

# Normandy '44 Invasion Example of Play

## INTRODUCTION

The special invasion phase of the first turn is designed to be very simple so players can quickly begin to play the regular game. There are three rule changes that must be remembered in this phase: DR results convert to EX results, A1/DR results convert to A2/D1 results, and a 2-hex Advance After Combat is only allowed in a D1 or A1/D1 result.

## US AIRBORNE DROP

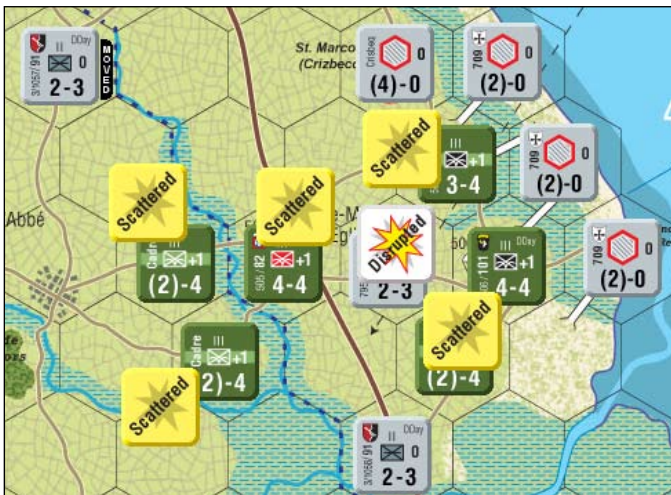


The illustration above shows the US Airborne units before the Scatter die rolls have been resolved.

The Allied player first rolls one die for each 82nd unit:

Unit	Die Roll	Result
507th	2	S2
505th	5	S
508th	2	S2

The 507th and the 508th each lose two steps and become Disrupted. The Allied player records two Airborne replacement



The illustration shows the two Airborne divisions after the drop. Note that the Ost unit is Automatically Disrupted on the first turn.

steps on the General Records Track (these represent airborne troops that have scattered and will slowly find their way back to their units. The 505th has a good landing but is still Disrupted.

Now the Allied Player rolls for the three 101st units, from north to south:

Unit	Die Roll	Result
502nd	2	S1
506th	6	-
501st	1	S2

The 502nd loses 1 step, the 506th has a perfect landing, and the 501st loses two steps. The Allied player records two more Airborne replacement steps on the General Records Track.

## UTAH BEACH

Next the Allied player resolves Utah Beach. The first step is to select the two regiments and one armored battalion that will make the beach assault and move them adjacent to the beach hex. Next he rolls for the Beach Assault and the DD Tank casualties. The assault is resolved on the CRT using the odds column printed next to the beach (4-1 in this case). The DD Tank casualties is determined by using the DD Table. The Allied player rolls a 4 for the assault and a 1 for the DD tanks. A 4 on a 4-1 is a A1/D1, calling for a step loss for each side (eliminating the beach Strongpoint) and an Advance of 2 hexes. A 1 on the DD Table calls for the tank battalion to take a step loss. The three units are moved on to the beach and may advance an additional hex.



Utah Beach after the beach assault units have advanced after combat.

## POINTE DU HOC

Now for the assault on Pointe du Hoc. This is resolved on the 3-1 column. An assault die roll of 6 achieves a D1 result. The Strongpoint is eliminated and both Ranger battalions land safely. One battalion advances an additional hex.

## OMAHA BEACH

The first step is to select two infantry regiments and one tank battalion for each beach hex. The Allied player then rolls two dice for each division sector (the Beach Assault and DD Table

rolls). For the 29th Division, the Assault die roll is a 1 which results in an A1, and the DD Tank roll (1) results in a hit. An A1 result requires the Allied player to reduce an infantry regiment by one step and roll again. He does so, and rolls a 4 which is a DR result. During Beach Assaults, all DR results are converted to an EX result. The two regiments land but both have taken a step loss. An EX result does not allow the attacker to advance beyond the beach.

For the 1st Infantry Division, the Allied player rolls a 1 for the Beach Assault and a 4 for the DD tanks. He flips one of the infantry regiments and rolls again, getting a 2. A 2 on the CRT is a A1/DR which is converted (because of the Beach Assault) to a A2/D1. An A2/D1 does not allow the attacker to advance beyond the beach.

This has been a very bloody beach for the Allied player—losing 3 steps in the 29th Division sector and 3 steps in the 1st Infantry Division sector. A total loss of 6 steps.



Pointe du Hoc and Omaha after advance after combat.

### GOLD BEACH

At Jig Beach the assault die roll (4) is a DR which is converted to an EX. The DD Tank roll (6) is a miss. The units take one step loss from the infantry regiments and stop in the beach hex.

At King Beach, the assault die roll (1) results in an A1/DR which is converted to a A2/D1. The DD Tank die roll (1) results in a step loss. The units land but stop in the beach hex.

At Gold Beach the Allies lost a total of 4 steps.



Gold and Juno beaches after advance after combat. In all four hexes the Allied player was denied a 2-hex advance.

### JUNO BEACH

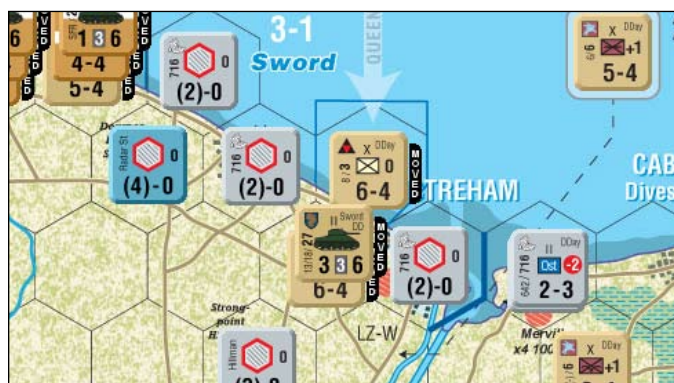
At Jig Beach, the assault die roll (3) results in a DR which converts to an EX. The DD Tank die roll (1) results in a step loss for the tanks. The units land and stop in the beach hex.

At Nan Beach the assault die roll (2) results in a EX and the DD Tank die roll (3) results in a step loss for the tanks. The units land but stop in the hex.

At Juno the Allies lose a total of 4 steps.

### SWORD BEACH

At Queen Beach the assault die roll (6) results in a D1 and the DD Tank die roll (4) results in no loss for the DD tanks. The units land without any losses and may advance an additional hex. Note that Strongpoint hexes have no ZOCs.



At Sword Beach the British are able to advance two hexes.

### 6TH AIRBORNE DIVISION

Finally, in the 6th Airborne sector the Allied player rolls a die for each of the three units. From north to south:

Unit	Die Roll	Result
3(-) bde	6	-
5th bde	3	S
8/3 bn	1	S1

The 8/3 battalion is reduced one step and a British Airborne replacement is recorded on the General Records Track.



The 6th Airborne division after the scatter die rolls.

At this point, the special pre-game phase ends, and the regular game begins. It is now the German player turn of Turn 1.