



June 6

D-Day, 1944

Rule Book

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1.0 Introduction

June Six covers the Allied Invasion of Normandy: D-Day, plus the rest of June, 1944

In the Gameplayers series, the emphasis is on as much accessibility and playability as possible, with as much historical flavor as we can muster. Given a choice between playability and historical “detail,” we tend toward playability. Even so, June Six (J6) is not an introductory game.

2.0 Components

The game includes:

Two 22”x34” game maps

Two sheets of 1/2” (560) counters

One RuleBook and one Play Book

Three Player Aid Cards

One ten-sided die

2.1 The Map

The game maps are overlaid with a grid of hexagons (hexes) which are used to regulate movement. When referenced, the hexes on the west map have “W” before the hex number, while hexes on the east map have “E”.

2.2 The Counters

J6 contains four types of counters.

- Combat Units.
- Combat Support Units.
- Informational Markers. These are markers to help players keep track of things.
- Activation Markers (AMs). Counters used to activate headquarters (HQs).

2.3 The Die

The ten sided die (1D10) is used for all game purposes. A ‘0’ is read as zero (not as a ten).

2.4 Rules Definitions/ Acronyms

Awareness of the following terms will help you as you as you read through the rules.

AM: Activation Marker. Counter used to determine which HQ is activated.

Armor Points: The white number in the black box to the right of the unit type box represents the quantity and quality of the tanks in a unit. Armor points are used to determine the armor die roll modifier used in combat resolution.

Anti Tank (AT) Points: The black number in the white box to the right of the unit type box represents the number and type of AT guns (primarily towed) in a unit. AT Points are used only to offset Armor Points.

Artillery Points: The number in the yellow circle to the left of the unit type box used to determine the artillery DRM in the combat die roll.

Cohesion: A unit’s ability to withstand the rigors of combat, stated numerically.

Combat Strength (CS): A unit’s ability to engage in combat, stated numerically. If this number is bracketed, the unit may defend only.

Combat Unit: A unit with a CS which projects a Zone of Control. These counters represent the armored, foot and motorized infantry units.

Combat Support Units: A unit which does not project a Zone of Control. These counters (all of which have a white band across the top) represent units which supported the combat units. Examples would include self-propelled artillery, anti tank (AT), nebelwerfer (NW), and headquarter (HQ) units.

DR: Die Roll.

DRM: Die Roll Modifier.

Efficiency: The ability of a unit to move and fight at its full potential, expressed as Maximum Efficiency (ME). Units not able to do so are performing at Reduced Efficiency (RE).

Foot: Units in which the majority of personnel move without motorized transport.

Formation: All organic units controlled by a HQ plus the HQ itself.

LOC: Line of Communication. The path a unit traces to a Supply Source. LOCs must be traced by:

- HQs in order to activate at ME
- All units during the End Phase of each turn to avoid the effects of Isolation
- Any unit undergoing Reduced Refit

MA: Movement allowance.

Motorized: Units that move by wheel or tracked vehicles, as opposed to those on foot. All motorized units have a white MA in a red box.

Organic Units: Combat or Combat Support units which are activated when their Parent HQ is activated.

Note: *Allied Divisions do not activate when their Allied Corps AM are drawn, except when an Allied Corps Activation is declared.*

Parent HQ: The command and control element which allows its organic units to move, fight, and perform other actions when it is activated.

RP: Resource Point. The game’s currency, available in differing amounts, which allows players to “purchase” supply, transmission of orders, command and control, communications, etc.

Zone of Control (ZOC): The ability of a unit to extend its presence into adjacent hexes.

2.5 The Scale

The map scale is approximately 1.4 miles per hex. Each turn covers two days of real time except for the June 6 turn. Combat units are usually regiments or brigades. Combat support units are usually smaller, battalion sized units. Most of the artillery for both sides is contained in the HQ units.

2.6 Questions?

If you aren't on line, send your questions and a self-addressed stamped envelop to:

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3.0 Sequence of Play

3.1 Initiative/Weather

Determination Phase [4.0]

This phase is not used for the June 6 turn when weather is automatically clear and the Allies automatically have the initiative.

3.2 Allied Logistics Phase [5.0]

Omit this phase for the June 6 turn.

3.21 The Allied player determines how many RP he receives [5.12].

3.22 The Allied player uses these RP to purchase AM for the turn. Place purchased AM in the AM Pool. Also place in the AM Pool "free" AM for arriving reinforcements [7.23] and the Free Allied Ops marker if the weather is Clear [4.12].

3.3 Allied Air and Naval

Bombardment Phase

3.31 The German player makes Reinforcement Entry Hex choices [10.35].

3.32 The Allied player allocates air and naval points for:

- Air and Naval Bombardment, then solves the Bombardment Table [17.2 and 18.2],
- Reinf. Interdiction (not on June 6 turn),
- Supply Interdiction.(not on June 6 turn).

3.4 German Logistics Phase [5.0]

Not used for the June 6 turn.

3.41 The German player determines how many RP he receives [5.12].

3.42 The German player uses these RP to purchase AM for the turn. Place purchased AM in the AM Pool. Also place in the AM Pool "free" AM for arriving reinforcements [7.23] and the German Free Ops marker(s) if the weather is Non-Clear [4.12].

3.5 Allied Reinforcement

Placement Phase

The Allied player places arriving Allied reinforcements in their Beach Landing Boxes.

3.6 ME Activation Phase

3.61 The player who has the initiative reveals the AM he has chosen for his first activation.

3.62 The player makes an LOC check for the HQ activated. If no LOC can be traced, place an RE marker on the HQ. The HQ and its organic units cannot be activated until the RE phase. If an LOC is traced, proceed with this sequence.

3.63 The activated HQ and its organic units which do not bear RE, Isolated or Scattered markers may:

- Break Down (Germans), move, enter enemy ZOCs, and attack, *or*
- Use Strategic Movement, *or*
- Refit (note that any unit undergoing Reduced Refit must be able to trace a LOC [21.35]).

3.64 Once the activated formation has completed all allowed actions desired, one of the players draws another AM for the AM Pool cup.

3.65 The process in 3.62, 3.63, and 3.64 above is repeated until all AM in the AM Pool have been drawn.

3.7 RE Activation Phase

Both players place RE markers on all units and formations not activated during the ME Activation Phase. Units and formations bearing RE markers may now undertake limited actions. The player with the initiative for the turn determines whether to move all his "RE" units first or last [6.34]. As each unit or formation is activated, remove the RE marker.

3.8 End Phase

3.81 Isolation Determination

- Trace LOC for units with Isolated markers. Remove markers if no longer isolated.
- See if any new units cannot trace LOC. Place Isolated markers.
- Each unit still bearing an Isolated marker automatically receives a Disorder-1 marker (which may cause it to assume Disorder-2 status or be reduced).
- Make a Surrender Check for each unit bearing an Isolated marker which has Cohesion rating of five or less.

3.82 Remove all Pinned and Scattered markers.

3.83 Flip all counters showing the Artillery Fired symbol to their unfired sides.

3.84 Remove all unused Allied Air and naval markers from the Available boxes.

3.85 Ensure that the Cherbourg Command HQ retains an RE marker (if still on the map).

3.86 Ensure all on-map units without a parent HQ on the map retain RE markers.

3.87 Advance the GT marker to the next GT box.

4.0 Weather and Initiative

In the Weather/Initiative Determination Phase, each player rolls the ten-sided die to determine which player has the initiative for the turn [4.2]. The German player's die roll also determines the weather for the turn. Weather affects German movement, Allied air and naval support availability, and RP levels making it the most critical die roll of each turn.

4.1 Weather

4.11 The German player's DR determines the weather [see Weather Table]. The German DR is never adjusted for weather, as it may be for initiative [4.22].

4.12 Weather Effects

a. Clear:

1. Full Allied air and naval support marker availability.
2. German Strategic Movement Attrition is in effect [8.3].
3. Allied Player Receives one Free Ops marker for the AM Pool [4.23].

b. Light Overcast:

1. Halve Allied air marker availability.
2. German Strategic Movement Attrition is in effect with a -1 DRM [8.3].
3. German player receives one Free Ops marker for the AM Pool [4.23].

c. Heavy Overcast:

1. No Allied air markers available.
2. All German MAs increased by two.
3. German player receives two Free Ops markers for the AM Pool [4.23].
4. No German Strategic Movement Attrition.
5. German player receives two additional RPs.
6. German player receives -2 DRM to all Release Die Rolls.

d. Storms:

1. No Allied air or naval markers available.
2. All German MAs increased by two.
3. German player receives two Free Ops markers to use at any time declared [4.23].
4. No German Strategic Movement Attrition.
5. German player receives four additional RPs.
6. German player receives no DRM to all Release Die Rolls.

Note: *While storms bid the Germans from the Allied air forces, they hindered movement over long distances (thus the two effects cancel each other out).*

7. The Allied player receives only ten RPs (or the actual number rolled, whichever is lower) for the turn. The weather of the next turn is automatically Heavy Overcast. The Allies receive only fifteen RPs (or the actual number rolled, whichever is lower) for the turn.

Note: *The storm which actually occurred around June 16 did significant damage to the Allied artificial harbors (Mulberries), and destroyed many landing craft used for landing supplies directly on the beaches.*

4.2 Initiative

4.21 The players compare their Initiative die rolls. High total has the Initiative for the turn. Ties? The Allied player rolls again, and the German DR remains in effect. The player with the Initiative chooses which of his purchased AM he wants to hold out of the AM Pool to use as his first activation of the turn. Either player may be able to opt for Corps Activation [7.5].

4.22 Start Initiative rolling with the June 7/8 turn (Allied Initiative is automatic on the June 6 turn). The German player subtracts a DRM from his die roll on the June 7/8 and 9/10 turns (to reflect poor initial German response to the landings), however the unadjusted German roll is still used to determine weather for the turn [4.11].

4.23 Free Operations markers represent advantages accruing to each side as a result of weather conditions. Clear weather allows the Allies to create and seize opportunities due to their unhindered use of airpower. As weather conditions worsen, the Germans can employ more of their tactical flexibility openly.

- a. If the Free Ops markers are designated for the AM Pool, they are put in the opaque cup along with the other purchased AM to be drawn randomly [7.0].
- b. If the German player can use the Free Ops markers to declare operations [4.12.d.3], the markers are not put in the AM Pool opaque cup, but are set aside. At the conclusion of any activation (German or Allied), the German player can announce that the next activation is his. One Free Ops marker is placed in the used pile, and any German HQ can be activated.

Exception: *The only limitation for the German player is that no German HQ can be activated more than three times in any turn.*

5.0 Logistics

5.1 Resource Points (RPs)

RPs represent not only ammunition and fuel, but also (and most importantly) the organizational capabilities of higher command as well as commitment and planning.

5.11 A HQ is activated by drawing its AM from the AM Pool. In order to get most AM into the AM Pool, they must be purchased. Purchasing AM costs RPs. Each AM purchased costs one RP.

Note: *Not all AMs have to be purchased. AMs for formations entering as reinforcements go into the AM Pool at no cost, and Free Ops markers do not cost RPs either.*

5.12 Starting with the 7/8 June turn, in each Logistics Phase, each player checks the Turn Record Track to see how many RPs he receives. On most turns, each player receives a base number of RPs plus the result of a die roll. The total of the base number plus the die roll is the number of RPs available for the purchase of APs. RPs obtained are for that turn only; they may not be saved or accumulated.

Note: *Die rolls of zero through three result in a minimum level of three RPs received. Die rolls of four through nine yield a number of RPs equal to the number rolled.*

5.13 RPs obtained may be adjusted (up or down) by:

- a. Heavy Overcast Weather [4.12.c.5]
- b. Storm Weather [4.12.d.5]
- c. Allied Supply Interdiction
- d. Optional German Reinforcement Groups [Play Book 2.83]

5.14 After receiving RPs, the player expends them to purchase AM. Each Division has two AM which cost one RP each to purchase on non-entry turns. There are also two AM for all US Corps HQs, two for all Commonwealth Corps HQs, and two for all German Corps HQs. To purchase both AM for a Division (or both AM for Corps of a given nationality) would cost two RPs.

Exception One: *Corps Activation [7.5] has special costs.*

Exception Two: *Free Ops markers can activate any HQ (not bearing a RE or Isolated marker) so long as that HQ has not already been activated three times.*

5.15 To operate at ME, an on-map Division (or all Corps of a given nationality) must have at least one of its AMs purchased for use in the ME Activation Phase (or may be activated by a Free Ops marker).

5.16 Allied and German players do not spend RPs to purchase AMs for formations entering as reinforcements [7.23].

5.17 Division HQs bearing RE or Isolated markers cannot have any of their AMs purchased. Corps AMs are available for purchase unless all Corps HQs for that nationality bear RE or Isolated markers.

5.18 Available RPs for both players will never be sufficient to purchase all available AMs.

Note: *Choosing which AMs to purchase is a crucial part of the game strategy.*

5.19 Purchased AM are set aside to be placed in the AM Pool opaque cup [7.21].

5.2 Supply Sources

Once the ME Activation Phase commences, HQs cannot activate when their AMs are drawn if they cannot trace a LOC to a Supply Source.

5.21 German Supply Sources are:

- any Primary Road that leads off the south edge of Map W.
- any Primary Road that leads off the south or east edges of Map E.
- Cherbourg (but only for units of the Cherbourg Command). All German units, however, can retreat toward Cherbourg as if it were a bona fide Supply Source.

5.22 The German player can use Cherbourg as a Supply Source only so long as all Cherbourg hexes remain German controlled. Once any Cherbourg hex is Allied controlled, Cherbourg ceases to function as a Supply Source for the remainder of the scenario.

5.23 Allied Supply Sources are:

- Any Utah or Omaha beach hex for US units.
- Any Juno, Gold or Sword beach hex for Commonwealth (British or Canadian) units.

Note: *Although Cherbourg and its marvelous harbor proved to be a most valuable Allied objective, it cannot serve as an Allied Supply Source. The Germans rendered it pretty much unusable (the Allies needed more time to repair the port than contained in this game).*

5.3 LOCs

5.31 A LOC is traced from any unit as follows: from the hex the unit occupies, it may extend two hexes to a Supply Source or to a road of any length which enters a Supply Source.

Note: *Roads which run adjacent to an Allied beach hex are considered to “enter” the beach hexes (due to the construction efforts of the beach engineers).*

5.32 No hex of a LOC can be traced through impassible terrain, enemy occupied hexes, or vacant hexes in an enemy ZOC (it makes no difference if both friendly and enemy ZOCs are projected into the vacant hex).

5.33 When an AM is drawn, the owning player traces a LOC from the activating HQ only. If a LOC can be traced, the HQ and its formation activate at ME. If a LOC cannot be traced, place a RE marker on the HQ and put the AM in the “used” pile. The HQ and its formation cannot activate until the RE phase even though the player paid an RP for the AM (too bad!).

Note: *The change from ME status to the less effective RE status simulates the conservation of supplies that would take place if a HQ and its formation have their flow of supplies slowed or interrupted.*

5.34 LOCs for all units (not just HQs) are traced during Isolation Determination in the End Phase.

5.35 Any unit undergoing Reduced Refit must be able to trace a LOC [21.35].

6.0 Formations and HQs

6.1 Formation Categories

Most units are controlled by specific parent HQs. Together, these HQs and their units comprise formations.

6.11 Divisions. These formations normally consist of three or more combat/combat support units and their parent HQ.

- Within each nationality, every division is color coded. All of a division’s organic units have the same color in their unit type boxes (or around unit size for armored units) and combat support stripes, but the color varies from division to division.
- German Division HQs have no parent Corps HQs. The Division designation is all that appears on the HQ unit designation line.
- Allied Division HQs are subordinate to Corps HQs. Their Division number appears to the left of the slash on the designation line, and their parent Corps appears to the right.

Example: *V US Corps is the parent HQ for the First US Division. The unit designation line for HQ, First Division reads 1/V Corps.*

- Combat/combat support units organic to a Division have their unit identification to the left of the slash, and the division number to the right of the slash on the unit designation line.

Example: *The German 1049 Regiment is organic to the 77th Division. Its unit designation line reads 1049/77.*

6.12 Corps. Each Corps consists of a HQ and a variable number of non-divisional combat and/or combat support units.

- All Corps units of each nationality are color coded yellow in their unit type boxes (or around unit size for armored units).
- Combat/combat support units organic to a Corps have their unit identification to the left of the slash, and the Corps number to the right of the slash on the unit designation line.

Example: *The German 30 Schnell Brigade is organic to the LXXXIV Corps. Its unit designation line reads 30/LXXXIV.*

6.13 HQ may not attach units (or capabilities) from other formations with three exceptions:

- a. A division may attach one non-HQ unit organic to a corps if:
 - 1. the unit is within four hexes of the activated division HQ, and
 - 2. the unit has not yet moved or fought in the turn, and
 - 3. if Allied, the unit belongs to the division's parent Corps

The attached unit belongs to the Division for the remainder of the turn and functions as an organic unit of the Division.

Example: *The parent Corps HQ for 2d Armored Division is V Corps. When HQ, 2d Armored Division is activated, the Allied player announces that the 102d Armored Cavalry Regiment (organic to V Corps) is being attached to 2d Armored Division for the turn. The 102d is within four hexes of HQ, 2d Armored, and has not moved or fought up to this point in the turn. The 102d is attached and becomes "organic" to 2d Armored for the remainder of the turn, activating when HQ, 2d Armored activates instead of HQ, V Corps.*

- b. Each activated Division HQ can always attach in-range Corps Engineers for Bridge Demolition, and may be able to attach in-range Corps Engineers for other Bridge Actions [see Engineering].

Note: *For Allied Divisions the in-range Corps must be the parent Corps.*

- c. Each activated Division HQ may be able to attach in-range Corps artillery points to attack. Any defending formation may also be able to attach in-range Corps artillery points [see Artillery Support].

Note: *For Allied Divisions the in-range Corps must be the parent Corps.*

6.14 There are three unassigned Corps units in the game. When the Allied player lands the 31st Armored Brigade and 32d Guards Brigade, he must assign them (one per Corps) to any of the on-map Commonwealth Corps HQs. The assignments last for the remainder of the scenario. The German player must do likewise with the 503d Tiger Bn if it enters.

6.15 If all organic units of a Division (but not a Corps) are eliminated, during the End Phase remove the HQ; it does not return to play.

6.16 HQs can be eliminated by combat result, Strategic Movement Attrition, or retreat through enemy ZOC.

Note: *AHQ will always be the last unit in a friendly stack to take a step loss.*

- a. If a Division HQ is eliminated, all units organic to the Division immediately receive RE markers and keep them for the remainder of the scenario, or until a reduced strength HQ re-enters the map [6.17].
- b. Corps HQs have a "fired" side [see Artillery Support] but no reduced side. If eliminated, they are gone for the rest of the scenario. Units organic to that Corps immediately receive RE markers and keep them for the remainder of the scenario (unless attached [6.13a]).

6.17 If an eliminated Division HQ has a reduced strength side, the reduced strength HQ is placed two turns ahead on the Turn Record Track. On its turn of entry it is placed on-map during the RE phase after its organic units have moved. Remove the RE markers from the organic units and place the HQ within four hexes of any unit organic to the division. Eliminated reduced strength HQs do not return.

7.0 Activation

7.1 Activation Markers (AM)

Design Note: *From a simulation point of view, AM represent, albeit rather simplistically, the lack of control commanders tended to have over what was happening. They also negate, to some extent, the "birds-eye-view" effect a game gives the players. From a gameplay point of view, we think AMs add a lot of tension and uncertainty to playing the game. We feel that these two effects add a lot of fun.*

7.11 Each AM represents a formation, and activates the HQ for that formation [5.11].

- a. A Division AM activates the Division HQ shown on the marker when it is drawn.

- b. A Corps AM activates all Corps HQs of that nationality when it is drawn.

▲ **Exception:** *7.50 Corps Activation*

- c. The German Cherbourg Command is a garrison formation with no AM. The HQ permanently bears an RE marker.

7.12 Free Ops markers can activate any HQ (not bearing an RE or Isolated marker) when drawn or declared.

▲ **Note:** *See 7.24 for limitations.*

7.2 Activation Procedure

7.21 Both players place their purchased AM into a small opaque cup.

Exception: *The initiative player holds out the AM of the formation he intends to activate first.*

7.22 Free Op markers are placed in the opaque cup (unless they are held out on Storm turns).

7.23 Reinforcement AMs are added (at no RP cost) to the opaque cup.

Exception One: *When the Reinforcement Schedule says "1 AM Only" the arriving formation places only one of its two available AM in the opaque cup.*

Exception Two: *When the Reinforcement Schedule says "RE Phase Only" the arriving formation places none of its AM in the opaque cup. The HQ receives an RE marker, and the formation must wait until the RE Phase to activate and enter the map.*

7.24 AM Activation Phase Sequence

- a. All AM and Free Ops markers in the opaque cup constitute the AM Pool. They should be mixed up thoroughly. Neither player should tell the other exactly which of his AM have, or have not, gone into the AM Pool.
- b. The initiative player plays his initiative AM, and makes an LOC check for the HQ shown on the AM. If the LOC check is successful, the HQ activates, and all organic units function at ME [7.3]. If not successful, the formation does not activate. Place an RE marker on the formation HQ and set the AM aside unused.

▲ **Note:** *Some units of several formations enter the map prior to the formation HQ entry and receive RE markers as a result. When their formation HQs activate at ME and enter the map, immediately remove RE markers from these units; they activate at full ME with the rest of the formation units.*

- c. When all the organic units of the activated initiative formation have finished their actions [7.3], that AM is set aside and one player draws another AM/Free Ops marker, randomly and blindly, from the AM Pool..
- d. The owning player for each AM drawn makes the LOC check for the HQ shown on the AM. If the LOC check is successful, the HQ activates, and all organic units function at ME [7.3]. If not successful, the formation does not activate. Place an RE marker on the formation HQ and set the AM aside unused.
- e. When a Free Ops marker is drawn, the player receiving the marker designates a HQ for activation. Activation is identical to AM activation [7.24d]. The only limitation on Free Ops markers is that they cannot be used to activate a HQ which has already been activated three times in the current game turn.

Note: *On Storm turns the German player receives two Free Ops markers which are not drawn randomly from the AM pool. They are held out (much like the initiative AM), and may be declared any time an activation has been concluded in the ME Activation Phase.*

- f. When all the organic units of each activated formation have finished their actions [7.3], that AM is set aside and one player draws another AM/Special Ops marker, randomly and blindly, from the AM Pool.

7.25 Formations entering the map as reinforcements are automatically at ME on their turn of entry. This includes Allied units moving from Landing Boxes to Beach hexes.

Exception: *Airdropped parachute units automatically receive RE markers when they land on the June 6 turn.*

7.26 When all AM/Special Ops markers have been drawn from the AM Pool, each player places an RE marker on any formation HQ which was not activated by one of its AM or a Free Ops marker during the AM activation phase. Play proceeds to the RE

Activation Phase. In this phase limited activation occurs for those formations which:

- a. have HQs bearing Isolated and/or RE markers;
- b. currently do not have an on-map HQ (HQ has been temporarily or permanently eliminated);
- c. are permanent RE formations/units such as the Cherbourg Command, Strongpoints, or Detachments.

The initiative player chooses whether to activate all of his RE Phase formations and units first or allow his opponent to go first.

Note: *During the RE Phase, formations with HQs activate before formations without HQs or individual RE units.*

7.3 ME Activation Actions

When activated at ME, each formation's HQ and organic units may:

- a. move (including German break-down), and
- b. enter an enemy ZOC, and
- c. attack, or
- d. alternately, use Strategic Movement (if allowed [8.24a]), or
- e. undergo refit (if they did none of the above).

7.4 RE Activation Actions

When activated at RE, each formation's HQ and organic units may:

- a. move (but no breakdown allowed), and
- b. enter an enemy ZOC, or
- c. attack (only if starting RE activation in an enemy ZOC), or
- d. alternately, use Strategic Movement (if allowed [8.24]), or
- e. undergo refit (if they did none of the above) [21.2 and 21.3].

7.5 Corps Activation

Both players have one additional ME Activation Phase option—Corps Activation.

7.51 Only the initiative player can declare a Corps Activation. The RP cost for either player to execute a Corps Activation is 12 RPs. The first turn a Corps Activation can be declared is the 13-14 June turn. Only one Corps Activation per turn can be purchased at a cost of 12 RPs. The initiative player holds out one Corps AM of the desired nationality as the initiative AM for the turn (the Corps Activation has to be the first activation of the ME Activation Phase).

7.52 Corps Activation is unique in that only one Corps HQ of the desired nationality activates (not all HQs as normally occurs in a Corps AM activation). The remaining Corps HQ AM not used for Corps Activation can still be purchased and placed in the AM Pool for normal activations [5.14].

7.53 If the Allied player is making the Corps Activation, he designates the Corps HQ of the desired nationality that he wants to activate. All Allied Divisions subordinate to this Corps HQ also activate. One AM for each subordinate Division is placed aside with the Corps Activation AM. There is no additional RP cost for the Division AMs; the 12 RP cost for the Corps Activation pays for the Division AMs too.

7.54 If the German player is making the Corps Activation, one AM each from up to five German Divisions of the German player's choice may be selected for the activation (since German Divisions are not subordinate to any particular Corps HQ).

Note: *The second AM for each division chosen for Corps Activation may still be purchased normally for the AM Pool.*

7.55 In order for any Division (Allied or German) to participate in a Corps Activation, its HQ and organic units must be within 10 hexes of the Activated Corps HQ (situations could arise where a Division HQ and part of its organic units could participate, but other organic units outside of the 10 hex range could not).

7.56 Sequence:

- a. Any activated Corps HQ has double its printed number of artillery points which may be attached to any in-range Division HQ (subordinate Division HQ for Allied Corps), a departure from normal Corps artillery point allocation [16.23].

- b. Additionally, if the activated Corps HQ is US, it may perform one TOT bombardment at no Artillery Point cost [16.42] prior to any movement.
- c. All infantry type divisions move, enter ZOCs, and attack (one division at a time in any order desired by the initiative player).
- d. An armored division (if Allied) or Panzer and Panzer Grenadier divisions move, enter ZOCs, and attack (one division at a time in any order desired by the initiative player).
- e. Units organic to the Corps HQ (if not attached to a Division) move, enter ZOCs, and attack.

7.57 The German player may declare only one Corps Activation per scenario.

Design Note: *Allied airpower choked off German supply. Several German plans for armored counterstrokes came to nothing because sufficient fuel and ammunition could not be stockpiled. Still, had the Germans left large parts of their front unsupplied or undersupplied, they might have been able to mount such an operation.*

8.0 Movement

8.1 Basic Concepts

8.11 As a unit moves it traces a path, in any direction, of contiguous hexes through the hexgrid, paying the movement point (MP) cost of each hex entered (plus the cost of some hexsides crossed). Each unit moves separately, and one unit's movement must be complete before another unit can begin.

8.12 A moving unit must have enough MPs to pay the terrain cost of entering a hex; if it doesn't, it may not enter the hex.

Exception: *An activated Allied unit that begins its movement adjacent to a hex occupied only by a German Delay Point (DP) may still enter the hex even if the terrain and DP cost combines exceed the Allied unit's MA.*

8.13 A unit which retreats or moves off the map may not re-enter.

8.14 A unit may never enter or move through a hex containing an enemy combat or combat support unit.

Note: *German DPs are neither combat nor combat support units.*

8.2 Movement Allowances (MAs)

8.21 A unit's MA is the maximum number of MPs it may expend each time it is activated.

Exception: *Strategic Movement [8.23].*

- a. Each unit has its MA printed on its counter. All black MAs not in a red box are foot type units. All white MAs in a red box are motorized.
- b. Bicycle units (units with an asterisk beside the black MA) are treated as foot units with one exception. When using Strat. Movement they pay motorized movement costs on Primary Road hexes [8.22].

Historical Note: *Many German reconnaissance units were bicycle units due to a severe shortage of motor vehicles.*

8.22 Units with Pinned or Scattered markers may not move at all.

8.23 Activated units (foot or motorized) may use Strategic Movement (SM) if they move only on Primary and/or Secondary Road hexes.

- a. When using SM, units double their MA.
- b. Motorized and bicycle units using SM pay only 1/2 MP per Primary Road hex entered.

8.24 SM Restrictions

- a. Units that cannot use SM:
 - Individual units (including HQs) bearing Isolated markers
 - All organic units whose parent HQ bears an Isolated marker, or whose parent HQ is not on-map
 - The Cherbourg Command HQ and all organic units
 - All Dets and SPs

Note: *All other formations with HQs bearing RE markers only can utilize SM.*

- b. An activated unit must start at least two intervening hexes distant from the nearest enemy unit.
- c. At no time during SM may an activated unit move adjacent to an enemy unit of any type (including German DPs, Detachments, and Strong Points).

- d. Activated units still pay extra MP to enter any friendly occupied hex [8.46], but must cease movement prior to entering any hex where off-road movement is required.
- e. Activated units cannot use Assisted River Crossing [20.35] when using SM.
- f. Activated Allied units may not use SM during the June 6, 7-8, and 9-10 turns (representing historical Allied caution and supply shortages).

8.3 Strat Move Attrition (SMA)

8.31 Activated German units using SM during any Clear or Light Overcast turn are subject to SMA.

- a. If any organic unit of an activated German formation uses SM on a Clear or Light Overcast turn, the German player must roll on the Strategic Movement Attrition Table when movement for the activated formation ceases.
- b. If the result calls for attrition, the German player removes one step from any of the organic units in the formation that actually used SM.

Design Note: *German formations moving on roads during daylight suffered constantly from Allied strafing. The Attrition Table has a high probability of loss, so the German player should have an urgent need to move a formation using SM before exposing it to risk.*

8.4 Movement and Terrain

8.41 A unit expends MPs for each hex it enters, or for crossing bluff, marsh or wood hexsides.

Note: *Marsh and wood hexside terrain looks like their full marsh and wood terrain counterparts, but occupy only a thin strip directly on a hexside instead of the whole hex.*

8.42 MP costs depend on unit type: Foot or Motorized; see the Terrain Chart for MP costs and restrictions.

8.43 Terrain Restrictions:

- a. Units may not cross cliff hexsides with the exception of Commando/Ranger units.

- b. Only foot type units may cross Bluff hexsides.
- c. Motorized units may only cross Major Rivers at bridges; foot units may cross only at bridges or by using Assisted River Crossing.

8.44 Assisted River Crossings (ARC) allow activated foot type units to cross a Major River without a bridge by using HQ Engineer assets.

- a. Activated foot type units must be within four hexes of their parent HQ (which has not yet used its Bridge Action for the turn).

Exception: *Commando/Ranger units can cross Major Rivers on their own without Engineer assistance.*

- b. To increase the number of activated units able to cross, an Activated Allied HQ can “attach” the Bridge Action of its parent Corps HQ (if unused and if the Corps HQ is within four hexes of the Division HQ). Activated German HQs can “attach” one unused Bridge Action from any German Corps HQ within four hexes of the Division HQ.
- c. Activated units may cross into hexes in enemy ZOCs.
- d. Each activated unit using ARC must pay +2 MPs to cross. Commandos/Rangers also pay +2 MPs to cross.
- e. Units using ARC may not use SM.

8.45 There are two types of roads: Primary and Secondary [see Terrain Chart]. Units pay the road cost if they cross a hexside containing a road. Units pay hex and hexside terrain costs when crossing non-road hexsides.

8.46 Traffic and Congestion

- a. When using road movement, a unit entering a hex already containing one friendly unit incurs a +1 MP cost.
- b. If the hex entered contains two or more friendly units, the moving unit must use the terrain cost (and restrictions) of the other terrain in the hex. A unit using road movement can’t end its movement in a hex where it would violate stacking limits.

Example One: *An armored unit cannot enter a marsh hex containing two friendly units because armor units are prohibited from moving off-road in marsh hexes.*

Example Two: *A unit using SM could not enter a hex containing two friendly units. Even if it could meet stacking requirements, it is prohibited from using off-road movement while using SM.*

8.47 Allied Beach Hexes

- a. A Beach hex is any Coastal hex designated by an arrow from a Beach Landing Box. Hexes E2640 and 2540, for example, are the designated Beach hexes for Sword Beach.
- b. Any Allied unit moved from a Beach Landing Box to a Beach hex expends one half of its MA (rounded up) prior to entering the Beach hex.

Note: *This MA expenditure represents the time required to unload from ship to shore.*

- c. Beach hexes count as the first hex for movement for entering Allied units.

8.48 German Entry hexes are map-edge hexes with the entry letter shown in a box.

- a. All entering German reinforcements can use their full MAs or SM.
- b. Map-edge Entry hexes count as the first hex for movement for entering reinforcements.

9.0 Stacking

9.1 Stacking Limits

9.11 Stacking limits apply only at the completion of a formation’s/unit’s movement.

Exception: *Movement through other units on roads carries restrictions.*

9.12 A maximum of two combat units can stack in one hex.

9.13 A maximum of three combat support units can stack in one hex.

9.14 If combat and combat support units are stacked together in a hex, the maximum of three units per hex still applies, but no more than two of the units may be Combat units.

Exception: *One extra German Flak unit may be stacked in a hex that is already fully stacked.*

9.15 Informational markers do not count for stacking purposes.

9.2 Stacking and Beach hexes

Normal stacking rules apply to Beach hexes, however, once occupied by an Allied Combat unit, each Allied beach hex gains an intrinsic defense strength of 4 and cohesion of 5 (representing the Allied Beach Engineer elements present). This defense strength does not count against Allied stacking limits in the Beach hexes, and is permanently lost if the hex becomes German occupied.

Design Note: *The American Engineer Special Brigades and British Beach Commands were the unsung heroes of the campaign. Their landing assistance is factored into the Beach landing mechanics. Their beach improvements are represented in the steadily increasing Allied RP levels. Numbering upwards of 15,000 men each, these formations would have materially aided defensively had the beaches actually come under German attack.*

9.3 Inspecting Stacks

Players may freely inspect enemy stacks.

10.0 Reinforcements

10.1 Entry

10.11 Reinforcements enter the map according to the Reinforcement Schedule [see Play Booklet].

10.12 All reinforcements enter at full ME on their turn of entry.

Exception One: *Parachute units airdropped on the June 6 turn receive RE markers.*

Exception Two: *When the Reinforcement Chart specifies entry during the RE Phase, those reinforcements enter during the RE Activation Phase and function at RE.*

10.13 Beach hexes (Allied) and map-edge Entry hexes (German) both count as the first hex for movement for entering reinforcements.

10.2 Allied Entry

10.21 All Allied reinforcements for a given turn are placed in the indicated Beach Landing Box (e.g. Sword Beach Landing Box) during the Allied Reinforcement Placement Phase. Allied units may not land in German occupied Beach hexes, but may land in Beach hexes that are in German ZOCs.

10.22 Allied parachute units are airdropped onto the map as part of the pre-invasion actions.

10.23 Allied glider units are airlanded on the June 6 turn when their respective Division AMs are drawn.

10.3 German Entry

10.31 The Reinforcement Schedule [see Play Book] lists not only the turns of entry and Entry hex letters for all German reinforcements, but also their Release Numbers (unless they enter automatically).

10.32 For each formation requiring release, the German player rolls the 1D10 when its first AM is drawn. He increases the number rolled by the number of Allied Air (or Naval) markers performing Reinforcement Interdiction in the entry hex [17.24 and 18.23], and decreases it by two if the weather is Heavy Overcast [4.12c6]. He then compares the modified die roll to the Release Number in the Reinforcement Schedule.

10.33 If the adjusted die roll is higher than the formation's release number, it may not enter on this AM activation, but may repeat this same process when its second AM is drawn.

Exception: *The German player can override the result and enter the formation (move openly in the daytime), but the Allied player reduces one organic non-HQ unit of his choice by one step (Allied strafing).*

10.34 If the formation does not enter on either of its AM activations this turn, it automatically enters in the next turn. Its AM are again free to the German player. It does not have a release number. It is not affected by Allied Reinforcement Interdiction.

Example: *It is the 7-8 June turn. The Reinforcement Schedule lists Panzer Lehr Division as an arriving reinforcement at*

▲ *Entry hexes C or D with a release number of six. Entry hex D is chosen. The Allied player has allocated one Air Point to Reinforcement Interdiction in an area covering Entry hexes C, D, and E; this adds a +1DRM to the German release roll. When the Panzer Lehr's first AM is drawn, the German player rolls the die. The die roll is six, modified to seven by the DRM. The Panzer Lehr Division cannot enter unless the German player wants to override the result. The division is urgently needed, so the German player overrides. The Allied player opts to reduce the 130 Panzer Regiment, one of the non-HQ organic units, by one step, flipping it to its reduced strength side. The German player now enters Panzer Lehr. The German player could have abided by the die roll and waited for the second Panzer Lehr AM to be drawn, hoping for a better die roll next time. If that die roll were also unfavorable he could override then, or simply wait and bring in Panzer Lehr automatically on the 9-10 June turn.*

Design Note: *Release simulates not only the German reluctance to believe Normandy was the primary Allied invasion, but also the effects of Allied air superiority on German entry into Normandy.*

10.35 Some German reinforcements have a choice of Entry hexes. The German player must make the choice of which hexes to use at the start of each Allied Bombardment Phase. Once made, these choices cannot be changed.

10.36 The German player can also voluntarily withhold a formation's entry for one turn so that it may be entered at an entry hex it was not designated to enter. The AM are not put in the AM Pool; they are available at no RP cost on the following turn. This one turn delay does not allow automatic entry. The withheld formation must undergo Release [10.32 - 10.34] at its new Entry hex.

10.37 German formations may not enter the map through an Entry hex occupied by an Allied unit. They may enter an Entry hex in an Allied ZOC. German formations unable to enter must delay entry for one turn, and then enter at an unblocked Entry hex of the German player's choice as in 10.36 above.

10.38 There are two separate "A" and "E" Entry hexes. Formations slated to enter at A or E may use one or both entry hexes.

11.0 Zones of Control (ZOCs)

11.1 ZOC Effects on Movement

11.11 An activated unit must pay one extra MP (over terrain cost) to enter a hex in an enemy ZOC.

11.12 Once a unit enters a hex in an enemy ZOC it must stop and move no further for the remainder of the activation.

11.13 Activated units may leave hexes in enemy ZOCs if they begin their movement in such hexes. Each exiting unit must pay one additional MP to leave a hex in an enemy ZOC.

a. Activated foot type units may not move directly from the enemy ZOC they are leaving into an adjacent hex also in an enemy ZOC. Assuming a foot type unit has sufficient MPs available, it could exit an enemy ZOC hex, move through one or more hexes not in an enemy ZOC, and then re-enter another hex in an enemy ZOC. Para 11.12 applies.

b. Activated motorized type units can move directly from one hex in an enemy ZOC to an adjacent hex in an enemy ZOC, so long as the unit has sufficient MPs to pay terrain costs plus the enemy ZOC entry and exit costs. Para 11.12 applies.

11.14 Combat support units may only move into hexes in an enemy ZOC when a friendly combat unit already occupies the hex.

11.15 Units using Strategic Movement cannot enter a hex in an enemy ZOC. They may, however, cease movement adjacent to a hex in an enemy ZOC.

12.0 Combat

12.1 Unit Strength Types

12.11 Combat Strength (CS) is used to determine the odds-ratio DRM of the Combat Die Roll. Units with bracketed CS can use it to defend only.

12.12 Armor points (the white numbers in the black boxes to the right of the unit type boxes) represent tracked vehicles mounting armor-piercing guns (tanks, tank destroyers

and assault guns). Friendly and enemy armor points are compared to determine an armor superiority DRM for the Combat DR.

12.13 Anti-Tank (AT) points (the black numbers in the white boxes to the right of the unit type boxes) represent less mobile, towed AT weapons. AT points can only offset enemy armor points. They never contribute toward Armor Superiority.

12.14 Artillery points (the numbers in the yellow circles to the left of the unit type boxes) represent Divisional and Corps artillery. Friendly and enemy artillery points are compared to determine an Artillery DRM.

12.2 Combat Eligibility

12.21 ME Activation Phase combat takes place after the movement portion of each Activation ends, if the Activated formation has organic units adjacent to enemy units.

12.22 RE Activation Phase combat also takes place after the movement portion of each activation ends, but the only units eligible to attack are organic units adjacent to enemy units which have not moved during the current activation.

12.23 Activated units do not have to attack all adjacent enemy hexes. Activated units that are in an enemy ZOC are not required to attack. Moreover if they do, they do not have to attack all enemy hexes exerting a ZOC. Activated units may choose to attack one or more hexes, although they must attack all units in any hexes chosen.

12.24 Units bearing Isolated, Pinned, Disorder and Scattered markers may be able to attack when activated [12.21 and 12.22], but cannot advance after combat.

12.3 Terrain Restrictions

12.31 An activated unit cannot attack into any hex it cannot enter due to movement restrictions.

Example: *An armored unit cannot attack into a swamp hex unless it is attacking through a road hexside.*

12.32 Only Allied foot type units can attack across unbridged Major Rivers, but such attacks require engineer support. The

procedures for Assisted River Crossing [8.34] are followed for attacks across Major Rivers with the following exceptions:

- Activated foot type units must start adjacent to the Major River.
- There is a -3 DRM for the attacking units.
- Victorious units may advance across Major River hexsides if allowed (or mandated) by combat results.

12.4 Combat Modes

12.41 Before resolving combat, each player must decide which attack and defense modes will be used. The choice is made in secret and revealed simultaneously, using the following Combat Mode markers:

- Attack Modes: Probe or Assault
- Defense Modes: Stand or Retreat

12.42 The Combat Results Table (CRT) is matrixed to provide results appropriate to the combat options exercised.

12.43 Solitaire Play Mode Determination. Each attack and defense option has two markers. The player determines if the attacking force is more likely to make an assault or a probe. Two of the “more likely” markers and one of the “less likely” markers go into an opaque cup. The player makes the same determination for the defense, and two “more likely” and one “less likely” markers go into another opaque cup. The player draws one marker from each cup to determine the respective attacker and defender modes.

Example: *If the “more likely” modes for a given attack are Attacker Assault and Defender Retreat, one opaque cup would hold two assault markers and one probe marker, while the other cup would hold two retreat markers and one stand marker.*

12.5 DRMs

There is only one die roll for each combat, but there may be several DRMs applied to that one die roll.

12.51 Odds Ratio DRM. Each player totals the number of CS points he has for the combat.

- Bracketed CS points can only be used on defense.
- Unsupported Armor . Activated units with Armor points must attack with at least one activated infantry type unit from the same formation (including attached units) or have their CS halved (rounding down). One attacking infantry type unit can support two attacking armor units, and does not have to be stacked with either.
- Units bearing Isolated markers have their CS halved (rounding down).
- The two players compare their totals, expressed as a simple ratio (rounding up or down to the nearest odds ratio on the Odds Ratio DRM Chart). Thus an attacker CS of 18 compared to a defender CS of 10 yields a ratio of 1.8 to 1, rounded up to the nearest odds ratio of 2 to 1. Attacker CS of 10 to defender CS of 11 would round up to odds of 1 to 1, while Attacker CS of 21 to Defender CS of 19 rounds down to odds of 1 to 1.
- Once the odds ratio is found on the chart, note the DRM to apply to the combat DR.

12.52 Cohesion Differential DRM. The attacker subtracts the defender’s highest Cohesion Rating from the Attacker’s highest, and the difference is the DRM. If the Defender’s Cohesion Rating is higher than the Attacker’s, the DRM will be negative. A higher Attacker Cohesion Rating will yield a positive DRM. The maximum DRM for this differential, in either direction is +/-3.

12.53 Multi-Directional Attack Benefit DRM.

- If a player is attacking with units in two or more non-adjacent hexes, the player gets a +1 DRM.
- The attacker receives a +2 DRM if attacking units occupy or place in an unrestricted ZOC all hexes adjacent to the Defender are not counted. The presence of any enemy unit adjacent to the Defender hex negates the +2 DRM (but the +1 DRM may still apply).

Example: *A defender unit occupies hex E1940; attacking units occupy hexes E1840 and E1941. The attacker receives the +2 DRM because all countable hexes are enemy*

occupied or in an uncontested attacker ZOC (the Orne River makes hex E2040 impassible, so it is not included in the count of adjacent hexes). If the defender occupied hex E1833, and the attackers occupied hexes E1732 and E1834, there would only be a +1 DRM.

12.54 Probe vs Stand Combat Modes. When the attacker reveals a Probe marker, and the defender reveals a Stand marker, apply a -3 DRM to the combat DR.

12.55 German Flak. The Allies encountered large numbers of the excellent German 88mm anti-aircraft guns in Normandy. Placed there to help combat the Allied bomber offensives, they now became supremely effective AT weapons. Each time an Allied attack containing one or more armor units is made against a hex containing Flak counters, apply a -1 DRM to the combat DR for each defending Flak unit.



12.56 British 79th Armored Division. Each time a Commonwealth attack contains a 79th Armored unit (with the flail tank silhouette and the blue box with white +1), apply a +1 DRM to the combat DR. These units represent the specialized assault armored vehicles the British had developed.



12.57 Disorder Markers. If any attacking unit bears a Disorder marker, apply a -1 DRM to the combat DR. If any defending unit bears a Disorder marker, apply a +1 DRM to the combat DR. Both DRMs could be applied to the same combat DR.



12.58 Scattered Airborne Units. When one or more attacking airborne units bears a Scattered marker, apply a -3 DRM to the combat DR. When one or more defending airborne units bears a Scattered marker, apply a +3 DRM.



12.59 Terrain, Armor, and Support DRMs.

a. Terrain DRMs apply only to defender units. Defending units may receive DRMs ranging from -1 to -3. Refer to the Terrain Effects Chart.

- b. Armor Superiority DRMs range from -2 in favor of the defender to +2 in favor of the attacker, based upon a comparison of opposing armor points, followed by offsetting defender AT points [15.0].
- c. Artillery Support DRMs range from -2 in favor of the defender to +2 in favor of the attacker, based upon a comparison of opposing artillery points [16.0].
- d. Air Support DRMs are available only to the Allied player; on attack the DRM may be +1 or +2 (-1 or -2 on defense) [17.3].
- e. Naval Support DRMs are available only to the Allied player; on attack the DRM may be +1 or +2 (-1 or -2 on defense) [18.0].

Note: Air and Naval Support cannot be applied together in the same combat.

13.0 Combat Results

The single die roll (adjusted by DRMs) produces results that apply to both the attacker and defender units [see CRT]. Possible results are Disorder, Reduced, Retreat, Advance, Breakthrough, and Attacker Rout.

Note: Units contributing artillery support points which are not in or adjacent to a defender hex are not affected by any combat results.

13.1 Disorder

13.11 There are two levels of Disorder: Disorder-1 (Dis-1) and Disorder-2 (Dis-2). When a unit suffers a Disorder result of either level, place the appropriate Disorder marker on the unit. Both levels have the same effect on combat, but a unit with a Dis-2 marker is more likely to suffer Reduction than a unit with Dis-1 marker.

13.12 Disorder combat effects are:

- a. Units with Disorder markers cannot enter enemy ZOCs, however if they begin their activation phase adjacent to an enemy unit, they may attack.
- b. If any attacking unit bears a Disorder marker, apply a -1 DRM to the combat DR. If any defending unit bears a Dis-

order marker, apply a +1 DRM to the combat DR. Both DRMs could be applied to the same combat DR.

- c. Units bearing Disorder markers cannot advance after combat.

Note: Disorder is a combat result applied before advance or retreat takes place.

13.13 If a unit with a Dis-1 marker receives an additional Dis-1 result, flip the Dis-1 marker to its Dis-2 side.

13.14 If a unit with a Dis-1 (or Dis-2) marker receives a Dis-2 result, remove the Dis-1 (or Dis-2) marker and flip the unit to its reduced strength side. If the unit is already reduced, or it is only a one-step unit, it is eliminated. Any unit with a Dis-2 marker which receives a Dis-1 or Dis-2 result is flipped to its reduced strength side (or eliminated if it has only one step to lose).

13.15 If a unit with a Dis-1 or Dis-2 marker suffers a Reduced result, remove the Dis-1 (or Dis-2) marker and flip the unit to its reduced strength side. If the unit is already reduced, or it is only a one-step unit, it is eliminated.

13.2 Reduced

13.21 Reduced means that the affected unit must lose one level of strength. If a full strength unit suffers a Reduced result, flip it to its reduced strength side. If the unit is already reduced, or it is only a one-step unit, it is eliminated if it suffers a Reduced result.

13.22 If a stack of two or more units suffers a Reduced result, only one unit in the stack (owning player's choice) must be Reduced.

13.3 Retreat

13.31 Retreats are mandatory and must be taken in addition to any Disorder or Reduced results. All units, including those bearing Disorder, Isolated or Scattered markers, must retreat if they receive a Retreat result.

13.32 Retreat is not movement. It does not cost or use MPs (the +1MP cost to enter or leave an enemy ZOC does not occur). However, a retreating unit(s) may not enter a hex or cross a hexside prohibited to it by the TEC.

13.33 Unlike movement, retreats can be conducted by individual units or by stacks.

13.34 A retreating unit may not enter a friendly occupied hex if it would exceed the stacking limit in the hex. The same applies to retreating stacks, however, it may be possible to retreat individual units of stacks through such hexes.

13.35 Units must retreat one hex unless:

- a. The CRT specifies a two-hex Retreat, or
- b. The first hex a retreating unit/stack enters is in an enemy ZOC.

13.36 A unit/stack may retreat into a hex in an enemy ZOC, but the unit/stack suffers a reduced result.

Note: It is less costly to retreat as a stack through an enemy ZOC than to retreat those units individually through the same ZOC (assuming the stack does not violate stacking limits [13.34]).

13.37 A unit/stack which cannot complete its required Retreat must remain in the Defender hex and suffer a Reduced result.

Exception: A unit/stack may satisfy any retreat by entering a City hex (assuming stacking limits are not violated). Two hex retreats [13.35] are not required, and the retreating unit/stack may end retreat in an enemy ZOC (even though the Reduction penalty still applies [13.35 and 13.36]).

13.38 Allied units may not retreat into Beach Landing Boxes.

13.4 Advance

13.41 Advance occurs after Disordered and reduced results are applied to the attacking units. To qualify to Advance, an attacking unit cannot bear a Disorder, Scattered, or Pinned marker. HQ units can advance only if stacked with attacking combat units eligible to advance.

13.42 Some CRT results make Advance optional. If the defending units have retreated, eligible units [13.41] may advance into the now vacant defender hex, but must observe stacking limits.

13.43 Some CRT results make Advance mandatory. If the defending units have retreated, eligible units [13.41] must advance into the now vacant defender hex, but must observe stacking limits.

13.44 Advance is not movement. It does not cost or use MPs (the +1MP cost to enter or leave an enemy ZOC does not occur).

13.45 Enemy ZOCs are ignored (the +1MP cost to enter or leave an enemy ZOC does not occur). Regardless of the placement of other enemy units around a vacant defender hex, eligible attacking units may enter that hex.

13.46 Bocage Ambush

a. Most of the maps (and the Normandy region) is covered by a rather difficult type of terrain called "bocage." Thousands of high hedges and dirt walls made ambush a constant threat (as simulated below). To that end, the following rule is in effect when:

1. the German defender hex in a combat is a bocage terrain hex, and
2. the Allied player chooses the Assault Combat Mode and the German player chooses the Stand Combat Mode, and
3. the Allied player receives a mandatory advance combat result.

b. The Allied player rolls the die for each eligible [13.41] unit whether it is physically able to advance into the defender hex or not [exception to 13.43]. If the die roll is higher than the unit's cohesion, it receives a Dis-1 result which is applied after the advance is completed.

Note: Not all Stand combat results include Retreat. The possibility of loss simulates the "bloody noses" Allied units often received when attacking or pursuing German units in the bocage.

13.5 Breakthrough

13.51 Attacking foot type units eligible to advance do so normally [13.41 through 13.45].

13.52 Attacking motorized type units eligible to advance may advance two hexes (instead of the normal one hex advance) and ignore enemy ZOCs while doing so.

13.53 Motorized units which attacked (whether or not they advanced) are eligible to attack [12.2] again. Neither the attacker or defender can use artillery, air, or naval support in this second combat. If combat results allow, the motorized units may advance up to two hexes again, but may not attack a third time.

13.6 Attacker Rout

13.61 When the defender has chosen the Stand option, and the modified combat die roll is zero or less, the defender has the opportunity to immediately attack.

Design Note: We are simulating attacks of opportunity conducted by aggressive defenders against badly disorganized attackers.

13.62 Defender units not bearing Disorder, Scatter or Pinned markers may advance into any vacated attacker hexes if attacking units have retreated.

13.63 Defender units now change status and become attacker units. Such units may now attack adjacent enemy units [12.2]. Neither side can use artillery, air, or naval support.

13.64 Once combat results are applied, the current attacker activation re-starts.

13.7 Combat Result Allocation

13.71 Combat results are not applied evenly or uniformly to either attacker or defender units. In many cases, two combat results may apply to the attacking or defending force. There are six possible ways to allocate these results among attacking and defending units based upon their cohesion levels. Allocation Codes:

A All combat and combat support units receive the result.

Example: All Dis-1

B All combat and combat support units receive the result except for the combat unit with the highest cohesion. If two or more combat units share the highest cohesion, owning player makes the choice of which combat unit does not receive the result.

C All combat and combat support units receive the result except for the combat unit with the lowest cohesion. If two or more combat units share the lowest cohesion, owning player makes the choice of which combat unit does not receive the result.

D Highest cohesion unit (owning player's choice).

E Lowest cohesion unit (owning player's choice).

F Any one unit (owning player's choice).

13.72 Double results are received as "High-Low" combinations. They are Codes B and D together, or Codes C and E together.

Example: *B Dis-1/ D Reduced* — all attacking combat and combat support except for the highest cohesion unit receive a Dis-1 result; the highest cohesion unit is Reduced.

13.73 When there is only one attacking or defending unit, and it receives a double result, it may receive both results since it has both the "highest" and "lowest" cohesion at the same time. Apply double results as follows:

- Retreat and Disordered: both apply
- Retreat and Reduced: both apply
- Disordered and Reduced: apply Reduced (the more severe result)

Exception: *When the single unit's cohesion is greater than the cohesion of any enemy unit in the combat, ignore Disrupted and Reduced results.*

14.0 German Counterattack (GCA)

German tactical doctrine mandated immediate counterattacks to re-take positions before enemy troops had the chance to consolidate and dig in.

14.1 When GCA May Occur

14.11 When a German unit/stack makes a one hex retreat, and when the Allied player moves a unit into the vacated defender hex.

Note 1: *Even if all defending German units are eliminated, if the result calls for retreat, the German player may execute GCA.*

Note 2: *More than one Allied unit may be eligible to advance, but the Allied player must choose which unit to advance first.*

14.12 Once the first (or only) Allied unit enters the vacated defender hex, the German player must declare GCA or the opportunity is lost.

14.2 Sequence

14.21 At the moment GCA is declared, the current Allied Activation is suspended. The German player becomes the attacker, but does not have to activate any formation.

14.22 The only German units which must attack are the units which were forced to retreat from the defender hex.

14.23 There is no movement prior to GCA, and any other German units adjacent to the advanced Allied unit (regardless of the formation they belong to) may also be included in the attack.

Exception: *Other adjacent German units cannot themselves be defending against other Allied attacks which have not been made in the current Allied activation. Sometimes an activated Allied formation will make two or more attacks; a GCA could occur before all such attacks have been resolved. German units which will be attacked shortly can't GCA and prepare to defend at the same time.*

14.24 Artillery, air and naval points cannot be committed to a GCA, so there are no support DRMs. Defender terrain DRMs are ignored too.

Note: *Even though Defender Terrain DRMs are not used, if the defender hex is bocage, the maximum Armor Superiority DRM is still +/-1.*

14.25 All other DRMs are used.

14.26 All combat results are applied as received.

14.27 Once the combat results have been applied, the current Allied activation re-starts.

14.28 If the first Allied unit to advance still occupies the defender hex, additional eligible Allied units may be advanced into the hex.

14.29 Regardless of the GCA outcome, the remainder of the current activation is now played out.

15.0 Armor Superiority DRM

15.1 Determining Armor Superiority

15.11 During each combat, both players total the armor points on the units they have involved in the combat.

15.12 Both players compare their armor point totals.

- If the defender has twice as many armor points as the attacker (or the attacker has no points and the defender has at least two) apply a -2 DRM to the combat DR.
- If the defender has more armor points than the attacker, but not twice as many, apply a -1 DRM to the combat DR.
- If the attacker has more armor points than the defender, but not twice as many, apply a +1 DRM to the combat DR.
- If the attacker has twice as many armor points as the defender (or the defender has no points and the attacker has at least two) apply a +2 DRM to the combat DR.

Note: *The attacker armor superiority DRM can still be reduced by defender AT points [15.13].*

15.13 The only game purpose for AT points is to allow the defender to reduce an attacker armor superiority DRM. They cannot be used to gain an armor superiority DRM.

- The defender totals the AT points on the units he has involved in the combat. Even if there are attacker AT points, they are not counted.
- The defender adds his AT points to his armor points (even if he has zero armor points) and recomputes his total to the attacker's armor point total.
- If the attacker still has more armor points than the defender, but not twice as many, apply a +1 DRM to the combat DR.

- d. If the attacker still has twice as many armor points as the defender apply a +2 DRM to the combat DR.
- e. If the defender armor/AT point total exceeds the attacker armor point total there is no defender armor superiority DRM.

Example: *The attacker has three armor points and two AT points and the defender has one armor point and three AT points in a combat. The attacker AT points are not counted at all. Because the three attacking armor points is actually more than twice the number of defending armor points required, the initial armor point comparison would have given the attacker a +2 DRM. The defender combines his armor and AT points; the total of four is now larger than the attacker's number of armor points, eliminating the attacker armor superiority DRM. Since the defender total is now larger because of the AT points, there is no defender armor superiority DRM either.*

15.2 Bocage and Armor Superiority

When the defender occupies a bocage terrain hex, the final armor superiority DRM [15.12 and 15.13] cannot exceed +1/-1. The bocage terrain was so compartmentalized that neither side could maneuver large tank formations effectively.

Example: *A defender occupying a bocage hex has one AT point, and the attacker has four armor points. Comparing totals would provide the attacker with a +2 DRM, but due to the bocage terrain, the attacker receives only a +1 DRM for armor superiority.*

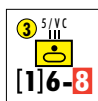
16.0 Artillery Support

16.1 Artillery Points

16.11 Artillery points are contained in HQ units.



Exception: *The U.S. 5th Artillery Group [16.25]*



16.12 Attacker and defender artillery points are compared during each combat to provide an artillery support DRM. Unlike armor or AT points, artillery points don't have to be in or adjacent to the defender hex in order to be used.

- a. The range for all artillery points in Corps HQ units is eight hexes from the firing unit to the defender hex.
- b. The range for all artillery points in Division HQ units and 5th U.S. Artillery Group is four hexes from the firing unit to the defender hex.

Note: *German Nebelwerfer (NW) units don't have artillery points. They bombard (to be discussed later), but they also have a range of four hexes.*

- c. When counting hexes for range, do not count the firing unit hex, but do count the defender hex.
- d. Artillery can fire over any intervening terrain type.

16.13 A firing unit's artillery points cannot be used if the unit bears a Disorder, Pinned or Isolated marker.

16.14 A firing unit's artillery points are halved (rounded down) if:

- a. it bears an RE marker, or
- b. if it is providing those points to any formation making an attack during the RE Activation Phase.

Note: *One artillery point rounds down to zero, and is not usable.*

16.2 When Points Are Used

16.21 Division HQ artillery points may be used:

- a. To attack only when the HQ is activated. The available points may be split between two or more in-range enemy defender hexes.
- b. to defend any time an in-range unit organic (or attached) to that division is attacked. The available points may be split between two or more in-range friendly defender hexes.

Exceptions: *German counterattack and combat caused by Attacker Rout results.*

16.22 Corps HQ artillery points may be used once per turn either on attack or defense. Once used, each Corps HQ is flipped to its Fired side. The HQ continues to operate normally except that it can provide no more artillery points.

16.23 On attack, Corps HQ artillery points can be used when:

- a. a Corps AM of that nationality is drawn, but the points could be used to support only the Corps' own in-range organic units, or
- b. Corps HQ artillery points can be attached by an activated Division HQ which is within four hexes of the Corps HQ. The Corps HQ artillery points would be apportioned among one or more in-range defender hexes along with the activated Division HQ artillery points.

Note: *Allied Corps can attach points only to subordinate activated Division HQs.*

16.24 On defense, Corps HQ artillery points can support one in-range defending unit of the same nationality. For Allied Corps HQs, the unit must be organic to the Corps HQ or to a subordinate Division HQ.

16.25 The 5th U.S. Artillery Group is a non-HQ artillery unit organic to the U.S. V Corps HQ. It may use its artillery points as a Corps HQ does [16.23 and 16.24], or it may be attached to a Division subordinate to V Corps [6.13]. If attached, its artillery points are used as Division artillery points [16.21] for the remainder of the turn. When tracing for range, the division would have two "HQs" to trace from.

16.26 Corps Activations allow enhanced Corps artillery capabilities (those 12 RPs you spent do buy you something extra).

- a. Any activated Corps HQ has double its printed number of artillery points which may be attached to any in-range Division HQ (subordinate Division HQ for Allied Corps), a departure from normal Corps artillery point allocation [16.23].
- b. Additionally, if the activated Corps HQ is US, it may perform one TOT bombardment at no Artillery Point cost [16.42] prior to any movement.

16.3 How Points Are Used

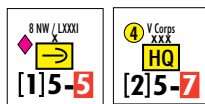
16.31 During each combat both players total the artillery points they have involved in the combat.

16.32 Both players compare their artillery point totals.

- If the defender has twice as many artillery points as the attacker (or the attacker has no points and the defender has at least two) apply a -2 DRM to the combat DR.
- If the defender has more artillery points than the attacker, but not twice as many, apply a -1 DRM to the combat DR.
- If the attacker has more artillery points than the defender, but not twice as many, apply a +1 DRM to the combat DR.
- If the attacker has twice as many artillery points as the defender (or the defender has no points and the attacker has at least two) apply a +2 DRM to the combat DR.

16.4 Bombardment

16.41 US Corps HQ and German Nebelwerfer (NW)



units have a special capability (for the NW units, it is their only capability). They may bombard in-range enemy occupied hexes when they are activated.

16.42 US Corps HQs may bombard (execute a TOT mission) instead of allocating their artillery points [16.23 and 16.24]. Consult the Bombardment Table, roll the die, apply any DRMs, and apply any result to the affected units in the target hex. At the conclusion of the bombardment, flip the HQ to its fired side.

Exception: *Corps Activation for US Corps [16.26].*

16.43 Where US TOT missions represented observed, massed artillery fire, the German NW units provided random, but heavy, area saturation fire with their unguided rockets. Consult the Bombardment Table, roll the die, apply any DRMs, and apply any result to the affected units in the target hex. At the conclusion of the bombardment, flip the NW unit to its fired side.

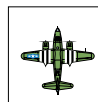
Note: *The British Official History states that up to seventy percent of the early Normandy casualties were being caused by mortars and nebelwerfers.*

17.0 Allied Air Power

Design Note: *This section deals with rules simulating the Allied air superiority prevailing in Normandy.*

17.1 Air Markers

17.11 The Allied player receives eight air markers per turn on Clear weather turns, four on Light Overcast turns, and none on Heavy Overcast or Storm turns. These markers represent, in generic fashion, Allied tactical air power available for on-map use. All markers may be used interchangeably. The differing silhouettes are provided for visual effect only.



17.12 Air markers can only be used once per turn. Once removed from the Available Box, they cannot be returned for re-use.

17.2 Bombardment Phase

Missions

17.21 The Allied player may use his air markers during the Bombardment Phase for:

- Bombardment [17.22]
- Supply Interdiction [17.23]
- Reinforcement Interdiction [17.24]

17.22 Air markers can be used similarly to US Corps Artillery and NW units to perform bombardment missions. One or two air markers can be used per mission, and the only limit to missions is the number of unused air markers. Any on-map hex containing German units can be a target hex for air bombardment. Remove the number of air markers (one or two) from the Available Air Marker Box on the map, consult the Bombardment Table, roll the die, apply any DRMs, and apply any result to the affected units in the target hex. Air and Naval bombardment may not be applied to the same target hex. No more than one air or naval bombardment may be applied to any target hex.

17.23 Up to two air markers per turn can be allocated to the Supply Interdiction Box. Each marker placed in the Supply

Interdiction Box reduces the number of German RPs received for the turn by one.

17.24 Air markers used for Reinforcement Interdiction provide negative DRMs to German Release DRs [10.3]. There are three Reinforcement Interdiction Boxes (one for Entry hexes A and B, one for Entry hexes C, D, and E, and one for Entry hex F) Up to two unused air markers may be placed in each box, and each marker in a box provides a +1 DRM to the Release die roll of any German formation during the first turn it attempts to enter the map through interdicted entry hexes.

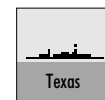
17.3 Ground Combat Support

17.31 The Allied player may allocate up to two unused air markers per attack or defense. Each allocated air marker provides a +1 DRM to an Allied attack, or a -1 DRM to an Allied defense.

17.32 You cannot combine both air and naval Ground Support in the same attack or defence; you can use one or the other, but not both.

18.0 Allied Naval Power

18.1 Naval Markers



18.11 The Allied player receives six naval markers per turn on Clear weather and Light Overcast turns, three on Heavy Overcast turns, and none on Storm turns. These markers represent, in generic fashion, Allied naval bombardment capability available for on-map use. All markers may be used interchangeably. The differing silhouettes are provided for visual effect only.

18.12 Naval markers can only be used once per turn. Once removed from the Available Box, they cannot be returned for re-use.

18.13 Naval markers have a range of eight hexes inland from any coastal hex, counting both the coastal hex and the target hex. Thus, counting from coastal hex E2540, Allied naval points could reach hex E1837, but not E1736.

18.2 Bombardment Phase

Missions

18.21 The Allied player may use his naval markers during the Bombardment Phase for:

- Bombardment [18.22]
- Reinforcement Interdiction [18.23]

18.22 Naval markers can be used similarly to US Corps Artillery, NW units, and Allied air points to perform bombardment missions. One or two naval markers can be used per mission, and the only limit to missions is the number of unused naval markers. Any on-map hex within the eight hex range containing German units can be a target hex. Remove the number of naval markers (one or two) from the Available Naval Marker Box on the map, consult the Bombardment Table, roll the die, apply any DRMs, and apply any result to the affected units in the target hex. Air and Naval bombardment may not be applied to the same target hex. No more than one air or naval bombardment may be applied to any target hex.

18.23 Naval markers used for Reinforcement Interdiction provide negative DRMs to German Release DRs [10.3]. There is only one qualifying Reinforcement Interdiction Box (the one for Entry hexes A and B), and only the A Entry hexes are in-range. Up to two unused naval markers may be placed, and each marker provides a +1 DRM to the Release die roll of any German formation during the first turn it attempts to enter the map through interdicted Entry hex A.

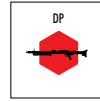
18.3 Ground Combat Support

18.31 Subject to range limitations, the Allied player may allocate up to two unused naval markers per attack or defense. Each allocated naval marker provides a +1 DRM to an Allied attack, or a -1 DRM to an Allied defense.

18.32 You cannot combine both air and naval Ground Support in the same attack or defence; you can use one or the other, but not both.

19.0 Additional German Defense Capabilities

19.1 Delay Points (DP)



19.11 German DP counters represent (very) small groups of men/guns whose sole game function is to slow the initial Allied advance. DPs have no CS or MA, and do not exert a ZOC. Their only contributions to the German war effort are to cost an Allied unit +2 MPs to enter a hex with a DP in it, and to prevent Allied Strategic Movement into (or adjacent to) a hex containing a DP.

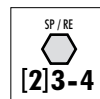
19.12 An Allied unit with sufficient MPs to pay terrain cost and DP penalty may enter the DP hex and immediately removes the DP. The Allied unit can keep moving if it still has more MPs.

19.13 An Allied unit which enters a hex adjacent to the DP without enough MPs to enter the DP hex must cease movement adjacent to the DP. Once the Allied unit ceases movement, remove the DP (it did its job - it delayed a unit). The hex is now clear for other Allied units to move through.

19.14 If an Allied unit expends its last MP to move adjacent to the DP, the unit stops, and the DP remains. Other Allied units may remove the DP per 19.12 and 19.13.

19.15 If a German unit ends its movement in a DP hex, remove the DP (it has been absorbed into the larger unit).

19.2 Strongpoints (SP)



19.21 SP are beach defense infantry units. SP are combat units with a [2]-3-4 rating, but they always activate in the RE Activation Phase. These SP are entirely different from the Strongpoints printed on the map [19.4].

19.22 Limitations:

- SP have no parent HQ and they cannot be attached to any formation.
- SP cannot refit from Dis results [21.0]
- SP are eliminated when reduced, and cannot be brought back into play.

- The bracketed CS indicates that SP cannot attack. They can move into enemy ZOCs, and they can defend.
- SP cannot receive artillery support.

19.3 Detachments (Det)



19.31 Det are combat units with a 2-4-4 rating, but no parent HQ. Det are formed by Breakdown, an action the German player may undertake at the start of any formation's activation, or prior to the Allied landings in the June 6 turn.

19.32 Only infantry type units with Cohesion of four or higher may breakdown. These infantry units must be at full strength, with no Dis marker, and must be organic to a formation whose HQ activates at ME.

19.33 Breakdown:

- Flip the qualifying infantry unit to its reduced strength side, and place a Det on the reduced unit. If the Det violates stacking limits, it must be moved one hex. Otherwise, the German player may move it one hex if desired. This is the last time a Det moves in the ME Activation Phase.
- Remove the full strength infantry unit and replace it with Dets equal to its CS. Thus, an infantry unit with CS of 8 would break down into four separate Dets. Since the Dets violate stacking limits, some of them must be moved one hex. This is the last time these Dets move in the ME Activation Phase.
- The number of Dets created cannot exceed the CS of the unit removed to create them.

Example: An infantry unit with CS of 7 could break down into three Dets with combined CS of 6 - not four Dets with combined CS of 8.

19.34 Dets always move and attack as RE units. They can never be attached by formations, nor can they refit. They can never recombine to reform the original unit.

19.35 Once eliminated, Dets can be brought back into play again; however, the number of Dets in play can never exceed the six provided in the counter mix.

19.4 Strongpoints

19.41 A German unit in a Strongpoint hex gains a -1 DRM when defending; there is no benefit when attacking out of a Strongpoint. In addition, halve (rounding down) all Allied artillery support points, and apply a -1 DRM to all Bombardments when the defending/ target units occupy a Strongpoint hex.

19.42 The German player cannot build Strongpoint during any scenario.

19.43 Strongpoints benefit only the German player until occupied by an Allied Combat unit (which destroys the Strongpoint).

20.0 Engineers

20.1 Engineering Capability

20.11 All HQs have an Engineering capability; Allied HQs can perform more actions than their German counterparts.

20.12 All Engineering centers around four different Bridge Actions:

- Assisted River Crossings (both sides)
- Assault River Crossings (Allied only)
- Bridge Demolition (both sides)
- Bridge Construction (Allied only)

20.13 Each HQ (Division and Corps) can undertake one Bridge Action per turn.

Exception: *Bridge Demolition.*

20.14 Corps HQs can undertake their Bridge Action when activated, or can have their Bridge Action attached by an Activated Division HQ within four hexes of the Corps HQ.

Note: *Activated Allied Division HQs must be subordinate to the Corps HQs.*

20.15 Division HQs can undertake their Bridge Activation when activated.

20.2 Assisted River Crossing (ARC)

- ▲ **20.21** To cross Major Rivers, activated foot type units must be within four hexes of

their parent HQ (which has not yet used its Bridge Action for the turn).

Exception: *Commando/Ranger units can cross Major Rivers on their own without Engineer assistance.*

- ▲ An activated Division HQ can use its engineer capability to allow two of its activated foot units to utilize ARC.

20.22 To increase the number of activated units able to cross, an Activated Allied HQ can “attach” the Bridge Action of its parent Corps HQ (if unused and if the Corps HQ is within four hexes of the Division HQ). Activated German HQs can “attach” one unused Bridge Action from any German Corps HQ within four hexes of the Division

- ▲ HQ. Qualifying German or Allied HQs provide the engineering capability for one additional activated foot unit to use ARC.

20.23 Activated units may cross into hexes in enemy ZOCs.

20.24 Each activated unit using ARC must pay +2 MPs to cross. Commandos/Rangers also pay +2 MPs to cross.

20.25 Units using ARC may not use SM.

20.3 Assault River Crossing

20.31 Only Allied foot type units can attack across unbridged Major Rivers, but they require engineer support. The procedures for Assisted River Crossing [20.2] are followed for attacks across Major Rivers with the following exceptions:

20.32 Activated foot type units must start adjacent to the Major River.

20.33 There is a -3 DRM for the attacking units.

20.34 Victorious units may advance across Major River hexsides if allowed (or mandated) by combat results.

20.4 Bridge Demolition

20.41 Each HQ can make two Bridge Demolition attempts per activation (exception to 20.13).



20.42 The activated HQ must be within four hexes of any bridges targeted for demolition.

20.43 Bridge Demolition attempts can occur at any point in a formation's activation.

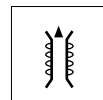
20.44 All bridges occupy two hexes. Demolition is:

- Automatic when enemy units occupy neither bridge hex and at least one hex is occupied by a friendly unit.
- Possible when one hex is enemy occupied and the other is friendly occupied. Roll the die; if the result is four or less, the bridge is destroyed.
- Not possible when both hexes are enemy occupied, or one hex is enemy occupied and the other hex is vacant.

20.45 If demolition is successful, place a Bridge Blown marker on either hex the bridge occupies, or remove the Pontoon Bridge marker.

20.5 Bridge Construction

20.51 When activated, an Allied HQ can construct a bridge if:



- the river hexside to be bridged is no more than four hexes from the activated HQ, and
- neither hex the bridge will occupy is enemy occupied or in an uncontested enemy ZOC (enemy units can be adjacent to the two bridge hexes as long as those hexes are friendly occupied).

20.52 If the bridge can be built, construction is automatic. Remove the Bridge Blown marker from a printed bridge hex. Place a Pontoon Bridge marker (the reverse side of a Bridge Blown marker) on a hex without a printed bridge.

20.53 Construction is completed after all movement for the activated formation has ended.

20.54 The non-road portion of an Allied LOC can be traced across a Pontoon Bridge.

21.0 Refit

21.1 Types of Refit

21.11 Refit is the ability to return Reduced and Disordered units to full strength and effectiveness.

21.12 Refit does not apply to Eliminated units.

21.13 Both Disordered levels represent more disorganization than loss. Removing a level of Disorder represents repairing damaged equipment, returning separated and wounded soldiers to the ranks, plus incorporating a small number of replacements

21.14 A Reduced unit has suffered enough personnel and equipment losses that large personnel and equipment replacements are required.

21.2 Disordered Refit

21.21 Starting the June 6 turn, one Refit Action will remove one level of Disorder. A Disorder-2 marker is flipped to the Disorder-1 side, and a Disorder-1 marker is removed.

21.22 A unit may undertake Disordered Refit during any ME or RE Activation when it is activated if it does not move or attack.

21.23 Neither the refitting unit (or its parent HQ) can bear an Isolated marker.

21.24 The following units cannot undertake Disordered Refit:

- a. German Strongpoints
- b. German Detachments

21.3 Reduced Refit

21.31 Starting the 11/12 June turn, one Refit Action will return a Reduced unit to full strength by flipping it to its full strength side.

21.32 The following units cannot undertake Reduced Refit:

- a. All parachute units of any nationality

- b. All Allied glider units
- c. All Allied commando units
- d. All German armor units
- e. Any unit (or its parent HQ) bearing an Isolated marker

21.33 Reduced Refit is extremely limited. During any game turn only one US unit, Commonwealth unit, and German unit eligible for refit[21.32] may do so.

21.34 A qualifying unit may undertake Reduced Refit during any ME or RE Activation when it is activated if it does not move or attack.

21.35 One final hurdle - a unit must be able to trace an LOC in order to undertake Reduced Refit.

22.0 Isolation



22.1 When Isolation Occurs

22.11 Isolation is the negative consequence of being unable to trace an LOC during the End Phase of a game turn.

Note: Tracing LOCs also occurs when each HQ activates during the ME Activation Phase, and when units undertake Reduced Refit, but with less severe consequences.

22.12 Each on-map unit must trace an LOC during the End Phase.

- a. Units already bearing Isolated markers which can now trace an LOC have those markers removed.
- b. Units already bearing Isolated markers which still cannot trace an LOC keep their Isolated Markers.
- c. Units without Isolated markers which cannot trace LOCs gain Isolated markers.

22.2 Isolation Effects

22.21 After tracing all LOCs, each unit bearing an Isolated marker immediately receives a Disorder-1 result (going without supply has its consequences). Units without Disorder markers receive Dis-1 markers; units with Dis-1 markers have them flipped

to Dis-2; units with Dis-2 markers have the markers removed and are flipped to their reduced sides (or are eliminated if they have no more steps to lose).

22.22 Isolated units have their CS, MA, armor points, and AT points halved (rounding down). If a stack is isolated, the CS, armor points and AT points of all units in the stack are totaled and then halved (rounding down).

22.23 Isolated units may not provide artillery support points.

22.24 Isolated units cannot enter enemy ZOCs, but may attack if they begin an activation adjacent to enemy units.

22.25 Isolated units cannot undertake any Refit action.

22.26 Isolated units (or organic units belonging to a parent HQ bearing an Isolated marker) cannot use SM.

22.3 Surrender Checks

22.31 After applying Dis-1 results, any Isolated units which are completely surrounded by enemy units or their uncontested ZOCs must check for surrender if their Cohesion is five or less.

22.32 The owning player rolls the die for each unit. If the die roll is twice the Cohesion of the unit, it surrenders, and is removed from play immediately. For surrender check purposes count a die roll of nine as twice the Cohesion level of five.

22.33 Hexes vacated by surrendering units cannot be occupied by adjacent enemy units.



3.0 Sequence of Play

3.1 Initiative/Weather Determination Phase [4.0]

This phase is not used for the June 6 turn when weather is automatically clear and the Allies automatically have the initiative.

3.2 Allied Logistics Phase [5.0]

Omit this phase for the June 6 turn.

3.21 The Allied player determines how many RP he receives [5.12].

3.22 The Allied player uses these RP to purchase AM for the turn. Place purchased AM in the AM Pool. Also place in the AM Pool “free” AM for arriving reinforcements [7.23] and the Free Allied Ops marker if the weather is Clear [4.12].

3.3 Allied Air/Naval Bombardment Phase

3.31 The German player makes Reinforcement Entry Hex choices [10.35].

3.32 The Allied player allocates air and naval points for:

- Air and Naval Bombardment, then resolves the Bombardment Table [17.2 and 18.2],
- Reinf. Interdiction (not on June 6 turn),
- Supply Interdiction.(not on June 6 turn).

3.4 German Logistics Phase [5.0]

Not used for the June 6 turn.

3.41 The German player determines how many RP he receives [5.12].

3.42 The German player uses these RP to purchase AM for the turn. Place purchased AM in the AM Pool. Also place in the AM Pool “free” AM for arriving reinforcements [7.23] and the German Free Ops marker(s) if the weather is Non-Clear [4.12].

3.5 Allied Reinforcement Placement Phase

The Allied player places arriving Allied reinforcements in their Beach Landing Boxes.

3.6 ME Activation Phase

3.61 The player who has the initiative reveals the AM he has chosen for his first activation.

3.62 The player makes an LOC check for the HQ activated. If no LOC can be traced, place an RE marker on the HQ. The HQ and its organic units cannot be activated until the RE phase. If an LOC is traced, proceed with this sequence.

3.63 The activated HQ and its organic units which do not bear RE, Isolated or Scattered markers may:

- Break Down (Germans), move, enter enemy ZOCs, and attack, *or*
- Use Strategic Movement, *or*
- Refit (note that any unit undergoing Reduced Refit must be able to trace a LOC [21.35]).

3.64 Once the activated formation has completed all allowed actions desired, one of the players draws another AM for the AM Pool cup.

3.65 The process in 3.62, 3.63, and 3.64 above is repeated until all AM in the AM Pool have been drawn.

3.7 RE Activation Phase

Both players place RE markers on all units and formations not activated during the ME Activation Phase Units and formations bearing RE markers may now undertake limited actions. The player with the initiative for the turn determines whether to move all his “RE” units first or last [6.34]. As each unit or formation is activated, remove the RE marker.

3.8 End Phase

3.81 Isolation Determination

- Trace LOC for units with Isolated markers. Remove markers if no longer isolated.
- See if any new units cannot trace LOC. Place Isolated markers.
- Each unit still bearing an Isolated marker automatically receives a Disorder-1 marker (which may cause it to assume Disorder-2 status or be reduced).
- Make a Surrender Check for each unit bearing an Isolated marker which has Cohesion rating of five or less.

3.82 Remove all Pinned and Scattered markers.

3.83 Flip all counters showing the Artillery Fired symbol to their unfired sides.

3.84 Remove all unused Allied Air and naval markers from the Available boxes.

3.85 Ensure that the Cherbourg Command HQ retains an RE marker (if still on the map).

3.86 Ensure all on-map units without a parent HQ on the map retain RE markers.

3.87 Advance the GT marker to the next GT box.

Abbreviations

Allied

Abn; Airborne (parachute units)
 AL; Air Landing (glider unit)
 Cdn; Canadian
 HHC; Household Cavalry
 Hus; Hussar
 KRIH; Kings Royal Irish Hussars
 N Yeo; Northumberland Yeomanry
 Para; Parachute
 Rngr; Ranger
 Ryl Dgn; Royal Dragoons
 Sp Svc; Special Service (commandos)
 79 Ar; 79th British Armored Division

German

Ausb; Ausbildung (training)
 Cher; Cherbourg Command
 D; Deutschland
 DF; Der Fuhrer
 DP; Delay Point
 Det; Detachment
 FJ; Fallschirmjaeger (parachute)
 Flak; Flugabwehrkanone (AA)
 Fus; Fusilier
 LAH; Liebstandarte Adolph Hitler
 LW; Luftwaffe Ground Troops
 NW; Nebelwerfer (rockets)
 Org Todt; Organization Todt (Construction)
 Ost; Ostruppen (Eastern European Troops)
 Pz; Panzer (armored)
 PzJg; Panzer Jaeger (anti-tank)
 SP; Beach Defense Strongpoint
 StW; Stellungswerfer (rockets)
 Stug; Sturmgeschutz (assault guns)
 V Tartar; Volga Tartar