

# Atlantic Wall

**D-DAY TO FALAISE, 6 JUNE - 23 AUGUST 1944**



## Grand Operational Simulation Series

**Scenario Rules v4.0**  
October 2016

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## ATLANTIC WALL SCENARIO RULES

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### OVERVIEW

**Atlantic Wall** is a game covering the Allied invasion of France and the ensuing two-and-one-half month long campaign in Normandy. The game recreates the battle in its entirety; beginning with the Allied airborne and amphibious landings, and ending with the retreat and nearly complete destruction of two German armies.

### UNOFFICIAL CAMPAIGN ONLY EDIT

**Unofficial, unsupported “personal” edit. Do not bother Decision Games with questions about this edit.**

This is the “Atlantic Wall Rules 2016.pdf” (ver 4.0) with everything that isn’t “Campaign Game” and isn’t “Full Logistics” stripped out. With other edits listed below.

- Sweet cover by Ardwulf <https://boardgamegeek.com/filepage/141077/atlantic-wall-scenario-rules-cover>
- Updated reference numbering to align with GOSS 2020 Rulebook.
- Rewrote Sequence of Play based on GOSS 2020 SoP with AW specific bits added back in.
- Renamed “Transport and Logistics Phase” to “Joint Logistics Phase” as it is called in GOSS 2020.
- Cut “14.0 FATIGUE” as redundant with “no ENA”.
- Cut “5.8.0” FoW Units” as redundant with (AW 41.3.2).
- Two columns, more white space and GOSS 2020 “styling”.
- A few bulleted lists changed to numbered list (where items are “done in order”).
- Made all Notes red, boxed all Examples and Exceptions.
- ⊕ marks Atlantic Wall only rule number (to note there’s no “base” GOSS series rule to look up).
- “**Editor:**” marks text by me.
- Non-trivial changes marked with footnote.

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## 1.0 GAME COMPONENTS

### 1.1.0 Game Rules

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

### 1.2.0 Game Map

The Normandy area contains numerous unique terrain features. The following rules define the unique terrain and rules pertaining to them.

#### 1.2.1 Roads

##### 1.2.1a Railroads (RR)

RRs are depicted on the Battlefield Map and the Strategic Map. They are used to move reinforcements from their starting point, on the Strategic Map onto the Battlefield Map. There are some hexes that show constricted terrain along a RR. These are considered RR embankments. Treat them as constricted terrain for all purposes except stacking.

##### 1.2.1b Trails leading off Beaches

All trails from a beach sub-area landing hex to the first primary or secondary road hex are considered secondary roads when tracing GenS only.

#### 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 there is no “soft ground” Use the Marsh rules and Marsh line on all charts.

#### 1.2.6 Cherbourg

Cherbourg was a key objective in the Allied planning.

##### 1.2.6a Cherbourg Garrison

Units labeled with a “CH” are units assigned to garrison Cherbourg. Cherbourg garrison units are restricted as follows:

- Units with a MA of zero may not leave their initial set up hex.
- Cherbourg Garrison units are activated when Landefront Cherbourg is declared or if US units occupy three or more Landefront Defensive hexes.
- Activated units must remain within the Cherbourg perimeter.

##### 1.2.6b Landefront Defenses

The ET symbols that are printed on map A in the vicinity of Cherbourg represent the Cherbourg Landefront Defenses. The Landefront defenses represent the Cherbourg perimeter.

ter. These hexes are considered fortified area hexes with the following exceptions:

- They function as ET-2 for all purposes.
- They may not be destroyed and may be used by either side.

### 1.2.6c Cherbourg Supply Path

Until Landefront Cherbourg is declared, German formation HQ may trace a GenS path no longer than 18 Mech class MP to hex A3609, then another 18 Mech class MP to their superior corps HQ.<sup>1</sup>

### 1.2.6d Landefront Cherbourg

After the Cherbourg has been isolated from the rest of the France, the Axis side must declare Landefront Cherbourg.

Cherbourg is considered isolated when a GenS path of any length cannot be traced from another PSS to A3609. Units that can trace a GenS path of any length from Cherbourg (hex A3609), but cannot trace a GenS path from any other German PSS are considered part of Landefront Cherbourg. Hex A3609 functions as a PSS and corps HQ for all units in the Landefront once Landefront Cherbourg is declared. HQ may trace directly to the PSS.

- A maximum of three formations plus 12 corps asset units (do not count StP and WN) may be subordinate to this command. Units that are part of the Cherbourg garrison are not counted when determining maximum units.
- If more than three formations are within the Landefront, reduce the Cherbourg start ADV by one.
- If more than 12 corps asset units are within Landefront, mark the additional units with a "on hand supply" marker. Unless they are later attached to a formation, they can never be considered in GenS. Follow all the procedures for OhS units.
- Cherbourg ADV starts at four. Decrease this number by one every 21 GTs after the Landefront has been declared. Continue this reduction until the ADV 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 Cherbourg is declared. Beginning the second GD, all HQs (including Cherbourg) are marked with a "low fuel" marker.

### 1.2.6e Cherbourg Morale

All units within Landefront Cherbourg have their offensive and defensive PR values affected as follows:

- -1; The GT that a US unit captures one of the Cherbourg Perimeter hexes.
- -2; if any Cherbourg town or city hex is occupied by the Allies.
- Reduced to one; if C3609 has been captured by a US unit.

<sup>1</sup>This makes no sense. Any Corps HQ is likely more than 18 MP from A3609. The 2014 rule is better "Until Landefront Cherbourg is declared, Cherbourg hex A3710 as an extension of the LXXXIV Corps HQ."

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 a surrender check (GOSS 15.7.1)<sup>2</sup>. This includes all remaining WN and StP.

### 1.2.6f Allied Use of Cherbourg

Cherbourg port facilities were virtually destroyed by the German garrison prior to surrendering. Once the Allies have repaired the port, Cherbourg becomes a PSS for the US 3<sup>rd</sup> US Army.

- Cherbourg port is composed of the hexes C3609, C3709, C3809, and C3909. In the Command Phase of the GD after all four of these hexes are controlled by the Allies, the port may begin the process of becoming operational.
- Repairs require 21 GDs. Place an ace of spade marker on the GTRT 21 days from the current GD. On the 21<sup>st</sup> GD, Cherbourg is operational and may be used as a PSS for the 3<sup>rd</sup> Army. It makes no difference which GT the last hex is captured.
- 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 3<sup>rd</sup> US and 1<sup>st</sup> Canadian Armies.*

### 1.2.7 Bocage & Hedgerow

Bocage and Hedgerow terrain were some of the key terrain features that influenced the Normandy Campaign. To assist players in remembering all the effects, they are listed here rather than spread throughout the rules.

#### 1.2.7a Movement & Observation

- Hedgerow and Bocage hexes are Movement Covering Terrain (MCT).

**Exception:** Hedgerow or Bocage are not MCT if an adjacent enemy unit is on a vantage point or if (AW 1.2.8) applies. They are still considered OCT.

- Marsh hexes that also contain Hedgerow terrain are treated as MCT.
- Delay markers may only be created in Bocage and Hedgerow hexes. When attempting to place a delay marker in Bocage, apply a -1 DRM to the unit's PR check. The DRM is no longer applicable after hedgerow cutter tanks are available.

#### 1.2.7b Combat

- German units defending in Bocage or Hedgerow hexes may convert one mandatory hit to one discretionary hit. This is not cumulative with the other conversions in (GOSS 13.9.2b ??).

<sup>2</sup>Changed reference from 15.7.2 to align with GOSS 2020.

- Defending units in Bocage may treat an ET-2 as an ET-3 for the purpose of reducing FS numerical hits and mandatory hits in GA (GOSS 11.6.2 & 13.9.2b ??).
- Bocage is treated the same as a Village when conducting FS missions. Use line 3 on the Ground Assault Table.
- Hedgerow is treated the same as Woods when conducting FS missions. Use line 2 on the Ground Assault Table.
- If the defenders occupy a Bocage hex, advancing units are restricted to a one hex advance (i.e., the defender's hex). In this case roads do not negate the required halt.

### 1.2.7c Construction

- Any two steps of non-Art/non-HQ or one step of engineers may place an IP in a Bocage hex at the beginning of a friendly Movement Phase. The IP does not require any construction time. The unit may move during the same Movement Phase. If at least one engineer step is not present, the two non-Art/non-HQ steps must be of the same unit. (i.e., it takes a two-step unit.)
- Construction of an ET-2 in a Bocage hex does not require the presence of an IP.

### 1.2.7d Hedgerow Cutter Tanks

- Starting on the 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.
- Modify the DR by -1 for each GD after July 22.

**Example:** On the July 23 AM GT, the DR would receive a -1 DRM, on the July 24 AM GT the DRM would be -2.

- If the modified DR result is 0-1, the attempt is successful. Beginning that GT and until the end of any scenario the following modifications are made to Bocage effects:
- If at least one step of Sherman Tanks participates in the GA (they may not be in a stand-off status) and accompany the advancing units, the units may advance a maximum of two Bocage hexes. German units may not convert one mandatory hit to a discretionary hit.

### 1.2.8 High Vantage Point Hexes

There are two hexes with a high vantage point (GOSS 8.1.2d).

- E4306 has a LOS of nine hexes.
- C3926 has a LOS of six hexes.
- These hexes negate Bocage and Hedgerow movement covering terrain ability out to one-half the LOS for the high vantage point hex. These hexes are still considered OCT.

## 1.3.0 Game Charts & Tables

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

### 1.3.7 Beach Displays

There are five beach displays that each depicts one named invasion beach.

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 detail in the Amphibious Invasion Module.

### 1.3.8 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 an abstraction of the entire day's activity. Night GTs are factored into this activity.

**Exception:** June 6 AM, PM, and Night GTs.

- Units on the Strategic Map move during their friendly Strategic Movement Segment and may initiate an abstract form of combat against enemy units occupying the same location box.
- APs 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.

## 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.

### 1.4.2 Unit Nationalities & Sides

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.).

The Allied side is a coalition of nationalities whose units are organized into two commands: The Twelfth Army Group (12AG) and the Twenty-First Army Group (21AG). Historically, until the Third United States (US) Army was activated, all forces were commanded by 21AG and Marshall Montgomery. For all game purposes; US forces and the 2<sup>nd</sup> Free French Armored Division are treated separately from the Commonwealth (CW) units. Each nationality is represented by color-coding all of its units with a unique color scheme.

**Allied Units:**  
**21<sup>st</sup> Army Group (21AG):**

**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.

#### 12<sup>th</sup> Army Group (12AG):

**US Units:** black or white type on dark green background.

**Free French Units:** black or white type on blue background.

**Note:** Other Allied nations who participating in the invasion are shown using British unit colors, or US unit colors depending on which forces they typically operated with.

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.

#### 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

#### 1.4.3 Airborne Assault Counters

- Airborne Assault Coys: (Fog of War side & Unit Side)
- Dummy Airborne Assault Counters
- Drop Zone Counters

#### 1.4.4 Amphibious Invasion Counters

- German: Widerstandnesten (WN), Heavy AT, and infantry units.
- Allied (CW and US) Invasion Assault Units: infantry, engineer, tank, DD tank, ranger, commando, leader, and AVRE/Centurion, units.

#### 1.4.5 Battlefield Map Counters

- Widerstandnesten (WN)
- Strongpoint (StP)
- Kangaroo transport units
- Delay Markers

#### 1.7.0 Inventory of Game Parts

A complete game of Atlantic Wall includes:

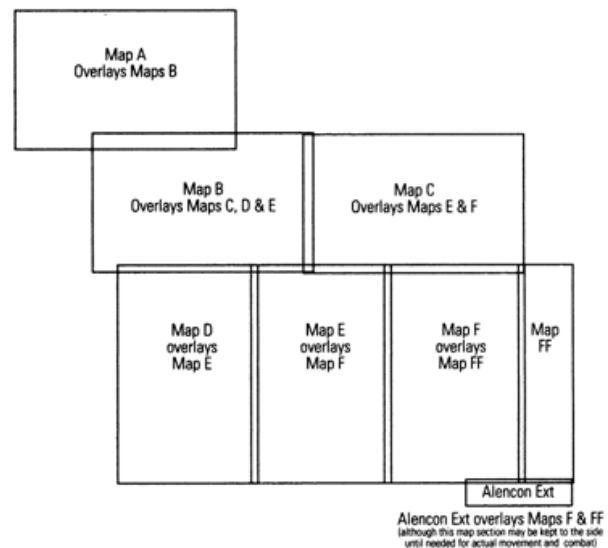
- Six maps labeled A through F. Map F, has two smaller sections that attach to it (sections F1 and F2. Collectively, these six maps are referred to as the Battlefield Map to distinguish it from displays and the Strategic Map (see below).
- One Strategic Map Display
- Five Amphibious Invasion Module Beach 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
- CW & US Airborne Assault Display
- Airborne Assault Chart/Amphibious Fire Chart
- Atlantic Wall Game Turn Record Track
- One GOSS Rules Booklet
- One Scenario 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](http://www.decisiongames.com) using the Customer Service form. This game is supported on <http://talk.consimworld.com>.

## 2.0 SETTING UP THE GAME

The maps are 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. Finally, map A overlays map B.



## 3.0 THE GAME TURN

### 3.2.0 Sequence of Play

There are two modules in which game activity can occur before and/or during the regular GTs on June 6. These are the Airborne Assault Stage and the Amphibious Assault Stage Modules. Each stage follows its own sequence of play. These modules are described in (AW 41.0 and 42.0). The Allied player will conduct the Airborne then the Amphibi-

ous Assault Stage simulating the invasion and the seizure/consolidation of those beaches.

**Player's Note:** The Amphibious Invasion Stage Module is a solitary exercise conducted by the Allied player, unless the German player moves units onto a Beach Display before it can be cleared.

### 3.3.0 Game Turn Sequence Outline

**Editor** Rewrote entire section with GOSS 2020 SoP as base. AW specific additions/alterations marked with ⊕.

Players conduct each GT in the order given below. All phases and segments must occur in the order given.

#### 3.3a Airborne Assault Stage ⊕

Once only, the Allied side conducts the planned airborne landings (AW 41.0).

**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 Movement Phase.

There are 11 segments in the Airborne Assault Stage.

1. Drop Zone Placement Segment
2. Airborne Drop Segment
3. 1<sup>st</sup> Allied Movement Segment
4. Glider Landing Segment
5. 1<sup>st</sup> Allied Combat Segment
6. 1<sup>st</sup> German Movement Segment
7. 1<sup>st</sup> German Combat Segment
8. 2<sup>nd</sup> Allied Movement Segment
9. 2<sup>nd</sup> Allied Combat Segment
10. 2<sup>nd</sup> German Movement Segment
11. 2<sup>nd</sup> German Combat Segment

#### 3.3b Amphibious Assault Stage ⊕

The Allied side conducts the planned amphibious landings. This Stage is repeated prior the beginning of each GT until all beaches are cleared (AW 42.0).

There are three Invasion Sub-phases in each Amphibious Invasion Stage. Each Sub-phase consists of eight segments. In addition, the first June 6 AM Sub-phase has three additional segments conducted prior to the Landing Segment.

- I. Pointe du Hoc Assault Segment (AW 42.5.0)
- II. Utah Beach Drift Segment (AW 42.6.0)
- III. DD Tank Segment (AW 42.7.0)

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

#### 3.3.1 Joint Player Pre-Game Day Activities

Both sides conduct the below phases prior to the AM Allied Player Turn.

**Important:** The Joint Weather Phase (3.3.1b) and the Joint Fuel Value Determination Phase (3.3.1e) are also performed before every GT.

##### 3.3.1a Joint Air Allocation Phase

Scenario rules determine the number of AP available and any operational restrictions. See 20.0 for the use of AP.

Both sides:

1. Determine the number of APs they have available for the entire GD (20.1.0) & (AW 20.1.0).
2. Allocate available AP to specific missions (20.1.1) & (AW 20.1.1).
3. May return withdrawn Flak units (withdrawn to protect against supply interdiction) to the map (20.7.2).
4. May withdraw Flak units to protect against supply interdiction attacks (20.7.2).

##### 3.3.1b Joint Weather Determination Phase

**Important:** Conduct the Joint Weather Phase prior to the Allied Player Turn each GT (AM, PM, Night).

**Weather Segment:** Determine the atmospheric condition, ground condition, and precipitation for the current GT (AW 19.0).

**Ground Interdiction Value Segment:** Allied player determines ground interdiction values (AW 20.3.0) & (20.3.0).

##### 3.3.1c Joint Command Phase

**Rest GT Designation Segment:** The German player secretly designate which GT will be their rest GT (AW 3.5.0). The Allied player must conduct rest GTs at night (3.5.1).

**Command Segment:** Both sides:

1. May attach and/or detach units/formations (9.6.0).
2. May create and/or alter corps and army boundaries (9.2.0) & (AW 9.2.0).
3. May enter/release eligible formations to/from refit (22.4.0).
4. May enter/release eligible formations to/from army reserve (25.0).

**Naval Unit Assignment Segment:** The Allied player determines the number of available naval units this GD (AW 11.9.0).

**Lull Determination Segment:** Both sides may make lull declarations (24.1.0).

**Ldr Activation Segment:** Both sides attempt to activate leaders (23.1.0).

**Surrender Segment:** Both sides determine if isolated units surrender (15.7.1) & (AW 1.2.6d & e).

### 3.3.1d Joint Logistics Phase

AW Logistics doesn't follow GOSS 2020 numbering see (AW 15.0) for Allied or (AW 16.0) for German logistics details.

Both sides perform the following segments with each of their armies.

**Naval Transit Segment:** ⊕ The Allied player conducts the following actions, see (AW 21.6.1) for details.

**Step 1:** Units in the Transit Box are divided into groups of six. Roll 1d10 for each group:

- DR 0-4: Group is placed in the AM GT Anchorage Box.
- DR 5-9: Group is placed in the PM GT Anchorage Box.

**Step 2:** Units in the Embarkation Box are moved into one of the Transit Boxes corresponding to a specific beach area.

**Step 3:** Consult the US and CW Activation Lists (AW 40.0) and place activated units in the Activated Units Box.

**Step 4:** Units in the Activated Units Box may be moved into the Embarkation Box. Record number of steps Embarked.

**Truck Point Assignment Segment:** Both sides:

1. Determine the total number of TP available to each army (16.1.0).
2. Allocate TP to one of the three tasks (16.1.2): ammunition, fuel, and/or motorization.

**Supply Interdiction Segment:** Both sides may conduct supply interdiction attacks (20.4.0).

**Air Supply Segment:** Allied player may allocate ATPs to deliver FP or AmP directly to AG (AW 20.5.4).

**Ammo Delivery Segment:** Both sides determine the AmPs delivered and then the ADV for each army and corps by following the procedures in (16.2.0 & 16.3.0). ADV determined in this phase applies to all GTs in the current GD.

**Fuel Delivery Segment:** Both sides:

1. Determine the number of FPs delivered to each army (16.4.0).
2. Allocate FP to HQs as desired (16.4.2).

**Depot Placement Segment:** Move or place new depots (15.8.0).

**Replacement Point Segment:** Both sides:

1. Convert Inf and Arm recycle steps to Inf and Arm ReP (22.2.1).
2. Determine the type and number of RePs received for the current GD (22.3.0).

### 3.3.1e Joint Fuel Value Determination Phase

**Important:** Players conduct this Phase prior to the Allied player turn each GT (AM, PM, Night).

Both sides determine the fuel value for all HQ with low or no fuel (16.4.5).

### 3.3.2 Allied Player Turn

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

#### 3.3.2a Mode Determination Phase

Determine the mode each unit will be in for this GT (5.0). This includes placing Art units in- battery or out-of-battery (5.6.0).

#### 3.3.2b Construction Phase

**Construction Segment:** Conduct construction of FW and construction/repair of bridges (17.3.0) & (AW 17.3.3c).

**Step 1:** Flip all completed FW and bridge under-construction markers to their completed sides (17.3.0).

**Step 2:** Advance the construction of bridges by removing hit markers from under construction markers.

**Step 3:** Start construction by placing FW and bridge under-construction markers in eligible hexes.

**Important:** If time of construction is greater than one GT, place hit markers equal to the number of GTs required to complete the construction.

**Demolition Segment:** Engineer units may attempt to destroy bridges (17.3.2).

#### 3.3.2c Movement Phase

**Combat Reserve Designation Segment:** Place CR markers on eligible units, as desired (5.8.0).

**Movement Segment:** The active player conducts steps 1 through 5 in the order given below:

**Important:** Units in MR mode (5.4.0), Exploit mode (5.3.0) and in CR (5.8.0) may not move.

**Important:** The active player conducts enemy ground interdiction attacks during Step 2 through 4 against his own moving units if required (20.3.0).

**Step 1:** The active player may:

- a) Place reinforcements (21.0).
- b) Conduct required withdrawals (21.4.0).
- c) Conduct emergency command changes (9.4.1).

**Step 2:** Units in Strat mode may move. Units moving in this segment must use Mech road movement (5.5.0).

⊕ (AM, PM, Night) Units entering the Battlefield Map from the Strategic Map may, if allowed by (AW 27.3.1d, 27.3.2d, & 27.3.3c), move onto the Battlefield Map (AW 21.2.0).

⊕ (AM only) Units may conduct Strategic Map movement; Rail, Mech, or Leg (AW 27.3.0).

⊕ (AM only) After all Strategic movement, units may conduct Strategic Map Combat (AW 27.4.0).

**Step 3:** The active player declares and conducts Coup de Main (CdM) attacks (7.14.0).

**Step 4:** The active player moves units in Tac mode (5.1.0). Move units in the order given below:

1. Mech class units using Mech road movement (7.10.0).
2. All units using non-road movement (7.11.0).

During step 4, players may:

- a) Breakdown (18.4.0) and recombine (18.7.0) units (AW 18.3.0).
- b) Mount and dismount units (7.12.0).
- c) Place delay markers (7.13.0) & (AW 7.13.0).

**Step 5:** Units in PA mode may move (5.2.0).

**Step 6:** ⊕ Follow the Landing Sequence (AW 21.6.2) & (AW 42.11.7c).

**Command Status Segment:** Determine the command status of all friendly units and HQs (9.0).

**Quick Construction Segment:** Complete eligible FW construction (17.3.3).

### 3.3.2d Inactive Player Exploitation Phase

**Step 1:** Eligible formations in MR mode may enter Exploit mode (5.3.0).

**Step 2:** The inactive player declares CdM attacks (7.14.0).

**Step 3:** Units in Exploit may move (5.3.4) and conduct overruns (5.3.4b). Units moving during the Exploit Phase may be subject to ground support (GS) attacks (5.3.4c) by the active player while moving and may be subject to Art fire support (FS) missions when conducting an overrun (5.3.5).

**Important:** Exploit units must move in the same order as Tac mode units during the Movement Phase 7.5.2).

**AM or PM GT:** May move up to one-half of their MA in each friendly Exploit Phase during the current GT.

**Night GT:** The inactive player must choose to move in either the Inactive Exploit Phase or Active Exploit Phase. During the selected phase units may move their full MA (5.3.4).

### 3.3.2e Combat Phase

**Tactical Assault Designation Segment Segment:**

1. Designate units that will make tactical assaults (5.1.2 & 10.2.0).
2. Attempt to remove delay markers (7.13.3).

**Replacement Segment Segment:** Eligible units may receive RePs (22.5.0). See national restrictions (AW 22.0)

**Fire Support (FS) Segment Segment:** Both sides perform FS missions in the order given below.

**Offensive Air Support:** Active player first conducts carpet bombing (CB) missions (AW 20.8.0), followed by ground support (GS) missions (20.2.0).

**Defensive Support:** Inactive player conducts FS missions; Artillery first (11.0), followed by either GS (20.2.0) and/or Naval support as desired (11.0).

**Offensive Support:** Active player conducts FS missions; Artillery first, followed by Naval support (11.0) & (AW 11.9.0).

**Attacker Status Adjustment Segment Segment:**

1. Remove attack designation markers (TA and PA) from units that are no longer adjacent to enemy units.
2. Remove excess attack designation markers (TA and/or PA) that are not in compliance with ADV limits (12.1.0).
3. Voluntarily attempt to remove attack designation markers from units that are adjacent to enemy units (12.2.0).

**Ground Assault (GA) Segment Segment:** Active player conducts GAs against enemy units (13.0). Each declared GA may require players to check for:

- a) Hasty bridge demolition (17.3.2b).
- b) Bridge collapse (17.3.2a).
- c) Surrender of isolated defending units (15.7.1).

**Artillery Shift Marker Removal Segment Segment:** Both players remove all AS markers from the map (13.13.0).

### 3.3.2f Active Player Exploit Phase

The active player conducts this phase using the procedures in 3.3.2d.

### 3.3.2g Administrative Phase

**Air Resupply Segment:** (AM & PM GTs only) Active player conducts air supply missions (20.5.0).

**Supply Determination Segment:** Active player checks the GenS state of all HQs and then all units marking HQ/units OhS, OoS and isolated as required (15.0).

**Ammo Replenishment Segment:**

**Step 1:** The active player may replenish AD Art units by expending AmP (16.3.7a).

**Step 2:** The active player may roll to replenish AD Art units (16.3.7b).

**Step 3:** Inactive player may replenish AD Art units by expending AmP (16.3.7a).

⊕ **Airborne Regroup Segment:** Beginning the June 7 AM GT, the Allied side may attempt to regroup friendly airborne units that are still on their Fog of War (FoW) sides. Then Allied units in the extended scatter box, move to the next lower box and then roll 1d10 to determine survival.

**Fatigue Recovery Segment:** Active player may remove one fatigue level from all eligible units (14.3.0).

**Delay Marker Removal Segment:** The owning player may remove any delay markers (player's choice). The non-owning player may remove enemy delay markers if friendly units occupy the delay marker hex (7.13.0).

### 3.3.3 Axis Player Turn

The Axis Player Turn is identical to the Allied Player Turn, except the Axis player is the active player and the Allied player is the inactive player. After conducting the Axis Player Turn, the GT is complete.

### 3.3.4 Update Game Turn Indicator

If the last turn in the scenario is complete or if one player meets a sudden death victory condition, the game is over. Players should consult the scenario victory conditions to determine which side won and the level of victory obtained. If none of the above apply, advance the GT marker to the next GT and start a new GT.

### 3.3.5 Night GT Exploitation Phase

The SoP for night GTs is identical to AM and PM GTs.

**Exception:** During night GTs, each side may only conduct Exploit activity in only one of the two allotted friendly player Exploit Phases. Either during the other player's GT (during the friendly Exploit Phase) or during your GT (during the friendly Exploit Phase), but not both (5.3.4).

### 3.4.0 Extended Night Activity

There is no Extended Night Activity in Atlantic Wall, ignore (GOSS 3.4.0) and all references to it.

### 3.5.0 Rest Game Turns

(GOSS 3.5.0) applies except:

- Both sides are exempt from a resting GT on the June 6 GD.
- Simonds (II Canadian Corps) allows units under his command to conduct limited PA attacks at night (AW 23.2.2a).

## 4.0 UNIT CHARACTERISTICS

### 4.5.0 US Green Divisions<sup>3</sup>

Any division already on the Battlefield Map at the start of a scenario is considered to have passed its check unless specifically noted in the scenario rules.

The divisions listed below are NOT considered "green" and thus not affected by this rule.

1<sup>st</sup> Infantry Division  
2<sup>nd</sup> Infantry Division  
4<sup>th</sup> Infantry Division  
5<sup>th</sup> Infantry division  
8<sup>th</sup> Infantry division  
9<sup>th</sup> Infantry division  
29<sup>th</sup> Infantry Division  
79<sup>th</sup> Infantry division  
82<sup>nd</sup> Airborne Division  
101<sup>st</sup> Airborne Division

<sup>3</sup>Changed reference from 4.4.4 to align with GOSS 2020.

### 4.6.0 Special Units & Formations<sup>4</sup>

#### 4.6.1 German Panzer Battalions

There are four Pz Btn markers available to the Axis side. The 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.

#### 4.6.2 III Flak Korps

This is a special Luftwaffe formation composed of four flak regiments (Rgt): the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Flak Rgts.

(GOSS 4.6.2) applies except:

- While on the Strategic Map these units do not require fuel and may move as Mech units.
- The GD after they enter the Battlefield Map they do require fuel.

#### 4.6.3 Rear Echelon Units

The below types of units are considered RE units:

- Cherbourg Garrison units
- Security units
- Ost Btns

#### 4.6.4 Nebelwerfer Brigades

(GOSS 4.6.4) applies unchanged.

#### 4.6.5 Kangaroos

There are three Kangaroo transport units provided in the game. The CW player may use the Kangaroo markers starting on the August 7 AM GT.

- The first use of a Kangaroo unit must be with an infantry unit assigned to the Canadian II Corps.
- Only CW units may use Kangaroos.

#### 4.6.6 Rangers & Commandos

Modify (GOSS 4.6.6) as follows:

- Ranger/CDO receive a -2 DRM to their DR when attempting to ignore movement halts.
- Ranger/CDO treats WN and StP as if they were forts for the purpose of being the lead unit in a GA.
- The British 6AB Division may have up to six CDO units attached.

#### 4.6.6a Ranger/CDO Special Assaults ⊕

At the end of the friendly Movement Phases on the June 6 AM, PM, and Night GTs, the Allied side may declare a special commando attack against a WN or StP. The attack must consist of at least one Ranger/CDO Btn of more than one step. The attack may only be launched from one hex, and only one special attack per WN or StP is allowed per GT. Resolve the attack as follows:<sup>5</sup>

<sup>4</sup>changed references from 4.5.\* to align with GOSS 2020.

<sup>5</sup>Implied: Assaulting units may advance into emptied hex.

- Total the number of Ranger/CDO, engineer and pure AFV steps conducting the assault. Do not count any other steps.
- Roll 1d10, if the result is equal to or less than the above total, one hit is achieved against the WN or StP. If the DR is greater than the total, subtract the total from the DR, the attacking force must take that number of step losses (max step loss applies). The Ranger/CDO must take the first step loss.
- One hit eliminates one step of the WN or StP and inflicts one discretionary hit on any other enemy units in the hex.

If the Allied player chooses to use the CDO assault option, he may still conduct a standard tactical against the same hex that GT, however the units that that attempted the special assault may not participate.

#### **4.6.7 Engineer Tanks**

The units of the 79<sup>th</sup> Armored Division are present in two forms: Amphibious Invasion Unit and the Battlefield Map Coy unit.

- On the June 7 AM GT if all British invasion beaches have been cleared, all units of the 79<sup>th</sup> Division units on the displays are removed (AW 42.11.7).
- On each beach (Sword, Juno, and Gold) place one Flail, one AVRE, and one Flame Tank Coy (shown on the Amphibious Unit Display) on the Battlefield Map within one hex of the corresponding beach area markers.
- Losses suffered during the Amphibious Stage are ignored and all Coys appear at full strength.
- There are three types of Coys: flail tanks, assault engineer tanks (AVRE) and flamethrower tanks. All three types function as outlined in (GOSS 4.6.7).

#### **4.6.9 Wiederstandnesten (WN) ⊕**

WN represent hardened infantry and gun emplacements located near the coastline. They may absorb one step loss as if a combat unit.

##### **4.6.9a WN Capabilities**

WNs are placed prior to the start of a scenario and may not be constructed in context of the game. WN are treated as an ET-2 for all purposes, except:

- WNs are considered a one-step unit for all purposes. They may absorb step losses normally.
- A friendly unit does not have to be in WN for it to remain on the map.
- WN have an intrinsic defense strength that is printed on the counter.
- WN may not participate in a GA as an attacker.
- WN have a defensive PR of five.
- WN may observe for FS missions. They are considered to be occupied by a Btn sized unit in an ET-2 for mission capacity purposes. They may observe for any one formation.

- WNs do not check for GenS until the AM GT of June 12. Beginning that GD all GenS rules apply. They may trace a GenS path of any length from the closest formation or corps HQ.
- Some WN have emplaced artillery, they are handled in the same manner as STP (AW 4.6.10b).

##### **4.6.9b WNs & Disbanding**

Beginning the June 7 AM GT, WN may be disbanded (removed from the map) during the Axis Administrative Phase. Once disbanded, WN can never be rebuilt.

- For every two WN that the German player voluntarily removes from the map, one Inf ReP can immediately be used to replace one step in any German leg infantry unit with a defensive PR of six or less.
- Both WN must be able to trace a movement path to the Inf unit receiving the ReP that is no longer than six Leg MP.
- RePs garnered in this manner may not be used to resurrect eliminated units or create a breakdown Coy.

#### **4.6.10 Strongpoints (StP) ⊕**

StPs are a stronger form of emplacement. Except as noted below they are treated as Forts (GOSS 17.6.0).

##### **4.6.10a StP Capabilities**

- If a StP is ground assaulted thru any hexside that is not in its arc of fire (AW 4.6.10b), the StP is treated as an ET-2 for GA purposes. It is still considered a Fort for FS missions.
- StPs have a defensive PR of six.
- StPs do not check for GenS until the AM GT of June 12. Beginning that GD all GenS rules apply. They may trace a GenS path of any length from the closest formation or corps HQ.
- StPs may observe for FS missions. They are considered to be occupied by a Btn sized unit in a Fort for mission capacity purposes. They may observe for any one formation.

##### **4.6.10b WN & StP Artillery**

Some WN and StP may have artillery as part of their weaponry. If so, the battery ID, (*from left to right*) barrage factor, range, and defensive factor are printed on the counter.

- StP and WN do not check for AD until the AM GT of June 12. They use the closest Axis corps to determine their ADV.
- If an arc of fire is depicted on the StP or WN, the unit may only participate in a FS mission if the target lies within the arc of fire.
- If the Allied side allocates a naval unit against a WN or StP, during the AM GT, 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).
- StP and WN that are ammo depleted (AD) may not participate in FS missions. They defend against GA normally.

#### 4.6.11 German Artillery Batteries ⊕

**Note:** Artillery batteries require truck points to move (white wheels depicted on the battery counter).

Some German artillery Btns begin scenarios with batteries detached. These artillery batteries are zero-step units. They have the same capabilities as artillery Btns. They are considered z-step units for all other purposes.

- 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 that has been detached.
- The artillery Btn is reduced in strength by one FS mission and one defensive strength point for each detachment. Beginning the June 7 AM GT, in the Axis Mode Determination Phase, batteries may be incorporated into reduced artillery Btns.
- The artillery Btn must be able to trace a movement path to the battery no longer than six Mech MP. The battery's guns must be of the same or smaller type than the Art Btn. Batteries do not have to be incorporated into their original Btns.
- Remove one step loss marker from the artillery Btn for each incorporated battery.
- These Art Btns may be brought up to strength using the standard replacement rules. To replace either one or two steps expend the same ReP cost as if rebuilding the unit.

#### 4.6.11a Transferring STP/WN Artillery

Beginning the June 7 AM GT, in the Axis Mode Determination Phase, the artillery component of a StP/WN may be transferred into reduced artillery Btns.

**Note:** This process is used only to rebuild those artillery Btns that started the June 6 GD with step losses and artillery Btns that started the game in the breakdown box. Artillery Btns that are eliminated prior to being brought back to full strength may not use this process.

- The artillery Btn must be able to trace a movement path to the StP/WN no longer than six Mech MP.
- StPs/WNs are restricted as to type of guns that may be transferred.
  - 100, 105, and 122mm guns transfer into 100, 105, or Mxd Art Btn.
  - 150 thru 155mm guns transfer into 150mm artillery Btn.
  - 170, 203, and 210mm guns transfer into 170 or 210mm artillery Btn.
  - No other types of guns may be used in this process.
- The StP or WN providing the guns is flipped to the side of the counter that has no guns.
- StPs/WNs retain all other functions.
- Reduce the number of step losses in artillery Btns by one for each StP/WN that transfer their guns into that Btn.

#### 4.6.12 French Armored Division ⊕

The 2<sup>nd</sup> French Armored Division must exit the Battlefield Map and move toward the Paris Location Box, using the

most direct route when any Allied forces, from either army group enter the following locations 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).

## 7.0 MOVEMENT

### 7.13.0 Delay Markers

The German side may begin placing delay markers the June 7 AM GT. Delay markers may only be created in Bocage and Hedgerow hexes. When attempting to place a delay marker in Bocage, apply a -1 DRM to the unit's PR check. The DRM is no longer applicable after hedge cutter tanks are available.

### 7.15.0 Enter & Exit Beach Displays ⊕

The rules for entering or exiting Beach Displays are covered in (AW 42.0).

## 9.0 COMMAND

### 9.2.0 Command Boundaries

(GOSS 9.2.0) applies except:

The Allied side has two army groups. The 21<sup>st</sup> Army Group (21AG) which controls all Commonwealth and minor Allied units; and the 12<sup>th</sup> Army Group (12AG) which controls all US forces and the 2<sup>nd</sup> French Armored Division. On the June 6 AM GT and until both Vire hexes (E2517 & E2618) are captured by the Allies, this boundary is fixed.

The boundary is as follows:

- Begin at C2007 (Port-en-Bessin) and proceed in a straight line directly south to C2031, then follow a southwest direction until it reaching E2502 (le Hauts Champs) and then direct south to the south map edge.
- Once Vire is captured, the Allied side may adjust the army group boundary so that, starting at Vire, the boundary 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.
- As an exception to the above rules, the AG boundary may be moved two hexes left or right of the original boundary. The Allied side is limited to one move every three GDs.

### 9.2.1 US Army Boundaries

After the Third US Army is activated, the US player must define the boundary between the First and Third US armies.

This boundary must exist completely within the 12AG operational sector.

- The 3<sup>rd</sup> Army sector must exist in such a manner that Brittany and the area south falls within Third Army's operational zone.
- Both armies may use the same primary roads from their individual army depots through to Avranches to trace GenS paths and move units in transit to each of their sectors.
- Once the boundary is established, it may only be changed once every three GDs.

### **9.2.2 CW Army Boundaries**

After the First Canadian Army is activated, the CW player must define the boundary between it and the Second British Army.

- This boundary must exist completely within the 21AG operational sector.
- Once the boundary is established, it may only be changed once every three GDs.

### **9.2.3 German Boundaries**

When PG West arrives, the German side may set the boundary between PG West and 7<sup>th</sup> Army as they desire.

## **11.0 FIRE SUPPORT MISSIONS**

### **11.4.3 Air FS Mission Points**

A maximum of three AP may be assigned to each FS mission. On August 1 GD, the US maximum increases to four.

### **11.9.0 Naval Unit Availability**

**Editor:** Reminder, no Naval Support on June 6th and none on future GTs for uncleared beaches.

Only the Allied side has naval units. The Allied side determines the number and type of naval units available for the current GD as follows:

- 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 (MN), Heavy Cruiser (CA), Light Cruiser (CL), and Destroyer (DD).
- Below each type are two numbers or dashes separated by a slash. Left of the slash is for the western task force (US). Right is for the eastern task force (CW). On the left of the chart is one column representing DR results from 0 to 9.
- Each nationality rolls 1d10 for each type of naval unit. The result is the number of naval units of that type available to that task force.
- 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.

- Record the number and type of naval units available for that GD on the AP Track Record.
- Scenario instructions may set limits on number of naval units available.
- Naval units are subject to ammunition depletion. Their ADV is four; this value may not be modified. If a naval unit fails to pass the AD check, it may not be used again that GD. This check does not affect availability for following GDs.

### **11.9.1 Task Force Sectors & Range**

The Western TF may only support US forces, and the Eastern TF may only support CW forces. Naval units trace their range from any full sea hex (the naval unit is considered to occupy that hex).

## **15.0 ALLIED FULL LOGISTICS**

**Developer's Note:** To ease the pain (and words) in tracking logistics the standard GOSS rule numbering has been ignored so that the information can be listed in a reasonable manner. I have consolidated both GenS and logistic rules.<sup>6</sup>

### **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. The second issue is that each of the two main partners of the Anglo-American Allied Coalition requires its own network of supply to fully maximize their war-fighting effort.

GOSS supply rules for the Allies are modified to represent the transition from an amphibious logistical system to that of a continental system.

- Each AG is considered a separate organization for all purposes.
- Under no circumstances may an AG transfer ammunition, fuel, or trucks to another AG.
- Each AG is originally divided into two corps. Until the arrival of the first corps HQ the below beaches act as the PSS and corps HQ for:
  - Utah Beach: US VII Corps
  - Omaha Beach: US V Corps
  - Gold Beach: CW XXX Corps
  - Juno Beach: CW I Corps.
- Airborne formation GenS, ADV and fuel values are handled separately from the amphibious elements of the invasion from June 6 until the arrival of the first Allied corps HQ (June 10). Until then they trace GenS from each division's main DZ as listed below.

<sup>6</sup>Note: AW 15.0 does not correspond to GOSS 15.0

- US 101<sup>st</sup> Div: Drop zone E
- US 82<sup>nd</sup> Div: Drop zone W
- CW 6<sup>th</sup> Div: Drop zone N
- The Allied player may not voluntarily move DZs. If a German unit enters DZ hex, the DZ is removed from the map at the beginning of the next German player turn.
- If the removed DZ was a primary DZ, the division assigned to that DZ is considered in an on-hand supply status for the remainder of that GD.
- In the next Command Phase, the Allied player selects another DZ from the same division as the removed primary DZ. That DZ immediately becomes the division's primary DZ.

### **15.1.0 GenS & Arriving Units**

Units and formations arriving on the Battlefield Map are handled as follows. Determination of being on the map is made at the beginning of the Joint Logistics Phase. On the map includes all landing boxes.

- Units assigned to a formation whose HQ is not on the map are considered corps assets or may be formed into BG.
- HQs are not counted against the total formations for ADV purposes until determined to be on the map.
- Units arriving on the Battlefield Map after the Joint Logistics Phase do not require fuel and are considered in GenS until the next Joint Logistics Phase.

### **15.2.0 Amphibious Logistics**

The Allied side is required to use the logistics table beginning June 7. These procedures are used until the GD that there is an active depot on the map at the beginning of the Joint Logistics Phase. Each army group has six TP to allocate for ammunition and fuel delivery.

- These TP may not be used for any other purpose.
- The number of TP available each GD may be reduced or increased. The number can never be reduced to less than two or increased to more than eight.
- At least one TP must be allocated to each type of delivery in each AG.

#### **15.2.1 Reduction of Available TP**

The number of TP can be reduced in two ways.

##### **15.2.1a Embarked Units**

The Allied side is required to track the number of unit steps embarked on the Naval Transit Display (AW 21.6.0). Units starting the June 6 GD on the Naval Transit Display do not count against this total. Ignore them when determining reductions.

Modify the number of TP available by:

- +1: if the embarked unit total is zero.
- -1: for every multiple of 50 steps embarked.
- If there is a remainder, multiply that number by two. Roll 2d10 (00-99) if the result is less than or equal to the

remainder doubled, apply an additional -1 to the number of TP available.

- Reduce the number of embarked steps as units are removed from the Naval Transit Display. Once they are on the Battlefield Map (including Landing Boxes) they do not count against total embarked steps.

**Example:** The US player has a total of 125 steps embarked. He divides the total by 50 resulting in a -2, he has 25 steps remaining, and he then multiplies 25 by 2 resulting in 50 and rolls 2d10. The DR is 24. Since that number is less than the remainder multiplied by two, he applies another -1 to his total TP. The US player now has three TP to allocate to ammunition and fuel delivery.

##### **15.2.1b Weather Reduction**

Reduce the number of TP available by two if Storm Conditions exist in the weather sector the AG is located in (AW 19.0).

**Example:** Continuing from above, after reducing the number of TP by three for embarked units, the weather for the current GT is Storm, he would then reduce the number of TP another two, however the number of TP can never be reduced to less than two. The US player has two TP to allocate to ammunition and fuel delivery.

#### **15.2.2 Determine Delivery Results**

- The Allied player now decides how many of those TP will be used for ammunition and fuel delivery. Players may allocate these TP as desired as long as at least one TP is allocated to each (GOSS 16.1.2).
- Use the procedures outlined in (GOSS 16.2.0).

**Note:** The DR may be modified if using the optional "Early Activation rule" (AW 28.5.1).

**Example:** After all reductions the US player has 4 TP available. He decides to allocate 1 TP to AmP delivery and 3 TP to fuel delivery. Early Activation is not being used. The US player rolls 1d10 for AmP delivery with a result of 4 and receives a -2 to his AmP delivery. He rolls a second 1d10 for fuel delivery with a result of 6, receiving 6 FP.

##### **15.2.3 Distribution of AmP & Fuel**

Distribute the total AmP and FP obtained to each corps within the AG. The total AmP and FP distributed cannot exceed the AmP and FP received.

**Example:** The US player receives 2 AmP. He could allocate one to the V Corps and one to the VII Corps or he could allocate both to one of the corps and none to the other corps.

- Players record this number by using the corps AmP markers provided.
- AmP and FP, once assigned to a corps, may not be transferred from one corps to another.
- Corps may create AmP using the same procedure as an army HQ (GOSS 16.3.2).

- Corps may adjust their ADV based on supported formations.
- Do not adjustment for the number of corps (army HQ is not active).

### 15.3.0 June 6 Game Day

- Formation HQ must remain within one hex of a landing hex (hexes with asterisk) on the beach they arrived.
- The Allied side as an ADV of 5. Do not make any adjustments to this value. There is no AmP in stockpile.
- All units are in a "normal" fuel status. Each army group has one fuel point in stockpile. This FP may be distributed to the corps as desired.
- Allied units are not required to trace GenS. All units are considered in GenS.
- There are no TP available for motorization. Allied divisions cannot utilize their inherent truck point, however Allied Engineer and AT units retain their self-motorization capability (GOSS 7.12.4c) & (GOSS 7.12.4a).
- Airborne units must remain within 6 hexes of any DZ. Units that landed outside the 6 hex limit must move towards the closest DZ.

### 15.4.0 June 7 Game Day

Allied Beachhead/corps AmP and fuel delivery is determined using (AW 15.2.0).

- Each corps has an ADV of 2. This value may be adjusted by logistic procedures and by creating and/or expending AmP.
- Airborne divisions have an ADV of 2. Do not make any adjustments to this value. Artillery units subordinate to airborne divisions may not use AmP to replenish.  
**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. In many games Allied airborne units are allowed to wander all over the map without regard to operational doctrine of the time. In Atlantic Wall, airborne units are restricted in how far they can stray from their drop zones (DZ) thus simulating the actual operation limitation imposed at the time.*
- Standard GOSS fuel requirements apply. Use the procedures outlined in (GOSS 16.4.0). Corps HQ (even though not on the map) must be allocated fuel as normal).
- Beachheads/corps HQ may stockpile up to 4 AmP and 4 FP.
- Airborne divisions are considered in a "low fuel" state. Fuel points may not be allocated to those formations.
- Formation HQ must remain within one hex of a landing hex (hexes with asterisk) on the beach they arrived.
- GenS path from formation HQ to subordinate units may be no longer than 6 Mech or 9 Leg MP. Corps Extended supply paths may not be used.
- GenS path from an AB HQ to its subordinate units may be no longer than 6 Leg or 6 Mech MP. Airborne HQ must remain within one hex of their assigned primary DZ. The

- June 6 restriction on AB unit distance from a DZ is no longer in affect. Extended supply paths may not be used.
- 1TP is assigned to each beachhead/corps HQ for motorization only. Divisions cannot utilize their inherent truck point. Engineer and AT units retain their self-motorization capability.

### 15.5.0 June 8 & 9 Game Days

All of the procedures listed in (AW 15.4.0) remain in force, except;

- HQ may move normally.
- Sword Beach is no longer a PSS.
- Formations may be assigned to any active corps HQ.
- GenS path from the beach PSS to a formation HQ may be no longer than 6 Mech MP. Airborne HQ and unit GenS remain the same as June 7.
- Replacements are received starting June 8. Allied corps HQ may only save up to five steps of each type of RePs from one GD to the next. RePs over the above limits are eliminated.

### 15.6.0 June 10 Game Day

The procedures listed in (AW 15.5.0) remain in force. Each AG receives two corps HQ.

- Corps HQ must remain in their placement hex.
- GenS path from a Corps HQ to a subordinate HQ may be no longer than 6 Mech MP.

#### 15.6.1 Activation of Corps HQ

Corps HQs do not use the naval transit system. During the Command Phase of June 10, simply place them within one hex landing hex (hexes with asterisk) on following beaches. These beaches are considered PSS. Once placed corps HQ may trace to any beach within that AG's area.

- Utah Beach: US VII Corps
- Omaha Beach: US V Corps
- Gold Beach: CW XXX Corps
- Juno Beach: CW I Corps.

If additional corps HQ arrive prior to the activation of an army HQ, the new corps HQ is placed as outlined above at any beach area in its AG area. If players wish to activate the corps HQ they may do so, however fuel points and AmP must be divided between all activated corps HQ.

### **15.7.0 June 11 to Army Activation**

All of the procedures listed in (AW 15.6.0) remain in force, except;

- Corps HQ may move normally.
- GenS path from a PSS to a corps HQ may be no longer than 4 Mech MP.
- Airborne divisions no longer trace to their DZ; they are treated as any other formation.
- ATP may be allocated to deliver AmP and/or FP directly to each national group (AW 20.5.2a)

### **15.8.0 Army HQ Activation**

Army HQs do not arrive via the naval transport system. In each Joint Logistics Phase during the depot placement segment, starting on June 12 GD, each AG determines if it has met the army activation requirements in (AW 15.8.1 & 15.8.2). If met, the army HQ is placed on the Battlefield Map.

Once an army HQ is activated there is no longer a requirement to continue to meet the army activation conditions. In the Joint Logistics Phase after an army HQ is on the Battlefield Map and until that army activates its first depot, the following applies:

- Each Army HQ has an ADV of 3.
- Use the amphibious procedures in (AW 15.2.0), ignore (AW 15.2.3). Fuel and AmP are now handled at the army level (GOSS 16.3.0 & 16.4.0).
- Army HQ may stockpile up to 20 AmP and 20 FP. AmPs and FPs are no longer stockpiled at the corps level. Any stockpiles at the corps level are transferred to their superior army HQ.
- The army HQ has 3 TP. These TP may only be used to motorize units. TPs assigned to corps HQs are no longer available.
- Divisions can utilize their inherent truck point. Engineer and AT units retain their self-motorization capability.
- Army HQ may not move until a depot has been activated for that army.  
Extended GenS may not be used. Trace GenS as follows:
  - ▶ PSS to army HQ can be of any length along a primary or secondary road.
  - ▶ Army HQ to corps HQ can be no more than 9 Mech MP.
  - ▶ Corps HQ to subordinate HQ can be no more than 6 Mech MP.
  - ▶ HQ to subordinate units can be no more than 9 Mech or 12 Leg MP.

#### **15.8.1 US Army Activation**

##### **15.8.1a US 1<sup>st</sup> Army Activation**

The 1<sup>st</sup> US Army HQ may be placed in either Isigny or Carentan if:

- Omaha and Utah are linked by an Allied controlled primary or secondary road.

- No portion of the road is within seven hexes of a non-isolated German unit.

**Note:** This does not mean a German unit cannot be within seven hexes of a beach area as long as at least one beach area is at least seven hexes from an un-isolated German unit.

- Both Isigny and Carentan must be Allied controlled and a non-isolated German unit may not be within seven hexes of either city.
- 1<sup>st</sup> Army PSS is any US Beach Sub-Area Marker on Omaha Beach not adjacent to an enemy unit.

##### **15.8.1b US 3<sup>rd</sup> Army Activation**

The 3<sup>rd</sup> US Army HQ and one depot may be placed in any town or city hex that is within 18 Mech MP of Cherbourg (A3709) if:

- The US 1<sup>st</sup> Army has an active depot.
- Cherbourg is operational (AW 1.2.6f).
- No portion of the road between Cherbourg and the hex the 3<sup>rd</sup> Army HQ will be placed is within seven hexes of a non-isolated German unit.
- 3<sup>rd</sup> US Army PSS is Cherbourg.

#### **15.8.2 CW Army Activation**

##### **15.8.2a British 2<sup>nd</sup> Army Activation**

The 2<sup>nd</sup> British Army HQ may be placed in any hex in Bayeux or Caen if:

- All three CW beaches (Sword, Juno, & Gold) are linked by an Allied controlled primary or secondary road and no portion of the road is within seven hexes of a non-isolated German unit.

**Note:** This does not mean a German unit cannot be within seven hexes of a Beach Area, however at least one Beach Area Marker on each beach must be at least seven hexes from an un-isolated German unit.

- All hexes of Bayeux or Caen must be Allied controlled and a non-isolated German unit may not be within seven hexes of the city chosen to place the HQ.
- 2<sup>nd</sup> Army PSS is any CW Beach Sub-Area marker not adjacent to an enemy unit. The army must identify which beach it is using for its PSS (either Gold or Juno).

##### **15.8.2b Canadian 1<sup>st</sup> Army Activation**

The 1<sup>st</sup> Canadian Army HQ and one depot may be placed in either Caen or Bayeux if:

- The 2<sup>nd</sup> British Army has an active depot.
- All city and town hexes of both Caen and Bayeux are Allied controlled.
- The II Canadian Corps and one British corps must be assigned to the 1<sup>st</sup> Canadian Army.
- The city chosen for placement may not be the same city the 2<sup>nd</sup> British Army HQ currently occupies.
- Each army may use either Gold or Juno as their PSS. Only one army can use a beach area.

## 15.9.0 Depot Activation

Each Allied army HQ may have up to two depots in its GenS path (GOSS 15.8.0). A location on the Strategic map is treated as a hex for depot placement. Depot activation is conducted in the depot placement segment of the Joint Logistics Phase.

- When placing an army's first depot, apply (GOSS 15.8.2). Do not deduct the required TPs and ignore the GD delay.
- An army may not activate a second depot until seven GDs have elapsed since activating its first depot.
- (GOSS 15.8.2) applies when activating a second depot and when relocating depots.
- Beginning the first Joint Logistics Phase after an AG's first depot has been activated:
  - All armies subordinate to that AG have an ADV of 4.
  - The AG does not use the amphibious logistic procedures (AW 15.2.0). (GOSS 15.0 & 16.0) apply. In addition to the GOSS Logistical DRMs, modify the DR for the weather sector the PSS is located:
    - 1 Overcast with rain condition.
    - 2 Storm condition.

The DR may be modified if using the optional "Early Activation rule.

- The AG has 10 TP available. The first GD that an AG has two active army HQs it has 20 TP. These TP may be divided between each army as desired. Each army must have at least one TP assigned to deliver fuel, and for each supported corps subordinate to an army there must be one TP assigned to AmP delivery.
- An army HQ with at least one active depot may stockpile up to 40 AmP and 40 FP.
- Use standard GenS paths (GOSS 15.2.0). Extended supply paths may be used.

### 15.9.1 US Depot Activation

- The 1<sup>st</sup> US Army depot may not be activated until Landfront Cherbourg has been declared. All requirements for army HQ activation (AW 15.8.1a) must also be met at this time.
- The 3<sup>rd</sup> US Army automatically (no FP required) activates one depot when the army HQ is activated (AW 15.8.1b).

### 15.9.2 CW Depot Activation

- The 2<sup>nd</sup> British Army depot may not be activated until all Caen town and city hexes north and west of the Orne River, are Allied controlled. All requirements for army HQ activation (AW 5.8.2a) must also be met at this time.
- The 1<sup>st</sup> Canadian Army automatically (no FP required) activates one depot when the army HQ is activated (AW 15.8.2b).

## 16.0 GERMAN FULL LOGISTICS

**Developer's Note:** To ease the pain (and words) in tracking logistics the standard GOSS rule numbering has been ignored so that the information can be listed in a reasonable manner. I have consolidated both GenS and logistic rules. footnoteNote: AW 16.0 does not correspond to GOSS 16.0

**Editor:** Consider restoring this rule from 2014 AW rules; "15.2.4i German Fortress GenS German units in Brest, St. Malo, St Nazaire and St. Lorient are always in GenS."

### German Logistical Overview:

The German logistical system is affected by Allied airpower and the French Resistance. The longer the campaign goes on the harder it will be for the German side to maintain a reasonable ammunition and fuel level. Most of this affect is shown by a gradual lowering of the German ADV and number of trucks available to transport ammunition and fuel.

### 16.1.0 Primary Supply Sources

German PSS are:

- St. Lo (B5627)
- Caen (C4522)
- Falaise (F3414)
- Avranches (E2929)
- Alencon (F2-5257).
- Any South or East primary road hex.
- The on map locations function as PSS until occupied by an Allied unit.
- To function as a PSS, the Battlefield Map locations must be connected by a primary road, of any length, to a hex on the south or east side of the map. An Allied unit may not be on or adjacent to any hex used to trace this path.

### 16.1.1 LXXXVI Corps

The LXXXVI Corps was historically assigned to the 15<sup>th</sup> Army, for game purposes it may be assigned to either the 7<sup>th</sup> Army or PG West. Use the below procedures for the LXXXVI Corps:

- PSS for the corps is any east edge map hex on a primary road. The corps HQ does not have to trace from an army HQ.
- A maximum of six corps asset units, two infantry formations and one Mech formation may be subordinate to the corps.
- Corps ADV is handled normally, however the corps does not count against the number of corps supported by its superior army (7<sup>th</sup> or PG West).
- The corps HQ is automatically in a "low fuel" status (no FP required). The corps HQ may be placed in "normal" fuel by allocating one-half a FP.
- Subordinate Mech formations receive fuel from its superior army HQ (7<sup>th</sup> or PG West).

### 16.2.0 June 6 Game Day

- All German units are in GenS. HQ and units cannot be isolated, and do not check for GenS.
- German ADV is 7. No adjustments are made to this value. StP and WN do not check for ammunition depletion.
- All formations have normal fuel.
- The 7<sup>th</sup> Army has three TP available for motorization only.
- The 7<sup>th</sup> Army begins with 8 FP and 8 AmP in stockpile. German armies may stockpile up to 20 AmP and 20 FP.

### 16.3.0 June 7 Game Day

All of the procedures listed in (AW 16.2.0) remain in force, except;

- German ADV is 5. No adjustments are made to this value. StP and WN do not check for ammunition depletion.
- German have 6 AP, remember (AW 20.) abort check.

### 16.4.0 June 8 through June 11

Begin using the standard GOSS logistic rules with the additions listed below.

- German ADV is 4. StP and WN do not check for ammunition depletion.
- Six TP are available for army logistics (GOSS 16.0). One additional TP is available for motorization of units on the Strategic Map. Units using these TP may continue to use them after entering the Battlefield Map until they start a friendly Movement Phase within six hexes of an enemy unit.
- Standard GOSS fuel requirements apply. Use the procedures outlined in (GOSS 16.4.0) and (AW 27.3.2b) to allocate available FPs.
- If the Allied side does not assign a minimum of 32 AP to Strategic Interdiction a +1 DRM is applied to both logistic DRs that GD.
- One FP is available each GD, for use on the Strategic Map only (AW 27.3.2a). This FP may not be stockpiled and may only be used to fuel units that start the GD on the Strategic Map.
- One FP is added to one army's stockpile if the atmospheric condition in the eastern weather sector is clear or POvr. If the atmospheric condition is Ovr or Storm, add two fuel points. FPs may be split between armies.
- Standard GenS (GOSS 15.2.0) path must be traced from a valid PSS to 7<sup>th</sup> Army HQ or directly from a PSS (AW 16.1.0) to a corps HQ. GenS is then traced normally in accordance with GOSS.

**Exception:** Landefront Cherbourg.

- Corps HQ that trace directly from a Battlefield Map PSS are still subordinate to an army HQ when determining ADV and fuel allocations.
- Replacements are received starting June 8.

### 16.5.0 June 12 through July 1

All of the procedures listed in (AW 16.4.0) remain in force, except;

- German ADV is 3. StP and WN now check for ammunition depletion and must trace GenS (AW 4.6.9 & 4.6.10).
- One AmP is added to one army's stockpile unless the atmospheric condition in the eastern weather sector is Storm.
- If Storm, add two AmP. AmPs may be split between armies.

### 16.6.0 July 2 through July 31

All of the procedures listed in (AW 16.5.0) remain in force, except;

- German ADV is 4.
- TP may be divided between 7<sup>th</sup> Army and PG West in any manner the German player wishes. Each army must have a minimum of two TP assigned.
- For every eight, or fraction thereof, of HB that conduct a CB mission, a +1 DRM is applied to both logistics DRs for that GD and the following GD. 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).

### 16.7.0 August 1 to End of Game

All of the procedures listed in (AW 16.6.0) remain in force, except;

- German ADV is 2.
- Five TP are available for army logistics. The additional TP used for motorization on the Strategic Map is no longer available.
- Additional AmPs that were added to army's stockpile are no longer available.
- The additional one FP for use on the Strategic Map is no longer available.

**Designer's note:** Yes, I know Panzer Group West existed prior to July 2 and that it was renamed 5<sup>th</sup> Panzer Army. Due the historical destruction of most of Panzer Group West's Headquarters on June 10<sup>th</sup> and the resultant command problems suffered by the Germans, it was decided to not have the army HQ show up until July 2<sup>nd</sup> and to just keep one counter with the name PG West.

## **17.0 ENGINEERS**

### **17.3.3c ET-3 Construction**

Beginning the June 8 AM GT, both sides may construct ET-3s.

- Each side may replace one ET-2 marker with an under construction ET-3 marker at the beginning of a friendly Construction Phase.

- ET-3 can only be placed in hexes that are in GenS and contain a village, town, or city.
- The ET-3 is completed at the beginning of the next friendly Construction Phase.
- Each side may only place one ET-3 every three GDs.

**Example:** The German player replaces an ET-2 marker with an ET-3 marker in any GT on June 8. The German side may not place another ET-3 until the June 11 GD (any GT).

- Each side has 10 ET-3 available in the counter mix. They may recycle those ET-3 counters for their side, but may not have more than 10 ET-3 on the Map at any one time.
- On GDs in which an ET-3 may be placed, a player may instead remove a completed ET-3, and substitute it with a completed ET-2 marker. The ET-3 marker is returned to the counter mix and may be placed in three GDs.

## 18.0 UNIT BREAKDOWN

### 18.3.0 Units Allowed to Breakdown

In addition to the restrictions listed in (GOSS 18.0), the following are in effect.

- Some one-step Coys are depicted with a Z-step unit on the back side of the counter and others do not. If a Z-step unit exists in the counter mix, a Coy may breakdown into two Z-step units, even if the not back printed with a Z-step.
- Parachute, Airborne Eng, and Glider Btms once formed into Btms, use Infantry/engineer breakdown Coys.
- The CW Z-step Art/AT units not displayed on the Airborne Display may be used as breakdowns for like units. Historical affiliations do not need to be followed.
- In some cases Polish, Canadian, French breakdown Coys were not included in the counter mix, those Btms may use CW (French use US) breakdown Coys.
- The 17<sup>th</sup> MG and Sturm Btms may not breakdown.

## 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 games except for June 6 and 7. After these two days, the weather is determined at the start of each GT using the weather table DRs; one for each weather sector. Additional DRs may be required to check for the possibility of rain.

#### 19.2.1 Historical Weather

In the campaign or in any scenario beginning on June 6, 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

#### 19.2.2a Weather Sectors ⊕

The Battlefield Map has two weather sectors; an eastern and a western sector. The weather boundary is printed on the Battlefield map. The weather must be determined for each sector at the beginning of every GT (including night turns). The western sector weather is always determined first.

#### 19.2.2b Weather Table ⊕

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

**Note:** Previous turn's weather, weather patterns, and GD can affect the current weather.

#### 19.2.2c Weather Patterns<sup>7</sup> ⊕

To prevent one side or the other from having a long string of favorable weather, if the same weather conditions persist after two consecutive GDs (in all GTs) the DR is modified by a DRM of plus or minus 15.

**Example:** On the June 9 and June 10 GDs (all GTs) the weather condition is overcast with no rain. On the June 11 AM GT, apply a -15 DRM (overcast conditions favor the German side). If during the same time period the weather condition was clear, the DRM would be +15 (clear conditions favor the Allied side).

### 19.3.0 Atmospheric Conditions

There are four atmospheric conditions in Atlantic Wall: Clear, Partial Overcast, Overcast, and Storm. Until the June 12 AM GT Weather Determination Phase, all DRs resulting in a storm condition, are treated as overcast with rain (no rain DR is required).

#### 19.3.4a Storm Patterns ⊕

A long stretch of storm (or no storms at all) can severely affect play balance, therefore;

- No more than one storm can be generated per calendar month, if another storm is rolled; it is treated as overcast with rain.
- Once a storm condition has been generated, it will automatically persist until the next AM GT. Do not make any further weather condition DRs in that sector that GD.
- In the GT after a Storm has been generated in either sector, both sectors are automatically Storm.

<sup>7</sup>Changed reference from 19.2.4 to align with GOSS 2020.

- In the Weather Determination Phase of the AM GT after a Storm has been generated, the Allied side must determine the number of GDs that will pass before the storm ends.
  - Roll 1d10; halve the result (round up). If the DR is zero “0,” the result is automatically one. The number generated is the number of GDs that pass before the Allied side can attempt to end the storm (including the current GD).
  - On the AM GT of the GD determined above, the Allied side rolls 1d10, a result of 0-6 the storm ends and the weather condition is set to overcast with no rain in both sectors. If the DR result is 7-9 storm condition remains in effect the remainder of the GD in both sectors.
  - Each successive AM GT after the first storm end check, apply a -2 DRM for each GD.

### **19.4.0 Ground Conditions<sup>8</sup>**

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. Always determine rain condition in each sector prior to determining ground conditions.

- The current rain condition (rain or no rain) is listed on the left of the Ground Condition Matrix.
- The previous GD's rain condition and the previous GD's ground condition are list on the top of the Matrix.
- Cross reference the current rain condition with the previous GD's rain and ground condition to determine the current GD's ground condition.

### **19.5.0 Precipitation<sup>9</sup>**

The Allied side will be required to make a separate DR to determine if rain conditions exist.

#### **19.5.1 Determining Rain Conditions**

After determining the atmospheric condition for a weather sector, if the atmospheric condition is POvr or Ovr, that sector's rain condition must be determined.

- Roll 1d10 and consult the Rain Determination Table. Apply the DRMs listed next to the table. If the modified DR falls within the listed DR range, rain condition exists in that sector for that GT.

### **19.6.0 Weather Effect on Beaches ⊕**

The Allies ability to continue to unload combat units and supply over the beaches was significantly reduced due to inclement weather.

During Overcast with rain GTs:

- The capacity of each beach area marker is five.
- After an army group has an active army HQ and depot all logistic DR receive a -1 DRM.

<sup>8</sup>Changed reference from 19.5.0 to align with GOSS 2020.

<sup>9</sup>Changed reference from 19.4.0 and name from “Rain Conditions” to align with GOSS 2020.

During Storm GTs:

- The capacity of each beach area marker is three.
- After an army group has an active army HQ and depot all logistic DR receive a -2 DRM.

### **19.7.0 Weather Effects on Strat Map ⊕**

Allied interdiction DRM on the Strategic Map is affected by weather conditions on the Battlefield Map.

- Sector A is affected by conditions in the eastern area.
- Sector B is affected by conditions in the western area.
- Sectors C and D are not affected by weather.
- Weather DRMs are:
  - +1 Partial Overcast
  - +2 Overcast
  - +3 Storm

## **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, 2<sup>nd</sup> Tactical AF, and Bomber Command. US AP represents the IX and XIX TAF, plus the air units of Eighth AF. The few German APs represent aircraft assigned to *Luftflotte 3*.

- Consult the Air Point Availability Chart (printed on Map D) to determine the number of AP available.
- Under certain conditions, the number of available AP may be increased (AW 20.1.1c).
- Carpet bombing mission will reduce the number of AP available (AW 20.8.6).
- Atmospheric conditions affect the AP usage (GOSS 19.3.0) on the Battlefield Map. It does not apply on the Strategic Map.
 

**Editor: Reminder, do not adjust the number of AP assigned to any mission on the Strategic Map.**
- German AP may only be assigned to GS missions. Each AP is subject to an abort procedure. Roll 1d10 for each AP attempting to conduct a GS mission, on a DR of 0-8 the AP aborts. Aborted AP may not attempt another mission that GD.

#### **20.1.1 Assignment of AP**

Each AM GT all available AP are assigned to specific missions. The number of AP assigned to each type of mission in each sector can be recorded on the AP Record Track using the appropriate mission markers.

##### **20.1.1a Battlefield Map Air Sectors ⊕**

Each AG has two air sectors on the Battlefield Map: the northern sector and the southern sector.

- US sectors: The northern sector includes all hexes west of the AG boundary and on or north of the xx14 hex row (near Falaise). The southern sector which includes all hexes west of the AG boundary and south of the xx14 hex row. Only US AP can be assigned to the above sectors.
- CW sectors: The northern sector, which includes all hexes east of the AG boundary and along the same east/west line as the US sectors. Only CW AP can be assigned to these sectors.

### 20.1.1b 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. US AP may be assigned to this sector when the US player has captured Rennes and Laval location 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. 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.

### 20.1.1c Allied Air Effort

During the Air Allocation Phase, both AGs may increase their available AP.

- The US player automatically increases his total available AP by 16 on the AM GT after Cherbourg is fully operational. This is a permanent increase with no penalties.
- 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.
- The US player may increase his total available AP by 32 at any time, if the following conditions are met.
  - The 3<sup>rd</sup> Army is active.
  - There are no German units on Map B.
  - Each GD that the US player uses these AP the total number of TP available to the 12AG is reduced by four.
- The CW player may increase his total available AP by 30, if the following condition is met.
  - The 1<sup>st</sup> Canadian Army is active.
  - There are no German units west of hex row 59xx on Map C.
  - Each GD that the CW player uses these AP the total number of TP available to the 21AG is reduced by four.

### 20.2.0a GS on the Strategic Map<sup>10</sup>

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

#### 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 AP.

**Note:** Do not forget to adjust for atmospheric conditions (19.3.0). The above maximum strength is number of AP after adjustment for weather.

**Editor:** Do not forget German GS abort roll (AW 20.1.0). Which I assume is checked before and is in addition to (GOSS 20.2.3 GS Mission Errors).

**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.

#### 20.3.0 Ground Interdiction (GI)

The Allied player may assign AP to GI missions against sectors on the Battlefield and Strategic Maps.

- No more than 32 AP may be assigned to one Battlefield Map Sector.
- No more than 64 AP may be assigned to one Strategic Map Sector.

#### 20.3.3 Strategic Map GI Missions<sup>11</sup>

German Movement on the Strategic Map is outlined in (AW 27.0). The DRMs listed below are used to modify the movement DRs.

- 1 for every 16 AP assigned to a GI mission in that sector.
- +1 for every eight (or fraction thereof) HB that are committed to a carpet bombing mission.

A DRM track is printed on the Strategic Map to denote interdiction and weather DRM.

#### 20.4.0 Supply Interdiction (SI) Missions

SI missions are conducted in accordance with GOSS procedures with the following exceptions:

- A maximum of two SI missions can be flown against each German army.
- 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.

<sup>10</sup>Changed reference from 20.2.2e to align with GOSS 2020.

<sup>11</sup>Changed reference from 20.3.1e to align with GOSS 2020.

## 20.5.0 Air Supply Missions

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Beginning the June 11 AM GT, the Allied side has six air transport points (ATP) available each GD.

**Designer's note:** *Until June 10<sup>th</sup> the Allied ATP capability is busy supporting the Allied airborne bridgeheads.*

### 20.5.4 AmP & FP Air Supply<sup>12</sup> ⊕

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In addition to the GOSS rules pertaining to air drops, ATP may be allocated to deliver AmP and/or FP directly to each national group.

- Missions are flown during the Joint Logistics Phase.
- ATP conducting this mission are not available for standard air supply missions during the Administrative Phase.
- Atmospheric condition must be clear or POvr.
- Allied player must declare which AG each ATP is supporting and if fuel or AmP is being carried.
- Each ATP may transport 0.5 FP or 1 AmP.
- Roll 1d10 for each ATP, if the result is 0-7, the cargo is delivered to the AG.
  - +1 DRM is applied to the DR if the current weather is POvr.
- If successful the AmP and or FP are added to any corps or army stockpile associated with that AG.

## 20.6.0 Air Superiority (ASup)

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Ignore (GOSS 20.6.0) and all references to air superiority. If conducting a SI mission, the Allied side can commit AP assigned to ground support to provide Flak suppression as outlined in (GOSS 20.7.2). A maximum of four AP can be assigned to each SI mission as escorts.

## 20.8.0 Carpet Bombing Missions ⊕

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

### 20.8.1 CB Mission Planning

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In order to conduct a CB mission, the Allied player must plan the CB attack four GDs in advance. Note the planned mission GT, the target hex, nationality (CW or US), and number of HB committed on a piece of paper.

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

### 20.8.2 CB Mission Limits

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Beginning on the July 1 GD, the Allied side may conduct one CB mission per week in each AG area.

- CB missions may be planned four days prior to the July 1 GD.

- Missions can be conducted in either the AM or PM GT.
- CW and US HB AP can participate in 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.
- HBs awaiting clear weather are considered committed to the CB mission.

### 20.8.3 CB Mission Conduct

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Each mission is resolved in the Allied player turn during the Offensive Air Support sub-segment of the Combat Phase prior to any other GS mission.

- 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 (AW 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. The third and any 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 FS missions are:
  - Density DRMs apply.
  - 3 if the hex contains an ET, WN, or is a Cherbourg fortified area hex.
  - 6 if a STP is in the hex.
  - 1 if a pure AFV unit is in the hex.

### 20.8.4 CB Volley Strength

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

### 20.8.5 CB Mission Resolution

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- All units in each target hex suffer one AS hit in addition to normal mission results. Maximum of one AS hit still applies.
- Target units may not retreat.
- Max step loss does not apply. Target units must take all numerical hits as step losses.
- If there are more units than there are hits, the German player must randomly determine which units suffer step losses.

### 20.8.6 CB Missions & AP Availability

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

**Designer's note:** *These planes are busy flying AA suppression for the carpet bombing mission.*

<sup>12</sup>Changed reference from 20.5.2c to align with GOSS 2020.

## 21.0 REINFORCEMENTS<sup>13</sup>

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. Allied units are sent across the channel from England and have to wait to unload. German units must traverse the Allied air gauntlet on the roads to Normandy.

### Allied Reinforcements

Allied reinforcements begin in England and those that are not being air transported will arrive at one of the invasion beaches.

### German Reinforcements

Units enter the Battlefield Map at a map edge hex that contains a road or railroad line. See (AW 27.0) for Strategic Map procedures.

### 21.2.0 Map Entry on Roads<sup>14</sup>

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 prior to entering the Battlefield Map.
- 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.

### 21.2.1 Map Entry via Railroad<sup>15</sup> ⊕

A unit entering by railroad is placed on the Battlefield Map in the terminus hex (shown on the Strategic Map). Follow the procedures in (AW 27.3.1d) for movement after detraining. Normal stacking restrictions do not apply until the GT after the units enter the Battlefield Map.

### 21.3.0 Activation Lists

Each side has an activation list. When playing a campaign game (from any start point) both sides refer to the appropriate Activation List. In either case, the lists show when and where units are available. Additionally, the activation list gives a GT of arrival for units moving to Normandy. Those GTs are only used when not playing the full logistic rules. A player may choose not to activate a unit and may withhold it past its historical Normandy arrival date. The unit can be released any time after the activation date.

### 21.3.3 Allied Activation Lists

There are two Allied Activation Lists, one for US and one for CW forces. Units are listed with a specific date of activation, name of the unit or formation/sub-formation and the historical beach that they landed on. Units are available on the AM GT of their activation date and remain eligible

<sup>13</sup>Moved contents of 21.1.3 and 21.1.4 to 21.0. Cut non-campaign scenario notes.

<sup>14</sup>Changed reference from 21.1.3a to align with GOSS 2020.

<sup>15</sup>Changed reference from 21.1.3b to align with GOSS 2020.

for embarkation from that GT until the end of the game. If using the optional Early Activation rule, Allied divisions may be activated up to five days early (corps/army assets and independent units are activated on the date given).

**Note:** The rules for embarkation and moving reinforcements from England are covered in (AW 21.6.0).

### 21.3.4 German Activation List

German reinforcements generally start scattered throughout France and Western Europe before being activated for movement to Normandy. Certain conditions or optional scenario rules may accelerate or delay the activation of a German unit. Once activated, German units are placed on the Strategic Map and may begin moving to the Battlefield Map. The German Activation List notes the location box in which unit appears. These locations and rules pertaining to their movement are explained in the Strategic Map rules section (AW 27.0).

### 21.3.5 15<sup>th</sup> Army Activation

If any one of the following conditions are met, units of the German 15<sup>th</sup> Army and OKW panzer reserves may be activated early.

- An Allied unit (not a FoW unit) ends any GT east of the Dives River on map C.
- A location box in sector A on the Strategic Map is Allied occupied before the July 15 GD.
- An Allied airborne unit (not a FoW unit) ends a June 6 or June 7 GT in a hex, in or adjacent to any Caen or Falaise town or city hex.

If any one of the above conditions is met, divisions listed in (AW 28.5.2) may activate up to 10 GDs early.

- Ignore divisions that have already been activated.
- Any division that is already within the 10 GD period activates the GT the condition is met.
- Pz divisions listed in (AW 28.5.2a) activate on the early activation date given in that section. No DR is required; ignore all other conditions of (AW 28.5.0).

### 21.4.0 Withdrawal of US Airborne

Unless otherwise noted in the scenario, the Allied side must conduct the following withdrawals during the timeline listed.

- 101<sup>st</sup> Airborne Division must begin withdrawing on the June 27 GD.  
Withdrawal must be complete no later than the June 29 AM GT.
- 82<sup>nd</sup> Airborne Division must begin withdrawing 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. If this option is used, two GDs after the capture of all Cherbourg

city and town hexes, any division that was previously scheduled to withdraw must withdraw.

#### **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 not already adjacent.
- If a unit is not adjacent to an enemy unit, players may simply remove the unit from the 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**

Cut.

#### **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 order in which the individual actions are taken during the GT. All actions except moving onto beach landing hexes takes place during the Naval Transit Segment of the Joint Logistics Phase.

##### **21.6.1 Transit & Embarkation Boxes**

**Editor:** I believe these four steps are skipped June 6th GD. Follow (AW 42.11.7 Exiting Beach Display) instead.

Movement on the Naval Transit Display is conducted in the following order:<sup>16</sup>

**Step 1:** Units in the Transit Box are divided into groups of six. If there are less than six units after grouping they form one group of less than six. Roll 1d10 for each group.

- DR 0-4: Group is placed in the AM GT Anchorage Box.
- DR 5-9: Group is placed in the PM GT Anchorage Box.

**Note:** Units may not be placed in the Anchorage Boxes on Sword Beach beginning the June 10 AM GT.

**Step 2:** Units in the Embarkation Box are moved into one of the Transit Boxes corresponding to a specific beach area.

**Note:** Except for units starting June 6 on the Naval Transit Display, players are free to choose which beach a unit lands on<sup>17</sup>.

**Step 3:** Consult the US and CW Activation Lists to determine which units are eligible for activation. Units are placed in the Activated Units Box. US units are placed on the US Naval Transit Display and CW units are placed on the CW Naval Transit Display.

**Step 4:** Units in the Activated Units Box may be moved into the Embarkation Box. Units are not required to be moved

from the Activated Units Box, they may remain there indefinitely.

- Count the number of steps being embarked<sup>18</sup>.
  - 1 step for each Leg movement class step.
  - 2 steps for each non-artillery Mech step.
  - 3 steps for each artillery type step (including SP).
- Add the number of steps embarked to the total Embarked Units on the Embarked Units track.
  - A limited number of steps may be embarked each GD.
  - **Jun 7 to Jun 14:** a maximum of 150 steps may be embarked by each AG.
  - **Jun 15 to the end of the campaign:** a maximum of 100 steps may be embarked by each AG.

##### **21.6.2 Landing Sequence**

**Exception:** On June 6 AM, PM, and Night GTs; follow the procedures outlined in (AW 42.11.7c) instead of these three steps.

During the Allied Movement Phase on AM and PM GTs only, after all other on-map movement is complete, the Allied player conducts the landing sequence in the following order:

**Step 1:** Move the maximum allowable steps from the in the “In the Que” Box to the associated “Landing Box.”

- Steps are counted as in (AW 21.6.1).
- Maximum allowable steps per “Landing Box” are:
  - 3 steps: Storm GT
  - 5 steps: Overcast with rain GT
  - 6 steps: All other Conditions
- Units may be broken down to meet the maximum step limits.
- One unit (no matter stacking cost) can always land at each beach sub-area.
- **Editor:** Note special AVRE/Centaur and Corps/Army Eng landing on June 7 AM GT (AW 42.11.7).
- **Editor:** I read (AW 42.11.7c) intent as “All units from/on the Beach display must exit to the Battlefield Map prior to June 7th or later Transit Display arrivals.”

**Step 2:** Move units from the Anchorage Box (AM during AM GT, PM during PM GT) to the associated beach’s “In the Que” Box. Units may be divided between any sub-area beaches.

- There is no limit as to the number of steps that may occupy an “In the Que” Box.
- Units moved to the “In the Que” Box are no longer embarked. Reduce the number of embarked steps by the number of steps moved to the box.
- If each associated Landing Box does not have the maximum number of steps, units may be moved from the “In the Que” Box to their associated Landing Box. Maximum steps in a Landing Box still apply.
- Units in either Anchorage Box are not required to move onto the Battlefield Map.

<sup>16</sup>On map Transit Display has Steps in different order. Use the order below. Ignore on map Transit Display Step 1.

<sup>17</sup>Except the Activation lists indicate specific beaches for arriving units.

<sup>18</sup>Do not count units setup on the Naval Transit Display (AW 15.2.1a)

- During the PM GT, after units have moved to the “In the Que” Box, any remaining units in the Anchorage Boxes may move to another beach on the same Naval Transit Display. Units in the AM Box move to another AM Box and units in PM box move to another PM Box. These units are eligible to land on the next GD.

**Step 3:** Move units from the Landing Box to their associated Sub-Area Beach Markers. Units may be placed in any landing hex (hex marked with a triangle) adjacent to the Sub-Area Beach Marker.

- Units may remain in the Landing Box, if they do, they must be the first units to land on the next eligible GT.
- Units in landing hexes may then move using tactical road movement or tactical movement (not Strat movement).
- Mech units may only expend no more than one-half of their MA.

**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:

**In the Queue Box, sub-area 1:** 1 Inf Btn, 1 Art Btn, and 2 Tk Btns.

**In the Queue Box, sub-area 2:** 1 HQ, 1 Tk Btn, and 1 Art Btn.

**In the Queue Box, sub-area 3:** No units.

**AM Juno Beach Anchorage Box:** 3 Inf Btns, and 2 Recon Btns

**Step 1:**

- **Sub-area 1:** Moves 1 Inf Btn (3 steps) and 1 Art Btn (3 steps) to the sub-area 1, into the Landing Box.
- **Sub-area 2:** Moves the HQ (4 steps), and then breaks down the tank Btn, moving 1 Tk Coy (2 steps) into the Landing Box.
- **Sub-area 3:** There are no units in the “In the Que” Box, so there is no movement.

**Step 2:**

- **Anchorage Box:** Moves 2 Inf Btns and 2 Recon Btns into the “In the Que” Box on Sub-Area 3.
- Since there are no units in the Landing Box in that sub-area, both Btns may be moved directly to the Landing Box.
- The remaining Inf Btn is moved to the “In the Que” Box on Sub-Area 2.

**Step 3:** Since all Landing Boxes are at their maximum step limits all movement from one box to another is complete.

- The CW player may now move units from the Landing Box to the associated landing hexes.
- After placing them on their hexes, the units may move normally (Mech units are restricted to one-half of their MA).

## 22.0 REPLACEMENTS

### 22.2.0 Recycling Step Losses<sup>19</sup>

Step losses are tracked beginning June 6. Use the values in (GOSS 22.2.0). Neither side may cull or receive RePs until June 8.

In addition to RE units, the following units do not add points to the loss total.<sup>20</sup>

- 17<sup>th</sup> MG Btn, Sturm Btn, and any unit not specifically listed on the Replacement Table.

### 22.3.0 Replacement Table<sup>21</sup>

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

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

#### 22.3.0a Luftwaffe<sup>22</sup>

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.

#### 22.3.1 Allied Daily ReP Limits<sup>23</sup> ⊕

RePs 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. They may receive a maximum of two Inf ReP each GD.

**Polish Units:** Use CW Inf and armor RePs. They may receive a maximum of one Inf ReP each GD.

**French 2<sup>nd</sup> Armored Division:** Use US Inf and armor RePs. They may receive a maximum of one Inf ReP each GD.

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

### 22.4.0 German Divisional Refit<sup>24</sup>

#### 22.4.1 Refit Restrictions<sup>25</sup>

- An army may have no more than one formation per subordinate corps in refit at any given time.

#### 22.4.3 Refit Benefits

Ignore (GOSS 22.4.3)<sup>26</sup> refit ReP benefits. Divisional formations in refit receive the following ReP in addition to the normal RePs:

- Infantry divisions: one Inf ReP per GD.

<sup>19</sup> Changed reference from 22.1.3 to align with GOSS 2020.

<sup>20</sup> Moved from cut AW 22.1.8.

<sup>21</sup> Changed reference from 22.1.1 to align with GOSS 2020.

<sup>22</sup> Changed reference from 22.1.7 to align with GOSS 2020.

<sup>23</sup> Changed reference from 22.1.6 to align with GOSS 2020.

<sup>24</sup> Changed reference from 22.6.\* to align with GOSS 2020.

<sup>25</sup> Split 22.6.4 into 22.4.1 and 22.4.5 to align with GOSS 2020.

<sup>26</sup> Changed reference from 22.6.0 to align with GOSS 2020.

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

### 22.4.5 Refit Voluntary Release

- 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 Movement Phase, the German player rolls 1d10. If the roll is 8 or higher, the division is released. DRMs are:
  - +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 Allied unit is within four<sup>27</sup> 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 23.2.1), the below formation leaders have the following benefits.

Subordinate units are those units assigned or attached to the listed formation.

**Note:** Remember only one leader can provide combat benefits to GA.

**Note:** Unless stated otherwise in the scenario instructions, leaders always arrive with their HQ or formation. All leaders are automatically activated the GD of arrival.

**Editor:** Invasion Leaders are only used during Amphibious Assault Stage (AW 42.2.0).

#### 23.2.1g Allied Formation Leaders<sup>28</sup>

**Frost (British, 1<sup>st</sup> Airborne Div<sup>29</sup>):** If stacked with subordinate units, he awards two additional MP to those units. Subordinate units stacked with Frost receive one shift in their favor and may ignore one discretionary hit if defending against a GA in a town or city. This shift is awarded in addition to his normal formation leader shift.

**Gale (British, 6<sup>th</sup> Airborne Div):** If stacked with the 6<sup>th</sup> AB Div HQ, he awards up to three defensive combat shifts per combat phase and two offensive shifts per combat phase to any subordinate units. No more than two such shifts may be applied to any one combat.

**Gavin (US, 82<sup>nd</sup> Airborne Div):** If stacked with subordinate units, he awards two favorable combat shifts to those units. This is in place of the normal one shift. When stacked with subordinate leg class units, he awards two additional MP to those units.

**Ridgeway (US, 82<sup>nd</sup> Airborne Div):** If stacked with the 82<sup>nd</sup> Div HQ, one subordinate sub-formation has its PR values raised one point (maximum of nine).

**Roberts (British, 11<sup>th</sup> Armored Div):** If stacked with 11<sup>th</sup> Arm Div HQ, he awards a one hex bonus advance after GA to all units subordinate to the 11<sup>th</sup> Arm Div.

**Robertson (US, 2<sup>nd</sup> Infantry Div):** If stacked with the 2<sup>nd</sup> Inf Div HQ, all the division's attached units may perform their movement in any order they wish.

**Taylor (US, 101<sup>st</sup> Airborne Div):** Awards a one-point increase to PR values (both offensive and defensive) to any units subordinate to the 101<sup>st</sup> AB Div that he is adjacent to or stacked with (maximum of nine).

#### 23.2.1h German Formation Leaders<sup>30</sup>

**Meyer (12<sup>th</sup> SS Pz Division):**

- If stacked with or adjacent to a unit assigned to the 12SS Div, he awards up to two favorable combat shifts instead of one to those units. Shifts may be split between two different GAs.
- Negates multi-formation combat penalties for the stack, when stacked with at least one unit assigned to the 12SS Pz Div.
- Pure AFV units stacked with Meyer may advance one additional hex after a GA and may ignore all movement halts generated by enemy units.
- If stacked with any unit assigned to the 12SS Pz Div, that unit and all units in the stack may conduct one overrun during a regular friendly Movement Phase. The units must be in tactical mode.

**Wunsche (12<sup>th</sup> SS Pz Division):** If stacked with any unit subordinate to the 12SS Pz Div, one unit of that stack may advance one extra hex after a GA.

#### 23.2.2a Allied Corps/Army Leaders

**Collins (US VII Corps):** If he is stacked with a Div HQ subordinate to the VII Corps, all of that division's attached units may perform their movement in any order they wish.

**Horrocks<sup>31</sup> (British XXX Corps):** If stacked with XXX Corps HQ, he allows one Inf Div and one Arm Div subordinate to the XXX Corps to negate the multi-formation combat penalty. Those divisions may observe for FS missions for each other.

**Simonds (II Canadian Corps):** If stacked with II Canadian Corps HQ, he allows:

- Up to two formations assigned to the II Canadian Corps to negate Allied night GT restrictions. The two formations must use the German procedures for determining which GT will be a rest turn (GOSS 3.5.0). Starting on the Aug 1-night GT, night attacks may be supported with a carpet bombing attack.
- Any stack(s) accompanied by Flail or AVRE AFVs to ignore movement halts generated by enemy units and the night advance restriction.
- Two defensive combat shifts during night GTs only.

**Patton (US Third Army):** If stacked with a corps HQ assigned to the 3<sup>rd</sup> Army, he allows:

<sup>27</sup>Note: Conflicts with 8 hexes of (GOSS 22.4.4).

<sup>28</sup>Changed reference from 23.2.1d to align with GOSS 2020.

<sup>29</sup>1AB is Optional Rule (AW 39.6.1))

<sup>30</sup>Changed reference from 23.2.1e to align with GOSS 2020.

<sup>31</sup>Don't see this piece in VASSAL.

- One Div subordinate to that corps to perform overruns during the regular Movement Phase. A maximum of two stacks may conduct overruns.
- Units of that same Div increase their advance after GA by one hex.

### 23.2.2b German Corps/Army Leaders

**Eberbach<sup>32</sup> (Pz Grp West)**: If stacked with a panzer corps HQ, he allows all formations subordinate to that corps 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). This is in addition to any formation leader shifts.

**Marcks (LXXXIV Corps)**: If stacked with the LXXXIV Corps HQ, he awards two defensive combat shifts to any units subordinate that corps. The shifts may both be given to one GA, or split between two GAs. This is in addition to any formation leader shifts.

**vLuettwitz (XLVII Pz Corps)<sup>33</sup>**: If stacked with any Div HQ subordinate to that corps, he awards one favorable combat shift to one GA to any units subordinate to that division. This is in addition to any formation leader shifts.

**Meindl (IIFJ Corps)**: if stacked with the corps HQ, he awards one favorable combat shift to one GA to any units subordinate to the corps. This is in addition to any formation leader shifts.

## 25.0 ARMY RESERVE

Beginning on the June 12 AM GT, both sides may create a hidden reserve. (GOSS 25.0) is modified as follows.

### 25.0.0a Allied Reserve<sup>34</sup>

- A maximum of two formations may be armored.
- Each formation must be allocated four FP prior to entering reserve.
- Independent BG must be allocated two FP prior to entering reserve.

### 25.0.0b German Reserve<sup>35</sup>

- A maximum of three divisions may be Pz or PzGd divisions.
- Mech Formations must be allocated four FPs and two AmPs prior to entering reserve.
- Independent Mech BG must be allocated two FP and one AmP prior to entering reserve.
- Leg formations or sub-formations must be allocated one AmP prior to entering reserve.

## 26.0 DEFINITIONS & ACRONYMS<sup>36</sup>

See also abbreviations in (AW 40.0).

<sup>32</sup>Don't see this piece in VASSAL.

<sup>33</sup>Counter says 2Pz Div leader.

<sup>34</sup>Changed reference from 25.1.0a to align with GOSS 2020.

<sup>35</sup>Changed reference from 25.1.0b to align with GOSS 2020.

<sup>36</sup>Moved from 1.6.0 to align with GOSS 2020.

**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**: Are areas within a Beach that are designated as landing areas for the initial assault and follow on reinforcements (AW 42.1.0).

**Sub-area beach hexes** are marked with a number that corresponds to a landing box on the Battlefield Map.

**Sub-area landing hexes** are designated with an “asterisk”. They are adjacent and in some cases the same hex as the Sub-area beach hex.

**Widerstandnesten (WN)**: These units represent the hardened infantry and light gun emplacements located near the Normandy coastline that were placed to resist amphibious landings. They are depicted as pointed black stars on a red background. They are considered Forts, except they are treated as ET-2 when determining FS mission DRM, and GA column shifts (AW 4.6.9).

**Strongpoint (StP)**: Strongpoints are treated as Forts for all purposes. StP are depicted by a black hexagonal polygon printed over a red background (AW 4.6.10).

## 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. The outline of the Battlefield Map is shown on the Strategic Map along with the Battlefield Map entry location 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. Those locations that have a direct link to the Battlefield Map have a four-sided star symbol.

### 27.1.0 Stacking on the Strategic Map

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.
- If at the end of a Strategic Movement Segment a location box is found to be overstacked, the opposing side selects which units are considered in violation of stacking and moves those units one location box until all overstacks have been corrected.

**Exception**: The German side may violate stacking limits when placing activated units. No other units may enter that location box until the over stack is corrected.

### 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 the western sub-sector representing the Brittany area of France. Each sub-sector has its own interdiction values.

APs assigned to Sector B are considered to be in both sub-sectors.

### **27.3.0 Strategic Map Movement**

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

**Exception:** When German units activate, they may be eligible for limited movement that GT. Consult the German Activation List for instructions.

- Units move from location box to location box using the transportation lines that link them together.
- German units may use leg, Mech or rail movement.
- Allied units may use leg or Mech movement.
- Units moving on the Strategic Map (including those exiting the Battlefield Map) are divided into movement groups.

Each movement group must consist of units conducting the same type of movement (leg, movement, or rail).

- Each group may contain no more than six units. Groups of less than six units are still counted as one movement group.
- 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**

German units may move by rail using the crosshatched rail transportation lines on the Strategic Map.

- Units may not entrain while on the Battlefield Map, they must first move to a location box on the Strategic Map 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 entrained German units, the units are detrained at the moment of combat in the Strategic Combat Segment. They defend at half strength.

##### **27.3.1a Rail Movement Groups**

Count Mech and artillery Btns as two units when creating rail movement groups. Mark each rail group with a red Ace of Spades marker.

**Example:** There are eight units in a location box within sector B. Two of the units are Mech Btns, one is Mech two-step Coy, one is an Art Btn, and four are leg Inf Btns. The German player wishes to rail move all these units.

- He creates one group containing both Mech Btns (2 Mech Btns x 2 = 4 units) and two leg infantry units (2 leg Inf Btns x 1 = 2); a total of (4 + 2 = 6) six units.
- He then creates a second group consisting of the Art Btn (2 units), the two-step Mech Coy (non-Btn Mech units equal

1 unit) and the two remaining leg units (any size) for a total of five units.

##### **27.3.1b Rail Capacity**

To move by rail, units must first entrain. Units are entrained prior to any movement groups (all types) being moved. The total number of entrained groups on the Strategic Map at any one time is limited.

Maximum groups are:

- June: 12 groups.
- July: 10 groups.
- August: 8 groups.

Each Strategic Map Sector has a maximum number of groups that may be entrained at any given time in that sector. Sector capacity is shown on the Strategic Map and like the total capacity it is reduced over time.

- The number of groups allowed in each sector may be exceeded, as long as the total number of groups for the Strategic Map is not exceeded.
- Apply a -1 DRM to all German logistic DR for each group that exceeds a sector's rail capacity.

**Example:** In June the German player may entrain a total of 12 groups on the Strategic Map. He could entrain 4 (max of 4) in sector A, 5 (max of 4) in sector B, and 3 in sector C (max of 6). He could not entrain any more groups as he has reached his maximum total groups for the Strategic Map. He has exceeded his capacity in sector B by one, so he would apply a -1 DRM to his Logistic DRs.

##### **27.3.1c Rail Movement Procedure**

Rail movement groups may make four movement attempts. Each successful attempt allows the group to move from one location box to another or from a location box to the Battlefield Map. A group may make four attempts to move even if one or all of the first three attempts fail.

##### **27.3.1d Entering the Battlefield Map**

A rail movement group that enters the Battlefield Map is placed on a rail line at the named location (terminus) on the Battlefield Map that shows a connection to the rail line on the Strategic Map.

- Units entering may move no further until the next friendly Movement Phase.
- Prior to moving on the Battlefield Map, those units may be placed on the closest road hex to the terminus. They begin their movement from that hex. Stacking limits do not apply until the end of that Movement Phase.

##### **27.3.1e Rail Movement Restrictions**

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

- To cross the Seine River using rail movement, groups must begin the Strategic Movement Segment in either Paris or Versailles, and use their full rail movement to

cross the Seine River. They may make up to four attempts, but may move no further than one location box (from Paris to Versailles or Versailles to Paris).

- Groups that start in the South of France Box may only move one box, to the Biscay, Orleans, or Tours Location Box. They may make four attempts to enter one of those boxes. To move to the South of France Box, units must start in one of the above locations.
- Once an Allied unit enters a Strategic Map Sector (A, B, C, or D) the German rail capacity for that sector is lost and may never again be utilized. The total rail capacity for the Strategic Map does not change.

### 27.3.2 Mech Movement

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

#### 27.3.2a Mech Movement Groups

Each Mech movement group can consist of up to six units of any size. All units count as one unit.

**Note:** GOSS 6.1.2 thru 6.1.4 do not apply.<sup>37</sup>

- The German side has one truck point available for use on the Strategic Map. Units motorized by this TP may continue to use the TP on the Battlefield Map. When the units using the TP dismount, the TP is available for use on the Strategic Map on the AM GT of the next GD.
- Leg units wishing to use Mech movement must be transported by motorization TP allocated from any army HQ or the Strategic Map TP listed above.
- Leg units are motorized at the beginning of the Strategic Movement Segment.
- Mech units can be assigned to a leg movement group, however they then move as a leg unit.
- Players may create a Mech movement group of less than six units, however that group still counts as one group for fuel purposes.
- Mark Mech movement groups with a blue spade marker.

#### 27.3.2b Fuel Requirements

- Each Mech movement group requires one-half a FP.
- Mech movement groups that do not receive the required amount of FP move as a leg movement group.
- Players may allocate FP to a Div (use the Battlefield Map fuel requirements).
  - The division must be allocated enough FP to be in a "Normal" fuel state.
  - All Mech movement groups containing only units subordinate to that division may move as a Mech groups.
- Units belonging to a Mech groups that were fueled on the Strategic Map are considered in a "Normal Fuel" state for the entire GD when entering the Battlefield Map.
- If a division has assigned units on both the Strategic and Battlefield Maps at the start of the AM GT, the German

player must allocate fuel as if the whole formation was on the Battlefield Map.

- If the formation is not allocated enough FP to be in a normal fuel state, those units still on the Strategic Map must move as leg movement groups.
  - The German player could establish independent BG(s) for those units on the map. Fuel would be handled as normal for each BG on the Battlefield and for each movement group on the Strategic Map.
- Fuel points used on the Strategic Map may be drawn from either German Army.
  - 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:** The Pz Lehr Division consists of 22 Mech units. Four units have already entered the Battlefield Map. The German player could expend one and one-half FP (one-half for each Mech group) to fuel the 18 units on the Strategic Map, and then designate the four units on the Battlefield Map as in independent BG. He could then allocate fuel to that BG separately.

**Example:** 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).

#### 27.3.2c Mech Movement Procedure

Mech movement groups may make two movement attempts. Each successful attempt allows the group to move from one location box to another or from a location box to the Battlefield Map. A group may make two attempts to move even if the first attempt fails.

- Mech groups may use any transportation line on the Strategic Map.
- Mech groups may enter enemy occupied location boxes.

#### 27.3.2d Entering the Battlefield Map

- Mech groups that begin the Strategic Movement Segment in an entry location box (those locations with a four pointed star symbol) and who pass their interdiction DR are placed in the corresponding entry hex and may immediately move, using no more than one-half of their MA.
- Mech groups that start the Strategic Movement Segment not in an entry location box, but who manage to move onto the Battlefield Map must stop at the Battlefield Map entry hex. They may not move any further that Movement Phase.
- Mech units that exit the Battlefield Map and enter the Strategic Map must stop at the first location box and may move no further that GD.

**Note:** Some entry locations have MA reductions marked along the line entering the map. Use that reduction rather

<sup>37</sup> Can't find those references, pretty sure it means ignore the stacking and movement costs from (GOSS 7.10.0, 7.10.3).

than the standard one-half for other locations when entering the Battlefield Map.

### 27.3.2e Mech Movement Restrictions

Mech groups may cross the Seine River at any transportation line.

- To cross the Seine River Mech groups must begin the Strategic Movement Segment in a location box adjacent to the Seine River and use their full Mech movement to cross the Seine River. They may make up to two attempts, but may move no further than one location box.
- Groups that start in the South of France Box may only move one box, to the Biscay, Orleans, or Tours Location Box. They may make two attempts to enter one of those boxes. To move to the South of France Box, units must start in one of the above locations.

### 27.3.3 Leg Movement

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

#### 27.3.3a Leg Movement Groups

Any unit may be assigned to a leg group. No more than six units of any size or type may be assigned to a leg movement group. Each unit counts as one unit for leg movement. Mech movement groups that are not allocated fuel move as leg groups.

#### 27.3.3b Leg Movement Procedure

Leg groups may use any transportation line on the Strategic Map. There is no need to place a marker on leg groups. Groups without a marker are assumed to be a leg group.

- Leg groups may make one attempt to move per Strategic Movement Segment.
- Leg groups may enter enemy occupied location boxes.

#### 27.3.3c Entering the Battlefield Map

Leg groups that enter the Battlefield Map during the Strategic Movement Segment may move up to one-half of their full MA on the Battlefield Map.

**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.

#### 27.3.3d Leg Movement Restrictions

Leg groups may not move to and from the South of France Box. Leg units in sector D must be assigned TP and moved as Mech groups or entrained and move as a rail group.

### 27.3.4 German Interdiction Values

Each time a German movement group wishes to move on the Strategic Map, it must check for interdiction. Roll 1d10 for each movement group attempting to move. The modified result must be higher than the interdiction level for that type

of movement group. Each sector has a set of interdiction numbers printed on the Strategic Map. Sector B is divided into two sub-areas with different interdiction values for each sub-area.

- There are two interdiction values for each area. The value to the left of the slash is the interdiction value for leg and Mech groups, the value to the right of the slash is the interdiction value for rail groups.
- To successfully leave a box, the DR must be greater than the interdiction value for that type of group. When crossing from one sector to another use the interdiction values for the sector the group is entering.
- Weather conditions on the Battlefield Map modify interdiction DRs. Sector B is affected by the weather condition in the western weather area and sector A is affected by the weather in the eastern weather area. Sections C and D are not affected by weather. The DR modifiers are printed on the Strategic Map.
- Allocation of Allied APs to Strategic Map interdiction will also affect the DR (AW 20.3.0) and the Strategic Map.

### 27.3.5 Allied Interdiction Values

Allied movement groups are subject to a reduced interdiction value. This value simulates minor German garrisons and the infrastructure damage caused by Allied bombing.

- Each movement group rolls 1d10 and on a DR of 1-9 the units succeed in moving to an adjacent location box.
- DRMs awarded to the German side due to weather are subtracted from the DR rather than added to the DR.
- Allied units may not move into Honfleur, Lisieux, and Amiens location boxes.

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

### 27.3.6 Movement Restrictions

Mech and leg movement groups may enter boxes containing enemy units.

- Groups entering an enemy occupied location box must then halt their movement in that box.
- If a group starts a Strategic 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 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 an abstract manner.

- Combat occurs in each friendly Movement Phase, once per GD between opposing units in the same location box.
- Units can only initiate combat during their friendly Strategic Movement Segment after all of that side's movement is complete.

### 27.4.1 Combat Procedure

If both sides have at least one group in the same location box, combat must occur. The side that is conducting their Movement Phase is the attacker.

**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 all artillery units.
- The defender uses his unit's defensive current unit combat strength and the barrage strength of all artillery units.
- The attacker and 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 owning side.
- The combat strength of HQs is not counted unless they are the only type of units in the location box.
- Current combat strengths of all units are modified as follows:
  - ▶ Mech units that are part of a leg movement group have their current combat strengths halved.
  - ▶ Units that are in a OoS status have their current combat strength halved.
  - ▶ Units in rail groups halve their current combat strength. (they may not attack). After completion of the combat, they are immediately detrained.
  - ▶ If the defending units occupying a location box with a town symbol multiply their total strength by 1.5.
  - ▶ If the defending units occupy a location box with a city symbol multiply their total strength by 2.

**Note:** All of the above are cumulative. Fractions are rounded 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.

- +2 to the larger force if it is at least twice the combat strength of the other.

- +4 to the larger force if it is at least three times the combat strength of the other.
- +6 to the larger force if it is at least four times the combat strength of the other.

**Note:** The above modifiers are not 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 either 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 Combat Resolution

After both sides total the factors in (AW 27.4.1b), the side with the smaller combat strength subtracts their value 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 not to retreat or does not have a valid path of retreat (27.4.2c), the combat value 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 and the entry hex(s) are not enemy occupied, he may retreat back onto the Battlefield Map.
- He then divides the combat value by two (rounding fractions up) the resulting number is the number of step losses the retreating units incur.
- Defending German units occupying a location box containing a fortress symbol have their losses halved and are not required to retreat.

No unit can take more than one step loss until all units on the losing side have taken at least one loss. Artillery and HQ units cannot take losses until all other types of units have taken at least one step loss.

#### 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 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 at this time.

## 27.5.0 Strategic Map GenS

German units on the Strategic Map prior to any Allied unit entering the Strategic Map are always considered in GenS. Once an Allied unit enters the Strategic Map both sides must determine GenS. There is no requirement to roll for ammunition depletion.

### 27.5.1 German PSS

The following locations are PSS for Axis units.

- Any location in Sector C.
- Any Location Box with a depot symbol, if that location is friendly occupied with no Allied units present in the location.
- A location with a fortress symbol. A fortress symbol only provides GenS for German units in that location.

### 27.5.2 Allied PSS

Allied GenS paths are traced from PSS detailed in (AW 15.2.4a). If a GenS path can be traced from a PSS via depots or army HQ to the edge of the Battlefield Map, then the location box that is connected to that point on the Battlefield Map is a PSS for HQ on the Strategic Map.

**Example:** The US 1<sup>st</sup> Army HQ can trace a GenS path to the south edge of map D. Any subordinate corps HQ could then trace GenS beginning in a location box adjacent to map D.

**Example:** The US 1<sup>st</sup> Army HQ is in the Ernay Location Box on the Strategic Map. It has a GenS path from its PSS to the south edge of Map D, thus it is considered in GenS.

### 27.5.3 Tracing GenS

- GenS cannot be traced through a location containing enemy units.
- GenS may be traced from and/or into a location containing enemy units.
- Any unit that is unable to trace a GenS path is marked with an OoS marker. OhS does not apply on the Strategic Map.
- GenS path lengths are counted by location boxes in the same manner as counting hexes.

- ▶ PSS to army depot or army HQ: Each leg may contain three intervening location boxes.
- ▶ Army HQ to corps HQ: Three intervening location boxes.
- ▶ Corps HQ to formation HQ: One intervening location box.
- ▶ HQ to assigned units: Same location.
- Either side may extend the HQ to HQ range by one box for every TP the army expends that GD. The TP is not available to conduct any other action.

## 28.0 OPTIONAL RULES

Prior to starting a campaign game, both sides need to agree on which if any of the optional rules will be in effect.

### 28.5.0 Variable Division Activation

#### 28.5.1 Allied Early Activation

Allied divisions may be activated up to five GDs early.

- Early activations may not be conducted prior to the June 10 AM GT.
- For every GD that a division is activated early that national group (either US or CW) receives a -1 DRM on both logistic DRs.
- A maximum total 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 14 AM GT the US player decides to activate the 83<sup>rd</sup> Division, which normally would be available on June 19. Since June 14 is five GDs prior to the 83<sup>rd</sup>'s normal activation of 19 June, the US player places a marker in the "-5" box on the "Total DRM" track of the US Transit Naval Display. The US player would receive a -5 DRM to both his fuel and AmP DRs that GD. 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 -4. The US player could activate another division early as long as the total DRM (the current -4 DRM plus the DRM for the next early activation) does not exceed -9 DRM.

#### 28.5.2 German Early Activations

The German side may attempt early activation starting with the June 10 GD.

- Only those divisions listed below may attempt early activation.
- The German side may attempt early activation of one division 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 below.

- During each Command Phase, the German side rolls 1d10 to attempt to activate one division early.
- The next division in line cannot be rolled for until the one above it has been activated.

The first column contains the division name; the second column is the actual date the division was activated. The third column is the DR needed for early activation.

Division	Historical Date	DR
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

If the German side activated any division early, beginning the Command Phase of the July 1 GD and continuing every other GD until the July 30 GD, conduct the following procedure:

- Roll 1d10 for each division that was activated early.

**Example:** If two divisions have been activated early, the German player would roll 2d10.

- For each result of 0-1, one division, starting with the 331<sup>st</sup> is removed from the order of battle and thus not available for activation.

**Example:** On the July 1 GD, the German side has previously activated two divisions early. The German player rolls 2d10 with a "1" and a "0" results. The 331<sup>st</sup> and the 326<sup>th</sup> Divisions would no longer be available for activation.

- 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, one division must be withdrawn from the Battlefield or Strategic Map. Start with the 331<sup>st</sup> Div and then move down the list.
- If a division is on the Battlefield or Strategic Map and all units of that division are more than three hexes from an Allied unit or, if on the Strategic Map, not in the same Location Box as an Allied unit simply remove all units assigned to the division.
- If any of the assigned units of the division are within three hexes of an Allied unit or in the same Location Box, those units must be immediately moved to a position that meets the above distance from an Allied unit.

**Note:** If a division has not activated by the time of its historical activation, 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 15<sup>th</sup> Army as a resource for both fronts.

### 28.5.2a Early Activation of Pz Divisions

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

Division	Date	Date	DR
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 is the earliest date that activation may be attempted and the second column is the historical activation date. The activation DR needed for each formation is in the fourth column.

- For each Pz Div that is activated early, the German player rolls 1d10, if the result of the DR is 0-3, the next complete infantry division eligible for activation is withdrawn and may not be activated.
- If there are no more infantry divisions available for activation, then one Pz Div (starting with the 9<sup>th</sup> Pz and working up the list) from the above list is withdrawn and may not be activated.

**Note:** If a division has not activated by the time of its historical release, it is activated on its printed date.

**Example:** All infantry divisions have been activated. The German player activates the 116<sup>th</sup> Pz Div on the July 18 GD. The 9<sup>th</sup> Pz is withdrawn and not available for activation.

### 28.5.2b Gross Deutschland Pz Division

The German players may choose to take this formation 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 after the conclusion of the June 6 AM GT. The locations are listed below, roll 1d10:

DR	Location
0-2	Germany Location Box
3-4	Benelux Location Box
5-6	Pas de Calais Location Box
7	Rennes Location Box

For all of the above results, the Recon Btn and one PzGd Rgt activate on the Jun 7 PM GT, with the remaining units activating on Jun 8 AM GT.

## DR Location

- 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 activate on the June 6 AM GT. The remainder of the division activates on the June 6 PM GT.

If the Gross Deutschland Div is activated, conduct the following procedure:

- Beginning on the June 25 AM GT and continuing each GD, until the July 2 AM GT, the German player rolls 1d10.
- The first time a 0-2 is rolled, the 9SS Pz division is withdrawn and does not activate, or if already active, is withdrawn.
- The second time a 0-2 is rolled, the 10SS Pz Div and the IISS Pz Korps HQ are withdrawn and do not activate, or if already active, are withdrawn from the Map.
- The third time a 0-2 is rolled the Gross Deutschland Div is withdrawn.

**Note:** Follow the procedures in (AW 28.5.2) when withdrawing active divisions.

### 28.5.2c 2<sup>nd</sup> FJ & 708<sup>th</sup> Divisions

If Avranches (D2929) is still German controlled on the August 2 AM GT, and a continuous German frontline exists from there to Tinchebray (E3524) the German player may activate the 2<sup>nd</sup> FJ division at Brest. The 708<sup>th</sup> Division may activate two GDs prior to its activation date.

## 30.0 SCENARIOS

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

**Editor:** to reduce confusion reading N/A rules ...  
Cut scenario presentation and diagrams 30.1.0-30.2.0.  
Cut introductory scenarios 31.0-34.0.  
Cut intermediate scenarios 35.0-38.0 (moved relevant bits from 38.0 "D-Day" to 39.0). Cut Simplified Rules 39.2.0 and Reinforcements 39.3.0 (which is for use with simplified rules).

## 39.0 CAMPAIGN GAME

### 39.1.0 Game Length

The campaign game begins on the June 6 AM GT and ends on the Aug 22 PM GT. The June 6 AM GT begins with the Airborne Assault and Amphibious Assault Segment of the SoP.

## 39.4.0 Full Logistic & Strategic Rules

All rules GOSS and AW Logistic/Strategic Rules are in effect.<sup>38</sup>

### 39.4.1 June 6 GD Special Rules

- Each Allied AG has one-half of their total AP available.
- The German's 6 AP are not available until June 7 GD. rewrote - The German do not have any AP available.
- Naval units are not available on June 6 GD (they are supporting the landings).
- Starting June 7 AM GT, any AG associated with one or more uncleared beaches does not roll for naval units (AW 11.90). In that case, during Invasion Sub-phases the Allied player receives the same NG value as on the June 6 PM GT (AW 42.10.1) (for use on Beach Display).<sup>39</sup>
- (AW 38.5.0) applies:

#### 38.5.1 Allied Traffic Jams

All Allied Mech movement allowances are halved. Strat Road movement is not allowed.

#### 38.5.2 Allied Movement Halts

During the June 6 AM GT, Allied units ignore all movement halts generated by German leg units. The MP cost to move adjacent to German leg units is ignored.<sup>40</sup>

#### 38.5.3 Allied PA Restriction

The Allies may not enter PA mode or conduct PA attacks on June 6 GD.

#### 38.5.4 Allied Commandos

Commando special assaults may be used (AW 4.6.6a).

#### 38.5.5 Allied Landing Sequence

Use the procedures outlined in Amphibious Invasion Module (AW 42.0) and (AW 21.6.2).

#### 38.5.6 German Activation

Units are activated either by proximity to Allied units or on a timed basis. Refer to the German Activation List (AW 40.3.0) for restrictions on individual units and or formations.

#### 38.5.7 German MA

On the June 6 AM and PM GTs, all German units that begin a friendly Movement Phase within six hexes of a Beach landing hex (hexes with triangle) halve their MA.

### 39.4.2 Logistics

All GOSS logistic and GenS rules apply except as modified by (AW 15.0 & 16.0).

### 39.4.3 Set Up

German forces are set up in accordance with (AW 39.7.0).

Allied set up is in accordance with the Amphibious Assault Display, Airborne Assault Display, and the Allied Activation List (AW 40.0).

<sup>38</sup>The following appeared in 2014 AW Rules; "Exception: No unit on either side checks for surrender due to being isolated until the June 9 AM GT." Seems reasonable to me.

<sup>39</sup>Adapted from (AW 38.3.0).

<sup>40</sup>Presumably, all of June 6, not just AM GT.

**Note:** The 2<sup>nd</sup> British Army Landing Diagram is incorrect. Change the sub-area labeled “Nan White” to read “Mike Red” and the sub-area labeled “Nan Green” to read “Mike Green.”

#### **39.4.4 Reinforcements**

Consult the appropriate Activation List (AW 40.0) for each national force.

#### **39.5.0 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.

##### **39.5.1 CW Victory Conditions**

The CW player wins a:

- **Strategic Victory:** If at any point in the game there are no German units on the Battlefield Map in GenS west of a north/south line running thru Falaise. When playing the full logistic and strategic rules, the following location boxes must be occupied by CW forces.
  - Gace, Moragne, Nugent le Rotreu, Evereux, and Dreux.
- **Operational Victory:** If Falaise is Allied occupied. When playing the full logistic and strategic rules, at least one of the above location boxes must be occupied by CW forces.
- **Tactical Victory:** If Falaise is occupied by CW forces.

##### **39.5.2 US Victory Conditions**

The US player wins a:

- **Strategic Victory:** If at any point in the game there are no German units on the Battlefield Map in GenS west of a north/south line running thru Falaise. When playing with the full logistic and strategic rules, all location boxes on the Strategic Map located in area B must be occupied by US forces.
- **Operational Victory:** If all location boxes in area B (Brittany Area) are occupied by US forces or are 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.
- **Tactical Victory:** If the US player has been able to exit at least three US divisions off the south side of the Battlefield Map. The divisions must be in GenS when they exit the map and must contain all assigned/attached units.

##### **39.5.3 German Victory Conditions**

The German side wins a:

- **Strategic Victory:** If German forces have a continuous front line across the Battlefield Map and neither Allied AG has been able to exit units off the Battlefield Map.
- **Operational Victory:** If neither Allied AG achieved a Tactical Victory.
- **Tactical Victory:** If there are German units west of the north/south Falaise line in GenS, and less than three Allied divisions have exited the Battlefield Map.

#### **39.6.0 Optional Airborne Drops**

The below optional rules have not been play tested and could significantly imbalance play; however, having said that, they do show some options that the Allies considered.

##### **39.6.1 1<sup>st</sup> British & 1<sup>st</sup> Polish AB**

The Allies may use 1<sup>st</sup> British AB Division and the 1<sup>st</sup> Polish AB Brigade in an alternative D-Day airdrop.

- The Allied side may substitute both of the above formations for one US AB division. The US AB division chosen does not execute its planned June 6 drop, but may be available for a later drop.
- The Allied player then chooses a landing area for the 1<sup>st</sup> British AB, and the 1<sup>st</sup> Polish AB.
- The landing area consists of 3 DZ, one of which must be declared the main DZ.
- Each DZ must be within four hexes of two of the other DZ.
- One of the DZ must be within 12 hexes of a CW beach area. It must be at least four hexes from any Caen town or city hex.
- All parachute units arrive in the first Allied Airborne Assault Segment. All glider units arrive during the Glider Landing Segment.

##### **39.6.2 Second Airborne Assault**

The withdrawn US AB division or, if the planned drops were not executed the formations not used on June 6 may make an additional airborne assault.

- Whatever division isn't dropped on June 6 can execute an airborne assault between the July 1 AM GT and the August 2 AM GT.
- The drop must be planned no later than the June 20 AM GT. The Allied side writes down the hex number of the main DZ and the AM GT that the drop is planned for. If the atmospheric conditions on the planned GT are overcast or storm, the drop may be delayed until the first AM GT that the atmospheric condition is clear or partial overcast. The drop may also be cancelled at any time prior to starting the Airborne Assault Module for this assault.
- The main DZ for the drop must be within 24 hexes of an in GenS Allied unit. All other restrictions (except for the distance from British beach areas) listed in (AW 40.4.1) are in effect.
- On the first AM GT after the second drop is made, the German side may activate (if not already activated) the 116<sup>th</sup> and 9<sup>th</sup> Pz Divisions. All other German activations are advanced one GD.

## 39.7.0 German June 6 Placement

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The Germans are setup exactly as indicated below and on the Beach Displays.<sup>41</sup>

- If a unit is not preceded by a hex number, that unit sets up in the same hex as the unit above it on the list.
- Instead of a hex number, some units have "Bkn" printed next to them. Place these units in the German Breakdown Box.
- All WN and StP are placed in accordance with the hex numbers printed on the counters.
- The negative number behind a unit in parenthesis (-#) signifies the unit partially broken down. There are some artillery Btns that also show step reductions.
- No additional breakdowns or FWs are allowed until after play commences.

**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:** 521/7A Sec Btn  
**B5526:** II/193/7A Sec Btn  
**F1505:** II/195/7A Sec Btn

### 21<sup>st</sup> Panzer Division

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**F4603:** 21Pz HQ (V. Luck) 1.2/305/21P Mot AA z-step  
**C4112:** 1x 88Flak z-step  
**F4207:** 1./II/100/21 Pz Coy 2./II/100/21 Pz Coy  
**F4104:** 3./II/100/21 Pz Coy  
**F3609:** 4./II/100/21 Pz Coy  
**F3914:** 5.6./II/100/21 Pz Coy 7.8./II/100/21 Pz Coy  
**C5721:** I/125/21 PzGd Btn (-2)  
**C5832:** 1x PzGd Coy  
**C5533:** 1x PzGd Coy  
**C5021:** II/125/21 Mot Inf Btn (-2)  
**C5823:** 1x Mot Inf Coy  
**C5522:** 1x Mot Inf Coy  
**C3924:** I/192/21 PzGd Btn (-2)  
**C4022:** 1x PzGd Coy  
**C4125:** 1x PzGd Coy  
**C4017:** II/192/21 Mot Inf Btn (-2)  
**C4618:** 1x Mot Inf Coy  
**C4219:** 1x Mot Inf Coy  
**C5325:** I.2./220 AT Coy (-1)

### 21<sup>st</sup> Panzer Division <continued>

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**C4719:** 1x 88AT z-step  
**C3217:** 1x 88AT z-step  
**C2815:** 1x 88AT Coy  
**C3619:** 1x 88AT z-step  
**Lisieux:** 1./200/21 PzJ Coy 2./200/21 PzJ Coy 3./200/21 PzJ Coy / These units activate June 7 AM GT.  
**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

### 711<sup>th</sup> Infantry Division

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**C7010:** I/744/711 Inf Btn  
**C6413:** II/744/711 Inf Btn (-1)  
**C5913:** 1x 1-2-6 Inf Coy  
**C6416:** III/744/711 Inf Btn  
**C6911:** II/1799/711 Art Btn

### 716<sup>th</sup> Infantry Division

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**C4321:** 716 HQ  
**Bkn:** I/726/716 Inf Btn  
**C5713:** 1x 1-2-6 Inf Coy  
**C5818:** 1x 1-2-6 Inf Coy  
**B5904:** 1x 1-2-6 Pio Coy  
**C3111:** II/726/716 Inf Btn (-2)  
**C5413:** 1x 1-2-6 Inf Coy  
**B6003:** III/726/716 Inf Btn (-2)  
**B6603:** 1x 1-2-6 Inf Coy  
**Bkn:** I/736/716 Inf Btn  
**C5417:** 1x 1-2-6 Inf Coy  
**C5513:** 1x 1-2-6 Inf Coy  
**Bkn:** II/736/716 Inf Btn  
**C1909:** 1x 1-2-6 Inf Coy  
**C2310:** 1x 1-2-6 Inf Coy  
**C1606:** 1x 1-2-6 Inf Coy  
**C4712:** III/736/716 Inf Btn (-2)  
**C3411:** 1x 1-2-6 Inf Coy  
**Bkn:** 441/716 Ost Btn  
**C3911:** 642/716 Ost Btn (-1) 2./716/716 AT Coy  
**C5419:** 716/716 Pio Coy (-1)  
**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./II/1716/716 Art z-step  
**C4113:** 6./III/1716/716 Art z-step

<continued on next page>

<sup>41</sup>Moved from D-Day scenario (AW 38.8.2).

### **352<sup>nd</sup> Infantry Division**

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**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)  
**C2907:** 1x 2-2-6 Inf Coy  
**C2214:** 1x 2-2-6 Inf Coy  
**B7007:** II/916/352 Inf Btn (-2)  
**C1208:** 1x 2-2-6 Inf Coy  
**B5308:** 439/352 Ost Btn  
**C2824:** 352/352 Fus Btn  
**C1423:** 352/352 Ersatz Btn  
**B6615:** 352/352 Pio Btn (-1)  
**B5608:** 1x 1-2-6 Pio Coy  
**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

### **91<sup>st</sup> Infantry Division**

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**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

### **1/III LW Flak Corps**

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**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

### **709<sup>th</sup> Infantry Division**

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**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 (-1)  
**A5927:** 1x 1-2-6 Inf Coy  
**A3710:** II/739/709 Inf Btn  
**A3414:** III/739/709 Inf Btn  
**A6029:** ET-2 I/919/709 Inf Btn (-1)  
**A6234:** 1x 1-2-6 Inf Coy  
**A5725:** II/919/709 Inf Btn (-1)  
**A5823:** 1x 1-2-6 Inf Coy  
**A5420:** III/919/709 Inf Btn  
**B4903:** 795/709 Ost Btn (-1)  
**A5931:** 1x 1-2-6 Inf Coy  
**A4807:** 649/709 Ost Btn  
**A4522:** 2./709/709 AT Coy  
**A5224:** 709/709 Pio Btn (-1)  
**A4220:** 1x 1-2-6 Pio Coy  
**A2609:** I/1709/709 Art Btn  
**Bkn:** II/1709/709 Art Btn  
**A3913:** 6./II/1709/709 Art z-step  
**A2809:** 7./II/1709/709 Art z-step  
**A6130:** 8./II/1709/709 Art z-step  
**A5107:** III/1709/709 Art Btn  
**A3413:** IV/1709/709 Art Btn  
**A4213:** 561/739 OST Btn

### **243<sup>rd</sup> Infantry Division**

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**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 Ersatz 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

### **Cherbourg Garrison**

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**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/IIFJ K Inf Btn

## 40.0 ACTIVATION LISTS

### Unit Type Abbreviations

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(#): Indicates number of step losses  
**AA:** Anti-Air  
**AFA:** Armored Field Artillery (SP)  
**Arm:** Armored, AFV (tank)  
**AT:** Anti-tank towed  
**Aufk:** Aufklärung (Recon)  
**Cdo:** Commando  
**CE:** Combat Engineer  
**Chm:** Chemical Mortar Btn.  
**Cav Grp:** Armored Cavalry Group  
**FA:** Field Artillery  
**FF:** Free French  
**Gld Inf:** Glider Infantry  
**Gld Art:** Glider Artillery  
**Gld AT:** Glider Anti-Tank  
**HQ:** Headquarters  
**Inf:** Infantry  
**Lt Tk:** Light Tank  
**MG:** Machinegun  
**NW:** Nebelwerfer  
**Ost:** Eastern front Btn  
**Pio:** Pionier (German Engineer)  
**PR Art:** Parachute Artillery  
**PR Inf:** Parachute Infantry  
**Pz:** Tank  
**PzGd:** Panzer grenadier  
**PzJ:** Panzerjaeger (Anti-tank)  
**Rngr:** Ranger  
**RA:** Royal Artillery  
**Recce:** Recon (Arm Car)  
**RHA:** Royal Horse Artillery (SP)  
**SP:** Self Propelled  
**StG:** Sturmgeschutz (assault gun)  
**Sturm:** Assault unit  
**TD:** Tank Destroyer (SP)  
**Tk:** Tank

### Command Abbreviations

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**AG (12AG):** Army Group  
**A (1A):** Army Roman Numerals: Corps  
**AB:** Airborne Division  
**AD:** Armor Division  
**Arm Bde:** Armored Brigade  
**BG:** Battle Group  
**Bde:** Brigade  
**Btn:** Battalion  
**Can:** Canadian  
**Coy:** Company  
**Cav Grp:** Cavalry Group  
**Div:** Division  
**FJD:** Fallschirmjager Division  
**ID:** Infantry Division KG: Kampfgruppe  
**LW:** Luftwaffe  
**PzD:** Panzer Division  
**PzK:** Panzer Corps  
**Rgt:** Regiment  
**RM:** Royal Marine  
**Tk Bde:** Tank Brigade

**Note:** CW regiments are the same size as battalions, therefore the term Btn will be used.

### 40.1.0 US (12<sup>th</sup> AG)

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Unless stated otherwise, leaders always arrive with the HQ or formation as noted on the leader counter. Leaders are automatically activated the GD of arrival.

#### 40.1.1 Strategic & Logistic Rules

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Beginning the June 7 GD; players may ignore specific beach area instructions when placing activated units on the Transit Naval Display.

#### 40.1.2 US June 6 at Start Placement

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##### Errata:

- Remove the 801<sup>st</sup> AT Btn from the Landing Diagram, it activates June 13.
- A/326/101 Eng Coy is incorrectly shown on the Airborne Display as being placed on the Landing Diagram. It is placed as listed in the Transit Box.
- 81b AT Coy on the Landing Diagram is one step, not two.

##### Airborne Display

- 82<sup>nd</sup> AB; 101<sup>st</sup> AB.

##### Landing Diagram

- 1<sup>st</sup> ID; 29<sup>th</sup> ID; 4<sup>th</sup> ID; 359/90 Inf Rgt {3x Btn}; 915/90 FA Btn; 90 HQ; 327/101 Gld Rgt {2x Btn}; 1/401/101 Gld Btn; 321/101 Gld Art Btn; 907/101 Gld Art Btn; B/326/101 Eng Coy; 81/101 AT Coy (-1)
- 58/1A AFA Btn; 62/1A AFA Btn; 65/1A AFA Btn; 76/3A AFA Btn.
- 70TK Btn; 741Tk Btn; 743Tk Btn; 745Tk Btn; 746Tk Btn; 899TD Btn
- 20/1A CE Btn; 49/VII CE Btn; 112/V CE Btn; 146/V CE Btn; 237/VII CE Btn; 238/VII CE Btn; 299/V CE Btn; 300/VIII CE Btn; 1340/1A CE Btn.
- 2/1A Rngr Btn; 5/1A Rngr.

##### Transit Naval Display (In Transit Box)

- Utah: All remaining units 90<sup>th</sup> ID; 980/VII FA Btn; 987/VII AFA Btn; 234/1A CE Btn; A/326/101 Eng Coy; 4/VII Cav Grp {2x Btn}.
- Omaha: 747Tk Btn; 635AT Btn; 81/V Chm Btn; 190/V FA Btn; 187/V FA Btn; 200/V FA Btn.

##### Transit Naval Display (Embarked Box)

- Utah: 87/VII Chem Btn; 291/3A CE Btn.
- Omaha: 2<sup>nd</sup> ID; 612AT Btn; 203/1A CE Btn; 294/VII CE Btn.

#### 40.1.3 US Activations

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##### June 7

- Utah: 297/VII CE Btn.
- Omaha: 102/V Cav Grp {2x Btn}; 186/V FA Btn; 254/V CE Btn.

##### June 8

- Utah: 9<sup>th</sup> ID; 87/1A AFA Btn.
- Omaha: 2<sup>nd</sup> AD; 298/VII CE Btn.

##### June 10

- Utah: VII Corps HQ; 188/VII FA Btn; 951/VII FA Btn; 148/VIII CE Btn.
- Omaha: V Corps HQ; 30<sup>th</sup> ID.

**June 11**

- Omaha: 246/XIX CE Btn; 247/XIX CE Btn.

**June 12**

- Utah: 961/VII FA Btn; 981/VII FA Btn.
- Omaha: 953/IV FA Btn; 957/VII FA Btn; 803TD Btn.

**June 13**

- Utah: 172/VII FA Btn.
- Omaha: 79<sup>th</sup> ID; 749TK Btn; 941/IV FA Btn; 801AT Btn.

**June 14**

- Utah: VIII Corps HQ; 183/VII FA Btn.

**June 15**

- Utah: 195/VII FA Btn.
- Omaha: 955/IV FA Btn.

**June 16**

- Utah: 82/XIX CE Btn.
- Omaha: 207/VIII CE Btn.

**June 17**

- Utah: 607AT Btn; 295/XIX CE Btn.
- Omaha: 759 Lt Tk Btn.

**June 18**

- Omaha: XIX Corps HQ; 83<sup>rd</sup> ID; 802AT Btn; 99/1A Inf Btn.

**June 21**

- Omaha: 3<sup>rd</sup> AD; 203/XIX FA Btn; 823AT Btn.

**June 24**

- Omaha: 959/XIX FA Btn; 813TD Btn.

**June 26**

- Utah: 153/1A FA Btn; 793/XIX FA Btn.
- Omaha: 963/XIX FA Btn; 967/XIX FA Btn; 978/XIX FA Btn; 821AT Btn. 551/1A FA Btn

**June 27**

- Utah: 92C/XIX Chm Btn;
- Omaha: 979/XIX FA Btn; 997/IV FA Btn; 51/3A CE Btn; 893TD Btn.

**June 28**

- Omaha: 228/XIX FA Btn; 296/XII CE Btn.

**June 29**

- Utah: 712Tk Btn; 634TD Btn; 552/1A FA Btn.
- Omaha: 106/VIII Cav Grp {2x Btn}; 744 Lt Tk Btn; 333/VIII FA Btn.

**June 30**

- Utah: 561/VIII FA Btn; 86/VIII Chm Btn.
- Omaha: 629TD Btn.

**July 1**

- Utah: 174/VIII AFA Btn; 559/VIII FA Btn; 61/3A CE Btn.

**July 2**

- Utah: 258/1A AFA Btn; 733/VIII FA Btn; 18/1A FA Btn.
- Omaha: 8<sup>th</sup> ID; 709Tk Btn; 644TD Btn.

**July 3**

- Utah: 202/VIII FA Btn.
- Omaha: 113/XIX Cav Grp {2x Btn}.

**July 4**

- Utah: 266/1A FA Btn; 150/XV CE Btn.

**July 6**

- Omaha: 35<sup>th</sup> ID; 737TK Btn; 654TD Btn.

**July 8**

- Utah: 196/VIII FA Btn.
- Omaha: 690/3A FA Btn.

**July 9**

- Omaha: 5<sup>th</sup> ID; 735Tk Btn; 818TD Btn; 969/VIII FA Btn.

**July 11**

- Utah: 4<sup>th</sup> AD.
- Omaha: 991/VII AFA Btn.

**July 14**

- Omaha: 693/XV FA Btn; 974/XIX FA Btn; 989/IV FA Btn.

**July 16**

- Omaha: 208/XV FA Btn.

**July 17**

- Utah: 177/XV FA Btn; 400/3A AFA Btn; 578/XV FA Btn; 687/IV FA Btn; 975/XIX FA Btn; 999/XV FA Btn.
- Omaha: 705TD Btn.

**July 19**

- Utah: 6<sup>th</sup> AD; 204/VIII FA Btn.
- Omaha: 2/XII Cav Grp {2x Btn}.

**July 22**

- Omaha: 28<sup>th</sup> ID; 630AT Btn.

**July 24**

- Utah: 250/3A FA Btn; 269/3A FA Btn; 270/3A FA Btn; 965/VIII FA Btn.

**July 25**

- Utah: 5<sup>th</sup> AD.
- Omaha: XV Corps HQ (not activated until 3<sup>rd</sup> Army is activated). 83/3A AFA Btn; 182/XV FA Btn

**July 27**

- Utah: 695/3A AFA Btn; 696/3A AFA Btn.

**July 29**

- Omaha: XX Corps HQ (not activated until 3<sup>rd</sup> Army is activated).

**August 1 (July 19<sup>th</sup> end)**

- Utah: 2<sup>nd</sup> FF AD.

**August 2**

- Utah: 80<sup>th</sup> ID; 702Tk Btn.
- Omaha: 6/XV Cav Grp {2x Btn}.

**August 3**

- Omaha: XII Corps HQ (not activated until 3<sup>rd</sup> Army is activated).

**August 5**

- Utah: 945/XII FA Btn; 949/XX FA Btn.

**August 7**

- Utah: 256/3A FA Btn; 736/3A FA Btn; 943/XX FA Btn.

**August 8**

- Utah: 773TD Btn; 774Tk Btn.

**August 9**

- Utah: 7<sup>th</sup> AD; 283/XX FA Btn.

**August 10**

- Utah: 282/XX FA Btn; 740/XII FA Btn.
- Omaha: 3/XX Cav Grp {2x Btn}; 738/XII FA Btn.

## August 12

- Utah: 557/XII AFA Btn.
- Omaha: 558/XII AFA Btn.

## August 13

- Utah: 191/XX FA Btn.
- Omaha: 255/3A FA Btn.

**Note:** The 272/3A FA Btn and 244/XV FA Art Btn counters are not used.

## 40.2.0 CW (21<sup>st</sup> AG)

Unless stated otherwise, leaders always arrive with the HQ or formation as noted on the leader counter. Leaders are automatically activated the GD of arrival.

### 40.2.1 Strategic & Logistic Rules

Beginning the June 7 GD; players may ignore specific beach area instructions when placing activated units on the Transit Naval Display.

### 40.2.2 CW June 6 at Start Placement

#### Airborne Display

- 6<sup>th</sup> AB

**Note:** c.d/12Dev/6AB Gld Inf Coy is placed on the 2<sup>nd</sup> British Army Landing Diagram. The 210/53AL/AB Gld Art Z-step and 211/53AL Gld Art Z-step activate June 14. There are three unused 6<sup>th</sup> AB Z-step counters.

#### Landing Diagram

- 3<sup>rd</sup> ID; 3<sup>rd</sup> Can ID; 50<sup>th</sup> ID; 154/51 Inf Bde {3x Btn}; 126/51 RA Btn; 51/51 CE Btn; 56<sup>th</sup> Inf Bde {3x Btns}.
- 27<sup>th</sup> Arm Bde {3x Btn}; 2<sup>nd</sup> Can Arm Bde {3x Btn}; 8<sup>th</sup> Arm Bde {4x Btn}; 79<sup>th</sup> AD {9x Coy}.
- 3Cdo Btn; 4Cdo Btn; 6Cdo Btn; 41RM Btn; 45RM Btn; 46RM Btn; 47RM Btn; 48RM Btn; 10FF Cdo Coy; I Corps Eng {2x Btn}; XXX Corps Eng {2x Btns}; c.d/12Dev/6AB Gld Inf Coy.
- 6/3 RA Btn; 19Can/2 RHA Btn; 191Can/2 RA Btn; 86/2A RHA Btn;

#### Transit Naval Display (In Transit Box)

- Sword: 79/4 RA Btn.
- Juno: Remainder 51<sup>st</sup> ID; 53/4 RA Btn.
- Gold: 49<sup>th</sup> ID; 22/7AD Arm Bde {4x Btn}.

#### Transit Naval Display (Embarked Box)

- Juno: 62/I AT {2x Coy}.
- Gold: Remainder 7<sup>th</sup> AD; 4<sup>th</sup> Arm Bde {4x Btn}; 73/XXX AT {2x Coy}; 7/5 RA Btn; 65/4 RA Btn; 68/4 RA Btn; 84/5 RA Btn.

### 40.2.4 CW Activations

**Note:** Corps HQs are placed directly on the Battlefield Map; do not place them on the Naval Transit Display.

#### June 7

- Gold: 11Hus/XXX Recon Btn; 150/4 RA Btn.

#### June 8

- Gold: 4/5 RHA Btn; 51/4 RA Btn; 52/5 RA Btn; 64/5 RA Btn; 121/5 RA Btn.

#### June 10

- Juno: I Corps HQ; InsofCt/I Recon Btn.
- Gold: XXX Corps HQ.

#### June 12

- Gold: 11<sup>th</sup> AD.

#### June 14

- Sword: 210/53AL/AB Gld Art Z-step; 212/53AL Gld Art Z-step.
- Juno: 15<sup>th</sup> ID.

#### June 15

- Juno: VIII Corps HQ; 2HHC/VIII Recon Btn; 91/VIII AT {2x Coy}; VIII Corps Eng {2x Btn}.

#### June 18

- Juno: XII Corps HQ; 31<sup>st</sup> Tk Bde {2x Btn}; 1RoyDrg/XII Recon Btn; 86/XII AT {2x Coy}; XII Corps Eng {2x Btn}.

#### June 23

- Juno: II Can Corps HQ; 12ManDrg/II Recon Btn; 6Can/II Can AT {2x Coy}; II Can Corps Eng {2x Btn}.

#### June 24

- Gold: 43<sup>rd</sup> ID.

#### June 25

- Gold: 53<sup>rd</sup> ID.

#### June 26

- Juno: 13/3 RA Btn; 59/3 RA Btn; 67/3 RA Btn; 72/3 RA Btn.
- Gold: 59<sup>th</sup> ID.

#### June 28

- Gold: Gds AD; 34<sup>th</sup> Arm Bde {3x Btn}.

#### July 1

- Juno: 1Can/2 RA Btn; 3Can/2 RA Btn; 4Can/2 RA Btn; 7Can/2 RA Btn;
- Gold: 33<sup>rd</sup> Arm Bde {3x Btn}.

#### July 7

- Juno: 2<sup>nd</sup> Can ID; 1<sup>st</sup> Can Army Eng {2x Btn}.

#### July 11

- Juno: 9/9 RA Btn; 10/9 RA Btn; 11/9 RA Btn; 146/9 RA Btn; 107/9 RA Btn; 61SH/2A RA Btn.

#### July 20

- Gold: 6<sup>th</sup> Gds Tk Bde {3x Btn}; Belg/2A Inf Btn; Dutch/2A Inf Btn.

#### July 22

- Gold: 15/8 RA Btn; 25/8 RA Btn; 61/8 RA Btn; 63/8 RA Btn; 77/8 RA Btn; 59/8 RA Btn.

#### July 30

- Gold: 1<sup>st</sup> Pol AD.

#### July 31

- Juno: 4<sup>th</sup> Can AD.

### 40.3.0 German

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#### 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
Inf Coy	2-2-6/1-2-6

Some units have special activation requirements.

#### Cherbourg Garrison

Fest A & B, 1./30 Flak, II./30 Flak, 1./1/30 Flak, and any unit assigned to the 709<sup>th</sup> ID that starts in any Cherbourg town or city hex is considered part of the Cherbourg Garrison.

#### 711<sup>th</sup> ID

Beginning the June 7 AM GT, units of this division that are not initially placed on Battlefield Map may activate if a non-Fog of War Allied unit ends any GT adjacent to the Dives River. These units enter on any map edge road hex on Map C (east edge).

#### 40.3.1 Intermediate Rules

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Nope.

#### 40.3.2 Strategic & Logistic Rules

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When playing the full logistic and strategic rules units are placed in the Strategic Map Location Box noted on the AM GT of the GD listed.

**Note:** On the June 7 AM GT, unless noted in the below activation list, all units on the Strategic Map, including those placed on the June 7 AM GT are considered active and move normally.

#### 40.3.3 German June 6 at Start

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Refer to (AW 39.7.0) for Battlefield Map unit placement. Units are placed in the hex noted. All units listed are placed including those listed as starting on Maps D, E, & F.

#### 40.3.4 German Activations

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If a KG is called for, it is composed of one Inf Rgt, one Pioneer Coy, one-artillery Btn, and one AT Coy.

**Note:** Not all divisions have all of the above components; ignore those units when there is not an assigned unit of that type. Pioneer and AT units must be broken down to provide a single Coy sized unit to a KG.

#### Activation notes:

- Some divisions or units are noted as follows:
  - \*\* OKW Pz Reserve.
  - \* Division eligible for early activation These designations are used with Optional Rule (AW 28.5.2).

- Beach area hexes are those hexes in a beach area marked with an asterisk "\*".
- Some activated units have their movement restricted; they are noted as [Half MA].
- Unless stated otherwise, leaders always arrive with the HQ or formation as noted on the leader counter. Leaders are automatically activated the GD of arrival.

#### June 6 AM GT

- Units that begin a friendly Movement Phase within six hexes of a Beach landing hex (hexes with triangle) halve their MA (AW 38.5.7).
- All units activated during the Airborne Assault Module may move up to their full MA.
- 243<sup>rd</sup> ID: 1 x KG.
- DR 0-2:** 6FJ/91 Rgt {5x units}
- 709<sup>th</sup> ID: Any units within 2 hexes of an Allied unit or beach area hex [Half MA].
- 915/352 Inf Rgt {2x Btn}; 352 Fus Btn; 352 Pio Btn; 352 PzJ Btn {1x Coy only} [Half MA].
- 716<sup>th</sup> ID: Any units within two hexes of an Allied unit or beach area hex [Half MA].
  - Note:** 192/21Pz PzGd Rgt {2x Btn plus 4x breakdown Coys} is attached to the 716<sup>th</sup> ID on June 6 and thus is eligible for activation.
- 711<sup>th</sup> ID: Any unit within two hexes of an Allied unit [Half MA].
- 21<sup>st</sup> Pz Div: 125 PzGd Rgt {2x Btn plus 4x Breakdown Coys}; MklV Pz Coy {x1}; Art Btn {x1}; PzJ Coy {x1}. Any other unit that begins the Movement Phase adjacent to an Allied unit (not FoW) may move up to two hexes. **DR 0-2:** 21Pz Aufk Btn {2x units}.
- Honfleur (6/6/Night Sector A)* **DR 0-4:** 857/346 Inf Rgt {2x Btn}; Art Btn {x1}; Pio Coy {x1}.
  - Note:** OST/346 Btn is not used in the game.
- Lisieux (6/6/Night Sector A)* **DR 0-6:** 12SS Aufk Btn {2x Coy} activates and enters Battlefield Map [Half MA].
  - DR 0:** 25/12SS PzGd Rgt {3x Btn, 1x Pio Coy} I/12/12SS Art Btn activates and enters the Battlefield Map [Half MA].

#### June 6 PM Game Turn

- Units that begin a friendly Movement Phase within six hexes of a Beach landing hex (hexes with triangle) halve their MA (AW 38.5.7).
- 243<sup>rd</sup> ID: 1 x KG.
- 6FJ/91 Rgt {5x units} if it did not activate in AM GT.
- 91<sup>st</sup> ID: **DR 0-2:** 1x KG.
- 709<sup>th</sup> ID: All units within 22 hexes of Ste. Mere Eglise.
- 352 ID: All units activate, units within 2 hexes of an Allied unit [Half MA].
- 716<sup>th</sup> ID: All units [Half MA].
- 711 ID: Any unit within three hexes of an Allied unit.
- 21<sup>st</sup> Pz: All units on Battlefield Map.
- 30 Schnell Bde {3x Btn}; 101NW Rgt {1x Btn}; 7 Sturm Btn; 456/7A Art Btn; 457/7A Art Btn; 989/7A Art Btn; 206/7A Pz Btn {2x Coy}; 17MG Btn

- *Honfleur (6/6/Night Sector A)* **DR 0-7:** 857/346 Inf Rgt {2x Btn}; Art Btn {x1}; Pio Coy {x1} if it did not activate in AM GT.

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- *Lisieux (6/6/Night Sector A)* **DR 0-8:** 12 SS Aufk Btn if it did not activate in AM GT [Half MA].  
**DR 0-4:** 25/12SS PzGd Rgt {3x Btn, 1x Pio Coy}; I/12/12SS Art Btn if they did not activate in AM GT [Half MA].  
**DR 0-4:** 26/12SS PzGd Rgt {3x Btn, 1x Pio Coy}; II/12/12SS Art Btn; Pio Coy {x1} activates and enters the Battlefield Map on [Half MA].
- *Nogent le Rotreu 6/8/PM Sector A or B)* **DR 0-2:** Lehr PzD: PzGd Rgt {2x Btms}; MkIV Pz Coy {x1}; III/130 Art Btn; Pio Coy {x1} if activated may move one Location Box.

#### June 6 Night GT

- 91<sup>st</sup> ID: All units active.
- 352<sup>nd</sup> ID: All units active.
- 709<sup>th</sup> ID: All units not part of Cherbourg Garrison active.
- 716<sup>th</sup> ID: All units active.
- 711<sup>th</sup> ID: All units on Battlefield Map active.
- 1/III Flak Corps {7x Coys} All units active.
- *Honfleur (6/6/Night Sector A)* All units 346<sup>th</sup> ID, units not on Battlefield Map may enter at C7014 [Half MA].
- *Pas de Calais (6/9/AM Sector A)* **DR 0-5:** III Flak Corps {x18 Coy} all units may move one Location Box.
- *Lisieux (6/6/Night Sector A)* Except for MkV Pz Btn {4x Coy} and 1.2/12/12SS PzJ Coy, all units of 12SS Div not on the Battlefield Map activate and enter the Battlefield Map [Half MA]. 1./200/21 PzJ Coy, 2./200/21 PzJ Coy, & 3./200/21 PzJ Coy activate and enter the Battlefield Map [Half MA].
- Falaise F3414: ISS Pz Corps HQ.
- *Nogent le Rotreu 6/8/PM Sector A or B)* If Lehr PzD: PzGd Rgt {2x Btms}; MkIV Pz Coy {x1}; III/130 Art Btn; Pio Coy {x1} did not activate in PM GT, they may move one Location Box.
- *Derval (6/9/PM Sector E)* **DR 0-2:** 17/17SS Aufk Btn {2x Coy} may move one Location Box.
- *Nantes (6/9/PM Sector E)* **DR 0-2:** 17SS PzGd Div: all units except PzJ Btn {2x Coy} (- 17/17SS Aufk Btn) all units may move one Location Box.

#### June 7 AM Game Turn

All units on the Strategic Map move normally (AW 27.0).

- Except for the Cherbourg Garrison, all units on the Battlefield Map are active.
- Alencon (F2-5257): XLVII Pz Corps HQ.
- *Honfleur (6/8/AM Sector A)* LXXXVI Corps HQ.
- *Lisieux (Sector A)* **DR 0-8:** 12SS MkV Pz Btn {4x Coy} activates and enters the Battlefield Map [Half MA].
- *Nogent le Rotreu 6/8/PM Sector A or B)* Lehr PzD: All units active, except II/130 Art Btn.

#### June 7 PM Game Turn

- *Lisieux (Sector A):* If 12SS MkV Pz Btn {4x Coy} did not activate on June 7 AM GT, it activates and enters the Battlefield Map [Half MA].

#### June 8

- Alencon (F2-5257): 7<sup>th</sup> Army HQ.
- *Pontivy (6/10/AM Sector E or F)* II FJK Corps HQ.

- Pontivy (6/12/AM Sector E or F) 1./12FJ/IIIFJK LW Aufkl Coy; 1./12/IIIFJK LW StG Coy; 2./12/IIIFJK StG Coy; 2.3./12FJ/IIIFJK LW Mot Inf Coy.
- Quimper (6/9/AM Sector E or F) 5/ 3FJ Rgt {3x Btn}; 1.3/3FJ PzJ Coy; 15./5/3FJ Pio Coy.
- St Malo (6/8/AM Sector F) 77<sup>th</sup> ID: 1x KG
- Angers (6/10/AM Sector D or E) 7NW Bde {6x Btn}.
- Paris (6/10/AM Sector A, B or C) 101/ISS Pz Btn {3x Coy}.
- Tours (6/10/AM Sector C or D) 902<sup>nd</sup> StG Btn.
- Pas de Calais (6/10/AM Sector A) 1151/OKW Art Btn.
- South of France (6/10/AM Sector D) 992/OKW Art Btn.

#### June 9

- Quimper (6/9/AM Sector E or F) 3FJD: Remainder of division.
- St Malo (6/8/AM Sector F) 77<sup>th</sup> ID: Remainder of division
- St Brielec (6/12/AM Sector F) II/895/265 Inf Btn; III/894/265 Inf Btn; I/265/265 Art Btn; 265PzJ/265 Z-step; 265/265 Pio Coy
- St Brielec (6/11/AM Sector F) 275<sup>th</sup> ID: 1x KG; 275Fus/275 Btn
- Angers (6/11/AM Sector D or E) Angers/7A Pio Coy.

#### June 10

- Rouen (6/12/PM Sector A or B) \*\* 2 PzD: All units, except: 3/2Pz Rgt {8x Coy}; 1/74/2Pz Art Btn.
- Germany (6/20/AM Sector A or B) 8NW Bde {6x Btn}.

#### June 11

**Note:** all units of 2SS PzD are part of the OKW Pz reserve.

- South of France (6/18/PM Sector C or D) III/4/2SS PzGd Btn; MkV Pz Coy {x2}; MkIV Pz Coy {x1}; 2/2SS NW Btn; I/2SS Art Btn; 16./2SS PzGd Pio Coy.
- Rouen (6/15/AM Sector A or B) \*\*3/2Pz Rgt {8x Coy}; 1/74/2Pz Art Btn.
- Benelux (6/17/AM Sector A or B) 1040/OKW AT Coy; 657/OKW AT Btn.

#### June 13

- St Brielec (6/18/AM Sector F) 943/353 Inf Rgt {2x Btn}; Art Btn {x1}; Pio Coy {x1}; 353PzJ/353 AT Coy.
- Benelux (6/17/AM Sector A or B) 555/OKW Art Btn.
- Biscay (6/12/PM Sector C, D, or E) 763/OKW Art Btn.

#### June 15

- St Brielec (6/18/AM Sector F) 353<sup>rd</sup> ID: Remainder of division
- South of France (6/20/AM Sector C or D) 1194/OKW Art Btn.

#### June 20

- Nogent le Rotreu (6/8/PM Sector B or C) II/130/Lehr Pz Div Art Btn
- St Brielec (6/22/AM Sector F) LXXIV Corps HQ.
- Benelux (6/30/AM Sector A, B or C) \*16LW Div: All units.
- Germany (6/25/AM Sector A or B) 9NW Bde: All units {6x Btn}.

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- Germany (6/29/PM Sector A or B) 654/OKW PzJ Btn {2x Coy}.
- Pas De Calais (6/25/Night Sector A or B) 1053/OKW PzJ AT Coy.

#### June 22

- Jugon (6/24/AM Sector E or F) \*266<sup>th</sup> ID: 1x KG {5x units}.
- Brest (6/28/PM Sector E or F) III/898/343 Inf Btn.
- Benelux (7/3/Night Sector A, B, or C) 102/IISS Pz Btn {3x Coy}.
- South of France (6/24/AM Sector C, D or E) 1192/OKW Art Btn.

#### June 23

- Biscay (6/30/AM Sector C, D or E) \*276<sup>th</sup> ID: All units.
- South of France (7/15/AM Sector C, D, or E) \*277<sup>th</sup> ID: All units.

#### June 24

**Note:** all units of 1SS PzD are part of the OKW Pz reserve.

- Benelux (6/28/PM Sector A or B) 1/1SS PzGd Rgt {3x Btn}; II/1/1SS Art Btn; 4./1SS PzGd Pio Coy; StG Coy {x1} (Breakdown Coy from the 1PzJ/1SS Btn).
- Paris (6/28/PM Sector C) 101/ISS Art {2x Coy}

#### June 25

**Note:** all of the 5<sup>th</sup> FJD is eligible for early activation.

- Paris (6/27/PM Sector A or B) IISS Pz Corps HQ; 10SS PzD: All units.
- St Malo (6/26/AM Sector F) 15/5FJ Rgt {3x Btn}; I/5/5FJ Art Btn; 1./5/5FJ At Coy; Pio Coy {x1}
- South of France (6/30/AM Sector C, D, or E) 1193/OKW Art Btn.

#### June 26

- Paris (6/28/AM Sector A or B) 9SS PzD: All units.
- South of France (6/30/AM Sector C, D, or E) 1198/OKW Art Btn

#### June 27

**Note:** all units of 2SS PzD are part of the OKW Pz reserve.

- South of France (7/5/AM Sector C, D, E) 2SS PzD: Remainder of division except II/3/2SS PzGd Btn, & III/3/2SS PzGd Btn.

#### July 1

- Benelux (7/3/AM Sector A or B) \*\*1SS PzD: Remainder of division (1PzJ/1SS Btn (-1)).

#### July 2

- South of France (7/14/AM Sector C, D, or E) \*272<sup>th</sup> ID: All units.
- Pas De Calais (7/5/PM Sector A or B) K625/OKW Art Btry; 1041/OKW AT Coy.
- Lisieux (Sector A) PG West Army HQ (unit automatically enters the Battlefield Map).

#### July 4

- South of France (7/18/AM Sector C, D, or E) \*271<sup>st</sup> ID: All units.
- Germany (8/2/AM Sector A, B, or C) \*331<sup>st</sup> ID: All units.
- Benelux (7/6/AM Sector A or B) 628/OKW Art Btn.

- Paris (7/10/AM Sector A or B) 600/OKW Pio Btn.

#### July 7

- Rennes (7/14/AM Sector D, E, or F) 5<sup>th</sup> FJD: Remainder of division.
- Germany (7/10/AM Sector A, B, or C) 503/OKW Pz Btn {3x Coy}.

#### July 10

- Nantes (7/15/AM Sector C, D, or E) 275<sup>th</sup> ID: Remainder of division.

#### July 14

- Pas De Calais (7/19/AM Sector A or B) \*326<sup>th</sup> ID: All units.

#### July 17

- Germany (7/21/AM Sector A, B, or C) 217 Sturm Pz Btn {2x Coy}; 1.2./12/12SS PzJ Coy.

#### July 20

- Pas De Calais (7/24/PM Sector A, B, or C) \*\*116<sup>th</sup> PzD: All units; 1039PzJ AT Coy.
- Amiens (7/27/AM Sector A or B) \*363<sup>rd</sup> ID: All units.

#### July 28

- South of France (8/1/AM Sector C, D, or E) II/3/2SS PzGd Btn; III/3/2SS PzGd Btn; 341/OKW StG Btn.

#### July 30

- Tours (8/1/AM Sector C or D) LVIII Pz Corps HQ.
- Pas De Calais (8/4/AM Sector A, B, or C) \*89<sup>th</sup> ID: All units.
- Bourgeil (8/3/AM Sector D, E, or F) 394/OKW StG Btn.
- Amiens (8/5/AM Sector A or B) 1348/OKW StG Coy.

#### August 1

**Errata:** The counters marked 1./2FJ/IIIFJ and 2./2FJ/IIIFJ should read 1./2/2FJ & 2./2/2FJ and are part of the 2FJ Div

- Brest If at least one, in GenS Allied unit has moved on to the Strategic Map, the 2<sup>nd</sup> FJD with all units activates in Brest. If the above is not true, and Avranches is not Allied controlled, the division activates in Avranches (E2929).
- Amiens (8/3/AM Sector A or B) \*84<sup>th</sup> ID: All units.

#### August 2

- South of France (8/6/AM Sector C, D, or E) \*\*9<sup>th</sup> PzD: All units.
- Pas De Calais (8/7/AM Sector A or B) 668PzJ/OKW AT Btn.

#### August 3

- Biscay (8/5/AM Sector D or E) 708<sup>th</sup> ID: All units.

#### August 4

- Pas De Calais (8/8/AM Sector A or B) \*85<sup>th</sup> ID: All units.

#### August 8

- Pas De Calais (8/12/AM Sector A or B) \*344<sup>th</sup> ID: All units.

#### August 14

- Amiens (8/15/AM Sector C or D) \*17<sup>th</sup> LW Div: All units.

#### August 15

- Pas De Calais (8/16/AM Sector A or B) \*18<sup>th</sup> LW Div: All units.

**Note:** The 937/OKW, Auton/OKW, and Suips/OKW Art Btn counters are not used. These units were incorporated into other units.

## 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 (and before Amphibious Assault Stage). The Airborne Assault Stage is not a solitaire exercise, both sides conduct activity during this stage. The charts and tables required for this module are found on the Airborne Assault Tables Card.

There are 11 segments in this stage and they are conducted in the following order:

1. Drop Zone Placement Segment
2. Airborne Drop Segment
3. 1<sup>st</sup> Allied Movement Segment
4. Glider Landing Segment
5. 1<sup>st</sup> Allied Combat Segment
6. 1<sup>st</sup> German Movement Segment
7. 1<sup>st</sup> German Combat Segment
8. 2<sup>nd</sup> Allied Movement Segment
9. 2<sup>nd</sup> Allied Combat Segment
10. 2<sup>nd</sup> German Movement Segment
11. 2<sup>nd</sup> German Combat Segment

### 41.1.0 Segment 1: Drop zone Placement

Before airborne units can start landing, players must establish Drop zones (DZs) for each airborne division. All DZs remain on the Battlefield Map until the June 10 AM GT.

#### 41.1.1 Pegasus Bridge Mission

The Allied player conducts this mission prior to any other activity. The object of the mission is the capture of the two bridges over the Orne River at hex C5217. The one-step Ox&Buck Coy displayed on the Airborne Display is used

**Chart Errata:** The display incorrectly shows the Coy as a "2-2-6" use the "1-1-6" Coy.

Conduct the mission as follows:

- Place the Coy in hex C5217.
- The Allied player rolls 1d10.
- Result of 0-8; The Orne River Bridge is captured.
- Result of 9; reduce the Coy (flip it to its z-step side). The German player then rolls 1d10, if the result is 0-4; the bridge is destroyed.
- The Allied player rolls a second 1d10 using the procedure above to determine the status of the Orne Canal Bridge. On a result of 9, reduce the glider Coy to a z-step, or if already a z-step, eliminate it.
- Each must be repaired separately prior to being able to use the road crossing hex C5217 to C5317.

#### 41.1.2 DZ Placement

The Allied player places each DZ marker in its designated target hex. Target hexes are listed next to each DZ on the Airborne Display. Players should have a piece of paper available to track the status of each DZ.

**Errata:** Ignore the hex numbers printed on the DZ counters, use the hex numbers printed on the Airborne Display.

Each DZ marker is then checked for scatter using the DZ placement Table.

- Roll 1d10 and consult the Drop Zone Scatter Table. Cross-index the DR with the Divisional ID of each DZ.
- NS (no scatter): The DZ remains in its target hex. Note the result on a piece of paper.
- S1 or S2 (scatter 1 or 2): Note the result on a piece of paper, and then consult the Scatter Diagram to determine the hex where the DZ actually landed.
- When determining scatter for DZs 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.
- If a DZ scatters into a hex with a German unit the DZ is placed in the hex. As units land in the DZ follow the procedures in (AW 41.2.3b) for each unit. If at the end of the 2<sup>nd</sup> German Combat Segment, a German unit is in a hex with a DZ, remove the DZ.
- Find the ring of hexes labeled with the scatter result received above (i.e., S1, S2, and so on).
- Roll 2d10; in the ring determined above, start in the hex directly north of the center hex. Moving clockwise, move the unit to the first hex reached that the DR falls within the set of results.

**Note:** The top of the scatter diagram is north.

**Example:** DZ "O" has a target hex of A5432. The Allied player rolls 1d10 and receives a result of "2". Cross referencing the DR with the 82AB column the DZ receives a "S1" result. The Allied player then locates the ring of hexes on the Scatter Diagram that are labeled "S1" and rolls 2d10 with a result of (28). The hex due north of the center hex is labeled (00-16), with the next hex (moving clockwise) being labeled (17-32) since the DR falls within those numbers, the unit is placed in that hex.

#### 41.1.2a Division DZ Scatter

Airborne division's main DZ will not physically scatter. Make all required DRs, but do not actually scatter the DZ. The scatter DR is used to determine DZ status only.

The main DZ for each division is:

- British 6<sup>th</sup> AB: "N" and "W"
- US 82<sup>nd</sup> AB: "W"
- US 101<sup>st</sup> AB: "E"

**Designer's note:** The pathfinders for these drop zones would not have set up in certain types of terrain.

#### 41.1.2b 6<sup>th</sup> Airborne DZ W

DZ W is not placed until the Movement Phase of the June 6 PM GT.

### 41.1.3 Drop Zone Status

The Status of a DZ is determined immediately after the DZ has been placed. The DZ Status is a measure of how effective the Pathfinders were in establishing the DZ.

For each DZ, the Allied player rolls 1d10 and applies the following modifiers:

Only one adjacent unit and one terrain DRM can apply.

+1: If any German unit is adjacent to the DZ.

+2: If at least one of the adjacent units is a AA unit.

+1: If the DZ is in a Woods, or Marsh hex.

+2: If the DZ is in a City, Town, Bocage, or Forest hex.

Consult the Drop Zone Status Table and cross-reference the modified DR result with the result obtained in (AW 41.1.2) (NS, S1, or S2). 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.

### 41.2.0 Segment 2: Airborne Drop

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. In each segment, conduct the full landing procedure for each DZ prior to moving to the next DZ.

#### 41.2.1 Para Units

Each Para Coy has a normal Coy sized unit printed on the front of its counter and a Fog of War (FoW) image on the reverse side. A number of Dummy markers with US and CW FoW symbols on one side and the words "Dummy" are provided. 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 which are not.

#### 41.2.2 Generating Dummy Units

Before landing Para units on the map, the Allied player determines the number of dummy units that are to be mixed in with the FoW units. For each DZ conduct the following:

- Note the number of Btns landing this segment and then place the para Coys into an opaque container. Leaders or units without a FoW side scheduled to land on that DZ are set aside and not placed in the container. Para Btn counters are left on the Airborne Display.
- For each Btn roll 1d10 and consult the Unit Scatter Table. Cross reference the DR result (do not apply any DRM) with the selected DZ status obtained in (AW 41.1.3) (A, B, C, D or E).
- If a parenthesized value exists for that DR, then a number of dummy units equal to that value are added to the container.

#### 41.2.3 Drop Procedure

All landing units follow the below procedure.

- Leaders may be attached to either non-FoW or FoW units. A leader must be attached to unit prior to that unit rolling for scatter. The leader suffers any result obtained. If the leader survives the landing procedure, it is placed with the unit in an active state.
- Land non-FoW units. Players may select these in any order desired. Conduct scatter (AW 41.2.3a) and conduct combat due to enemy occupied hexes (AW 41.2.3b) for each unit, prior to landing the next unit.
- Land FoW units. Randomly select one FoW counter from the container and place it FoW side up on the DZ (do not look at the front side of the counter). Conduct scatter (AW 41.2.3a) and combat due to enemy occupied hexes (AW 41.2.3b) for each unit, prior to landing the next unit.

**Note:** Do not reveal eliminated FoW units. The identity of eliminated FoW units remains a secret until all FoW units have been regrouped.

#### 41.2.3a Unit Scatter<sup>42</sup>

Roll 1d10, apply the DRMs listed in (AW 41.1.3), and then consult the Unit Scatter Table. Cross-reference the modified DR with the DZ status obtained in (AW 41.1.3). Possible results are NS and S1 through S6, and ES. FoW are always placed FoW side up.

- **NS:** No Scatter, the unit remains in the DZ. Determine terrain affects as below.
- **S1 through S6:** Follow the procedures in (AW 4.1.2), except use the full scatter result (i.e., S1 thru S6). Place the unit in the designated hex. Determine terrain affects as below.
- **ES (Extended Scatter):** Roll 1d10, if the result is 1-9, place the unit FoW side up, in the ES Box corresponding to the DR (top row of numbers in the box). If the result is "0" eliminate the unit. See (AW 41.2.3c) for procedures regarding units placed on the ES track.

If the hex contains any of the below terrain, roll 1d10 and apply the result:

**Woods or Town hex:** DR 9; unit is eliminated.

**City, Bocage, Marsh or Forest hex:**

DR 6-7; place unit on the ES track (AW 41.2.3c).

DR 8-9; unit is eliminated.

**All Water hex:** Unit is eliminated.

After determining scatter and terrain effects, if a unit lands in a hex containing any German unit, conduct the procedures in (AW 41.2.3b).

#### 41.2.3b Enemy Occupied Hexes

Conduct the following procedures prior to landing the next unit, if the current unit lands in a hex with a German unit.

- Each German unit, except for WN/StP, in the hex must conduct a separate defensive PR check. Units that fail the check must retreat using the procedure in (AW 41.2.3d).

<sup>42</sup>Rearranged results list, put ES with others, broke out terrain effects and moved to bottom, moved the enemy occupied to bottom.

German non-SP in-battery artillery units forced to retreat are eliminated. If all German units retreat from the hex, the Allied unit remains in the hex.

- If a German unit remains in the hex, the Allied unit must attack all German units in the hex. Only units in the hex may participate. Use the procedure outlined in (AW 41.5.0). For this purpose, FoW units have an attack strength of one and PR of six.

#### **41.2.3c Extended Scatter Units**

Beginning the June 7 AM GT during Airborne Re-Group Segment of the Allied Administrative phase, each unit on the Extended Scatter Track (ES) may be moved into the next lower numbered box (top number) on the ES track.

Start with the lowest numbered box occupied by a FoW unit, moving to higher numbered boxes until all units have moved.

- Move each unit and then roll 1d10. If the DR is within the range of the values in that box (second row), the unit is eliminated.
- If a unit starts in the "1" Box, the unit is placed FoW side (do not examine the unit) up on any DZ of the same nationality. The unit may not voluntarily move until it is re-grouped (AW 41.3.5).

#### **41.2.3d Airborne Retreat**

Units of both sides may be required to retreat due to airborne combat results and/or a failed morale check.

- Retreating units must retreat one hex into any hex not occupied by an enemy unit.
- With the above exception enemy units have no effect on retreat.
- Units cannot retreat into or across prohibited terrain. Units can only retreat over a river at an intact bridge.
- If a unit is forced to retreat into a hex in violation of stacking limits, that unit must continue its retreat until it is not overstacked.
- Units that cannot retreat due to the presence of enemy units or prohibited terrain are eliminated.

### **41.3.0 Segment 3: 1<sup>st</sup> Allied Movement**

The Allied movement segment is conducted in the following order:

1. Para Coy reorganization
2. FoW unit re-group
3. Movement

#### **41.3.1 Stacking**

Normal stacking rules apply (GOSS 6.0). In addition, the Allied player may stack up to four FoW units in the same hex.

Stacking applies at the end of each Allied Airborne Movement Segment and at the end of any normal GT.

**Exception:** FoW units that land (not move into) a DZ may remain in the hex in violation of the four FoW stacking restriction.

#### **41.3.2 FoW Units**

FoW units:

- May not attack. Exception: landing on enemy occupied hex (AW 41.2.3b).
- Do not block enemy units from entering the hex that the FoW unit occupies.
- Have a defensive strength of one and a PR of six.
- Are considered one-step units for combat loss purposes.

#### **41.3.3 FoW Units & Standard GTs**

FoW units may move during the Allied Movement Phase.

FoW units:

- Have a MA of three.
- May only move one hex if they cross an un-bridged river or enter a Marsh, Bocage, or Forest hex and are not following some type of road.
- Are not required to stop when encountering a Movement Halt.
- They may not enter an enemy occupied hex.
- May not move so as to be further away from a DZ than when they started the movement phase. The distance does not have to measure from the same DZ.
- Have attack strength and offensive PR of zero, thus they may not conduct an offensive GA. They have a defensive strength of one, and a defensive PR of six. They may not be the lead unit unless they are the only unit in the hex.
- Count as one-step point Coy for all purposes.
- May not observe for FS missions.
- Do not inhibit movement of enemy units, or the tracing of enemy GenS. Enemy units may move thru hexes containing FoW units. Enemy units may not end their movement in a hex with a FoW unit.

#### **41.3.4 Reorganization**

A Para Coy (not FoW units) that begins a movement segment stacked with another Coy of the same Btn may re-organize into their Btn counter. Re-organization does not affect a unit's ability to move.

- Two Coys of the same Btn can re-organize into the Btn (with one step loss).
- Three Coys of the same Btn may re-organize into the full strength Btn.
- After all FoW units have regrouped and all units have been cleared off the ES Track (AW 41.2.3c) any Btn that has only one Coy remaining may re-organize into their component Btn, with one step remaining.

**Note:** Regrouped Para Coys may reform (reorganize) into their parent Btns normally beginning the June 6 AM GT.

### **41.3.5 Regrouping FoW Units**

Once all re-organization is complete, the Allied side may attempt to re-group FoW units. FoW units are eligible to re-group if stacked with a DZ marker or a leader counter.

Roll 1d10 for each FoW unit attempting re-group.

- Units stacked with a DZ marker re-group on a DR equal to or less than the DZ's re-group number (the number in parenthesis next to the DZ status on the Unit Scatter Table). If a leader is stacked in the hex add one to the DZ's re-group number.
- Units that are not stacked with a DZ, but are stacked with a leader may also attempt to re-group. In this case all leaders have a re-group number of three.
- Re-grouped FoW units are flipped to their normal Coy side and may move in the same movement segment. FoW units that are revealed as a dummy unit are removed from the map.
- FoW units that fail their re-group attempt remain on their FoW side.
- FoW units and leaders may move after attempting re-group.

### **41.3.6 Regroup During Normal GTs**

FoW units that have failed to re-group during the Airborne Assault Stage can attempt to re-group starting on the June 7 AM GT during the Airborne Re-Group Segment of the Allied Administrative Phase. Use the same procedures outlined in (AW 41.3.5). Apply a -1 DRM to the attempt for each GD after June 6. Leader DRM also applies.

**Example:** On the June 7 GD apply a -1 DRM. On the June 8 GD apply a -2 DRM.

### **41.3.7 Allied Movement**

The Allied player may move some or all friendly airborne units. Movement is in hexes not movement points. During the First Allied Movement Segment, units may:

- FoW units may move up to two hexes, however FoW units must move toward a DZ or a bridge hexside that it will attempt to destroy.
- Note:** This means a FoW unit cannot leave one DZ and move to another DZ.
- All other airborne units (including leaders) may move up to three hexes in any direction desired.
  - Allied unit movement is restricted as follows:
    - Units may not end their movement more than six hexes from a DZ.
    - Units may not cross an un-bridged river hexside.
    - Units that start the movement segment in a Marsh hex that does not contain a road or trail may not move. If the hex contains a road or trail, the unit may move one hex along that road or trail.

**Editor:** Units in roadless marsh can move in 2<sup>nd</sup> Movement Segment (AW 41.8.0).

- Units that enter a Marsh or Forest hex; or cross a stream and does not do so along a road or trail, must stop its movement, and move no further that segment.

### **41.3.7a Movement & Enemy Units**

Re-grouped units may not enter enemy occupied hexes; however, all normal movement halts are ignored. FoW units may attempt to pass thru an enemy occupied hex. The enemy occupied hex must be the first hex the FoW unit moves into and the unit must be eligible to move two hexes. FoW units may not end their movement in an enemy occupied hex.

- The German player conducts a defensive PR check using one German unit in the hex (German player's choice).
- If the unit fails the PR check, the FoW may move thru the hex.
- If the German unit passes its PR check, the FoW unit may not enter the hex, and must remain its current hex.

### **41.3.7b Bridge Blowing Missions**

During the Airborne Assault Stage, all Allied non-HQ and non-artillery type units that end an Allied Movement Segment adjacent to a bridge over a river (not streams) may attempt to blow that bridge. Only one attempt per bridge may be made in each Allied Movement Segment.

- Each unit may make one attempt in each Allied Movement Segment. Roll 1d10, if the result is 6-9 the attempt fails and nothing further happens. If the result is 0-5 apply the following:
  - If the attempting unit is not a FoW unit, the bridge is destroyed.
  - If the attempting unit is a FoW unit, flip the unit over and if it is a dummy unit, remove the dummy unit. The bridge is not destroyed. If the FoW is a Para Coy, place a destroyed bridge marker and the Coy stays on its re-grouped side.

### **41.4.0 Segment 4: Glider Landing**

The Allied side now lands all scheduled Glider units on their respective DZs. Glider units do not have a FoW side and are always considered re-grouped.

**Note:** Some of the units show a "para" symbol. Treat all units scheduled to land during the Glider Segment as glider units.

### **41.4.1 Merville Battery Mission<sup>43</sup>**

One Glider step (marked as "Merville") lands on the Merville Battery (C5714) during the Glider Landing Segment. Do not roll for scatter or terrain effects (the unit automatically lands in the hex).

To conduct the assault, roll 1d10:

- DR 3-9, the glider unit is eliminated.
- DR 0-2, the unit lands successfully on the battery. During the 1<sup>st</sup> Allied Combat Segment:

<sup>43</sup>Added clarifications from <https://boardgamegeek.com/thread/1691535/article/24533826#24533826>

- If the battery is attacked by other Allied units, the attack receives a +2 bonus. If the battery is not eliminated, the Merville Glider Coy is eliminated.
- If no other Allied units attempt an attack, roll 1d10. If the result is 0-2, the battery's guns are destroyed and the StP is flipped to its non-gun side. The Merville Glider unit must move to any adjacent hex that is not German occupied. If the result is 3-9, the Merville Glider unit is eliminated.

#### **41.4.2 Glider Landing Procedure**

Follow the scatter procedure outlined in (AW 41.2.3a). Ignore all references to FoW units and the ES Table. Apply a -3 DRM to each unit's scatter DR and modify the terrain effects in (AW 41.1.3) as follows:

**Woods or Town hex:** DR 9; unit is eliminated.

**City, Bocage, Marsh or Forest hex:** DR 7-9; unit is eliminated.

**All Water hex::** Unit is eliminated.

- Conduct (AW 41.2.3b) as written, except; if the German unit passes its PR check, any Allied artillery or AT type unit that landed in the hex are eliminated.
- After conducting terrain effects and combat generated by landing on enemy units, each surviving glider unit may displace to an adjacent hex.

#### **41.5.0 Segment 5: 1<sup>st</sup> Allied Combat**

The Allied player may conduct attacks using any non-FoW units that are adjacent to enemy units. FoW units may not participate in an attack, however they do defend normally.

- Each German occupied hex may be attacked once per Allied Airborne Combat segment.
- A German occupied hex can be attacked from one friendly occupied hex only (i.e., Allied units from different hexes may not attack the same hex).
- In-battery artillery units that are adjacent to an enemy unit may add their barrage strength to the attack; however, the one attacking stack rule still applies.
- Each Allied unit may attack only one enemy occupied hex per segment.
- A unit cannot attack into or across prohibited terrain.
- Units may not attack across un-bridged river hexsides.
- All units in a hex must defend as one force (any over-stacked units are ignored-owner's choice).
- All units in a hex do not have to attack, nor must they attack the same enemy hex.

#### **41.5.1 Airborne Combat Procedure**

Ground combat during the Airborne Stage is handled differently than normal combat. The procedure is the same for both the German and the Allied sides. Follow the below steps:

##### **Step 1:**

Each side totals up its Attack or Defense strengths.

Current combat strength for units is determined as outlined in (GOSS 13.0) with the following exceptions:

- FoW units have a defensive strength of one.
- Allied in-battery airborne artillery units use their barrage strength as their attack strength and their normal defensive strength when defending. Out-of-Battery artillery units may not attack and defend with their normal defensive strength.
- AFV units double their combat strength (both attack and defense) if stacked with any type of infantry unit and that stack is located in a clear terrain hex (the hex may contain a Location or Village).

##### **Step 2**

Each side selects a lead PR unit. Add one-half (round up) of that unit's PR to the attack or defense strength (the attacker uses his attack PR, and the defender his defensive PR).

FoW units have a defensive PR of six.

##### **Step 3**

Add the applicable modifiers to the above total:

- +1 to a side's total if a leader is stacked with the attacking or defending side. Only one leader on each side applies.
- The defender receives the following modifiers if in the listed terrain (only one may apply).
  - +1: Marsh, Woods, or Hedgerow.
  - +2: Forest, Bocage, Town, or if a WN is in the hex.
  - +2: If being attacked across a bridge.
  - +3: City, or if a StP is in the hex.

##### **Step 4**

Each side rolls 1d10 and adds the result to above total for their side.

##### **Step 5**

Apply the results in (AW 41.5.2).

#### **41.5.2 Airborne Combat Resolution**

Compare the two totals obtained in Step 4 above; the side with the higher total is the winner. Subtract the lower total from the higher total.

- If the difference is zero, there is no effect.
- If the difference is greater than zero but less than the loser's PR, the loser retreats one hex (AW 41.2.3d).
- If the difference is equal to or greater than the loser's PR, the loser retreats one hex and loses one step. Except for SP artillery, all IB artillery units that are forced to retreat are eliminated.
- If the attacker was the winning side, participating units may advance into the defender's hex.

#### **41.6.0 Segment 6: 1<sup>st</sup> German Movement**

German units have a limited ability to move during the Allied Airborne Stage.

##### **41.6.1 German Movement**

The German side may activate and move a limited number of units.

- German units that were attacked in any manner are automatically activated. This includes those units that retreated due to a PR after an Allied unit landed on them.
- German units that begin the segment adjacent to an Allied unit (including FoW units) or were activated as above may move up to two hexes.
- German units that begin the segment within two hexes of an Allied unit (one intervening hex) may move one hex.
- A unit may not enter or cross any type of terrain that it would be prohibited from crossing or entering during standard game movement.
- If a unit enters a Marsh or Forest hex or crosses any kind of stream/ river and doesn't do so thru a road/bridge hexside, it must stop its movement and move no further that segment.
- German units may attempt to enter a hex containing Allied FoW units. If there are any other types of Allied unit, the German unit may not enter the hex.
  - Prior to entering the hex occupied by a FoW unit, the German unit must pass an offensive PR check.
  - If the result of the PR check DR is "0" the FoW units in the hex must displace one hex. The German unit may move into the original hex and one additional hex. The additional hex does not count towards the German unit's total movement and could be occupied by the same or different FoW units (make another PR check). If the German unit attempts to enter a second FoW unit occupied hex, the "0" DR bonus is ignored.
  - If the unit passes the PR check but does not roll a "0," the FoW units are displaced one hex and the German unit may enter the original hex and end its movement.
  - If the unit fails the PR check, it must halt in its current hex and move no further that segment.

#### **41.6.2 Additional German Activations**

**21<sup>st</sup> Pz Div:** The German player rolls 1d10; halve the result (round up). The number obtained is the number of 21<sup>st</sup> Pz Div units that activate. 21<sup>st</sup> Pz Div units west of the Orne River can only be activated if there are Allied units west of the Orne River.

**Note:** The 921/21P PzGd Rgt (2x Btns and 4x Coy) are attached to the 716<sup>th</sup> Div on June 6<sup>th</sup> and are **not** eligible for activation during the Airborne Stage.

- A maximum of two MkIV Pz Coys may be activated this segment.
- Activated units must end their movement closer to a CW airborne unit than it began its movement segment.
- Activated units may move up to their full printed MA, however when entering a hex within three hexes of an Allied unit, multiply all MP costs by two.
- 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 21<sup>st</sup> Pz Div are activated and may move their full MA. In addition, all units of the 716<sup>th</sup> 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.

**91<sup>st</sup> and 709<sup>th</sup> Divisions:** Any six units, assigned to the 91<sup>st</sup> or 709<sup>th</sup> Divisions that are within six hexes of a US unit may be activated.

- Activated units may move up to their full printed MA, however when entering a hex within three hexes of an Allied unit, multiply all MP costs by two.
- Activated units must end their movement closer to a US airborne unit than it began its movement segment.

#### **41.7.0 Segment 7: 1<sup>st</sup> German Combat**

The German player may conduct attacks against Allied units. The procedure is identical to the one listed in (AW 41.5.0).

#### **41.8.0 Segment 8: 2<sup>nd</sup> Allied Movement**

The Allied player may conduct movement using the same procedures outlined in the First Allied Movement Segment (AW 41.3.0).

**Exception:** Units starting the movement segment in a Marsh hex may move one hex if not moving along a road.

#### **41.9.0 Segment 9: 2<sup>nd</sup> Allied Combat**

The Allied player may conduct combat using the same procedures outlined in the First Allied Combat Segment (AW 41.5.0).

#### **41.10.0 Segment 10: 2<sup>nd</sup> German Move**

The German player may move any unit activated in the First German Movement Segment.

- The German side may activate two additional units that are within six hexes of a CW unit and two units that are within six hexes of a US unit.
- Activated units may move up their full printed MA, however when entering a hex within three hexes of an Allied unit, multiply all MP costs by two.

#### **41.11.0 Segment 11: 2<sup>nd</sup> German Combat**

The German player may conduct attacks against Allied units. The procedure is identical to the one listed in (AW 41.5.0)<sup>44</sup>.

#### **41.12.0 Standard GTs**

Starting with the June 6 AM GT, the Airborne Assault Segment is complete and all rules associated with it are suspended.

**Exception:** (AW 41.2.3a) (Extended Scatter Units) (AW 41.3.3) (FoW Units & Standard GTs), and (AW 41.3.6) (Re-group during Normal Game Turns).

<sup>44</sup>Fixed reference from AW 41.6.0.

## 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, and Utah). Each beach is represented by its own Beach Display. Beach Displays will be referred to as "Display."

#### 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 adjacent boxes 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, is organized into five horizontal rows of boxes. They are from bottom to top:

**Sea Box Row** represents the area where units are unloaded from their landing craft. Each Sea Box is labeled with the corresponding Beach Area Marker and the Battlefield Map hex number where the Beach Marker is placed. Inside each Sea Box is a box labeled with a number. These boxes are used to track the obstacle level in each sub-sector.

**Note:** On most beaches more than one Sea Box is marked with the same Beach Area Marker. This is intentional.

- Units are placed in this row when moving from the Landing Diagram to the Display.
- German Defensive fire cannot be directed into this row.
- Units remain in these boxes until obstacle casualties and drift is determined, they are then moved into the Beach Box Row (prior to German fire).

**Beach Box Row** represents the area of beach that units had to cross prior to reaching the high tide point in the shingle area.

- Units are moved to this row after obstacle casualties and drift are determined (this includes pinned units).
- German Defensive Fire can be directed into this row.
- Units remain in this row until moved during the Allied Movement Segment or Pin Recovery Segment.

**Shingle Box Row** represents the area that was above the high tide line and was adjacent the ever present sea walls. Units cannot move to the next row of boxes until the seawall has been breached.

**Pavilion Box Row** (Omaha only) represents the area between the seawall and the bluff/cliffs that existed on Omaha

Beach. Vehicular units cannot move to a Coastal defense box from a Pavilion Box unless using Draw.

**Coastal Defense Box Row** represents the area of the beach that is above the shingle and where the primary German defenses were located. In the case of Omaha Beach this row represents the area on the upper slope or top of the bluffs and cliffs.

To accurately reflect the German defensive system at Omaha Beach, the Coastal Defense Boxes are sub-divided in many of the sub-areas and do not always lay within one beach sub-area. 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 both sub-sectors.

**Example:** Coastal Defense Box Cabourg 2 is part of both Fox Red and Fox Green. Cabourg 1 is only part of Fox Red, as its boundary falls completely inside of the Fox Red beach sub-area.

**Errata:** Omaha Exit Box near Vierville-Sur-Mer should read C1004 or B7004. Queen Green Sea Box should read 4911.

**Beach Exit Box Row** represents the area directly behind the main German defenses. It typically was where Allied units re-grouped after getting thru the beach defenses and prior to moving inland. Each box is printed with the Battlefield Map hex number that corresponds to that exit box. These hexes are noted on the Battlefield Map with a "\*" in the hex. Units in that Beach Exit Box are considered to be in those hexes on the Battlefield Map when leaving the Display.

**Note:** The number of steps that can land in each sub-sector is based on the beach area marker, not the number of exit hexes.

**Example:** On Juno Beach, Nan Green 2, the beach landing marker is placed on hex C4208, however when units actually land (i.e., move to the Battlefield map) they are placed in hex C4209.

#### 42.1.3 Columns

Each Beach Display is vertically organized into a number of columns. These columns are referred to as sub-sectors.

- Each sub-sector (except those on Omaha) contains one box from each of the five (there are six rows on Omaha) horizontal rows.
- Each sub-sector is identified by a name, followed (in some cases) by a number.

#### 42.1.4 Omaha Beach Draws

Omaha Beach contains Draws, which are a terrain feature unique to this beach. The Draws are considered to be boundaries between Coastal Defense Boxes. Draws function as channels for movement from the Pavilion Boxes to the Beach Exit Boxes and are described in more detail in the amphibious movement rules.

## 42.2.0 Invasion Units

Many of the counters used during on the Beach Displays are only used during the Amphibious Invasion Stage and are called Invasion units.

**Note:** Invasion units have a white or orange stripe across the top half of the counter.

### 42.2.1 Unit Types

For the purpose of the Amphibious Invasion Stage, there are five types of units. Some standard Battlefield Map units (these units will be called standard units for brevity) are also used during the Amphibious Stage. For purposes of the Amphibious Assault they are divided into the same five types.

#### 42.2.1a Armor Vehicular Units

Armor/tank units are vehicular units and have a MA of four.

The following types of units are considered Armor Units:

- Invasion units with the NATO “tank” symbol, including DD Tanks.
- AVRE and Centaurs (Cent) invasion units.
- Standard AFV and Recon units.

#### 42.2.1b Weapon Vehicular Units

Weapon Units are vehicular units and have a MA of four. There are no invasion weapon units.

Standard weapon units are:

- Towed Artillery
- Self Propelled Artillery
- Towed AT

#### 42.2.1c Personnel Units

Most Personnel Units have a MA of two. Commando and Ranger units have a MA of three.

The following types of invasion and standard units are considered Personnel Units:

- Infantry, Mechanized Infantry, Commando, and Ranger units.
- Engineer units; however, they are called out separately when resolving German Defensive Fire.

#### 42.2.1d German Defense Units

There are three types of German Defense Units.

- Widerstandnesten (WN): A static unit identified with a starburst symbol, unit ID and dots representing number of steps.
- Heavy AT: A static unit, identified with an AT symbol and unit ID.
- Inf units: These units operate the same as Allied Infantry invasion units.

#### 42.2.1e Leader Units

Allied (US only) Leader units have a MA of four.

Leaders:

- Pay one MP to move into any box.

- Ignore all restrictions listed in (AW 42.11.3).
- Cannot be selected as a target for any type of fire and are not affected by combat results.
- Do not check for obstacle clearance or drift.
- Remove pin results from other units (AW 42.11.2).

### 42.2.2 Invasion Units & Steps

Invasion Units possess a number of steps equal to the number of diamonds printed on their counter.

When a unit takes step losses, they are recorded as follows:

- 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 all steps have been lost, the unit is then eliminated.
- A two-step unit is simply flipped over to its reverse side after losing its first step and eliminated after losing its second step.

#### 42.2.2a Standard Units

- Artillery Btns have three steps while on the Display.
- Non-artillery Btns or Coys have the same number of steps as the invasion units would when converted (42.2.3).
- Each hit against a standard unit eliminates one invasion step.

**Example:** A M-4 Btn has 24 invasion steps. An Inf Btn has 6 invasion steps.

### 42.2.3 Conversion to Standard Units

Invasion Units are converted to standard units prior to exiting the Beach Display.

Invasion units convert to standard units as follows:

- Two invasion steps of Inf, CDO, or Eng converts to one step of a standard Btn/Coy of the same unit type.

**Note:** To accurately portray where the engineer invasion units were extracted. The following Div Eng Btns are placed on the Landing Diagram with the below step losses (the steps are shown as invasion units). If after converting the corps' engineer Btns, there are invasion units remaining these step losses may be converted.

- > Sword Beach: 3<sup>rd</sup> Div Eng Btn (-1).
- > Juno Beach: 3<sup>rd</sup> Can Div Eng Btn (-2).
- > Gold Beach: 50<sup>th</sup> Div Eng Btn (-2).

- Three invasion steps of Rangers convert to one step of a Ranger Btn.

**Designer's note:** Yes, I know there are twenty steps of Ranger invasion units. Due to their ability to survive and keep fighting, there was an extra step given to these units.

- Eight invasion steps of armor convert to one step of a M-4 or M4 Firefly Btn.

**Exception:** AVRE and Cent armor units do not convert. They are simply removed and replaced with the standard full strength AVRE, Flail, and Flame Tank Coys.

**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.

#### **42.2.4 Invasion Unit Capabilities**

Each Allied invasion unit has an assault factor, fire factor, and MA printed on its counter.

- Some units are capable of conducting breach attempts against seawalls and obstacles, those units are marked with a breaching value.
- Each unit also has an Assault values which are noted as either dot(s) or a triangle in its upper left corner.
- 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.

#### **42.2.5 Beach Display Stacking**

The Allied and German players may voluntarily place as many units as they wish in any Beach Display Box. If any given type of unit exceeds that type's stacking limit, the excess units are immediately pinned (owning player's choice). Stacking is by unit, not steps. Each side may stack up to the number of units in a box.

The stacking limit for each type of unit is:

- Four Armored invasion units.
- Six Personnel invasion units.
- One Weapons unit.

Standard units are counted for stacking as follows:

- A One or two-step Coy counts as one invasion unit.
- Artillery and AT units count as one.
- Other Btms count as three units.

**Example:** A player may have up to four armored units, six personnel, and one weapon unit in a box. If the player moved an additional personnel unit into the box, one personnel unit would immediately become pinned.

#### **42.2.6 Pinned Units**

Units are pinned as a result of combat, breaching actions, or obstacle casualties.

Pinned units:

- Cannot conduct any type of activity.
- May be used to satisfy step losses.
- May not be used to satisfy additional pin results.

### **42.3.0 Beach Display Set Up**

#### **42.3.1 Allied Invasion Forces**

Consult the Allied Landing Diagram for each beach. This diagram lists the units that are scheduled to land in each Invasion Stage (GT) and which sub-phase within that Stage. The units are organized into their separate landing waves and sub-sectors. Units listed in the Assault Unit Boxes are standard units that have been broken down to form the invasion units.

**Note:** On each beach there are some standard units that land in later waves.

#### **42.3.2 German Beach Defense Forces**

The German units are placed in the appropriate boxes on the Beach Display. Both WN and Hvy AT units have their ID printed on the counter.

- WN and Heavy AT are placed in the boxes on the Display that are marked with the correct symbol (WN and/ AT) and matching ID.
- Inf units are identified by their formation ID and these units are placed the corresponding box matching their ID and number of steps. Some Inf units on Omaha beach do not start in a box. They are placed at the top of the display and may arrive as reinforcement.

#### **42.3.3 Beach Obstacles**

Sub-sector Obstacle Markers must be placed in the Obstacle Marker square of each Sea Box (this includes all sub-sectors on Utah Beach Display). 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**

Tide markers are 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, to high and then from high to medium and low.

### **42.4.0 Sequence of Play**

Normally there will be two Amphibious Invasion Stages, the June 6 AM GT and the June 6 PM GT. If all beaches are not cleared by the end of the June 6 PM GT, continue conducting Amphibious Invasion Stages each successive GT until all beaches are cleared. There are three Invasion Sub-phases in each Amphibious Invasion Stage.

A sub-phase consists of eight segments conducted 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

In the first sub-phase of the June 6 AM GT there are three additional segments conducted prior to the Landing Segment (Pointe du Hoc Assault, Utah Beach Drift, and DD Tank Segments).

### **42.5.0 Pointe du Hoc Assault Segment**

The US player places the Pointe du Hoc assault force (two Ranger invasion units denoted on the Amphibious Assault Diagram) in hex C6402.

- To determine if the guns are actually in place, the German side rolls 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 Allied Movement Phase, the Rangers must assault the StP.
- The US player rolls 1d10 for each step of Rangers (each Ranger unit has 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 side then rolls 1d10 for each step of Rangers.
  - For each result of 0-2, one step of Rangers is eliminated.
- If the StP survives the assault, the US player may make a second assault with any surviving Ranger steps during the June 6 PM GT.
- If the StP survives both assaults, the Ranger units are eliminated.
- If the StP is eliminated in either GT, the Ranger units remain in the hex. They may not conduct any action except defend. Each surviving step counts as one standard step and has a defensive strength of one, and a PR of eight. They cannot convert discretionary hits into retreats, nor can they retreat after a FS mission.
- If a US unit of any size enters the hex, the units are immediately removed. The US player receives one step of rangers that may be added to any on map ranger Btn or used to reconstitute an eliminated ranger Btn with one step. The replacement step arrives during the next Friendly Replacement Segment.

### **42.6.0 Utah Beach Drift Segment**

Units landing on Utah Beach are not subject to the normal drift procedure. The Allied side rolls 1d10; if the result is 8-9 the sub-sectors marked as “planned” are used. On any other

result the sub-sectors marked as “actual” are used. This DR is only made one time, for all units.

**Note:** Sub-sector Tare White does not have any units scheduled to land on it.

### **42.7.0 DD Tank Segment**

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 on. Those chosen not to swim will enter normally in the immediately following Landing Segment.

#### **42.7.1 Required DD Tank Use**

On all beaches except Omaha, at least one DD tank unit on each beach (i.e. one each on Sword, Juno, Gold, and Utah) must be selected to swim ashore. On Omaha Beach, the 741<sup>st</sup> Tank Btn (Easy Red 1 and Easy Red 2) must 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.

#### **42.7.2 DD Tank Survival**

The Allied player determines the survival of DD Tanks chosen to swim ashore.

- Roll 1d10 for each DD step (not unit) swimming ashore.
- Consult the DD Tank Survival Table and apply the applicable DRMs.
- If the result is equal to “0” zero, the step survives. On any other result the step is eliminated.

**Note:** DD tank units that swim ashore do not check for obstacle clearance.

#### **42.7.3 DD Tank Drift Checks**

One of the unexpected results of the tidal currents and heavier than expected obscuration of landmarks, was units landing on the wrong beach areas.

To simulate this problem, tank units that survived the heavier than expected seas, must also check for drift.

- Units landing on Utah do not check for drift. Move the units from the Sea Box to the Shingle Box in the sub-sector they were originally placed.
- For all other beaches, roll 1d10 for each unit (each unit not each step) and consult the Beach Drift Table.
- The Beach Drift Table is divided into two sections; Omaha Beach and all British Beaches.
- Cross reference the DR with the result. Results indicate the direction of drift (L or R) and the number of sub-sectors the unit drifts (1 or 2).
- If the indicated shift causes a DD tank unit to drift off the left or right side of the Beach Display, that unit is eliminated.
- Once all DD tank drift has been resolved, move surviving DD tank units from the Sea Box to the Shingle Box in the sub-sector they now occupy.

## 42.8.0 Segment 1: Landing Segment

Place all units scheduled to land during the current sub-phase on the Display in the Sea Boxes of the sub-sector they are scheduled to land in.

### 42.8.1 Beach Obstacle Clearance

Units must check for any casualties that might occur due to beach obstacles.

- Determine the current obstacle level for the sub-sector the unit is located (AW 42.3.3) and consult the Obstacle Results Table. The first column is the obstacle level (1 thru 6). The second column is the DR range that would inflict a pin result. The third column is the DR range that would inflict a step loss and a pin result.
- Roll 1d10 for each unit in a Sea Row Box and apply tide condition DRMs. Results consist of step losses and/or pinned results. Pinned units are recorded by placing them beneath a red spade marker.

**Errata:** The Tide Condition notes on the original Amphibious Charts are incorrect, use the below modifications.

- **Low Tide:** only vehicular units check for obstacle clearance. Vehicular units suffer step losses on a DR of '0' only.
- **Medium Tide:** all units check for obstacle clearance. Apply a +1 DRM.
- **High Tide:** all units check for obstacle clearance. Do not modify the DR.

**Example:** Juno Beach, sub-sector Nan White; the CW player has three infantry units and one tank unit. Tide level is low and the current obstacle level is five. The three infantry units do not check for obstacle clearance. The CW player rolls 1d10 with a result of zero. He then cross references the "5" line with the pinned column resulting in the armor unit being pinned. Since the DR result was zero, the tank unit also suffers one step loss.

### 42.8.2 Drift Determination

Drift Determination is only conducted in the first sub-phase of the June 6 AM GT Amphibious Invasion Stage.

- All units scheduled to land check for drift. Drift checks are resolved using the same procedure as outlined in (AW 42.7.3) except:
- Units that drift off the display are not eliminated. Instead, they are set aside and reenter the Beach Display during the same sub-phase landing segment of the next GT. They are placed in the beach sub-sector on the side they drifted off.
- Units that overstacked due to drift are immediately pinned (AW 42.2.5 & 42.2.6).
- After drift determination is complete, all units (including pinned units) are placed in the Beach Box Row.

**Example:** An infantry unit drifts off the right side of the Juno Beach Display (Mike Green) on the first sub-phase of the AM GT, it re-enters the Juno Beach Display, on Mike

Green, during the first sub-phase of the PM Amphibious Stage.

## 42.9.0 Segment 2: German Fire Segment

German Fire is resolved against each 'in range' box containing an Allied unit. Fire is resolved in the following sequence:

- Each Allied occupied box may only be fired on once per sub-phase.
- Each German unit may fire at every Allied occupied box that is in range of the unit.
- All German units that can fire into an Allied occupied box must combine their fire strength into one fire.
- Start in the Beach Box Row, working across each beach, until all eligible units in the Beach Box Row have been fired upon.
- Then move up one row, to the Shingle Box Row, moving across each beach until all eligible units in the Shingle Box Row have been fired upon.
- Continue this process (moving up one row) until all eligible Allied units have been fired upon.

### 42.9.1 German Fire Restrictions

Heavy AT and Inf units have a range of zero, and may only fire at Allied units in the same box as the German unit. WN may Fire into any boxes in the same or adjacent sub-sector unless one of the below apply.

- WN may not fire into a box in a higher row (away from the beach).
- WN may not fire from one Coastal Defense Box into another Coastal Defense Box.
- WN in the Beach Exit Row may not fire outside the box the WN occupies.
- If the box the WN occupies contains an Allied unit, the WN may only fire at those units. It may not fire outside its own box. Eligible WN in other boxes may fire into that box.
- If the box in the immediately lower row (towards the beach) in the same sub-sector is Allied occupied, the WN may only fire into boxes adjacent to the WN or into any lower box in the same sub-sector as the WN. They must still comply with all of the above restrictions.

**Note:** Use the fire diagram to determine WN fire factors and ability to fire at specific boxes. It does not list all combinations; however, it does give examples of all of the above situations.

### 42.9.2 German Unit Fire Strength

Heavy AT and Inf units always fire with a strength of one. The Fire Strength of a WN is calculated by multiplying the number of current steps it possesses by a fire factor of one or two. Use a fire factor of two when:

- The Allied unit is in the same box as the WN.
- The target box is adjacent to the WN in the same sub-sector as the.

**Example:** See fire example diagram, WN65N (in Easy Red 1) fires on the Allied unit in the Shingle Box in Easy Red 1. WN65N would have a fire factor of 2.

- The target box is in the same sub-sector and the box in the immediately lower row is not occupied by Allied units.

**Example:** Using WN62N again. If the Shingle Box in Easy Red 2 is not occupied by an Allied unit, WN62N uses a fire factor of two when firing at the Beach Box Row in Easy Red 2 sub-sector.

- The target box is adjacent to the WN but not in the same sub-sector, and the box in the immediate lower row in the same sub-sector as the WN is not occupied by an Allied unit.

**Example:** Using Omaha Beach, Easy Green sub-sector, Pavilion Box, WN66N. The shingle box in Easy Green is not Allied occupied. WN66N could fire into the Easy Red 1 Pavilion and Shingle Boxes; Easy Green Pavilion, Shingle, Beach Boxes; and the Dog Red Shingle and Pavilion Boxes with a fire factor of two.

### 42.9.3 Calculating Fire Value

German fire value is calculated as follows:

- Total all fire strengths directed against each target box. The maximum Fire Strength is seven. Excess fire strength is ignored (a box can only be fired on once each sub-phase).
- Consult the Fire Value Table. The top row is the total fire strength. The first column is the DR ranges.
- Roll 1d10; apply all applicable DRMs (listed to the right of the Fire Value Table).
- Cross reference the fire strength with the modified DR. The result is a letter-coded fire value for the current fire.
- A modified DR of less than zero is treated as a zero and a modified DR greater than nine is treated as a nine.
- There is one result that does not have a fire value; in that case the fire has failed to achieve a result.

### 42.9.4 Resolving Fire

Consult the Fire Results Table. It is divided into five vertical columns, each depicting one of the fire values from the Fire Value Table. Each column is divided into four sub-columns showing the types of units (AW 42.2.1).

- Roll 1d10; apply applicable DRMs:
  - 1 There are no Allied armor units in the target box.
  - +1 There are three to four Allied armor units in the target box.
  - +2 There are five or more Allied armor units in the target box.
- Locate the fire value determined in (AW 42.9.3) and cross reference that column with the modified DR (located in the left most column) to yield a Fire Result for each type of unit in the box.

### 42.9.5 Applying Fire Results

Each Fire Result is composed of four sub-columns. Each sub-column gives the fire result for each possible type of unit. Read the results as follows:

- A single number is the number of step losses that type of unit suffers. Losses may be taken from units that are already pinned. Within each type, the Allied player may always choose which units take losses.
- A number followed by the letter "P" indicates that a number of units equal to that number must be pinned. The Allied player may choose which unit(s) of that type is pinned. Units previously pinned may not be selected to fulfill a pin result. If a result calls for more units to be pinned than exist in the box, the excess results are ignored.
- Some results incur step losses and pin results. The number to the left of the slash is the step losses incurred and then number to the right (followed by the P) is the number of units that are pinned.
- Step losses are always incurred first. A unit can incur a step loss and if it is not eliminated, it can then absorb a pin result (it is pinned).

### 42.9.6 German Heavy AT Fire

Heavy AT units may conduct AT fire after all other German fire is complete.

- AT units may have fired previously in the same segment.
- AT fire may be conducted against Allied armor units in the same or adjacent box. Adjacent boxes must be in a lower row.
- If Allied units occupy the same box as the AT unit, the AT unit may not fire outside its own box.
- Roll 1d10 for each AT unit firing, result of 0-3 eliminates one armor type step.

### 42.10.0 Segment 3: Allied Fire Segment

The Allied player conducts Naval Gun Fire (if available) and then any eligible unit fire.

#### 42.10.1 Naval Gunfire

Each Beach Display has a naval gunfire value associated with it. It is listed as NG Value with an AM and then a PM row. Each row has a set of three numbers separated by a slash, representing the naval gunfire value for the first, second and third sub-phase of each GT.

- The number for the first sub-phase of the June 6 AM GT is set at zero for all beaches; naval gunfire cannot be used in that sub-phase.
- In all subsequent sub-phases the Allied player rolls 1d10 for each beach.

Compare the result to the NG value on the Display.

- If the DR is greater than or equal to the NG Value, the NG Value is the number of naval gunfire attacks the Allied player may conduct on that beach area during that Allied Fire Segment.

- If the DR is less than the NG Value, the DR is the number of naval gunfire attacks the Allied player may conduct on that beach area during the current Allied Fire Segment.
- If the DR is less than one-half the NG Value, the Allied player may still conduct a number of naval gunfire attacks equal to one-half the NG Value.
- A Naval gunfire may be directed against any German unit located in the Coastal Defense Box row or below. NG may be directed against boxes occupied by both Allied and German units.
- Naval gunfire may only be directed against German units in the Beach Exit Box Row, if an unpinned Allied unit is present in the same box as the target unit.
- Any number of naval gunfire attacks may be directed against a single German occupied box. If the box is occupied by more than one German unit, the Allied player must declare which unit is being attacked. Each attack is conducted separately and must be resolved prior to conducting another attack.
- Roll 1d10 for each attack. Results are:
  - Against a WN or armor unit: DR of 0-2 inflicts one step loss.
  - Against personnel or weapon unit: DR of 0-2 inflicts two step losses and a DR of 3-5 inflicts one step loss.
- Naval gunfire may not be used during a night GT.
- If a beach has not been cleared on the June 7 AM GT, the Allied player receives the same NG value as on the June 6 PM GT. In this case, the AG associated with the beach does not receive any naval units for use on the Battlefield Map on June 7.

#### 42.10.2 Unit Fire

Unpinned Allied armor and weapon units may make one fire attack for each step they currently possess.

- Each step of a unit may fire at a different target.
- Each attack is conducted individually.
- The target of each attack is declared just prior to the DR (i.e., fire does not have to be designated in advance).
- Armor and AT units may fire at enemy units in the same or adjacent boxes.
- Invasion armor units have their fire value printed on the counter.
- Standard armor units have a fire value of three. Each step in a standard unit may fire once.
- AT units have a fire value of one. Each step in a standard unit may fire once.
- Artillery units have a range of two (one intervening box).
- Artillery units have a fire value of two per step. (AW 42.2.2a) applies.
- Towed artillery units cannot fire if in the Beach or Shingle Box Row. Self-propelled artillery may fire from any box.
- Roll 1d10 for each attack. If the DR is equal to or less than the unit's Fire Value one step is eliminated from the target unit.
- Units conducting an attack are immediately pinned.

**Note:** Artillery Btns are considered in-battery when firing, and out-of-battery when moving. There is no requirement<sup>45</sup> to switch units from in to out of battery.

#### 42.10.3 Tracking Invasion Unit Losses

When an invasion unit is eliminated, the Allied player must designate the standard unit that has suffered the loss. The below process is conducted on a beach by beach basis (i.e., losses do not transfer between beach areas).

- Place eliminated invasion units on a standard unit in the Assault Units Box on the Landing Diagram, corresponding to the type of unit (i.e., infantry on infantry, engineer on engineer, etc.).
- Once there are enough eliminated invasion units stacked with the standard unit to equal one step of the standard unit (AW 42.2.3), remove the invasion unit(s) and show the standard unit with the appropriate number of step losses. Eliminated standard units are placed in the Eliminated Units Box.
- No standard unit of a specific type can receive a step loss until all units of that type have suffered an equal number of step losses.
- Standard units that were divided into invasion units after the start of Amphibious Stage must be the last units assigned a step loss.
- Artillery units that suffer a step loss are denoted by placing a blue spade marker under the unit on the Beach Display. **Designer's note:** This is a change from the original version of AW and reflects a more accurate distribution of losses.

#### 42.11.0 Segment 4: Allied Movement

Unpinned Allied units may move from box to box on the Displays. Units may move from one box to an adjacent box (AW 42.1.0). The movement may be through horizontal, vertical, and diagonal boundaries. The movement allowance for all units is described in (AW 42.2.1).

#### 42.11.1 Movement Point Costs

A unit expends one MP to move from one box to an adjacent box. Exceptions:

- Vehicular units that enter a Beach, Shingle, or Pavilion box pay: two MP.
- All units pay one MP to move 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 costs one MP.
- Units pay the normal MP cost for entering a box when exiting a draw.
- Personnel units may cross bluff boundaries. Crossing a bluff expends a unit's entire MA.

**Exception:** Ranger and CDO units expend one additional MP to cross a bluff boundary.

<sup>45</sup>Typo: Added "no" as in "no requirement".

- Ranger and CDO units may cross cliff boundaries by expending their full MA. No other type of unit may cross a cliff boundary.

#### **42.11.2 Leader Benefit**

Each Leader may remove one pin from one unit during an Allied 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.

#### **42.11.3 Movement Restrictions**

- A unit must stop moving as soon as it enters an enemy occupied box
- Units may not cross a seawall boundary or enter a draw until the boundary has been breached.
- A unit may not move from an enemy occupied box directly into another box that is also enemy-occupied.
- Any unit that creates an over stack 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. 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.

**Special Terrain Note:** On Gold Beach, sub-sector King White, no unit may move to/from the Coastal Defense Box and the Beach Exit Box.

#### **42.11.4 Omaha Beach Draws**

The four Draws on Omaha Beach are a special terrain feature that allows movement to and from the Pavilion Box Row and the Beach Exit Box Row. Each draw may be entered on the low side from the sub-sector on either side of the boundary the draw is on.

**Example:** The draw on the boundary of Fox Green and Easy Red 2 may be entered from either sub-sector.

- Draws may not be used for movement until a breach has been obtained at its lower end.
- Vehicular units adjacent to a breached draw entry may enter the draw and then exit it to enter either Beach Exit Box that the draw's upper arrows point to. The unit only pays the cost to enter the draw and enter the Beach Exit Box.
- Vehicular units may not move horizontally across the Coastal Defense Box Row on Omaha Beach. Vehicular units may cross to and from Beach Exit Box row and the Coastal Defense Box Row.
- Personnel units may enter a breached draw and then enter either the Beach Exit Boxes or the Coastal Defense Boxes adjacent to the draw. The unit pays the one MP cost for the draw and the one MP cost for the box it enters.

- Allied units may not enter a draw if both of the Coastal Boxes adjacent to the draw contain a German unit. This restriction is removed if one or both of the adjacent German occupied boxes also contain an Allied unit.

#### **42.11.5 Seawall & Draw Obstacles**

Each draw and Shingle/Coastal Defense or Shingle/Pavilion boundary (the horizontal red lines between rows) blocks movement until the obstacles have been breached. 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 "Seawalls."

- On Omaha Beach there is also a red line along the bluff and cliff boundaries between the Pavilion and Coastal Defense Rows. These boundaries cannot be breached. Vehicular units may never cross these boundaries.
- Draws and Seawalls start with two steps of obstacles.
- Rangers and Commandos may only breach the first step of a draw or seawall obstacle.
- Engineers and AVRE units may breach both steps of a draw or seawall obstacle. But each step requires a different attempt.

**Note:** To cross a vertex from one box to another, the seawall must be breached on both sides of the vertex.

#### **42.11.6 Breach Attempts**

AVRE and Ranger units (not CDO) make breach attempts during the Allied Movement Segment. Eng and CDO units make breach attempts during the Demolition Segment. In either case, the following procedures are used when making breach attempts.

- Pinned units may not make breach attempts.
- To breach a Seawall, the attempting unit must be in a box with the Seawall as one its boundaries.
- To breach a Draw, the attempting unit may be in either sub-sector that shares its boundary with the draw's lower opening.

**Exception:** On Omaha Beach the Shingle Box on Easy Red 2 is adjacent to two different Pavilion Boxes. The Allied side must declare which Pavilion Box the breach attempt is being made. Each Pavilion Box boundary must be breached separately.

**Example:** An engineer unit in the Shingle Box Row of Easy Red 1 may make a breach attempt against the seawall in Easy Red 1 only.

**Example:** There are Allied engineer units in the Pavilion Boxes of both Easy Red 1 and 2. Both units could make breach attempts on the draw that shares the two sub-sector boundaries.

- Ranger units may move before and after making a breach attempt. The breach attempt does not have to succeed for the unit to continue movement.

- Ranger and CDO may only make the first breach (i.e., they cannot open a breach for vehicular units).
- Ranger and CDO units may make one breach attempt per unit.
- AVRE and Eng units may make one breach attempt for each step they currently possess.
- One Breach attempt by an AVRE unit expends all of that unit's remaining MP. When an AVRE has resolved all of its allowed breach attempts, the unit is pinned.

**Example:** An AVRE unit (4 steps) moves from a Beach Box to a Shingle Box. The AVRE declares it is making a breach attempt, it may move no further this Movement Segment. The AVRE may make up to four breach attempts against the Seawall. If two of the four attempts succeed, the Seawall is breached in that sub-sector, and all units may cross the boundary.

#### 42.11.6a Breach Attempt Procedures

Roll 1d10 for each breach attempt and apply the following DRMs:

- +3 if any German unit could direct defensive fire into the breaching unit's box.
- 1 for each unpinned Allied tank unit in the same box (other than the AVRE unit making the attempt) as the unit attempting the breach.

DRMs do not apply when a Ranger<sup>46</sup> unit attempts a breach. They succeed on a DR 0-3.

A breach attempt is successful if the modified DR is equal to or less than the unit's Breach Value. An unmodified DR of zero always succeeds and an unmodified DR of 9 always fails.

#### 42.11.6b Breach Effects

Each Seawall and Draw requires two successful breaches. The first breach allows personnel units to cross the seawall or enter the draw. The second breach allows all unit types to cross the seawall or enter the draw.

- A breach takes effect immediately, thus if an AVRE or Ranger unit successfully create a breach during the Movement Segment, the Ranger unit or other units that have not yet moved could take advantage of the newly made breach in the same movement segment.
- The first breach against a seawall or draw is signified by placing a Tactical Attack marker in on the affected boundary.

**Example:** An engineer unit successfully creates the first breach in the draw between Fox Green and Easy Red 2. The Allied player would place a Tactical Attack marker in either the C1406 or C1305 Beach Exit Boxes.

- The second breach means that the obstacle is completely cleared and open to all types of units. Flip the Tactical Attack marker over to its PA side.

<sup>46</sup>Assume same for CDO, or not.

#### 42.11.7 Exiting the Beach Display

**Battlefield Map Errata:** The British beach landing boxes on the Battlefield Map are incorrectly numbered. All beach landing boxes should be numbered from east to west (i.e., one being the eastern most landing box).

Units may only exit the Display from Beach Exit Boxes. Prior to exiting the Display, assault units must be converted to standard units (AW 42.11.7a).

- Units may not exit the Display if the Beach Exit Box they occupy is also occupied by an enemy unit.  
**Designer's note:** This is a change from the original AW designed to slow down the landing process to more accurately reflect beach conditions.
- Units may exit to the Battlefield map at the beginning of the Allied Movement Segment prior to any movement. Units may not be pinned. Assault units must consolidate and convert into Battlefield units prior to moving off the display.
- Ranger/CDO units may exit the Display at any time during the Allied Movement Segment. They may move prior to exiting the Display as long as they have at least one MP remaining after entering the Exit Box Row. Any MP remaining to the original assault unit after moving on to the map may be used at that time.

**Example:** Two CDO invasion units (both with two-steps) start the Allied Movement Segment in the Coastal Defense Box. The units expend one MP to move to the Beach Exit Box and convert to a standard two-step CDO Btn. Since the units still have two MP remaining, they may exit the Display, expending one MP. They enter the appropriate landing box on the Battlefield Map with one MP remaining.

- Units that exit are moved to the corresponding landing boxes on the Battlefield Map.  
**Note:** If a unit is in a Beach Exit Box that could exit to two different beach landing areas, the Allied player is free to choose which beach landing area the unit is placed.
- Any number of units may exit to each beach landing area.
- During the Amphibious Stage, units are placed as follows:  
**First Sub-Phase:** Units that exit during the first sub-phase are placed in the corresponding "Landing" Box.  
**Second Sub-Phase:** Units that exit during the second sub-phase are placed in the corresponding "In the Queue" Box.  
**Third Sub-Phase:** Units that exit during 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.

June 7 AM GT Special Landings:

- These units do not count against the stacking restrictions for the sub-area marker on which they land.
- AVRE and Centaur units may not exit the Beach Display until the June 7 AM GT. Remove the AVRE and Centurion assault units and replace them with the three 79<sup>th</sup> Armored Coys shown on the Landing Diagram in the Assault Units

Box. During the Allied Movement Phase of the 7 June Am GT, place the three Coys on any landing box in the corresponding beach area.<sup>47</sup>

- Corps and army Eng Btns (those Eng Btns marked with a corps/army symbol) do not exit the Beach Display via movement. Once converted these units remain off map until the June 7 AM GT, at which time they are placed in one of the landing boxes of the beach they assaulted.

**Designer's note:** *Most of the corps engineers remained on the beaches clearing landing lanes and sweeping for mines. Likewise, the "funnies" were re-grouped overnight and didn't begin moving inland until June 7<sup>th</sup>.*

#### 42.11.7a Conversion of Invasion Units

**Note:** The below procedures have changed from the original AW.

Determine if the beach area has been cleared. A beach area is cleared if there are no German units present on the. All Seawall and Draws do not have to be breached.

**Beach Area Not Cleared:** The Allied player may consolidate any units in Beach Exit Boxes regardless of which box they physically occupy.

**Exception:** Units that are separated by a German unit in a Beach Exit Box may not consolidate.

- Combine all invasion units of the same type that have suffered step losses into as many full strength invasion units as possible.
- Select a standard unit from the Assault Unit holding box on the Landing diagram. Units must be selected from those that began the Amphibious Stage there first. Remove the number of invasion units in the box to equal the number of steps remaining in that standard unit. Once all of those units have been converted players are free to select standard units that were added later.
- Repeat the above process until all units eligible have been converted in each Exit Box.
- If all invasion units that equal a standard coy/step have been converted to standard units, all remaining invasion units of the same type that cannot convert to a full coy/step are eliminated.<sup>48</sup>

**Example:** There are 3 M-4 invasion units with a total of 5 steps remaining, still on the Display. Since it requires 8 armored invasion steps to equal one standard Coy, the 3 units are eliminated and one step loss is suffered by a M-4 Btn.

- As standard units exit the Beach Display note the step losses on the CW or US step loss track as appropriate.

**Example:** The Allied player has four infantry invasion units in a Beach Exit Box. There is one infantry Btn that has suffered two step losses and one Btn that has suffered one step loss. Selecting the Btn with two step losses, he

removes one infantry invasion unit (two invasion steps equal one standard step) and places the infantry Btn in that Beach Exit Box. He then selects the Btn with one step loss and removes two infantry invasion units and also places that Btn in the same Beach Exit Box. If there are still remaining standard infantry Btns in the Assault Units Box, he would leave the fourth invasion unit in the Beach Exit Box until there are enough invasion units in adjacent Beach Exit Boxes to completely rebuild the next standard unit.

**Beach Area Cleared:** The Allied player combines and then converts units as outlined above, except, units in all boxes may be handled as one group. Converted units may be placed in any Beach Exit Box.

#### 42.11.7b Special Conversions

- Hvy AT and WN units never convert; they remain in place until destroyed by Allied actions.
- Ranger/CDO units may exit after moving into the Beach Exit Box. These units regroup to the maximum extent possible when entering the Beach Exit Box and then may exit the display.
- Artillery units that have suffered step losses may not exit the Display until it has been determined if they can consolidate with other artillery Btns of the same type to create full a strength unit. Artillery Btns that still have step losses after all consolidations have been made are handled as follows:
  - If an artillery unit has taken one step loss, roll 1d10. The result is the number of GDs that the unit must refit prior to entering the Battlefield Map. June 7 is counted as the first GD of refit.
  - If the artillery Btn has two step losses, it is eliminated.

#### 42.11.7c Entering the Battlefield Map<sup>49</sup>

**Editor:** This is confusing as all get out. The 2014 rules 42.9.6 are way clearer to me. The intent seems to be, roughly stated; "Each June 6 AM/PM/Night GT land 18 steps (6 per segment) of units in the order they arrived (box, queue, queue+spade) with later units getting less post landing MA."

On the June 6 AM, PM and Night GTs each Beach Landing Area Marker has an increased capacity. There are three landing segments in each of the above GTs.

- During each of these landing segments up to six steps of units may exit the landing boxes and be placed on the hex grid of the Battlefield Map.
  - 1 step for each Leg movement class step.
  - 2 steps for each non-artillery Mech step.
  - 3 steps for each artillery type step (including SP).
- Prior to placing the first unit on the hex grid, place the corresponding Beach Area Marker in the numbered hex matching the marker's number.

<sup>47</sup>Beach must be cleared to place "the funnies" (AW 4.6.7).

<sup>48</sup>Moved this and following bullet from end of 42.11.7b Special Conversions. Appears to have been reformatting? error.

<sup>49</sup>Various rearranging of bullets and rewording the step equivalencies (which are same as in (AW 21.6.1)).

- Any hex marked with a triangle that is adjacent to and including the hex where the Beach marker is placed is considered an exit hex for that Beach Area.
- After all units that began the GT on the Battlefield Map hex grid have moved, the Allied side may begin moving units in the landing boxes onto their exit hexes. The below steps are conducted during the June 6 AM, PM and Night GTs.

**Step 1:** Up to six steps of units (counted as above) in each Landing Box are placed in any Battlefield map hex containing an exit triangle that is in or adjacent to that Landing Box's Beach Sub-area marker. These units may then move up to two-thirds of their MA (Mech units may only move up to one-half their MA).

**Step 2:** After all the above units have moved, another six steps of units from the landing box are moved as noted above, except these units may only move up to one-half of their MA. If all the units in the Landing Box have moved ashore, up to six steps of units in the "In the Que" Box which are not marked with a red spade marker may be moved onto an exit hex. They may be moved up to one-half of their MA. The total number of steps that may land on each sub-area beach marker during this segment is six.

**Step 3:** After the units in step two have moved, another six steps of units from the "in the Que" Box are moved as noted above, however these units may only move up to one-third of their MA. After all units in the "in the Que" box that were not under a red spade marker have moved ashore, up to six steps of units from the "in the Que" Box that were under a red spade marker may be moved up to one-third of their MA. The total number of steps that may land on each sub-area beach marker this segment is six steps.

**Note:** All units transferred from the Beach display must have moved from the landing boxes to the Battlefield Map prior to any of the June 7 AM GT (Editor: or later) arrivals being able to exit the landing box.

#### 42.12.0 Segment 5: German Movement

German infantry units on the 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 start with German units not yet on the Display but ready to enter depending upon a reaction DR for each unit. Each Display has an image of a German unit that may enter (this image is printed next to the Exit Boxes the unit is placed in) 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 moves other German units (other than the above units) onto the Display, then the solitaire mode for that display ends and the German player be-

comes active. He is then free to move his own units without regard to the restrictions in (AW 42.12.1).

- If activated, the German player may voluntarily withdraw units from the Beach Displays if they are in Beach Exit Box. Convert each unit to a breakdown 1-2-6 infantry Coy and place it on the Battlefield Map in the hex noted on the Beach Exit Box they occupy.

#### 42.12.1 Entering Beach Displays

Units (normally this would be German units) on maps A, B or C may 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 moves into a landing hex (those hexes marked with an asterisk) for a particular beach can be moved into the corresponding exit box on the beach display. It may not move any further that phase.

The next GT, during the amphibious invasion stage, the unit may move normally during the invasion movement sub-phases. Units entering the beach display have the same movement allowance as normal beach assault units.

#### 42.12.2 Solitaire Invasion Stage

Prior to activation, German infantry units are moved by the Allied Player as follows:

- If already on the Beach Display, they must move toward the nearest box containing a WN.
  - If two boxes are the equal distance away, the unit will move to the closest WN in the Shingle Box Row.
  - If there is more than one choice, or if there is no WN in the Shingle Box Row, use a DR in some fashion to randomly determine which box the unit moves to.
- If there are no WNs remaining on a Display, they must move so as to attempt to occupy all Exit Boxes.
- If, in the unlikely event, all exit boxes are occupied by German units, then all German units are free to move anywhere on the Display.

#### 42.13.0 Segment 6: Assault Combat

If enemy units occupy the same box, assault combat must take place. If solitaire mode is still in place, 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. All fire is simultaneous. Do not inflict step losses or retreats until both sides have resolved their fire.

#### 42.13.1 Allied Assault Procedure

Conduct the following procedure:

- Weapon units and pinned units cannot conduct assaults; however, they can be the subject of an enemy assault.
- If the only units able to conduct an assault are armor units, only one of those armor units may participate in the assault. Additional armor units are affected by the result.

- Choose a lead unit. Determine its printed assault value. This number will be used to determine the total assault value.
- If the lead unit has “Assault Dots,” multiply the number of assault dots, by the number of steps remaining in the unit. Add the result to the assault value.

**Example:** A full strength four step Centaur unit is the lead unit. The Centaur has an assault value of two and two assault dots. (4) Steps x (2) assault dots equal (8). Add the unit's assault value of the Centaur (2) + (8) equals (10). The assault value for the lead unit is (10).

- If the lead unit has an assault triangle, add one to its assault value. This is for the unit, not the number of steps.
- Determine other units which will participate in the assault, they are the supporting units.
- For non-AVRE supporting units (not steps) add one to the lead unit's modified assault value for each unit.
- If AVRE units are supporting the assault, and there is a WN in the box, add two for each step of AVRE. If a WN is not present, add one for each step of AVRE.

**Example:** A four step AVRE unit is supporting the assault and there is a WN defending. The AVRE would contribute eight to the total assault value (2 x 4 = 8). If a WN had not been present, the AVRE would have contributed four to the total. Continuing from the above example, The Centaur assault value of (10) with the AVRE supporting would have an assault value of (18).

- Roll 1d10; if an armor unit is the only unit conducting the assault, double the DR.
- Subtract the DR from the total assault value.
- If the modified DR is equal to or greater than the total assault value, there is no result.
- If the modified DR is less than the total assault value, divide the result by three (round down).
- The defending units suffer a number of hits equal to this result.

**Example:** (Continuing from above two examples) There are also two infantry units present in the box, supporting the assault, those two units each have an assault triangle therefore an additional (2) is added to the assault value. The total assault value is now (20). There is a WN and a one-step Infantry unit in the box. The Allied player DR is (5). Subtract the DR (5) from the total assault value (20). The result is (15). Divide that result by (3), which gives a result of (5). Apply five hits to the German units.

### **42.13.2 German Assault Procedure**

German assault fire is resolved as follows:

- Total the assault value of all German units in the box. Units have the following assault values:
  - WN: 3 for the first step, 2 for each step after the first.
  - Infantry and Heavy AT: 1 per unit.
  - Armor units: 1 per step.

- Roll 1d10. Double the DR if an armor unit is the only unit conducting the assault.
- If the modified DR is equal to or greater than the total assault value, there is no result.
- If the modified DR is less than the total assault value, subtract the modified DR from the total assault value.
- Divide the result by three (round down).
- The defending units suffer a number of hits equal to this result.

**Example:** A WN with three step dots conducts an assault against an Allied unit. The WN has an assault value of seven. The DR result is (1), which results in two hits (7 – 1 = 6 divided by 3 = 2).

### **42.13.3 Assault Resolution**

For each hit result, one hit is inflicted on one unit.

Hits are inflicted in the following order:

1. Heavy AT unit
2. WN
3. All other types of units.

- If all units have received at least one hit, then any unit with a MA must retreat to an adjacent box or, if a German unit, onto the Battlefield Map. Each unit that retreats reduces the number of hits remaining by one.
- If there are hit results remaining after all units capable of retreating have retreated, and there is still a WN in the box; the WN takes one step loss for every hit remaining.
- If all units have retreated and any WN in the box has been eliminated, the remaining hits are ignored.

### **42.13.4 Assault & Retreat**

If a unit is forced to retreat, it cannot enter a box on the Beach Display that is solely occupied by enemy units. It may enter a box if it is occupied by both friendly and enemy units. If all adjacent boxes are occupied solely by enemy units, the retreating unit is eliminated.

- German units that are in a Beach Exit Box must retreat off the Beach Display and onto the Battlefield Map. Such units are placed in the hex noted in the Beach Exit Box. If that hex is enemy occupied, the unit is eliminated.
- German units on the Beach Display but not in a Beach Exit Box must attempt to retreat toward the closest WN. If there are not any WN remaining on the beach, retreated units must retreat towards the Beach Exit Row Boxes.
- Units that are forced to retreat onto the Battlefield Map may not move or initiate combat (including observing for FS missions) during the current GT.

### **42.14.0 Segment 7: Demolition**

The Allied player attempts to clear beach obstacles and breach Seawalls/Draws.

### 42.14.1 Clearing Beach Obstacles

The Allies had many small specialized groups that were tasked with clearing obstacles on the landing beaches that are not depicted in the game. To reflect this, conduct the below procedure for each sub-sector that has remaining obstacles.

- Roll 1d10; apply the following DRMs:
  - 1 if there is at least one unpinned Allied armor unit in the sub-sector.
  - +1 for each WN that can direct defensive fire into the Beach Box of that sub-sector.
  - +1 if the tide condition is medium.
  - +2 if the tide condition is high.

**Errata:** The original Amphibious Chart is incorrect use the above modifiers.

- Subtract the modified DR from 9 and halve the result (round up).
- If the above result is greater than zero, that result is the number of obstacles removed.
- Record the new obstacle level by reducing the value on the Obstacle Value marker for that sub-sector by rotating or flipping the obstacle level marker so that the current obstacle value is displayed at the top.

Once the obstacle level reaches zero or less, remove the marker. That sub-sector is cleared of obstacles and units in the Sea Box are no longer required to check for obstacle casualties.

### 42.14.2 Engineers & Demolition

Engineer units that are not pinned may attempt to clear beach obstacles or make breach attempts. A single engineer unit cannot attempt to clear obstacles and make breach attempts in the same Demolition Segment.

- Eng units must be in the Shingle Box of the sub-sector that it is attempting to clear obstacles.
- Eng units must be adjacent to a seawall or draw boundary to make a breach attempt.
- Eng units may make personnel and vehicular breaches.
- Use the procedures outlined in (AW 42.11.6) when making breach attempts and attempting to destroy obstacles.
- Each Eng unit (not step) may make one obstacle clearance DR.
- Each Eng step may make one breach attempt.
- Each successful attempt reduces one level of beach obstacle or opens one breach level.

### 42.15.0 Segment 8: Pin Recovery

Pin markers are removed from all units (both sides) at this time. During medium and high tide conditions, pinned units occupying a Beach Row Box do not remove their pin marker; instead they keep the marker in place and immediately move from the Beach Box Row into the Shingle Box Row of the same sub-sector.

### 42.16.0 Beach Area Clearance

At the beginning of each sub-phase the Allied player determines if a beach is cleared.

A beach is considered cleared if:

- There are no German units on the Beach Display.
- All obstacles have been cleared.

If cleared, the Amphibious Invasion Stage Module is complete for that Beach. All Allied units remaining on that Beach Display may immediately move to the Beach Exit Box Row and are eligible to move to the Battlefield Map at the beginning of the next Amphibious Sub-phase.



DZ Scatter Table			
DR	82nd	101st	6AB
0	NS	NS	NS
1	S1	NS	NS
2	S1	NS	NS
3	S2	S1	NS
4	S2	S1	NS
5	S2	S2	NS
6	S2	S2	S1
7	S2	S2	S1
8	S2	S2	S1
9	S2	S2	S1

DZ Status Table			
DR	NS	S1	S2
0	A	A	B
1	A	B	B
2	A	B	C
3	A	C	C
4	B	C	D
5	B	C	D
6	C	D	D
7	C	D	D
8	C	D	E
9	D	E	E

Unit Scatter Table					
DR	A(7)	B(6)	C(4)	D(3)	E(2)
0	NS	NS	NS	NS	NS
1	NS(1)	NS(1)	NS(1)	S1(1)	S1(1)
2	NS	NS	S1(1)	S2(1)	S2(1)
3	NS(1)	NS(1)	S1(2)	S2(1)	S2(2)
4	NS	NS(1)	S2(1)	S3(2)	S3(1)
5	NS(1)	S1(1)	S2(2)	S3(2)	S4(3)
6	NS(1)	S1(1)	S2(1)	S4(2)	S4(2)
7	S1(1)	S2	S3(2)	S4(2)	S5(2)
8	S1	S2(1)	S3(1)	S5(2)	S6(2)
9	S2(1)	S3(2)	S4(2)	S6(3)	ES(3)

DZ scatter only 1 hex  
 Main DZ do not scatter  
 82nd Main DZ "W"  
 101st Main DZ "E"  
 6th Main DZ "N & W"

+1 Adj to German unit  
 +2 Adj German Flak  
 Only 1 of above  
 +1 Marsh & Woods  
 +2 City, Town, Bocage  
 Use Higher Terrain DRM

**SCATTER PROCEDURES**  
 After determining distance from DZ, roll 2d10,

Use DZ status DRMs to determine unit scatter. Apply a -3 DRM to all Glider units.

Units eliminated if the unit lands in:  
 Woods & Town on DR 9

Forest, Marsh, City, Bocage on DR of 8-9

FoW unit to ES boxes if it lands in;  
 Forest, Marsh, City, Bocage on DR of 6-

Glider units eliminated on DR of 7-9 in Forest, Marsh, City or Bocage.

**Sequence of Play**

*Pegasus Bridge Mission*

1. Drop Zone Placement Segment
2. Airborne Drop Segment
3. 1<sup>st</sup> Allied Movement Segment
4. Glider Landing Segment
5. 1<sup>st</sup> Allied Combat Segment
6. 1<sup>st</sup> German Movement Segment
7. 1<sup>st</sup> German Combat Segment
8. 2<sup>nd</sup> Allied Movement Segment
9. 2<sup>nd</sup> Allied Combat Segment
10. 2<sup>nd</sup> German Movement Segment
11. 2<sup>nd</sup> German Combat Segment

**Airborne Stage Combat**

Each side totals the following:

1. Combat Strength, (Def AFV x2 if in clear hex and stacked with Inf type).
2. One-half the PR of lead unit (round up)
3. +1 if any leaders stacked with units.
4. Result of 1d10

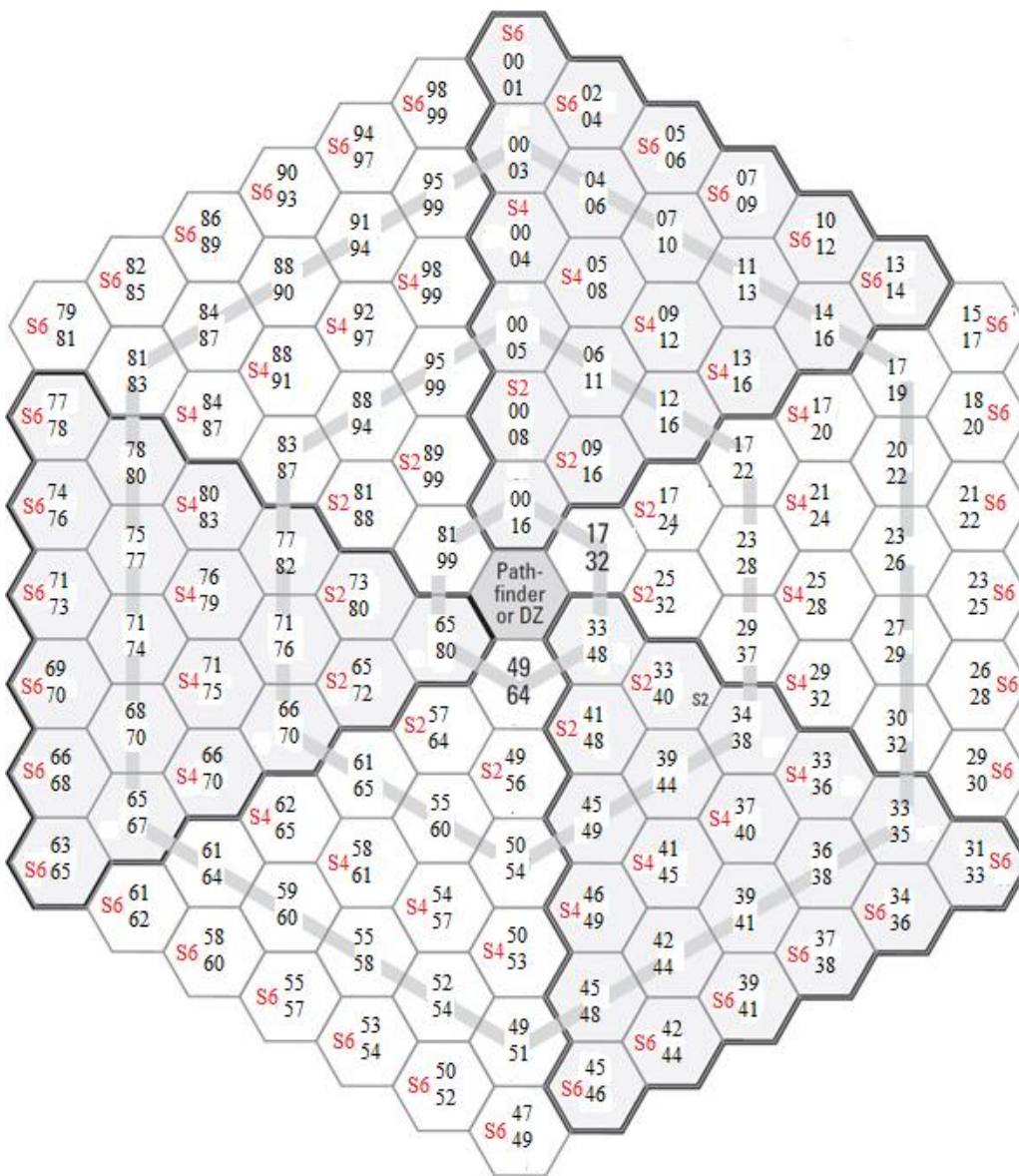
Defender Adds the following:

- +1 If in marsh, woods, hedgerow or bocage
- +2 if in town, forest or WN is in hex, or if being attacked across bridge
- +3 if in city or StP is in hex

**Combat Resolution**

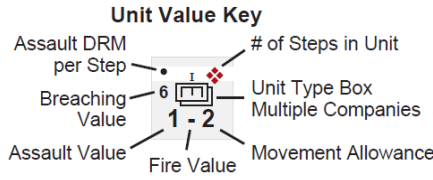
Higher total is winner, subtract lower total from higher

1. If the difference is zero there is no effect
2. If the difference is greater than zero but less than the loser's PR, loser retreats one hex
3. If the difference is equal to or greater than the loser's PR, loser retreats 1 hex and loses 1 step.



- DD** Half-Size Armor Co DD Tanks  
1-0-4
- Armor Platoon (Omaha only)**  
1-0-4
- Engineer Co (Omaha only)**  
1-2
- Leader Unit**  
Roosevelt
- German Reaction Unit**  
1-2
- German AT (88mm AT Gun)**  
[3]88
- German WN (Wiederstandnest)**

- Armor Company**  
4-3-4
- AVRE Unit (CW Only)**  
1-0-4
- Centaur Unit (CW only)**  
2-1-4
- Companies (CW only)**  
1-2
- Commando Ranger Units**  
1-3
- Allied Infantry Company**  
1-2



**Obstacle Casualty Table**

# Obstacles	Pin	Step Loss
1	0-1	--
2	0-2	--
3	0-3	--
4	1-3	0
5	2-4	0-1
6	3-5	0-2

**High Tide:** All units check no DRM

**Medium Tide:** all units check for obstacle clearance. Apply a +1 DRM.

**Low Tide:** only armor and weapon units check for obstacle clearance. Armor and weapons units suffer step losses on a DR of '0' only.

**Obstacle Demolition Table**

Each Sub-sector, roll 1d10, modify by:

- +1 If Tide is Medium
- +2 If Tide is High
- +1 Per WN that can fire on Bch Box
- 1 if at least 1 unpinned Armor in box

Subtract modified DR from 9.  
If result is a positive divide by 2  
Reduce Obstacles by result  
Unmodified DR of 0 always reduces obstacle by 1

**DD Tank Survival**

Each DD Step must roll 1d10, modified result of zero or less, DD step survives.  
At Omaha all of the 741st Tk Btn must swim to the beach. On all other beaches at least 1 unit must swim ashore

All British beaches have DRM of -7  
Utah Beach has DRM of -8

**Beach Drift Table**

DR	Omaha	DR	British Bch
0-1	--	0-7	--
2-5	1L	8	1R
6-8	2L	9	1L
9	1R		

Utah roll for entire landing, if DR is 8-9 use planned beaches, if not use Actual

**Breach Attempts**

Eng/CDO attempt in Demo Segment.  
AVRE/Rgrs attempt in Move Segment.  
Must be in box with Seawall boundary.  
In subsector with draw's low opening.  
Ranger/CDO make 1 attempt per unit.  
AVRE/Eng make 1 attempt per step.  
Rangers may move before & after.  
AVRE expends all MP. Pin the unit.  
Ranger/CDO only make first breach.  
Roll 1d10 for each attempt  
Rgr succeed on DR 0-3, No DRMs.  
+3 If German could fire into unit's box.  
-1 per unpinned Tk in box (not AVRE).  
Success if Mod DR < or = Unit's Breach Value  
DR of 0 succeeds. DR of 9 fails.

**Sequence of Play**

- Pointe du Hoc Assault*
- Landing Segment  
First Sub-Phase only: DD Tank Segment  
DD Survival  
DD Drift Checks  
First Sub-Phase only: Unit Drift
  - German Fire Segment
  - Allied Fire Segment
  - Allied Movement segment
  - German Movement Segment
  - Assault Segment
  - Demolition Segment
  - Pin Recovery Segment

**Fire Value Table**

DR	Fire Value						
<=0	C	B	B	A	A	A	A
1-2	C	C	C	B	B	A	A
3-4	D	C	C	C	B	B	A
5-6	E	D	C	C	C	B	B
7-8	E	E	D	D	C	C	B
>=9	-	E	D	D	D	D	C

**Fire Results Table**

DR	E				D				C				B				A				DR	
	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn		
<=0	--	1/1P	1	--	--	1/2P	1	--	--	1/2P	1P	1	1P	2/1P	1	1P	1P	2/2P	1/1P	1	<=0	
1-2	--	1	--	1	--	1P	1P	1P	1P	1/1P	1	1P	1	1	1/2P	1P	1	1	1/2P	2P	1P	1-2
3-4	1P	1P	--	--	1P	1P	--	1	1	1P	1P	1	1/1P	1/1P	1P	1	2P	1/1P	1/1P	1/1P	3-4	
5-6	--	--	--	1P	1P	--	--	1P	2P	1	--	1P	1	1P	1/1P	1	1	1/1P	1	1P	5-6	
7-8	1P	1P	--	--	1P	1P	1P	1P	1/1P	1P	1	--	2P	1P	1	1P	1/2P	1	1P	1	7-8	
>=9	1	--	1P	1P	1/1P	--	--	1	1/1P	--	1P	1	1/2P	1	1P	1	2/1P	1P	1P	1/1P	>=9	

- 1 No Armor or Weapons units in Box
- 0 1 - 2 Armor or Weapons units in Box
- +1 3 - 4 Armor or Weapons units in Box
- +2 5 or more Armor or Weapons units in Box

**Naval Gunfire**

Each beach lists its naval gunfire values. Example NG Value: AM: 0/4/6 PM: 7/7/8.  
Values represent the NG available in each of the 3 sub-phases  
Roll 1d10, result is the number of NG available that sub-phase. Number may not exceed the value listed. Minimum number of NG is half the value, no matter the DR.  
Roll 1d10 for each attack, target is designated at time of DR. Each hit inflicts 1 step loss. DR = 0-2 versus WN/Armor and 3-5 versus Personnel/Weapons units inflict 1 step loss. DR = 0-2 versus Personnel/Weapons results in two step lossess.

**Fire Value DRMs (against Allied units)**

- Low Tide (Beach Boxes only) -1
- First Sub-phase (AM GT) -1
- Target is:**
- Any Box with Unpinned Armor Unit +1
- Adjacent Box in same sub-sector +1
- Beach Exit, Coastal Defense, or Pavilion Box +1
- Shingle Box +4

Atlantic Wall Weather & Interdiction Track

DRMs to Weather Determination

June	0
July	-10
August	-25
If previous turn was Clear	-5
If previous turn was Ovr	+5
*If West Sector is Clear this turn	-5
*If West Sector is Ovr this turn	+5
Either Sector is storm, both are storm	
2 GDs with the same weather condition	
apply a +/-15DRM	

Weather Determination Table

Western Sector	*Eastern Sector	Atmospheric Condition
00-29	00-35	Clear
30-49	36-60	Partial Overcast
50-90	61-95	Overcast
91-99	96-99	Storm

Until June 12 GD, a Storm result automatically converts to Ovr with rain

July & August unmodified DR 96-99 is Storm (if permissible)

Rain Determination

Till Jul 14 DRM	+1
Partial Overcast	0-1
Overcast	0-6
Storm	0-7

Ground Condition Matrix

Current GT	Previous GT Conditions				
	No Rain	No Rain	Rain	Rain	Rain
	Dry	Wet	Dry	Wet	Mud
Rain	Dry	Mud	Wet	Mud	Mud
No Rain	Dry	Dry	Dry	Wet	Wet

Weather Effects on BH

Normal	6 SP
Ovr with Rain	5 SP
Storm	3 SP

Storm Determination

Once a Storm has been generated, it will persist until the next AM GT

Next GT, Check how many GDs pass before a DR can be made to end storm

Roll 1d10, divide the result by two (round down).

Result is number of GD before player can roll to end the storm (count current day)

On AM GT of GD determined, roll 1d10 if the result is 0-6 the storm ends

-2 DRM for each GD after the first GD a DR is made.

On AM GT storm ends the atmospheric condition is overcast for the entire GD

Only one storm per month, if another storm is rolled, treat as Ovr with rain.

June 6th & 7th Weather

June 6 AM GT: POv & Dry

June 6 PM GT: POv & Dry

June 6 night GT: POv & dry

June 7 AM GT: Ovr & Dry

June 7 PM GT: Clear & Dry

June 7 night GT: Clear & Dry

Ground Interdiction Track

US Northern Sector	2	3	4	5	6	7	8	9	10	11
--------------------	---	---	---	---	---	---	---	---	----	----

US Southern Sector	2	3	4	5	6	7	8	9	10	11
--------------------	---	---	---	---	---	---	---	---	----	----

CW Northern Sector	2	3	4	5	6	7	8	9	10	11
--------------------	---	---	---	---	---	---	---	---	----	----

CW Southern Sector	2	3	4	5	6	7	8	9	10	11
--------------------	---	---	---	---	---	---	---	---	----	----

**Atlantic Wall German Daily AmP and Fuel**

Jun 12 to Aug 1	1 AmP, if storm 2 AmP
Jun 8 to end, eastern sector clear or Povr	1 FP
If weather in eastern sector Ovr, or storm	2 FP
June 8 to Aug 1	1 FP on Strat Map
This FP cannot be stockpiled or used on Battlefield Map	

**Atlantic Wall German Modifiers**

Min of 32 Allied AP not assigned to Strat (max 2)	+1
Every 8 HB or fraction thereof on CB mission (max 2)	+1
Every RR marker greater than # allowed in Sector	+1

**Amphib GenS (prior to depot) (AW 15.0)**

PSS to Div HQ (June 7, 1 hex)	6 Mech
PSS to Corps HQ (June 10, 1 hex)	4 Mech
PSS to Army HQ	18 Mech
Army HQ to Corps HQ	9 Mech
Corps HQ to formation HQ	6 Mech
Formation HQ to units	6 Mech/9 Leg
Main DZ to AB Div HQ	1 Hex
AB Div HQ to unit	6 Leg or Mech

**Allied Amphib Logistic TP Mods (AW 15.2.1)**

+1 TP	If there are no units are embarked
-1 TP	For every multiple of 50 embarked steps
-2 TP	If Storm conditions exist in weather sector
-1 DRM	Early activation of each Allied Div (optional)

**AW Allied Continental DRM (AW 15.8.0)**

-1 DRM	If overcast with rain conditions exist
-2 DRM	If storm conditions exist
-1 DRM	Early activation of each Allied Div

**Max steps per Landing Hex (AW 21.6.2)**

Storm GT: 3	Overcast with rain GT: 5
All other Conditions: 6	

**Atlantic Wall Charts**

**Naval Unit Availability Table**

DR	Ship Type					
	W/E	W/E	W/E	W/E	W/E	DR
0	--/--	--/--	1/--	1/--	2/2	0
1	--/1	--/--	--/1	--/1	2/3	1
2	--/1	--/1	1/--	1/1	2/3	2
3	1/1	--/1	1/--	1/1	3/3	3
4	1/1	--/1	1/1	1/2	3/4	4
5	1/1	--/1	1/2	2/2	4/4	5
6	1/1	--/1	1/2	2/2	4/4	6
7	1/1	1/1	2/1	2/2	4/4	7
8	1/1	1/1	2/1	2/2	4/4	8
9	2/2	1/1	2/1	2/3	4/4	9

Beginning July 1, the Western TF loses all naval units except for DD.

Beginning July 8, the Eastern TF Max is 1 BB or 1 Mon, 1 CA, 2 CL & 4 DD. Roll normally, but TF may not have more naval units

**Carpet Bombing Table (clear only)**

Missio ns	# Volleys & Strength	Resolution DRMs
1st*	3 x 4	Any Armor -1 DRM
2nd*	3 x 5	ET in Hex -3 DRM
3rd	3 x 6	Fort In Hex -6 DRM
4th	3 x 8	
5th**	3 x 8	

\* Max of 8 HB APs  
\*\* May be night mission

**Air Supply of Beachheads (Povr & Clear)**

Must be clear or Povr  
Each ATP may transport 0.5 FP or 1 AmP  
Roll 1d10 if result 0-7 cargo delivered  
If Povr +1 DRM

**Air Point Availability Table**

**Allied AP Availability**

Type	US	CW
AP	76	72
HB	8	8
ATP	3	3

**German AP Availability**

The German side has six AP each day starting Jun 7 AM GT (Ground Support only)  
For each AP assigned to a GS roll 1d10 if result is 0-8 AP abort  
Each AP can only attempt one mission per day.

**Allied Air Effort (AW 20.1.1c)**

US AP: AM GT after Cherbourg is operational: permanent increase of 16 AP. (no penalty)  
US AP: Aug 1 to Aug 15; total (total includes increase from above) reduced by 20 AP  
US AP: 3rd Army Active & No Germn units on Map B: may be increase by 32 AP.  
This increase reduces total TP available to 12th AG by 4  
CW: 1st Can Army active & No German unit west of hexrow C59xx: may increase up to 30 AP  
This increase reduces total TP available to 21st AG by 4

**German Replacements (AW)**

	DR	0-2	3-5	6-7	8-9
June & July	Infantry	2	2	2	3
	Armor	0	1	1	2
August	Infantry	2	3	3	4
	Armor	0	1	2	3

Luftwaffe receives 1 additional Inf ReP per GD, must be used that GD.  
Refit of Leg Division receives 1 additional Inf ReP per GD  
Refit of Mech Division receives 1 additional Inf ReP & 0.5 Arm ReP.

**Allied Replacements (AW)**

Month	DR	Infantry RePs			Armor RePs
		0-2	3-7	8-9	
June	US	3	4	5	3
	British	2	3	4	3
July	US	4	4	5	4
	British	1	2	3	3
August	US	3	3	4	4
	British	0	1	2	3

Canadians may receive maximum of 2 CW Inf ReP per GD  
Polish may receive maximum of 1 CW Inf ReP per GD  
French may receive maximum of 1 US Inf ReP per GD  
No limit on armor RePs for any of the above.