fuel separate groups within a formation if a player chooses or cannot expend the required FP to fully fuel the formation.
- Units and or divisions receiving fuel while on the Strategic Map are considered in normal fuel for that GD if entering the Battlefield Map.
- Units exiting the Battlefield Map and entering the Strategic Map must stop at the first location box and move no further that GD.
- If at the start of the AM GT, part of a division is on the Battlefield Map and part is still on the Strategic Map, players can still distribute fuel by division, or alternately those units on the Battlefield Map can be declared an independent BG for fuel purposes.
- The German side receives one FP for use on the Strategic Map each GD. This FP can only be used on the Strategic Map and may not be accumulated from GD to GD. Divisions that are present on the Battlefield and Strategic Map, being fueled as a division may use this FP.

Example 1: The Pz Lehr Division consists of 22 units. Four units have already entered the Battlefield Map. The German player could expend one and one-half FP to fully fuel the 18 units on the Strategic Map, and then not provide any FP for the one BG on the Battlefield Map, thus consigning that BG to roll on the 'no fuel' line of the fuel table.

Example 2: Using the same situation in example 1, the German player could fuel the Lehr division as a division, but because part of the division is still on the Strategic Map, the division would have to be allocated enough FP to achieve a normal fuel status (i.e. two FP).

27.3.2b Mech Movement Procedure

Units using Mech movement may use either road or rail transportation lines on the Strategic Map.

- Mark each group using Mech movement with a blue spade marker.
- Units using Mech movement may enter enemy occupied location boxes.

- Mech movement groups may make up to two movement attempts per strategic movement segment.
- Movement groups that fail their first attempt may use their second attempt to leave that box, or if they succeeded on their first attempt they may use their second attempt to move a second time. This procedure continues until:
 - Two attempts have been made or,
 - The group enters the Battlefield Map or,
 - A player decides to stop making attempts.

27.3.2c Entering the Battlefield Map

- Mech movement groups that began the strategic movement segment in an entry location (those locations with a four pointed star symbol) and who pass their interdiction DR, may move onto the Battlefield Map using up to one-half of their MA.
- Mech groups that started the strategic movement segment not in an entry location, but who manage to move onto the Battlefield Map must stop at the Battlefield entry hex. and may not move on the Battlefield Map until the next GT.

Note: Some entry locations have MA reductions marked along the line entering the map. Use that reduction rather than the standard one-half for other locations when entering the Battlefield Map.

27.3.2d Mech Movement Restrictions

Mech units crossing the Seine River at any transportation line, may only move one location box.

- They may still make two attempts to move, however they may not move more than one box.
- Units starting in the South of France box or the 'one full day' boxes may only make two attempts to enter an adjacent location box, however they may only move one location box.
- Mech units that do not receive the required FP move as leg units.

27.3.3 Leg Movement

Any unit may be assigned to a leg group. No more than six units of any size or type may be assigned to one leg movement group.

27.3.3a Leg Movement Procedure

Units using Leg movement may use either road or rail transportation lines on the Strategic Map.

- Units using Leg movement may enter enemy occupied location boxes.
- Units using leg movement may only make one movement attempt per strategic movement segment.
- Units not marked with a blue or red ace of spade marker are considered to be using leg movement.

- There is no limit to the number of units that can use leg movement in any given strategic movement segment.

27.3.3b Entering the Battlefield Map

Leg movement groups that enter the Battlefield Map during its strategic movement segment may move up to one-half of their full MA.

Note: Some entry locations have MA reductions marked along the line entering the map. Use that reduction rather than the standard one-half for other locations when entering the Battlefield Map.

27.3.3c Leg Movement Restrictions

Units may not move to and from the South of France box using leg movement, those units must use either Mech or rail movement.

27.3.4 German Interdiction Values

Each time a German movement group wishes to leave a location box, the German player rolls a 1d10 interdiction DR and compares it to the interdiction values for the sector it occupies.

- Sector B is divided into two sub-areas with different interdiction values for each sub-area.
- There are two values for each area. The first value is the interdiction value for leg and Mech movement, the second is used for rail movement.
- To successfully leave a box, the DR must be greater than the interdiction value for that type of movement from that box.
- Weather conditions on the Battlefield Map can effect strategic interdiction DRs. Strategic Map sector B is effected by the western weather conditions and sector A is effected by the eastern sector. Sections D and C are not affected by weather.
- Allocation of Allied APs to strategic interdiction will also affect the DR (see the Strategic Map).

27.3.5 Allied Interdiction Values

Allied movement groups are subject to a reduced interdiction value. This value simulates the minor garrisons and infrastructure damage caused by Allied bombing. Each movement group rolls 1d10 and on a DR of 1-9 the units succeed in moving to the next location box. DRMs awarded to the German side to due to weather are subtracted from the DR rather than added to the DR as for the Germans.

Allied units may not move into Honfleur, Lisieux, and Amiens location boxes.

Designer's note: *The 15th German Army was located in those areas and if any Allied units had attempted to the 15th Army would have defended those areas.*

27.3.6 Movement Restrictions

Friendly movement groups using leg or Mech movement may enter boxes containing enemy

units, but they must then halt their movement.

If a friendly movement group starts a movement segment in a box with enemy units, those friendly units may only move to a box that does not contain other enemy units.

27.3.7 Exiting the Battlefield Map

Units exit the Battlefield Map using the same access hexes that movement groups do when they enter the Battlefield Map. Units may exit during their regular or Exploitation Movement Phases if they have at least half of their MA remaining. Units must halt their movement when entering the first location box and may not move until the next strategic movement segment. All rules pertaining to strategic movement apply at that time.

27.4.0 Strategic Map Combat

Combat on the strategic map is handled in a very easy and abstract manner. Combat can only occur once per GD between opposing units in the same location box. Units can only initiate combat during their friendly strategic movement segment after all movement on the Strategic Map is complete. Night has no effect on this kind of combat, it has been factored into the process already.

27.4.1 Combat Procedure

If both sides have movement groups in the same location box, combat must occur.

Exception: If Allied units move into a location box that contains a fortress symbol, and there are German units occupying that location, The German units may withdraw into the fortress. Once they do so, the Allied player may declare a siege and remain in the location box without attacking.

27.4.1a Combat Strength

- Combat is resolved one location box at a time. Each side totals the combat strength of all units in the location box.
- The attacker uses his unit's offensive current unit combat strength and the barrage strength of artillery units.
- The defender uses his unit's defensive current unit combat strength and the barrage strength of artillery units.
- The combat strengths of HQs are not counted unless they are the only type of units defending. Current combat strengths of units are modified as follows:
 - Defending units occupying a location box with a town symbol multiply their strength by 1.5.
 - Defending units occupying a location box with a city symbol multiply their strength by 2.
 - Defending German units occupying a location box containing a fortress symbol have their losses halved and all retreats are negated.

- Units that are in a OoS status have all strengths halved.
- Mech units that are not part of a Mech movement group have all strengths halved.
- Entrained units have all defensive combat strengths halved (they may not attack), and are immediately detrained.
- The attacker and or defender may use APs that were allocated to the GS role. A maximum of eight AP may be committed to one location box. Each AP committed adds two points of combat strength to the combat.

Note: All of the above are cumulative.

Both sides round any fractions up after computing the total combat strength.

27.4.1b Final Combat Value

After determining combat strength, add the following to appropriate side's combat strength.

- +1 to the larger force if it is at least twice the combat strength of the other.
- +2 to the larger force if it is at least three times the combat strength of the other.
- +3 to the larger force if it is at least four times the combat strength of the other.

Note: The above three modifiers are cumulative.

- Both sides choose a lead PR and each side adds that value to their combat strength.
- Both sides choose their armor or AT lead unit. The attacker can only choose an AT value if none of his units have an armor value and the defender is using an armor value. Add the armor or AT value of each side.
- +1 to the side with at least one active leader in the box.
- +1 to the defender if that side occupies a location box with a city.
- +2 to the defender if that side occupies a location box with a fortress.
- Each side then rolls 1d10 and adds DR to the total combat strength.

27.4.2 Strategic Combat Resolution

After totaling all of the factors in 27.4.1 subtract the smaller number from the larger, the result is the combat value.

- If the combat value is one or less the combat is considered a draw, and each side takes one step loss, and neither side retreats.
- If the combat value is greater than one, the side with the lower combat strength is considered the loser.

27.4.2a Losing Side Results

The losing side determines if his units will retreat or remain in the current location box.

- If the losing side elects to not retreat or does not have a valid path of retreat (27.4.2c), the combat value determined above becomes the number of step losses that side must incur.
- If the units have a valid path of retreat (27.4.2c)

the losing side may retreat one location box, or if no other path is available he may retreat back onto the Battlefield Map, if the entry hex is not enemy occupied. He then divides the combat value by two (rounding fractions up) the resulting number is the number of step losses the retreating units incur. Units defending in a fortress location may elect not to retreat, however they still only receive half the combat value as step losses.

No unit can take more than one step loss until all units of the afflicted group have taken at least one loss. Artillery and HQ units cannot take losses until all other types of units have done so.

27.4.2b Winning Side Results

After the loser has satisfied his results, the winner of the combat must now do the same. The winning side never retreats.

- If the loser retreated, the winner divides the combat value by three (round fractions up), the resulting number is the number of step losses the attacking units incur.
- If the loser does not retreat (no matter the reason) the winning side suffers step losses equal to one-half the combat value.

27.4.2c Strategic Map Combat Retreats

When a side retreats it must displace at least one box towards a friendly supply source. It may not retreat into an enemy occupied box unless a friendly group already occupies that box. If there are no eligible boxes to retreat into, the losing side remains in the box, and takes the steps losses required. Units that do not have a valid path of retreat are marked OoS.

27.5.0 Strategic Map Supply

Units on the Strategic Map are in GenS as long as they can trace a supply path:

- No longer than one location box to a formation or corps HQ or
- In the case of German units, to a location box with a depot that is friendly occupied with no enemy units occupying the same location box. The Germany location box is also a PSS for German units.
- Formation HQ must be able to trace a supply path no longer than two location boxes to a superior corps HQ and three location boxes from the corps to the army HQ, until the supply path reaches the Battlefield Map or
- If a German HQ to a depot marked on the Strategic Map.
- A side may extend the HQ to HQ range of a corps or army HQ by one box for every TP the army uses for each HQ. Use a motor marker on the Strategic Map to show this.
- Once on the Battlefield Map, the supply path may be no longer than the standard supply path length described in the GOSS rules.

- Fortress locations may provide supply for German units up to the stacking limit in their location box.
- GenS cannot be traced through a box containing enemy units, but it may be traced from such a box.
- Artillery units do not check for ammo depletion while on the Strategic Map.
- Units on the Strategic Map must be able to trace a GenS path to receive fuel from their respective army pools.
- Any movement group that is unable to trace a GenS path as outlined above, is marked with an OoS marker.

30.0 SCENARIOS

Atlantic Wall is a big simulation game. In its entirety, it covers the complete Normandy campaign from the initial airborne assaults and amphibious invasions on 6 June, to the final desperate escape of the remnants of two German armies from the cauldron of the Falaise Pocket. The full campaign scenario covers all of those operations and the numerous intervening battles. As such, it is a long and detailed scenario that would be best played with a team of gamers taking each side.

Learning to play **Atlantic Wall** is best accomplished by starting with the first of six smaller scenarios and playing them in the order they are presented. Each of the first three scenarios requires only a limited use of rules and does not require the more detailed supply and command rules to play; these scenarios also use a simplified sequence of play, so it is suggested that gamers play at least one of the first three scenarios before tackling any of the remaining four. Additionally, these smaller scenarios can all be played using one map sheet or less, and far fewer counters. They are also very amenable to solitaire play.

As play progresses to the more detailed and larger scenarios (scenario 4 through 7), more and more rules and modules are layered onto the basic system, ending with the 6 June full campaign scenario and Airborne Assault plus the Amphibious Invasion Stage Modules. A player may always choose to use a more streamlined version of supply and reinforcement for any of the scenarios; those rules are presented within each scenario section.

The final four large scenarios (all require the use of five or six maps) can be played out beyond the scenario end date and extended to the final day of the campaign. They may also be split into two smaller scenarios involving either the US or the Commonwealth versus one of the German armies.

The Airborne Assault Module and Amphibious Invasion Stage Modules are mini-games in their own right. The Amphib Invasion Stage Module is actually meant to be played in solitaire mode.

30.1.0 Scenario Presentation

Each scenario is a self-contained game. The scenario rules are all generally presented in the same general format. The playing area and duration of the scenario is given first, followed by the initial weather conditions for the first game turn (or possibly beyond). Next, the scenario will list special rules applying to just that scenario. Scenarios 1 through 3 are introductory scenarios and as such have specific special sequences of play and rules that simplify both the *GOSS* basic and exclusive rules. Scenarios 4 through 7 may be played as separate scenarios (some may be split into two), or may be played as the starting point for the full campaign game.

30.2.0 Scenario Diagrams

Most scenarios have a color set-up diagram that details the initial command boundaries and general start locations for all units and formations. Some of the diagrams show the actual setup for individual units. The scenario rules will explain this further. The frontline is always shown in solid orange and US forces and boundaries are printed in blue. The Commonwealth forces are printed in red, while the German forces and boundaries are printed in black.

30.3.0 Scenario Set Up Manifest

The starting forces for both sides are listed below. This may also be duplicated on the setup diagrams if space allows.

(#): Indicates number of step losses

AFA: Armored Field Artillery
Art: Artillery unit
AT: Anti Tank towed
Aufk: German Recon
Bde: Brigade
BG: Battle Group
Btn: Battalion sized unit
CE: Combat Engineer
Coy: Company sized unit
Div: Division
FA: Field Artillery
Inf : Infantry type
Pio: Pionere (German Engineer)
PzGd: Panzergrenadier infantry
PzJ: Panzerjager AT
RA: Royal Artillery
Rgt: Regiment
RHA: Royal Horse Artillery
StG: Sturmgeschutz, Assault Gun
TD: Tank Destroyer (towed or SP)
Tk: Tank

German Breakdown counters:

88Flak Coy: 2-3(6)-12
75AT Coy: 1-2(4)-9
75Mot AT Coy: 1-2(4)-12
88AT Coy: 2-3(7)-12
Aufk Coy: 2(2)-3-12
Mot Inf Coy: 2-2-12
PzGd Coy: 3-3(1)-12
PzGd Eng Coy: 2-3(1)-12
Eng Coy: 1-2(1)-6
Mot Eng Coy: 2-2(1)-12

31.0 INTRODUCTORY SCENARIOS

The first three scenarios are designed to introduce players to the basic game concepts. Many game functions are either not used or are modified to facilitate ease of play. If there is any conflict between a rule in either rulebook and those presented here, the rules presented in the scenario take precedence. All references to; maneuver reserve mode, fuel, ammo points, extended night activity and bridge collapse are ignored. In addition the following sections from *GOSS* and **AW** exclusive rules are not used: 17.3.1, 17.3.3, 17.3.4; 17.3.7; 17.3.8, 19.1.0, 19.2.0, 19.3.4; 19.4.4, 19.4.5, 20.0 thru 26.0

31.1.0 Sequence of Play (SoP)

Ignore 3.2.0 thru 3.5.0 and 9.0. Much of the activity of a regular GT has been abstracted out of the introductory scenarios. The regular SoP has been modified with some phases deleted entirely. The below sequence of play is used in the first three scenarios.

31.1.1 Game Turn Sequence

The following Phases are not used in scenarios 1,2 & 3. Air Point Allocation Phase, Weather Determination Phase, Transport & Logistics Phase, Command Phase, Mode Determination phase, Exploitation Phases and Construction Phase. Extended Night Activity is not used in AW scenarios. Phases and segments must be conducted in the following order.

31.2.0 Allied Player Turn

Allied players conduct their player turn. If weather has to be determined and if AP need to be assigned, it is done prior to beginning the Allied Movement Phase. In some cases, functions that would normally occur in their own separate phase have been included in the regular movement phase.

31.2.1 Allied Movement Phase

Ignore 5.3.0 thru 5.5.0, 6.2.1, 7.7.0 & 7.9.5. Ignore all rules pertaining to Strat movement and Maneuver Reserve. Only the Allied side conduct activities during this phase.

• Air point Allocation Segment

Ignore *GOSS* 20.0. During the Allied Player turn

only, AP tracks are re-set according to scenario rules.

• Weather Segment

Ignore all rules pertaining to weather, except, *GOSS* 19.3.0 thru 19.3.3 & 19.4.0 thru 19.4.3c. During the Allied Player turn only, weather determination is made in accordance with scenario rules.

• Supply Determination Segment

Ignore 15.0 & 16.0. Check all HQ and units for supply status.

• Construction Segment

Perform construction and demolition. First complete eligible construction, then start any construction eligible to do so.

Note: Units cannot move in the same phase that they perform construction unless the construction is completed prior to the movement segment.

• Movement Segment

- Artillery units go in or out of battery at the beginning of their individual unit movement. Artillery units may not go in battery after having used any MP.
- Breakdown or rebuild units and conduct regular unit movement.
- Units wishing to conduct a prepared assault must be marked with a PA marker prior to their individual movement. This means that a leg unit can move no more than one hex (rangers and commandos can move up to two hexes), and that Mech units can move no more than two hexes and are required to abide by the one hex rule through marsh, forest, or bocage unless using a road.
- Inf units that do not move and are not adjacent to an enemy unit may have an Combat Reserve marker placed on them.
- Mech units that do not move and are not adjacent to an enemy unit may have an Exploit marker placed on them.
- Infantry units that are not adjacent to an enemy unit may consolidate with other infantry Btns of the same division or they may receive RePs.
- Mech units not adjacent to an enemy unit may receive RePs.

• Construction Completion Segment

Eligible zero GT construction may be completed.

Designer's Note: *The intent here is to make using these modes easier for players new to the system. In simple form, you don't have to preplan your mode assignments, you just have to abide by the restrictions imposed upon units that would normally be in these modes. In the advanced game, you will have a separate phase that occurs before movement in which you must choose a mode for a unit before regular play can commence.*

31.2.2 Allied Combat Phase

Ignore 11.2.0, 11.3.2a, 11.9.0, 13.7.6f & 13.7.6g
Both sides have segments in this phase. Combat Phases consist of the following segments:

- Attack Designation Segment
- GS Mission Segment

Hexes may not be the target of a GS mission and any other type of FS mission. All hexes targeted by a GS mission should be marked to remind players that the hex is not an eligible FS mission target hex.

- German Defensive FS Mission Segment
- Allied Offensive FS Mission Segment
- Attacker Adjustment Segment
- Allied Ground Assault Segment
- Allied Exploit Segment

Mech units in Exploit mode may move and conduct overruns.

31.2.3 Allied Administrative Phase

Administrative Phases consist of the following segments:

- Ammo Replenishment Segment
- Fatigue Recovery Segment

If required, replenish depleted artillery units.

31.3.0 The German Player Turn

The German player turn is conducted in a similar manner as that of the Allied player turn, with the roles reversed.

31.4.0 Game Turn Indication Phase

After the last turn in the scenario is finished the game is over. Determine who has won using specific scenario victory conditions. If the scenario being played has sudden death victory conditions, these conditions should be checked at this time every GT. Otherwise the GT marker is advanced to the next turn and a new GT begins.

31.5.0 Night Game Turns

GOSS 3.5.0 applies.

Designers note: *Allied tactical doctrine (especially for CW units) was such that units tended to utilize this time to reorganize and supply their units. Additionally, with a few exceptions, most commanders were either unable or unwilling to attempt the coordination required for a large scale assault during hours of darkness.*

31.6.0 Air Points (AP)

AP are used to conduct GS missions.

- AP are available for use during the AM and PM GTs (not during Night GTs).
- Each AP may only be used once per GD.

Note: Atmospheric conditions affect AP usage (AW 32.3.0).

The Allied side can also conduct, ground interdiction (GI). Ground Interdiction is a separate form of air attack that takes place during the German player Movement Phase and does not require the use of AP.

31.6.1 Ground Support (GS)

GS missions are a form of FS mission conducted by AP. Any enemy occupied "observed" (GOSS 8.0) hex may be subjected to a GS mission. A hex may not be attacked by a GS mission and an artillery mission in the same player turn. GS missions are conducted prior to any artillery missions.

- No more than three AP may be used against a single hex during the same combat phase.
- One AP equals two FS mission points.

31.6.2 Ground Interdiction (GI)

German units that use more than one-half their MA during any single movement phase and that at any point during their movement are more than six hexes from an Allied unit during an AM or PM GT may be attacked by a GI mission. As soon as a German unit exceeds one-half of its available MA, (this includes German units moving during their Exploitation Phase) the unit is temporarily halted in that hex. Roll 1d10, apply applicable DRMs, and then implement the appropriate result.

- -1 if the target is pure AFV unit.
- -2 if there is a Flak unit or HQ within two hexes of the target hex.
- -2 if atmospheric condition is POvr.
- -3 if atmospheric condition is Ovr.
- +1 if the unit is using road movement.

Results

0-3	No Result
4-5	Fatigue 1
6-7	Fatigue 2
8-9	1 step loss and Fatigue 2

Units receiving any result other than "No Result" must halt their movement in the hex in which the ground interdiction took place.

31.7.0 FS Mission Points

The maximum number of FS mission points that can be allotted per FS mission is limited:

- 8 points if a mission is directed against an unobserved target,
- 16 points if the spotting unit is not in PA mode, or not in an ET-2 or ET-3.
- 24 points if the spotting unit is in PA mode or in an ET-2 or ET-3.

A Coy sized unit may spot for one mission and a Btn sized unit may spot for up to two missions. Z-step units may not spot for FS missions.

Note: Each hex can only be the target of one artillery or one GS mission.

31.8.0 Fieldworks (FW)

Initial scenario setup details where FW are placed at the beginning of the scenario, and may include ET-3. All rules pertaining to the construction of FWs are in effect.

Exception: ET-3s may not be built.

31.9.0 Movement Halts

The artillery units required to generate movement halts are not necessary in this scenario. In GOSS rule 7.3.3a, ignore the requirement for artillery when applying this rule.

Designer's Note: *in the more advanced rules, the requirement for artillery is back in effect. I wanted to initially simplify the creation of a movement halt in these easier scenarios—besides most hexes would be in range of artillery in these situations anyway.*

31.10.0 Multi-Formation Attacks

Units from more than one division may not attack the same hex. CW independent armored brigades and CW infantry brigades are considered attached to the divisions they are listed with in the setup information. 79th Armored Division units, Breakdown Coys and Z-step breakdown units, Armored Cavalry Groups, and army/corps asset units are considered attached to whichever division they are currently stacked with.

31.11.0 Exploitation Movement

Mech units that do not move during the Movement Phase and are not adjacent to an enemy unit of any type may be marked with an Exploit marker. In the Combat Phase after all GAs have been resolved, they may move up to one-half of their printed MA and if able conduct an overrun attack (GOSS 7.11.0). The Exploit marker is removed once the unit has completed movement and any overruns it is able to conduct. Units with an Exploit marker pay no extra MP costs to move adjacent to an enemy unit unless the hex contains only clear or rough terrain and no town or city feature.

31.12.0 Logistics

Units that cannot trace general supply (GenS), are marked with an "on hand supply" (OhS) marker. The unit retains the "OhS" marker until the unit:

- Is able to trace GenS.
- Uses more than one half of its MA in one phase.
- Conducts a FS mission, offensive GA or defends against GA at full strength.

If a unit marked with an "OhS" marker does any one of the above, it is immediately marked with an "out of supply" (OoS) marker. Units that are OoS may not enter PA mode, are halved when attacking or defending against GA, may not conduct a FS mission, and lose one-half of their MA. Units do not check for surrender, unless scenario rules dictate otherwise.

32.0 SCENARIO ONE: OPERATION GOODWOOD "THE WHOLE FRONT IN FLAMES"

This scenario is the first of three introductory scenarios. This quarter map scenario depicts Monty's mid-July battle to capture Caen, and drive beyond the open fields and villages toward Falaise. The scenario is confined to the area on map "C" shown by the thick dashed line on the scenario diagram. Units that retreat out of this area may not reenter play.

32.1.0 Scenario Length

The scenario begins on the July 18 AM GT and ends with the completion of the July 19 PM GT or the July 20 Night GT. All special scenario rules apply no matter which scenario end point is chosen. If players choose the shorter version, ignore the German reinforcements listed for the July 19 PM GT. Playing time for the short version is approximately two to two and one half hours, for the longer version approximately three to four hours.

32.2.0 Air Points (AP)

Only the Allied side has AP available. In addition to GS and GI missions, the Allied side has a special Carpet Bombing mission that is made prior to starting the scenario. Carpet Bombing does not require the use of AP.

32.2.1 Available Air Points

Beginning the July 18 PM GT, the Allied side has 32 AP available each GD.

Designer's note: Allied AP are factored into the carpet bombing sequence on July 18 AM GT.

32.2.2 Carpet Bombing Mission

Prior to beginning the July 18 AM GT, the Allied side conducts a special carpet bombing mission. All German units within the area bounded by 5120-5125 to 5625-5620 (inclusive) are attacked by this mission.

- Each German unit/stack within the above area receives one AS hit and then is affected as follows:

Roll a 1d10 for each German-occupied hex, apply applicable DRMs, and implement the results. The only DRMs for this attack are listed below and are cumulative:

- -1 if there is two or less steps in the target hex.
- -1 If a pure AFV unit is in the hex.
- -1 If there is an ET-2 in the hex
- -2 If there is an ET-3 in the hex.

Results

- **0** No effect
- **1-3** one AS and one step loss
- **4-6** one AS and two step losses
- **7-9** one AS and three step losses

All units that have two AS markers after this attack are affected as follows:

- They do not generate movement halts (even if in an ET-2 or ET-3).
- Their MA is halved.
- At the end of the July 18 AM German Player Turn the German side may remove one AS marker from each unit placed as a result of this bombing attack.
- All remaining AS markers from this attack are removed at the end of the July 18 PM German Player Turn.

Note: Players should use blue AS markers to mark units receiving AS hits from the carpet bombing attack, and red markers to denote those AS markers placed as a result of other FS missions. Maximum of two AS per stack or unit applies (*GOSS* 11.6.1).

32.3.0 Weather Conditions

Atmospheric and Ground conditions for each GT are as follows:

- July 18 AM, PM & Night: Clear and dry.
- July 19 AM, PM & Night: POvr and wet.
- July 20 AM: Ovr and wet.
- July 20 PM and Night: Ovr and mud.

32.4.0 Artillery

The use of divisional and corps/army artillery is abstracted to reduce counter clutter and aid players in learning the game. As such, most of the artillery units and naval gunfire support have been condensed into just a few counters. Ignore *GOSS* 11.2.2a, 11.2.2c, 11.3.1, 11.3.3b,c,d & all rules pertaining to capacity, formation requirements, split fire or those superseded by the below artillery rules. Observation rules (*GOSS* 8.0) apply.

32.4.1 Allied Artillery Groups

The Allied side receives four artillery groups that represent the four AGRAs and all the naval gun fire support committed to this battle. Allied divisional artillery is represented by the divisional HQ unit.

Two of the artillery groups can only support units of the II Canadian Corps, and the other two can only support units of the I Corps.

Note: Players should use two artillery Btn counters from four AGRAs provided with the game and one artillery Btn from each division. One artillery Btn represents the AGRA on the map and the other is placed on the army track to represent the number of FS mission points available to that AGRA. The divisional artillery Btn is used on the track in the same manner as the AGRA Btn.

32.4.1a FS Mission Point Availability

Allied mission points are available each GT. Reset the number of available mission points at the beginning of each GT.

- Artillery groups: 16 points, range of seven.
- Division HQ: 12 points, range of six.

32.4.2 German Artillery Groups

The German Player receives two artillery groups representing the ISS Pz/86th Korps artillery and the IISS Pz Korps artillery. German divisional artillery is represented by the division headquarters unit.

Note: Use ISS and IISS Corps HQ counters, two SS corps artillery Btns and a artillery Btn from each division to represent these units as outlined in 32.4.1.

32.4.2a FS Mission Point Availability

German mission points are available each GT and are reset at the beginning of each GT.

On the first GT (July 18 AM GT) the two corps artillery groups have a strength of zero. Divisional and nebelwerfer points are available at the start of the scenario.

Beginning the July 18 PM GT the following points are available:

- ISS Pz/LXXXVI Corps artillery: 16 points, range of seven.
- IISS Pz Corps artillery: 12 points, range of seven.
- 272nd, 346th, and 16th LW divisions: 4 points, range of six.
- 21st Pz, 1st SS Pz, and 12th SS Pz divisions: 6 points, range of six.

32.4.3 Nebelwerfer (NW) Units

NW units may fire once per GD, using their printed barrage strength and range.

- They may contribute to or initiate a FS mission in support of any unit.
- They may be in or out of battery and operate in all other aspects as regular artillery units.

Note: Players should mark these units with an "ammo depletion" marker when they participate in a barrage, remove the marker at the beginning of the each AM GT.

32.4.4 Movement of Artillery Groups

- Artillery groups have a MA of 6 and cannot move and fire in the same player turn.
- Division HQ units have a MA of 6 (Ignore the printed MA of all HQ units). If a HQ unit moves, its FS mission strength is halved until the beginning of the next GT.
- German NW and Flak units move as outlined in the *GOSS* rules.

32.4.5 Artillery Groups & Combat

Artillery groups and Division HQ may not engage in any type of offensive GAs.

- If forced to defend against a GA, artillery groups automatically retreat one hex permanently losing one half of their FS mission points. Attacking units may advance into the vacated hex.
- If an artillery group is the target of either a FS, a numbered result, permanently reduces the total number of mission points available

for that unit by one for the remainder of the game.

- Division HQ defend normally but if a step loss is called for (either in a GA or as a result of a FS mission), one half of their barrage strength is lost. Both artillery groups and divisional HQ may barrage adjacent enemy units.

32.5.0 Bridges

Except as noted below, bridges may not may be demolished or constructed. Ignore all rules pertaining to heavy bridges or bridge collapse.

32.5.1 Bridge Construction

On July 19 AM GT (only), if a hex is occupied by an Allied unit on the south side of the Orne River and if the hex began the scenario on or behind the German start line, the Allied side may place a bridge across one river hexside at that location. This means that no more than one bridge can cross the Orne River into a single hex, however as many bridges as there are hexes on the south side of the river, and that meet the criteria above can be placed.

32.6.0 Movement

There are no transport points (TP) available. Allied divisions do not have the inherent three TP capability nor may units mount or dismount (GOSS 7.8.0 does not apply). Neither side may use Strat Movement.

32.6.1 Allied Movement Restrictions

Units of the 2nd Canadian Division, the 2nd Canadian Armored Brigade and the two artillery counters representing II Canadian Corps artillery may NOT voluntarily move east of the 2nd Canadian division boundary shown on the scenario diagram. If these units are forced to retreat east of the line, they must move back to their operating area in next Allied Movement Phase. They may not enter PA mode or be designated to make a tactical assault until such time as they are east of the designated line.

32.6.2 German Movement Restrictions

There are no restrictions.

32.7.0 Leaders

Ignore all GOSS and AW rules pertaining to leaders. There is only one leader in scenario 1. Wunche is a formation leader for the 12th SS Division and arrives as a reinforcement on the July 18 Night GT. Wunsche is automatically activated when he enters and remains active for the entire scenario. He has 12 MP and moves using Mech or Leg movement. Wunsche has the following abilities if stacked with units of the 12th SS division:

- When stacked with units conducting a GA: two column shifts to the right.
- When stacked with units defending against a GA: one shift to the left.
- Adds one MP to any unit or units he is stacked

with.

- Increases the maximum advance of any unit or units he is stacked with by one hex.

32.8.0 Logistics

A unit is in supply if it can trace a path of hexes of any length to a friendly supply source hex.

32.8.1 Allied PSS

The CW forces may trace to any hex north of the Orne river. The path being traced must not contain enemy units and no more than two hexes of the path may be adjacent to an enemy unit. No unit may purposely move out of supply.

32.8.2 German PSS

The German forces may trace to any scenario boundary hex on the west, south or east side of the playing area.

32.9.0 Replacements

There are no replacements in this scenario. GOSS 22.5.0 (Unit Consolidation) applies.

32.10.0 Starting Units

Units are setup according to the setup diagram for scenario 1. German units may break down. These breakdown Coys must be set up in the same hex as the parent unit, however stacking rules may not be violated. ET and IP signify the presence of entrenchments and improved positions.

Note: ET2 means the entrenchment is a level two ET.

The numbers in parentheses indicate how many step losses a unit has at the beginning of the scenario.

32.10.1 CW Starting Units

VIII Corps:

Two artillery groups,
11th Arm Div, Flail Coy x2, AVRE Coy x1
Gds Arm Div, Attached: Ins of
Court Recon Rgt.

I Corps:

3rd British Inf Div (minus the 9th Bde), Attached:
152nd Bde (from 51st Div) & 33rd Arm Bde (minus one tank Btn). AVRE Coy x1, Flail Coy x1.

II Canadian Corps:

Two artillery groups, 3rd Can Inf Div, Attached:
27th Arm Bde, 2nd Can Inf Div (only the 5th and 6th Bdes), Attached: 2nd Can Arm Bde.
All CW units are at full strength.

32.10.2 German Starting Units

C4424: ET-2, 75AT Coy x1, I/981/272 Inf Btn,
C4523: ET-2, 272 75AT Coy, 2-2-6 Inf Coy
C4525: 88Flak Coy, 272HQ
C4624: 272/272 Pio Btn
C4626: ET-2, 88Flak Coy
C4722: ET-2, I/980/272 Inf Btn
C4825: ET-2, 12Flak/12SS Btn (-1)
C4827: ET-3, 88Flak Coy
C4831: ISS Pz Corps HQ (artillery group)
C4922: ET-2, PzGd Coy

C4923: ET-2, I/192/21 PzGd Btn (-2), 88AT Coy
C4927: 3.4/21 Aufk Coy

C4928 (within 3 hexes): 9NW Bde x6

C5021: ET-2, I/32/16LW Inf Btn, Fus/16LW Inf Btn (-1)

C5025: ET-2, 4/200/21 StG Coy, 88AT Coy

C5026: ET-2, II/192/21 Mot Inf Btn (-1), 88Flak Coy

C5028: ET-3, 1.2/21 Pio Coy (-1), 88Flak Coy

C5120: ET-2, II/32/16LW, 16LW AT Coy, 16LW Pio Coy (-1)

C5122: ET-3, 2/200/21 StG Coy, PzGd Coy

C5125: ET-2, 3/200/21 StG Coy, PzGd Coy

C5130: IISS Corps HQ (artillery group)

C5223: ET-2, 1/200/21 StG Coy, PzGd Coy

C5320: ET-2, I/46/16LW Inf Btn (-1), 75AT Coy

C5321: ET-2, 1-2-6 Inf Coy, PzGd Coy

C5325: ET-3, 88AT Coy

C5326: ET-2, 88Flak Coy, 21Pz HQ

C5424: ET-3, I/125/21 PzGd Btn (-2), 88AT z-step

C5520: ET-2, II/46/16LW Btn, 75AT Coy

C5521: ET-2, 88AT z-step, 2-2-6 Inf Coy

C5522: ET-2, 1./503 MkVI Coy, 88Flak Coy

C5523: ET-2, 2.I/22/21 MkIV Coy, PzGd Coy

C5524: 88Flak Coy

C5620: ET-2, 857/346 Inf Rgt, 2 Btms (-3)

C5622: II/125/21 Mot Inf Btn (-1), 88AT Coy

C5624: 2./503 MkVIb Coy

C5626 (within 2 hexes): 7NW Bde x6

C5721: 858/346 Inf Rgt, 2 Btms (-3)

C5722: 1.I/22/21 MkIV Coy

C5724: 3./503 MkVI Coy

C5821: 346VG HQ

C5823: ET-2, 16LW HQ, 88Flak Coy

32.11.0 Reinforcements

32.11.1 Allied Reinforcements

July 18 PM: (C5419) 7th Arm Div.

32.11.2 German Reinforcements

July 18 PM: (east edge) 1039/OKW AT Coy

July 18 Night: (C5828-5830)

I/26/12SS Mot Inf Btn (-1); III/2612SS PzGd Btn

(-1); 1.2/12SS PzJ IV Coy; 12SS Aufk Bn (-2);

1.I/12SS Pz MkV Coy; 5.II/12SS Pz MkIV Coy;

6.II/12SS Pz MkIV Coy; 12SS Div HQ; Wunsche

(leader); 2-2-12 PzGd Pio Coy x1.

July 19 AM: (C5034)

I/1/1SS PzGd Btn (-1); II/1/1SS Mot Inf Btn;

(-1); 16/1SS PzGd Pio Coy; 1.I/1SS Pz MkV Coy;

2.I/1SS Pz MkV Coy; 5.II/1SS Pz MkIV Coy;

6.II/1SS Pz MkIV Coy

July 19PM: (C4428)

2./I/3 2 Pz MkV Coy; PzGd Coy

July 19PM: (C4431)

I/2/1SS PzGd Btn (-2); II/2/1SS Mot Inf Btn (-1);

1./3/1SS Hvy Flak Btn (-1); 3.I/1SS Pz MkV Coy;

4.II/1SS Pz MkIV Coy, 1SS HQ



32.12.1a Allied Victory Conditions

- **Win a major victory if:** Allied units hold more than half of the Caen city and town hexes and the city of Troarn is held by Allied units

- **Win an operational victory if:** Allied units hold more than half of the Caen city and town hexes and the city of Troarn is held by Allied units and there is NOT an Allied unit on or south of hex row xx27 in supply.

- **Win a operational victory if:** German units hold more than half of the Caen city and town

hexes or hold the city of Troarn and there is NOT an Allied unit on or south of hex row xx27 in supply.

Any other result or combination of results end in a draw.

32.12.2 Scenario ending July 20 Night GT

32.12.2a Allied Victory Conditions

At the end of the scenario, the Allies

- **Win a major victory if:** The Allies hold every hex of Caen and Troarn, and there is an Allied unit on or south of hex row xx30.
- **Win an operational victory if:** Only two out of the three conditions listed above are reached.
- **Win a marginal victory if:** The Allies hold all hexes of Caen

32.12.2b German Victory Conditions

At the end of the scenario the Germans

- **Win a major victory if:** If the Germans prevent the Allies from fulfilling any of their victory conditions and there is no Allied unit south of hex row xx27
- **Win an operational victory if:** The German player holds Troarn and at least one Caen city or town hex, and there is not an Allied unit on or south of hex row xx30.
- **Win a marginal victory if:** If the Germans can hold Troarn and keep Allied unit north of xx27 (this is the historical result).

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO ONE!!

33.0 SCENARIO TWO: OPERATION EPSOM "THE HILL OF DEATH"

This quarter map scenario depicts Monty's late June attempt to take Caen by a flanking maneuver that would take the commanding height of Hill 112. Hill 112 eventually became known as the "Hill of Kalvarienberg" to the Germans, among other names used to signify the horrific combat occurring on this position. The German command viewed this position as the lynchpin of the defense of Caen and the road to Falaise. The scenario is confined to the area on map C shown by the thick dashed line on the scenario diagram. The eastern, southern, and western edges of the play area are all German-controlled. Units that retreat out of this area may not re-enter play.

33.1.0 Scenario Length

The scenario begins on the June 25 AM GT and lasts until the end of the June 30 Night GT. Playing time for Scenario Two is approximately four hours.

33.2.1 Available Air Points

The Allied side has 24 AP available from the start of the scenario. The number is halved on POvr

GTs, and reduced to zero on Ovr GTs.

33.3.0 Weather Conditions

Atmospheric and Ground conditions for each GT are as follows:

- June 25 AM, PM & Night: POvr and dry.
- June 26 AM, PM & Night: POvr and wet.
- June 27 AM: POvr and dry.
- June 27 PM & Night: clear and dry.
- June 28 AM, PM & Night: POvr and dry.
- June 29 AM, PM & Night: clear and dry.
- June 30 AM: clear and dry.
- June 30 PM & Night: POvr and wet.

33.4.0 Artillery

The German side does not use artillery groups or divisional HQ to represent their artillery.

33.4.1 Allied Artillery Groups

AW 32.4.1 applies.

Exception: The Allied side receives one artillery group to represent the British VIII Corps Artillery.

33.4.1a FS Mission Point Availability

- VIII artillery group: 16 FS points, range of 6.
- Division HQ: 12 FS points, range of 6.

Allied FS mission points are available each player turn (total number is available in the Allied player turn and again in the German player turn).

33.4.2 German Artillery

Each German artillery unit (including NW units) may conduct one FS mission each GT (they may fire in the Allied or German player turn, but not both). They use their printed barrage and movement factors. German artillery units may go out of battery during their regular movement phase, however they may not move and then conduct a FS mission in the same player turn.

33.4.4 Movement of Artillery Groups

AW 32.4.4 applies to Allied groups.

33.4.5 Artillery Groups & Combat

AW 32.4.5 applies to Allied artillery groups and divisional HQ.

33.4.6 Naval Gunfire Support

The Allied side has the use of one BB and one CA. GOSS 11.9.0 applies with the following exceptions:

- Each Naval unit is available once each GD (AM or PM GT).
- Do not roll for ammo depletion.
- Any hex within five hexes of C3620 is within range of either naval unit.

33.5.0 Bridges

Bridge demolition is conducted at the end of the friendly movement phase or as a result of hasty demolition (GOSS 17.3.3). Ignore all rules pertaining to heavy bridges or bridge collapse.

33.5.1 Bridge Construction

At the beginning of the first friendly movement phase after an Allied unit has reached the south side of the Odon River, the Allied side may place a bridge marker adjacent to the Odon River. The

Allied side may place up to three such bridges over the course of the scenario. Bridges may be placed so as to create a bridge at any Odon River hexside that is adjacent to an Allied unit on the south side of the river.

33.6.1 Allied Movement Restrictions

- All units of the VIII Corps are inactive until the June 26 AM GT. No unit of the VIII Corps may move, build FW, conduct FS missions or GA until that GT.
- 49th Infantry Division may not move east of the division boundary line shown on the scenario diagram.
- Except for the 15th Infantry Division, no unit of the VIII Corps may move west of the 49th Infantry Division boundary.

33.6.2 German Movement Restrictions

Only those German units west of the 49th British Division eastern boundary may move. Individual Pz Coys of the 12th SS Division are exempt from this restriction.

33.7.0 Leaders

There are no leaders in this scenario.

33.8.0 Logistics

- A unit is in supply if it can trace a path of hexes no longer than six hexes to its formation HQ.
- A formation HQ must then be able to trace a path of any length to a PSS.
- Any part of the path that is traced along a road hex of any type counts as one-half a hex.
- The path being traced must not contain enemy units and no more than two hexes of the path may be adjacent to an enemy unit unless it contains a friendly unit. No unit may purposely move out of supply.
- Independent, army/corps assets, or BG with no formation HQ present may trace to any on map formation HQ for their side.

33.8.1 Allied PSS

Allied HQ trace a supply path to any map edge hex north of the original start line depicted on the scenario diagram. The Allied supply path can only be traced across the Odon River at the bridges placed by the Allied side. On the first Allied Administration Phase after the first Allied unit has crossed the Odon River those Allied units are considered in supply for one GT.

33.8.2 German PSS

German HQ trace to any map edge hex south of the original start line depicted on the scenario diagram.

33.9.0 Replacements

There are no replacements in this scenario. GOSS 22.5.0 (Unit Consolidation) applies.

33.10.0 Starting Units

Units are setup according to the setup diagram. All units used in the scenario are shown on the setup diagram. Units may be broken down.

C3829, 12SS HQ

C3921; ET-3, 1/I/12SS MkIV Coy

C4024; IP, 88Flak Coy x1

C4031; 1/101/ISS MkVI Coy

C4125; III/12/12SS Art Btn

C4228; 2/101/ISS MkVI Coy

C4328 (in or adj); 84/7NW 3 units

33.11.0 Reinforcements

33.11.1 Allied Reinforcements

The Allies do not receive any reinforcements.

33.11.2 German Reinforcements

The German receives reinforcements as follows:

June 26 PM GT

C2928: MkV Coy x1, 2nd Pz Div; 8th NW Brigade 6 units

C3921 to C4226: 2/200/21 PzJ Coy

June 27 PM GT

C2928: I/2/2SS & II/2/2SS PzGd Btms, I/2/2SS Art Btn

June 27 Night GT

C3921 to C4226: MkV Coy x1; MkVI Z-step x1; I/1/1SS & II/1/1SS PzGd Btms, All Coy from 1SS Pz Div. MkIV Coy x1 from 21st Pz Div.

June 28 AM GT

C2933: 9SS Pz Div, all units

June 28 PM GT

C3434: 10SS Pz Div, all units

33.12.0 Victory Conditions

33.12.1 Allied Victory Conditions

The Allied side gains a major victory if he controls the double vantage point hex of Hill 112 (C3927), Esquay (C3828), and has a unit in supply adjacent to the Orne River. If only two objectives are met, the Allied side has won an operational victory.

Gaining only one objective is a marginal victory.

33.12.2 German Victory Conditions

The German side wins a major victory if there are no Allied units adjacent to the Odon river or south of it. He wins an operational victory if there are no Allied bridges over the Odon river at the end of the scenario. He wins a marginal victory if the Allied side does not meet any of the Allied objectives and there are no Allied units south of the Odon River.

If neither side meets their objectives, the contest is a draw.

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO TWO!!

34.0 SCENARIO THREE: THE BATTLE FOR CHERBOURG

This full map scenario presents VII US Corps' ten-day long battle to clear the Cherbourg Peninsula and capture the port city of the same name. The US First Army had just cut the Cotentin Peninsula the day before and the stage was now set for the drive north. The scenario is played on map A.

The area north of the red frontline starts under German control. The area on or south of the front line is US controlled.

34.1.0 Scenario Length

The scenario begins on the June 19 AM GT and ends with the completion of the June 30 Night GT. Playing time for Scenario Three is approximately four to five hours.

34.2.1 Available Air Points

The Allied side has 36 AP available from the start of the scenario. If the AM or PM atmospheric conditions are POvr, the number of AP are halved. During Ovr or Night GTs, there are no AP available.

34.3.0 Weather

The weather on the June 19 AM, PM and Night GTs is POvr with dry ground conditions. Starting with the June 20 AM GT the Allied side must determine atmospheric and ground conditions each GT. Roll 1d10 to first determine the atmospheric condition.

- 0-4, atmospheric condition is clear.
- 5-6, atmospheric condition is POvr.
- 7-9, atmospheric condition is Ovr.

If the result indicates either POvr or Ovr, roll a second 1d10 to determine ground condition.

- 0-3 ground condition is dry.
- 4-6 ground condition is wet.
- 7-9 ground condition is mud.

34.4.0 Artillery

Both side's artillery units are now in use. This includes StP and WN with artillery capabilities (**AW** 4.5.4 & 4.5.5).

34.4.6 Naval Units

The Allied Side has one BB, one CA, two CL, and three DD available. GOSS 11.9.0 applies with the following exceptions:

- Each Naval unit is available during each AM and PM GT.
- Do not roll for Ammo Depletion
- Range is traced from any full sea hex.
- When atmospheric condition is Ovr all naval units have a range of six hexes.
- If the Allied side allocates at least one DD point to a German WN or StP with barrage capabilities, that WN or StP FS mission points are reduced to one for that GT.

34.4.8 Ammo Depletion

GOSS 11.8.0 applies. Ignore all rules pertaining to ammo points, split fire, NW and Flak ammo depletion rules in *GOSS* or **AW**. Ignore all rules pertaining to ADV modification.

34.4.9a Allied Ammo Depletion

US artillery units have an ADV of six.

34.4.9b German Ammo Depletion

German ADV varies depending on GD.

- Start of scenario to the June 20 night GT the German ADV is four.

- June 21 AM GT to June 24 night GT the German ADV is three.

- June 25 AM GT to end of scenario the German ADV is two.

34.5.0 Bridges

All *GOSS* rules pertaining to bridges are now in effect.

34.6.0 Movement

Neither side may use Strat movement. During AM and PM GTs if the atmospheric condition is clear, all German units may only move up to two-thirds of their printed MA. During POvr German Mech units subtract two from their MA and German Leg units subtract one. During Night or Ovr GTs, German units may move their full MA.

34.8.2 Cherbourg Morale

German PR ratings (offensive and defensive) may decrease during the scenario;

- The GT after any US unit captures one Cherbourg Perimeter hex, (the printed entrenchment symbols on the map) the PR values of all German units are reduced by one for all purposes.
- The GT after every hex adjacent to all Cherbourg town or city hexes have either been occupied by or is adjacent to a US unit, the PR values all German units are reduced by two.
- If C3609 has been captured by the US, all PR values of German units are reduced to one.
- Beginning the AM GT after C3609 has been captured, surrender checks must be made for all German units. StP and WN, including any units in those positions (those units under the markers), are exempt from these surrender checks. Surrender checks are made at the beginning of the German Movement Phase and just prior to being ground assaulted.

34.9.0 Leaders

There are no leaders in this scenario.

34.10.0 Logistics

AW 33.8.0 applies. German units may also treat Cherbourg (C3609) as a divisional HQ.

34.10.1 Allied PSS

US units trace to any hex on the south edge of map A.

34.10.2 German PSS

German units trace to Cherbourg (C3609).

34.11.0 Replacements

GOSS 22.5.0 (Unit Consolidation) applies. WN and StP may not be consolidated into regular infantry or artillery units.

34.11.1 Allied Replacements

At the start of any one AM GT, the US side may declare a one GD lull. The lull goes into effect immediately and lasts until the beginning of the next AM GT. Lull effects are as follows:

- No Allied unit may move during any of the

Scenario 3: Battle for Cherbourg

three GTs.

- The German side may move all units up to one-half of their printed MA during any one GT, but may not absorb any ReP that GT.
- Units that start adjacent to an enemy unit may only move so as to move closer to their source of GenS (i.e. they may not infiltrate between or past enemy units).
- Neither side may initiate any type of GA.
- The Allied side may not conduct GS missions, Naval or ground interdiction.
- US Btms that have been reduced due to combat may replace one step. Players should keep all units (including breakdown Coys) separate as Btms that have been fully broken down and then taken a Coy/step loss can replace that Coy breakdown or re-constitute a fully broken down Btm with one step.

Note: The US player cannot end up with more steps of any type than was present at the beginning of the scenario.

34.11.2 German Replacements

The German side receives six replacement steps of infantry on the GD that the Allied side declares a lull. These replacements can be absorbed by any reduced German infantry unit on the map. No more than one step may be taken per reduced German unit.

34.12.0 Starting Units

Units are setup according to the setup diagram. All units used in the scenario are shown on the setup diagram.

34.12.1 German Setup

The German player sets up first. German forces are placed as shown on the scenario diagram and as listed below. All WN and StP are placed as shown on the scenario map. The Germans start with 8 ET-2 and 8 IP. These marker must be placed on the front line. Every hex of the frontline must be within one hex of a German unit when play begins. Units may start the scenario broken down.

Army Units: (may be placed in any hex within five hexes of the front line): 88Flak Coy x3; 88AT Coy x1; 101 NW Btm; 102 NW Btm; 103 NW Btm; 7A Sturm Btm (-2); 17MG Btm (-1); 75AT Coys x6.

Cherbourg Garrison

A4810 1./I/30/7A Flak Coy
A3509 653/30/7A Flak Btm
A4709 152/30/Ch Flak Btm
A3710 153/30/Ch Flak Btm
A3810 Fest A/Ch Btm
A3610 Fest B/Ch Btm
A3414 1A,E/II/FJK Inf Btm
A3010 1./206 Pz Coy

Division units: All units except artillery units must be placed in front line hexes. Artillery units may be placed anywhere in their divisional sector

as long as they are in range of the Allied side of the front line.

709 Div: 729 Rgt x3 (-4); 739 Rgt x2 (-2); I/919Bn (-1); Pio Coy x1, II/1709Art Btm; IV/1709Art Btm; 709th Div HQ (-1).

91 Div: 1057 Rgt x3 (-2); Pio Coy x1; III/191Art Btm; 91st Div HQ (-1).

77 Div: 1049 Rgt x3 (-2); 1050 Rgt x3 (-3); Pio Coy x1; 2-2-6 Inf Coy x1; I/77Art Btm.

243 Div: 920 Rgt x2 (-2); 921 Rgt x3 (-3); Pio Coy x1; 2-2-6 Inf Coy x1; II/243Art Btm; 561st Ost Btm (sets up in hex A2919); 243rd Div HQ (-1).

34.12.2 Allied Setup

The Allied player sets up second. All units of the US divisions shown on the setup diagram are in play and are setup within the boundaries shown. Every unit belonging to VII Corps is also set up anywhere south of the frontline. Divisional and corps artillery units may not be set up in any front line hex (those hexes adjacent to the red line). Units noted as reserve must be set up at least two hexes from the front line (front line hex and one more). Each Rgt may consist of that Rgt and any or all divisional asset units. Units may start the scenario broken down.

All units of the following divisions:

4th Inf Div (reserve 22 Rgt)
9th Inf Div (reserve 47 Rgt)
79th Inf Div (reserve 314 Rgt)
4th CvGp x2 + M5 Coy x2

VII Corps Units:

237, 238, 297, 298 CE Btms
183, 951, 957, 987, 188, 980, 981 FA Bns
58, 87 AFA Btms

34.13.0 Reinforcements

There are no reinforcements for this scenario. 34.14.0 Victory Conditions

34.14.1 Allied Victory Conditions

The US player wins a major victory if he clears the map of all German units by the end of the June 26 night GT. If he does so by the end of the scenario he wins an operational victory. If he takes Cherbourg but any German unit is still present on the map at the end of the scenario, the result is a draw.

34.14.2 German Victory Conditions

If the German player holds all Cherbourg City hexes at the end of the scenario, he has won a major victory. If the German player holds any Cherbourg city hexes and manages to exit any unit off the south map edge, he automatically wins an operational victory.

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO THREE!!

35.0 INTERMEDIATE SCENARIOS

The Intermediate scenarios incorporate most of all the rules outlined in the *GOSS* and exclusive rules booklets (1.0 through 25.0). The intermediate rules primarily are structured to allow players to play the game without the use of the Strategic map, the Allied Naval transport rules and the detailed Fuel rules.

The following are the rules in the *GOSS* basic and exclusive rulebooks that should be ignored as they are not required when playing the intermediate rules. If a section is listed, all sub-sections of that section are ignored also, unless specifically stated otherwise. Additionally, all references to; fuel requirements and extended night activity, are ignored. These references refer to both the *GOSS* and exclusive rule books. 13.8.4f; 15.2.0; 16.1.2a & b, 16.2.0, 16.4.0, 16.5.0; 17.3.7; 19.4.3, 19.4.4; 24.0, 25.0

35.2.0 Sequence of Play

The AM GT of each day has several new phases or segments.

35.3.0 Game Turn Sequence

When playing the intermediate scenarios, all phases of the SoQ are used however some sub-phases may be skipped or modified. Changes to the GT sequence are noted below.

35.3.1 Transport & Logistics Phase (AM)

35.3.1a Allied Beach Capacity Segment:

Ignore all references to this segment.

35.3.1b Truck Point Segment:

Truck points are only used for motorization. They have no effect on logistics.

35.3.1c Fuel Segment:

Refer to the Logistic rules for each scenario.

35.3.2 Allied Movement Phase

35.3.2a Movement Segment:

Ignore all references to the Strategic Map and Allied Naval Transport Display. Allied reinforcements arriving, are placed on their respective beach markers and may move up to one-half of their normal MA.

35.3.2b Strat Movement Segment (AM):

Ignore this segment

35.3.2c German Reinforcements

All German reinforcements are placed on the Battlefield Map at the beginning of the German regular movement phase.

35.4.0 Reinforcements

When players are not using the Strategic Map or naval transport rules to bring their reinforcements onto the Battlefield Map, they should instead consult the master reinforcement list for their side and simply place the units that are scheduled to arrive at the location listed on the reinforcement list. Reinforcements should be set up and ready to go one full GD before the date shown on the list. At that time, the owning side

must make an arrival delay or acceleration DR for each:

- Non-divisional unit.
- Sub-formation or divisional support group of a formation.
- The divisional support group is the HQ and all support units (like engineers or AT) except for artillery units.
- One artillery unit may be grouped together with one sub-formation of a division.

Units arrive according to the following DRs:

- **0-1:** Arrives one GD earlier during the AM GT
- **2-6:** Arrives on the GD and GT shown (Allied units always are available on the AM GT)
- **7-8:** Arrives one full GD later
- **9:** Arrives two full GD later

There are separate Allied and German DRMS applied to the DR due to adverse weather conditions, (based on current GT weather), they are as follows:

Allied DRMS:

- +1 if partial overcast with rain
- +2 if overcast with rain
- +2 if storm conditions exist

Storm Condition automatically delay reinforcements by one full GD in addition to the DR.

German DRMS:

- -1 if partial overcast with rain
- -2 if overcast with rain
- -3 if storm conditions exist
- +1 if clear

Storm condition automatically allow German units to enter one full GD early in addition to the DR.

35.10.0 Logistics

Each Scenario will list specific logistic rules that apply, however in all intermediate scenarios or in campaign games that players do not wish to use the full logistic, naval transit and Strategic Map rules the following apply.

35.10.5a Allied Fuel Requirements

There are no fuel requirements for the Allied armies. All Allied units are considered to have normal fuel.

35.10.5b German Fuel Requirements

At the start of each AM GT, the German side must secretly designate one GT as a low fuel turn. On that GT, all German Mech units may move up to one-half of their printed MA. They are still subject to air interdiction. During low fuel GTs, Mech units may move no more than one hex in PA mode.

- During the remaining two GTs of that GD, no German Mech unit may move more than one-quarter of its printed MA. On these GTs, Mech units may not be put in PA mode. They may still conduct tactical assaults, however

they may not conduct a PA attack. Units in Exploit mode may not move.

- Each GT, 14 Mech units from Pz Group West are exempt (from any corps or formation) from the above restrictions.
- The 7th Army may exempt up to six units.
- Pz Gp West and 7th Army can swap the number of units they may exempt from fuel requirements, every one 7th Army unit can exempt two Pz Gp West units, while one 7th Army unit requires two Pz Gp West units.

36.0 SCENARIO FOUR: BATTLE OF THE HEDGEROWS; BATTLE FOR CAEN

This scenario depicts the attempt by both the US and British forces to expand their invasion lodgments and capture the key communication centers of St. Lo and Caen. All of the beachheads have finally been joined together in one continuous front, with the capture of Cherbourg having just been accomplished and the German counterattack around Hill 112 coming to an end.

36.1.0 Scenario Length

The scenario begins on GT 79 (July 2 AM) and ends on GT 131 (July 19 PM) and is fifty-three turns long. If just the British sector is being played, the scenario ends on GT 104 (July 10 PM GT) and is only 26 turns long.

36.1.1 Scenario Special Rules

This scenario is the first of the three scenarios designed to introduce allow players to either play a portion of the full campaign by picking a different starting point, or to play a specific time frame. The scenario may be split with players just playing one or the other of the Allied armies. If there is any conflict between a rule in the *GOSS* rulebook and those presented here, the rules presented in this book take precedence over the *GOSS* rules.

36.1.2 Sequence of Play

35.3.0 applies.

36.1.3 Maps

All maps except for map A are used.

36.2.0 Airpower

Use the *GOSS* and exclusive rules (20.0).

36.2.1 Available Air Points

- US receives 36 AP each GD.
- CW receives 32 AP each GD.
- There are eight HB points available once during the scenario for the US player and once for the CW player. Both CB attacks are conducted as the first attack. All other Allied AP available are halved the GD of the CB mission.
- Allies have 3 ASP available each GD.
- German side receives 6 APs each day. Use the abort procedure listed on the Airpoint Avail-

ability table.

36.3.0 Weather

The weather on the first GT of the scenario is POvr with rain. The ground is wet. Beginning on the second GT begin rolling for weather. 19.0 is in effect.

36.4.7 Naval Units

Use the reduced naval unit availability outlined in 11.9.0.

36.10.0 Logistics

All of the rules pertaining to GenS, ADV, and army/corps support are in effect with the following modifications. Neither the 3rd US Army or the 1st Canadian Army may activate in this scenario.

Designer's note: *The 1st Canadian Army activated on 23 July and the 3rd Army activated on 1 August.*

36.10.5 Fuel

The normal logistics and fuel rules are not used for this scenario (35.10.0).

36.10.1 Allied PSS

15.2.4g applies. Depots are not used in this scenario.

36.10.2 German PSS

15.2.4h applies. Ignore the rules pertaining to Cherbourg.

36.10.3 Army Delivery Values

The base ADV for each army is listed below, and modified by the level of support given to the army's attached corps (15.3.0).

36.10.3a Allied ADV

- 2nd British Army has an ADV of 4.
- US 1st Army has an ADV of 4.

36.10.3b German ADV

The German side has a total of 6 ADV to divide between the two armies.

- Each army must be assigned a minimum of one ADV.
- If the weather for the current AM GT is overcast or storm, add one to this total.

36.10.4c Ammo Points

Neither player receives AmP, however AmP may still be accumulated by the reduction of an army's ADV. Each army may stockpile up to ten AmP. All other rules pertaining to the use of AmP are in effect.

36.10.6 Truck Points

TP are only used in this scenario to motorize leg units.

- The German side has a total of two TPs available for this purpose. These points may be used with any German army.
- Each of the Allied army groups has four TPs available for motorization.

36.11.0 Replacements

A very simple form of fixed replacements is used for the this scenario.

- The CW player receives three Inf and three armor ReP each AM GT. No more than twenty of each can be accumulated.
- The US player receives four Inf and four armor ReP each AM GT. No more than twenty of each can be accumulated.
- The German player receives two Inf and one armor ReP each AM GT. No more than 20 of each can be accumulated.
- Both sides may accumulate losses and conduct culls (*GOSS & AW 22.0*).

36.12.0 Reinforcements

35.4.0 applies. Units that are scheduled to arrive on July 2 or 3 are not rolled for, instead they are either already setup on the map or arrive on the turn they are scheduled. The one exception to the above is the 8th US Inf Div with the 709th Tk Btn and 644th TD Btn attached. They arrive on the north edge of Map B on the July 7 AM GT.

36.12.1 Allied Reinforcements

The Allied players receive all reinforcements on beach sub-area markers that correspond to the army group the arriving units belong to.

- CW units arrive on Juno, or Gold (Sword was not used to land troops during this period).
- US units arrive on Omaha or Utah.

The choice of which beach they arrive at within the strictures listed above is left to the Allied players.

- No more than two units per marker may arrive each AM and PM GT (units may not land during the night GT).
- Each Beach area has the following number of sub-area markers:
 - Utah has four markers. Units landing at Utah arrive one GT after landing on any road hex on the north edge of map B.
 - Omaha five six markers
 - Juno and Gold Beaches each have three markers.

Units that can't yet land due to the above restrictions are simply held out to sea until there is room to land them. Units that land may use up to one-half of their printed MA during the GT that they land.

36.12.2 German Reinforcements

German reinforcements enter the map according to the schedule on the master reinforcement list. All units that are shown on the reinforcement list as activating July 2 GD or earlier are already placed on the Battlefield Map or Strategic Map. Normal activations begin the July 3 AM GT.

36.13.0 Starting Forces

The starting forces for both sides are listed below. Placement is shown on the scenario diagram.

36.13.1 German Set up

Formations, BG and units should be placed within

their operational boundaries as shown on the setup diagram. All German frontline hexes (those on the German side of the front line) must either contain or be adjacent to a German unit. Once all front line hexes are covered, other units assigned or attached to a formation or BG may be set up anywhere in its operational area no more than 5 hexes from the frontline. Units assigned or attached to frontline formations or BG may begin the scenario broken down.

All leaders assigned to HQ listed here are present except for Marcks (LXXXIV Korps)

36.13.1a Eliminated units

Units assigned to formations and BG that are listed as starting forces that are not listed here are placed in the eliminated box.

36.13.1b Fieldworks

All red IP and ET may be set up at the beginning of the game within five hexes of the frontline.

- Pz Gp West may have a maximum of 25 IP, 35 ET-2 and 6 ET-3.
- 7th Army may have a maximum of 25 IP, 25 ET-2 and 2 ET-3.
- The remaining ET-3 may be placed starting the July 4 GD.

36.13.1c German Starting Forces

7th Army

Asset units: {anywhere in army area unless stated otherwise} 7A HQ; 88Flak Coy x3; 75AT Coy x2; 88AT Coy x1; 456/7A Art; 763/7A Art; 457/7A Art; 1193/OKW Art; 797/752 Ost Btn; 635/752 Ost Btn {within 3 hexes B4328}.

LXXXIV Corps

Asset units: {anywhere in corps area} LXXXIV HQ; 628/OKW Art {within 3 hexes B4321}; 1194/OKW Art {within 3 hexes B5118}; 902/OKW StG Btn {within 3 hexes B2610}.

353rd Division: {within 3 hexes B2715} all units (-Fus Btn); Inf (-2); 353Pio Btn (-1); 353AT z-step; 353PzJ MIII Coy (e).

17SS PzGd Division: Inf Btms x6 (-7); I/6FJ/91 Btn (-2); III/6FJ/91 Btn (-1); 17SS Pio Btn (-1); 17SS Flak Btn (-1); 17SS StG Btn (-1); 17SS Art Btms x3; 2./17/17SS PzJ Coy; 17SS HQ

KG 265: II/895 & III/894 Inf Btms (-3); 265AT z-step; 265 Pio Coy; I/265 Art Btn

KG Koenig: I/1058/91 Inf Btn (-1); I/1050/77 Inf Btn (-1); 17SS Aufk Btn (-2); StG Coy x1; 91 HQ (-1).

KG Heinz: 984/275 Inf Btms x2 (-2); Fus/275 Btn (-1); 275 AT Coy; Pio Coy x1; 439/352 Ost Btn; I/275 Art Btn; 7Angers Pio Coy; 439/352 Ost Btn (shown on map as 639).

77th Division: II/1050/77 Inf Btn (-1); III/1050/77 Inf Btn (-1); III/77 AT Coy (-1); 77 Pio Coy (-1); I/77 Art Btn; 77HQ (-1).

243rd Division: I/921/243 Inf Btn (-1); II/921/243 Inf Btn (-1); 2/1243/243 StG Coy; 243 Pio Coy (-1);

III/243 Art Btn; 243HQ (-1).

IIIFJ Korps

Asset Units: {anywhere in Korps area} IIIFJ HQ; 12FJ/IIIFJ Aufk Btn x2; 12FJ/IIIFJ StG Coy x2; Lehr/8NW/OKW x3 {within 3 hexes B5424};

KG vBohm: Fus/353 Btn (-1); III/9/3FJ Inf Btn (-1); II/914/352 Inf Btn (-1); 1-2-6 Inf Coy x1.

KG 266th Division: 897/266 Inf Btms x2 (-2); 266Pio z-step; 266AT (z-step); I/266 Art Btn.

3FJ Division: All Inf Btms, except III/9/3FJ (-7); 3/3FJ Pio Btn (-1); 3FJ AT Coy (z-step); 3FJ Flak Coy; I3/3FJ Art Btn; 3FJ HQ.

352nd Division: I/914/352 Inf Btn (-1); I/915/352 Inf Btn (-1); Fus/352 Btn (-1); 352Pio Btn (-1); IV/352 Art Btn; 352HQ (-1).

2SS Pz Division: {within 3 hexes B5234}

3/I/2Pz Coy; 6/II/2Pz Coy; 7/II/2Pz Coy; I/4/2SS Mot Inf Btn; II/4/2SS Mot Inf Btn; I/3/2SS Mot Inf Btn; 1.2/2SS Pio Coy; 2/2SS Flak Btn; 2Aufk/2SS Btn (-1); 2/2SS StG Btn; II/2SS Art Btn; III/2SS Art Btn; 2SS HQ.

Pz Group West

Asset Units: {anywhere in army area unless stated otherwise} Pz Gp West HQ; 88Flak Coy x4; 88AT Coy x2; 75AT Coy x3; 1198/OKW Art Btn; 555/OKW Art Btn; 101/ISS Pz Btn x2; 657/OKW AT Btn; 654/OKW PzJ Btn x2 (both z-step); III Flak Corps x14.

LXXXVI Korps

Asset Units: {Anywhere in Corps area} LXXXVI Korps HQ; 1151/OKW Art Btn; 1053/OKW PzJ AT Btn; all WN and StP east of the Orne River (Merville is on reduced side, (no artillery), WN03 & WN05 have been eliminated).

711th Division: 744/711 Inf Rgt x3 (-1); 781/711 Ost Btn; 1./711/711 AT Coy; 711/711 Pio Coy (-1); I/711 Art Btn; II/711 Art Btn; 711HQ.

346th Division: All Inf Btms x6 (-4) (-6300st Btn); 346/346PzJ Btn x2; 346/346 Pio Btn (-1); 346/346 Art Rgt x3; 346HQ

ISS Panzer Korps

Asset Units: {Anywhere in Corps area} ISS HQ; 101/ISS Art Btms x2; 7/OKW NW Bde x6; 101/ISS Pz Coy (z-step).

21st Panzer Division: (up to 3 units attached to & in 16LW Div area) I/22/21Pz Btn x3; I/125/21 PzGd Btn (-1); II/125/21 Mot Inf Btn (-1); I/192/21 PzGd Btn (-1); II/192/21 Mot Inf Btn (-1); 200/21StG Btn x4; 1.2/220/21 Pio Coy; 3./220/21 Pio Coy; 220/21 AT Btn (-1); 1.2./21 Aufk Coy; 1.2/21 Flak Coy; II/155/21 Art Btn; III/155/21 Art Btn; 10/155/21 NW Btn; 21HQ.

16LW Division: (up to 3 units attached to & in 21Pz Div area) All units x12 (Inf -2 steps).

12SS Panzer Division: 1./I/12SS Pz Coy; 2./I/12SS Pz Coy; 7./II/12SS Pz Coy; 8./II/12SS Pz Coy; 25/12SS Inf Rgt x3 (-2); 26/12SS Inf Rgt x3 (-4); 1./2/12SS Pio Coy (-1); 1.3/12SS Flak Btn (-1);

3/12SS AT Coy (-1); 12SS Aufk Btn (-2); I/12/12SS Art Btn; III/12/12SS Art Btn;
IV/12/12SS Art Btn; 12SS HQ

KG, 1SS Panzer Division: 5/II/1SS Pz Coy;
I/1/1SS Mot Inf Btn (-1); II/1/1SS Mot Inf Btn;
III/1/1SS PzGd Btn (-1); 16/1SS Pio Coy; 1SS StG Btn (-2); 1SS Aufk Btn (-1); 88Flak Coy x1; II/1/1SS Art Btn

1SS Panzer Division: {within 3 hexes of C4930} Remainder of Division (not active until July 3)

IIS Panzer Korps

Asset Units: {Anywhere in Corps area} IIS HQ; 9/OKW NW Bde x6; 102/IIS Pz Btn x3 (one Coy is reduced to z-step).

KGW 2SS Panzer Division: 1.I/2SS Pz Coy; 2.I/2SS Pz Coy; 5.II/2SS Pz Coy; III/4/2SS PzGd Btn; 2.3./2SS Mot Pio Coy; Aufk Coy x1; I/2/2SS Art Btn.

10SS Panzer Division: 5/II/10SS Pz Coy; 6/II/10SS Pz Coy; 7.8/10SS Pz Coy; 21/10SS Inf Rgt x3 (-2); 22/10SS Inf Rgt x3 (-4); 1.2/10SS Pio Coy; 1.3/10SS Flak Btn (-1); 10SS AT z-step; I/10/10SS Art Btn; III/10/10SS Art Btn; 10SS HQ

9SS Panzer Division: 1/I/9SS Pz Coy; 2/I/9SS Pz Coy; 3/I/9SS Pz Coy (z-step); 5/II/9SS Pz Coy; 6/II/9SS Pz Coy (z-step); 8.9/II/9SS Pz Coy (z-step); 19/9SS Inf Rgt x3 (-3); 20/9SS Inf Rgt x3 (-2); 9SS Pio Btn (-1); 3/9SS Pio Coy; 9SS Aufk Btn (-1); 1.3/9SS Flak Btn; 9SS Art Rgt x3; 9SS HQ

XLVII Panzer Korps

Asset Units: {Anywhere in Corps area} XLVII HQ; 460/OKW Art Btn; 2/8NW Bde x3; 1192/OKW Art Btn; 992/OKW Art Btn; PzGd Coy x1.

276th Division: All units (-1 Inf step)

Pz Lehr Division: I/6Lehr Pz Coy; 2.I/6/Lehr Pz Coy; 3.I/6/Lehr Pz Coy; 5.II/6/Lehr Pz Coy; 6.II/6/Lehr Pz Coy; 8.II/6/Lehr Pz Coy; 901/Lehr PzGd Rgt x2 (-2); 902/Lehr PzGd Rgt x2 (-2); 130/Lehr PzJ Btn x3; 130/Lehr Pio Btn (-1); 311/Lehr Flak Btn (-1); 1.3/Lehr Aufk Coy; 130/Lehr Art Rgt x3; Lehr HQ.

2nd Panzer Division: 1.I/3/2 Pz Coy; 2.I/3/2 Pz Coy; 3.I/3/2 Pz Coy; 5.II/3/2 Pz Coy; 6.II/3/2 Pz Coy; 8.II/3/2 Pz Coy; 2/2 Inf Rgt x2 (-1); 304/2 Inf Rgt x2 (-2); 1./38/2 PzJ Coy; 2./38/2 PzJ Coy; 1.2./38/2 Pio Coy; 3./38/2 Pio Coy; 1.2./273/2 Flak Coy; 1.3/2 Aufk Coy; 74/2 Art Rgt x3; 2Pz HQ.

Strategic Map:

Brest: III/898/343 Inf Btn, 2FJ LW Div (all units) the 2FJ may not leave Brest until 1 Aug.

St Nazaire: 275th Div (remaining units), Div may not move until July 10.

Lorient: 276th Div (all units)

Biscay: 277th Inf Div (all units);

South of France: 272nd Inf Div (all units); 1198/

OKW Art Btn.

St Malo: 15/5FJ Inf Rgt

Pouance: 2SS Pz Div (Remaining units, except II/3/2SS Inf Btn, III/3/2SS Inf Btn)

Pas De Calais: 625 AT Btn; 1041 Art Btn.

36.13.2 Allied Set Up

Formations, BG, and units should be placed within their operational boundaries as shown on the setup diagram. All Allied frontline hexes (those on the Allied side of the front line) must either contain or be adjacent to a Allied unit. Once all front line hexes are covered, other units assigned or attached to a formation or BG may be set up anywhere in its operational area no more than five hexes from the frontline already defined. Units assigned or attached to frontline formations or BG may begin the scenario broken down. All leaders assigned to HQ listed here are present.

36.13.2a Eliminated units

Units assigned to formations and BG that are listed as starting forces that are not listed here are placed in the eliminated box. No unit on map may start with more than one step loss unless all units of that type have already suffered one step loss.

36.13.2b Fieldworks

The US player may initially place no more than 20 ET-2 and 20 IP within the 1st Army area. The CW player may place no more than 30 ET-2 and 25 IP. All FW must be set up at the beginning of the game within 5 hexes of the frontline. The Allied side may begin placing ET-3 on the July 3 AM GT.

36.13.2c US Starting Forces

1st Army

Asset Units: {Anywhere in 1st Army area} 1A HQ & Depot; 58/1A AFA; 87/1A AFA; 65/A AFA; 62/1A AFA; 153/1A FA; 552/1A FA; 551/1A FA; 51/3A CE.

VIII Corps

Asset Units: {anywhere in corps' area unless stated otherwise} VIII HQ; 174/VIII AFA; 333/VIII FA; 561/VIII FA; 559/VIII FA; 207/VIII CE; 300/VIII CE; 106/VIII CvGp x2 {within 2 hexes of B1605}; 749th Tk Btn; 813th TD Btn; 803/1A TD Btn; 712th Tk Btn; 607th TD Btn.

79th Inf Div: All units

82nd AB Div: All units;

90th Inf Div: All units

VII Corps

Asset Units: {Anywhere in corps' area} VII HQ ; 172/VII FA; 183/VII FA; 188/VII FA; 195/VII FA; 951/VII FA; 957/VII FA; 961/VII FA; 980/VII FA; 981/VII FA; 237/VII CE; 238/VII CE; 297/VII CE; 298/VII CE; 4/VII CvGp x2; 802nd AT Btn; 774th Tk Btn; 801st AT Btn; 70th Tk Btn; 746th Tk Btn; 899th TD Btn.

83rd Inf Div: All units

4th Inf Div: {within 3 hexes of B4403}all units (-2 Inf steps).

9th Inf Division: {off map, enters on any primary road hex north edge on map B, on or after July 4 AM GT} all units (-2 Inf steps)

XIX Corps

Asset Units: {anywhere in corps' area unless stated otherwise} XIX HQ; 203/XIX FA; 793/XIX FA; 959/XIX FA; 963/XIX FA; 967/XIX FA; 978/XIX FA; 979/XIX FA; 246/XIX CE; 247/XIX CE; 295/XIX CE; 113/XIX CvGp x2; 821st AT Btn; 743rd Tk Btn; 821st AT Btn; 747th Tk Btn.

30th Inf Div: All units

29th Inf Div: All units (-2 Inf steps)

3rd Arm Div: {within 3 hexes of B6511} all units.

V Corps

Asset Units: {anywhere in corps' area, unless stated otherwise} V HQ; 186/V FA; 187/V FA; 190/V FA; 200/V FA; 941/V FA; 953/V FA; 955/V FA; 997/V FA; 20/1A CE; 254/V CE; 146/V CE; 234/1A CE; 102/V CvGp x2; 634th TD Btn; 745th Tk Btn; 612th AT Btn; 741st Tk Btn.

1st Inf Div: all units (-2 Inf steps)

2nd Inf Div: all units (-3 Inf steps)

2nd Arm Div: {within 3 hexes of C1419} all units (-2 steps from one Hybrid three step unit.

If using full campaign rules:

Embarked Box: 174/VIII AFA; 559/VIII FA; 61/3A CE; 893rd TD Btn.

Transit Box: 258/1A AFA; 733/VIII FA; 629th TD Btn.

36.13.2d CW Starting Forces

2nd Army:

Asset Units: {Anywhere in 2nd Army area, unless noted otherwise} 2A HQ & depot; 86RHA/2A; 3AGRA, 6RA; 13RA; 59RA; 67RA; 72RA; army Eng Btns x2.

79th Arm Div: all units x9

Guards Arm Div: {within 3 hexes of C3015} all units (-1 Inf step) except 32nd Bde.

59th Inf Div: {within 3 hexes of C3714} all units.

53rd Inf Div: {within 3 hexes of C2614} all units.

XXX Corps

Asset Units: {Anywhere in corps' area} XXX HQ ; 5AGRA; 4RHA; 7RA; 52RA; 64RA; 84RA; 121RA; 73RA x2; 11HUS Recce; corps Eng Btns x2.

50th Inf Div: All units (-3 Inf); Attached: **34th Arm Bde:** 3 units (-2 Arm)

49th Inf Div: All units (-4 Inf): Attached: **8th Arm Bde:** 4 units (-2 Arm; -1 Mech Inf)

7th Arm Div: All units (-1 Mech Inf; -2 Inf)

VIII Corps

Asset Units: {anywhere in corps' area, unless otherwise noted}

VIII HQ; 8AGRA: 15RA; 25RA; 59RA; 63RA; 77RA; 81RA; 91RA x2; 2HH Recce; corps Eng Btns x2.

11th Arm Div: {within 3 hexes of C3620} all units (-3 Arm; -1 Mech Inf; -3 Inf)

15th Inf Div: All units (-4 Inf); Attached:

31st Tk Bde: Two units (-1 Arm)

43rd Inf Div: All units (-5 Inf); Attached: **4th Arm Bde:** x4 units (-2 Arm; -1 Mech Inf)

I Corps

Asset Units: {anywhere in corps' area}

I HQ; 4AGRA: 51RA; 53RA; 65RA; 68RA; 79RA; 150RA; 62RA x2; Inn Ct Recce Btn; corps Eng Btns x2;

6th AB Div: All units x24 (-6 Para; -3 Glider); Attached:

1st & 4th Special Service Bdes: x9 (-2 Cdo)

3rd Can Div: All units (-2 Inf); Attached:

2nd Can Arm Bde: 3 units (-1 Arm)

3rd Inf Div: All units (-5 Inf); Attached:

33rd Arm Bde: 3 units (-2 Arm)

51st Inf Div: All units (-3 Inf); Attached:

27th Arm Bde: 3 units (-2 Arm).

If using full campaign rules:

Naval Transit Display:

Transit Box: 3C/2AGRA RA; 4C/2AGRA RA; 7C/2AGRA RA.

36.14.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to play to draw in one sector and have different results in another.

36.14.1 CW Victory Conditions

If the CW controls all of Caen (north and south of the river), Hill 112 (C3927), and Villiers Bocage (C2530), he wins a major victory. Taking two of the three objectives is an operational victory, and holding one is a marginal victory. As long as the CW player controls Caen north of the Orne River, the worst he can do is achieve a draw. To control a location, the allied player must be able to trace a hypothetical supply path of any length from its hex.

36.14.2 US Victory Conditions

The US player's objectives are St. Lo (B5656), Periers (B3519) and Lessay (B2716), Coutances (B3232). If he can take any two, he wins a major victory. If he takes only one, the allied player has achieved an operational victory. If St Lo is not contested, meaning no one side completely controls it, the result is a draw.

36.14.3 German Victory Conditions

The Germans must not allow the Allies to achieve their objectives on either the US or CW front. If they accomplish this, they achieve a major victory. If they can deny the US player any full objective and do the same to the British they can get a draw if they contest St Lo and hold Caen south of the Orne.

36.14.4 Continuous Line Victory

At the end of the scenario, if the German side cannot demonstrate a continuous line, the level of victory shifts one in the favor of the Allies. If he can maintain a continuous line, the level of victory shifts one in favor of the German side.

A continuous line is defined as having units in at least every third hex on the battlefield map, stretching from one end of the playing area to the opposite side with no Allied units in GenS past the defined front line. In essence, the Allied side failed to achieve a breakthrough.

36.15.0 Splitting the Scenario

This scenario can be split into two smaller, more manageable scenarios. The 12AG/21AG boundary marks the dividing line for these split scenarios.

36.15.1 21st Army Group (Scenario 4A)

The first scenario involves only the 2nd British Army and the German forces opposite that army. Play proceeds only to the July 10 PM GT. The CW player receives all the CW APs listed in 36.2.0, including one eight point CB mission. The CW player has 4 TP available for motorization. All other rules and victory conditions from the CW portion of the front remain in effect.

There are three German AP available each day.

The German player has one TP available for motorization and receives only one-half of the ReP listed in 36.11.3. German reinforcements scheduled to arrive on the east map edge and those entering on the south map edge within the original 21st Army Group area are received as outlined in 36.12.2. All other special rules covered in the scenario are in effect.

36.15.2 12th Army Group (Scenario 4B)

The second smaller scenario represents just the American effort west of the AG boundary.

- The US player receives all the US APs listed in 36.2.0, including one eight point CB mission.
- The US player has six TP available for motorization.
- The German player has one TP available for motorization and receives only one-half of the ReP listed in 36.11.3.
- German reinforcements scheduled to arrive on the southeast map edge and those entering on the south map edge within the original 12th Army Group area are received as outlined in 36.12.2. Additionally on the July 9 AM GT, the Pz Lehr Div enters on the east map edge of the playing area on any primary road hex south of the current front line. The Pz Lehr Div consists of the same units as listed in Scenario 4, with the following exceptions: Reduce the number of MkIV and MkV Pz Coys by one each. Increase the number of step losses to the two Inf Rgts by one each.

All other special rules covered in the scenario are in effect. When splitting the scenario, the 2nd Pz Div and 1st US Inf Div are left out of both scenarios and no unit may enter what would be their sectors of play.

36.16.0 Campaign Start

Players may begin the full campaign game from this start point. Players may choose to use the full strategic rules, or may continue to use the simplified logistic and reinforcement rules listed in 35.0.

36.16.1 Simplified Logistics Game

Use the rules outlined in 35.0 and 36.1.2 thru 36.13.0 with the following modifications.

36.16.1a Available Air Points

- US player receives 36 AP each GD.
- CW player receives 32 AP each GD.
- HB points are available as per the campaign schedule, the allies have not conducted any CB missions.
- The German player receives 6 APs each GD. Use the abort procedure listed on the Airpoint Availability table. An aborted AP cannot be used for the rest of the day, but is regained the following day.

36.16.1b Naval Gunfire

Use the reduced naval unit availability outlined in 11.9.0.

36.16.1c Logistics

Use the logistic rules outlined in 36.10.0.

36.16.1d Activation of Army HQ

- 1st Canadian Army activates on the July 23 AM GT.
 - US 3rd Army activates on the August 1 AM GT.
- 36.16.1e British 2nd Army ADV**
The 2nd British Army begins each GD with an ADV of 5.

36.16.1f First Canadian Army ADV

As soon as the 1st Canadian Army becomes active the Twenty-First Army Group begins each GD with a total of 10 ADV that can be divided between the 1st Canadian Army and 2nd British Army as the Allied players choose.

36.16.1g 1st US Army ADV

The US 1st Army begins each GD with a basic ADV of 5.

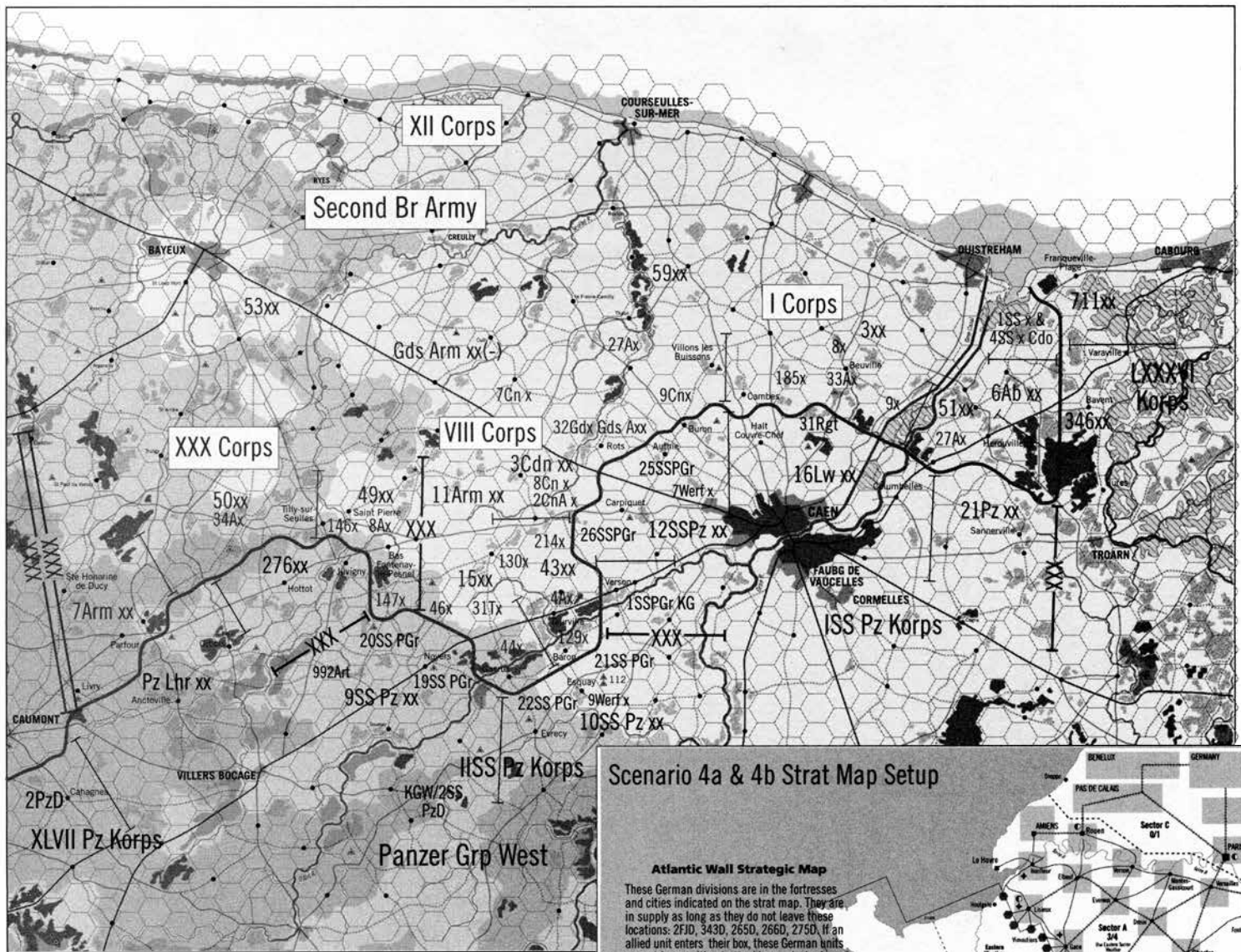
36.16.1h 3rd US Army ADV

When the 3rd Army activates, the 12th Army Group receives a total of 12 ADV to divide between the two armies as the US players wishes.

Note: Remember each Allied army must assign one ADV for each supported corps.

36.16.1i German Army ADV

The German side has a total of 6 ADV to divide between the two armies as the German players wish.



The Battle for Caen: Scenario 4a Strat Map Setup

- Each army must be assigned a minimum of one ADV.
- If the weather for the current AM GT is overcast or storm, add one to this total.

36.16.1j Reinforcements

Use 36.12.0.

Exception: The US 9th Infantry Division begins the game within 8 hexes of any Cherbourg city hex. The US 8th Inf Div is available to land at Utah beach on the July 4 AM GT.

36.16.2 Full Logistics Game

Use GOSS and AW 15.0 & 16.0.

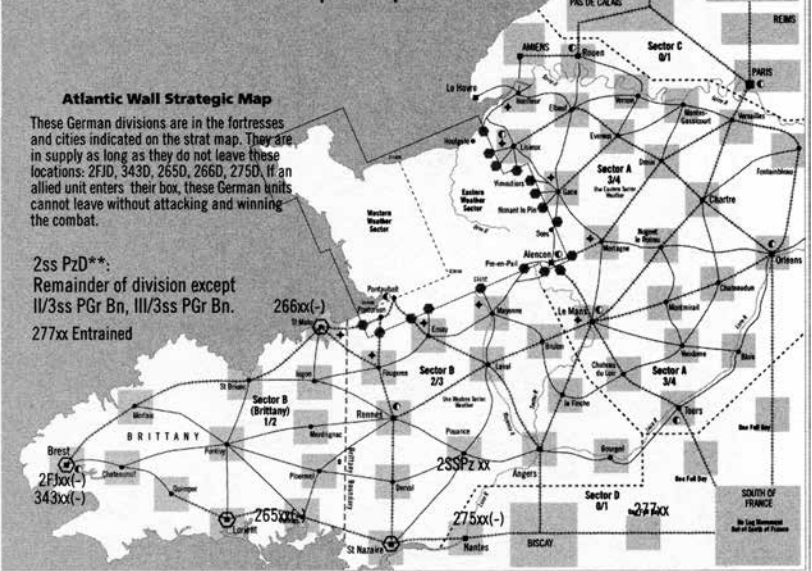
36.16.2a Available Air Points

GOSS & AW 20.0 apply. HB points are available as per the campaign schedule, the Allies have not conducted any CB missions.

36.16.2b Naval Gunfire

Use the reduced naval unit availability outlined in 11.9.0.

Scenario 4a & 4b Strat Map Setup



36.16.2c Logistics

Use the full logistics rule outlined in GOSS and AW exclusive rules.

36.16.2d Activation of Army HQ

The 1st Canadian Army activates on the July 23 AM GT and the US 3rd Army activates on the August 1 AM GT. The 1st US and 2nd British depots are placed at the beginning of the game according to AW 15.8.4.

36.16.2e Truck Points

- CW starts with 10 TP.
- US starts with 10 TP.
- The Germans start with 10 TP that may be divided in any manner between the two German armies.

36.16.2f Ammo Points

- CW starts with 10 AmP.
- US starts with 14 AmP.
- German side starts with 6 AmP that may

be divided in any manner between the two German armies.

36.16.2g Fuel Points

- CW starts with 10 FP.
- US starts with 12 FP.
- German side starts with 6 FP that may be divided in any manner between the two German armies.

36.16.2h Replacement Points

- CW starts with 6 Inf and 6 Arm ReP.
- US starts with 5 Inf and 4 Arm ReP.
- German side starts with 2 Inf and 1 Arm ReP that may be divided in any manner between the two German armies.

36.16.2i Reinforcements

Use the Master Reinforcement List for all reinforcements.

Exception: The US 9th Inf Div begins the game within 8 hexes of any Cherbourg city hex. The US 8th Inf Div is available to land at Utah beach on the July 4 AM GT.

36.17.0 Victory Conditions

See 40.14.0.

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO FOUR!!

37.0 SCENARIO FIVE: JULY 25, COBRA

This scenario highlights Omar Bradley's set-piece operation to finally break out of the hedgerows and set Patton loose behind German lines. The operation began with a massive carpet-bombing mission that annihilated large sections of the German frontline, allowing two armored divisions and two heavily motorized infantry divisions to break into the thick of German defenses and grind their way through.

On the British-Canadian front, the 7th Armored division and the Canadian corps fought ferociously to crack the ridgeline near Verviers and drive beyond down the road to Falaise. After just several days of action, Monty was forced to redirect his attacks elsewhere as this front was just too strongly held.

37.1.0 Scenario Length

The scenario begins on GT 146 (July 25 AM GT) and ends on GT 171 (August 2 PM GT) and is 55 GTs long.

37.1.1 Scenario Special Rules

The scenario may be split with players just playing one or the other of the Allied armies.

- In both the full scenario and scenario 5B the US 1st Army has just cancelled a lull (side one) and receive all bonuses (*GOSS* 24.4.0).
- If there is any conflict between a rule in the *GOSS* rulebook and those presented here, the rules presented in this book take precedence

over the *GOSS* rules.

37.1.2 Sequence of Play

35.3.0 applies.

37.1.3 Maps

All maps except for map A are used.

37.2.0 Airpower

Use the *GOSS* and exclusive rules (23.0).

37.2.1 Available Air Points

- US receives 36 AP each GD.
- CW receives 32 AP each GD.
- There are eight HB points available once during the scenario for the US player and once for the CW player. Both CB attacks are conducted as the third attack. All other Allied AP available are halved the GD of the CB mission.
- Allies have 3 ASP available each GD.
- German side receives 6 APs each GD. Use the abort procedure listed on the AP Availability table.

37.3.0 Weather

The weather on the first two GTs of the scenario is clear and the ground is dry. Thereafter, it must be randomly determined. 19.0 is in effect.

37.4.7 Naval Gunfire

There are no naval units in this scenario.

37.10.0 Logistics

All of the rules pertaining to GenS, ADV, and army/corps support are in effect. The 1st US Army, 2nd British Army and the 1st Canadian Army are activate and all army boundaries between them are operational.

Note: 3rd US Army activates in accordance with setup instructions.

37.10.2 ADV

- Each Allied army has an ADV of 5.
- Each German army has an ADV of 3.
- If the weather for current AM GT is Ovr or storm, the ADV for each German army is increased by 1.

37.10.3 AmP

Each side receives AmPs, in addition to those obtained by ADV conversion.

- The US and CW national forces each receive three AmPs every AM GT.
- The Germans get one AmP each AM GT.

37.10.4 Fuel

Use AW 35.10.0.

37.10.5 Truck Points

TP are only used to motorize units.

- The German side has two TP's available. These points may be used with either German army.
- Each Allied army group has six TP's available.

37.11.0 Replacements

- CW starts with five Inf and five Arm ReP. Each AM GT the CW receives three Inf and three Arm RePs. No more than 20 of each can be accumulated.

- US starts with six Inf and six Arm ReP. Each AM GT the US receives four Inf and four Arm ReP. No more than 20 of each can be accumulated.
- German side starts with one Inf and two Arm ReP. Each AM GT the German side receives two Inf and one Arm ReP. No more than 20 of each can be accumulated.
- Both sides may accumulate losses and conduct culls (*GOSS* 22.0).

37.12.0 Reinforcements

35.4.0 applies.

37.13.0 Starting Forces

The starting forces for both sides are listed below. Placement is shown on the scenario diagram.

37.13.1 German Forces

Formations and BG are placed within their operational boundaries as shown on the setup diagram.

- Frontline units may start broken down.
- Pz Gp West may place 7 ET-3, 35 ET-2 and 25 IP.
- 7th Army may place 3 ET-3, 25 ET-2, and 25 IP.
- Formations that are on the front line, must place at least two thirds (round down) of their units within four hexes of the front line, as marked on the scenario diagram.
- Unless otherwise noted, formation units not listed as starting forces are in the eliminated units box.

7th Army

Asset Units: {anywhere in 7A area} 7A HQ; 1193/OKW Art Btn; 763/OKW Art Btn; 456/7A Art Btn; 457/7A Art Btn; 752/7A Ost Btn x2; 88Flak Coy x3; 75AT Coy x2; 88AT Coy x1.

LXXXIV Corps

Asset Units: {anywhere in LXXXIV area} Corps HQ; 628/OKW Art; 1041/OKW AT Coy; Pio Coy x1.

243 BG: I/921/243 Inf Btn (-1); II/921/243 Inf Btn (-1); 243 Pio Coy (-1); III/243/243 Art Btn.

91 BG: I/1058/91 Inf Btn (-1); II/1058/91 Inf Btn (-1); StG Coy x1 91 HQ (-1).

77 Div: II/1050/77 Inf Btn (-1); III/1050/77 Inf Btn (-1); III/177/77 AT Coy (-1); 177/77 Pio Coy (-1); I/177/77 Art Btn; 77 HQ (-1).

265 BG: All units x5; Inf (-4).

353 Div: {within four hexes of B4234} All units; Inf Btns (-5); 353 Pio Btn (-1); 353 AT Coy (z-step); 353 MIII Coy (e).

2ss Div: 1./I/2P/2ss; 3./I/2P/2ss; 6./II/2P/2ss; 4/2ss Inf Rgt x3 (-3); I/3/2ss Mot Inf Btn (-1); 1./2/2ss Pio Coy; 2.3/2/2ss Pio Coy (-1); 1.3/2/2SS Flak Btn; 2/2ss StG Btn (-1); 2/2ss Aufk Btn (-1); 2/2ss Art Rgt x3; 2SS HQ.

6FJ/91 BG: {Attached to 2SS Pz Div} I/6FJ/91 Btn (-1); III/6FJ/91 Btn (-2).

17ss Div: 37/17ss Inf Rgt x3 (-1), 17/17ss Pio Btn (-1); 1.3/17/17ss Flak Btn (-1); 17/17ss StG Btn (-1); 17/17ss Aufk Btn (-2); 1/17ss Art; 17SS HQ.

5FJ Div: 13/5FJ Rgt x3 (-5); 14/5FJ Rgt x3 (-4); 15/5FJ Rgt x3 (-2); 5/5FJ Flak Btn (-1); 5/5FJ Pio Coy; 1.5/5FJ AT Coy; 1/5/5FJ Art Btn; 5FJ HQ.

Pz Lehr Div: 1./I/6P/Lehr Pz Coy; 2./I/6P/Lehr Pz Coy; 5./II/6P/Lehr Pz Coy; 6./II/6P/Lehr Pz Coy; 901/Lehr PzGd Rgt x2 (-3); 902/Lehr PzGd Rgt x2 (-3); 130/Lehr PzJ Coy x2; 130/Lehr Pio Btn (-1); 311/Lehr Flak Btn (-1); 1.3/I/Lehr Aufk Coy; 130/Lehr Art Rgt x3; Lehr HQ; Bayerlein.

275 BG: 984/275 Inf Rgt x2 (-3); 275/275 Fus Btn (-2); 275/275 AT Coy; 1/275/275 Art Btn; Pio Coy x1; remainder of Div on Strategic Map.

IIFJ Corps:
Asset units: {anywhere in IIFJ Corps area} IIFJ HQ; 1.12/IIFJ StG Coy; 1./12/IIFJ Aufk Coy; 657/OKW AT Btn; 1194/OKW Art Btn; 1-2-6 Inf Coy x2; Angers/7A Pio Coy.

352 Div: I/914/352 Inf Btn (-1); II/914/352 Inf Btn (-1); III/898/343 Inf Btn (-1); 352/352 Pio Btn (-1); IV/1352/352 Art Btn; 352 HQ (-1).

3FJ Div: All units; Inf (-7); 3/3FJ Pio Btn (-1); 1.3/3FJ Flak Coy (z-step).

266 BG: All units x5; Inf (-3) all units attached to 3FJ.

Panzer Group West
Asset Units: {anywhere in Pz Gp area} Pz Gp W HQ; 88Flak Coy x4; 88AT Coy x3; 75AT Coy x3; 555/OKW Art Btn; K625/OKW Art Btn; 1198/OKW Art Btn; 1140/OKW Art Btn; 1039PzJ/OKW Coy; 1040PzJ/OKW Coy; 600/OKW Pio Btn; 217/OKW Sturm Pz Coy x2; 654/OKW Pz Coy x2 (one is z-step); 503/OKW Pz Coy x3 (one is z-step); III/Flak x8 units.

LXXXVI Corps:
Asset Units: {Anywhere in LXXXVI area}; WN & StP are placed as marked on counter} Corps HQ; StP33G; WN36G; WNG; WN06G; WN02; StP01 Merville (no Art); 1151/OKW Art Btn; 1053/OKW AT Coy.

711 Div: 744/711 Inf Rgt x3, III/731/711 Inf Btn; 781/711 Ost Btn; 711/711 Pio Coy; 1./711/711 AT Coy; 1711/711 Art Rgt x2; 711 HQ.

346 Div: All units (except 630 Ost Btn); Inf (-5); 346/346 Pio Btn (-1).

16Lw Div: All units (e)

21Pz Div: V.Luck; 1.2/21 Aufk Coy; 1./I/22P/21 Pz Coy; 2./I/22P/21 Pz Coy; 1/125/21 PzGd Btn (-1); II/125/21 Mot Inf Btn (-1); I/192/21 PzGd Btn (-2); II/192/21 Mot Inf Btn (-1); 1./200/21 PzJ Coy; 1.2/220/21 Pio Coy (-1); 3/220/21 Pio Coy; II/155/21 Art Btn; III/155/21 Art Btn; 10/155/21 NW Btn; 1.2/305/21 Flak (z-step); 200/21 AT Coy (-1); 21 HQ.

ISS Pz Korps

Asset units: {Anywhere in ISS Corps area} Corps HQ; 101/ISS Pz Coy x3 (one is z-step); 101/ISS Art x2; 7NW/OKW Bde x6.

12ss Div: 12ss HQ; Wunsche; 1./I/12P/12ss Pz Coy; 2./I/12P/12ss Pz Coy; 7./II/12P/12ss Pz Coy; 25/12ss PzGd Rgt x3 (-2); 1./12/12ss Pio Coy (-1); 16/25/12ss Pio Coy; 1.3/12/12ss Flak Btn (-1); 1./2/12ss PzJ Coy (-1); 3./2/12ss PzJ Coy (-1); 12/12ss Aufk Btn (-3); I/12/12ss Art Btn; III/12/12ss Art Btn; IV/12/12ss NW Btn.

1ss Div: 1ss HQ; 1./I/1P/1ss Pz Coy; 2./I/1P/1ss Pz Coy; 5./II/1P/1ss Pz Coy; 6./II/1P/1ss Pz Coy; I/1/1ss Mot Inf Btn (-1); II/1/1ss Mot Inf Btn (-1); III/1/1ss Inf Btn; I/2/1ss Mot Inf Btn (-1); II/2/1ss Mot Inf Btn (-1); III/2/1ss PzGd Btn (-1); 16./1/1ss Pio Coy; 1/1ss StG Btn (-1); 1/1ss Aufk Btn (-1); 1/1ss Art Rgt x4; 88Flak Coy x1; PzGd Coy x1.

272 Div: All units; Inf (-2); Pio (-1).

IISS Pz Corps
Asset units: {anywhere in Corps area} Corps HQ; 102/IISS Pz Coy x3 (one unit is z-step), 9NW/OKW Bde x6.

271 Div: All units; Inf (-1); Pio (-1).

277 Div: All units; Inf (-1); Pio (-1).

10ss Div: {Div may be placed anywhere in 277 or 271 Div areas, no more than five hexes from front line} 10ss HQ; II/10/10ss Pz Btn x3; 21/10ss PzGd Rgt x3 (-3); 22/10ss PzGd Rgt x3 (-5); 2.3./10/10ss Pio Coy (-1); 1./10/10ss Pio Coy; 1./3/10/10ss Flak Btn (-1); 10/10ss At Coy; 10/10ss Aufk Btn (-2); 10/10ss Art Rgt x3.

XLVII Pz Korps
Asset units: {anywhere in corps area} Corps HQ; 992/OKW Art Btn; 460/OKW Art Btn; 1192/OKW Art Btn; 8NW/OKW Bde x6; PzGd Coy x1.

9ss Div: 9ss HQ; 1./I/9P/9ss Pz Coy; 2./I/9P/9ss Pz Coy; 3./I/9P/9ss Pz Coy (z-step); 5./II/9P/9ss Pz Coy; 6./II/9P/9ss Pz Coy (z-step); 7.8./II/9P Pz Coy (z-step); 19/9ss PzGd Rgt x3 (-3); 20/9ss PzGd Rgt x3 (-2); 9/9ss Pio Btn (-1); 3./9/9ss Pio Coy; 1.3/9/9ss Flak Btn; 9/9ss Aufk Btn (-1); 9/9ss Art Rgt x3.

276 Div: All units; Inf (-3).

326 Div: All units; Inf (-3).

2Pz Div: 2Pz HQ; 1./I/3P/2 Pz Coy; 2./I/3P/2 Pz Coy; 5./II/3P/2 Pz Coy; 6./II/3P/2 Pz Coy; 2/2 PzGd Rgt x2 (-2); 304/2 PzGd Rgt x2 (-2); 1./38 PzJ IV Coy; 2./38 PzJ IV Coy; 1.2/38/2 Pio Coy (-1); 1.2/273/2 Flak Coy (-1); 1.3/2/2 Aufk Coy; 74/2 Art Rgt x3.

Strategic Map:
Elbeuf: 363rd Div: All units.
Mortagne: 116th KG; PzGd Rgt x1, Art Btn x1; Pio Coy x1; 116/116 Aufk Btn.
Gace: 116th KG; PzGd Rgt x1, Art Btn x1; Pio Coy x1.
Evereux: 116th KG; all remaining units.

Brest: 2FJ LW Div (all units) the 2FJ may not leave Brest until 1 Aug.

St Nazaire: 275th Div.

37.13.2 US Forces

- All frontline units may start broken down.
- The US player may place a maximum of 20 ET-2 and 20 IP.
- Formations that are on the front line, must place at least two thirds (round down) of their units within four hexes of the front line, as marked on the scenario diagram.

1st army

Asset units: {anywhere in army area} 1A HQ; Depot; 58/1A AFA; 62/1A AFA; 65/1A AFA; 87/1A AFA; 258/1A AFA; 153/1A FA; 551/1A FA; 552/1A FA; 578/XV FA; 18/1A FA; 51/3A CE;

VIII Corps

Asset units: {anywhere in corps area} VIII HQ; 744/1A Lt Tk; 749Tk; 813TD; 709Tk; 644TD; 712Tk; 607AT; 774Tk; 802AT; 148/VIII CE; 207/VIII CE; 300/VIII CE; 196/VIII FA; 202/VIII FA; 204/VIII FA; 333/VIII FA; 559/VIII FA; 561/VIII FA; 733/VIII FA; 969/VIII FA; 174/VIII AFA; 106/VIII CvGp x2.

79th Div: All units

8th Div: All units

90th Div: All units

83th Div: All units

4AD Div: All units (green)

VII Corps

Asset units: {Anywhere in corps area} VII HQ; 49/VII CE; 237/VII CE; 238/VII CE; 294/VII CE; 297/VII CE; 298/VII CE; 746Tk; 899TD; 743Tk; 823AT; 745Tk; 634TD; 635AT; 70Tk; 801AT; 87C/VII CM; 188/VII FA; 172/VII FA; 183/VII FA; 195/VII FA; 951/VII FA; 957/VII FA; 961/VII FA; 980/VII FA; 981/VII FA; 987/VII AFA; 991/VII AFA; 4/VII CvGp x2.

9th Div: All units; Inf (-1)

30th Div: All units; Inf (-2)

The following divisions are placed within six hexes of B5316, and are in Hidden Reserve. They are eligible for MR Bonus beginning July 26 AM GT.

1st Div: All units

4th Div: All units

2AD Div: All units

3AD Div: All units

XIX Corps

Asset units: {Anywhere in corps area} XIX HQ; 82/XIX CE; 246/XIX CE; 247/XIX CE; 295/XIX CE; 203/XIX FA; 228/XIX FA; 793/XIX FA; 959/XIX FA; 963/XIX FA; 967/XIX FA; 974/XIX FA; 975/XIX FA; 978/XIX FA; 979/XIX FA; 113/XIX CvGp x2; 759/1A Lt Tk; 747Tk; 821AT; 737Tk; 654TD;

29th Div: {Anywhere in corps area no closer than 10 hexes from enemy unit} All units; Inf (-5)

35th Div: All units; Inf (-2)

V Corps

Asset units: {Anywhere in corps area} V HQ; 20/1A CE; 146/V CE; 234/1A CE; 254/V CE; 186/V FA; 187/V FA; 190/V FA; 200/V FA; 941/V FA; 953/V FA; 955/V FA; 989/V FA; 997/V FA; 81C/V Chm; 102/V CvGp x2; 612AT; 741Tk; 818TD; 735Tk;

2nd Div: All units; Inf (-3)

5th Div: All units; Inf (-2)

Third Army: Units of this army don't activate until Avranches is taken.

Asset units: {Within ten hexes of A3525 (Bricquebec)} 3A HQ; 400/3A AFA; 177/XV FA; 208/XV FA; 690/3A FA; 693/XV FA; 999/XV FA; 705/1A TD; 629/1A TD; 2/XII CvGp x2;

XV Corps

Asset units: {Within ten hexes of A3525 (Bricquebec)} XV HQ;

6th Arm Div: All units (green).

28th Div: All units (green); 630AT;

Naval Transit Track

Activated Box: 5th Arm Div; all units (green); 83/3A AFA; 182/XV FA;

Embarkation Box: 250/3A FA; 269/3A FA; 270/3A FA; 965/VIII FA

Note: If using the simplified reinforcement rules, units starting on the Strategic Track and Naval Transit Track arrive on the battlefield as outlined in the Master Reinforcement Lists for both sides.

37.13.3 Commonwealth Forces

- All frontline units may start broken down.
- The CW player may place a maximum of 20 ET-2 and 20 IP.
- Formations that are on the front line, must place at least two thirds (round down) of their units within four hexes of the front line, as marked on the scenario diagram.

79th Arm Div: {Anywhere in 21AG area} Units x9.

Commandos: {Anywhere in 21AG area} x9 units (-1 step).

2nd Army: {anywhere in 2A area} 2A HQ; Depot; 86/2A RHA.

XXX Corps

Asset units: {Anywhere in corps area} XXX HQ; XXX Corps Eng Btms x2; 198/234/73/XXX TD; 195/196/73/XXX AT; 11Hus/XXX Rec; **5AGRA:** 4RHA;

7RA; 52RA; 64RA; 84RA; 121RA

59th Div: All units; (-3 Inf); attached;

6th Gds Tk Bde: 3 units (-1 Tk).

15th Div: All units; (-2 Inf); attached;

8th Arm Bde: 4 units (-3 Tk) (-1 Inf).

50th Div: All units (-2 Inf) attached;

34th Arm Bde: 3 units (-1 Tk).

XII Corps

Asset units: {anywhere in corps area} XII HQ; XII Corps Eng Btms x2; 128/129/86/XII AT;

130/340/XII TD; 1RoyDr/XII Rec; **8AGRA:** 15RA; 25RA; 59RA; 63RA; 77RA; 81RA; **9AGRA:** 9RA; 10RA; 11RA; 107RA; 146RA;

11th Arm Div: All units (-2 Tk) (-2 Inf).

53rd Div: All units (-4 Inf) attached;

31st Tank Bde: 2 units (-1 Tk).

43rd Div: All units (-5 Inf) attached;

4th Arm Bde: 4 units (-3 Tk) (-1 Inf).

VIII Corps

Asset units: {Anywhere in 21AG area, at least 12 hexes from enemy unit} VIII HQ; VIII Corps Eng Btms x2; 146/344/91/VIII TD; 144/145/91/VIII AT; 2HHC/VIII Rec;

49th Div: All units (-4 Inf).

1st Canadian Army

Asset units: 1CA HQ; 1CA Eng Btms x2; Dutch Btn; Belg Btn

2nd Canadian Corps

Asset units: IIC HQ; Simonds; IIC Corps Eng Btms x2; 33/74/6/II AT; 56/103/6/II TD; 12MDrgn/II Rec; **2AGRA:** 1CRA; 3CRA; 4CRA; 7CRA; 19CRHA; 191CRA

Gds Arm Div: All units (-2 Inf).

7th Arm Div: All units

2nd Can Div: All units; attached;

2nd Can Arm Bde: 3 units

3rd Can Div: All units

I Corps

Asset units: I HQ; I Corps Eng Btms x2; 247/248/62/I TD; 245/246/I AT; Inns of court/I Rec; **3AGRA:** 6RA; 13RA; 59RA; 67RA; 72RA; **4AGRA:** 51RA; 53RA; 65RA; 68RA; 79RA; 150RA

6th AB Div: All units, except 22Path & GP (-4 Para) (-2 Glider Inf).

3rd Div: All units (-5 Inf); attached;

33rd Arm Bde: 3 units (-2 Tk).

51st Div: All units (-4 Inf) attached;

27th Arm Bde: 3 units (-2 Tk).

37.14.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to play for different levels of victory in different sectors of operation.

37.14.1 CW Victory Conditions

The CW player has one simple goal—drive down the Caen-Falaise road as far as possible. At the end of the scenario, the CW player counts how many primary road hexes beyond the original frontline he has captured, and for every hex he gets one point. The German receives one point for every primary road hex along the same route that does not meet the above conditions.

Note: The captured road hex must be in Allied GenS at the end of the scenario in order to be eligible for points.

The player with the higher total wins. If both side's total points are equal, the game is a draw.

37.14.2 US Victory Conditions

The US player's objectives are Avranches (D2929), Villedieu les Poeles (D4017), Brecey (D4327) and Granville (D1416). Avranches and Brecey are each worth three points, while the others are worth two. Each side totals the number of objective points they hold and the side with the higher number wins. If side's total points are equal the game is a draw.

37.14.3 German Victory Conditions

If the Germans lose against one of the Allies, but can win against the other, the result is a draw.

37.14.4 Continuous Line Victory

At the end of the scenario, if the German side cannot demonstrate a continuous line, the level of victory shifts one in the favor of the Allies. If he can maintain a continuous line, the level of victory shifts one in favor of the German side. A continuous line is defined as having units in at least every third hex on the battlefield map, stretching from one end of the playing area to the opposite side with no Allied units in GenS past the defined front line. In essence, the Allied side failed to achieve a breakthrough.

37.15.0 Splitting the Scenario

This scenario can be split into two smaller scenarios. The victory conditions for each scenario below is the same as for each national group in the larger scenario.

37.15.1 1st Army vs. 7th Army

Scenario 5A begins on July 25 AM GT and ends on the Aug 2 PM GT. Only maps B and D are used.

- The US V Corps and German 3FJ Div and 15FJ Rgts are not used. Consider the grouping of five German Div remnants next to St Lo to always be in GenS and command if they can trace to the east edge of map D or C.
- The US side receives its normal allotment of AP and the German 7th Army gets four trucks and 40% of the resource allotment.

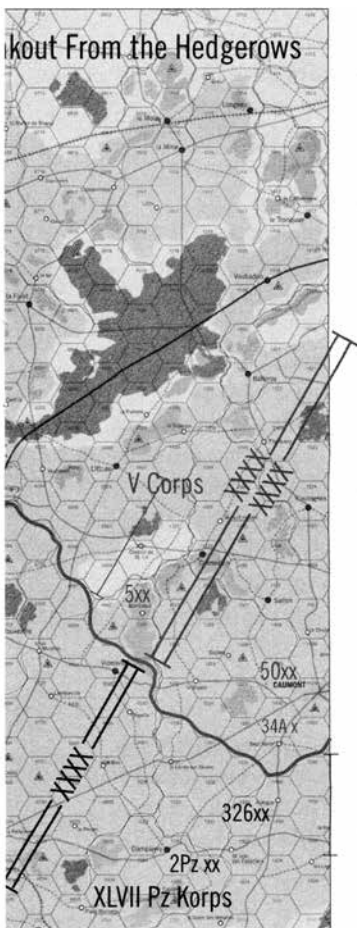
37.15.2 21st AG vs. ISS Pz Corps

Scenario 5B begins on July 25 AM GT and ends on the Aug 3 PM GT. Only maps C and F are used for this scenario.

- CW forces involves only the forces that are east of the Orne plus the 43rd Division and 4th Arm Bde. It does not include the area from 3rd Division north on up to the sea.
- The German forces are the ISS Pz Corps and all of the 271st Division plus a BG from 10ss Pz Div (pick two Pz Coys and one PzGd Rgt and an Art Btn from the Div, it is attached to 271 Div).

The CW forces are considered to be under the command of II Canadian Corps and the ADV is set at five. The CW side receives two APs per turn and all units are considered normal fuel.

- The German side simply uses the values it



received above for Pz Gp West. The CW player also only receives one-half of the APs he was allotted above for the regular scenario.

37.16.0 Campaign Start

Players may begin the full campaign game from this start point. Players may choose to use the full strategic rules, or may continue to use the simplified logistic and reinforcement rules listed in 35.0.

37.16.1 Simplified Logistics Game

Use the rules outlined in 35.0 and 37.1.2 thru 37.13.0.

37.16.1a Reinforcements

Reinforcements are received as outlined in the Master Reinforcement List and in AW 35.0.

37.16.2 Full Logistics Game

Use GOSS and AW 15.0 & 16.0.

37.16.2a Available Air Points

GOSS & AW 20.0 apply. HB points are available as per the campaign schedule, The Allies have previously conducted two CB missions.

37.16.2b Naval Units

Naval units are not available.

37.16.2c Logistics

Use the full logistics rule outlined in GOSS and these exclusive rules. Base ADV and number of TP are determined using the amounts outlined in

AW 16.0.

37.16.2d Allied Depots

Each active army has one active depot and may at any time after July 27 AM GT, activate a second depot.

37.16.2f Ammo Points

- CW starts with 10 AmP.
- US starts with 14 AmP.
- German side starts with 6 AmP
- AmP may be divided in any manner between national group armies.

37.16.2g Fuel Points

- CW starts with 16 FP.
- US starts with 18 FP.
- German side starts with 6 FP.
- FP may be divided in any manner between national group armies.

37.16.2d Replacement Points

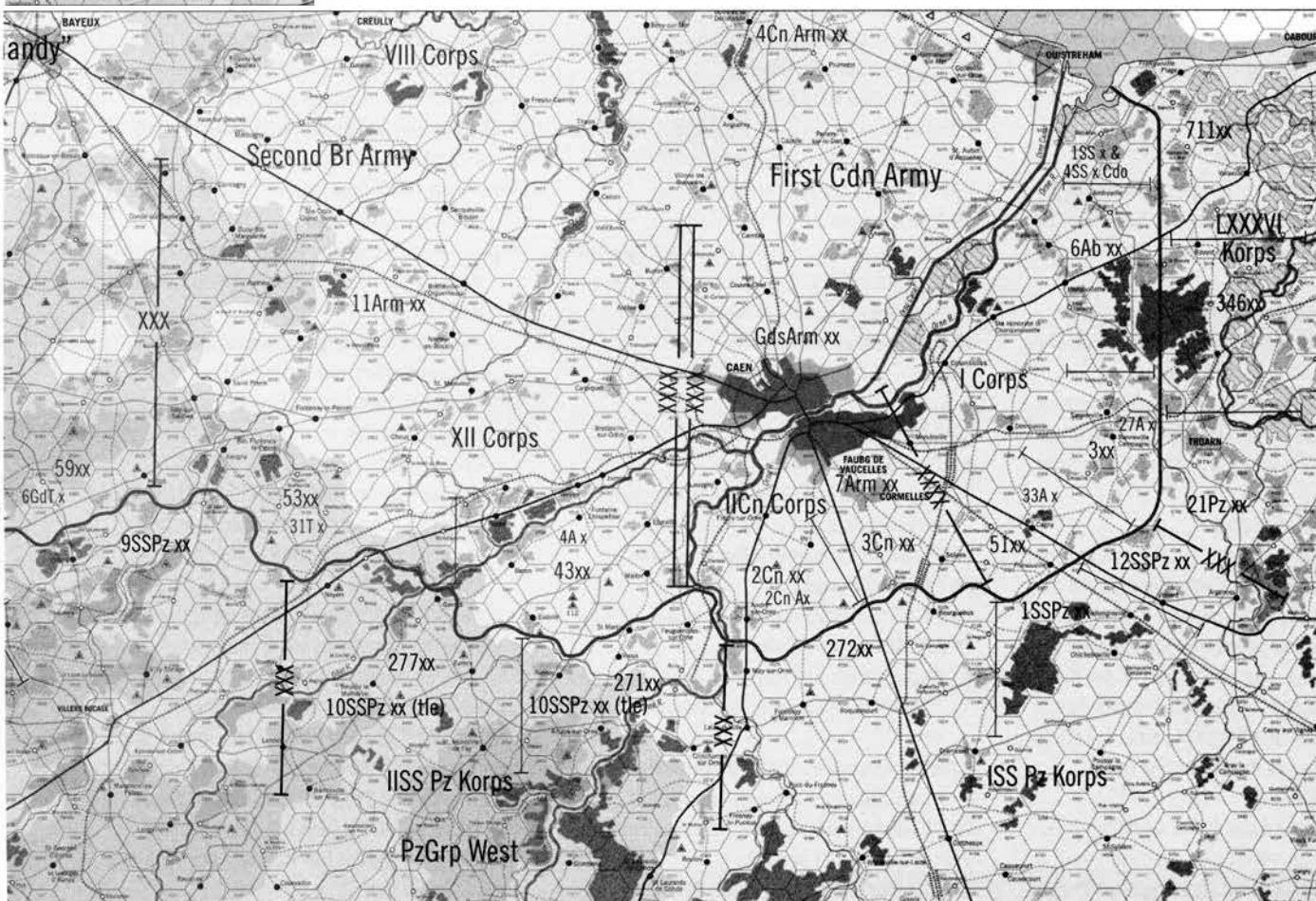
- CW starts with 6 Inf and 6 Arm ReP.
- US starts with 5 Inf and 4 Arm RePs.
- German start with 2 Inf and 1 Arm ReP.

37.16.2e Reinforcements

Use the Master Reinforcement List for all reinforcements.

37.17.0 Victory Conditions

See 40.14.0.





38.0 SCENARIO SIX: D-DAY, THE SIXTH OF JUNE

Well, you finally reached it, the Invasion scenario. The Americans storm ashore on Utah and Omaha beaches after dropping two airborne divisions on the Cotentin Peninsula. The Commonwealth forces land at three nearly adjacent beach areas: Gold, Juno and Sword, with an airdrop of the 6th Airborne division just to the east of the Orne river.

38.1.0 Scenario Length

The scenario begins on the Jun 6 AM GT and ends on the Jun 12 night GT. The Jun 6 AM GT begins with the Airborne Assault Segment of the SoP.

38.1.1 Splitting the Scenario

This scenario can be split into two smaller, more manageable scenarios. Split the game down the AG boundary and send all F and G German reinforcements against the US player and all other against the CW player. Play proceeds normally but separate.

38.1.2 Sequence of Play

Things are different now. You will have to land airborne troops and conduct amphibious landings. There are two separate modules, each covering one of those facets of the invasion. Players can play these modules as mini-games to get the hang of things. The Amphibious Invasion Stage and Airborne Assault Stage Modules are covered in separate rules at the end of this booklet.

38.1.2a Jun 6 AM GT

After the Airborne Assault and Amphibious Assault module, normal GT play starts on the Jun 6 AM GT with Allied Mode Determination Phase.

38.2.0 Airpower

There are no HB points available (no carpet bombing). The below AP are for use on the Battlefield Map only. AP may be assigned to ground support, and ground interdiction only. AW 20.2.0, 20.3.0, & 20.6.0 are in effect, with the exception of those rules pertaining to the Strategic Map.

38.2.1 Available Air Points

38.2.1a Allied Air Points

The US player receives 36 AP and the CW player receives 32 AP per GD. On June 6 GD only one-half of the available AP are available.

38.2.1b German Air Points

The German player receives 6 AP each day beginning the June 7th GD. Use the abort procedure listed on the Air Point Availability Table.

38.3.0 Weather Conditions

Use the *GOSS* and *AW* weather rules (19.0).

38.4.7 Naval Units

- AW 11.9.0 is in effect.
- Naval units are not available on the June 6 GD (they are supporting the landings).

38.7.1 Allied Movement Restrictions

38.7.1a Traffic Jams

June 6 GD: all Allied Mech are halved.

38.7.1b Movement Halts

- Allied units ignore movement halts generated by German leg units during the Jun 6 AM GT only.
- Allied units are exempt from the MP cost to move adjacent to these type of units.

38.7.2 German Movement Restrictions

Units are activated either by proximity to Allied units or on a timed basis. Refer to the

German Master Reinforcement Table for specific restrictions on individual units and or formations. The Airborne Assault and Amphibious Assault Modules impose restrictions on movement and activation of German units.

38.7.2a German MA on June 6

All German units that begin any movement phase within 6 hexes of the Beach Display Outline on the Battlefield Map have their MA halved during the June 6 AM and PM GTs.

38.8.0 Pointe du Hoc Assault

- At the beginning of the June 6 AM GT, the US player places the Pointe du Hoc assault force (two ranger invasion counters denoted on the Amphibious Assault Display) in hex C6402.
- To determine if the guns are actually in place, the German player rolls a 1d10.
- If the result is greater than "zero", the StP is flipped over to its reverse side (without the guns).
- If the result is "zero" the guns are in place and the StP is treated normally.
- During the June 6 AM GT regular Allied Movement Phase, the rangers may assault the StP.
- The US player rolls 1d10 for each step of rangers present (each ranger invasion counter is considered two steps).
- For each result of 0-3, the StP takes one hit. If the StP guns are in place, one hit destroys the guns (flip the StP to its reverse side) and a second hit eliminates the StP. If the guns are not in place, one hit eliminates the StP.
- The German player then rolls 1d10 for each step of rangers assaulting the StP.
- For each DR, if the result is 0-2, one step of rangers is eliminated.
- If the StP survives the assault, the US player may make a second assault during the June 6 PM GT.
- If the StP is eliminated, any surviving ranger units are converted to normal Battlefield Map units (see Amphibious Assault Module) and must remain in the hex until units from Omaha beach enter the hex.
- If the StP survives both assaults, the ranger units must convert as above and conduct a tactical assault against the StP during the June 6 night GT.
- If the StP survives the night assault, the ranger units are eliminated and do not garner any RePs for replacement purposes.

38.9.0 Jun 6, Ranger/Cdo Assaults

On the June 6 AM and PM GTs only, ranger and commando units may perform special assaults against WN and StP during the combat phase (GA segment). An assault consists the units assaulting the WN or StP from one hex. Only one assault per WN or StP is allowed.

- Total the number of ranger/Cdo steps conducting the assault.
- Total the number of armor and or engineer steps participating in the assault.
- Add the two totals together, this is the assault point value.
- Roll 1d10, if the result is equal to or less than the assault point value, a hit is scored.
- One hit eliminates one step of WN or StP. It also inflicts a discretionary hit on any other enemy units in the hex.

38.10.0 Leaders

Leaders enter with their respective HQ.

38.11.0 Logistics

- On the June 6 GD all units are in GenS and are considered in normal fuel status.
- Beginning June 7 AM GT, Allied units must trace GenS.
- German units are not required to trace GenS until the June 8 AM GT and are considered in normal fuel status until June 9 GD.

38.11.1 Primary Supply Sources

Primary supply sources for both sides are explained in AW 15.1.0.

38.11.1a Airborne & Beach GenS

Use AW 15.8.2 & 15.8.3.

38.11.2 German PSS

Use AW 15.2.4h

38.11.2a German Army HQs

Use AW 15.2.4i.

38.11.3 Out of Supply Effects

All GOSS rules pertaining to OoS affects, including, isolation and surrender are in effect.

Exception: No unit on either side checks for surrender due to being isolated until the June 8 AM GT.

38.11.4 ADV

ADVs are pre-determined and may only be modified by the conversion of AmP.

38.11.4a Allied ADV

- On the Jun 6 GD the basic ADV for all Allied corps is five.
- Starting Jun 7 and lasting until the end of the scenario, each Allied corps has an ADV of three.

38.11.4b German ADV

- On June 6 and June 7 GDs the ADV for the German side is 5.
- Beginning on the June 8 AM GT the 7th Army has an ADV of 3.

38.11.5 AmP

AmP are not used in this scenario.

38.11.6 Truck Points

Truck points are used to motorize leg units only, they have no other function in the scenario.

38.11.6a Allied Truck Points

Each Allied beach area has 2 TP available beginning the June 7 AM GT.

38.11.6b German Truck Points

The German side has of 3 TP available beginning on the June 7 AM GT.

38.11.7 Fuel

Use AW 35.10.0.

38.12.0 Replacements

RePs can be received beginning the June 8 AM GT. Do not use section 22.7.0 (Returnees and Armor Repair). Use the AW replacement Table.

38.12.1 ReP Pools

38.12.1a Allied RePs

The Allied side starts with zero ReP in their pools. The CW and US forces maintain separate pools. Each beach area serving as a corps HQ, may only stockpile five infantry and five armor RePs from one GD to the next.

38.12.1b German RePs

The Germans start with a total of six infantry ReP and two armor ReP, and may stockpile up to ten RePs of each type from one GD to the next.

38.13.0 Scenario Setup

Maps A, B and C are needed for this scenario, although if play extends further, more maps will be required.

38.13.1 German Forces

The Germans are setup exactly as indicated below and on the Beach Displays. No additional breakdowns or FWs are allowed until after game play commences. All WN and StP are placed in accordance with the hex numbers printed on the counters. Units shown as setup on maps D, E, & F, are not placed unless playing with all Battlefield Maps and are listed as reinforcements for the three map scenario.

B5426 460/OKW Art Btn
B5627 LXXXIV HQ (Marcks)
C3712 989/7A Art Btn
A4123 456/7A Art Btn
A3323 457/7A Art Btn
A5613 101/101/7A NW Btn
A2419 102/101/7A NW Btn
A2408 103/101/7A NW Btn
B3333 513/Sch/7A Inf Btn
B3231 517/Sch/7A Inf Btn
B3431 518/Sch/7A Inf Btn
E2116 635/752/7A Ost Btn
B3232 797/752/7A Ost Btn
A2208 17/7A MG Btn
A5413 Sturm/7A Inf Btn
A3010 1/206/7A Pz Coy
 2/206/7A Pz Coy
D1516 II/521/7A Sec Btn
B5526 II/193/7A Sec Btn
F1505 II/195/7A Sec Btn

21st Panzer Division

F4603 21Pz HQ (V.Luck)
 1.2/307/21P Mot AA z-step
C4112 88Flak z-step
F4207 1./I/22/21 Pz Coy
 2./I/22/21 Pz Coy
F4104 3./I/22/21 Pz Coy
F3609 4./I/22/21 Pz Coy
F3914 5.6./II/22/21 Pz Coy
 7.8./II/22/21 Pz Coy
C5721 I/125/21 PzGd Btn (-2)
C5832 PzGd Coy
C5533 PzGd Coy
C5021 II/125/21 Mot Inf Btn (-2)
C5823 Mot Inf Coy
C5522 Mot Inf Coy
C3924 I/192/21 PzGd Btn (-2)
C4022 PzGd Coy
C4125 PzGd Coy
C4017 II/192/21 Mot Inf Btn (-2)
C4618 Mot Inf Coy
C4219 Mot Inf Coy
C5325 200 AT Coy (-1)
C4719 88AT z-step
C3217 88AT z-step
C2815 88AT Coy
C3619 88AT z-step
Lisieux 1./200/21 PzJ Coy
 2./200/21 PzJ Coy
 3./200/21 PzJ Coy
C4518 4./200/21 PzJ Coy
F3005 1.2/220/21 PzGd Eng Coy
C3512 3./220/21 Mot Eng Coy
E4717 1.2./21 Aufk Coy
 3.4./21 Aufk Coy
C4515 I/155/21 Art Btn
C4429 II/155/21 Art Btn
C5028 III/155/21 Art Btn
C5129 10/155/21 NW Btn

711th Infantry Division

C7010 I/744/711 Inf Btn
C6413 II/744/711 Inf Btn (-1)
C6416 III/744/711 Inf Btn
C6911 II/1799/711 Art Btn

716th Infantry Division

C4321 716 HQ
Bkn Box I/726/716 Inf Btn
C3111 II/726/716 Inf Btn (-2)
B6003 III/726/716 Inf Btn (-2)
Bkn Box I/736/716 Inf Btn
Bkn Box II/736/716 Inf Btn
C4712 III/736/716 Inf Btn (-2)
Bkn Box 441/716 Ost Btn
C3911 642/716 Ost Btn (-1)
 2./716/716 AT Coy

Bkn Box 717/716 Pio Coy
C4818 1./716/716 PzJ Coy
C4314 I/1716/716 Art Btn (-2)
C3309 II/1716/716 Art Btn (-2)
B6306 III/1716/716 Art Btn (-2)
C5517 3./I/1716/716 Art z-step
C4113 6./II/1716/716 Art z-step

352nd Infantry Division

C1115 352 HQ
B5108 I/914/352 Inf Btn
B5805 II/914/352 Inf Btn
C2319 I/915/352 Inf Btn
C3514 II/915/352 Inf Btn
C2810 I/916/352 Inf Btn (-2)
B7007 II/916/352 Inf Btn (-2)
B5308 439/352 Ost Btn
C2824 352/352 Fus Btn
C1423 352/352 Erstz Btn
B6615 352/352 Pio Btn (-1)
B6410 1./352/352 PzJ Coy
B6311 2./352/352 PzJ Coy
C1509 3./352/352 AT Coy
C1508 I/1352/352 Art Btn
B5704 II/1352/352 Art Btn
C2510 III/1352/352 Art Btn (-2)
C2813 7./III/1352/352 Art z-step
C2711 8./III/1352/352 Art z-step
B6704 IV/1352/352 Art Btn (-1)
B6806 12./IV/1352/352 Art z-step

91st Infantry Division

A4233 91 HQ
B4411 I/6FJ/91 FS Btn
B2817 II/6FJ/91 FS Btn
B2909 III/6FJ/91 FS Btn
B2610 16./6FJ/91 FS Coy
 15./6FJ/91 Pio Coy
B2708 I/1057/91 Inf Btn
A3726 II/1057/91 Inf Btn
A3534 III/1057/91 Inf Btn
A5024 I/1058/91 Inf Btn
A4823 II/1058/91 Inf Btn
B4506 III/1058/91 Inf Btn
A4834 91/91 Fus Coy
A4734 191/91 Pio Coy
B3607 A&E./100/91 Pz Coy
A4133 191/91 AT Coy
A4633 I/191/91 Art Btn
A5025 II/191/91 Art Btn (-2)
A5632 5./II/191/91 Art z-step
A6133 6./II/191/91 Art z-step
B3908 III/191/91 Art Btn

709th Infantry Division

A4622 709 HQ
 1./1709/709 PzJ Coy
A5711 I/729/709 Inf Btn

A5815 II/729/709 Inf Btn
A5408 III/729/709 Inf Btn
A3710 II/739/709 Inf Btn
A3414 III/739/709 Inf Btn
A6029 ET-2
 I/919/709 Inf Btn (-1)
A5725 II/919/709 Inf Btn (-1)
A5420 III/919/709 Inf Btn
B4903 795/709 Ost Btn (-1)
A4807 649/709 Ost Btn
A4522 2./709/709 AT Coy
A5224 709/709 Pio Btn (-1)
A2609 I/1709/709 Art Btn
Bkn Box II/1709/709 Art Btn
A3913 6.II/1709/709 Art z-step
A2809 7.II/1709/709 Art z-step
A6130 8./1709/709 Art z-step
A5107 III/1709/709 Art Btn
A3413 IV/1709/709 Art Btn
C4213 561/739 OST Btn

243rd Infantry Division

A3525 243 HQ
A2210 I/920/243 Inf Btn
A2217 II/920/243 Inf Btn
A2830 I/921/243 Inf Btn
A3034 II/921/243 Inf Btn
A3028 III/921/243 Inf Btn
A2223 I/922/243 Inf Btn
A2325 II/922/243 Inf Btn
A3326 III/922/243 Inf Btn
A2319 243/243 Erstz Btn
A2320 243/243 Pio Coy
A3027 243/243 At Coy
A3730 1./243/243 PzJ Coy
 2./243/243 PzJ Coy
A2822 I/243/243 Art Btn
A2519 II/243/243 Art Btn
A2511 III/243/243 Art Btn

1st LW Flak

B6809 1./I/1LW Flak Coy
B6607 2./I/1LW Flak Coy
C1811 3./I/1LW Flak Coy
B5807 1./II/1LW Flak Coy
B5609 2./II/1LW Flak Coy
B6303 3./II/1LW Flak Coy
B4509 4./II/1LW Flak Coy

Cherbourg Garrison

A4810 1./I/30/7A Flak Coy
A3509 653/30/7A Flak Btn
A4710 152/30/Ch Flak Btn
A3710 153/30/Ch Flak Btn
A3810 Fest A/Ch Btn
A3610 Fest B/Ch Btn
A3511 1A,E/II/7A Inf Btn

Break Down Coys

C5913 1-2-6 Inf Coy
C5713 1-2-6 Inf Coy
C5818 1-2-6 Inf Coy
C5413 1-2-6 Inf Coy
C5417 1-2-6 Inf Coy
C5513 1-2-6 Inf Coy
C1909 1-2-6 Inf Coy
C2310 1-2-6 Inf Coy
C1606 1-2-6 Inf Coy
B6603 1-2-6 Inf Coy
C3411 1-2-6 Inf Coy
A5823 1-2-6 Inf Coy
A6234 1-2-6 Inf Coy
A5927 1-2-6 Inf Coy
A5931 1-2-6 Inf Coy
C2907 2-2-6 Inf Coy
C1208 2-2-6 Inf Coy
C2214 2-2-6 Inf Coy
C5419 1-2-6 Pio Coy
B5904 1-2-6 Pio Coy
B5608 1-2-6 Pio Coy
A4220 1-2-6 Pio Coy

38.13.2 Allied Forces

No Allied units begin the game on the Battlefield Map. The Allied side sets up the Airborne Assault Display and the Allied Landing Diagram. Units designated as assault units on the master reinforcement list should be sorted and set aside for use when the units exit the beach displays. Units listed as being set up on the Naval Transit Display are set aside and arrive beginning Jun 7 AM GT.

38.14.0 Reinforcements

38.14.1 German Reinforcements

The reinforcements for the Germans are as follows: (the units appear at a map edge indicated by the map letter code after the unit listing. All units are at full strength. The number of MPs remaining from the unit's MA is indicated by a value followed by "MP". "DR = #" indicate that a player must make a DR check to see if the unit arrives. Units on Battlefield maps A,B & C activate as detailed on the German Master Reinforcement List.

June 6 AM: 1.2./21 & 3.4/21 Aufk Coy, DR =0-2, south edge C, 6MP; I/22P/21 x4, south edge C, 6MP; II/22P/21, x2, south edge C, 5MP; 12ss Aufk Btn, east edge C, 8MP; 25ss PzGd Rgt x3, I/12ssArt, DR=0, east edge C, 6MP.

June 6 PM: 857/346 Inf Rgt x2 (-Ost Btn), I/346Art, 1./346PzJ, Pio Coy x1, east edge C, 4MP; 1.2./220/21 Pio Coy, 1.2/305/21 Flak Coy, 21P HQ, south edge C, 8MP; 26ss PzGd Rgt x3, II/12ss Art, 3./12ss PzJ Coy, east edge C, 6MP.

June 6 Night: The remainder of 12ss Pz Div (except I/12ssPz Btn & 1.2./12ss PzJ Coy) east edge C, 7MP; Fus Btn/346, east edge C, 4MP; I SS Pz Corps HQ, any primary road hex south edge C, 6MP.

June 7 PM: The remainder of 346 Inf Div except for the Ost Btn, east edge C, 4MP.

June 8 AM: 901PzGd Rgt x2, I/6/130P/Lehr x4, I/130Art, Mech Pio Coy x1, any primary road hex south edge C, 6MP; LXXXVI Corps HQ, any primary road hex south edge C, 6MP.

June 8 PM: Remainder of Pz Lehr Div, any primary road hex south edge C, 6 MP.

June 8 Night: I/12ssPz Btn, east edge C, 6 MP.

June 9 AM: III Flak Corps, x18, east edge C, 6 MP.

June 9 PM: 17/17ss Aufk Btn, south edge B, 7 MP.

June 9 Night: 5/3FJ Rgt x3, 75AT Coy x1, Pio Coy x1, south edge B, 6 MP.

June 10 PM: II FJ Corps HQ, 12/IIFJ StG Btn, x2, 12/IIFJ Aufk Btn, x2, south edge B, 12 MP; 37/17ss PzGd Rgt, x3, south edge B, 6 MP; 7NW Bde, x6, south edge C, 6 MP; 902/OKW StG Btn, south edge B, 6 MP; 992/OKW Art, south edge B, 5 MP.

June 10 Night: 77 Inf Div (all), south edge B, 6 MP.

June 11 PM: 38/17ss PzGd Rgt, x3, south edge B, 6 MP; remainder of 3FJ Div, south edge B, 3 MP.

June 11Night: remainder of 17ss PzGd Div, south edge B, 6 MP; 101ss Pz Btn, x3; 1151/OKW Art, south edge C, 5 MP.

June 12 PM: 265KG II/895 Btn, III/894 Btn, I/265 Art Btn, 75AT z-step x1, Pio Coy, x1, south edge B, 3 MP; 984 /275, x2, 275 Art Bn, x1; 75 AT Coy x1; Pio Coy x1, south edge B.

38.14.2 Allied Reinforcements

The Allied side simply consults the Allied Master Reinforcement List and places the units that are scheduled to arrive on the current GD off map.

Note: Units may only arrive at their pre-designated beaches.

- On AM and PM GTs the Allied side may move those units onto the Battlefield Map.
- Each Beach hex with a beach marker is able to land six steps of units each GT. Mech steps count as two steps and all artillery steps count as three.
- Units may not land during night GTs.

Exception: June 6 night GT.

- On the GT reinforcements land, they may only expend one-half of their MA and may not use any form of road movement.

38.15.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to play to draw in one sector and have different results in another.

38.15.1 CW Victory Conditions

The CW player's objective is Caen and Bayeux, and joining the CW beaches into one beachhead.

- To obtain a marginal victory the CW player must link up all three British beaches. Linking up is defined as being able to establish a supply path via a primary or secondary road from a beach hex in one beach to a beach hex in another beach.
- If the CW player links all three beaches and controls one of the above cities, he obtains an operational victory. Control is defined as either occupying (or being the last to occupy) all city hexes of Caen and any hex of Bayeux.
- If both Bayeux and Caen are CW controlled and all three CW beaches are linked up, the CW player gains a major victory.

38.15.2 US Victory Conditions

The US player's objectives are to join up the US invasion beaches and link up with the British.

- To obtain a marginal victory the US player must link up with the British beaches.
- If he links up with the British and links up Utah with Omaha beach he receives an operational victory. Linking up is defined as being able to establish a supply path via a primary or secondary road from a beach hex in one beach to a beach hex in another beach.
- If the US player is able to meet the operational victory conditions and in addition control St Lo and cut the Cotentin Peninsula, he gains a major victory (good luck with that!). Cutting the Cotentin Peninsula is defined as having a US, able to trace GenS, on the west coast of the Peninsula.

38.15.3 German Victory Conditions

- The German player's objective is to prevent either of the Allied players from obtaining their objectives, and if the German player can prevent both the US and CW player from obtaining any of their objectives, he wins a MAJOR victory.
- Failing that (figure the odds) if the German player holds both Caen and St Lo, and prevents any one of the beaches from linking up (see CW and US victory conditions). The German side receives an operational victory.
- If the German play holds any one Caen City hex on the north side of the Orne River or holds St Lo and has kept the US player from linking up Utah and Omaha beaches, the German Player wins a marginal victory.



39.0 CAMPAIGN GAME

This is the whole shebang!!!

39.1.0 Game Length

The campaign game begins on the June 6 AM GT and ends on the Aug 22 PM GT.

39.1.1 Sequence of Play

Players use the full sequence of play (AW 3.0).

39.1.2 Jun 6 AM GT

After completion of the both the Airborne Assault module and the Amphibious Assault module, normal GT play starts on the June 6 AM GT with Allied Mode Determination Phase.

39.2.0 Airpower

Use AW 20.0. The Allied side receives one-half the listed number of AP on the June 6 GD. The Allied ASP are not available until the June 12 GD (transports were supporting Allied air bridgeheads).

39.3.0 Weather Conditions

Use AW 19.0.

39.4.0 Scenario Special Rules

Use AW [38.4.7](#), [38.7.1](#), [38.7.2](#), [38.8.0](#), [38.9.0](#), [38.10.0](#).

39.11.0 Logistics

Use GOSS and AW 15.0 & 16.0, and all rules pertaining to the naval transit track and strategic map.

39.11.2 Out of Supply Effects

GOSS rules pertaining to OoS affects, including, isolation and surrender are in effect.

Exception: No unit on either side checks for surrender due to being isolated until the June 9 AM GT.

39.11.4a Allied AmPs

The Allied player starts with zero AmPs and can only be received by conversion.

39.11.4b German AmPs

The German side begins with 8 AmP.

- The German receives one AmP each AM GT from June 13 to Aug 1 AM GT.
- If the atmospheric condition is storm the German side receives two AmP during the above time frame.

39.11.5 Truck Points

Use GOSS truck point and motorization rules as modified by the exclusive rules. Allied TP are not required for logistic purposes until an army depot is activated. Allied TP available until that time

can only be used for the motorization of leg units. The German side begins using TP for logistic purposes on the June 8 AM GT.

39.11.6 Fuel

39.11.6a German Fuel

The German forces start with 8 FP.

39.11.6b Allied Fuel

The CW and US forces start with 2 FP each.

39.12.0 Campaign Replacements Rates

Use *GOSS* and **AW** 20.0.

39.13.0 Campaign Reinforcements

Use *GOSS* and **AW** 21.0. (Campaign Master Reinforcement Lists follow **AW** 49.15.4).

Note: Reinforcements listed in 38.14.0 are used for Scenario 6 only not the full campaign.

39.14.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to play to draw in one sector and have different results in another.

39.14.1 CW Victory Conditions

- The CW player wins a strategic victory if there are no German units on the battlefield map in GenS and the following Strategic Map Boxes are occupied by CW units: Lisieux, Gace, Moragne, Nugent le Rotreu, Evereux, and Dreux.
- The CW player wins an operational victory if Falaise is Allied occupied and at least one of the above location boxes is Allied occupied.
- If the CW player fails to capture Falaise, they lose.

39.14.2 US Victory Conditions

- The US player wins a strategic victory if all location boxes on the Strategic Map located in area B are Allied Occupied and there are no German units in GenS on the battlefield map.
- The US player wins an operational victory if all location boxes in area B (Brittany Area) are either Allied occupied or cut off from Germany or Southern France. Cutoff is defined as not being able to trace a transport route of any kind to either Southern France or Germany.
- The US player loses if he has been unable to exit at least three US divisions from the battlefield map in GenS.

Note: It can turn out that one Allied player wins, and the other doesn't. If neither Allied Player wins, the German has scored a major victory.

39.14.3 German Victory Conditions

- The German player wins a strategic victory if both Allied players loose.
- The German player wins an operational victory if he has been able to maintain a continuous line on the Battlefield Map and one or the other of the Allied nationalities have been

unable to obtain at least an operational victory. A continuous line is defined as having units in at least every third hex on the Battlefield Map, stretching from one end of the playing area to the opposite side with no Allied units in GenS past the defined front line. In essence, the Allied side failed to achieve a breakthrough.

40.15.0 Optional Variable Drops

40.15.1 1st Airborne XX & 1st Polish AB x Options

The Allies may use 1st Airborne Division and the 1st Polish Airborne brigade in an alternative D-Day airdrop. If they choose, the Allied players may substitute these formations for one US airborne division. Only the parachute Btns and HQs may drop using the normal procedure, plus two Btns of glider infantry, one artillery unit, and one engineer Coy may land via glider during the airborne assault module.

40.15.2 Removing the US AB Division

One entire US airborne division is moved back to England. Actually, this division may still be dropped to fool the German player—but all of its units are considered dummies and are removed at the end of the German June 6 AM player turn. Until then, the US player may do what he wishes with them to make it look like they are real—except no German unit may actually be allowed to be eliminated due to any action concerning this division.

40.15.3 1st AB Division Drop Locations

The 1st AB/1st Polish AB units must be dropped either; within six hexes of a 6th AB division DZ, or within six hexes of a British invasion beach. If none of these units are taken, the British player may drop 4 units of this division anywhere within a 6th AB division DZ and use these units as dummies.

40.15.4 1st Airborne XX & 1st Polish AB x Options

Whatever division isn't dropped on June 6 (US or British) remains in England and can still possibly be used beginning with the July 1 AM GT and ending with the August 2 AM GT. If the division is dropped, however, German acceleration DRs are made only every fourth game turn, and the German player no longer has to roll to see if up to two division per week can activate—it is automatic.

US Master Reinforcement List

Optional Simplified Allied Arrivals

When the simpler rules for reinforcement are being used the US player conducts the following: One full day in advance of the printed arrival for units or formations, the US player makes DR for either separate corps or army asset units or for

each sub-formation not assigned to a div. If the DR is 0-1, the unit arrives one day earlier during the AM GT. If the DR is 2-6, the units arrive on the date that is shown. A DR of 7-8 delays the units one game day, and a DR of 9 delays the units two game days. Weather one the game day that the DR is made can affect this DR. If the weather is partial overcast with rain, there is a +1 DRM, if the weather is overcast with rain or storm there is a +2 DRM. Any unit arriving on a day in which storm conditions is in effect is delayed an additional two game days.

Unit Type Abbreviations

AFA:	Armored Field ArtillerySP)
AT or TD AT:	Anti-tank towed
CvSn:	Armored Cavalry Squadron
Chm:	Chemical Mortar Btn.
CE:	Combat Engineer
FA:	Field Artillery
Gld:	Glider
Gld Art:	Glider Artillery
HQ:	Headquarters
Lt Tk:	Light Tank
Pr Art:	Parachute Artillery
Pr Inf:	Parachute Infantry
SP:	Self Propelled
Rngr:	Ranger
TD:	Tank Destroyer (SP)
Tk:	Tank

Command Abbreviations

AG (12AG):	Army Group
A (1stA):	Army

Roman Numerals

(VIII):	Corps
AB:	Airborne Division
AD:	Armor Division
ID:	Infantry Division
CvGp:	Cavalry Group
Bde:	Brigade
Rgt:	Regiment
Btn:	Battalion
Coy:	Company

Arrival Beach

*Arrives at Omaha, ** Arrives at Utah

June 6 Assault Divisions:

Airborne Display:

82AB, 101AB

Landing Diagram:

1ID, 29ID, 4ID, 359 Inf Rgt, 915FA, (both 90 ID); 327 Gld Rgt, 1/401Gld Btn, 321Gld Art, 907 Gld Art, B/326 Eng Coy, 81 AT Coy [-1], (all 101AB); 746Tk, 899TD; 743Tk; 741Tk; 745Tk; 70TK, 801AT, 20/1st CE 49/VII CE, 112/V CE, 146/V CE, 237/VII CE, 238/VII CE, 299/V CE, 300/VIII CE, 340/1st CE, 2/1st Rngr, 5/1st Rngr, 62/1st AFA, 58/1st AFA, 65/1st AFA, 76/3rd AFA,

Transit Naval Display (In Transit Box)

90ID**, 634TD*, 821AT*, 747Tk*, 81/V Chm*,
190/V FA*, 187/V FA*, 200/V FA*, 980/VII FA**,
987/VII FA**, 234/1A CE**, 4/VII CvGp (x2)*;
B/326/101Eng Coy.

Transit Naval Display (Embarked Box)

2ID*, 612AT*, 635AT*, 203/1A CE*, 294/VII CE*,
87/VII Chm**

June 7

102/V CvGp (x2)*, 186/V FA*, 254/V CE*, 297/
VII CE**

June 8

2AD*, 9ID**, 87/1st AFA**, 298/VII CE*

June 10

VII Corps HQ**, V Corps HQ*, (Corps HQ arrive on
map, do not use Naval Transit Display)

30ID*, 821AT*, 188/VII FA**, 951/VII FA**, 148/
VIII CE**

June 11

246/XIX CE*, 247/XIX CE*

June 12

953/V FA*, 957/VII FA*, 961/VII FA**, 981/VII
FA**, 803TD*

June 13

XIX Corps HQ*, 79ID*, 749TK*, 813TD*, 172/VII
FA**, 941/V FA*

June 14

VIII Corps HQ**, 183/VII FA**

June 15

195/VII FA**, 955/V FA*

June 16

82/XIX CE**, 207/VIII CE*

June 17

295/XIX CE**, 759LtTk*

June 18

XIX Corps HQ*, 83ID*, 802AT*, 635AT**

June 21

3AD*, 203/XIX FA*

June 24

959/XIX FA*

June 26

153/1st FA**, 551/1st FA**, 793/XIX FA**, 963/
XIX FA*, 967/XIX FA*, 978/XIX FA*

June 27

979/XIX FA*, 997/V FA*, 92/XIX Chm**, 51/3rd
CE*

June 28

228/XIX FA*, 296/XII CE*

June 29

712Tk**, 106/VIII CvGp (x2)*, 744LtTk*, 333/VIII
FA**, 552/1st FA**

June 30

561/VIII FA**, 744/1st LtTk**, 86/VIII
Chm**

July 1

174/VIII AFA**, 559/VIII FA**, 61/3rd CE**,
893TD**

July 2

8ID*, 709Tk*, 644TD*, 258/1st AFA**, 733/VIII
FA**, 629TD*

July 3

113/XIX CvGp (x2)*, 202/VIII FA**

July 4 (July 2nd start)

266/1st FA**, 150/XV CE**

July 6

35ID*, 737TK*, 654TD*

July 8

196/VIII FA**, 690/3rd FA*

July 9

5ID*, 735Tk*, 818TD*, 969/VIII FA*

July 11

4AD**, 991/VII AFA*

July 14

693/XV FA*, 974/XIX FA*, 989/V FA*

July 16

208/XV FA*

July 17 (July 2nd end)

177/XV FA**, 400/3rd AFA**, 578/XV FA**, 687/
FA**, 975/XIX FA**, 999/XV FA**, 705TD*

July 19 (July 19th start)

6AD**, 2/XII CvGp (x2)*, 204/VIII FA**

July 22

28ID*, 630AT*

July 24

250/3rd FA**, 269/3rd FA**, 270/3rd FA**, 965/
VIII FA**

July 25

XV Corps HQ (not activated until 3rd Army
active)*, 5AD**, 83/1st AFA*, 182/XV FA*

July 27

695/3rd AFA**, 696/3rd AFA**

July 29

XX Corps HQ (not activated until 3rd Army active)*

August 1 (July 19th end)

2FFrAd**

August 2 (Aug 6th start)

80ID**, 702Tk**, 6/XV CvGp (x2)*

August 3

XII Corps HQ (not activated until 3rd Army active)*,

August 5

945/XII FA**, 949/XX FA**

August 7

256/3rd FA**, 736/3rd FA**, 943/XX FA**,

August 8

773TD**, 774Tk**

August 9

7AD**, 283/XX FA**

August 10

3/XX CvGp (x2)*, 282/XX FA**, 738/XII FA*, 740/
XX FA**

August 12

558/XII AFA*, 557/XII AFA**,

August 13

191/XX FA**, 255/3rd FA*

21st British Army Group Master Reinforcement List

Optional Simplified Allied Arrivals

When the simpler rules for reinforcement are being used the CW player conducts the following: One full day in advance of the printed arrival for units or formations, the CW player makes a reinforcement DR for either separate corps or army asset units or for each sub-formation. If the DR is 0-1, the unit arrives one day earlier during the AM GT. If the DR is 2-6, the units arrive on the date that is shown. A DR of 7-8 delays the units one game day, and a DR of 9 delays the units two game days. Weather one the game day that the DR is made can affect this DR. If the weather is partial overcast with rain, there is a +1 DRM, if the weather is overcast with rain or storm there is a +2 DRM. Any unit arriving on a day in which storm conditions is in effect is delayed an additional two game days.

Unit Type Abbreviations

Arm:	Armored, AFV (tank)
Cdo:	Commando
FE:	Combat Engineer
FA:	Field Artillery
Gld Inf:	Glider Infantry
Gld Art:	Glider Artillery
Gld AT:	Glider Anti-Tank
HQ:	Headquarters
Lt Tk:	Light Tank
Pr Art:	Parachute Artillery
Pr Inf:	Parachute Infantry
RA:	Royal Artillery
RHA:	Royal Horse Artillery (SP)
Recce:	Recon Regiment (Arm Car)
SP:	Self Propelled
TD/AT:	6 & 17lb Towed AT
Tk:	Tank/Armored

Command Abbreviations

AG (21AG):	Army Group
A (2ndA):	Army
Roman	
Numerals (VII):	Corps
AB:	Airborne Division
AD:	Armor Division
ID:	Infantry Division
CvGp:	Cavalry Group
Bde:	Brigade
TkBde:	Tank Brigade
Arm Bde:	Armored Brigade
Btn:	Battalion
Rgt:	Regiment, same size as the battalion in many cases, therefore won't be used.
Coy:	Company

Arrival Beach

*arrives at Sword

**arrives at Juno

***arrives at Gold

June 6 Assault Divisions:

Airborne Display

6AB (-210/53AL & 212/53AL)

Landing Diagram:

3ID, 3Can ID, 51ID, 50ID, 27ArmBde, 2CnArmBde, 8ArmBde, 33ArmBde, 56Bde, 3Cdo, 4Cdo, 6Cdo, 41RM, 45RM, 48RM, 47RM, 19C/4AGRA RHA, 6/3AGRA RA, 191C/2AGRA RA, 86/9AGRA RHA, I Corps Eng (x2), XXX Corps Eng (x2), Elements of 79AD

Transit Naval Display (In Transit Box)

79/4AGRA RA*, 53/4AGRA RA**, Remainder 51H ID**, 22ArmBde (7ArmD)***, 49ID***,

Transit Naval Display (Embarked Box)

Remainder 7ArmD***, 62/IC AT (x2)***, 73/XXXC AT (x2)***, 65/4AGRA RA***, 68/4AGRA RA***, 7/5AGRA RA***, 84/5AGRA RA***, 4ArmBde***

June 7

11Hus/XXXC Recce***, 150/4AGRA RA***

June 8

51/4AGRA RA***, 52/5AGRA RA***, 64/5AGRA RA***, 121/5AGRA RA***, 4/5AGRA RHA***

June 10

I Corps HQ**, XXX Corps HQ***, (Corps HQ arrive on map, do not use Naval Transit Display) InsofCt/IC Recce**

June 12

11ArmD***, 33ArmBde***

June 13

210/53AL*, 212/513AL* (both 6AB)

June 14

15ID**, 210/53 AL Art Z-step, 211/53rd AL Art Z-step (both 6th Airborne)

June 15

VIII Corps HQ** 2HHC/VIIIC Recce**, 91/VIIIC AT (x2)**, 2 x VIII Eng Btn

June 18

XII Corps HQ**, 31Tk Bde***, 1RoyDrg/XIIC Recce**, 86/XIIC AT (x2), 2 x XII Eng Btn

June 23

II Canadian Corps HQ**, 12ManDrg/IIC Recce**, 6C/IIC AT (x2)**, 2 x II Can Eng Btn

June 24

43ID***

June 25

53ID***

June 26

59ID***, 13/3AGRA RA**, 59/3AGRA RA**, 67/AGRA RA**, 72/3AGRA RA**

June 28

Gds Arm D***, 34ArmBde***

July 1

3C/2AGRA RA**, 4C/2AGRA RA**, 7C/2AGRA

RA**, 33Arm Bde***,

July 7

2Canadian ID***,

July 11 (end July 2 scenario)

9/9AGRA RA**, 10/9AGRA RA**, 11/9AGRA RA**, 146/9AGRA RA**, 107/9AGRA RA**, 61SH/2A RA,

July 20

6GdsTkBde***

July 22

15/8AGRA RA***, 25/8AGRA RA***, 81/8AGRA RA***, 63/8AGRA RA***, 77/8AGRA RA***, 59/8AGRA RA***

July 30

1PolArmD***

July 31 (end July 19 scenario)

4CanadianArmD***

Sector D: enter/exit at D1042, D2053 to D2253

Sector C: enter/exit at D3752 to F5258 (south edge)

Sector A: enter/exit at map C (east edge) to F6139

Sector B: enter/exit at F6152 to F6139

Depot for army may be placed at Caen or Falaise

Simplified Arrival

DR Result

0-1	one game day early
2-6	As scheduled
7-8	one game day late
9	two game days late

Weather DRMs

Partial overcast with rain	+1
Overcast with rain	+2
Storm	+2

German Army Group B Master

Reinforcement List

Simple Reinforcements

When the simple rules for reinforcement are being used follow the below procedures:

One full day in advance of the printed arrival date for units or formations, a reinforcement DR is made for each corps or army asset unit or for each formation or sub-formation. If the DR is 0-1, the unit arrives one day earlier during the AM GT. If the DR was 2-6, the units arrive on the date that is shown. On a DR of 7-8 the unit or units are delayed one full GD. A DR of 9 delays their arrival by 2 GTs. Weather affects this roll. If the weather is partial overcast with rain, a -1 to the DR is applied. If the weather is overcast with rain, a -2 applies. If the weather is storm, apply a -3 to the DR. Any units due to arrive on a GT in which storm is in effect are accelerated one extra GD. If the weather is clear a +1 is applied to the DR.

KG

A KG of an infantry division is always considered

to be composed of one Rgt from the division plus one Pioneer Coy, one artillery Btn, one AT Coy (if it exists) plus any fusilier Btn from that division.

When a KG is called for by the reinforcement schedule, the German player may compose the KG in any way, as long as the above unit limit is not exceeded.

AG B:	Army Group B
7thA:	Seventh Army
LXXXIX	
(roman numerals)	Corps
PxK:	Panzer Corps
FJD:	Fallschirmjager Division
PzD:	Panzer Division
ID:	Infantry Division
KG/Bde:	Kampfgruppe/Brigade
	(equivalent to a battle group)
Aufk:	Cavalry Group
Rgt:	Regiment
Btn:	Battalion
Coy:	Company
-0-2 =	DR, zero to two
Art:	Artillery
SPArt:	Self propelled artillery
PzJ:	Panzerjager AT
PzGd:	Panzer grenadier
Pio:	Combat Engineer
Fk:	Flak (anti-air)
HQ:	Headquarters
MG:	Machinegun
NW:	Nebelwerfer unit
Sturm:	Storm-Assault
StG:	Sturmgeschutz (assault gun)
Ost:	Eastern front Btn
Pz:	Tank
PrArt:	Parachute artillery
PrInf:	Parachute infantry

** OKW Pz Reserve

*Division eligible for early activation

Special Activations

Cherbourg Garrison: Fest A & B, 1./30 Flak, II./30 Flak, 1./1/30 Flak, may not move until an enemy unit is within 10 hexes.

711 ID: Units not on battlefield map may only activate if an enemy unit is adjacent to the Dives River after 6 June (FoW units ignored).

709 ID: those units in Cherbourg town or city hexes may only activate when Cherbourg peninsula is cut off.

Other Units: Are activated when and where as listed below. Note: some units or groups have activation DRs.

June 6

AM Game Turn

243 ID: 1 x Rgt, 1 x Art Btn, 1 x Pio Coy

91 ID: 6FJ Rgt activate on DR of 0-2

709 ID: All units within 2 hexes of enemy unit or beach area (one-half MA).

352 ID: 915 Rgt, 1 x Fus Btn, 1 x PzJ Btn, 352 Pio Btn, (one-half MA)

716 ID: Only units within two hexes of an enemy unit or beach area (one-half MA).

192 PzGd Rgt x 2, is attached to the 716 ID and is affected by this rule.

711 ID: Only units within two hexes of an enemy unit (one-half MA).

21 Pz Div: All units of the 125 PzGd Rgt, 1 x MkIV Pz Coy, 1 x Art Btn, 1 x PzJ Coy. Additionally any unit of the division that begins movement adjacent to an enemy unit (not FoW) may move up to two hexes. Aufk Btn in hex E4717 may activate on DR of 0-2

346 ID (Honfleur 6/7N): 857 Rgt, 1 x Art Btn, 1 x Pio Coy.

12SS Pz (Lisieux 6/6N): Aufk Btn activated; 25ss PzGd Rgt & I/12ss Art Btn activate on DR of 0.

June 6

PM Game Turn

243 ID: 1 x Rgt, 1 x Art Btn, 1 x Pio Coy

91 ID: 6FJ activated; 1 x Inf Rgt & 1 x Art Btn, activate on DR 0-2

709 ID: All units within 22 hexes of Ste.Mere Eglise activated.

352 ID: All units active, units within 2 hexes of enemy unit may only move up to one-half their MA.

716 ID: All units activated, (one-half MA).

711 ID: 1 x Art Btn, 1 x Pio Coy (C4518), & all units within 3 hexes of enemy unit activated.

21 Pz: All units on Battlefield Map activated.

346 ID (SM Honfleur): One Infantry Btn activated (not Ost Btn) (unit automatically enters battlefield map).

12SS Pz (Lisieux 6/6N): 26SS PzGd Rgt, II/12SS Art Btn, & 1 x Pio Coy activate on DR 0-4 (may make one attempt to enter battlefield map).

Lehr Pz (Nogent le Rotreu 6/8P): 1 x PzGd Rgt, 1 x MkIV Pz Coy, III/130 Art Btn, & 1 x Pio Coy activate on DR 0-1 (if activated these units may make one attempt to move one box on the strategic map).

Miscellaneous Units: 30 Schnell Bde; 1 Btn 101NW Rgt, 7Sturm Btn, 456 Art Btn, 457 Art Btn, 206 Pz Btn (x2), & 17MG Btn activated.

June 6

Night Game Turn

91 ID: If, 1 x Inf Rgt & 1 x Art Btn, did not activate on PM GT, activate now.



352 ID: All units.

709 ID: All units (except those in Cherbourg town or city hexes).

716 ID: All units.

711 ID: All units on battlefield map active.

346 ID (Honfleur 6/7N): All units of division except the Ost Btn, they automatically enter at C7004.

III Flak Corps (Pas de Calais 6/9A): All units activate. Units on map may operate normally. Units on strategic map may make one attempt to move one box.

12SS Pz (Lisieux 6/6N): All units active, except MkV Pz Btn & 12SS PzJ Btn (may make two attempts to enter battlefield map).

ISS Pz Corps (Falaise 6/7N): Corps HQ

Lehr Pz (Nogent le Rotreu 6/8P): If 1 x PzGd Rgt, 1 x MkIV Pz Coy, 1 x Art Btn, & x 1 Pio Coy did not activate in PM GT, now activate on DR 0-3 (if activated these units may make two attempts to move one box on the strategic map).

17SS PzGd (Nantes 6/9P): All units except PzJ Coy (x2) are active. Recon Btn starts in Durval Box (units may make one attempt to move one box).

June 7

AM Game Turn

243 ID: All units

XLVII Pz Corps (Alencon 6/9A): Corps HQ

LXXXVI Corps (Honfleur 6/8A): Corps HQ

91 ID: All units active

21 Pz (Lisieux): StG Coys x4 activated, units automatically enter Battlefield Map.

Lehr Pz (Nogent le Rotreu 6/8P): All units, except II/130 Art Btn.

Miscellaneous Units: All units (except those units in Cherbourg Garrison) on the battlefield map now active.

June 7

PM Game Turn

12SS Pz (Lisieux 6/6N): MkV Pz Btn (may make two attempts to enter battlefield map).

June 8

7th Army (Alencon): Army HQ.

II FJ Corps (Pontivy 6/10A)

3FJ Div (Quimper 6/9A): 5FJ Rgt, 1 75 AT Coy, 1 Pio Coy.

77 ID (St Malo): 1050 Rgt, 1 Art Btn, 1 75AT Coy, 1 Pio Coy.

7NW Bde (Angers 6/10A): All units

Miscellaneous Units:

Paris (6/10A): 101SS Pz Btn (MkVI x2)

Tours (6/10A): 902StG Btn

Pas de Calais (6/10A): 1151 Art Btn

SoFr (6/10A): 992 Art Btn

Pontivy (6/12A): 12 Aufk Btn, 12 StG Btn

June 9

3FJ Div (Quimper 6/9A): Rest of division

77 ID (St Malo): Rest of division

265 ID (St. Briuec 6/12): II/895 Btn, III/894 Btn, I/265 Art Btn, 75AT z-step x1, Pio Coy x1.

275 ID (St Briuec 6/11A): 984 Rgt, 275Fus Btn, 1 Art Btn, 1 75AT Coy, 1 Pio Coy.

Miscellaneous Units:

Angers (6/11A): Angers Pio Btn.

June 10

2 Pz (Rouen 6/12P):** except 2 Pz Btms, 1/74 Art Btn

8NW Bde (Ger 6/20A): All units

June 11

2SS Pz (SoFr 6/18P):** III/4SS PzGd Btn, 2 MkV Pz Coy, 1 MkIV Pz Coy, 102SS NW Btn, I/2SS Art Btn, 1 Pio Coy.

2 Pz (Rouen 6/15A): both Pz Btns,

Miscellaneous Units:

BNL (6/17A): 1040/OKW AT Coy, 657/OKW AT Btn.

June 13

353 ID (St Briuec 6/18A): 943 Inf Rgt, 1 Art Btn, 1 Pio Coy, 1 75AT Coy.

Miscellaneous Units:

BNL (6/17A): 555 Art Btn,

PDC (6/17A): 460 Art Btn

Biscay (6/19P): 763 Art Btn

June 15

353 ID (St Briuec 6/19A): Remainder of division

Miscellaneous Units:

SoFr (6/20A): 1194 Art Btn

June 20

Lehr Pz (Nogent le Rotreu 6/8P): II/130 Art Btn.

LXXIV Corps (St. Briuec 6/22A): Corps HQ

16LW* (BNL 6/30A): All units

9NW Bde (Ger 6/25A): All units

Miscellaneous Units:

Ger (6/26P): 654 PzJ Btn

PDC (6/25N): 1053 PzJ Btn

June 22

266 ID* (Jugon 6/24A): KG

Miscellaneous Units

Brest (6/28P): 1 Inf Btn 343 ID

BNL (7/3N): 102SS Pz Btn

SoFr (6/24A): 1192 Art Btn

June 23

276 ID* (Biscay 6/30): All units

277 ID* (SoFr 7/15): All units

June 24

1SS Pz (BNL 6/28P):** 1SS PzGd Rgt, II/1SS Art Btn, 1 75AT Coy, 1 Pio Coy

June 25

ISS Pz Corps (Paris 6/27P): HQ

10SS Pz (Paris 6/27N): All units

5FJ* (St Malo 6/26A): KG 15FJ Rgt.

Miscellaneous Units:

SoFr (6/30A): 1193 Art Btn

June 26

9SS Pz (Paris 6/28A): All units

Miscellaneous Units:

SoFr (6/30A): 1198 Art Btn

June 27

2SS Pz (SoFr 7/5A):** Remainder of division except II/3SS PzGd Btn, & III/3 PzGd Btn.

July 1

1SS Pz (BNL 7/3A):** Remainder of division

July 2

272 ID* (SoFr 7/14A): All units

Miscellaneous Units:

PDC (7/5P): K625 Art Btry, 1041 Art Btn

July 4

271 ID* (SoFr 7/18A): All units

331 ID* (Ger 8/2): All units

Miscellaneous Units:

BNL (7/6A): 628 Art Btn

Paris (7/10A): 600 Pio Btn

July 7

5FJ (Rennes 7/14): Remainder of division

Miscellaneous Units:

Ger (7/10A): 503 Pz Btn x3

July 10

275 ID (Nantes 7/15): Remainder of division

Miscellaneous Units:

Ger (7/14): 1093 PzJ Btn

July 14

326 ID* (PDC 7/19): All units

July 17

Miscellaneous Units:

Ger (7/21): 217 Sturm Pz Btn x2, 12SS PzJ Btn

July 20

116 Pz (PDC 7/24):** All units

363 ID* (Amiens 7/27): All units

July 28

Miscellaneous Units:

SoFr (8/1): II/3SS PzGd Btn, III/3SS PzGd Btn, 341 StG Btn

July 30

LXXXI Corps (St. Tours 8/1): HQ

89 ID* (PDC 8/4): All units

Miscellaneous Units:

Bourgeil (8/3): 394 StG Btn

Amiens (8/5): 1348 StG Btn

August 1

2FJ (Brest): All units (if Avrancher not Allied occupied, start there).

84 ID* (Amiens 8/1): All units

August 2

9 Pz (SoFr 8/6):** All units

Miscellaneous Units:

PDC (7/7): 668 PzJ Btn

August 3

708 ID (Biscay 8/5): All units

August 4

85 ID* (PDC 8/8): All units

August 5

6FJ* (PDC 8/8): All units

August 8

344 ID* (PDC 8/12): All units

August 14

17 LW* (Amiens 8/15): All units

August 15

18 LW* (PDC 8/16): All units

AIRBORNE MODULE

41.0 AIRBORNE ASSAULT STAGE

The D-Day Airborne Assault is simulated by the Airborne Assault Stage that occurs immediately before the beginning of the June 6 AM GT.

The Airborne Assault Stage is not a solitaire exercise—both sides conduct activity during this stage. There are 12 segments to in this stage and

they are conducted in the following order:

1. Drop Zone Segment
2. Airborne Drop Segment
3. Airborne Retreat Segment
4. 1st Allied Movement Segment
5. Glider Landing Segment
6. 1st Allied Combat Segment
7. 1st German Movement Segment
8. 1st German Combat Segment
9. 2nd Allied Movement Segment
10. 2nd Allied Combat Segment
11. 2nd German Movement Segment
12. 2nd German Combat Segment

Segment 12 concludes the Airborne Assault Stage.

41.1.0 Drop zone (DZ) Segment

Before airborne units can start landing, players must establish Drop zones (DZs) for each Airborne division.

41.1.1 Pegasus Bridge Mission

The Allied player conducts a special operation at the very beginning of the Drop Zone segment. The object of this mission is the capture of the two bridges over the Orne River at hex C5217. The one-step Ox&Buck unit with a z-step on the back side of the unit, attempts a landing on the hex in question.

Roll a 1d10 twice.

First DR

- Result 0-8, do not reduce unit and Orne River Bridge is captured.
- Result of 9, reduce unit, German side rolls 1d10, result 0-4 bridge is blown.

Second DR

- Result 0-8, do not reduce unit and Orne Canal Bridge is captured.
- Result of 9, reduce or eliminate unit, German side rolls 1d10, result 0-4 bridge is blown.

41.1.2 Drop Zone Placement

The Allied player places each DZ marker in its preplanned target hex (listed on the Air Landing Diagram) that is identified by a map hex number.

- Each DZ marker is then checked for scatter using the DZ placement Table.
- A 1d10 DR is cross-indexed with the Divisional ID of each particular DZ unit, and the result is either a No Scatter (NS), a Scatter One (S1) or Scatter Two (S2) result.
- If the result is NS, the DZ remains in the original hex and is flipped to its DZ side.
- If the result was an S1 or S2, the Scatter Diagram is used to determine the actual hex the DZ landed in. Place the DZ in this hex. Both S1 and S2 results are always handled as a S1 (a DZ may only scatter a maximum of one hex). The S2 result is only used to determine the DZ status.

Exception: Each airborne division's main LZ will not scatter. Players make the normal DRs as required, however the DZ does not actually scatter, the DR is used to determine status only. The main DZs for each division are as follows:

- British 6th AB: "N" and "W"
- US 82nd AB: "W"
- US 101st AB: "E"

Designer's note: The pathfinders for these drop zones would not have set up in certain types of terrain, and most certainly the glider units attempting to land would not have made an attempt directly into certain types of terrain.

41.1.3 Drop Zone Status

The Status of a DZ must be determined immediately after the DZ has been placed. The DZ Status is a measure of how effective the Pathfinders were in setting up the DZ and guiding the incoming paratroopers to it. For each DZ, the Allied player rolls 1d10 and applies the following modifiers:

- +1 Any German unit is adjacent to the DZ.
- +2 If at least one of the adjacent units is a AA unit.

Note: Only one of the above modifiers are applied.

- +1 If the DZ is in a Woods, Swamp/Marsh or Hedgerow hex.
- +2 If the DZ is in a Town or Forest hex.

Note: Terrain DRMs are not cumulative, apply the higher terrain DRM (terrain and adjacent unit DRMs are cumulative).

Cross-references the NS, S1 or S2 result from 41.1.2 with the modified DR on the DZ Status Table. The result is a DZ Status letter code ranging from A through E, with E being the least effective status. Record the DZ Status for each DZ on a piece of paper (you'll only need this record during the Airborne Assault Stage).

41.2.0 Airborne Drop Segment

The Allied player begins airdropping his paratroop (Para) units onto the map at their respective DZs. All Para units are dropped as Coys, while HQs, artillery and air landing/Glider infantry land as Btns or half Btns. First to land are the Para units.

Exception: The Pegasus Bridge mission.

41.2.1 Para Units

Para units are infantry that land via parachute. Each Para Coy has a normal unit printed on the front of its counter and a Fog of War (FoW) image on the reverse side. The US and CW FoW sides have a Para infantry symbol and an Airborne crest on them to differentiate them from the normal unit side. A number of Dummy markers with US and CW FoW symbols on one side and the words "Dummy" on the other are also present. These dummies will be mixed in with real units to



create and maintain a degree of uncertainty as to what airborne units are real and those that are not.

41.2.2 Generating Dummy Units

Before landing Para units on the map, the Allied player must determine how many dummy units are to be mixed in with the real Para units.

- For every Para Btn (every three Coys) scheduled to land at a DZ the Allied player rolls 1d10 and consults the Unit Scatter Table.
- The result is cross-referenced with the column that contains the same DZ Status letter code as the DZ the Btn is scheduled to land on.
- If a parenthesized value exists for that DR, then a number of dummy units equal to that value are placed into a pile with the real units. After all dummy DRs have been made for a particular DZ, the real units and dummies are all placed together in an opaque container and the parachute drop for that DZ begins.

Note: Any leader counters scheduled to land on that DZ are set aside and not placed in the container.

41.2.3 Para Unit Drop

Conduct all the Para unit drops for one DZ before moving on to the next DZ. For each DZ, randomly draw one unit at a time out of the opaque container and, without looking at the front side of the counter, place it on the DZ with its FoW side face-up. If a leader counter was scheduled to land at that DZ, the player may place the leader with any unit (prior to rolling for scatter). The leader then suffers the same scatter result (including loss due to terrain) as the unit it was chosen to land with.

41.2.4 Unit Scatter

Roll 1d10 for each unit. Consult the Unit Scatter Table. Cross-reference the modified DR (use the same DRMs listed in 41.1.3) with the DZ Status of the current DZ. Values of NS and S1 through S6, and ES are possible results.

- **NS:** No Scatter, the unit remains in the DZ hex FoW side face-up.
- **S1 through S6:** The unit has scattered, with the numerical value representing the distance it has landed (in hexes) away from the DZ. For this result, the Allied player locates the ring of hexes that corresponds to the same distance from the center of the diagram as the numerical scatter result (e.g., S3 would mean using the ring of hexes that is three hexes from the center hex). Next, the Allied player makes a 2d10 DR (picking one of the dice to represent the tens values) and locates the result on the corresponding ring of hexes. Starting at the top (12 O'clock) position on the Scatter Diagram, move in a clockwise direction until the first hex is reached that contains a value that is greater than, or equal to the unit's scatter DR. Choose the same hex on the game map that relates to the actual DZ in the same manner the Scatter Hex relates to the DZ on the diagram. All units always land on their FoW side.
- **ES (Extended Scatter):** the unit is placed on the ES Track in a box equal to the value of a 1d10 DR (re-roll any '0' result). Beginning on the June 6 AM GT, Allied Administrative phase, each unit in the Scatter Diagram is moved into the next lower box, and then a DR is made. If the DR is within the range of the DR elimination value in that new box (second

and third numbers in the scatter box), the unit is eliminated. On the GT following when a unit enters the "one" box, the unit is placed FoW side up in the same hex as the unit's divisional HQ. If the Div HQ is not currently in play, the unit cannot be taken out of the scatter box until the HQ is back in play. Once the unit is on the map, it cannot do anything until it regroups; regroup attempts can be made once per unit each friendly Admin Phase.

41.2.5 Landing & Step Losses

- **Woods or Town:** If a Para unit lands in a Woods or Town hex it is eliminated on a DR of 9.
- **Marsh or Forest:** If it lands in a Marsh or Forest hex, it is eliminated on a DR of 8-9 and on a DR of 6-7 it is placed on the extended scatter diagram (roll 1d10 to determine which box).
- **All Water:** If a Para unit lands in a hex that is all-water, it is eliminated.

Do not flip units over after they are eliminated. The identity or existence of a dead FoW unit remains a secret until all units have been regrouped.

41.2.6 Landing on Enemy Units

After resolving any Para unit losses inflicted due to 41.2.5, if a Para unit lands on a German unit(s) the following procedure is conducted prior to another Para unit conducting its scatter DR.

- Each German unit in the hex must conduct a PR morale check (use the attack PR values if possible). Each German unit that fails this check, must retreat (41.3.0) from the hex. German non-SP artillery units that are forced to retreat are eliminated instead. If all German units retreat from the hex, the Para unit remains in the hex on its FoW side.

Exception: WN/StP do not check for retreat and must be attacked as below.

- If any German unit in the hex passes, the FoW unit is forced to immediately attack the German unit or units in the hex. The FoW unit is counted as a one strength point unit (at this point the FoW of unit could be a dummy unit). FoW units have an attack PR of 6 during this phase only. Follow the combat procedure outlined in 41.6.2, with only the units in the hex participating. Results are implemented in accordance with 41.6.2. If any FoW units are eliminated they are not turned over to reveal whether they were dummy or real units (just set them aside until all Para units are regrouped).

41.3.0 Airborne Retreat Segment

Units may be called upon to perform a retreat

due to combat or failed morale checks. The same procedure is used for all retreats.

A unit that must retreat can displace one hex into any hex free of enemy units. The presence of enemy units in adjacent hexes has no effect. A unit cannot retreat through a hex that would ordinarily prohibit its movement. Units can only retreat over rivers at intact bridges. If a unit is forced to retreat in violation of stacking rules, that unit must continue its retreat until it is not overstacked.

41.4.0 1st Allied Movement Segment

After all Para units have landed, the Allied player conducts his 1st Airborne Movement Segment. Before he begins actually moving his units, he may attempt to regroup units on their FoW side.

41.4.1 Regrouping FoW Units

Units on their FoW side cannot attack enemy units or automatically block enemy units from entering their hexes. For this reason the Allied player will want to regroup his units, which enables them to flip back to their normal sides. Players use each DZ's regroup number (the numerical value in parenthesis adjacent to the DZ status on the top row of the Unit Scatter Table) to determine the success of the regroup attempt.

41.4.1a Regroup Procedure

Before each unit is moved, it may be eligible to regroup.

- Roll 1d10 for each FoW that occupies a DZ. If the DR is equal to or less than the DZ's regroup value the unit is regrouped. If a leader also occupies the hex, apply a—DRM to the DR
- A leader may attempt to regroup one FoW unit in any hex, if it is stacked with a FoW. Roll 1d10 and if the result is 3 or less the unit is regrouped. The leader may not move after making the attempt.
- In either case above, if the unit fails its regroup DR, it may not move in that Movement Segment.
- If the unit succeeds it may move normally and is flipped to its regrouped side. Any units revealed to be dummies are removed from play.

41.4.1b Regroup During Normal GTs

Once the Airborne Assault Stage has been completed, FoW Airborne units may only regroup during a Command Phase. Beginning the Jun 7 AM GT a DRM of -1 is applied to all regroup DRs.

41.4.2 Reorganization

If regrouped units begin the movement segment in the same hex, they may be combined to form a Btn-sized unit. Coys must be from the same Btn, Two steps can combine to form the parent Btn with a step loss. It costs nothing in terms of movement to recombine. Once formed, a Btn may not breakdown again during the Airborne Assault Stage.

Note: If all FoW units are regrouped and two Coys of the same Btn have been eliminated, the third Coy may, at that time form into a one-step Btn.

41.4.3 Movement of Allied Units

The Allied player may move some or all friendly airborne units.

- Each FoW unit may move up to two hexes, however the unit must move toward a DZ or a bridge hexside that it will attempt to destroy.
- All other airborne units may move up to three hexes, exceptions are as follows:
- Units may not cross an un-bridged river hexside.
- During the first Allied Movement Segment, if a unit is in a Marsh hex that does not have a road (trail is considered a road) that unit may not move. If a unit is in a Marsh hex that does connect to another hex via a road, that unit may move only one hex and must exit the hex via the road.
- If a unit enters a Marsh or Forest hex or crosses any kind of stream and doesn't do so thru a road hexside, it must immediately stop its movement and may move no further that segment.

Note: Allied airborne unit movement is in hexes not movement points.

Note: Players should be aware of the special airborne supply procedures outlined in 15.8.1a.

41.4.3a Movement & Enemy Units

Regrouped units may not enter enemy occupied hexes. FoW units may do so only if all German units in the hex fail a PR check. If they do fail, the Allied FoW units may enter the hex and move thru them if possible. This PR check is made each time a FoW unit attempts to enter the hex. If the German unit passes its PR check, the Allied FoW unit must stop moving, in the hex it attempted to enter from, for this segment. FoW units may end their move in a German occupied hex, however see 41.7.0 for restrictions during the German Movement Segment.

41.4.2b Movement & Stacking

The Allied player may not have more than four FoW units in a hex at the end of either Allied Movement Segment. This is in addition to the normal unit stacking limit.

41.4.4 Bridge Blowing Missions

During the Airborne Assault Stage, all non-HQ and non-artillery type units that end their movement adjacent to a bridge (not bridges over streams) may attempt to blow that bridge.

- Roll 1d10, and if the result is 0-5 the bridge is blown.
- FoW units may attempt to blow a bridge. Roll 1d10 and if the result is 0-5 flip the FoW unit to its regrouped side, if it is a dummy unit,

remove the unit and the bridge is not blown. If the FoW is revealed to be a unit, the bridge is considered blown.

- No more than one unit may attempt to blow each bridge at the end of the movement segment.

41.5.0 Glider Landing Segment

After all Para units have finished moving, the Allied player lands Glider units scheduled to do so on their respective DZs. Glider units do not have a FoW side and are always regrouped upon landing. Each unit must make a scatter DR (using the DZ Status of the DZ). All Glider units have a DRM of -3 to their scatter DR.

41.5.1 Glider Landing Losses

- **Woods or Town:** If a Glider unit lands in a Woods or Town hex it is eliminated on a DR of 9.
- **Marsh or Forest:** If it lands in a Marsh or Forest hex, it is eliminated on a DR of 7-9.
- **All Water:** If a Glider unit lands in a hex that is all-water, it is eliminated.
- Allied artillery and AT units are eliminated if they land in a hex containing a German unit that passes its PR check.
- Glider units, other than artillery or AT, that land on German units follow the procedure outlined in 41.2.6.
- After landing, any surviving Glider units may displace into any adjacent hex. It may move no further until the Second Allied Movement segment of the Airborne Stage.

41.5.2 Merville Battery Mission

One Glider step (marked as "Merville") lands on the Merville Battery (C5614) during the Glider Landing Segment.

- Roll 1d10, result of 0-2, the unit is successful. It may add +2 to any other attacks made by Allied units in the immediately following Airborne Assault Segment.
- If other Allied units do not attack the battery, the glider step itself may attack but must roll a 1d10, result of 0-2 to succeed. A successful attack destroys the Merville StP. If the attack fails the Glider unit is eliminated.
- If it doesn't attack, it may move normally.

41.6.0 1st Allied Combat Segment

The Allied player may conduct attacks using any regrouped units that are available.

- German units can only be attacked by regrouped units.
- Each German-occupied hex may be attacked once per Allied Airborne Combat segment and each regrouped Allied unit may attack once per segment.
- A unit cannot attack into terrain it cannot enter using movement.
- All units in a hex must defend as one force

(any overstacked units are ignored-owner's choice).

- All units in a hex do not have to attack, nor must they attack the same enemy hex.
- During all Airborne Allied Combat segments, attacking Allied units must be stacked in the same hex (i.e. attackers may not attack from more than one hex).

41.6.1 Airborne Combat Procedure

- Each side totals up its Attack or Defense values. Double the combat strength of any AFV units if the defender is in clear terrain (may contain Locations or Villages) and the AFV is stacked with a Leg unit.
- Each side selects a lead PR unit and adds one-half that unit's PR to his total attack or defense strength (the attacker uses his attack PR, and the defender his defensive PR).
- The following additions are then made to above total:
The attacker and/or the defender if:
+1 a leader participates in the combat (only one leader on each side can apply).
The defender is in:
+1 Marsh, Woods or Hedgerow hex.
+2 Forest, Bocage, Town, or WN in hex or if attacking across a bridge.
+3 City, or StP in hex.
- Units may not attack across un-bridged river hexsides.
- Each side then rolls 1d10, adds the result to the above total and then consults 41.6.2 to determine the results.

41.6.2 Airborne Combat Resolution

For each attack, the side with the higher total is the winner. Subtract the lower from the higher total.

- If the difference is zero, no effect
- If the difference is greater than zero but less than the loser's PR, the loser retreats one hex.
- If the difference is equal to or greater than the loser's PR, the loser retreats one hex and loses one step.

41.7.0 1st German Movement Segment

German units have a limited ability to move during the Allied Airborne Stage.

41.7.1 Procedure

During the First German Movement Segment:

- Units that are adjacent or stacked with any type of Allied unit (including FoW units) are activated and may move up to two hexes. If a unit enters a Marsh or Forest hex or crosses any kind of stream or river and doesn't do so thru a road hexside, it must immediately stop its movement and may move no further that segment. A unit may not enter or cross a

type of terrain that would be prohibited to it during normal game movement.

- Units within two hexes of any Allied unit are activated and may move one hex.
- If a unit passes a PR check using its attack PR, it may enter a hex containing Allied FoW units only. If the unit fails its PR check, it must halt in the last hex prior to entering the Allied occupied hex. If the unit rolls a zero for the PR check, all FoW units in the hex must retreat one hex and the German unit may continue moving one extra hex (this is in addition to any normal movement allowance listed here).

41.7.2 Additional German Units

The German player may activate and move additional German units according to the rules listed below.

41.7.2a Units near British 6th AB

- The German player rolls a 1d10 DR. Half of the DR result (round up) equals the number of extra units that may be moved toward 6th AB units. The units must be assigned to the 21st Pz Div and no more than two Coys of MklV may be chosen to move. They may move up their printed MA, however when moving within 3 hexes of an Allied unit, multiply all MP costs by two. They also must end their movement closer to a 6AB unit.
- Units west of the Orne can only be moved toward 6AB units that are west of the Orne. If there are no 6AB units west of the Orne, no German units west of the Orne can be selected to move.
- If a 6AB non-FoW unit is in or adjacent to any hex of Caen, there is no activation DR required. All units of the 21st Pz Div are activated and may move their full MA. In addition all units of the 716th Infantry Division within 6 hexes of Caen are activated and may also move their full MA. In this case German units west of the Orne may be selected to move.

41.7.2b Units near US AB Divisions

Any six units, not belonging to the 243rd Div, within six hexes of a US unit may be activated. They may move up their printed MA, however when moving within three hexes of an Allied unit, multiply all MP costs by two. They must end their movement closer to a US airborne unit (FoW unit included).

41.8.0 First German Combat Segment

The German player may conduct attacks against Allied units. The procedure is identical to the one listed in 41.6.0.

41.8.1 Attacks Against FoW Units

German units may attempt to attack FoW units. If a hex being attacked contains any FoW units. The German player counts each FoW unit as a one

strength point unit (whether it is real or not). FoW units have a defensive PR of 6. FoW units are not revealed even if eliminated.

41.9.0 2nd Allied Movement Segment

The Allied player may conduct movement using the same procedures outlined in the First Allied Movement Segment (41.4.2), with the following changes:

- Units starting the movement segment in a Marsh hex may move one hex if not moving along a road.

41.10.0 2nd Allied Combat Segment

The Allied player may conduct combat using the same procedures outlined in the First Allied Combat Segment (41.6.0).

41.11.0 2nd German Movement Segment

The German player may move any unit activated in the First German Movement Segment. They may move up their printed MA, however when moving within three hexes of an Allied unit, multiply all MP costs by two. The German player may activate two additional units within six hexes of a CW unit and two within six hexes of a US unit.

41.12.0 2nd German Combat Segment

The German player may conduct combat using the same procedures outlined in the First German Combat Segment (41.8.0).

41.13.0 Standard GTs

Starting with the June 6 AM GT, the Airborne Assault Segment is complete and all rules associated with it are suspended. DZs cannot be removed before June 11 AM GT.

Exception: Extended Scatter procedures.

41.13.1 FoW Units & Standard GTs

FoW units have a MA of 3 and move during the Allied Movement Phase. FoW units may not move so as to be further away from a DZ than when they started the movement phase.

AMPHIBIOUS MODULE

42.0 AMPHIBIOUS ASSAULT STAGE

The Amphibious Invasion Stage is conducted prior to the June 6 AM GT, and then prior to the start of each GT thereafter until all beaches are fully cleared. There are three sub-phases in each stage.

42.1.0 Beach Displays

There are five Invasion Beaches (Sword, Juno, Gold, Omaha, Utah), with each beach being represented by its own Beach Display. Refer to Beach Displays when reading the following rules.

42.1.1 Beach Boxes

Each display is composed of boxes that represent different parts of the Invasion Beach. Each box is a playing space that functions much like the squares on a checkerboard. A unit will always

be in one particular box at any given time.

Units may move from a box to an adjacent box across boundaries (horizontally, vertically, and diagonally). Adjacent boxes are defined as those boxes that share a common vertical, horizontal, or diagonal boundary.

42.1.2 Rows

Each Beach Display, except Omaha's, is organized into five horizontal rows of boxes. They are from bottom to top:

Sea Boxes, which represent the location where units are unloaded from their landing craft and are used to place Allied units when moving the units from the Amphibious Unit displays. Units remain in these boxes until obstacle casualties and unit drift is determined.

Beach Boxes, units are placed in this row of boxes after obstacle casualties and drift is determined. Units pinned due to obstacle casualty results while in the Sea Boxes are also placed in this row.

Shingle Boxes

Pavilion Boxes (Omaha only)

Note: The Pavilion Box Row and the adjacent Coastal Defense Box Row are separated by either Bluff or Cliff boundaries.

Coastal Defense Boxes. The Coastal Defense Boxes for Omaha Beach are named and numbered since they do not always line up with a specific sub-sector.

- An Omaha Coastal Defense Box may belong to more than one sub-sector. If any part of a Coastal Defense Box boundary falls within a sub-sector's left and right black boundary line, it is considered part of that sub-sector.
- If a vertical boundary line of a sub-sector coincides with a Coastal Defense Box vertical boundary, then a Coastal Defense Box is only part of sub-sector in which it falls.

- **Beach Exit Boxes**, printed within each Beach Exit box is the number of a hex on the Battlefield Map that corresponds to that exit box. Units in that Beach Exit Box are considered to be in that hex on the Battlefield Map when leaving the Beach Display.

Note: Most Beach Areas have two Beach Area Boxes associated with them.

Note: Most Beach Areas have two Beach Area Boxes associated with them.

42.1.3 Columns

Each Beach Display is vertically organized into a number of columns. These columns are referred to as Beach sub-sectors. Each sub-sector (except those on Omaha) contains one box from each of the five previously named horizontal box rows. Each sub-sector is identified by a name that appears in each Beach Box (a number is used to

differentiate between sub-sectors with the same name).

Each Sea Box (the first row of boxes on the Beach Display that also contains the obstacle marker box) has a Beach Sub-sector number that identifies which sub area marker is associated with that column of boxes on the beach display; it also contains a hex number indicating where that beach subsector marker is placed on the main map. Note that the terms Beach Area and Beach subsector mean the same thing on the Beach Display.

42.1.4 Omaha Beach Draws

Omaha Beach also contains Draws, which are a terrain feature unique to this beach. The Draws (E3, E1, D3, & D1) are considered to be boundaries between Coastal Defense Boxes. These Draws also function as channels for movement off of the Pavilion Boxes and are described in more detail in the amphibious movement rules.

42.2.0 Invasion Units

Most of the units used on the Beach Displays are only in play for the Amphibious Invasion Stage and are simply called Invasion units.

Note: Invasion units have a white or orange stripe across the top of the counter.

42.2.1 Invasion Unit Categories

Invasion units fall into six categories of units.

42.2.1a Armor Units

The following types of units are considered Armor Units:

- DD Tanks: Armor units that have the ability to "swim" to the Beach.
- Tanks: All armor units that don't have the swimming ability.
- AVRE and Centurion (Cent) tanks

Note: Armor units are also considered vehicular units.

Note: Self-propelled AT units (like M-10s) are still considered armor units.

42.2.1b Personnel Units

The following types of invasion units are considered personnel units:

- Infantry units
- Commando units
- Ranger units.
- Engineer units

42.2.1c Weapon Units

- Towed Artillery
- Self Propelled Artillery
- AT (towed only)

Note: Weapon units are also considered Vehicular Units.

42.2.1d German Defense Units

- German Widerstandsnesten (WN): which are identified by a starburst symbol on their counter.
- Heavy AT units: Identified with an AT symbol.

42.2.2 Invasion Units & Steps

Each Invasion Unit possesses a number of steps equal to the number of diamonds printed on its counter. For units with four or more steps, use a blue spade marker under the unit for each step loss until the unit has lost fifty percent of its total steps at which time the unit is flipped over, and blue spade markers are used again to denote the number of steps taken until the unit is eliminated. A two-step unit is simply flipped over to its reverse side after losing its first step.

42.2.2a Regular Btms & Coys

- Regular artillery Btms each have three steps while on the Beach Display. Each hit against an artillery Btn counts as one step loss.
- Non-artillery Btms or Coys have the equivalent number of steps as invasion units when converted (42.2.3).

42.2.3 Conversion to Regular Units

Invasion Units are converted to regular units prior to exiting the Beach Display. Units convert as follows:

- Two steps of infantry or engineer units equal one regular Coy of the same type.
- Eight steps of tank units equal one regular M4 Coy.

Exception: The 4-3-4 tank Coys convert directly to one Coy of M4 Tanks.

- Two steps of ranger units equal one ranger Coy, and five Coys equal one ranger Btn.
- Two steps of commando units equal one regular commando Coy and two Coys equal one commando Btn.

Designer's note: *On each beach the later waves are not broken down into invasion units. In most cases by the time they arrive the beach will be cleared and it will have no effect on the game. Omaha Beach may be the exception, and players are free to use invasion units that are no longer needed for other beaches to represent those units as they enter.*

42.2.3 Invasion Unit Capabilities

- Each Allied invasion unit has its assault factor, fire factor, and its MA printed on its counter. Some units are capable of conducting breach attempts against seawalls and draw obstacles, those units are marked with a breaching value.
- German WN and Hvy AT units do not have their assault or fire factors printed on the counter. The number of steps in such a unit determines their assault strength. They are not mobile and may not move. German Heavy AT units have the capability to direct fire against Allied armor units.

42.2.4 Stacking On the Display

The Allied, and German players may voluntarily place as many units as they wish in any Beach

Display Box. Any units that exceed the below stacking limits are automatically pinned. The stacking limit for any box on the Beach Displays is:

- Four Armored units,
- Six Personnel units,
- One Weapons unit.

Note: Regular Coy units, or artillery Btms still count as one unit for stacking purposes on the Beach Display. Regular Btms count as three units for stacking purposes.

Example: A player may have up to four armored units, six personnel, and one weapons unit in a box. If the player moved an additional personnel unit into the box, one personnel unit would immediately become pinned.

The owning player may choose which units exceed the stacking limit pinned.

42.2.5 Pinned Units

Pinned units cannot move, fire, conduct assaults or conduct any other activity. Pinned units may be used to satisfy any loss results inflicted against the display box they occupy. They may not be used to satisfy new pin results.

Note: Leaders may unpin one unit during a movement segment.

42.3.0 Beach Display Set Up

To begin the Invasion Stage for a particular beach, start by placing the Beach Display for that beach on a flat playing surface.

42.3.1 Allied Invasion Forces

Consult the Allied Landing Diagram for each beach. This diagram lists the units that are scheduled to land and in what sub-phase they arrive (AM or PM Invasion Stage and first, second, or third sub-phase). The units should be organized into their separate landing waves and sub-sectors. Units listed in the Assault units boxes are regular units that have been broken down to form the actual assault units.

Note: Some units are invasion units, and some units are regular units.

42.3.2 German Beach Defense Forces

The German units that will oppose the Allied landing force should be located and placed in their appropriate boxes on the Beach Display. Each German WN (identified by a number) has its ID number printed in its starting box on the display. Germany Heavy AT units are placed in boxes that contain the Heavy AT symbol. Some German units (Omaha beach) do not start in a box on the display, but are conditional reinforcements that may enter the display on future sub-phases of one of the Amphibious Invasion Stages.

42.3.3 Beach Obstacles

Once all German units have been placed, sub-sector Obstacle Markers must be placed in each Obstacle Marker square of the each Sea Box. The

marker is placed with the starting value printed in the box face up and topmost (towards the beach). As obstacles are removed, this counter will be rotated or flipped to record the current Obstacle Value for that sub-sector.

42.3.4 Tide Markers

A tide marker must be placed in the appropriate Tide Marker Square, one marker will be placed for the CW beaches, and one for the US beaches. The starting Tide condition is printed in the notes near the Tide Marker Squares. Tide markers are moved at the end of each sub-phase. Markers are moved from low to medium, then to high and then from high to medium and then low.

42.4.0 Sequence of Play

There are potentially three Invasion Sub-phases in each Amphibious Invasion Stage. Each sub-phase consists of eight segments in the following order:

1. Landing Segment
2. German Fire Segment
3. Allied Fire Segment
4. Allied Movement segment
5. German Movement Segment
6. Assault Segment
7. Demolition Segment
8. Pin Recovery Segment

The first Invasion Sub-phase has one additional segment called the DD Tank Segment, which takes place in the First Amphibious Invasion Stage Sub-phase of the June 6 AM GT only.

42.4.1 Utah Beach Drift Procedure

Prior to placing DD Tanks on Utah Beach, the Allied player must determine which beach sub-sectors will be used. Roll 1d10, if the result is equal to 8 or 9 use the beach sub-sectors marked 'planned', otherwise use the beach sub-sectors marked 'actual'.

Note: This DR is only made one time, just prior to the placing the DD tanks.

42.5.0 DD Tank Segment

This segment occurs on the first sub-phase of the June 6 AM GT Amphibious Invasion Stage only. The Allied player places all DD Tank units that will "swim" to the beach in the Beach Boxes of the sub-sectors they are scheduled to land in. Those chosen not to swim will enter normally in the First Sub-Phase Landing Segment.

42.5.1 DD Tank Requirements

On all beaches except Omaha, at least one DD tank unit on the Beach Display must be chosen to swim ashore. On Omaha Beach, the 741st Tank Btn (the units scheduled to land on Easy Green, Easy Red 1 and Easy Red 2) must attempt to swim ashore. The remainder of the DD units on Omaha may attempt to swim ashore or land normally, the choice is left to the Allied player.

42.5.2 DD Tank Survival

The Allied player must roll for the survival of each DD Tank step (not just the whole unit). Consult the DD Tank Table and roll a 1d10 for each DD Tank step. If the step does not pass this DR, it is immediately eliminated.

Note: There are different DRMs for each of the five Invasion Beaches.

42.5.3 DD Tank Drift Checks

Each DD Tank unit swimming ashore (unit not each step) is checked to see if the unit has drifted off course from its intended sub-sector.

- DD Tanks land in the Shingle Box of the originally intended sub-sector if the DR result on the Drift Table indicates no drift has occurred.
- Results may indicate a Drift of one or two boxes to the left, while a few result in a Drift of one box to the right. In either case, if the unit does not Drift off the display, it is placed in the Shingle Box of the sub-sector it drifted into.
- DD tanks that Drift off the display lose one step and are placed with the next wave of landing troops in the sub-sector nearest the edge they drifted off of.

Note: DD tanks on Utah do not check for drift.

42.6.0 Landing Segment

All units, other than the already placed DD tanks, scheduled to land in this sub-phase are placed on the Beach Display in the Sea Boxes of the sub-sector they are scheduled to land in.

42.6.1 Beach Obstacle Casualties

Units must check for any casualties that might occur due to beach obstacles.

- If the tide condition is low, only armor and weapons units check for obstacle results. Armor and weapons units suffer step losses on a DR of '0' only.
- If the tide condition is medium, all units receive a +1 DRM when rolling on the Obstacle Result Table
- Consult the Beach Obstacle Table and roll 1d10 for each unit that landed. Apply the DRM listed above and implement the results. Results consist of step losses, and or pinned results. Pinned units are recorded by placing them beneath a red spade marker.

Note: Units that suffer a step loss are also pinned.

42.6.2 Drift Checks

On the June 6 AM GT Amphibious Invasion Stage (first sub-phase only), check each unit for drift.

- Drift checks are resolved the same way that they were made for DD Tanks. After determining which sub-sector a unit actually lands in (drift or no drift), it is placed in the Beach Box of that sub-sector.

- Units that are overstacked due to drift are immediately pinned.
- Unlike DD tanks, units that drift off the display do not lose a step, they are still set aside and reenter the Beach Display during the same sub-phase landing segment of the next GT in which they were originally scheduled to land. They are placed in the beach column on the side of which they originally drifted off.

Example: Two infantry units drift off the right side of the display on the first sub-phase of the AM GT, they may be placed back on the display, in the right most column, on the first sub-phase of the PM GT.

Note: CW units are simply placed in the PM row as CW units all arrive during the first sub-phase of the PM GT.

42.7.0 German Fire Segment

German Fire is resolved against each box containing Allied units. All Fire is resolved in the following sequence:

- Against boxes in the lowest row of Allied occupied boxes on the display (the lowest row is the Beach Box row).
- Against boxes in the next higher Allied occupied row. Players continue moving up one row until all fire is resolved.
- In each row, conduct resolution from left to right, completing each row before moving to the next higher row.
- All WNs, units and AT units that are able to do so, must combine their fire strength into one total. An occupied box must have all Fire fully resolved (if there is any) before moving on to resolve fire against another box.

42.7.1 WN Fire Strength

The Fire Strength of a German WN is calculated by multiplying the number of steps it currently possesses by either one or two. Normally the fire multiplier is one, however there are two cases where the fire multiplier is two.

- The target is in a Shingle, Pavilion or Beach Box in the same sub-sector as the WN but is not adjacent to the WN, and there are no Allied units in the same sub-sector that are adjacent to, or in the same box as that WN.
- The target is in a Shingle or Pavilion Box in the same sub-sector as the WN but is not adjacent to the WN. In this case there cannot be any Allied units in the same sub-sector and adjacent to the WN.

42.7.1a WN Defensive Fire

A WN may fire multiple times in the same Fire segment, as long as it meets the following requirements. A WN may:

- Fire at units in its own box.
- Fire at boxes in the same or adjacent sub-sector that are in the Beach, Shingle, or

Pavilion rows.

- Not fire outside its own box if it occupies a Exit Box.
- If an Allied unit is adjacent to the box the WN is located, the WN may only fire at other target boxes that are adjacent to the WN.
- Not fire at any units outside of its box if any Allied unit occupy the same box as that WN.

42.7.2 German Unit Fire Strength

The fire strength of a German unit (other than WNs or AT units) is printed on its counter.

- A German unit may only fire at targets in its own box or an adjacent box.
- German units may only fire once per fire segment. Mark them as pinned after firing.

42.7.3 German Heavy AT Units

German Heavy AT units have a fire strength of one. They may only fire at targets in their own box. This strength is never doubled.

42.7.4 Calculating Fire

German fire value is calculated as follows:

- Total all fire strength directed against the target box.

Note: Regardless of the actual total, the maximum Fire Strength used on the Fire Value Table can never exceed seven.

- Reference the Fire Value Table and roll 1d10. Apply all applicable DRMs listed under Fire Value Table.

Note: Boxes connected by a vertex are not considered adjacent for fire value DRM purposes.

- Cross reference the total fire strength (top row) with the results of the modified DR (left column) to obtain the fire value for this defensive fire. The results appear on the table as letter-coded Fire Values (or possibly a dash that signifies no effect) that are used on the Fire Results Table to determine the actual casualties inflicted against Allied units in the affected box.

Note: Modified DR of greater than nine are considered to be a nine.

42.7.4a Resolving Fire

- Refer to the Fire Results Table and locate the section of the table under the fire value determined in 42.7.4.
- Roll 1d10 and apply the following DRMs:
 - -1, if there are no armor units in the target hex.
 - +1 if there are more than two but less than five armor units in the target hex
 - +2 if there are five or more armor units in the target hex
- Cross-index the DR with the Fire Value to yield a Fire Result for each type of unit in the box.

42.7.4b Determine Fire Results

Each Fire Result is composed of four result

categories that affect Allied units in the target box according to their target type. The four target types are Armor, Personnel, Engineer and Weapon units. The four results are always presented in that order on the Fire Results Table.

- A plain number means that a number of steps equal to that value must be eliminated from units of that category in the target box. Such losses may be taken from units that are already pinned. Within each target category, the owning player may always choose which units take losses.
- A number followed by the letter "P" indicates that a number of units equal to this value must be immediately pinned. The owning player may choose what units of that type are pinned, as long as they were not already pinned. If more results are indicated than are present in the target hex, the excess results are ignored. Pin results (if any) are applied prior to applying step losses.

Note: Some results may indicate both step losses and pins (those results separated by a backslash from each other. Pinned results against units that are already pinned have no additional effect. A unit can satisfy a pin result and a step loss result in the same segment.

42.7.5 German Heavy AT Fire

AT fire occurs after all other German fire. German Heavy AT units always get one shot at any one AFV unit within three boxes (count vertex connections as two boxes). This shot should be against the closest unreduced armor unit. On a roll of 0-3, one step of armor is eliminated.

42.8.0 Allied Fire Segment

The Allied player conducts any unit and Naval Gun fire he may have for this segment.

42.8.1 Unit Fire

Unpinned Allied units that have a Fire Value, may make a 1d10 DR for each step it currently possesses. Units may fire at as many target as they have steps. Each fire is conducted individually and fire does not have to be designated in advance.

- Each DR that is equal to or less than the unit's Fire Value eliminates one step from the target unit.
- All units that fire are pinned.
- Allied Armor units may fire at German units that are in the same or adjacent boxes **Note:** Boxes connected by a vertex are considered adjacent.
- Allied weapons units have a range of two boxes. Towed artillery cannot fire from a Beach Box or Shingle Box. Each artillery Btn has three steps and each step has a fire value of two (count vertex connections as two boxes).

42.8.2 Naval Gunfire

Each Beach Display has a Naval Gunfire value associated with it.

- Naval Gunfire cannot be used in the first Amphibious Invasion Stage Sub-phase of the AM GT.
- In all subsequent sub-phases the Allied player rolls a 1d10 for each beach. The DR is equal to the number of Naval Gunfire attacks that may be made against any type of German unit on that Beach Display.

The number of attacks may not exceed the Naval Gunfire value of that beach. One-half of the NG Value for a Beach Display is always available, regardless of the NG availability DR.

42.8.2a Naval Gunfire Resolution

A Naval Gunfire attack may be directed without restrictions against any German unit type located within the Coastal Defense Box row or below it (toward the sea).

- If a German unit is in an Exit Box, an unpinned Allied unit must be present in the same box to direct the gunfire attack. Roll 1d10 for each naval gunfire attack.
- Naval gunfire hits on a roll of:
 - 0-2 against WNs and armor units causes one hit.
 - 0-2 against personnel or weapons units causes two hits.
 - 3-5 against personnel or weapons units causes one hit.
 - There are no DRMs.

42.9.0 Allied Movement Segment

During this Segment, unpinned Allied units may move from box to box on the Beach Displays. Units may move from box to box through adjacent boundaries or adjacent vertices. They may also exit the Beach Display from Beach Exit hexes and move onto the Battlefield Map. Invasion units have their MA printed on their counters. Regular Coys or Btns have a MA equal to one-third of their base MA when operating on the Beach Displays.

42.9.1 Movement Point Costs

Any unit moving from one adjacent box to another expends 1 MP, exceptions to this movement cost are as follows:

- Vehicular units that enter a Beach, Shingle or Pavilion box: 2 MP.
- +1 MP for moving diagonally through a vertex that joins one box to another box (this is in addition to the cost of the box the unit enters).
- Entering a draw: 1 MP (this is in addition to the cost of entering the box after leaving the draw).
- Personnel units may cross Bluff boundaries. A Bluff requires all of a unit's MA to cross,

unless it is a Rngr/Cdo unit—which then requires only one MP to cross.

- Only Ranger/Cdo units may cross Cliff boundaries. A Cliff boundary requires all of a Rngr/Cdo unit's MA to cross.

42.9.2 Pinned Units

Pinned units may not move. A Leader unit may automatically unpin any one unit during a movement segment. The unit must be in the same box as the leader and the leader may not move after unpinning a unit. The Leader may already have moved in that segment. An unpinned unit is free to move in the same movement segment that it was unpinned.

42.9.3 Movement Restrictions

A unit must stop moving as soon as it enters an enemy occupied box

- A unit may not move from an enemy occupied box directly into another box that is also enemy-occupied.
- Any unit that creates an overstack is immediately pinned.
- A unit that enters a Shingle or Pavilion Box must halt its movement as soon as it moves adjacent to an enemy unit (vertices are not considered adjacent for this rule). This applies even if there are Allied units in the same box as the German units.

Note: Units eligible to make a breach attempt may still do so, even when entering a Shingle or Pavilion Box adjacent to a German unit.

Special Terrain Note: on Gold Beach, no unit may move from the exit box in sub-sector King White to the coastal defense box in King White (and vice versa).

42.9.4 Omaha Beach Draws

The four Draws on Omaha Beach are a special terrain feature that allows vehicular movement from Pavilion Boxes to Coastal Defense Boxes and Beach Exit Boxes.

- Any vehicular unit adjacent to a Draw entry (such as Fox Green and Easy Red 2 and Draw E3—which is adjacent to both) may enter the Draw and then leave it to enter any Exit Box the Draw's arrows point to, paying only the cost to enter the draw and enter a new display box.
- All other types of units may enter the draw and enter either the Exit Boxes or any Coastal Defense Box adjacent to the Draw- paying the normal cost to do so.
- Allied units may not enter a Draw if both Coastal Boxes on either side of the draw contain only German units.

Note: Units may not enter a Draw until the obstacles at the Draw's entrance have been cleared.

42.9.5 Seawall & Draw Obstacles

Each Draw and Shingle/Coastal Defense or Shingle/Pavilion boundary (the horizontal red lines between rows) blocks normal movement until the obstacles have been breached by Engineers, AVRE, or Commando/Ranger units. Seawall boundaries requiring breaching are marked on the beach display by a thin red boundary.

The Shingle/Coastal Defense or Shingle/Pavilion boundaries are collectively referred to hereafter as the Seawall boundaries.

All Draws and Seawalls start with two steps of obstacles.

- Rangers can only breach the first step of a Seawall obstacle.
- Engineers and AVRE units may breach both steps of a Seawall obstacle or Draw Obstacle.

Note: To cross a vertex from one box to another, the seawall must be breached on both sides of the box forming the vertex of the box the unit is leaving.

42.9.5a Omaha Beach Coastal Defense

The east and west boundaries (left and right) of each Coastal Defense Box on Omaha Beach may not be crossed by vehicular units; this rule does not apply to the top (southern in this case) boundary of Coastal Defense Box.

42.9.5b Breach Attempts

Pinned units may not make a breach attempt. Engineer units may not make breach attempts during the Movement Segment. AVRE and Ranger units may attempt to breach an obstacle at any time during the Allied Movement Segment. They must be adjacent to the obstacle (in a box that is adjacent to that obstacle- not diagonal).

- Commando/Ranger units may begin or continue their move after making the breach attempt.
- Commando/Ranger units may make one breaching attempt per unit.
- AVRE units are immediately pinned after making the breaching attempt (regardless of success or failure).
- AVRE units may make one breaching attempt for every step they currently possess.

Roll 1d10 for each breaching attempt, apply the following DRMs:

- +3 DRM if any German unit type can direct defensive fire into the breaching unit's box.
- -1 DRM if there are any unpinned Allied Armor units (other than those making the breaching attempt) in the same box as the breaching unit.

A unit's Breaching attempt is successful if the Breaching DR is equal to or less than the Breaching Value of the unit. A roll of zero always succeeds and a roll of 9 always fails.

42.9.5c Breach Effects

If an AVRE or Commando/Ranger unit makes a breach, that breach is immediately effective, meaning that the Ranger unit could continue moving if it had MPs remaining, also other units that have not yet moved could take advantage of the newly made breach in the same movement segment. AVRE units that make a breaching attempt are immediately pinned after making the attempt, even if they are successful and have MP remaining.

The first breach against a Seawall or Draw is signified by placing a red PA marker in the Shingle Box next to the affected Seawall or in an Exit Box that one of the Draw's arrows points to. Only Personnel or Engineers may move through an obstacle marked with a red PA marker. The second breach means that the obstacle is completely cleared; this is shown by flipping the red PA marker over to its blue side. All units may now move without penalty through the seawall or draw marked with a blue PA marker.

42.9.6 Exiting the Beach Display

Units may leave the Beach Display from a Beach Exit Box to enter the Battlefield Map; this occurs during a friendly movement segment. The unit must begin that movement segment in the Exit Box and be eligible to move (i.e. not pinned). During a Amphib Assault Movement Sub-phase, six steps may leave each Beach Exit Box to move onto the Battlefield Map (by being placed in a Beach Sub-area Holding Box on that map). Each Mech step is counted as two steps for the purposes of this rule. A player may use breakdown counters to partially bring on Mech units that ordinarily might cost too much to bring on.

- **Group One:** units that exit in the first sub-phase are placed in the "Landing" sub-box of the appropriate Beach Sub-sector (the sector they exited from).
- **Group Two:** units that exit in the second sub-phase are placed in the "In the Queue" sub-box of the same Beach Sub-sector.
- **Group Three:** units that exit in the third sub-phase are also placed in the "In the Queue" sub-box, but they are marked with a Red Spade marker to differentiate them from group two above.

Exception: Ranger/Cdo units do not have to start in the Exit Box and can exit as long as they still have MPs remaining. Ranger/Cdo units that exit the beach display after moving have the same amount of MP remaining as other units that did start the sub-phase in the exit hex (see below).

42.9.6a No Enemy Units in Exit Box

If there are no enemy units in the Exit Box, the

units are simply taken off the Display and placed on the Battlefield Map in the landing box that corresponds to the Exit Box on the Beach Display.

42.9.6b Enemy Units in the Exit Box

If enemy units occupy an Exit Box, exiting units must make an exit DR check to successfully exit the Beach Display. On a DR of 0-1, the unit may leave. Apply a DRM of -1 for every friendly step remaining in the box that exceeds the number of enemy steps that are present.

Note: Units that modified the exit DR may subsequently attempt to leave the Beach Display themselves during the same movement segment.

42.9.6c Conversion of Invasion Units

Units beginning a movement segment in an exit box are sorted by unit type. Players must create as many Btns of each type that there are invasion units eligible to do so. Invasion units remaining after all regular Btns of the appropriate type are at full strength are left in the Exit Box until the next friendly movement segment, if there are invasion units of that type remaining on the Beach Display. If the remaining invasion units in the exit box are the last of that type on the Beach Display follow the below procedure:

- First convert the invasion steps remaining that would create full Coys and place the appropriate type Btn showing the number of Coys/step not combined (as a step loss or losses to the unit).
- Remaining invasion steps that do not equal more than one-half of a regular Coy are eliminated.
- Regular Btns and or Coys that suffered step losses while on the Beach Display must also be consolidated (count each loss using the conversion rate in 42.2.3). Step losses of at least a half Coy are considered a full step loss.
- Artillery units that have suffered a step loss on the Beach Display must be consolidated (if able to do so) with other artillery Btns of the same type to create full strength units. Remaining steps that are unable to be consolidated are handled as follows:

If an artillery unit has suffered one step loss, roll 1d10 and halve the result (round up). The result is the number of GDs that the unit must refit prior to entering the Battlefield Map. Place the unit on the GTRT the number of GDs (June 7 GD is one) equal to the result of DR.

If the unit suffered two step losses, the procedure is the same, except do not halve the DR.

Note: Hvy AT and WN units never convert and remain in place until destroyed by Allied actions.

Note: If a Beach Area is not fully cleared, players must move units consolidating to specific Exit Boxes to consolidate. If a Beach Area is fully

cleared (i.e. no German units present on the Beach Display) players may freely consolidate units from any Exit Box on that Beach Display, and place the consolidated unit in any Exit Box when complete.

Designer Tip: *Once all consolidation of units is complete players should count up all step losses and eliminated regular units and add those losses to their loss total so that those step losses are counted when determining replacements.*

42.9.6d Movement onto the Battlefield Map and within the Beach Sub-area Boxes

Units eligible to exit the Beach Display (42.9.6) and who have been converted to regular units (42.9.6c) are moved as follows:

- Each Exit Box has a Battlefield Map hex that represents the exit hexes directly adjacent to a beach hex.
- On June 6 AM, PM and Night GTs each Beach Landing Area Marker has an increased capacity.

After all units already on the Battlefield Map have been moved, units in a Beach Sub-area Holding Box are moved onto the Battlefield map using the following procedure in the order it is listed below:

- Group One units (see 42.9.6) are first placed in any Battlefield map hex containing an exit triangle that is in or adjacent to the Beach Sub-area marker associated with the Beach Sub-area Holding Box they are leaving. Group Two units are then moved up into the "Landing" boxes the Group One units just left, while Group Three units remain in the "In the Queue" Box but have their Red Spade removed. Any new units landing or entering the Beach Sub-area Box would now be placed in the "In the Queue" box and also be marked with a Red Spade marker on top. Remember, no more than six Group One steps can be placed in each Exit hex, and Mech steps count double.
- After Group One units have been moved, the process is repeated for Groups Two and Three (plus any newly landed units), with each Group being moved up one box. Group Two units have a MA of one-half their normal, while Group Three and beyond have only one-third of their normal MA available as they move onto the map.

42.9.6e Movement from an Exit Hex on the Battlefield Map

Units in an Exit hex on the Battlefield map are moved in the following manner:

- Group One units (see above) start with a MA of two-thirds their normal MA.

Note: Mech units have their MA further reduced by one-half. They are simply moved from their exit hex using this MA. They may ignore any Movement Halt affecting the exit hex they are leaving.

- Group Two units are then placed in the appropriate Exit Hexes on the Battlefield Map and may leave using up to one-half of their normal MA in the same manner that Group One units moved. Any Group Three units are now moved into the "Landing" sub-box for their Beach Sub-sector.
- Finally, Group Three units are placed in Exit hexes in the same manner that Group One and Two units were, with the exception being that Group Three units only have a reduced MA of one-third their normal MA.

Note: At no time during the Movement Phase can units be overstacked in the Beach Area Marker hex.

42.10.0 German Movement Segment

German infantry units on the Beach Display must be checked for activation.

- German infantry units in Beach Display Boxes are considered active if they have conducted either defensive fire, assault fire, or been fired on in any way (including assault and or naval gunfire).
- Certain Beach Displays will start with German units not yet on the display but ready to enter depending upon a reaction DR for each unit. Each display will have an image of a German unit that may enter (this image is printed next to the Exit Boxes the unit is placed in if it enters) and the DR needed for it to be activated. No reaction DR is made on the AM Invasion Stage First or Second Sub-phase.
- If the German player manages to move German units other than those listed onto the Beach Display, then the solitaire mode for that display ends and the German player becomes active and moves his own units without regard to any of the previously listed reaction rules.

Once active, the German player may voluntarily withdraw units from the Beach Displays if they are in beach exit box. Place them on the Battlefield Map in a hex that is adjacent to the beach area they exited from on the Beach Display.

- If the German player is active during an Invasion Stage, the German Movement segment is now a regular German movement segment conducted by the German player. All previous Invasion Stage movement rules now apply to all German units on the Beach Display.

42.10.1 Solitaire Invasion Stage

During a solitaire Invasion Stage (prior to the German player becoming active), German infantry

units on the Beach Display are moved by the Allied Player. German WN and AT units have a MA of zero and may not move.

- German infantry units already on the Beach Display will always attempt to move toward the nearest box containing a German WN using the below determinations:
- If there is more than one box the unit could move to, choose the one closest to a Shingle Box.
- If there is still more than one choice, use a DR in some fashion to randomly determine which box the unit moves to.
- If there are no WNs currently in play on a Beach Display, German units must occupy all Exit Boxes prior to moving to any other box on the display
- If, in the unlikely event, all exit boxes are occupied by German units, they are free to move anywhere on the beach display.
- German infantry units may only exit the Beach Display if all Boxes, except for Exit Boxes, on the Beach Display have been cleared of all German units.

42.11.0 Assault Segment

After all movement by Allied and German units is finished, assault combat between opposing units in the same beach box must be resolved. If the Invasion Stage Module is still in solitaire mode, the Allied player will conduct both the Allied and German assault fire. Each assault must be fully resolved before an assault in another box can be initiated. The Allied and German fire is simultaneous.

42.11.1 Allied Assault Fire

When an assault is initiated the Allied player conducts the following procedure:

- Choose a lead unit.
- If there are no personnel units in the assaulting force, armor units (other than the lead) may not support the assault and DRMS that would normally apply for them are not counted.

Note: Weapon units cannot participate in an assault as an attacker.

- Roll 1d10 and apply the following DRMS:
 - An armor unit's assault DR is doubled if no friendly personnel units are present.
 - -1 for each assault dot on the lead unit multiplied by each step of the unit.

Example: A full strength four step Centaur unit is selected as the lead (assault value of 2), the total DRM for that unit would be -8 (4 (number of steps) x 2 (number of assault dots) = -8 DRM.

- -2 for each additional AVRE, Centaur, or engineer step (if not the lead) if there are German WNs present in the box, if no WN is



present the DRM is -1.

Example: (continuing from above) There is also a full strength AVRE unit in the box being assaulted, that unit would contribute an additional -8 DRM (-2 DRM per step), if there is a WN present, if there is not a WN the DRM would be -4 (-1 per step). At this point if there is a WN in the box, the total DRM would be -16, or -12 if there is not a WN present.

- -1 for each assault triangle or assault dot on each supporting unit in an assault (the number of steps in the unit is irrelevant).

Note: The modified DR can be a negative number that will be subtracted from the assault values.

- If the modified DR is equal to or greater than the assault value of the lead unit, there is no result.
- If the modified DR is less than the assault value of the lead unit, subtract the modified DR from the assault value of the lead unit.
- Divide the result by three.
- The affected German units suffer a number of hits equal to this result.

Example: (Continuing from above) There are two infantry units present in the box, supporting the assault, those two units each have an assault triangle therefore another -2 DRM is applied. A total of -18 (WN present) or -14 (if no WN present) DRM are applied to the assault.

In this case, there is a WN and a one step German infantry unit in the box. The Allied player rolls a 5 and applies the -18 DRM resulting in a modified DR of -13 which is 15 less than the lead assault value of 2, resulting in 5 hits (15 divided by 3)

42.11.2 Assault Resolution

Step losses are inflicted in the following order:

- Heavy AT units
- WN
- All other types of units.

If all units in the box have received at least one hit, then units capable of retreating must retreat to an adjacent box or onto the Battlefield Map.

- Each unit that retreats reduces the number of hits remaining by one.
- After all units capable of retreating have retreated, and if there are hits remaining, then any units that could not retreat (WN or AT units) must take a second hit. Once all units have been eliminated or retreated, all remaining hits are ignored.

42.11.3 German Assault Fire

German assault fire is conducted and resolved in the same manner as Allied assault Fire. German assault values are as follows:

- WN: 3, with each additional step dot beyond the first adding two to this value.
- Infantry and Heavy AT: 1.
- Armor units: 1, per step of armor.

42.11.4 Retreats From Assault

If a unit is forced to retreat, it cannot enter a box that is solely occupied by enemy units. If forced to do so, the unit is eliminated instead. German units must retreat off the display if in an Exit Box. Retreat the unit to any hex on the battlefield map that is adjacent to the Exit hex. German units on the Display but not in Exit boxes must attempt to retreat to any existing WN.

A retreated unit may not move or initiate combat in the current GT that it retreated onto the Battlefield Map. WN and heavy AT units may not retreat.

42.12.0 Demolition Segment

In this segment, the Allied player attempts to clear beach obstacles and conduct breaching/

demolition by engineer units.

42.12.1 Clearing Beach Obstacles

For each sub-sector still containing obstacles:

- Roll 1d10 and apply DRMs:
 - 1 DRM if any unpinned Allied tank unit is in the box.
 - +1 DRM for each German WN that can direct defensive fire into the Beach Box of the current sub-sector.
 - +1 DRM if the tide condition is medium
 - +3 DRM if the tide condition is high
- Subtract the modified DR from 9:
- Halve the result; if the number is greater than zero, the result is the number of removed.
- Record this by reducing the value on the Obstacle Value Marker for that Beach sub-sector (rotate or flip the counter).
- Once the obstacle value of a sub-sector reaches zero, that sub-sector is completely cleared of beach obstacles and the marker is removed from the Beach Obstacle Value Square.

42.12.2 Engineers & Beach Obstacles

Engineer units that are not pinned may also attempt to clear beach obstacles.

- The engineer unit must be in the shingle box of the sub-sector it is attempting to clear.
- The process is exactly the same as that used for breaching (42.9.5b).
- Each engineer unit (not step) may make one obstacle clearance DR.
- Each successful attempt reduces one level of beach obstacle.

42.12.3 Engineer Breach Attempts

- Engineer units can only make breach attempts during the Demolition Segment.
- Engineers may make one breach attempt for every step of strength they currently possess. The process is exactly the same as that used in 42.9.5b & 42.9.5c.

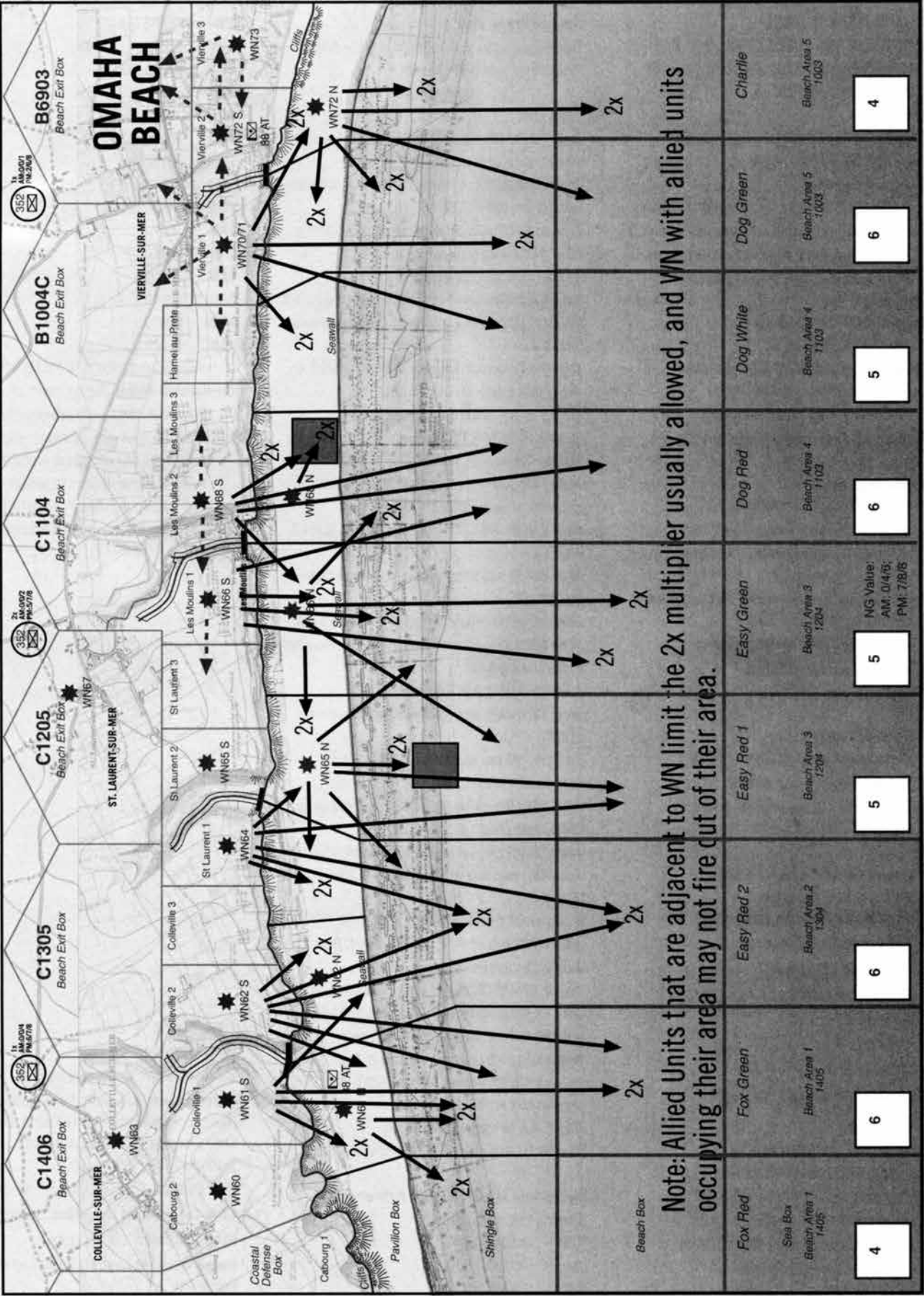
42.13.0 Pin Recovery Segment

Pin markers are removed from all units except for those occupying a Beach Box during medium or high tide. These units remain pinned and are moved into the Shingle Box of the same sub-sector.

42.14.0 Beach Area Clearance

When a beach area is cleared of all German units, the beach area is considered cleared and the Amphibious Invasion Stage Module is complete for that Beach.

Red Dashed Arrows illustrate that WN cannot fire laterally when not firing down at the beaches
All Black Arrows without a 2x value show that fire value is only 1x.



THE GAMETURN

AIRBORNE ASSAULT STAGE (June 6) AMPHIBIOUS ASSAULT STAGE (June 6) AIR ALLOCATION PHASE (AM)

WEATHER DETERMINATION PHASE COMMAND PHASE (AM)

Command Segment:

- Determine if army HQ or depots activate.
- Determines GT that will be German rest GT.
- Make command assignments & boundaries.
- Determine supply status of HQ.

Leader Activation Segment

Surrender Segment

TRANSPORT & LOGISTICS PHASE (AM)

Allied Naval Transit Segment
Truck Point Assignment Segment
Ammo & Fuel Delivery Segment

Ammo Segment:

- Apply logistic DR result to ADV
- Determine army/corps AmP totals.
- Determine effective ADV for army & corps.

Fuel Segment: Replacement Point Segment:

Allied Player Turn
Allied Mode Determination Phase
Allied Construction Phase
Allied Movement Phase

Movement Segment:

Strategic Movement Segment (AM)
Combat Reserve Designation Segment
Construction Completion Segment
Demolition Segment

GERMAN EXPLOITATION PHASE

ALLIED COMBAT PHASE

Attacker Designation Segment
Replacement Segment
Fire Support Segment
Offensive Air Support
Defensive Support
Offensive Support
Attacker Status Adjustment Segment
Ground Assault (GA) Segment

ALLIED EXPLOITATION PHASE

ALLIED ADMINISTRATIVE PHASE

Air Resupply Segment: (AM & PM)
Supply Determination Segment
Mutual Ammo Replenishment Segment
Fatigue Recovery Segment
Depot Placement Segment
Airborne Re-group Segment

German Player Turn

The German player turn is identical to the Allied player turn, with all roles being reversed.

TIME LINE

June 6 AM: Allied ranger & commandos have special assault ability (4.5.9).

June 6 AM & PM: Airborne units remain within 4 hexes of any DZ (15.8.1a).

June 6: Allied units do not require GenS (15.8.1a). Allied ADV for each corps is 5 (16.2.2). German ADV is 7 (16.2.5c).

June 6 & 7: German units do not require GenS (15.9.0). Allied Div HQ remain within one hex of beach area (15.8.1b).

June 7: German Art may recombine & WN/StP Art may combine with Art Btns (4.5.6). German delay units may be placed (7.9.8). Allied corps ADV is 2 (16.2.2). German ADV is 4 (16.2.5c).

June 7 thru June 14: Max of 150 steps may be embarked each GD (21.6.2).

June 7 to 10: Allied AB Div trace GenS to main LZ (15.8.1a).

June 8: WN may be removed and combined with Inf Btn (4.5.4b).

Storm result automatically Ovr with rain (19.3.4a).

June 8 & 9: Allied Div HQ remain within 6 Mech MP of beach area (15.8.1b).

June 10: Allied corps HQ arrive (15.8.1c).

June 12: Both sides may create hidden reserves (5.8.0). Storm results can apply (19.3.4a). German ADV is 3 (16.2.5c).

June 15 to the end: Max of 100 steps may be embarked each GD (21.6.2).

June 27: 101st AB Div begins withdrawal (21.4.0).

June 30: Units may no longer arrive at Sword Beach (21.6.4).

German ADV is 4 (16.2.5c).

July 1: Western TF reduced to DD only (7.9.0).

July 8: Eastern TF reduced (7.9.0).

July 9: 82nd AB Div begins withdrawal (21.4.0).

July 15: Hedgecutter tanks available (13.11.3).

July 25: Delay units may no longer be placed (7.9.8).

Aug 1: US ground support increase to four (11.4.3). US available AP reduced by 20 AP (20.1.1d).

German ADV is 2 (16.2.5c).

Aug 7: Kangaroos available (7.9.7).

Aug 16: US available AP returns to normal (20.1.1d).

Historical US Divisional Attachments During the campaign.

1ID: 745Tk, 634TD

2ID: 741Tk, 612TD

4ID: 70Tk, 801TD

5ID: 735Tk, 818TD

8ID: 709Tk, 644TD

9ID: 746Tk, 899TD

28ID: 630TD

29ID: 747Tk, 821TD

30ID: 743Tk, 823TD

35ID: 737Tk, 654TD

79ID: 749Tk, 813TD

80ID: 702Tk

83ID: 774Tk, 802 TD

90ID: 712Tk, 607TD

2AD: 702TD

3AD: 703TD

4AD: 704TD

5AD: 628TD

6AD: 603TD

7AD: 814TD

Unassigned: 803T, 635TD, 705TD, 629TD, 773TD

Designer's Note: During most of the campaign the above units were attached to these formations, there were changes and adjustments throughout the campaign and the decision was made to allow players to assign these units as they wished. However this list allows players if they wish to assign them historically.

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