

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

