# NORMANDY 1944
## A BLOODY SUMMER

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"Normandy 1944 - A Bloody Summer" - is a historical simulation at divisional scale, which depicts the combats of the Normandy campaign from June to August 1944. It includes two distinct scenarios and one campaign game.

The first scenario of Normandy 1944 covers the drive to Cherbourg one of the first of the Allies' objectives.
Scenario two starts at the end of July and represents the great Allied offensives, Goodwood & Cobra, which were destined to break the German resistance that had contained the Allies in their bridgeheads until mid-July.
Finally, the campaign game covers all of the operations up to the end of August with the reduction of the Falaise pocket.
We recommend each scenario is played at least once before attempting the campaign game. Each scenario covers a period between one month and a half and two months. Each game turn represent a week of real time, a hexagon represents about 6 km.

Maps and counters are written in French. French equivalent of the English names are given in italic and between bracket in this booklet to help English speaking players.

## 0 – Definitions

The game includes a map, the rules, one game aid and two counter sheets. The game requires the use of a 6 sided dice (1d6) and three cups.
Counters are split in military units and markers.
For ease of use the following terms hexagon are abbreviated in the text:
- hex = hexagon
- Box = a box on the Strategic Movement Map (*«Mouvements Strategiques»*)
- ZOC = Zone of Control,
- EZOC = Enemy Zone of control,
- TEC = Terrain Effect Chart,
- CRT = Combat Result Table,
- BT = Bombardment Table,
- FBAT = Fignter-Bomber Allocation Table,
- AFAT = Air Force Availabilty Table,
- CS = Column Shift on the CRT,
- LS/RS = Left or Right Shift on CRT,
- SV = Stacking Value,
- SP = Stacking Piont,
- MP = Mouvement Point

"Off-board" is used for all action taking place on the strategic map, or in any other box outside the tactical map as opposed to action that takes place «on-board», on the tactical map superimposed with the hexagonal grid.

## 0.1 – The Counters

Each counter of Normandy 44 represents either a combat unit: division, regiment, brigade, battalion, or an Army Corps headquarters (HQ).
An army corps is a group of an HQ and several divisions or brigades (cf § 5.1)
Because of the complexity of the attachments of units in the course of the Normandy campaign, in particular the German and English battle orders, the identification of units is a simplification of the historical order of battle.

## 0.1.1 Corps Headquarters

The HQs represents the commander of each corps, and also artillery, armour and logistic support, which is used to assist the combat units.
Two figures are seen on the front of each HQ counter (ready side):
On the left is the combat bonus (number of columns shift on the combat table), on the right is its movement value.
At the bottom from left to right are shown the Corps emblems, its number and nationality.

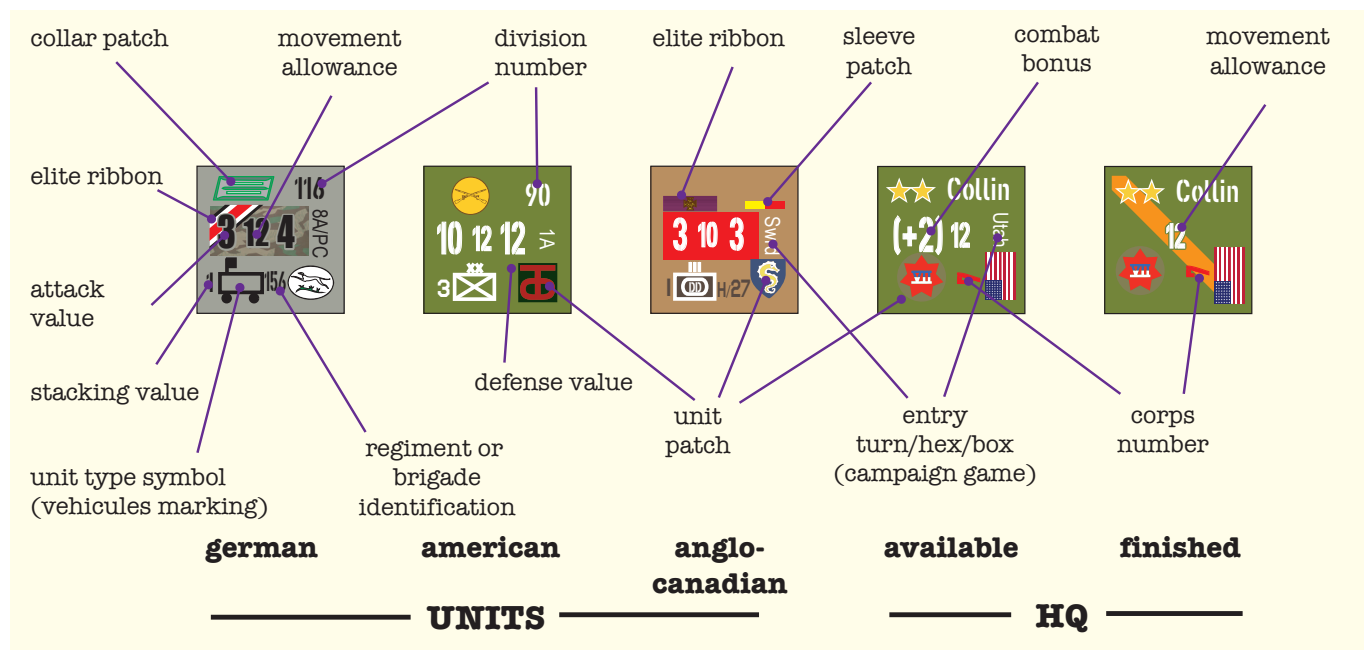The back (finished side) of an HQ counter has another function.
The counter is flipped on this side when engaging combat, used or not for tactical support (cf § 5.2), or for an Off Map Extended Movement (cf § 4.1.2). These actions are always done when spending an "Offensive" marker.
A HQ is "supported" when stacked with at least one offensive marker (cf § 0.2.1).
At the end of phases (A) and (B), the HQ is reset on its ready side again, to indicate its availability for further activation.
HQs are not treated as a combat unit.



| collar patch | movement allowance | division number | elite ribbon | sleeve patch | combat bonus | movement allowance |

elite ribbon

attack value

stacking value

unit type symbol (vehicles marking)

regiment or brigade identification

defense value

unit patch

entry turn/hex/box (campaign game)

corps number

| german | american | anglo-canadian | available | finished |

—— UNITS —— / —— HQ ——

## 0.1.2 Combat Units

Battalions, brigades, regiments or divisions are seen in the game as combat units.

The following information is printed on the front side:

In the upper right is the division. Brigades, regiments or battalions not associated with a division have no information at this level.

In the middle vertically, from left to right, respectively: attack, movement & defense values.

Bottom, from left to right, the stacking value, a symbol for the type of unit (infantry, armor, ..), and possibly the number of the regiment, brigade, or battalion.

### Motorized Units:

Units with a movement value exceeding 6 are considered motorized.

Units with a movement value of 6 are either footmen, cyclist or horse-drawn units.

### Cyclist Unit:

These units use motorized movement costs when traveling along roads.

### Armored Units:

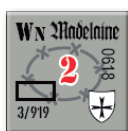The following symbols depict armored units:

German Panzer        Allied Armor

Armored units have restrictions (movement in marsh hex), and may Overrun (cf §4.3) or Breakthrough after combat (cf § 6.6).

Each unit possess from one to three steps of loss, representing its ability to sustain combat losses (§6.10).

### Garrison:

A Garrison represents the specific defense troops of The Atlantic Wall.

Garrisons have no movement values and only a defense value (no possible attack).

They have only one step loss, have no ZoC and ignore retreat results. Bombing a garrison is affected by a -1 modifier.

### Festung:

A Festung is a special kind of garrison because it is considered having also the benefits of being behind a fortified line.

Off Map, a Festung is considered as a separate «box» in a holding «box» (For example, St Nazaire is a box in the box «Rennes»), and is not a unit for «confusion» determination purpose. Each Festung is considered as a separate box. The German player may reinforce a Festung with units up to a 5 SV limit. These unit and the Festung are allways considered as supplied even under a siege (cf.§6.13). Units in a Festung are placed under the Festung counter. Their defense points are added to the Festung defense value. Units above the Festung counter are considered outside the Festung.

Festung are Garrisons protected behind a fortified line and benefit from both conditions.

## 0.2 The Markers

### 0.2.1 Offensive Marker

These markers represent the additional supply needed for large-scale operations, operations that consume a large quantity of ammunition and fuel.

These markers allow an HQ to activate combat operations (cf §1.1.3) or Extended Off map movements (cf §5.2).

Offensive markers do not count for stacking, however no more than two can share the same hex. They have no defense value, no nationality, and have a movement value of 12. They are therefore considered as motorized and move with the HQ it is stacked with. They are subject to aerial interdiction like any other units during movement. (if needed, players can orient Offensive Markers in cases where it is not clear which side "owns" the marker).

### 0.2.2 Control Markers
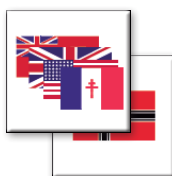
These two-sided markers are used on or off map to show control of one hex or box by the owning player.

# 1 – Sequence of play

## 1.0 General Points

Each turn is composed of several phases which are played in the following order:

**1- Start of turn**

**1.1 Weather phase and Air Power availability.**

**1.2 Logistic phase**

The Allied player may construct his ports. Each side identifies unsupplied units, determines the number of Offensive marker available for the turn and positions them Off Map or in the Strategic Reserve (cf § 1.1.1.2).

Initiative is determined; the visible side on the turn marker shows the active side.

**1.3 administrative phases**

Each side receives reinforcements and may put units to rest.

**2 Activation phase (A)**

Allied aerial phase.

The Allied player tests for storm and aerial support units are assigned to air missions: air superiority, tactical interdiction, strategic interdiction and tactical support.

**2.1 Phase (A) of player 1**

Reinforcement/ Off map movements:

Player 1 may receive his reinforcements and make off map movements.

On map Movement phase: All units on map may move.

Combat phase:

HQs are activated one by one. Each HQ chooses between Pass or Combat.

**2.2 Phase (A) of player 2.**

The turn marker is flipped.

The player 2 performs all actions listed above in 2.1 for his side.

**2.3 End phase**

Air support units "used" are put back in the "Ready" box.

"finished" HQs are put on their front side, the turn marker is flipped and advanced on the Phase B for the turn. "Affected " Markers are removed

**3. Phase (B)**

Players perform as in Phase (A) (§ 2.1 through 2.3)

**4 - End turn**

**4.1 - Air Power mission return**

**4.2 - Reorganization**

**4.3 - The turn** marker advances to the next turn Phase A box.

## 1.1 Detailed Sequence

### 1.1.1 Start of Turn

#### 1.1.1.1 Weather phase and Air Availability Phase.

Beginning with turn 2, the Allied player checks for the weather (Weather is cloudy («Couvert/Averses») for phases 0O and 0A, clear («Clair») for phases 0B, 1A and 1B).

The Allied player rolls a die on the weather table. He places the Wether («Meteo») marker on the corresponding box on the map. For each preceding and consecutive turn of bad weather, (i.e. not clear) subtract 1 from the die roll, with a maximum adjustment of -2. The first clear weather roll cancels this adjustment.

The Weather adjustment marker is positioned in the printed Weather adjustment box on the map.

Example: if weather is Overcast/Cloudy on Turn 2, then, in the Weather Phase of Turn 3 deduct 1 from the die. During this phase, the Allied player scores 6, which becomes 5 with the adjustment of –1 and gives again Overcast/Cloudy weather. In Turn 4, the adjustment will be –2.

#### Storm Test:

After unmodified die roll of 6 on the weather table, the Allied player should check for Storm («tempête») at the start of the following phase (A) and (B), ie twice a turn before any

movement, (see the Weather table). A Storm has the following consequences (only for the phase in progress, (A) or (B)):

- All Air and naval support missions are cancelled and are put in the "used" («*Finies*») box, or reset to zero.
- Tactical interdiction missions are canceled, the counters put in the used box.
- Troops or supply (offensive marker) landings in a port or on a beach are impossible.

A storm lasts only for one phase. If it starts in phase (A), weather in phase (B) is set automatically to rain/overcast.

If it starts in phase (B), there is no Storm test in the following phase (A).

### Air Missions:

The Allied player checks the AFAT and draws the Air counters according to the current weather from the relevant cups: Heavy Bomber (HB), Medium Bomber (MB) or Fighter Bomber (FB).

The Allied player distributes Air units to the map (see also §9)

- **Air Superiority missions:** the Allied player puts the number of FB units designated for this mission in the «Air interdiction box», according to the Air interdiction allocation table. These counters may not be used for Air support or Air interdiction.
- **Tactical Air Interdiction missions:** FB units assigned to tactical interdiction (strafing) are put on the interdiction table, at the Allied player's choice.
- **Tactical Air Support, bombing or "Carpet bombing" missions:** HB, MB and FB units assigned to these missions are put in the «available» («*Disponibles*») box off-map.
- **Strategic Air interdiction missions:** HB, MB and FB units assigned for these missions are put in the corresponding box, off-map on the strategic movement map.

### 1.1.1.2 Logistics phase

The following actions are performed:
- The Allied player builds Ports (§7.1)
- Each player checks supply for all of his units and put «unsupplied» («*Non Ravitaillé*») marker when appropriate.
- Each player rolls a die and checks on their Ressource Allocation Table the number of Offensive markers he gets for the turn.
- The Allied player puts them in the strategic reserve, the German player on available depot, on-map (Cherbourg) or Off-Map (Paris, Pas-de-Calais, Le Mans, Rennes), according to each depot capacity.
- Offensive marker movement: Players alternatively move Offensive markers towards, HQs one at a time, beginning with the player with the highest number of markers available in depots (Allied start in case of ties).

### 1.1.1.3 Administration phase
### Initiative

Each player rolls a die and adds to the result the number of supported HQ on map. The player with the highest number gets the Initiative for the turn. In case of equality the Allied player has the initiative while the weather is clear, the German player gets it otherwise.

The player with the initiative becomes «Player 1», his adversary «Player 2». The Player 1 side is indicated by the visible side of the turn marker.

The German player uses his Administrative Phase die roll on the German resource table to determine the type of replacements available. Available unused replacements are marked on the victory point track, with the relevant replacement marker (infantry, Luftwaffe, armor,..) until spent. Only the German player needs to keep track of unused replacement because of their scarcity. The Allied player has all the replacement he wishes each turn.

### Rest and replacement

During this phase the following actions are possible:
- Units already in «Rest» may regain a step with the expenditure of one replacement (cf §6.10).
- Units Off-map, already fully rebuild in the Rest box, may enter as reinforcement in any friendly depot.
- Off-map, units in the «Destroyed» box are moved to the «Rest» box.
- On-map, units with one or two-step loss, out of enemy ZOC, may be put to rest. Put a «Rest» marker on top of them.

Units On-map, under a «Rest» marker, suffer no averse effect, except that they can't move or attack for the turn. The «Rest» marker is immediately removed if adjacent to an enemy unit.

### Strategic Reserve Rebuilding

In 1944, the Allies wanted to save as much as possible their special troops for use in future operations. Thus, the Allied player has the opportunity to repatriate its airborne divisions, commandos and rangers in the strategic reserve.

The Allied player receives 1 VP per Regiment Airborne Brigade unit or Ranger / Commando back in his strategic reserve. The reservation of these troops is made like in a «Rest», except that these units are placed directly in the Allied strategic reserve.

## 1.1.2 Movement Phase

### 1.1.2.1 Reinforcement arrival and map entry

The Allied player test for Storm appearanc (cf.§1.1.1.1).

### Strategic Map

Units located Off-map on the Strategic Map in an entry box (colored) are put on map if the entry hex is not enemy occupied.

Units located On-Map on an exit hex (lettered from "a" to "l") may be positioned in the corresponding (colored) Off-map box on the strategic map.

### Turn Track

Reinforcements received from the turn track are positioned:

In the Strategic Reserve Box for the Allies. Directly on an entry hex for turn 1, or in the corresponding Off-map Strategic Map box (turn 1 and later) for the Germans.

**Note:** units are only transferred from one map to another. Movements occur in the Movement phase.

### 1.1.2.2 Movement
### On-Map movement

The active player moves his units and HQs freely on the map (cf §4.1.1).

### Off-Map mouvement

The active player may move his units from one box (normal Allied movement) or two boxes for an Extended Allied movement (cf §4.1.2) or any German movement. Straight lines between boxes show possible moves. Movement may be subjected to:

- Interdiction die roll (German).
- Expenditure of an Offensive marker (Allied)
- Confusion exit die roll (both sides cf §6.11).

HQs making an extended movement are flipped over.

If units enter enemy occupied boxes, the movement stops and a confusion marker is put in the box. Confusion rules apply.

## 1.1.3 Combat Phase

The active player, for each of his HQ, selects and perform an action: «Pass» or «Combat». Actions are completed before activating the next HQ.

If he chooses «Pass», the HQ stay on his available side, and the player then activates directly the next HQ.

If he chooses «Combat», the HQ may initiate combat (§6) with its attached units (§5.1). The HQ must be supported (cf § 0.1.1) and must spend one Offensive marker.

Combats are resolved and result applied before the next HQ is activated. The HQ is then put on its backside. After all HQ have performed an action, the Phase end starts.

## 1.1.4 Phase End

During the end phase the following action occurs:
- Air counters in the "Finished" box are put in the "Available" box.
- the Navyn counters are available again.
- "Affected" markers are removed.
- HQs are put on their front side.

When the active player is finished, his adversary becomes the active player and the

turn marker is flipped over.
At the end of phase (B) of player 2, the End turn Phase starts.

### 1.1.5 Turn End

In this phase, following actions occur:
- Allied air counter are put back in their cups.
- Disorganized units are reorganized (remove D1 marker and flip D2 marker to D1 side),
- The turn maker is moved one step forward, on the (A) Phase of the next turn.

Process resume according to the start of this chapter.

## 1.2 End of game

The game ends when the maximum number of turns for the scenario are played or when automatic victory conditions are fulfilled.

# 2 - Terrain

## 2.1 Stacking

Each unit has a SV printed on the lower left corner of its counter.
**Note:** some units have a SV of 0 (HQs, battalions, etc.).
Each hex may contain up to 5 SP, plus one unit of a SV of 0 and one HQ.
Stacking limits are calculated only at the end of the movement phase. They do not apply during the Movement Phase, units may move without consideration to stacking, but they may not exceed the stacking limits at the end of the Movement Phase. There are no stacking limits on the strategic map boxes. American and British may NOT stack together in the same hex or box.

## 2.2 Terrain Effects

The effects on combat or movement are shown on the Terrain Effects Chart.
Some useful remarks:
**Bocage** is a typical part of the Normandy campaign. The land is partitioned into small fields separated by large hedges impassable to vehicles and men. This partitioning strongly favors the defender because it provides protection and camouflage. Progressions are slow and costly.
**Roads/ railroads:** Road or railroad movement costs may only be used if the unit moves from hex to hex following the path of the road/railroad. The use of a road/railroad removes the cost in movement points of obstacles (river, bocage, forests, etc.).
**Motorized infantry** units may choose for each phase to be considered motorized or on foot (one may consider that they temporarily abandon their vehicles). A combination of the two kinds of movement in one phase is not possible. Allied paratroopers on turn 0 and after are considered non-motorized until they are supplied.

**Multiple terrain** types may exist in a hex for aesthetic reasons: clear, bocage or forest. Use the center of the hex to determine the terrain effect applicable.
**Town/Village:** The defender chooses which effects apply for the combat (ex: hex 1213 may be considered either village or bocage).

# 3 - Zone of control

Except special terrain effects listed in the TEC, combat units with a stacking value of 1 or more exert a ZOC into the six adjacent hexes. This zone represents the area where the units exert influence thanks to its firepower. All combat unit or HQs must stop their movement when entering an EZOC (except Overrun, see §4.3).
A unit may move directly from an EZOC to the next EZOC but has to stop, after the first EZOC entered. A friendly unit in EZOC has no effect on it. Leaving an EZOC is free for commando units, costs 1 additional MP for paratroopers or elite and 2 additional MP for all other units.

# 4 - Movement

## 4.1 General Rule

### 4.1.1 On Map Movement.

In the Movement Phase, the active player may move his units up to their maximum movement allowance. The movement of one unit must be completed before moving the next one.
A unit pays a number of MP corresponding to the cost of the hex to enter it. The cost of moving through each kind of terrain is given on the TEC, depending on the type of movement the unit uses (motorized or not). MP cannot be accumulated from one turn to another.
Whatever the movement cost of terrain, A unit may always move one hex with the exception of impassable terrain (see also § 4.4).
Move into a hex occupied by an enemy unit is prohibited, except during an Overrun (see 4.3) or entering into Confusion (§ 6.11).

During the Movement phase, the active player may put armored or Panzergrenadier units in Reserve for possible Exploitation (§ 6.8). Reserve units may not move more than one hex before entering into a «Reserve» mode.

### 4.1.2 Off Map Movement

Off-Map movement follows specific rules. Movements are made along the straight lines between the boxes. Theses lines are considered as road for supply purposes (see §7.3.1). Off-map movement may not exceed 2 boxes. There is no ZOC off board, but movement must end when a unit enters a box occupied by an enemy

unit or if the box is controlled by him (use nationality markers to identify them). Armored units may ignore the latter.
A country controls a box if it is the last to pass through it (German at start of each game).
A lone Festung, empty or not, exerts no control on a box.


MOUVEMENTS STRATÉGIQUES
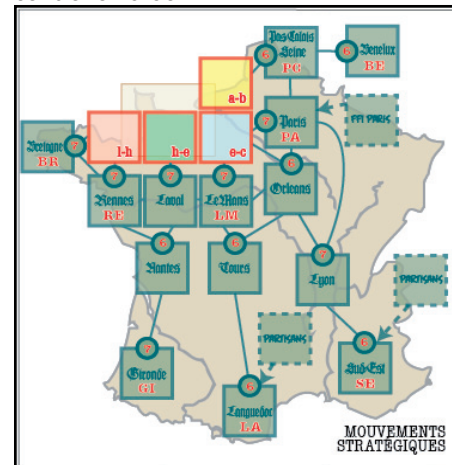
Off-map, The Allies face logistic problems. Thus «Normal» Allied movement is limited to 1 box for 1 division per HQ. In order to move more than 1 division or move more than one box, the Allied player must perform an «Extended» movement (§ 5.2).
German player undergoes Allied Air interdiction. Each unit that wants to leave a box must roll a die lower than the current interdiction value of the box. It it fails it may not leave the box during the current phase.
The die roll is modified in case of Allied interdiction missions (§ 9.5).

Two boxes are subject to Maquis actions (Partisan counters). It's the Languedoc and South East Boxes. As soon as a German units wish to leave the box, the Allied player may initiate a delaying - "Résistance" - action.
A Partisan counter adds 2 to the interdiction die roll. A Partisan counter stays until eliminated in combat. It has a defense value of 2, only one step loss and is eliminated by a retreat result. When eliminated the counter is flipped on its "Police" side. Partisan elimination is definitive.

### Liberation of PARIS

Paris was not a strategic objective neither for the Allies nor for the Germans. The French Capital represents a major objective for De Gaulle and the new French government - The Allied player gains a 20 VP bonus if a 2DB counter liberates Paris.
The FFI PARIS counter appears in Paris with a confusion marker as soon as the Allied player has a unit beyond the Seine (Pas-de-Calais, Paris or Orléans boxes).
The FFI counter has an attack and a defense value of 5 and one two-step loss.

## 4.2 Landing.

During his movement phase, the Allied player may land reinforcements on the beach or the ports. Beaches or ports landing capacities are printed in Stacking Value on the lower left corner of the counters.

Units in excess of the landing capacity are kept in the Allied strategic reserve box.

## 4.3 Overrun

A pile of armored combat units (cf § 0.1.2) may enter a hex occupied by an enemy stack and attempt an overrun at the cost of three additional MP on-board (at no cost off board). The Overrun must be declared as soon as the attacking stack is adjacent to the enemy hex. Only units making the overrun participate in the attack, Tactical Air Support is allowed, only after turn 7 (cf § 9.1).

The resolution of the overrun is done immediately on the CRT, before any other movement. An Overrun is counted as a movement, not a combat and does not cost any «Offensive» Marker.

If the defending unit retreats or is eliminated, the overrun is a success, any other result is considered a failure.

When successful, the moving stack may continue moving.

The path of retreat of the defending unit is decided by the attacking player, following the «retreat after combat» rules.

However, a retreat cannot lead to the elimination of the defending stack if another solution is available.

If the overrun fails, the attacking stack is returned to its starting hex and undergoes an additional step of disorganization.

An HQ unit alone subject to overrun is immediately eliminated without "combat" (the HQ is captured! §5.4).

Offensive marker overrun is possible at no MP cost, and the marker is now in possession of the moving player.

## 4.4 Special Operations

US ranger units, British commandos and elite paratroops that are not disorganized may conduct the following special Operations:

- Impassable hex crossing,
- Confusion exit.
- Assault of an hex occupied by enemy units, thus creating a «confusion».

These movements are subject to a successful die roll on the Infiltration table. Exception: on D-DAY, British commandos and US rangers have special capacities (no die roll is required): these units do not have to stop after a beach landing, even if the beach is still occupied by an enemy garrison.

In any cases, these special movements are limited to one hex per movement phase.

# 5 - HQ and support

Each HQ (HQ) represents the command structure of an Army corps. The HQs have command, control & supply roles. Command & Control checks are performed at the start of the combat Phase.

## 5.1 Control Limits

An HQ provides controls of and supply to a maximum of 5 divisions plus 3 independent units (Stacking Value=0) of his choice, but from the same nationality: German, U.S or British/Canadian (see § 8).

**Exception:** The British 79th Armoured division may always be controlled, and is not counted in the number of supplied divisions.

A unit may never be controlled by more than one HQ each turn.

On-map, each unit must trace a supply line must be in a radius of four hexes or less to the controlling HQ (cf § 7.3.1).

Off-map units must be in the same or adjacent box. An HQ in a confusion hex controls only the units in the same hex.

## 5.2 Extended movement

Off Map, a supplied HQ allows «Extended» movement for units under its control, at the cost of one Offensive marker (§4.1.2)

The HQ is flipped after the movement, and may not be used for combat on the same turn.

Overrun is not considered combat and is thus allowed during movement.

## 5.3 Tactical support

An HQ can give a bonus for a combat within a 2 hex range, performed by the units under its control. This bonus gives the combat (one per phase and per HQ) one or two column shifts in favor of the supported units, depending on the support value of the HQ and the type of support (defense or attack).

For example, the American 4th Infantry Division is attacked at 2:1 odds. The US Vth corps within 2 hexes may add its support in defense, shifting the odd to 3:2.

The support of HQs is declared before the die roll.

Only one HQ may support an Allied attack. The German player may combine the support of different HQs in the same attack. In any cases all supporting HQs are flipped and must spend one offensive marker each.

A defensive support does not require the expenditure of an Offensive Maker, but is limited to one CS. The HQ is only flipped on his "finished" side.

## 5.4 HQ Destruction

An HQ may not engage combat. It is vulnerable to any enemy attacks when alone in a hex. An HQ is in this case automatically destroyed

When stacked with friendly units, the HQ shares their fate: it is eliminated when all the units in its hex are destroyed in combat. Otherwise, it is not affected, even in a retreat.

When an HQ is destroyed, it is removed from play and placed on the game turn track, as a reinforcement unit, one turn after the current one (e.g.: destroyed in turn 1, placed on turn 2).

# 6 - Combat

## 6.1 General Rule

During the Combat Phase, the active player may attack enemy units with his adjacent units.

A unit can only make one attack per phase, and an enemy unit can only be attacked once per phase (one attack and one defense by phase, not counting counterattack and breakthrough). Attacking an isolated HQ (overrun excluded, even if the result is automatic), counts as an attack. Any friendly units adjacent to an attacked enemy unit may join the attack and add their strength to attacking total strength.

It is forbidden attack more than one hex in the same combat (each hex must be treated independently).

All enemy units in the same hex must be attacked as a whole. Each attack is declared and resolved independently. This is no particular order of attack.
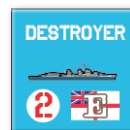
Attacking is never obligatory.

## 6.2 Bombardment

Before the resolution of an attack, the Allied player may perform naval and/or air bombardment with any Battle cruiser, Destroyer, or Heavy and medium bomber available. One hex may only undergo one bombing of each type (aerial or naval) per combat phase. Naval or aerial points are not cumulative.

Battle cruisers have a range of 3 hexes and destroyers a range of 2, counted from any coastal hex, between hex 0216 and 0713 for the Western Task Force (WTF), and between hex 0712 and 0502 for the Eastern Task Force (ETF).

WTF may support only US units and ETF may support only British/Canadian units.

Resolution of a bombardment is made as follows: the Allied player spends a number of bombardment points on the se-

lected target hex. He then rolls a die and affects all units in the target hex by the result read on the BT. Each point spent in Naval bombardment is deducted from the Naval Bombardment track, under the corresponding category: ETF or WTF, Battle cruiser or destroyer.

Bomber counters are moved to the "Finished" box off-map.

No bombardment may occurs during Storm.

### German Bombardment.

The German player may bombard at any time, once per phase, any unit landing on a beach hex, if he still has an operational (not in a confused hex, disorganized or stunned) coastal battery in range. Each selected coastal battery(s) (beaches in range are indicated with their initials on the map, in each battery hex) counts for one bombardment point. The result applies only to the target unit, not for the entire hex.

## 6.3 Combat Resolution

Combats are resolved following the order of the HQ activation. All combat and Overrun resolution must follow this procedure:

1. **Calculation of odds** Each player adds together his combat factor (attack or defence). These totals are then reduced to odds of Attack to Defence (rounding in favour of the defender). Example: two units of British infantry (4 attack points each) attack a German unit (3 on defence). The odds are 8 to 3, reduced to 2:1.
2. The Allied player can choose to involve **Tactical Air Support** (see the airpower rule, §9.1).
3. The active player **applies any right column shifts** in his favor. The inactive player then applies any relevant **left column shifts** in his favor.
4. The active player **rolls 1d6**, applies any modifier (elite units) and reads the results from the CRT.

Odds lower than 1:3 are treated as 1:3. Odds greater than 6:1 are considered to be at 6:1.

In each stack, the attacking player is free to withhold any combat unit. (cf § 6.5)

## 6.4 Combat Results

The CRT gives the amount of step loss and level of disorganization, according to the combat odds and a die roll.

Results are given for both the attacker and the defender.

Retreat result: All units in the hex must retreat even if some attacking units were not engaged, however the path of retreat may be different for each unit.

## 6.5 Disorganized or Affected units

There is two level of disorganization D1 and D2, and two levels of affected units. The difference between Disorganized and Affected unit is in the duration of the effect.

Units are affected as a result of bombardment and the effect last only for the current combat resolution.

A disorganized unit stays disorganized until the reorganization phase, at the end of each turn.

When disorganized for the first time the appropriate disorganized marker (D1 or D2) is placed on top of the stack.

In a given stack, the units should be placed in the following order, from top to bottom:
- Any Affected marker,
- Non-disorganized units,
- D1 marker,
- D1 units,
- D2 marker,
- D2 units.

D1 units who receive an additional level of disorganization become D2.

D2 units who receive an additional level of disorganization suffer a step loss.

«Affected» results apply to the entire stack. Put the whole stack under the relevant "Affected" marker.

Successive «Affected» results are possible (naval and then Air bombardment). In this case, follow the same procedure as disorganization: A1 stack that is affected one additional level is «Affected 2».

However a stack already A2 that suffers additional Affected result does not take a step loss but instead gains a level of disorganization.

**Effects:**

A Disorganized/Affected unit impairs the combat effectiveness of its side if it participates in a combat, they have no effect otherwise. Nevertheless, at least one unit must defend an hex when attacked.

D1 or A1 units offer a one column bonus shift for the adverse side.

D2 or A2 units offer a two columns bonus shift for the adverse side.

Attacker may decide not to involve any D or A unit in combat before the die roll, at the owning player's option.

If different level of D units or A units coexist in the same hex, the highest level of D and A is taken into consideration, at the opposite player's favor.

If an already Disorganized unit is affected after a bombardment, the effects are cumulative i.e.: D2 + A1 will give a three columns shift bonus in favor of the adversary.

In a multiple stacks attack, use the less favorable stack shift for the attacker.

## 6.6 Retreat result

In the case of a retreat following combat, the following rules apply:
- A stack of units that cannot retreat is eliminated.
- Retreat into an EZOC is allowed with the loss of one step for each unit in the stack.
- During a retreat, if the stacking capacity of a hex is exceeded (or if British/Canadian units and US units are in the same hex), the retreating units must continue the retreat (with all effects attached to it) until they find a suitable hex. If it's not possible, the exceeding stacking points are eliminated, at the owner's choice.
- TAS also affects German units retreating (c.f. § 9.1).

Some terrains have an effect on retreat after combat, consult the TEC.

Units eliminated after retreat are permanently lost (captured), and may not be rebuild.

Section 6.12 discusses retreats for Off-Map combat.

## 6.7 Advance after combat

The active player may advance one attacking stack one or two hexes following any retreating unit or if all defending units are eliminated. The cost of the terrain and/or the presence of enemy ZOCs are ignored for this movement, the advance is free.

## 6.8 Exploitation

If the combat result allows "Exploitation" the HQ that activated the combat receives one free additional activation (No need to spend an «Offensive» Marker). It is then flipped to its "Finished" side.

The objective of a «Breakthrough» is to attack the enemy units from the rear and capture strategic objective behind his lines.

The HQ may activate two stacks previously put on "Reserve" during the last movement phase (§4.1.1).

These units may move and attack as a normal move and combat. These units do not need to stay stacked together.

The HQ may spend an Offensive marker to support these attacks.

There is no Exploitation during Off Map combat.

## 6.9 Counterattack

When there is an advance after combat without Exploitation (§6.4.1), the defender may immediately launch a counterattack to gain back any abandoned hex.

He can activate one available HQ in a 2 hex range of the abandoned hex and attack the stack in the target hex. If the hex is free of units, it may be taken back without combat. In case of combat, the HQ must spend an Offensive marker.

Units that may counter-attack are those that previously retreated and any units adjacent to the vacated hex or to the retreated units. These units may only move one hex.

There is no Exploitation or counterattack following a counterattack.

There is no counterattack possible during Off Map combat.

## 6.10 Losses – Replacement



Each combat unit counter has, unless otherwise specified, a full power front side and a one step loss on its backside. When a unit suffers a step loss in a combat, its counter is simply flipped to its reduced side. Some units have three steps loss. A second counter replaces the original counter in case a second step loss occurs. A unit with only one remaining step that suffers an additional step loss is eliminated and put Off Map in the "Cadre" box of the "Destroyed Units" («*Unités Détruites*») box.
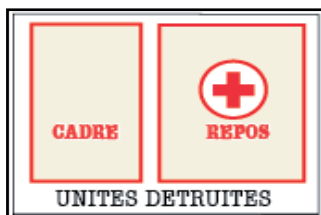


These units may be rebuilt after a Rest period (cf § 1.1.1.3).

Units destroyed after a retreat are definitively eliminated from the game and are put aside(§ 6.6).

### Replacement
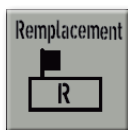


The Allies may rebuild as many units they wish during the Administration Phase.

German replacements are limited in number and quality. Available replacements are determined each turn during the administration phase, according to the German Resources Allocation Table.

Replacements not used are recorded on the Victory point track with the appropriate markers (Infantry, Panzer Grenadier, Panzer).

## 6.11 Confusion



On Map, when a combat occurs after a beach landing or a paratroops drop, and there is no retreat or elimination of either side, all the units stay stacked together. A confusion marker is put on top. The hex is considered occupied by

both sides, and stacking limits are 5 points for each side. Each side may enter the hex, but the only way to exit the hex is by elimination of the enemy units (exception special units § 4.5). No bombing or aerial support is allowed for this hex.

## 6.12 Off Map Combat

Off Map, on the strategic movement map, when units of both sides are stacked together after movement, a confusion marker is placed on top of the pile in the box. The confusion rule (§6.11) applies, and combat on the strategic map follows the same rules as on map combat except:

- All units of both sides in the box are taken into account for computing the combat odds (no attacking units may be left out).
- There is no retreat, exploitation or counter attack during off map combat.

Exit from a box under "confusion" is possible but only towards a friendly controlled box and units must pass a strategic interdiction die roll (see §9.5) with an additional adjusted die roll depending on the force ratio in the hex.

Adjust by +/- 1 for each column shift away from 1:1 on the combat table. For example, a German pile with 20 attack points makes a try to exit a box defended by an Allied defense force of 12 points and where a Medium Bomber unit has been positioned for strategic interdiction. The German player rolls a 3, adjusted by -1 for the odd ration ( 20 /12 => 1.5 against 1 => One column shift in favor of the German player) and +1 for the aerial interdiction.  Result is 3 +1 – 1 = 3, the German stack may escape.

When a Partisan counter  is in the box, there is no adjustment for odd ratio, the German player add 2 to the interdiction roll (see§ 4.1.1).

## 6.13 SIEGE



The Allied player may either attack or besiege a German Festung. To besiege a Festung, the holding box units outside the Festung must be free of German units, and the Allied player must have a stack of units with a defense value of at least half of the defense value of the Festung and its occupying units. A Siege marker is provided to indicate this status. Each Festung siege provides victory points to the Allied player.

## 7 - Logistics

The logistics rule simulates the Army needs for ammunition, petrol, food and replacement. To be supplied, a combat unit must be able to trace a supply line to an HQ that is itself in supply. Supply determination is made at the beginning of each turn in the Logistic phase.

## 7.1 Allied Logistics

Allied units can land via a depot placed either in a port (cf §4.2) or in a beach hex.: Utah or Omaha for the US, Gold, Sword or Juno for British/Canadian units.

To be operational, the depot must be «Open» and outside any EZOC. The procedure to «Open» a depot is as follow :

Once the hex is controlled by the Allied player, the corresponding depot counter is made available as a reinforcement on the turn track, taking into consideration its construction time. The construction times are specified below (example: St Laurent is taken turn 0, phase B, it is placed on the turn track, turn 3, as the construction time for a mulberry is two turns).

At the logistic phase of the entry turn, the depot is placed on the map,

The depot is immediately operational, with its printed capacity (either full, or reduced, as specified below),

Any enemy unit entering a hex containing a depot, destroys it, except for Cherbourg (cf § 7.2),

If a depot under construction in a port is ever in an EZOC that construction is delayed (no turns are accrued) until the port is no longer in an EZOC. EZOC has no effect on a depot in a beach.

### 7.1.1 Mulberry



The Allies came across the channel with two artificial ports to support the landing troops, before they could use the Cherbourg harbor facilities. These harbors are the Mulberry A and B. Mulberry A may be built in St Laurent (0714) and Mulbery B in Arromanches (0711). The construction time is two turns, for a «reduced» Mulberry.  It is flipped on its front «Full» side in the following logistic phase.

The Mulberries were not invulnerable and a storm gravely damaged one of the two, leaving it unusable. Whenever a storm occurs, the Allied player rolls a dice for each Mulberry. A result of 4,5,6 destroys the Mulberry. A destroyed Mulberry cannot be rebuilt.

### 7.1.2 Minor ports and beaches



The construction time of a depot in a minor port is 2 turns. Beach depots are available immediately; the German garrison counter is simply flipped.

### 7.1.3 Cherbourg

The Cherbourg deep-water port was a major Allied objective of the Normandy campaign. The construction time of the «reduced» harbor is 3 turns. It takes 3 extra-turns to complete the «full» capacity Cherbourg harbor.

Any German unit occupying the Cherbourg hex for a full turn reduces the port capacity by half (the counter is put on his back side, then eliminated after 2 turns, during the port construction phase).

## 7.2 German Logistics

German depots are Cherbourg port (hex 0223) and any of the following off map depot: Pas de Calais, Paris, Le Mans, Rennes or Brest.

At the start of the game, German depots are placed in their boxes on the strategic movement map.

The German Cherbourg depot automatically gives the German player a bonus offensive marker each turn (without any consideration for the weather). The Offensive marker is made available at Cherbourg.

Some German depots have no defense value (Rennes, Le Mans, Pas de Calais). They disappear as soon Allied units appear in the box if they are alone. Depots are blocked if the box is in a "Confusion" state.

## 7.3 Supply Lines.

### 7.3.1 Unit Supply lines

A supply line is an unlimited path of continuous hexes or boxes from a unit to an HQ and from that HQ to a depot, via a road. Each hex must be outside any EZOC, and allow motorized movement. Each unit must be controlled by a supplied HQ (cf §5.1 & 7.3.2). For this rule only, a friendly unit cancels any enemy ZOC in a hex.

If it is not able to trace such supply line, a unit is considered "unsupplied".

### 7.3.2 HQ supply

To be supplied, each HQ must trace an uninterrupted road path toward a friendly operational depot, or be «supported» (stacked with an «Offensive» marker).The length of this road line is not limited.

Any HQ without this line or un -supported is considered "Out of supply" or «isolated».
An "Out of supply" HQ may not receive «Offensive» markers.

## 7.4 Out of supply units

An «out of supply» marker («Non ravitaillé») is placed on top of the isolated units. HQ or units keep this status for one turn, until the next Logistic phase, even if the unit may restore a supply line before the end of that turn. (Airborne Supply §7.5 may restore supply during that turn.)
Isolated units have their defense value halved (rounded up), and no attack value. Their movement ability is halved except for non-motorized units, which retain their normal movement allowance.
Off map isolated units may not move.

## 7.5 Airborne Supply

The Allied player may supply by air the equivalent of one infantry division. On each clear or overcast weather turn, the Allied player may remove up to 4 SP"Out of supply" markers on infantry units of his choice during the supply phase.

## 8 Inter-Allied coordination

Allied troops regrouped many nationalities, however they were organized according to the US or the British model.
The French 2ᵉDB is considered an American troop, the Polish, Belgian and Canadian are treated as British troops. The background color of these counters is a reminder of this.
An HQ may control only its own nationality; therefore no combined attack may be made with British units and US together.
Stacking US and British troops is forbidden.
Naval or Air units may only support land troops from the same nationality.

## 9. Allied Airpower

During the Air Availability Phase (cf §1.1.1.1), the Allied player checks the number of air counters available on the AFAT and assigns them to the different missions available: Air superiority (according to a mandatory die roll on the FBAT), Strategic or Tactical interdiction, Tactical Air support, Bombing.
Air counters are placed on the corresponding box (tactical interdiction («interdiction tactique»), or available air mission («missions aériennes disponibles»)
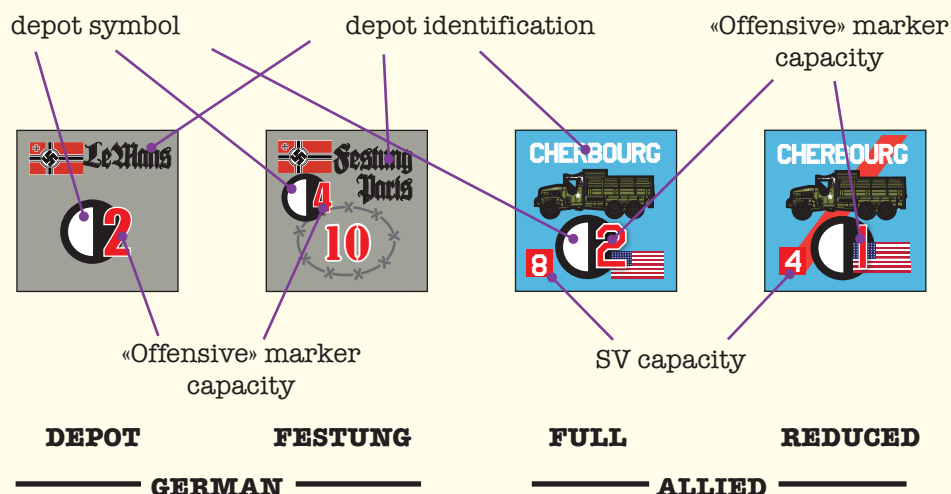Each counter can perform only one type of mission per turn.

## 9.1 Tactical Air Support (TAS)

Fighters assigned to Tactical Air Support are placed in the «Available» («Disponibles») box of the box «Air Mission» («Mission aériennes»)
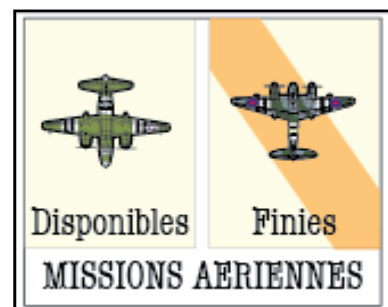
During any combat, before the combat odd calculation, the Allied players as the option, to take a fighter counter from the «available» box to support friendly troop in an attack or a defense. Some terrain prohibits tactical support (see the TEC).
Effective ground control coordination was difficult to achieve with advancing units. The 9th Us Air force pioneered in that field and was able to introduce the Armored Column Cover system for COBRA. Therefore Overrun (cf §4.3) and Exploitation

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depot symbol          depot identification          «Offensive» marker capacity

«Offensive» marker capacity                    SV capacity

| DEPOT | FESTUNG | FULL | REDUCED |
| --- | --- | --- | --- |
| GERMAN | | ALLIED | |

(cf §6.8) may not benefit from TAS before turn 7, only available for the US troops.

The benefit of TAS is a 1CS in favor of the Allied player on the CRT. At the end of the combat, the Air unit that provided TAS is returned to the «finished» («*Finies*») box. Moreover, after such combat, any German unit retreating in at least one TAC Air activity hex suffers a supplementary level of disorganization.

## 9.2 Tactical interdiction

Up to 4 FB counters may be used for Tactical interdiction. The counters are placed, at the Allied player option, over the «tactical interdiction» («*Interdiction Tactique*») map. A maximum of one FB may be placed per interdiction zone. The nationality of the Air units has no influence.
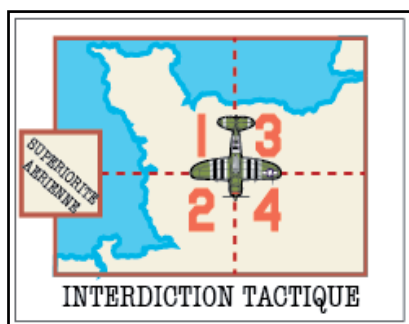
A FB counter in a zone doubles the movement cost for clear terrain or of river crossing in that zone. Zones boundaries are marked in dotted red lines on the map. The tactical interdiction has no effect in town or forest hexes.

## 9.3 Bombardment

Medium Bombers assigned to these mission are placed in the «Available» («*Disponibles*») box.

Before a combat (attack or defense), the Allied player may use available MB to bombard any attacking or defending pile (see §6.2). Air Counters return to the «Finished» («*Finies*») box after the Bombardment.

**Note:** MB were more accurate than HB, any Bombardment Strength made of at least 50% of MB benefit from a +1 die roll adjustment. Light Bomber are classified as MB, but do not benefit from the +1 adjustment.

## 9.4 HB - Carpet Bombing

The Allied player may use HB and combine them with MB to perform a "Carpet Bombing". Note: Heavy bomber ground support has always been highly controversial, land forces requesting bombers for ground operations, whereas Air forces were busy with the destruction of V1 launching sites, and armament and oil plants in the Reich. Therefore, HB usage is optional and each HB counter used gives +2 VP to the German player.

**Exception:** Carpet Bombing may also be used in turn 0A, before the beach landings, only for garrison and batteries bombardment, and without VP penalties. Carpet Bombing may be used and more than once per nationality during that turn. Carpet Bombing is a specific kind of bombardment that follows these rules:

The Allied player may perform one carpet bombing per turn and nationality (US & British)

A carpet Bombing may be split between two adjacent hexes, each hex being bombarded at 50% of the Bombardment strength,

Apply normal bombardment procedure.

Used HB counters will be available 2 turns later, place them on the relevant turn track box.

If the target hex is a town, the HB counter stays on map, back side up. The terrain movement cost is increased by 2 per HB counter involved (rubble and broken land). When HB counter is placed over two hexes, the penalty is +1PM per counter & per hex.

## 9.5 Strategic Interdiction

The Allied player has the option to delay the arrival of German Reinforcements on the map (see §4.1.2). To do this he may place, during the Allied Air Phase, either one HB, one or two MB, one or two FB counters on any box of the Strategic Movement Map.

# 10 The D-DAY

The first turn of the campaign is specific, named Turn 0 (D-DAY).

For this turn and turn 1, the Allied player has initiative and all units & HQs in play are considered supplied. HQ may activate Combats without the expenditure of an «Offensive» marker. Only landed HQs may support combat.

Note: For the turn 0 only, the «Affected» Markers are removed only at the end of the TURN (and not Phase (A) or (B)).

Turn 0 has several distinct phases:

### Phase 0 - 6 June 44 - Before dawn

#### 0.1 Airborne Landings

The weather is cloudy, night conditions apply.
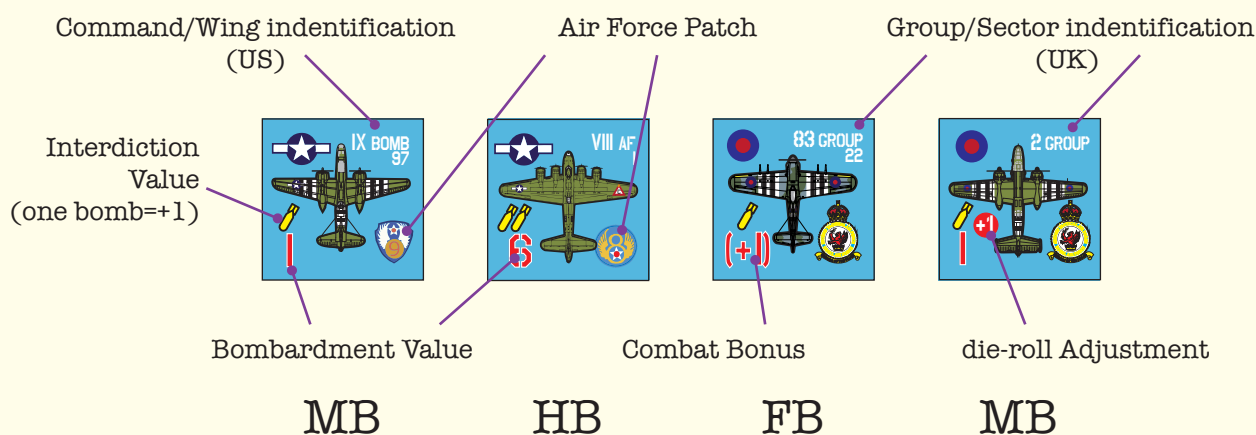
No Air or Naval support is possible.

Paratroops are dropped on their respective Drop/Landing zone (DZ/LZ on the map).

For each drop, roll two dice.

Check the colored die first, adjusted for modifiers and consult the Drop/Infiltration table on game's aids:

- 5-6 adjust the Disorganization Level
- 1-5 Drop/Landing is successful,
- 6 or above, the unit drifts, and fall on an adjacent hex. Use then the second die result with the drop table for drift direction.

**Note:** After a drift, no unit may fall in a

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Command/Wing indentification (US)

Air Force Patch

Group/Sector indentification (UK)

Interdiction Value (one bomb=+1)

Bombardment Value

Combat Bonus

die-roll Adjustment

MB          HB          FB          MB

town or a sea hex, if this would occur, the unit lands on the targeted hex.

If the unit land on an enemy unit, the combat is mandatory and resolved at once taking in account only drop disorganization.

Retreat after combat may be done toward any adjacent hex, at the owner's choice.

If there is no retreat after combat, all units stay stacked and a «Confusion» marker is placed on the hex (see §6.8).

All paratroops not in «Confusion» hex may then move one hex and attack an adjacent hex.

Follow normal combat rules.

### O.2 German reaction

The German player may activate any unit adjacent to an Allied unit . These units may enter in a hex under a «Confusion» marker, or attack an adjacent unit. Follow normal combat rules.

## Phase A - 6 June 44 - Morning

### A.1 First assault waves landing.

Normal day conditions apply.

Air sequence: (Air Availability table – turn 0 column).

Air units may be assigned to Interdiction missions or kept «Availables» for later Bombardment or TAS.

Allied aviation may bombard beach or battery hexes.

Naval sequence: The Navy may now bombard any beach or Battery hex.

**1st wave:**

The first wave lands and combats according to the map indications.

All Allied tanks of the first wave are DD units (duplex drive) and must roll a for survival dice. (cf DD Tanks Survival Table).

Each landing Attack is resolved on the spot. All attacks made from the sea on a beach hex suffer a one-column shift to the left (see TEC).

**Note:** The US Ranger units, British 1SS and 4 SS do not suffer this left column shift (cf § 4.4) when attacking alone.

If attacking and defending units stay in the combat hex after combat, «Confusion» rules apply (cf §6.8).

Units of the British 79th armoured give support for all British beach-landing hexes. Place the units in the relevant boxes across the beaches hex side. These units stay "across" until all beaches in front are free of German units.

Eliminated German garrison units are flipped to show the Allied Depot side.

**2nd wave:**

Movement phase: troops already ashore and not under a «Confusion» marker may move at half their movement potential.

The 5th Ranger may land in support of the 2nd Ranger, or at Omaha Beach, according to a die roll (see map).

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Eliminated German garrison units are flipped showing the Allied Depot side.

The second wave lands (as reserve) and this ends movement on the beaches.

British Commandos of the Special Service (1SS, 4SS) land on any hex between Arromanches and Ouistreham included (hexes 0808 and 0712 are available for the special operations landings).

Combat (not the landings on the beaches) may benefit from TAS.

### A.2 German Reaction

The German player may activate any units/HQ on map.

Movement is halved, strategic movement is not allowed. Normal combat rules apply.

The turn marker is moved to Phase B.

Adjust the weather marker to clear.

The allied player does not get his Air Force or Navy markers back.

## Phase B - 6 June 44 - Afternoon

### B.1 - Follow up landings.

Movement phase: Troops already on the map and not in under a «Confusion» marker may move at half potential.

Combat Phase: the last wave lands on the beaches. Units and HQs unable to land due to stacking conditions stay in the Allied Strategic Reserve Box.

Combats are resolved.

### B.2 German Reaction

The German player may activate any units/division on map.

Movement is at half potential and combat follow normal rules (same as phase A.2)

### B.3 Turn 0 end

The Allied player may land the 6th Airlanding Brigade of the British 6th Airborne Division.

"Affect." markers are removed. Disorganization level are reduced by one.

HQs are flipped on their front side, Air units are removed from the map and the turn marker is advanced to turn 1.

Weather is clear for turn 1, otherwise normal rule apply.

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The game can be played with two or three players: one German and one or two Allies (one U.S. player, one British/Canadian player).

After choosing the scenario, the game is set up as follows:

- The available units for the scenario are placed on the numbered hex grid map or in the appropriate box of the reinforcements turn track.
- Naval support counters are placed on the corresponding track.
- Aerial support units are placed in three cups: one for the Heavy bombers of the 8th Air Force and Bomber Command (six tokens marked HB), one for all medium and light bombers of the 9th Air Force and 2nd TAC (4 counters marked MB on the back), and the last for all fighter-bombers of the 9th Air Force and 2nd TAC (12 FB counters marked FB).
- German supply depots are positioned off map in their respective box.

### 11.1 Scenario 1 The Race to Cherbourg

The scenario covers the drive of US troops landed at Utah Beach toward the Cherbourg Harbor.

Scenario 1 begins on turn 1, after the landings (turn 0 is not played), and ends 4 turns later, July the 3rd.

Use only the west side of the Map, Column 17 included.

Replacement rules and Heavy Bombers are not used. Players receive only 50% of their «Offensive» Markers, rounded up.

#### 1. Initial German set-up

German set-up for the campaign is used. Troops east of column 17 are ignored. Exception: LXXXIV corps start at Marigny (0218), Utah Beach is a US depot (German garrison WN Madeleine flipped to its reverse side).

#### 2. Initial US set-up

82e/505: 619
82e/507 (D1) + 508 (D1): 0620
101e(D1): 0718
4e/8 + 70Tk + 746Tk: 0619
4e/12 + 22 + 899Td: 0518
Navy (WTF only): Destroyers 2; Battle Cruisers 1 each turn,
Air Force : 50% of Aerial US missions.
Utah beach US depot is operationnal.

#### 3. German reinforcements

77e ,353e ,17eSS, 265e available as per campaign entry turn.

#### 4. US reinforcements

83e ,9e ,79e available as per campaign entry turn. via UTAH Beach.

## 5. Victory conditions

**US victory levels:**

*Strategic* – Cherbourg two hexes are under US control at the end of turn 2 (historical objective).

*Operational* – Control of Cherbourg at the end of turn 3.

*Marginal* - Control of Cherbourg at the end of turn 4 (historical achievement).

**German victory level:**

*Strategic* - if a German unit move into 0617 (Utah beach is destroyed) and the German retains control of Cherbourg and St Vaast-la-Hougue.

*Operational* – Cherbourg depot still in German hands at the end of turn 4 and two divisions (one of them the 17th SS) have a valid supply line with the south border of the map.

*Marginal* – Control of the depot of Cherbourg at the end of turn 4.

## 11.2 Scenario 2 Operation Cobra

The scenario covers Patton's 3rd Army breakthrough (Cobra operation), the fighting for St Lo, and Montgomery's efforts to break the German resistance south of Caen (Operation Goodwood).

The scenario starts turn 7 (July the 18th) and ends on turn 12, late August. The weather is clear at start. The full map is used. VP track is set to 0.

### 1. Initial German set-up

**Panzer Gruppe West (Reserve):**

654e Schw Pz Abt.+ 1+2+3 Flak anywhere east of column XX13

**86e Korps:** 0905

711e: 0805

346e: 0905

503e Schw Pz Abt. + 16eLw: 1006

21ePz(-1): 1007

**1erSS Pz Korps:** 1107

1eSS: 1008

101e Schw Pz Abt. +272e: 1108

12eSS(-1):1107

**2eSS Pz Korps:** 1210

10eSS/21+II/10: 1110

10eSS/22 + 271e: 1109

277e: 1110

276e: 1111

102e Schw Pz Abt. +9eSS: 1210

**47ePz Korps:** 1310

2ePz/304 (-1) +II/3 (-1): 1212

2ePz/2 +I/3(-1): 1213

**2eFj Korps:** 1314

3eFj/9: 1214

3eFj/8+5: 1215

266e + 352e/915: 1216

**84eKorps:** 1119

275e + Lehr/II/130 (-1): 1217

Lehr/I/130(-1)/901/902(-1): 1218

17eSS/15Fj + Lehr/14FJ: 1118

17eSS/37(-1)+38(-1) + 2eSS/3+I/2: 1019

353e(-1): 1119

2eSS/4+II/2 + 77e/13Fj + 77e: 1020

91e/1057 + 91e /6Fj(-1) + 243e/920: 1021

### 2. US initial set-up

**US**

**Reserve:**

4e + 70Tk.Bat.: 0420

**8e Corps:** 0820

79e: 1022

8e:0921

90e: 0920

4eArm.: 0820

83e: 0918

**7e Corps:** 1017

1e + 745Tk.Bat.: 1016

3e Arm. CCA+CCB : 0917; CCR : 0818

2e Arm. CCA+CCB : 0814; CCR : 0714

9e + 746Tk.Bat 1018

30e + 743Tk.Bat.: 1117

**19e Corps:** 1015

35e: 1116

29e: 1115

**5e Corps:** 1014

2e + 741Tk.Bat.: 1114

5e + 899eTD.Bat.: 1113

**British/Canadian :**

**30e Corps:** 1013

8eArm.Brig.: 0913

33eArm.Brig.: 1013

50e/69 + 49e + 56eInf.Brig. : 1112

50e /231 + 151 + 59e: 1012

**12e Corps:** 0910

4eArm.Brig.: 0910

53e: 0811

15e: 1011

31eArm.Brig.: 0911

43e : 1010

34eArm.Brig. :0909

**2e Can. Corps :** 0909

2eCan.Arm.Brig. 6/2+27/2 : 0909; 10/2 : 1009

2eCan. : 1009

3eCan. : 0908

**1er Corps :** 0906

51e + H/27 : 0907

3e + S/27 + 1SS : 0906

6eAirb. + 4SS +E/27 : 0806

**8e Corps :** 0807

GD Arm./32 + 11eArm. : 0808

GD Arm./15 : 0708

7eArm. : 0807

The 3 armoured brigades of the 79th Armoured at the player discretion.

The Allied player gets 2 «Offensive» markers that he may stack with any HQ.

### 3. Reinforcements

All units scheduled in the campaign game, starting from turn 7.

### 4. Victory conditions

See campaign victory conditions.

## 11.3 Campaign Game

The campaign covers the whole conflict between june 6th and end of August 1944.

### 1. Set-up, reinforcement & special rules

Set-up indications are printed on the right side of the HQs and units counters. Place with these indications the HQs & units either on the map or on Reinforcement columns of the turn track.

The Campaign game starts with a night phase, with all aircraft counters in the «Available» («*Disponibles*») box.

### 2. Victory conditions

The following points are recorded on the VP track of the map:

**Common VPs:**
*   +1VP per step loss inflicted to the opposite side,
*   +1VP per Elite step loss inflicted to the opposite side (cumulative). See the Design Notes for Elite Unit designations.
*   +3VP per City hex controlled on map,

**Allied VPs:**
*   +3+xVP per Allied depot outside any EZOC where x is the depot capacity,
*   +3VP per Festung besieged,
*   -1VP per Allied paratroops, ranger ~~or commando~~ unit per turn not returned to the Allied strategic reserve after turn 5,
*   +5VP per Festung destroyed
*   +5VP per depot destroyed
*   +10VP for the control of Paris

**Automatic victory** if any of the following conditions is met:
*   The Allied Player controls Paris, Cherbourg and at least two Harbors on the Atlantic (Lorient, Saint Nazaire, Brest),
*   There are less than 10 German unit left on the map,
*   The Allied Player controls Paris and the Pas de Calais.

**German VPs:**
*   +20VP per turn,
*   +10VP per Allied depot destroyed with 0 or 1 «Offensive» capacity,
*   +20VP per Allied depot destroyed with 2+ «Offensive» capacity,
*   +3VP per city hex taken back from the Allies (per hex),

**Automatic victory** when the German player controls 4 beach hexes

**Victory Levels :**
A VP track at 0 represents the historical level achieved by the allies in 1944.
The side with +25VP achieves a Marginal victory, a Decisive victory is reached at +50VP.

## Countersheet Errata

*   The back of the german KG 275 is blank (it has only one step loss).
*   The back of the RAF air unit BOMB CD 3 is FB and not HB.

# DESIGNER'S NOTES

## Overview

Counter background reproduce, in some measure, the uniforms of soldiers of the different units and some vehicle markings.

It was our will to use the most historical, realist and faithful representation of symbol and garments in, what we hope, is an original patchwork.

Thus, usual OTAN symbols used for Allied counters have been replaced by Wehrmacht symbol for German counters.

## Units and HQ

Units counter depict the typical soldier uniform, for HQ it's the commanding officer uniform.
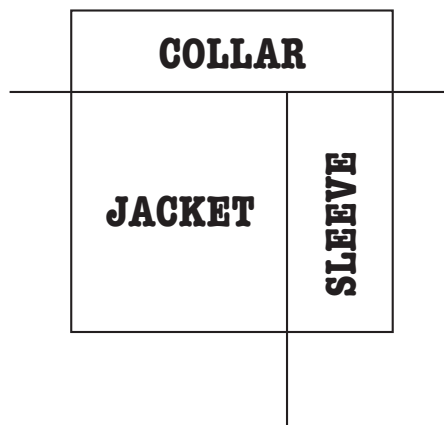


The upper side is for the collar. US and German troops wear collar insignia who distinguish soldiers of different forces.

US wear buttons; German soldiers ornate their collar with "Kragenspiegel". British and Canadian soldiers have strip of cloth on their sleeves, only officer wear distinctive symbols on their collar.

The following table summarize the symbols and badges used in the game:



| | Américains | Anglo-cana-diens | Allemands |
|---|---|---|---|
| Infanterie |  |  |  |
| Blindés |  |  |  |
| Panzergrena-dier | | |  |
| Parachutiste |  |  |  |
| Flak | | |  |
| Luftwaffe - Infanterie | | |  |
| SS | | |  |
| Général Corps d'armée |  |  |  |
| Général Corps d'armée SS | | |  |
| Général Corps d'armée Luftwaffe | | |  |

## Elite troops

Elite troops wear medals or ribbons to distinguish them, on the top of their tunic.

Us have the "Medal of honor", British use the "Victoria Cross" ribbon and German the «Eisernes Kreuz».

Table of Ribbon representation

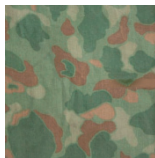| | |
|---|---|
| Medal of Honor |  |
| Victoria Cross |  |
| Eisernes Kreuz |  |

## German vehicle marking

For details on German vehicle marking, please consult the following internet site
www.feldgrau.com/articles.php?ID=43

## Camouflage Pattern

Combat tunics were sometimes printed using a camouflage pattern. These camouflage patterns were used by the following units:
6th British Airborne , 30ᵉ ID et 2ᵉ Armored US and the majority of German troops.
These pattern are reproduced in the following table:

| | |
|---|---|
| Frog Skin US |  |
| Brush Strokes UK |  |
| Platanenmuster (SS) |  |
| Splittermuster 31 (Heer) |  |
| Splittermuster 41 (Luftwaffe) |  |
| Sumpmuster (21 Pz) |  |

## British vehicle markings

British vehicle plate markings varied for each brigade in a division. The colors are used as background for combat potential. The following table summarize the colors used.

| Division | Brigade | |
|---|---|---|
| Armoured | Armoured | 🟥 |
| | Infantry | 🟩 |
| Infantry | Senior | 🟥 |
| | 2nd | 🟩 |
| | Junior | 🟫 |

For further detail , please consult the following link:
www.fireandfury.com/britinfo/divmarkings.pdf

## Normandy 1944 - *A BLOODY SUMMER*

is a historical simulation at divisional scale, which depicts the combats of the Normandy campaign from June to August 1944. It includes two distinct scenarios and one campaign game.

**Scenario 1** covers the drive to Cherbourg one of the first of the Allies' objectives.

**Scenario 2** starts at the end of July and represents the great Allied offensives, Goodwood & Cobra, which were destined to break the German resistance that had contained the Allies in their bridgeheads until mid-July. «Cobra» and the Avranches breakout ended with the freing of Paris, August 25th.
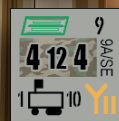
**The Campaign Game** covers all of the operations in Normandy up to the end of August. It allows you to replay the D-Day, the fights for St-Lô & Caen, until the reduction of the Falaise pocket!

**Game content:**
- one 33,1'' x 23,4'' Mapsheet
- 432 2-sided Counters
- one Rulebook
- one 2-sided Game Aid Card

**Game scale:**
- 1 turn = one week
- 1 hex = 6km
- Complexity

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|