An Authentic Military History Simulation Game

the time is: 0630 hrs., 6 June 1944



ATLANTIC WALL

The Invasion of Europe June 1944

GAME DESIGN
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SPI

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"ATLANTIC WALL" is SPI's name for its grand tactical game on the WWII Allied invasion of Normandy. T.M. applied for.

ATLANTIC WALL

The Invasion of Europe June 1944

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[1.0] INTRODUCTION

Atlantic Wall is a grand tactical simulation of the invasion of Normandy covering the period from 6 June 1944, when the first Allied troops waded ashore along France's northern coast, to 1 July 1944. The game enables the Players to recreate the largest amphibious operation ever attempted in the history of warfare, an operation encompassing over 160,000 men, 8500 planes, and 1000 ships of all types. With these forces the Allies were able to breach the Atlantic Wall of Hitler's vaunted *Festung Europa*, a breach that could not be repaired and which spelled doom for the Third Reich — the Reich that was supposed to last for a thousand years.

Atlantic Wall is not a simple game. There are a great many concepts that will at first be unfamiliar to the Players. To learn the game initially, all of the rules should be read thoroughly. The Players should then set up one of the shorter scenarios which recreate an important segment of the entire battle. Once familiar with the course of play via a scenario or two, Players may proceed to one of the longer and more complex scenarios, including the five-map Campaign Game. Optional rules are also provided for those who have mastered the basic rules and who wish greater realism of play.

[2.0] GAME EQUIPMENT

CASES:

[2.1] THE GAME MAP

The game map is composed of five separate 22" x 34" mapsheets which, when placed together, form the Normandy battlefield. A hexagonal grid pattern is printed on the game map to regulate the movement and location of playing pieces and to calculate ranges which affect all types of combat. There are several types of terrain indicated on the map, examples of which are given on the terrain key printed directly on the map.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided with the game to simplify and illustrate certain game functions, such as the Combat Results Table, the Terrain Effects Chart, the Parachute Drop Displays, the Invasion Displays, the Turn-Record Reinforcement Track, and the Supply Determination Chart. The uses of these and other graphic aids are explained in the appropriate rules Sections.

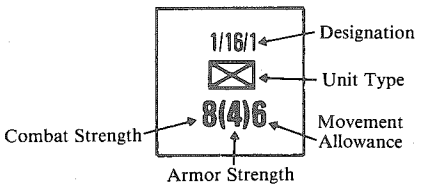
[2.3] THE PLAYING PIECES

There are 2000 back-printed playing pieces called "counters" in *Atlantic Wall*. Many of these are *Informational counters*, such as Improved Position markers, Disruption markers, Air Point markers, and others. The actual military units in the game are called *Combat counters*. They include all the various infantry, armor, artillery, naval, air, and other service troops whose representational counters feature combat strengths. All Combat counters contain information giving the historical designation of the unit and its original strength and movement capabilities. Combat counters are colored according to nationality. All air, naval, and non-artillery battalion-size combat units are back-printed, with the reverse sides representing the unit's reduced strength after combat involvement. The corresponding numbers on either side of each of these counters signify the same capability: for air units, Ground Support and Air Superiority; for naval units, Ground Support and Bombardment Strength; and for all other non-artillery combat units, Combat Strength, Armor Strength, and Movement Allowance respectively from left to right. All artillery units are back-printed, but the reverse side of the counter is not the reduced side — it is the depleted side (each artillery unit may fire two missions per day, after it fires its first mission, the artillery counter is flipped over to the depleted side). The Combat Strength on both sides of the counter are the same and represent Barrage Strength, Final Protective Fire (FPF), and Range respectively. All company-size units are back-printed. The reverse sides of many company-size units do not represent a strength reduction; rather they represent a completely different unit. In the case of company-size parachute units, however, the reverse side reflects a reduced strength, depending upon how a unit lands; and for assault companies, the reverse side indicates the unit is pinned, representing an effect of German small arms fire. Hereafter, Combat counters are referred to as *units* and Informational counters are referred to as *markers*.

[2.31] Sample Combat Counters

Infantry Battalion (U.S.)

Front



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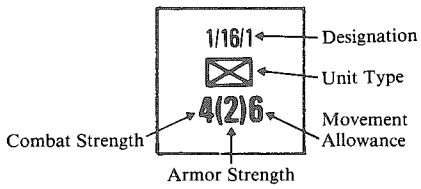
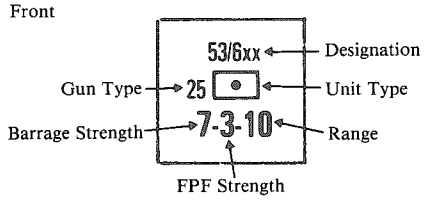


Artillery Battalion (British)

Front



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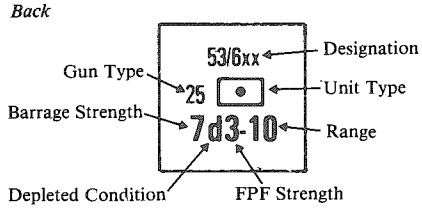
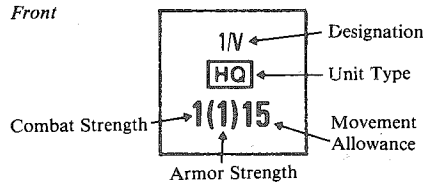


Headquarters Unit (U.S.)

Front



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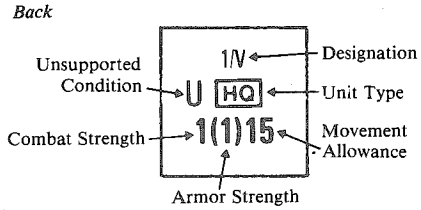
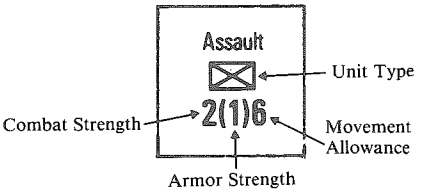


Assault Company (Allied)

Front



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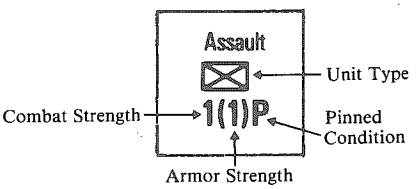
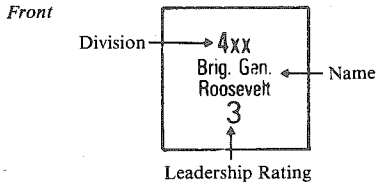


Leader Unit (U.S.)

Front



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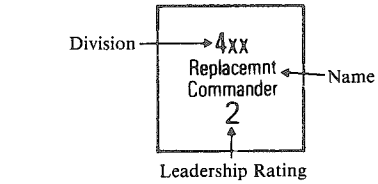
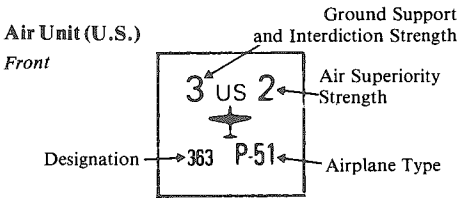


Air Unit (U.S.)



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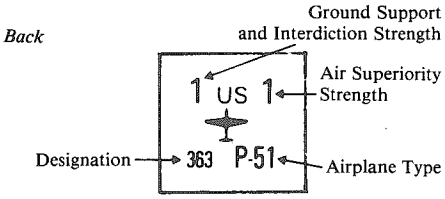
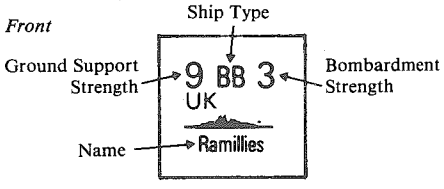


Naval Unit (British)

Front



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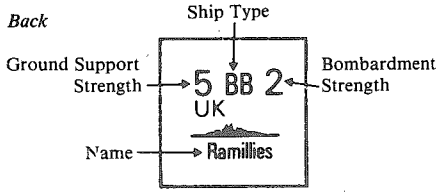
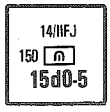


[2.32] Summary of Unit Types

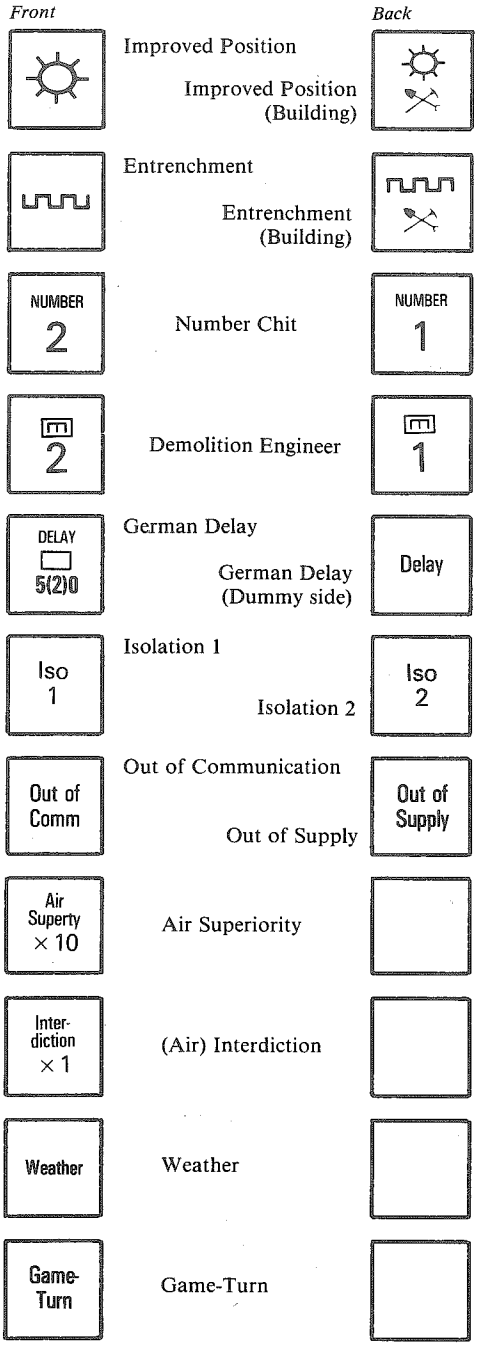
A Unit's Movement Class is indicated in parenthesis (see Cases 6.3 and 6.4).

ALLIED UNITS

Front		*Back*		*Front*		*Back*	
	Infantry (A1)			Leader			Reconnaissance (B)	
	Mechanized Infantry (B)			Assault Company (A1) (Infantry)			Tank or Tank Destroyer (B)	
	Ranger or Commando (A1)			Assault Company (A1) (Ranger or Commando)			Artillery (A2)	
	Parachute Infantry (A1)			Assault Company (A1) (Engineer)			Self-propelled Artillery (B)	
	Glider Infantry (A1)			Assault Company (A1) (Machine-gun)			Rocket Artillery (A2)	
	Anti-tank (A2)			Assault Company (B) (Tank: may be either Dd, Flail—F—or normal)			Engineer (A1)	
	Tank or Tank Destroyer (B)			Air Unit			Strongpoint Pinned Marker	
	Reconnaissance (B)			Naval Unit			Resistance Nest	
	Engineer (A1)			GERMAN UNITS Infantry (A1)			*Bombardment Strength* Battery	
	Armored Engineer (B)			Bicycle Infantry (A2)			Headquarters (B)	
	Self-propelled Artillery (B)			Mechanized Infantry (B)			Air Unit	
	Parachute Artillery (A2)			Mechanized Parachute Infantry (B)				
	Artillery (A2)			Parachute Infantry (B)			Battlegroup Out of Ammunition	
	Headquarters (B)			Anti-tank (A2)			Demoralized Disrupted	
	Pathfinder			Machine-gun (A1)			Out of Battery 2 Out of Battery 1	

Note: All ground units in *Atlantic Wall* are battalion-size unless they possess a band across the top of the counter (in which case they are companies).

MARKERS



[2.4] DEFINITION OF TERMS

Armor Strength: The quantification of a unit's ability to attack or defend against armored fighting vehicles.

Assault Companies: Company-size units which are distinguished from other companies by the fact that they are back-printed with a pinned side. These companies were specially trained in amphibious operations.

Combat Strength: The quantification of a unit's strength for the type of combat represented on the Combat Results Table.

Gap: Term used to represent the result of Allied destruction of German obstacles and minefields which were situated on the beaches.

Gap Number: The number of gaps which must be blown on a Landing Beach in order for it to reach the Post-Invasion Stage of the game.

Invasion Stage: Term used in the rules to indicate that period of time on a given Landing Beach, prior to its reaching its gap number, during which time the Allied Invasion Stage section of the Sequence of Play is used for all units which land or have landed on that Landing Beach.

Landing Beach: Term used when referring to the areas that the Allies landed units on. There are five Landing Beaches: Utah (U.S.); Omaha (U.S.); Gold (British); Juno (Canadian); and Sword (British).

Movement Allowance: The quantification of a unit's mobility in terms of Movement Points. Basically, a unit expends 1 Movement Point for each hexagon of clear terrain it enters.

Pinned: Term used to describe the effect of enemy fire on units. Units which are pinned are taking cover due to the intensity of enemy fire and are therefore unable to return fire. (**Note:** units are pinned only during the Invasion Stage of the game.)

Post-Invasion Stage: Term used to indicate that period of time on a given Landing Beach, after it has reached its gap number, during which time the Allied Player-Turn of the Sequence of Play is used for all units which land or have landed on that Landing Beach.

Sub-beach: Term used in reference to the individual beach hexes composing a Landing Beach. Each sub-beach hex bears a name such as Uncle Red or Tare Green (on Utah Beach) for example.

[2.5] GAME SCALE

Each hexagon on the map represents approximately one kilometer on the actual battlefield. Each unit represents either a company, battalion, destroyer, cruiser, battleship, or air group or wing. Each AM, Mid-day, and PM Game-Turn represents 4½ hours of real time. These Game-Turns encompass the hours in which natural daylight was visible. The Night Game-Turn, representing 10½ hours of real time, encompasses the hours of darkness.

[2.6] INVENTORY OF GAME PARTS

One Game-Map (five sections)
Five full-size (or ten half-size) sheets of die-cut Counters (2000 total)
One Rules Booklet
One Scenarios Booklet
Two sheets of Charts & Tables
Two plastic dice
One Game Box assembly

If any parts are missing or damaged, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, New York 10010

Questions regarding the *rules* will be answered provided they are phrased in such a way that a one-word reply is possible. Rules questions must be accompanied by a stamped self-addressed envelope and mailed to the above address, marked: "Rules Question: Atlantic Wall."

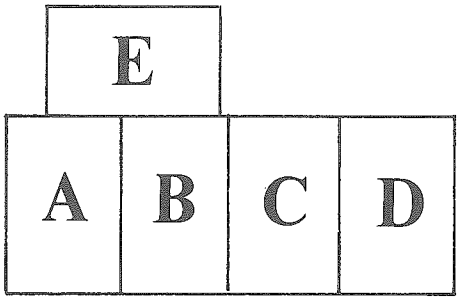
[3.0] SETTING UP THE MAP

GENERAL RULE:

The five map sections are designed to overlap each other when placed together. Note that several of the scenarios may be played on single map sections.

PROCEDURE:

The five Map Sections are identified by letters A, B, C, D, and E. Section A contains the western coastline of the Cotentin Peninsula; Section B contains Utah Beach; Section C contains Omaha Beach; Section D contains the British beaches and Caen; and Section E contains Cherbourg. When the maps are correctly positioned, all roads and rivers will be properly aligned where the map sections overlap. Note that a hex is identified by map section and number (i.e., C2125 is hex number 2125 on Map C). The maps should be arranged as shown below:



[4.0] PLAYER ORIENTATION AND SET-UP

CASES:

[4.1] PLAYER ORIENTATION

One Player is chosen to play the Germans and the other player is chosen to play the Allies. The Allied Player controls all Allied units which include all U.S., British, and Canadian units. The German Player should sit by the southern edge of the map, and the Allied Player should sit by the northern edge.

[4.2] SET-UP

It is strongly recommended that the many units be sorted into their proper divisional organization as fully as permitted by the component trays. The divisional designation will appear in the upper right-hand corner of the counter or simply on top of the unit's type designation. This sorting will greatly facilitate play, especially regarding the arrival of Reinforcements.

[4.3] A NOTE ON THE READING OF UNIT DESIGNATIONS

Most units in *Atlantic Wall* are given three unit organizations in the following sequence: battalion/regiment (or brigade, if British)/division. Some non-headquarters units are given only one or two designations in the following sequence: battalion (if necessary)/division or brigade (a division number is followed by two "x" 's and a brigade number by a single "x"). HQ units are usually given two designations in the following sequence: division/corps (or simply corps if the HQ is a corps headquarters). Corps designations are *always* given in roman numerals. Non-corps designations are always given in arabic numerals.

A large "A" in a unit's designation stands for "Armored". A large "P" stands for "Panzer" and "PG" for "Panzer Grenadier". "FJ" stands for "Fallshirmjager" (parachute). Note that in many instances, unit designations are given in letters, not numbers (especially for the British). These letters are usually an abbreviation for the unit's name. Players may refer to the Order of Battle (Section 35.0) for explanation of these abbreviations.

Examples:

1/16/1 = 1st Battalion, 16th Regiment, 1st Infantry Division.

8H/7Axx = 8th Hussars, 7th Armored Division.
352/LXXXIV = 352nd Division HQ, 84th Corps.
635/V = 635th Tank Battalion, 5th Corps.
Ships are simply designated by name, and air units by their Group or Wing.
All ground units are battalions unless they possess a band across the top of their counter (in which case, they are companies).

[5.0] SEQUENCE OF PLAY

CASES:

[5.1] THE GAME-TURN

Atlantic Wall is played in Game-Turns which represent varying amounts of real-time. Each day includes four Game-Turns: AM, Mid-day, PM, and Night. Each AM, Mid-day, or PM Game-Turn represents approximately 4½ hours of real-time. Each Night Game-Turn equals about 10½ hours of time. Each Game-Turn is composed of two Player-Turns (one Allied and one German), plus numerous independent Stages. Note that many of these Stages are used only on certain Game-Turns or only in certain portions of the game or scenario. The Player whose Player-Turn is in progress is termed the Phasing Player. Each Game-Turn proceeds strictly as follows.

[5.2] SEQUENCE OF PLAY

A. WEATHER DETERMINATION STAGE
(AM Game-Turns only)

B. ALLIED MULBERRY STAGE
(AM Game-Turns only)

C. MUTUAL AIR ALLOCATION STAGE
(AM and Night Game-Turns only)

D. MUTUAL ARTILLERY RESUPPLY STAGE
(AM Game-Turns only)

E. ALLIED PLAYER-TURN
(Post-Invasion Stage only)

1. *Mutual Supply Determination Phase*
2. *Movement Phase*
   a. Battalion Breakdown and Buildup Segment
   b. Improved Positions and Entrenchments Segment
   c. Tactical Movement Segment
   d. Strategic Movement Segment
   e. Out of Battery Segment
   f. Reinforcement Segment
   g. Replacement Segment
   h. Disruption and Demoralization Recovery Segment
3. *Combat Phase*

F. ALLIED PARACHUTE DROP STAGE
(Game-Turn One only)

1. *Drop Display Phase*
2. *Drop Phase*
3. *Scatter Phase*
4. *Movement Phase*

G. ALLIED INVASION STAGE

1. *Air Bombardment Phase*
2. *First Allied Sea Landing Phase*
   a. Naval Bombardment Fire Plan Segment
   b. Allied Anti-Battery Segment
   c. German Anti-Ship Fire Segment
   d. Allied Naval Beach Bombardment Segment
   e. Tank Landing Segment
   f. Infantry Landing Segment
   g. Demolition Engineer Landing Segment
   h. German Smallarms Fire Segment
   i. Allied Movement Segment
   j. Allied Assault Segment
   k. Allied Demolition Segment
   l. Mutual Unpinning Segment
3. *Second Allied Sea Landing Phase* (Allied Player repeats steps a-l of the First Allied Sea Landing Phase)
4. *Third Allied Sea Landing Phase* (Allied Player repeats steps a-l of the First Allied Sea Landing Phase)

H. GERMAN PLAYER TURN

1. *Mutual Supply Determination Phase*
2. *Movement Phase*
   a. Battalion Breakdown and Buildup Segment
   b. Improved Positions and Entrenchments Segment
   c. Tactical Movement Segment
   d. Strategic Movement Segment
   e. Out of Battery Segment
   f. Replacement Segment
   g. Disruption and Demoralization Recovery Segment
3. *Combat Phase*

I. NAVAL MOVEMENT STAGE
(PM Game-Turns only)

J. GAME-TURN INDICATION STAGE

[5.3] READING THE GAME-TURN SEQUENCE OF PLAY OUTLINE

The following Game-Turn Sequence Outline indicates the process by which each Game-Turn progresses. It is a very detailed explanation of the flow of play, and readers will, without a doubt, be slightly confused after the completion of the first reading. Many of the concepts covered here are explained in full detail much later in the rules. As such, it is probably best for Players to only glance through the Sequence of Play before going on to the rest of the rules. Once actual play of *Atlantic Wall* has begun, however, Players will find that this section is an invaluable quick reference guide to questions that will occur during the playing of the game. Follow the Sequence of Play, Stage by Stage, Phase by Phase, and Segment by Segment until the flow of play has been mastered.

[5.4] GAME-TURN SEQUENCE OUTLINE

A. WEATHER DETERMINATION STAGE
(AM Game-Turns only)

On AM Game-Turns only, the Allied Player rolls the die and consults the Weather Table to determine the state of the weather for the *entire* day (AM, Mid-day, PM, *and* Night Game-Turns). He adjusts the Weather marker on the Weather Track, if necessary. The state of the weather affects the abilities of both Players to utilize their Air Points and possibly affects Allied supply.

B. ALLIED MULBERRY STAGE
(AM Game-Turns only)

On AM Game-Turns only, the Allied Player rolls the die and consults the "Mulberry" Table. The result will indicate the number of Supply Points available to the Allied Player for that day (AM, Mid-day, PM, and Night Game-Turns). Each Supply Point may supply one Allied HQ unit (see Supply Rules, Section 13.0). Note that this die roll is not necessary on the AM Game-Turn of June 6 (Game-Turn One) since all units are in supply throughout this day. Also note that there are modifiers to the Allied "Mulberry" die roll (due to "Storms" or to the "Supply Modifier" on the Game-Turn Record Reinforcement Track). Finally, the Allied Player allocates his Supply Points to his Division HQ's present on the map.

C. MUTUAL AIR ALLOCATION STAGE
(AM and Night Game-Turns only)

On AM and Night Game-Turns only, both Players allocate their available air units to various missions on their respective Air Tracks (but only if the weather is Clear or Light Overcast). The Allied Player may allocate his units to Ground Support, Interdiction, or Air Superiority. The German Player may allocate his units to Ground Support or Air Superiority. All allocation is performed secretly. Note that on AM Game-Turns, *no* night fighter air units may be allocated to missions, while on Night Game-Turns, *only* night fighter air units may be allocated to missions. Also note that the allocation of air units on AM Game-Turns to certain missions lasts throughout that AM Game-Turn and the ensuing Mid-day and PM Game-Turns. After allocation has taken place, both Players may examine each other's Air Tracks. Air Superiority Strengths are compared (see Air Power, Section 17.0).

D. MUTUAL ARTILLERY RESUPPLY STAGE
(AM Game-Turns only)

On AM Game-Turns only (starting June 7, Game-Turn Five), both Players may remove any and all "Out of Ammo" markers from their artillery units. Also, any artillery units that are on their "d" (depleted) sides (indicating that they have fired one "mission" during the previous day) may be flipped over to their normal combat sides, indicating that they may fire two "missions" in the ensuing day. In order to remove the "Out of Ammo" marker or to flip the artillery unit over, that unit must be *in supply*.

E. ALLIED PLAYER-TURN

1. *Mutual Supply Determination Phase:* Beginning with the German Player, both Players determine the supply status of all their units on the map. Supply lines are traced to Friendly HQ's, which in turn must trace supply lines to Friendly supply sources (see Supply, Section 13.0). Units are determined to be "In Supply," "Out of Communication," "Out of Supply," "Isolated-1," or "Isolated-2." The supply status determined in this Phase lasts until the next Mutual Supply Determination Phase.
2. *Movement Phase:*

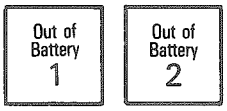
   a. **Battalion Breakdown and Buildup Segment:** The Allied Player may break down any of his full-strength battalions on the map that are in supply. See Battalion Breakdown, Section 15.0 for details as to which company units comprise each Allied battalion. Also, the Allied Player may build up any of his company units into battalions if these companies fulfill all the conditions stipulated in this same Section. However, note that any Allied battalion that has been broken down or built up in this Segment *may not move* for the duration of the current Movement Phase.

   b. **Improved Positions and Entrenchments Segment:** The Allied Player may place Improved Position or Entrenchment markers on his units which are at least four hexes away from German units. Markers are placed with the "building" symbol showing. Any such markers that were already on the map having the "building" symbol showing at the beginning of this Segment may be flipped over to reveal the completed Improved Position or Entrenchment. However, note that any Allied unit which

takes such an action in this Segment *may not be moved* for the remainder of this Movement Phase.

c. **Tactical Movement Segment:** The Allied Player may now move all of his units that are eligible for movement by Tactical Movement. Use the Movement Allowances printed on the counters. No road bonuses can be awarded during the Tactical Movement Segment. All normal Movement rules apply (see Section 6.0).

d. **Strategic Movement Segment:** The Allied Player may now move any of his eligible units by Strategic Movement. No unit may be moved in this fashion if it has moved in the immediately preceding Tactical Movement Segment. Units moving by Strategic Movement may *never* enter or leave Enemy Zones of Control. However, road bonuses may be awarded to units moving in this Segment.



e. **Out of Battery Segment:** *Any* Allied artillery unit moved in either of the two preceding Movement Segments now has an "Out of Battery" marker placed on it. If the unit is a self-propelled artillery unit, the marker is placed such that "Out of Battery-1" shows. If the unit is not a self-propelled artillery unit, the marker is placed such that the words "Out of Battery-2" appear. An artillery unit which possesses such a marker at the beginning of this Segment and which *was not moved* in the current Movement Phase may have the effects of this marker reduced. If the marker was on the "Out of Battery-1" side at the beginning of this Segment, the marker may be removed and all its effects should no longer be considered existent. If the marker was on the "Out of Battery-2" side, it may be flipped over to its "Out of Battery-1" side. All Out of Battery effects still apply to this unit. Note that an Out of Battery unit may move in any Friendly Movement Segment. However, by doing so the unit forfeits the opportunity to have the detrimental effects of these markers reduced.

f. **Reinforcement Segment:** The Allied Player may bring reinforcements onto any sub-beach hexes of the Landing Beach listed on the Game-Turn Record Reinforcement Track for these units. Reinforcements may be withheld at the owning Player's discretion. Reinforcements are simply placed on a sub-beach hex during this Segment — they *may not* move until the next Friendly Movement Phase. Note that for reinforcements to be brought onto a Landing Beach during this Segment, *that Landing Beach must have reached its gap number*. If that Landing Beach has *not* reached its gap number, the reinforcements are instead placed in a Future Sea Landing Phase box of the Invasion Display for that Landing Beach.

g. **Replacement Segment:** The Allied Player may incorporate replacements into any of his units that are reduced (including those that are in a battlegroup state). In order to receive replacements a unit must be in supply. It may not be Demoralized, Disrupted, or in an Enemy Zone of Control. It may not have moved in the immediately preceding Movement Segments. If the above conditions are fulfilled, units may receive replacements from their *parent* headquarters. Reduce the replacement capability of that headquarters unit by the number of replacement steps issued.

h. **Disruption and Demoralization Recovery Segment:** Any Allied unit that is Disrupted or Demoralized may be undisrupted or undemoralized under the following conditions: The affected unit may not be in an Enemy Zone of Control, nor may it have been moved during the immediately preceding Movement Segments. For all units fulfilling these conditions, the Allied Player may remove any attendent Disruption marker and/or flip any Demoralization marker over so that the Disruption side is face up. (Demoralized units which thereby become Disrupted may not be undisrupted until the next Friendly Disruption and Demoralization Recovery Segment.)

3. *Combat Phase:* Allied units must attack German units according to the Combat Rules. All German units in Allied Zones of Control at the beginning of this Phase *must* be attacked in some fashion (exception: see Case 8.23). Barrage, Naval Barrage, and Air Ground Support Points may be added to the Attacker's Strength. FPF Points may be added to the Defender's Strength. The Attacker and Defender also determine and compare their respective Armor Levels. A ratio and terrain line on the Combat Results Table are determined. "Shifts" in this ratio must also be taken into account. Two dice are rolled and the result read. Retreats and advances after combat are performed.

F. ALLIED PARACHUTE DROP STAGE
(Game-Turn One only)

1. *Drop Display Phase:* The Allied Player must deploy all his parachute (airborne) units in their appropriate boxes on their proper Division Drop Display. First, he places his Pathfinder units in their designated boxes. Next, he deploys his Troop Carrier units in their proper places. Finally, he places all his parachute companies in the boxes bearing the same designation as that of the company itself.
2. *Drop Phase:* The Allied Player places all his Pathfinder units on the map. They may be placed on any bocage or clear terrain hex not occupied by an Enemy unit. In addition, a Pathfinder unit may not be placed within two hexes of another Pathfinder unit. Next, the Allied Player must place all parachute companies of the battalion serials *directly* attached to a Pathfinder unit on the Drop Displays either on top of or adjacent to that Pathfinder unit (which is already on the map at this point). These parachute companies may be placed up to a maximum of three to a hex. After *all* parachute companies have been deployed on the map, the Allied Player must roll the die *twice* for each Pathfinder unit to determine its scatter and its "beacon" setup. Note that if any Pathfinder unit scatters due to a die roll on the Pathfinder Drop Table, all parachute companies stacked with or adjacent to this Pathfinder unit receive an absolutely identical scatter immediately.
3. *Scatter Phase:* The Allied Player rolls the die to determine the status of each battalion serial after its "drop." Cross-reference the Air Group Rating with a die roll. This will indicate the strength of the company upon landing (either reduced or full-strength) and the hex it scatters to as a result of its drop.
4. *Movement Phase:* The Allied Player may move any of his parachute units that have not been reduced *one hex* (disregarding Movement Point costs, but subject to normal Zone of Control Rules. No combat may ever occur in the Parachute Drop Stage.

G. ALLIED INVASION STAGE

1. *Air Bombardment Phase:* The Allied Player may make attacks with up to 18 abstract Air Bombardment Strength Points against German resistance nests and batteries. A maximum of one Strength Point may be directed against *each hex* (which means that there will be up to 18 die rolls in this Phase). A die roll of *one* indicates that all resistance nests and batteries in that hex are pinned (flipped over). Air Bombardment attacks have no effect whatsoever on strongpoints.
2. *First Allied Sea Landing Phase:*

a. **Naval Bombardment Fire Plan Segment:** The Allied Player places numbered chits on any German resistance nests, strongpoints, or batteries. Each of these numbered chits represents one Fire Mission, while the number on the chit is the number of Bombardment Strength Points allocated to that Fire Mission. The number of Fire Missions that may be allocated against a single hex is unlimited.

b. **Allied Anti-Battery Segment:** The Allied Player must fulfill his Naval Bombardment commitment against all German battery units. Only one battery (even if more than one is stacked in the same hex) may be the target of each Fire Mission. An individual battery may, however, be attacked by more than one Fire Mission, as long as each Mission is resolved separately. Fire Missions are resolved by rolling one die for each Mission in the hex. On a die roll equal to or less than the number of Bombardment points in the Mission being resolved, the battery being attacked is pinned. On a die roll two or more less than this total, the battery being attacked is eliminated. Proceed to the next Fire Mission until all Fire Missions have been resolved.

c. **German Anti-Ship Fire Segment:** The German Player may use his unpinned battery units to fire at either Allied ships or units that will land in the ensuing Landing Segment. Each battery fires individually. It may choose only a single target. On a die roll equal to or one less than the battery's Bombardment Rating, the target is reduced (if a ship) or, if a sub-beach box on the Invasion Display was the target, one Allied combat unit in that box is eliminated. On a die roll that is less than the battery's Bombardment Rating by two or more, the target is eliminated (if a ship) or, if it is a sub-beach box on the Invasion Display, two combat units in that box are eliminated.

d. **Allied Naval Beach Bombardment Segment:** The Allied Player must fulfill his Naval Bombardment commitment against all German resistance nests and strongpoints. This is performed exactly as described in Segment b of this Phase.

e. **Tank Landing Segment:** The Allied Player must attempt to land all his tank

units that are scheduled for the First Sea Landing Phase on each individual sub-beach. Roll the die to determine "drift" for *each sub-beach* containing tank units in this Phase. A die roll equal to or less than the Drift rating for that Landing Beach means that the tank unit(s) for this sub-beach have landed in their specified hex. On a die roll higher than this Rating, the unit(s) has drifted. Tank units always land in a Pinned condition, unless they are Dd tanks and the Allied Player has elected to "swim" them ashore. The Allied Player must roll the die for all Dd tanks that swim in to determine whether or not they have succeeded. A die roll higher than that Landing Beach's Dd Rating means that the Dd tanks were unsuccessful in their attempt to swim ashore and they are eliminated. On a die roll equal to or less than the Dd Rating, they have succeeded and are placed on the map in an *unpinned* condition.

f. **Infantry Landing Segment:** The Allied Player must attempt to land all his infantry units that are scheduled for the First Sea Landing Phase on each sub-beach. This is done as described in Segment (e). However, any infantry unit that lands on its indicated sub-beach without drifting is not pinned — it is placed in this hex on its Front side. An infantry unit that drifts will either be eliminated or pinned.

g. **Demolition Engineer Landing Segment:** The Allied Player must attempt to land all his abstract, numbered demolition engineer chits that are scheduled for the First Sea Landing Phase on each sub-beach. This is performed as described in Segments (e) and (f). However, demolition engineers are *never* placed on the map. Instead, if they land successfully, they are placed in the box labeled Demolition Points Landed for the sub-beach on which they have landed. Demolition engineer chits that drift will either be totally eliminated or halved in strength.

h. **German Smallarms Fire Segment:** Unpinned German units may fire (using their Combat Strength) at any adjacent Allied units. The German Player must fire by hex — the entire stack using a combined Combat Strength. An Allied-occupied hex may be attacked more than once by different stacks, however. Refer to the German Smallarms Fire Table for results.

i. **Allied Movement Segment:** Unpinned Allied units may move one *hex* subject to all normal Movement and Zone of Control Rules. Note that Pinned units do not exert ZOC's. No Movement Points are expended by this move — it is simply a single hex movement.

j. **Allied Assault Segment:** The Allied Player must attack with all of his unpinned units are adjacent to unpinned German units. No more than four Allied units may attack out of a hex during this Segment, although different hexes may combine their Combat Strengths in a single attack against adjacent German units. Pinned units are never required to attack. Refer to the Invasion Stage line of the CRT to resolve this combat (subject to the special rules listed on the CRT concerning this combat).

k. **Allied Demolition Segment:** The Allied Player may attempt to "blow gaps" (see Case 2.4) with his demolition engineers. Roll the die for each individual sub-beach on which there are demolition engineers and consult the Allied Demolition Table for the result. Place or adjust the numbered chit for that sub-beach, indicating the number of gaps blown. Note that gap blowing is prohibited during all High Tide Game-Turns (all *even* numbered Game-Turns).

l. **Mutual Unpinning Segment:** All German units that are pinned are automatically unpinned (flipped over). Allied leader units may attempt to relieve the pinned status of Allied pinned units. Roll *once* for each leader on the map. A die roll equal to or less than the leader's value means that all Allied units stacked with or adjacent to that leader are unpinned. Any other result indicates that these units remain pinned.

3. *Second Allied Sea Landing Phase:* This Phase is identical to Segments (a-1) of the First Allied Sea Landing Phase. It is used on a Landing Beach only if that Landing Beach has not yet reached its gap number. If the gap number for that Landing Beach has already been achieved, then all units that have landed on that Landing Beach may skip this Phase (they could move and perform combat again in the next Allied Player-Turn).
4. *Third Allied Sea Landing Phase:* Identical to Second Allied Sea Landing Phase.

H. GERMAN PLAYER-TURN

The German Player-Turn, Phases 1-3, is identical to the Allied Player-Turn (E), except all actions described therein apply to the German Player. *Players should note that there is no German Reinforcement Segment. German reinforcements arrive during the Strategic Movement Segment.*

I. NAVAL MOVEMENT STAGE
(PM Game-Turns only)

The Allied Player must adjust the status of all his ships occupying boxes of each Naval Movement Area on each map. Every ship must be moved to a box numbering one higher than the box it occupied at the beginning of this Stage. If the ship occupies a box numbering 3, it must be moved to the "England" Naval Movement Area (in England, the ship would be placed on the box numbering 1). On the other hand, if the ship occupied a box numbering 3 *in England*, it must be moved back onto a Naval Display on any map (to a box numbering 1). In this Stage, a ship may also "move" to a similarly higher-numbered box on a Naval display on any *adjacent* map (or to England).

J. GAME-TURN INDICATION STAGE

After all actions have been completed as described in this Sequence of Play, the Game-Turn is over. The Game-Turn marker is advanced on the Turn Record Track to indicate the start of a new Game-Turn.

[6.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. Each unit may be moved as many or as few hexes as desired as long as its Movement allowance is not exceeded in a single Movement Phase. Unused Movement points may not be accumulated or transferred. Players should note that the rules covered in this section apply only to movement during the Allied and German Player-Turns. During the Invasion Stage, the movement of Allied units is regulated by an entirely different set of rules (see Section 28.0).

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid. Once the Player's hand is removed from the unit, movement of that unit is considered complete.

CASES:

[6.1] HOW TO MOVE UNITS

[6.11] During a Movement Phase, all, some, or none of a Player's units may be moved. Combat may not occur in this Phase.

[6.12] Movement is calculated in terms of Movement points, which are expended in various amounts depending on what type of terrain hex a unit is entering. These effects are summarized on the Terrain Effects Chart (see Case 6.78).

[6.13] During his Player-Turn, the Phasing Player must decide how each of his units will move (if at all) during his Movement Phase. Any unit that moves must move either Tactically *or* Strategically, *but may never move in both manners in the same Movement Phase.* When using Strategic movement, a unit's Movement allowance is increased. In addition, units also receive benefits when moving along Roads (see Case 6.75).

[6.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[6.21] A Friendly unit may never enter a hex containing an Enemy unit.

[6.22] All units must stop upon entering an Enemy Zone of Control (see Section 7.0). In addition, units using Strategic Movement may never enter an Enemy Zone of Control.

[6.23] A Friendly unit may leave an Enemy Zone of Control during the Friendly Movement Phase, but only if it first *entered* a non-Enemy-controlled hex in that Phase. This Movement costs one-half of the Friendly unit's Movement allowance (round fractions down) in addition to the cost of the terrain in the hex entered (exception: see Bocage, Section 21.0). **Note:** A unit may *never* enter another Enemy-controlled hex in the same Movement Phase in which it left an Enemy-controlled hex.

[6.24] A unit may not expend more Movement points than its total Movement allowance in any single Movement Phase. A unit may use all, some, or none of its Movement points in a given Movement Phase. However, a unit may not save Movement points for another Game-Turn or Phase, nor may unused Movement points be transferred to another unit.

[6.25] Units may move only during their Friendly Movement Phase of each Game-Turn, although some movement may occur as a result of combat in terms of advances and retreats. These combat results are not considered movement and do not require the expenditure of Movement points (see Cases 9.8 and 9.9).

[6.26] Isolated or Unsupplied units may be restricted in terms of movement capabilities (see Cases 13.2 and 13.3).

[6.27] Headquarters units may never voluntarily enter an Enemy-controlled hex.

[6.28] A Class A unit only may move at least one hex per Friendly Movement Phase, even if it does not possess enough Movement points to accomplish this movement. *However*, if a Class A unit *begins* a Movement Phase in an Enemy-controlled hex, it may *never* move directly into another Enemy-controlled hex.

[6.29] A unit using Strategic movement may *never* move into an Enemy-controlled hex at any time

during the Movement Phase; nor may a unit which begins a Friendly Movement Phase in an Enemy-controlled hex use Strategic movement.

[6.3] TACTICAL MOVEMENT

[6.31] There are two classes of units as far as Tactical movement is concerned in *Atlantic Wall*. Class A units (all non-mechanized units), and Class B units (all mechanized units, including self-propelled artillery and headquarters units). **Note:** Movement allowances printed on the counters are *Tactical* Movement allowances.

[6.32] All Tactical movement occurs first in the Movement Phase (see Sequence of Play, Section 5.0). Note, however, that Players may move units informally, in any order they wish, as long as they can remember which units have moved Tactically and which Strategically in the Movement Phase. The aim of rigidly structuring a Tactical Movement Segment and a Strategic Movement Segment is simply to help the Players recall how units have moved during this Phase. *A unit may never move by Tactical and Strategic movement in the same Phase.*

[6.33] A unit moving by Tactical movement uses its printed Movement allowance, following all terrain costs on the Terrain Effects Chart without receiving any road benefits (exception: see Case 6.73).

[6.34] A unit moving by Tactical movement may enter or leave Enemy-controlled hexes subject to the restrictions of Case 6.23.

[6.4] STRATEGIC MOVEMENT

[6.41] There are three classes of units as far as Strategic movement is concerned in *Atlantic Wall*. Class A1 (all unit types not included in Classes A2 and B), Class A2 (bicycle infantry, anti-tank, and non-self-propelled artillery), and Class B (all mechanized units, self-propelled artillery, and headquarters units). Class A1 units have a Movement allowance of 9 when using Strategic movement. Class A2 and Class B units have Movement allowances equal to twice their Tactical movement allowances when using Strategic movement (i.e., a Class B unit having a Tactical movement allowance of 10 would have a Movement allowance of 20 if it used Strategic movement). See Summary of Unit Types (Case 2.32) for each unit type's Movement class.

[6.42] A Unit moving by Strategic movement may *never* enter an Enemy-controlled hex.

[6.43] A unit moving by Strategic movement receives bonuses for moving along roads and may also be subject to other modifiers listed on the Terrain Effects Chart (see Case 6.7).

[6.44] A Unit moving by Strategic movement may not engage in combat.

[6.45] Allied parachute units may not use Strategic movement until their headquarters units have landed and are able to trace a supply line to a supply source (see Cases 13.11 and 13.12).

[6.5] ARTILLERY MOVEMENT

[6.51] Movement allowances for artillery units are not printed on the counters (the numbers that *do* appear on the artillery counters are Barrage, Final Protective Fire, and Range). *Non-self-propelled artillery units are Class A2 units and have a Tactical Movement allowance of 6. Self-propelled artillery units are Class B units and have a Tactical Movement allowance of 12.* Strategic Movement allowances are the same as for other units in these Classes (see Case 6.41).

[6.52] Artillery may be either In-Battery or Out-of-Battery. In-Battery means that an artillery unit is positioned to use its weapons effectively.

[6.53] Immediately after a non-self-propelled artillery unit is moved, place an Out-of-Battery-2 marker on that unit (Out-of-Battery markers are backprinted, one side being Out-of-Battery-1 and the other being Out-of-Battery-2).

[6.54] Immediately after a *self-propelled* artillery unit is moved, place an Out-of-Battery-1 marker on that unit, *not* an Out-of-Battery-2 marker.

[6.55] If, during the Out-of-Battery Segment of the Phasing Player's Movement Phase, it is determined that a Phasing Player's artillery unit(s) (with an Out-of-Battery marker on top of it) has *not* moved in this Phase, the status of that Out-of-Battery marker must be altered. If it has the Out-of- Battery-2 side face-up, it is flipped over the the Out-of-Battery-1 side. If it has the Out-of-Battery-1 side face-up, the marker is removed and the artillery unit is free to engage in fire combat (see Section 10.0).

[6.56] Artillery units may never voluntarily move into an Enemy-controlled hex. If an artillery unit is in an Enemy-controlled hex, its Barrage strength is halved (see Case 10.5). Artillery units, however, are never forced to move out of an Enemy-controlled hex should they begin the Friendly Movement Phase in one.

[6.6] EFFECTS OF OTHER FRIENDLY UNITS

[6.61] A Friendly unit may move through hexes occupied by other Friendly units at no extra cost in Movement points (exception: see Case 7.36). The number of units that may end the Movement Phase stacked together in the same hex is subject to the Stacking rules (see Section 8.0).

[6.62] There is no limit to the number of Friendly units that may be moved through a single hex in a Game-Turn.

[6.63] Friendly-controlled hexes never interfere with the movement of Friendly units.

[6.7] EFFECTS OF TERRAIN ON MOVEMENT

[6.71] A Class A2 unit (bicycle infantry, anti-tank, or non-self-propelled artillery) may not enter woods or swamp hexes when using Strategic movement, except through a hexside crossed by a road.

[6.72] A Class B unit (all mechanized units, including self-propelled artillery) may not enter woods hexes when using Strategic movement except through a hexside crossed by a road.

[6.73] A Class B unit may not enter a swamp hex using Tactical or Strategic movement unless that hex has a road in it (the unit *may* be moved into a swamp hex through a non-road hexside, it does not have to "follow" the road).

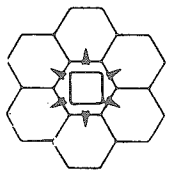
[6.74] A unit receives no benefits for moving along a road when using Tactical movement. Units receive road Bonuses only when using Strategic movement (exception: see Case 6.73).

[6.75] A unit using Strategic movement may use the special Movement point costs for Primary or Secondary roads only if it enters a particular hex *through* a hexside containing a road feature. Check the Terrain Effects Chart (see Case 6.78) for these Movement point costs.

[6.76] A unit using Strategic movement pays no penalties when crossing stream or river hexsides on a road. Units using Tactical movement never benefit from roads (exception: see Case 6.73).

[6.77] Class A2 and B units may not cross River hexsides that are not crossed by a road unless a Friendly engineer unit (which may not move or engage in combat for that Player-Turn) is in an adjacent hex. Class A2 or B units may then cross the river hexside at a cost of their *entire* Movement allowance (exception: see Case 6.76).

[6.78] Terrain Effects Chart
(see separate sheet)



[7.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a unit (or stack of units) constitute that unit's Zone of Control. These Zones of Control affect movement, combat, and supply. During the Invasion Stage of the game certain units do not exert Zones of Control (see Cases 7.12 and Case 28.3). Hexes upon which units exert Zones of Control are called controlled hexes.

CASES:

[7.1] WHICH UNITS EXERT ZONES OF CONTROL

[7.11] All combat units exert Zones of Control, with the exception of artillery and headquarters units.

[7.12] During the Invasion Stage, pinned units exert no Zones of Control (see Case 28.3).

[7.2] EFFECTIVENESS OF ZONES OF CONTROL

[7.21] Any unit that exerts a Zone of Control exerts it at all times during the entire Game-Turn.

[7.22] A unit never pays an additional cost to enter an Enemy-controlled hex.

[7.23] Friendly Zones of Control never affect Friendly units — only Enemy units.

[7.24] If an Enemy unit and a Friendly unit, both of which exert Zones of Control, are adjacent to each other, each unit is affected by the other's Zone of Control.

[7.25] Zones of Control extend into all six hexes surrounding the controlling unit's hex *except* across river and cliff hexsides. No other terrain affects Zones of Control.

[7.26] There is no additional effect in having more than one unit exert its Zone of Control into a given hex.

[7.3] ZONES OF CONTROL AND MOVEMENT

[7.31] Any unit must cease movement immediately upon entering an Enemy Zone of Control. It may move no further in that Movement Phase.

[7.32] A unit ocupying an Enemy-controlled hex at the beginning of its Movement Phase may leave that hex, but only if it moves directly to a hex that is not Enemy-controlled. *Units may never move directly from one Enemy-controlled hex to another, except as a result of combat.* The Movement point cost to a unit leaving an Enemy-controlled hex is *one-half its Movement allowance* (round fractions down) plus the terrain cost of the hex entered (exception: see Case 21.2). **Note:** A unit which begins a Movement Phase in an Enemy-controlled hex and leaves it may not enter another Enemy-controlled hex in that Movement Phase (see Case 6.23).

[7.33] A unit may move freely and without penalty into and through hexes that are adjacent to Enemy units which exert no Zone of Control.

[7.34] A unit that exerts no Zones of Control may never voluntarily move into an Enemy-controlled hex; it may, however, enter an Enemy-controlled

hex as a result of combat (see Cases 7.45 and 9.85). It is not, however, forced to leave an Enemy-controlled hex in which it begins a Friendly Movement Phase.

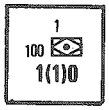
[7.35] A Class A unit may always move at least one hex per Movement Phase, even if it does not possess enough Movement Points to accomplish this movement (this is not permissible if the movement is from one Enemy-controlled hex to another; see Case 6.28).

[7.36] Friendly units do not negate Enemy Zones of Control in the hexes they occupy for the purposes of movement.

[7.4] ZONES OF CONTROL AND COMBAT

[7.41] All Friendly units which are in Enemy-controlled hexes at the beginning of their Combat Phase *must* attack all of those Enemy units exerting the ZOC's in some way during the Friendly Combat Phase (exception: see Cases 7.42, 7.43, 7.44, 8.21, and 29.32).

[7.42] Headquarters units may never attack. They are not affected by Enemy Zones of Control for purposes of combat.



[7.43] A unit with a Movement allowance of zero is not obligated to attack in its Friendly Combat Phase, even if in an Enemy-controlled hex.

[7.44] A unit which occupies a town or village hex or which is under an improved position or entrenchment marker is not obligated to attack adjacent Enemy units during its Friendly Combat Phase. It may remain in such a hex for the duration of its Combat Phase without attacking. Adjacent Enemy units are still obligated to attack such a unit in their own Combat Phase (unless of course the Enemy units also occupy a town, village, improved position, or entrenchment hex). However, if it does attack, all conditions of Cases 7.41 and 9.2 are in force.

[7.45] A unit *may* retreat through Enemy Zones of Control as a result of combat. For each and every Enemy-controlled hex entered, the retreating stack would lose one "step" of strength (see Case 9.85).

[7.46] Friendly units do not negate Enemy Zones of Control for the purposes of retreats.

[7.5] ZONES OF CONTROL AND SUPPLY

[7.51] The presence of an Enemy Zone of Control or an Enemy unit blocks the tracing of Friendly supply through that hex (exception: see Case 7.52).

[7.52] Friendly units (*not* Friendly Zones of Control) negate the presence of Enemy Zones of Control in the hexes they occupy for the purposes of tracing supply.

[8.0] STACKING

GENERAL RULE:

No more than three combat units may ever occupy a hex at the end of a Friendly Movement Phase, regardless of the size of the units in question (e.g., company or battalion; exception: see Case 8.16). Informational markers, batteries, strongpoints, resistance nests, and headquarters units *never* count against stacking restrictions. Players should note that the stacking restrictions during the Invasion Stage are different from the stacking restrictions contained in this Section (see Cases 28.2 and 29.25).

CASES:

[8.1] STACKING RESTRICTIONS

[8.11] At the end of a Friendly Movement Phase, as many as three Friendly combat units may occupy the same hex (exception: see Case 8.16).

[8.12] Stacking restrictions apply only at the *end* of a Friendly Movement Phase. During the Movement Phase, Friendly units may freely enter and pass through three-high stacks (and four or five-high stacks, see Cases 8.16) of units. If stacks of units are found in excess of the restrictions at the end of the Movement Phase, the excess must be eliminated. The choice of which units to eliminate is left to the owning Player.

[8.13] There is no Movement point cost to stack or unstack.

[8.14] The following units never count for stacking purposes: headquarters units, batteries, strongpoints, resistance nests, and informational markers.

[8.15] Stacking restrictions apply to all combat units (with the exception of those listed in Case 8.14) regardless of whether the units are companies or battalions.

[8.16] Sub-beach hexes (see Case 2.4) are subject to special stacking restrictions. As many as *five* combat units may occupy a sub-beach hex at the end of a Friendly Movement Phase. This is an exception to Case 8.11. However, all other stacking rules still apply.

[8.2] STACKING AND COMBAT

[8.21] *In a stack, a maximum of either one battalion-size unit plus two company-size units, or three company-size units, may participate in combat during either Player's Combat Phase* (exception: see Case 8.22).

[8.22] If a stack of units is composed *solely* of artillery units, *a maximum of three* of these units may use their Barrage or Final Protective Fire strengths from the same hex regardless of the units' sizes.

[8.23] The choice of which units in a stack participate in combat according to the restrictions of Case 8.21 is left to the owning Player. For example, if the Allied Player were attacking with a stack of three battalion-size units, he would be obligated to choose which one of those battalions would participate in combat. The units that do not participate may remain in the hex, although they are thus affected by the results of that combat. Also, the units that are not participating in combat may not attack a different hex. They may not use their Armor or Combat Strengths at all in that Combat Phase, although they may advance or retreat as a result of combat. They may, however, be used to fulfill the Regimental Integrity Combat bonus (either in attack or defense; see Case 9.4).

[8.24] The stacking rules limiting combat participation apply both to attack and defense.

[8.25] Note that since stacking restrictions apply only at the end of the Movement Phase, units may retreat as a result of combat onto Friendly stacks in violation of stacking restrictions. This situation must be corrected by the end of the next Friendly Movement Phase (see Case 8.12).

[9.0] COMBAT

GENERAL RULE:

Friendly units that are in an Enemy Zone of Control during the Friendly Combat Phase must attack all those Enemy unit(s) which exert those Zones of Control, subject to the restrictions of Case 8.21.

A given unit's Combat and Armor strength is always unitary. That is, a unit's strength may not be divided among different combats, either for attack or defense. Artillery units (see Section 10.0) are the only units which may lend their combat strengths in attacks on units to which they are not adjacent. See also the Air and Naval Power rules (Sections 17.0 and 18.0 respectively).

The Phasing Player is termed the "Attacker" and the non-Phasing Player is termed the "Defender," regardless of the overall tactical situation.

PROCEDURE:

Total the Combat Strengths, Barrage Strengths, and Ground Support Strengths of all units participating in combat against a specific hex according to Combat, Artillery, Air Power, and Naval Power rules. Then the defending Player totals his Defense and Final Protective Fire (FPF) artillery points that he is able and willing to allocate to this defense. Compare the *total* Attack Strength to the *total* Defense Strengths and state this comparison as a probability ratio: attacker's strength to defender's strength. Round the ratio in favor of the defender to conform to the simplified ratio columns found on the Combat Results Table. Next, determine the terrain of the hex the defender is located in (if he is defending in more than one hex, or could conceivably defend on two different lines on the Combat Results Table, choose the terrain line most favorable to the defender). Cross-index this terrain line with the proper ratio column on the Combat Results Table. Then make whatever shifts in columns are necessary (for Regimental Integrity, Armor Superiority, etc.) for this combat. These shifts, if any are called for, are to the left or right *on the same terrain line* on the Combat Results Table. To resolve the attack, roll two dice and read the result on the appropriate line under the ratio. Apply the result immediately, before resolving any other attacks. Separate combats may be resolved in any order the attacker wishes, so long as *all* required combats are resolved during that Combat Phase.

Players should note that combat during the Invasion Stage differs from combat during the Combat Phase of a Player-Turn. Players should see Section 29.0 for Invasion Stage combat rules.

CASES:

[9.1] WHICH UNITS MAY ATTACK

[9.11] Every non-Phasing unit exerting a ZOC into a hex occupied by a Phasing unit must be attacked by some Phasing unit during that Combat Phase (exceptions: see Cases 8.21, 9.12, 9.14, and 29.3). The Phasing Player may resolve these attacks in any order.

[9.12] *A maximum of either one battalion-size unit and two company-size units, or three company-size units, may participate in combat from the same hex during either Player's Combat Phase.* Thus a Player with a stack of three battalion-size units in an Enemy Zone of Control could attack or defend with *one* of those battalions (see Case 8.21).

[9.13] All of the Phasing Player's units which end their Movement Phase in an Enemy-controlled hex must attack some unit during the ensuing Combat Phase (exceptions: see Cases 7.43, 9.12, 9.14 and 29.3). Note that it is permissible to *move* out of an Enemy Zone of Control during the Friendly Movement Phase if a Player wishes to avoid mandatory combat (see Case 6.23). The Phasing Player may choose which Friendly units will attack each adjacent defending Enemy unit, as long as all adjacent Enemy units exerting ZOC's are attacked and all

Friendly units in Enemy ZOC's attack an Enemy unit. (exception: see Case 9.12).

[9.14] For the purpose of combat, Enemy Zones of Control *do not* extend into town or village hexes or hexes occupied by Friendly units under improved positions or entrenchment markers. Thus, Friendly units occupying these positions are not obligated to attack adjacent Enemy units during the Friendly Combat Phase. They may remain in these positions until they leave of their own accord or are forced out by combat. Enemy units adjacent to Friendly units in these positions during the Enemy Combat Phase are *still* obligated to attack those Friendly units (unless of course the Enemy units also occupy a town, village, Improved Positions, or Entrenchment hex). If units in these positions do attack, all conditions of Cases 7.41 and 9.2 are in force.

[9.15] A defending unit may be attacked from as many as six adjacent hexes, with possible additional Barrage or Ground Support points. However, both the attacking and defending Players are permitted to use the Combat Strength of only either one battalion-size unit and two company-size units *or* three company-size units from a single hex in a Combat Phase (see Case 8.21).

[9.16] No unit may attack more than once per Combat Phase, and no unit may be attacked more than once per Combat Phase (exception: see Case 9.87).

[9.17] Non-artillery units may attack only from the hex adjacent to the defending unit(s).

[9.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[9.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which *are not* engaged by some other attacking unit (exception: see Case 9.12).

[9.22] Units in two or more different hexes may combine their Attack Strengths to attack a single hex.

[9.23] All units in a given hex must be attacked as a single Defense Strength. The defender may not withhold a unit in a hex under attack, *except as called for in the Stacking-Combat restriction described in Case 9.12*. When more than one unit occupies a single hex, those units may not be attacked individually. An attack on that hex involves all units in that hex (exception: see Case 9.12).

[9.24] When a single hex contains more than one unit, each of those units may attack a different hex at the owning Player's discretion. Remember though, that only either one battalion-size and two company-size units *or* three company-size units may ever use their Combat Strengths *from a single hex.*

[9.25] A single attack may involve numerous attacking or defending units. For an attack to be resolved as a single combat, however, *all the attacking units must be adjacent to all the defending units* (with the exception of Barrage of FPF points, for which artillery units need not be adjacent).

[9.26] If multiple units subject to a single attack are defending in more than one hex, use the terrain line on the CRT most favorable to the defender (see 9.78, Combat Results Table).

[9.3] EFFECTS OF TERRAIN ON COMBAT

There are no increases or decreases of Attack or Defense strengths because of terrain. Instead, terrain effects are integrated into the Combat Results Table. After determining the combat ratio, simply determine the terrain type that the defending unit is in and locate the appropriate line on the CRT. Cross-index this line with the correct ratio for a final result. In addition, if two units are being attacked as a single combat, and they are defending on different terrain, the attack is resolved on the line which most favors the defender.

[9.4] REGIMENTAL INTEGRITY COMBAT BONUS

[9.41] If an infantry, mechanized infantry, parachute infantry, or glider infantry battalion is involved in an attack, and another battalion of the *same* regiment is *stacked with or adjacent* to it at the beginning of the Friendly Combat Phase, that unit receives a "Regimental Integrity" bonus.

Example: If the 1/9/2 and 2/9/2 were both involved in separate attacks and were adjacent to each other they would each receive the Regimental Integrity combat bonus. It is not necessary, however, for both units to be involved in the same attack, nor is it necessary for both units to be involved in combat in order to receive the Regimental Integrity bonus.

[9.42] When an infantry, mechanized infantry, parachute infantry, or glider infantry battalion is defending, it receives a Regimental Integrity combat bonus if another battalion of the *same* regiment is within *two* hexes of that unit at the beginning of the Enemy Combat Phase. This other unit may also be involved in combat. This two hex range is not affected by the presence of Enemy Zones of Control or Enemy units.

[9.43] When the Regimental Integrity bonus is applied to an attacking unit, shift the final odds one column to the *right* on the appropriate terrain line on the CRT. When the bonus is applied to a defending unit, shift the final odds one column to the *left* on the appropriate terrain line on the CRT. (These shifts are in addition to other possible shifts for such modifiers as Armor Superiority; see Case 9.5.)

Example: If the Allied Player is attacking at 4-1 on the Bocage terrain line, and he fulfills the requirements for Regimental Integrity, the odds column would become 5-1 on the Bocage terrain line on the CRT.

[9.44] The Regimental Integrity bonus can be awarded only to infantry, mechanized infantry, parachute infantry, and glider infantry.

[9.45] The maximum number of Regimental Integrity bonuses that may be awarded per attack is *one*, regardless of how many attacking units possess it.

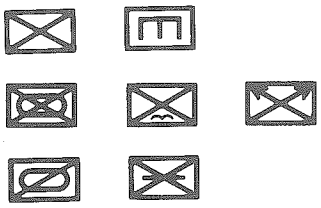
[9.46] Players should note that British and Canadian divisions were divided up into *brigades*, not regiments. Brigades, however, were the equivalent of regiments, and for purposes of Regimental Integrity they should be considered as such.

[9.5] ARMOR SUPERIORITY BONUSES

[9.51] Friendly units that are stacked together and attacking a set of Enemy units may be eligible to receive an Armor Superiority Bonus in the ensuing combat. Such a Bonus enables the Attacking Player to "shift" the odds a certain number of columns to the right on the Combat Results Table. To receive an Armor Superiority Bonus, all of the following restrictions must be met:

a. A unit with an unparenthesized Armor Strength must be stacked in the hex (these are tank units).

b. A unit with a parenthesized Armor Strength bearing one of the following symbols must be stacked in the hex:



c. There must be at least as many *Combat* Strength points of unparenthesized units as there are of parenthesized combat units. For example, if an 8(4)6 infantry unit were stacked in the same hex as a 1-3-12 tank unit, this situation would satisfy the demands of this Case. However, if a 2(1)6 infantry unit were stacked in the same hex as a 5-10-12 tank unit, this *would not* satisfy the demands of this Case.

d. All units in the hex must be attacking the same Enemy units.

e. Remember that, in a stack, a maximum of one battalion-size unit plus two company-size units (*or*, instead, just three company-size units) may participate in combat during either Player's Combat Phase (see Case 8.21). This rule also applies to the Armor Superiority Bonus. No more than this number of units may ever have their Armor Strengths taken into account from the same hex. For example, if an 8(4)6 infantry battalion and a 5-10-12 tank battalion were stacked in the same hex, those units are not eligible for this bonus. However, if an 8(4)6 infantry battalion and a 1-3-12 tank company were stacked in the same hex, these units would be eligible for the bonus.

[9.52] If a stack of attacking units has met these five requirements, it is possible that the attacking Player may receive a number of "shifts" to the right on the CRT in this combat. This is determined in the following way:

a. Add up the *unparenthesized* Armor Strength points in the stack. Add to this total the number of unparenthesized Armor Strength points in Friendly stacks that meet all the requirements of Case 9.51 and which are attacking the same set of Enemy units.

b. Total the unparenthesized and parenthesized Armor Strength Points of the units being attacked in this combat.

c. Compare the total obtained in Step (a) to the total obtained in Step (b). This comparison will affect the ratio as follows:

(1) If the attacker's total (Step a) is more than the defender's total (Step b), the attacking Player may shift the odds *one* column to the right on the same terrain line on the CRT.

(2) If the attacker's total is at least twice as much as the defender's, the attacking Player may shift the odds *two* columns to the right on the same terrain line on the CRT.

(3) If the attacker's total is at least three times as much as the defender's total, the attacking Player may shift the odds *three* columns to the right on the same terrain line on the CRT.

(4) If the attacker's total is at least four times as much as the defender's, the attacking Player may shift the odds *four* columns to the right on the same terrain line on the CRT. **Note:** Four is the maximum allowable number of column shifts for the attacker in terms of Armor Superiority Bonuses.

(5) No shifts are awarded if the attacker's and defender's totals are the same.

(6) If the defender's total is more than the attacker's, then all of the attacker's tank units involved in this combat are considered to have a Combat Strength of zero.

[9.53] Note that terrain can affect the defender's Armor Strength total. See the Terrain Effects Chart (6.78) for details.

Example: Two stacks of U.S. units are attacking a stack of German units. In one stack, the U.S. Player has an 8(4)6 infantry battalion and a 1-3-12 tank company. In the other stack, the U.S. Player has a 2-5-12 tank battalion and a 2(1)6 infantry company. The German Player's stack consists of a 4(2)6 infantry battalion and a 1(6)6 "88" anti-tank company. Both U.S. stacks are eligible for Armor Superiority. Their total unparenthesized Armor Strength is 8 (the 1-3-12 plus the 2-5-12). The total German Armor Strength is also 8. Since the two totals are the same, no shifts are awarded to the Attacking Player. The odds are 13-5, or 2-1. If the German units had been in bocage, their Armor Strength would have been doubled to 16. As a result, the 1-3-12 and 2-5-12 U.S. tank units would have been considered to have a zero Combat Strength. The raw odds would then have become 10-5, which would still round to 2-1.

[9.6] DIVERSIONARY TACTICS

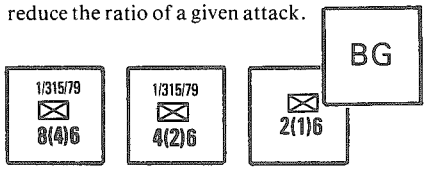
[9.61] In making a series of attacks, a Player may allocate his attacking units so that some attacks are made at "poor" ratios, in order that adjacent attacks may be made at more advantageous ratios, by alloting most of the attacking forces to the major objectives. These attacks are known as "diversionary" or holding attacks.

[9.62] All attacks *must* meet the minimum odds column printed on the CRT, *before* any FPF is allocated by the Defending Player. For example, an attack against units defending in bocage must be at least 1-4 prior to allocation. If the allocation of FPF lowers the odds to less than 1-4, the attack is still resolved on the 1-4 bocage terrain column. If an attacking unit cannot meet the minimum odds requirements before FPF is allocated, the attacking unit(s) is automatically eliminated and the defender may advance into the vacated hex, subject to Case 9.88.

[9.63] Barrage attacks may be used as diversionary attacks (see Case 10.3).

[9.64] Resolve all attacks greater than the highest ratios on the CRT on that highest column.

[9.65] The Phasing Player may never voluntarily reduce the ratio of a given attack.



[9.7] COMBAT RESOLUTION

[9.71] Each Class A battalion-size unit in *Atlantic Wall* (with the exception of anti-tank battalions; see Case 9.72) consists of three "steps" of strength, two shown on either side of the counter, and the third, the battlegroup (see Section 25.0), represented by a separate company-size counter of the same unit type with a battlegroup marker on it. Unless otherwise indicated in the scenario rules, units always start the game with the stronger of their two sides showing. These units may be reduced in steps or eliminated as a result of combat.

Example: If a unit takes a one-step loss, the counter must be flipped from the stronger to the weaker side to signify this change. A Class A unit that is required to take a two-step loss is replaced by a battlegroup (a company-size unit of the same unit-type with a battlegroup marker on it). If a Class A unit is required to take a three-step loss, that unit must be eliminated. A Class A unit on its reduced side would be replaced by a battlegroup (see Section 25.0) if it was required to take a one-step loss; if a company-size unit of that unit type is not available, a battlegroup may not be formed.

[9.72] All tank and anti-tank battalions consist of only two steps. They never form battlegroups. All company-size, all artillery, and all headquarters units consist of one step only. A loss of one step eliminates such a unit.

[9.73] All combat results are expressed in terms of steps lost and/or hexes retreated. On the CRT, **bold** type refers to results applied to the Defender. Light type refers to the Attacker.

[9.74] All numbers which are parenthesized in the combat results indicate *mandatory* step losses for the Player indicated by the preceding letter. **Note:** Parenthesized numbers are *always* accompanied by unparenthesized numbers.

[9.75] All numbers which are *not* parenthesized in the combat result signify that the affected unit(s) must retreat the indicated number of hexes *and/or* take a step loss(es). If a Player wishes to take a step loss in lieu of retreating, he must make a "morale" check for the unit involved (see Case 9.76). All units in the affected stack are affected by the combat result, although all units do not have to lose a step if a one step-loss is called for — a single unit in the affected stack may fulfill this loss. However, two or more units in a stack may take losses if more than a one step loss is called for.

Example: As a result of combat, a "**2(2)**" result is called for. The defending Player immediately removes two steps from his units in any fashion desired. Then he must retreat two hexes, or if he wished to lose steps in lieu of retreating, make a Morale check (see Case 9.76). Of course, if the stack is eliminated as a result of the initial mandatory step loss, ignore the retreat results.

[9.76] If a Player wishes to take a step loss in lieu of retreating, he must roll a die for all participating units and refer to the highest Morale Rating possessed among his affected units. If the die roll is equal to or less than this Morale Rating, the owning Player has complete freedom as to how he may fulfill his combat result for affected units in that particular combat. He may *either* retreat the indicated number of hexes, *lose* steps equal to the non-parenthesized number, or do both — as long as the number of hexes retreated *plus* the number of steps lost *equals* the non-parenthesized number appearing in the combat result. *This is in addition to any mandatory losses incurred as a result of combat.* If the die roll is above this Morale Rating, the owning Player may not take step losses in lieu of retreating for the duration of his retreat. In this case the unit *must* retreat the required number of hexes, unless the unit is completely surrounded by Enemy-occupied hexes, in which case the unit would be forced to take step losses instead of retreating. At the moment a Player declares that he wishes to take a step loss instead of retreating, he rolls a die. This die roll will determine his ability or inability to control the rest of the retreat as per the Morale rules explained in this Case.

[9.77] Given an adverse combat result, the affected Player does the following:

a. He first removes all mandatory step losses, without option to retreat.
b. Once all mandatory losses have been removed he decides whether to retreat the unit(s) or to take a step loss in lieu of retreating.
c. If he decides to take a step loss in lieu of retreating, he must make a Morale check as described in Case 9.76. If he does not pass his Morale check, the units must retreat.
d. If he decides to retreat, he retreats all of the affected units as per the retreat rules (see Case 9.8).

[9.78] **Combat Results Table**
(see separate sheet)

[9.8] RETREATS

[9.81] A Player may attempt to take step losses in lieu of retreating (see Case 9.76). This action, however, is always optional. If a Player wishes to just retreat his units (without taking any additional losses to shorten the number of hexes the affected units are required to retreat) he does not have to make a Morale check for those units, but may retreat them the necessary number of hexes as indicated by the combat result, subject to all of the Retreat rules as follow.

[9.82] Retreats are expressed in terms of *hexes*, not Movement points. *Never* assess Movement costs when retreating a unit.

[9.83] A unit may not retreat into a hex or across a hexside that is normally prohibited to that unit. For example: a Class B unit may not retreat across a River hexside unless there is a Road crossing that hexside.

[9.84] Retreats are conducted by the owning Player. When a retreat is called for, move the stack *as a whole* (not each unit individually) according to the following priorities:

a. Into a non-Enemy-controlled hex.
b. Toward a Friendly mapedge (into a Landing beach for the Allies; west, south, or east for German units on maps A, B, C, or D; toward Cherbourg for German units on map E; if there are any unisolated Allied units in Cherbourg, the German units on map E would retreat as if they were on maps A, B, C, or D).
c. To a vacant hex.
d. To the terrain that would cost the fewest Movement points for that type of unit if it were moving during the Movement Phase.
e. To the hex that is the maximum possible distance from an Enemy unit.

In accordance with these five priorities, the owning Player may retreat his units in any way he sees fit, as long as no retreating unit or stack enters any hex more than once.

[9.85] A unit *may* retreat through Enemy Zones of Control, regardless of whether the Enemy-controlled hexes are occupied by Friendly units. However, for each Enemy-controlled hex entered during a retreat, the owning Player must lose one step from some unit in the retreating stack.

[9.86] A unit may retreat in violation of stacking limitations so long as this situation is corrected by the end of the next Friendly Movement Phase (see Case 8.12).

[9.87] If a unit is forced to retreat into a Friendly-occupied hex and that hex then undergoes an attack, the retreated unit may *never* add its defense strength to those of the units in that hex. However, if that new hex suffers any adverse combat result, the previously retreated unit is automatically *eliminated*, regardless of whether the Player decides to retreat or not.

[9.88] Note that combat results take effect after all attacks made *from* a single hex have been rolled for. If two units in a single hex are attacking different hexes, no combat results may be applied until the second attack has been resolved. If, in one attack, the defender could advance and in the other the attacker could advance, then neither Player may advance his units after combat.

[9.9] ADVANCE AFTER COMBAT

[9.91] Whenever an Enemy unit(s) is forced to retreat, *or is eliminated*, leaving the hex vacant as a result of combat, it will leave a path of vacant hexes behind it called the "Path of Retreat." Any

victorious units which participated in the combat (or are stacked with units which participated) are allowed to advance along this Path of Retreat, and sometimes deviate from it, subject to Case 9.88, (exception: see Case 10.55).

[9.92] An Advance after Combat may always be up to as many hexes as the defeated unit retreated (exception: see Case 9.93). For example, if a "2" result were called for, and the defeated unit retreated two hexes, the victorious unit(s) may advance two hexes. If a unit is eliminated as a result of combat, the victorious unit(s) may advance the number of hexes remaining in the defeated unit's unparenthesized combat result *retreat* obligation. For example, if a company-size unit receives a "2" result and the owning Player passes his Morale check and decides to take a step loss and eliminate the unit in its original hex, the victorious unit(s) could advance one hex, since that is the number remaining in the company's combat result retreat obligation.

[9.93] For purposes of Advance after Combat count every bocage hex entered as *two* hexes. For example, if a "2" result is called for, and the defeated unit retreats two hexes, the victorious unit(s) could only advance one hex in bocage.

[9.94] Advances after Combat are conducted as follows: Move each victorious unit individually. The first hex entered *must* be the hex originally occupied by the defeated unit(s). Then all units *except* those units bearing a pure tank symbol *or* a reconnaissance symbol may advance the permissible number of hexes along the Path of Retreat just conducted by the defeated Player. This move is performed hex-by-hex, and may not deviate from the Path of Retreat. Units bearing the pure tank or the reconnaissance symbol may also advance the permissible number of hexes, but they *may* deviate freely from the Path of Retreat. Regardless of what type the victorious units are, they *must* stop immediately upon entering an Enemy Zone of Control, *exclusive of the first hex entered during this advance.*

[9.95] The victorious units may cease their advance at any point during their movement. They are never *required* to advance.

[9.96] Unlike retreats, a Player may never violate stacking restrictions as a result of an Advance after Combat.

[9.97] A unit may not advance into a hex or across a hexside that would normally be prohibited during the Friendly Movement Phase. For example, a Class B unit may not advance across a river unless there is a road crossing the river.

[9.98] A unit that advances after combat across a river hexside *must* halt its advance in the first hex it enters after crossing the River hexside.

[10.0] ARTILLERY

GENERAL RULE:

Artillery units may participate in combat either from adjacent or from non-adjacent hexes. An artillery unit's Barrage Strength may be used to attack Enemy units, either alone or in conjunction with non-artillery units. An artillery unit's Final Protective Fire (FPF) Strength may be used to supplement the Defense Strength of other Friendly units. In any case, artillery units must be within range of the defending Enemy or Friendly unit respectively. Each artillery unit has its own specific Range allowance (in hexes) printed on the counter. An artillery unit may use both its Barrage Strength and its FPF Strength in a single Game-Turn.

CASES:

Permissable



Not Permissable



[10.1] ARTILLERY DIVISIONAL AND CORPS INTEGRITY

[10.11] Each artillery unit bears either a division or a corps designation. This is the unit to which the artillery unit is directly attached.

[10.12] Artillery units may use their *full* Barrage or FPF Strengths "in support" only of a unit of the same formation as the artillery unit.

a. If the artillery unit is a divisional unit (e.g., 20/4xx), it may only support (see Case 10.13) a combat unit which bears the same division number (e.g., 1/8/4). *It may never support any other unit, even if that unit belongs to the same corps as the divisional artillery unit.*

b. If the artillery unit is a corps unit (e.g., 182/V), it may support only a combat unit that is directly attached to the same corps (e.g., 102/V) *or* a combat unit belonging to a division which in turn belongs to the same corps (e.g., 1/16/1, since 1st Infantry Division HQ belongs to V Corps). However, in the latter case, this corps artillery unit would have to be stacked with or adjacent to the divisional HQ of the combat unit to which it was lending its support (i.e., in the above example, 182/V would have to be stacked with or adjacent to 1/V HQ unit if it was supporting 1/16/1).

[10.13] To "support" a combat unit means that the artillery unit is using its Barrage or FPF Strength to aid in an attack or defense of units of the same formation (see Case 10.12).

[10.2] COMBINED ATTACKS

[10.21] Artillery units may attack in conjunction with Friendly non-artillery units of the same division or corps that are attacking Enemy units in that Combat Phase, subject to the restrictions of Case 10.1. These attacks are called Combined Attacks.

[10.22] An artillery unit may be in Contact with (adjacent to) the Enemy unit, in which case its Barrage Strength would be halved (see Case 10.5), or simply be within the range printed on the counter. In either case, the artillery unit must use its Barrage Strength to participate in a Combined Attack.

[10.23] The Barrage Strength of an artillery unit may be used only in the Friendly Combat Phase.

[10.24] When Friendly units are attacking adjacent Enemy units in more than one hex, the Barraging artillery units need be within range (in hexes) of only one of the defending units to add their Barrage Strength to the attack.

[10.25] An artillery unit making a Combined attack from a non-adjacent hex is never affected by any combat results; it is never destroyed or retreated as a result of these attacks. Artillery units in Contact, however, are affected by combat results (see Case 10.54).

[10.3] BARRAGE ATTACKS

[10.31] When an artillery unit attacks either adjacent or in-range Enemy units *without* combining its attack with other Friendly non-artillery units, that attack is a Barrage attack.

[10.32] Barrage attacks may be performed only if any Friendly unit of the same division or corps (subject to all restrictions of Case 10.1) is adjacent to the Enemy unit to be attacked. This adjacent Friendly unit need not attack that Enemy unit itself, although it still must attack some Enemy units (see Case 9.13); it must simply be adjacent to the Enemy unit at the moment the Barrage attack is being made.

[10.33] Use the artillery unit's Barrage Strength when making a Barrage attack.

[10.34] Artillery units making a Barrage attack may attack only a single Enemy-occupied hex.

[10.35] An artillery unit making a Barrage attack against an Enemy unit from a non-adjacent hex suffers no combat results; it is never destroyed or retreated as a result of their own attacks.

[10.36] Barrage attacks must meet the minimum odds column on the Combat Results Table, taking the terrain occupied by the defending unit into account. Thus, a Barrage attack against an Enemy unit in bocage terrain must be at least 1-4 odds. If minimum odds requirements are not met, the Barrage attack is not allowed. It should be noted that *no Regimental Integrity or Armor Superiority bonuses may ever be awarded for a Barrage attack.*

[10.37] Final Protective Fire may *not* be allocated by the defending Player in a Barrage attack.

[10.38] Two or more Friendly artillery units may combine their Barrage Strengths to Barrage attack an Enemy hex as long as each artillery unit meets the requirements of Case 10.32. An artillery unit may Barrage only one Enemy-occupied hex per Friendly Combat Phase.

[10.39] An artillery unit that makes a Barrage attack may not make a Combined attack in the same Combat Phase (see Case 10.2).

[10.4] FINAL PROTECTIVE FIRE (FPF)

[10.41] A non-Phasing artillery unit, which is not in an Enemy Zone of Control and has not been subject to an Enemy attack in the current Combat Phase, may use its FPF Strength to supplement the Defense Strength(s) of a Friendly unit(s) of the same division or corps (subject to the restrictions of Case 10.1) which is under attack. An artillery unit that is in Contact (see Case 10.5) or which has been attacked earlier in that same Combat Phase may *not* use its FPF Strength to support another unit that Phase.

[10.42] The Friendly defending unit receiving the FPF Strength must be in range (in hexes) of the artillery unit providing the FPF. This range is computed to the hex occupied by the Friendly unit, *not* to the hex occupied by the attacking Enemy unit.

[10.43] FPF Strength points are simply added to the Defense Strength of unit(s) receiving the FPF.

[10.44] When an artillery unit supplies FPF, it neither benefits nor suffers from the combat result.

[10.45] FPF may not be used to supplement the Defense Strength of a Friendly unit that is subject to Barrage attack.

[10.46] Each artillery unit may use its FPF Strength in support of another unit only once per Game-Turn.

[10.47] FPF is not considered a mission (see Case 10.8). Artillery units never suffer ammunition depletion as a result of FPF. However, once an artillery unit has an Out-of-Ammo marker on it, that unit may not use its FPF Strength to support another unit (see Case 10.82).

[10.5] EFFECTS OF CONTACT

[10.51] An artillery unit is considered in Contact when it occupies an Enemy-controlled hex.

[10.52] Artillery units in Contact have their Barrage Strength halved (rounding fractions down) whenever they attack, regardless of whether they are making a Combined or Barrage attack.

[10.53] Artillery units in Contact may *never* use their FPF Strengths to support other units.

[10.54] Artillery units in Contact suffer all *adverse* results arising from combat with units to which they are adjacent.

[10.55] Artillery units in Contact may *never* advance after combat.

[10.6] ARTILLERY DEFENSE

[10.61] When an artillery unit is attacked in any fashion, it uses its FPF Strength as a Defense Strength, regardless of whether or not it is Out-of-Battery, Out-of-Ammo, or Isolated.

[10.62] Whenever an artillery unit is attacked and suffers a retreat result, an Out-of-Battery marker is placed on that unit. If the artillery unit is not self-propelled, place an Out-of-Battery-2 marker on it. If the artillery unit is self-propelled, place an Out-of-Battery-1 marker on it.

[10.63] Artillery units with an FPF Strength of zero have a Defense Strength of 1.

[10.64] All artillery units have an Armor Strength of (1).

[10.65] All artillery units consist of one strength step only (see Cases 9.71 and 9.72). They do not possess a "reduced" side, nor are they ever replaced by a battlegroup counter during the course of the game.

[10.66] Artillery units in a state of Isolation-2 (see Cases 13.15 and 13.17) have their FPF Strengths halved when defending against an attack of any kind. Artillery units with FPF Strengths of zero or 1 defend with a strength of one when in a state of Isolation-2.

[10.7] ARTILLERY RESTRICTIONS

[10.71] All artillery *Barrage* Strength points allocated to the following hex types in the Friendly Combat Phase are *halved* (total the number of Barrage points allocated to the hex, and then halve the *total*, rounding fractions down): bocage hexes, wood hexes, town hexes, village hexes, or any unit in Improved Positions or Entrenchments. For example, if the Allied Player were making a Combined Attack against a German unit in a village hex using 39 Barrage Strength points from various artillery units within range, those Barrage Strength points would be halved to *19* Barrage Strength points. After the German Player allocates any FPF that he wishes, the ratio could be calculated and the combat resolved. *FPF Strength points are not halved when firing into such hexes.*

[10.72] Barrage and FPF points allocated during any night Game-Turn are halved against *any* hex. Total the number of Strength points being allocated to a hex, and then halve this *total* rounding fractions down. This halving is *in addition* to the penalties described in Case 10.71. For example, if the Allied Player were making a Combined attack at night against a German unit in a village hex using 39 Barrage Strength points, the total would first be halved to 19 because of the village hex, and then halved again to 9 because of the night Game-Turn.

[10.73] Artillery units which are not in supply (see Cases 13.1 and 13.4) may not remove Out-of-Ammo markers or become undepleted.

[10.74] Note that when artillery units incur penalties for firing at night or for firing into certain types of terrain, the total number of artillery points allocated to the target hex is totaled (*after* each individual artillery unit has incurred its own penalties, e.g., for being Isolated) *and then halved.*

[10.75] When an artillery unit's Barrage or FPF Strength is halved due to Isolation-1 and these Strengths fall to any fraction below 1, that artillery unit's Barrage or FPF Strength is *zero* for purposes of fire combat.

[10.76] An artillery unit in a state of Isolation-1 (see Cases 13.1 and 13.4) has its Barrage and FPF Strengths *halved* for purposes of fire combat. The first time this artillery unit uses either of these strengths, the Isolation-1 marker is flipped over to reveal Isolation-2. Artillery units in a state of Isolation-2 may not use their Barrage and FPF Strengths for fire combat at all. Artillery units in any state of Isolation move at one-half their Movement allowance.

[10.77] An artillery unit may not use its Barrage or FPF Strengths for fire combat if it is Out-of-Battery or Out-of-Ammo.

[10.78] Artillery Effects Summary
(see separate sheet)

[10.8] ARTILLERY AMMUNITION

[10.81] An artillery unit may fire two missions per day. A mission is defined as each time an artillery unit uses its Barrage strength for either a Combined or Barrage attack.

[10.82] Each artillery unit has two sides, one representing a full ammo supply and the other a depleted ammo supply. The Barrage and FPF Strengths of the artillery units are not affected by the depleted condition. Each time an artillery unit fires a mission (see Case 10.81), it is flipped over to its depleted side ("d") side. When a depleted artillery unit fires a mission, an Out-of-Ammo marker is placed on that unit. Artillery units with Out-of-Ammo markers on them may not use their Barrage or FPF Strengths for fire combat.

[10.83] During the Mutual Artillery Resupply Stage of A.M. Game-Turns only, both Players may remove all Out-of-Ammo markers and/or flip their depleted artillery units to their full ammo supply side. However, this action may be taken only at the beginning of this Stage and only if the artillery units are determined to be in Supply (see Case 13.1).

[10.84] Artillery units defending against Enemy attacks use their FPF Strength, regardless of whether or not they possess an Out-of-Ammo marker. *Remember, this is only when defending against an Enemy attack. Artillery units may never fire using either their Barrage or FPF Strength when they have an Out-of-Ammo marker on them* (see Case 10.61).

[11.0] DISRUPTION AND DEMORALIZATION

GENERAL RULE:

During the Combat Phase, the attacking Player's units may suffer either Disruption or Demoralization as a result of combat. When this occurs the owning Player must place an appropriate marker on the affected unit(s). The defending Player *never* suffers a Disruption or Demoralization result due to combat. Disruption represents unit disorganization that will — if not cured quickly — lead to unit ineffectiveness. Demoralization represents unit breakdown due to a defeat or accumulated disruption, which will sharply reduce the fighting qualities of that formation.

PROCEDURE:

Only the attacking Player may ever receive a Disruption or Demoralization result. Disruption is indicated on the Combat Results Table by a small "d" following the mandatory loss or retreat result. Demoralization is indicated on the Combat Results Table by a large "D" following the mandatory loss or retreat result. A unit suffering Disruption or Demoralization may attempt to recover from these conditions, although it is not required to do so. If a unit continues to perform combat actions while Disrupted or Demoralized, its ability in combat may be impaired to various degrees.

CASES:

[11.1] DISRUPTION

[11.11] Whenever the attacking Player receives a combat result which indicates Disruption, all attacking, non-artillery, combat units which participated in that combat are Disrupted and have a Disruption marker placed on them.

[11.12] Any Disrupted units which are attacking and receive a Disruption result are Demoralized and have their Disruption marker flipped over to its Demoralized side.

[11.13] Demoralized units which are attacking and receive a Disruption result suffer no additional effect.

[11.14] Disrupted units are not penalized in any way, aside from their susceptibility to Demoralization. They function normally in all ways.

[11.15] Artillery units and headquarters units are never affected by Disruption or Demoralization results.

[11.2] DEMORALIZATION

[11.21] Whenever the attacking Player receives a combat result which indicates Demoralization, all attacking non-artillery combat units which participated in that combat are Demoralized and have a Demoralization marker placed on them.

[11.22] Any Disrupted units which are attacking and receive a Demoralization result are Demoralized and have a Demoralization marker placed on them (simply flip over the Disruption marker).

[11.23] Any attacking Demoralized units which receive a Demoralization result are eliminated.

[11.24] Units which are Demoralized have their Combat Strength, Armor Strength, and Movement allowance halved, rounding any fractions down (*never below 1*).

[11.3] RECOVERY FROM DISRUPTION AND DEMORALIZATION

[11.31] To recover from Disruption, a unit must not move during the Tactical or Strategic Movement Segments of the Friendly Movement Phase. In addition, the unit must not be in an Enemy Zone of Control. If the above conditions are fulfilled, the unit may remove its Disruption marker during the Disruption and Demoralization Recovery Segment, at the end of the same Movement Phase.

[11.32] To recover from Demoralization, a unit must fulfill the exact condition described in Case 11.31. However, during the applicable Disruption and Demoralization Recovery Segment, the Demoralization marker is *not* removed — it is

simply flipped over to its Disruption side. To recover from this Disruption, the affected unit must fulfill the exact requisites of Case 11.31 in a future Movement Phase. Note that a Demoralized unit is not *required* to recover from this condition in two *consecutive* Friendly Movement Phases. It may flip the marker to its Disrupted side in one Movement Phase, move during the next Movement Phase, and completely recover during the following Friendly Movement Phase.

[12.0] NIGHT GAME-TURNS

GENERAL RULE:

There are four Game-Turns per day in *Atlantic Wall*. The first is the A.M. Game-Turn, the second is the Mid-day Game-Turn, the third is the P.M. Game-Turn, and the fourth is the Night Game-Turn. There are a few special combat rules in effect during Night Game-Turns only. All other rules are identical to the other three Game-Turns of the day.

CASES:

[12.1] COMBAT IN NIGHT GAME-TURNS

[12.11] Combat proceeds normally during Night Game-Turns, and a Friendly unit in an Enemy-controlled hex during a Friendly Combat Phase is *still* obligated to attack the controlling Enemy unit(s) in that Phase.

[12.12] During Night Game-Turns, all attacking non-artillery combat units are automatically Disrupted in addition to their normal combat result.

a. If combat result did not indicate a "d", or "D", all non-artillery, attacking units are Disrupted. If any or these units were already in a Disrupted state, they would become Demoralized (while any in a Demoralized state would remain Demoralized).

b. If the combat result indicated "d," all non-artillery, attacking units are Demoralized. Disrupted attacking units are also Demoralized, while Demoralized attacking units are eliminated.

c. If the combat result indicated "D" *all* non-artillery attacking units are eliminated.

[12.2] EFFECTS OF NIGHT ON AIR AND NAVAL UNITS

[12.21] The only Air points that may ever be utilized at night are those represented by night-fighters (see Case 17.6).

[12.22] Naval units may not use their Naval Ground Support Strengths or Bombardment Strengths during night Game-Turns.

[13.0] SUPPLY

COMMENTARY:

The Operation Overlord summary sheet stated, "There is no port of any capacity within the sector. Maintenance, will, therefore, of necessity be largely over the beaches until it is possible to capture and open up the port of Cherbourg. In view of the possibilities of interruption by bad weather, it will be essential to provide early some form of improvised, sheltered waters."

GENERAL RULE:

Units must be in supply to use their full Combat Strengths and Movement allowances. If they are not in supply, they can be penalized in various ways with respect to Movement and Combat capabilities.

PROCEDURE:

Supply determination for *all* purposes is made by both Players during the Mutual Supply Determination Phase of each Player-Turn. A unit in supply at the beginning of a Player-Turn is in supply *at all times* during that Player-Turn, including during the Combat Phase. A unit that is unsupplied at the beginning of the Player-Turn is unsupplied for the entire Player-Turn, even if the unit moves back into supply during its Movement Phase. Units in supply may use their full Combat and Armor Strengths and Movement allowances. To be in supply, a unit must be able to trace a supply line to its proper HQ unit, which must in turn trace a supply line to a supply source. When a unit is unsupplied it may be in one of two states: *Isolated-1/2 or Out of Communications/Out of Supply* (markers are provided to indicate these conditions).

CASES:

[13.1] HOW TO DETERMINE SUPPLY

[13.11] A supply line is defined as a continuous line of hexes, none of which may be an all Sea, Enemy-occupied, or Enemy-controlled hex (unless that hex is occupied by a Friendly unit), traced from a combat unit to a headquarters unit or from a headquarters unit to a supply source.

[13.12] A unit is in supply if it meets *all* of the following requirements:

a. It is able to trace a supply line (see Case 13.11) to its correct divisional headquarters unit. Note that the German Player (only) may also trace supply to his proper Corps HQ unit.

b. This supply line must be 15 *hexes* (*not* Movement Points) in length or less. **Note:** This length may be shortened due to Allied Interdiction (see Air Power rules, Section 17.0).

c. The headquarters unit to which the supply line has been traced must, in turn, be able to trace a supply line to a supply source (see Case 13.13).

d. If the headquarters unit is Allied, it must be supported (see Case 13.5).

[13.13] Supply sources for Allied headquarters units are any sub-beach hexes comprising a Landing Beach which is in the Post-Invasion Stage. Supply sources for German headquarters units are any road hexes on the eastern, western, or southern map edges or any hex in the city of Cherbourg. *The supply line from the headquarters unit to the supply source may be of any length.*

[13.14] A unit is Out-of-Communication if *any* of the following apply:

a. It can trace a supply line to its correct headquarters unit (which in turn must be able to trace a supply line to a supply source), but this line is over 15 hexes in length.

b. It can trace a supply line *of any length* to its correct headquarters unit, but the headquarters unit is unable to trace a supply line to a supply source.

c. It cannot trace a supply line to its correct headquarters unit, but can trace a supply line 15 hexes in length or less to any other Friendly headquarters unit. This headquarters unit must in turn be able to trace a supply line to a supply source.

d. It is an Allied unit which fulfills (a), (b), and (c) of Case 13.12 but whose headquarters unit is Unsupported (see Case 13.5).

If a unit fulfills *any* of the above, that unit is Out-of-Communication, and has an Out-of-Communication marker placed on it (unless it fulfills a criterion for Isolation, see Case 13.15).

[13.15] A unit is Isolated if *any* of the following apply:

a. It is unable to trace a supply line to its correct headquarters unit, but is able to trace a supply line 15 hexes or less in length to any other Friendly headquarters unit which in turn is unable to trace a supply line to a supply source.

b. It is unable to trace a supply line to *any* Friendly headquarters units.

c. They are Allied units which fulfill (a) or (b) of Case *13.14*, but whose parent headquarters is Unsupported (see Case 13.5).



If a unit fulfills any of the above conditions, it is Isolated and an Isolation-1 marker is placed on top of it.

[13.16] Units Out-of-Communication become Out-of-Supply when:

a. At the conclusion of any Combat Phase, the units have engaged in combat (either offensively or defensively).

b. They are Class B units and have moved more than one hex in their Friendly Movement Phase.

Flip the Out-of-Communications markers to their Out-of-Supply sides at the conclusion of the Combat Phase, in the event of Case (a) or at the conclusion of the Movement Phase, in event of Case (b).

[13.17] Units in Isolation-1 enter a state of Isolation-2 when:

a. At the conclusion of any Combat Phase, the units have engaged in combat (either offensively or defensively).

b. They are Class B units and they have moved more than one hex in the Friendly Movement Phase.

Flip the Isolation-1 marker to its Isolation-2 side at the conclusion of the Combat Phase, in the event of Case (a) or at the conclusion of the Movement Phase, in the event of Case (b).

[13.18] Supply determination for *all* purposes is made by both Players during the Supply Determination Phase of each Player-Turn. A unit in supply at the beginning of a Player-Turn is in supply *at all times* during that Player-Turn, including during the Combat Phase. Unsupplied units (Out of Communication/Out of Supply or Isolated-1 /Isolated-2) remain in that state for the entire Player-Turn, even if that unit moves back into supply during its Movement Phase.

[13.19] Any unit that does not belong to a division (i.e., brigade or corps units) may trace supply to any Friendly HQ unit.

[13.2] EFFECTS OF BEING OUT OF COMMUNICATION AND OUT OF SUPPLY

[13.21] Any unit Out of Communication may use its full Combat and Armor Strengths, along with its full Movement Allowance without penalty.

[13.22] Any Out of Supply unit has its Combat and Armor Strengths *halved* (round fractions down, but never below one) when attacking only. If the unit is a Class B unit, its Movement Allowance is also halved. If the unit is Class A, it retains its full Movement Allowance.

[13.23] During a Mutual Supply Determination Phase, a unit which in the last Game-Turn was considered Out of Supply may not retain Out of Communications. It must be determined to be either:

a. In Supply (in which case the Out of Supply marker is removed).
b. Isolated (in which case an Isolation-1 marker is placed on the unit).
c. Out of Communication (in which case it retains its Out of Supply marker).

Example: An Allied unit is determined Out of Communication in the Mutual Supply Determination Phase of the Allied Player-Turn. During the Allied Combat Phase, it engages in combat, so the marker is flipped to its Out-of-Supply side. During the Mutual Supply Determination Phase of the German Player-Turn, this unit is neither Isolated nor in Supply. Therefore, it retains its Out-of-Supply marker as is.

[13.3] EFFECTS OF BEING ISOLATED

[13.31] Any unit in Isolation-1 has its Combat and Armor Strengths *halved* (round fractions down) when attacking only. If the unit is a Class B unit, its Movement Allowance is halved. If it is Class A, its full Movement Allowance is retained.

[13.32] Any unit in Isolation-2 has a Combat Strength and Armor Strength of *one* when attacking. When defending, a unit in such a state halves its Combat and Armor Strengths. Additionally, all units in this state *halve* their Movement Allowances. No unit in Isolation-2 may ever utilize Strategic Movement.

[13.33] During a Mutual Supply Determination Phase, any unit in Isolation-2 may never be determined to be in Isolation-1. It must either be determined to be:

a. In supply (in which case the Isolation marker is removed).
b. Out of Communications (in which case an Out-of-Supply marker is placed on the unit).
c. Continue to remain Isolated-2.

Example: An Allied unit is determined to be Isolated-1 in the Mutual Supply Determination Phase of the Allied Player-Turn. During the Allied Combat Phase, this unit engages in combat, so it is flipped to its Isolated-2 side. At the beginning of the Mutual Supply Determination Phase of the German Player-Turn, this unit is determined to be neither in Supply nor Out of Communications. Consequently, it retains its Isolated-2 marker as is.

[13.4] EFFECTS OF UNSUPPLIED STATUS ON ARTILLERY UNITS

[13.41] No artillery unit Out of Communications, Out of Supply, Isolated-1, or Isolated-2 during the Mutual Artillery Resupply Stage may ever have Out-of-Ammo markers removed during this Stage. Similarly, Depleted artillery units that are unsupplied may not be flipped over to their full-strength sides at this time (see Case 10.8).

[13.42] An artillery unit in Isolation-1 has its Barrage and FPF Strengths *halved*. An artillery unit in Isolation-2 may never use these Strengths at all. Moreover, an artillery unit in Isolation-2 defends at one-half strength when attacked (see Case 10.66).

[13.43] All rules described in Cases 13.2 and 13.3 still apply to artillery units.

[13.5] HOW TO DETERMINE SUPPORT

[13.51] Allied headquarters units may be either Supported or Unsupported. (**Note:** all Allied headquarters units are back-printed with a "U" for Unsupported.) Headquarters units are determined Supported or Unsupported during the Allied Mulberry Stage *(A.M. Game-Turns only)*. Headquarters units determined by the Allied Player to be Unsupported are flipped to their Unsupported side while those determined by the Allied Player to be Supported are placed with their Supported side showing.

[13.52] During the Allied Mulberry Stage *(A.M. Game-Turns only)* the Allied Player rolls one die. The Allied Player then consults the Game-Turn Record Track for the supply Modifier. This Supply Modifier may be either an addition to or subtraction from the die roll. (*Note:* the die roll may also be modified due to Storms, see Case 13.58.) After applying this modifier to the die roll, the Allied Player consults the Mulberry Table (13.9). The resulting number is the number of Supply points available to the Allied Player, who adjusts the Allied Supply Pool Track accordingly.

[13.53] Each Supply point represents the Allied capability to supply (Support) one entire division for an entire day (A.M., Mid-day, P.M., and Night Game-Turns). If there are more divisional headquarters units ashore than Supply points available, the Allied Player must designate certain headquarters units as Unsupported. Flip those headquarters units designated Unsupported to their Unsupported side.

[13.54] There may *never* be more Supported headquarters units than the number of Supply points available as indicated on the Allied Supply Pool Track.

Example: It is the A.M. Game-Turn, June 7 (Game-Turn Five), and the Allied Player has six divisional headquarters units on map: the 4th, 1st, 29th, 3rd, 3rd Canadian, and 50th. During the Allied Mulberry Stage, the Allied Player rolls the die on the Mulberry Table with the indicated modifier of +4. He rolls a 4. This is modified to a result of 8. The Mulberry Table indicates that the Allied Player has 4 Supply points available. He allocates these points among divisional headquarters as he chooses (he is not required to use all 4 points; however, points not used are permanently lost). He chooses to use all 4 supporting the 4th, 3rd, 3rd Canadian, and 50th Division's headquarters. These headquarters units are thus Supported and are placed with their Supported side showing. The 1st and 29th Divisions' headquarters units did not have Supply points allocated to them (due to an insufficient number of Supply points available) and are therefore Unsupported. Their headquarters units are flipped to their Unsupported sides.

[13.55] Once a headquarters unit is designated either Supported or Unsupported, it remains in that condition for the entire day (A.M., Mid-day, P.M., and Night Game-Turns).

[13.56] Supply points may *not* be accumulated from day to day. For example, if the Allied Player received 11 Supply Points but used 8 of them to Support headquarters units, he would lose the remaining three Supply points permanently. They would *not* be added to the number of Supply points available the next day.

[13.57] Support of headquarters units is determined anew each Allied Mulberry Stage. Whether a headquarters unit was Supported or Unsupported the previous day has no bearing on the determination of that headquarters unit's status for the new day.

[13.58] During Allied Mulberry Stages in which the weather is Storm, the Allied Player adds 4 to the die roll. *This is in addition to the Supply Modifier listed on the Game-Turn Record Track.*

[13.59] The matter of which headquarters units are to be Supported and which Unsupported is left entirely to the Allied Player's discretion.

[13.6] AUTOMATIC SUPPLY

[13.61] *All* units, both German and Allied, are automatically in Supply during the first day (Game-Turns 1, 2, 3, and 4).

[13.62] All Allied headquarters units are automatically Supported on the day they land. For example, if an Allied headquarters unit were to land during a Mid-day Game-Turn, it would be Supported for the remainder of that day (Mid-day, P.M., and Night Game-Turns). It would not be affected by Allied Supply point availability until the first A.M. Game-Turn following the Game-Turn in which it landed.

[13.63] All German Reinforcements are in Supply during the Game-Turn they enter the map.

[13.7] GERMAN SUPPLY LINES AND ALLIED AIR INTERDICTION

The length of supply lines for German combat units may be reduced from 15 hexes, depending upon the number of Air points the Allied Player has allocated to Air Interdiction (see Case 17.46).

[13.8] MULBERRY TABLE

(see map)

[14.0] IMPROVED POSITIONS AND ENTRENCHMENTS

GENERAL RULE:

During the Game, Allied or German combat units may enter Improved Positions or Entrenchments. Units in Improved Positions benefit from a shift on their Combat Results Table. Units in Entrenchments have their Combat Strength doubled. German static units may never build Improved Positions or Entrenchments.

CASES:

[14.1] IMPROVED POSITIONS

[14.11] Units in Improved Positions may shift the final odds on the CRT *one* column to the left on the same terrain line. For example, a 4-1 attack in bocage against a unit in Improved Positions would become a 3-1 on the bocage line. Shifts for Improved Positions are determined *after* all shifts for Regimental Integrity and Armor Superiority have been applied.

[14.12] Units *at least four hexes* from the nearest Enemy unit may attempt to enter Improved Positions.

[14.13] To enter Improved Positions, the following procedure must be employed: At the beginning of the Movement Phase (before Movement has taken place), the Phasing Player places Improved Positions markers on all units he wishes to place in Improved Positions that are at least four hexes from the nearest Enemy unit. These markers are placed with their Building symbol showing. *Units with Building markers on them may not move during the ensuing Tactical or Strategic Movement Segments.* Units with a Building symbol showing *are not* in Improved Positions — the marker must be flipped to reveal the completed Improved Positions symbol. This is performed as follows: At the beginning of the next Friendly Movement Phase after the Building marker is placed, the Phasing Player may flip all his Improved Positions markers from their Building side to their Completed side. This signifies that the unit is in Improved Postions and benefits as described in Case 14.11.

[14.14] If an Enemy unit comes within four hexes of a Friendly Unit building Improved Positions, the Building marker is immediately removed from play.

[14.15] No more than *one* Improved Position *or* Entrenchment may ever be built in a single hex.

[14.16] A unit entering a hex occupied by a Friendly unit in Improved Positions receives all the benefits of the Improved Position marker so long as it remains in that hex. Place all units in a hex in Improved Positions *under* a single Improved Position marker. (**Note:** The original "builder" of the Improved Position may leave that hex without removing the Improved Position marker, as long as another Friendly unit occupies that hex; see Case 14.35).

[14.2] ENTRENCHMENTS

[14.21] Entrenched units have their Combat Strengths doubled.

[14.22] To enter Entrenchments, a combat unit must be stacked with a Friendly engineer unit at the beginning of a Movement Phase. After that the procedure for entering Entrenchments is exactly the same as entering Improved Positions (see Case 14.1), except Entrenchment markers are used in place of Improved Positions markers. After the Entrenchments have been built, the engineer unit may leave the hex without removing the Entrenchment marker (the Entrenchment marker remains in the hex it was built in, see Case 14.35).

[14.23] A unit entering a hex occupied by a Friendly unit that is already Entrenched receives all benefits of the Entrenched marker so long as it remains in that hex. Place units in an Entrenched hex *under* a single Entrenchment marker..

[14.3] GENERAL EFFECTS OF IMPROVED POSITIONS AND ENTRENCHMENTS

[14.31] Artillery, headquarters, and German static units may never build Improved Positions or Entrenchments, nor do they ever receive any benefits of Improved Positions or Entrenchments.

[14.32] The total number of Enemy Barrage Strength points allocated to a hex occupied by Friendly units in Improved Positions or Entrenchments is *halved*, rounding fractions down. Halving of Barrage Strength points due to terrain and Improved Positions or Entrenchments is *not* cumulative. For example, a unit in a woods hex *and* Entrenched would only halve Enemy Barrage Strength points *once* during the Combat Phase. However, other halving of Barrage Points (e.g., due to supply or night) *is* cumulative with the terrain effects listed above (see Cases 10.71 and 10.72).

[14.33] Units in Improved Positions or Entrenchments are not obligated to attack adjacent Enemy units during their Friendly Combat Phase.

[14.34] Some Improved Positions and Entrenchments are printed on the map. These are permanent fortifications and are never destroyed or eliminated as a result of combat or due to being unoccupied.

[14.35] If, due to a combat result, *all* defending units that occupied a hex containing an Improved Positions or Entrenchment marker at the beginning of the Combat Phase are retreated out of that hex or eliminated, the Improved Positions or Entrenchment marker is removed from the map. Similarly, if a unit leaves an Improved Positions or Entrenchment marker during its Movement Phase — leaving it unoccupied — the marker is removed from play.

[14.4] NEGATION OF IMPROVED POSITIONS AND ENTRENCHMENTS

The use of a British "Flail" (F) tank unit in an Allied attack against German units in Improved Positions or Entrenchments completely negates the benefits of those Improved Positions or Entrenchments.

[15.0] BATTALION BREAK-DOWN AND BUILD-UP

GENERAL RULE:

Only those units listed on the Battalion Composition Chart may break-down into or build-up from company-size units during the game. Battalion break-down is subject to counter limitations. If there are not enough company-size counters for a particular type of battalion, that battalion may not break-down.

CASES:

[15.1] WHEN BATTALIONS MAY BREAK-DOWN AND BUILD-UP

[15.11] Battalions may break-down into companies or build-up from companies during the Battalion Break-down and Build-up Segment of the Friendly Movement Phase. If a battalion breaks down or builds up, those units (or unit) may not move during the Tactical or Strategic Segments of that Movement Phase.

[15.12] Battalions may never break-down in an Enemy Zone of Control, nor may a battalion be formed from component companies in an Enemy Zone of Control.

[15.13] Battalions may not break-down if there are not sufficient companies of the appropriate type available.

[15.14] If the component company units of a battalion would violate stacking restrictions (see Case 8.1), then all companies in excess of these restrictions may be placed in any non-Enemy-controlled adjacent hex. If this also proves impossible due to stacking restrictions, this battalion may not break down.

[15.15] A reduced battalion may never break down.

[15.16] Isolated units may never break down or build up.

[15.17] Only those unit-types listed on the Battalion Composition Charts may ever break down or build up. If a unit does not appear on these Charts, it may never break down or build up.

[15.2] HOW BATTALIONS BREAK-DOWN AND BUILD-UP

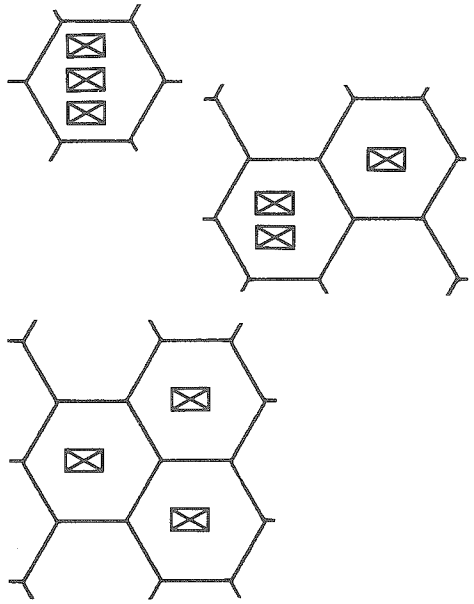
[15.21] When a battalion breaks-down, check the Battalion Composition Chart of the appropriate nationality for battalion type. Next to the battalion type there will be a display of several unit counters. These are the companies that form that battalion. The battalion counter to be broken-down is removed from the map and placed in the Friendly Battalion Holding Area. The companies composing that battalion are then placed on the hex originally occupied by that battalion; or, if this would violate stacking restrictions, in an adjacent hex which is not Enemy-controlled. If this would also violate stacking restrictions that battalion may not break-down (see Case 15.14).

[15.22] To build-up into a battalion-size unit, the companies must be of the appropriate type and number as shown on the Battalion Composition Chart for that battalion type.

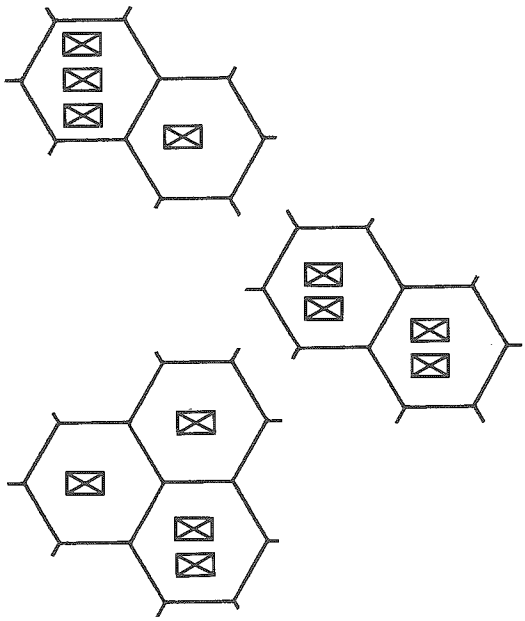
[15.23] Companies wishing to build-up to battalion level must either be stacked in the same hex or in mutually adjacent hexes.

Example:

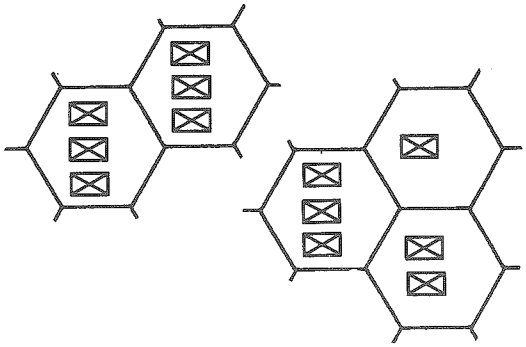
a. If three companies were building-up into a battalion-size unit they could be arranged in any one of the following manners:



b. If four companies were building-up into a battalion-size unit they could be arranged in any one of the following manners:



c. If six companies were building-up into a battalion-size unit they could be arranged in either of the following configurations:



[15.3] ALLIED PARACHUTE COMPANIES

[15.31] All Allied parachute units that are dropped onto the map on Game-Turn One (in applicable scenarios) are company size. Each parachute company bears an historical designation, which represents a critical factor in these units' ability to build-up to battalion size.

[15.32] Note that all parachute companies are front and back-printed with a strong and weak side, respectively. *These sides are not strength steps*. They are used to indicate the strength of the unit upon landing (see Case 22.43), a condition that will last for the remainder of the game.

[15.33] Allied parachute companies may only build-up to battalion size during the Allied Break-down and Build-up Segment if they are stacked with or mutually adjacent to all the component companies of that battalion, as indicated by their designations (see Case 15.23). When these battalions have been built-up, they are replaced with the battalion whose designation corresponds to the battalion-affiliation of those company units. **(Important Note:** Due to space limitations on the counters, U.S. parachute companies list only company *letter*, the battalion number is omitted. For this purpose, companies "a," "b," and "c" belong to the 1st battalion; "d," "e," and "f" to the 2nd battalion; and "g," "h," and "i" to the 3rd battalion.)

[15.34] If any Allied parachute company that wishes to build-up has landed in a reduced state (see Case 15.32), the battalion unit placed on the map as a result of this build-up is placed with its reduced side showing.

Example:

The Allied Player wishes to build up a/505/82, b/505/82, and c/505/82 into a battalion-size unit. These three companies are all stacked in the same hex, which is not Enemy-controlled. However, one of these companies has landed in a reduced state. The Allied Player takes 1/505/82 out of his Battalion Holding Area and places it, in a reduced state, in the hex formerly occupied by these company units.

[15.35] When a full-strength Allied parachute battalion breaks-down, its proper component companies must be placed in the hex in which the break-down is to take place. For example, if 1/505/82 were breaking down, a/505/82, b/505/82, and c/505/82 would be placed in the hex (strong sides showing).

[15.4] GERMAN STATIC UNITS

[15.41] All German Resistance Nests and Strong points are "static" units.

[15.42] During the Battalion Break-down and Build-up Segment of the German Movement Phase, any two static units within three hexes of each other and belonging to the same division may build-up to a company-size infantry unit. This infantry company would then be placed in either of the two hexes formerly occupied by the two units (or if they were both in the same hex the infantry unit would be placed in that hex).

[15.43] If there are no more company-size infantry units available, static units may not build-up.

[15.44] German batteries are not static units and may therefore never build-up.

[15.5] BACK-PRINTING OF COMPANY-SIZE UNITS

[15.51] *All company-size units in Atlantic Wall consist of one step of strength only*. However, note that every company-size unit's counter is back-printed. This back-printing does not represent a second step; it represents either another unit or an altered status of the original company.

[15.52] As far as back-printing is concerned, there are *three* types of company-size units in *Atlantic Wall*. These are summarized as follows:

a. Allied parachute companies, which are front and back-printed with a full-strength and reduced-strength side, respectively. These companies are determined to land in one of these two states on Game-Turn One. They remain in that state until the end of the game.

b. Allied assault companies, which are front and back-printed with a normal and pinned side, respectively. Assault companies are those which are used to land on sub-beach hexes in the Allied Invasion Stages. The pinned state may be inflicted as a result of German Small-Arms Fire or voluntarily by the Allied Player or due to drift (see Section 27.0). The pinned side is not a second step.

c. All German companies, and non-parachute and non-assault Allied companies. These are front and back-printed with two different *types* of companies. For example, German recon companies are back-printed with MkV tank companies. Of course, it is never permissible to flip over a company-size unit in order to reveal a different type of unit during the course of the game.

[15.53] After a Landing beach has reached its gap number (see Section 33.0), Allied assault companies are normal companies for all purposes. Their pinned sides are completely ignored. They may be chosen out of the game-tray as component companies for a battalion that is breaking-down.

[15.6] BATTALION HOLDING AREA

[15.61] Whenever any battalion breaks-down, the battalion counter is removed from the map and placed in the Friendly Battalion Holding Area.

[15.62] When building-up to a battalion-size unit, the owning Player takes a battalion from those available in the Friendly Battalion Holding Area. The choice of this battalion is subject to the following restrictions:

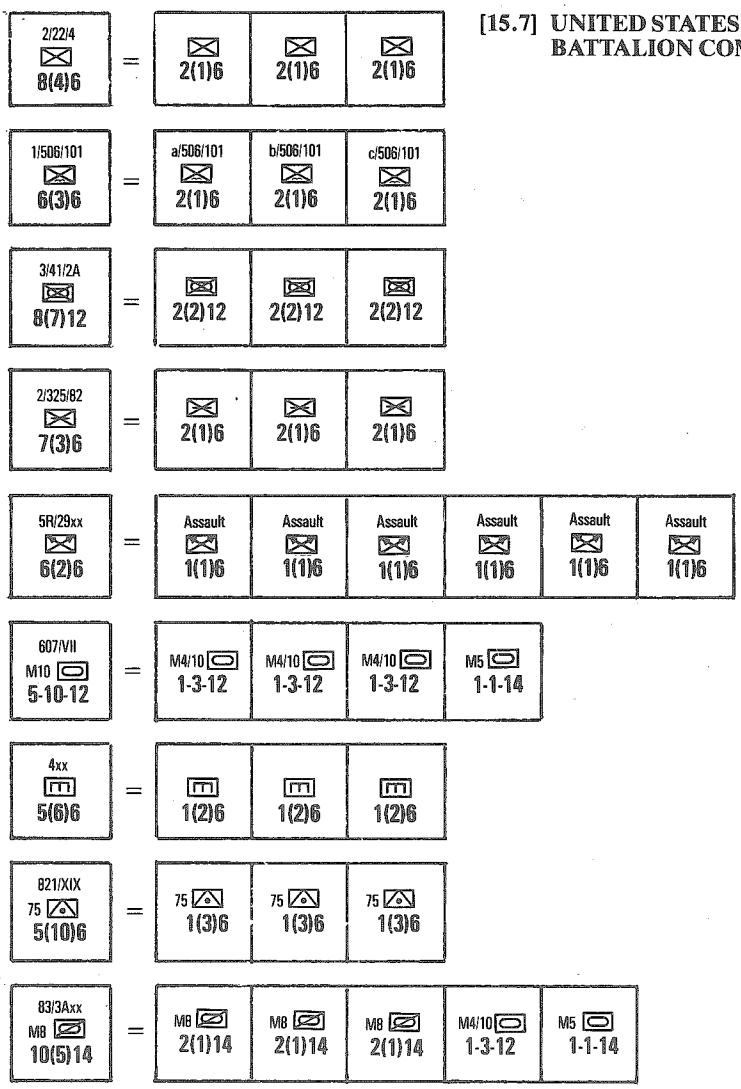
a. The battalion must be the same nationality as the companies which are building up.

b. The battalion must be the correct unit type as indicated on the Battalion Composition Chart.

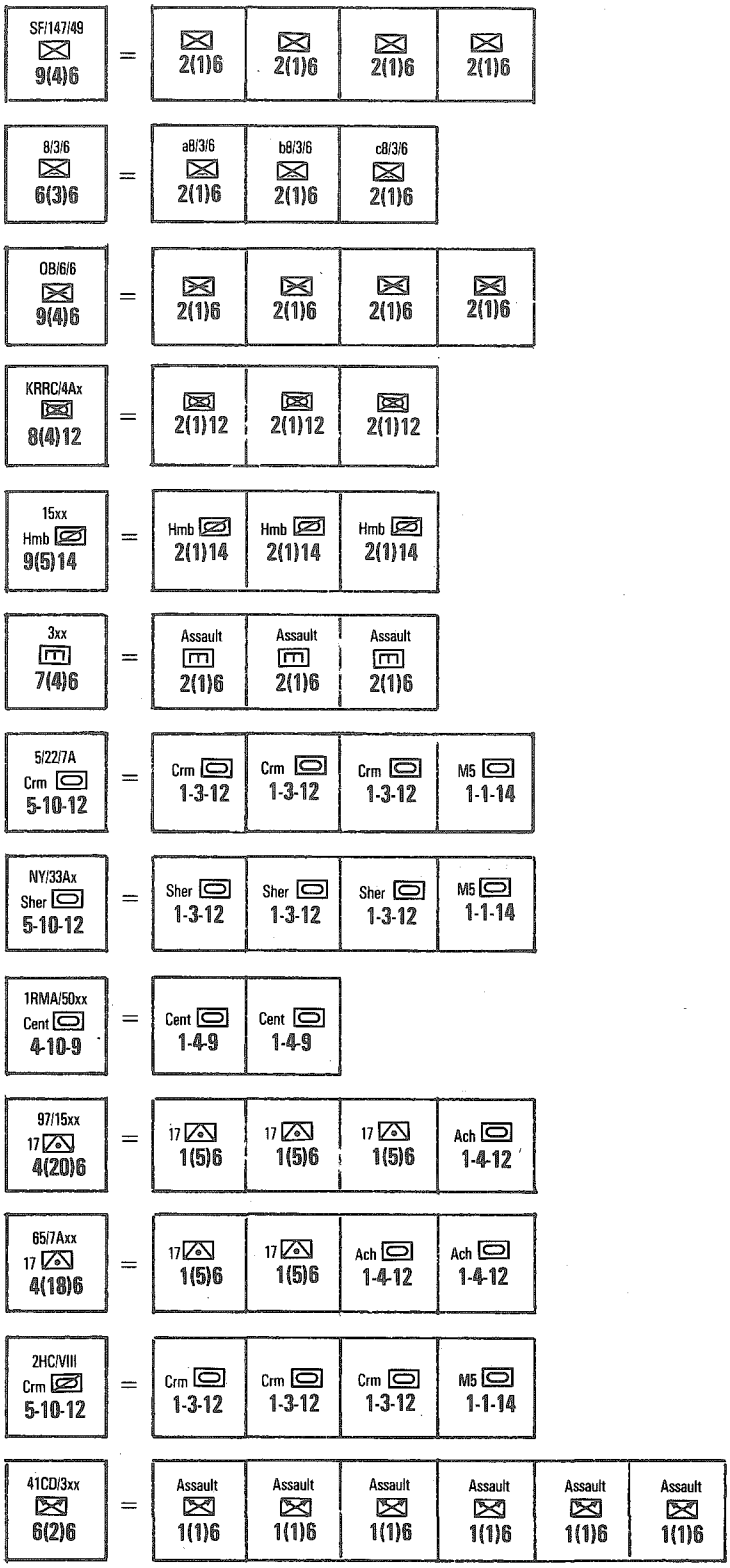
c. The battalion must bear the same divisional designation as the combat unit which is closest (counting hexes and regardless of any intervening Enemy units) to the companies which are building up.

d. If none of the battalions in the Battalion Holding Area bear the same divisional designation as the combat unit closest to the companies which are building up, then and only then, the Phasing Player may take any battalion from the Battalion Holding Area so long as it meets requirements (a) and (b). If none of the battalions in the Battalion Holding Area meet the above requirements, then those companies may not build-up.

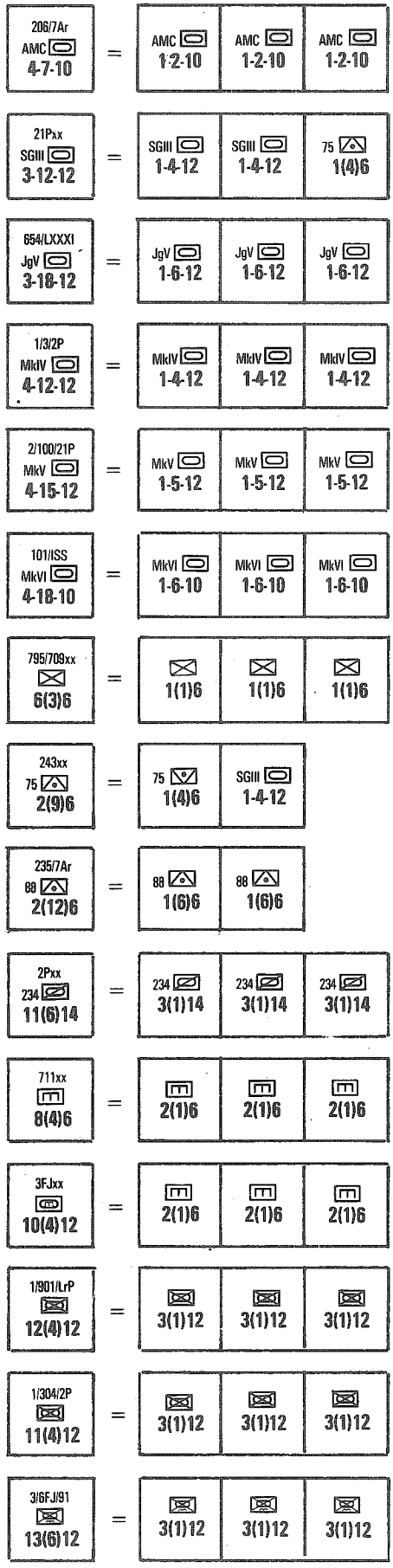
[15.7] UNITED STATES BATTALION COMPOSITION



[15.8] BRITISH (AND CANADIAN) BATTALION COMPOSITION



[15.9] GERMAN (INCLUDING SS) BATTALION COMPOSITION



[16.0] MORALE

GENERAL RULE:

A unit's Morale rating affects its ability to freely determine the retreat step-loss option due to an adverse combat result (see Case 9.77). This Section lists unit Morale ratings.

CASES:

[16.1] MORALE RATINGS FOR ALLIED UNITS

[16.11] Morale ratings listed apply to all units belonging to that type of division, unless specifically stated otherwise.

[16.12] Morale ratings for Allied units are as follows:

a. Morale rating of 5: U.S. 101st and 82nd Airborne Divisions; British 6th Airborne Division; British Guards Armored Division.
b. Morale rating of 4: U.S. infantry and armored divisions; British and Canadian infantry and armored divisions.
c. Morale rating of 3: U.S. corps units; British corps units.
d. Morale rating of 2: all companies.

[16.2] MORALE RATINGS FOR GERMAN UNITS

[16.21] Morale ratings listed apply to all units belonging to that type of division, unless specifically stated otherwise.

[16.22] Morale ratings for German units are as follows:

a. Morale rating of 5: Panzer divisions, SS divisions; Parachute (FJ) divisions.
b. Morale rating of 4: 77th, 91st, 275th, 352nd, and 353rd divisions
c. Morale rating of 3: all remaining divisions; corps and army units.
d. Morale rating of 2: *Ost* battalions (all 6-3's regardless of division); all companies.

[17.0] AIR POWER

GENERAL RULE:

Each Player is provided with an Air Force comprising the actual air units that fought in the Normandy campaign from June 6 to July 1, 1944. Each air unit represents from 20 to 60 aircraft of a specific type (as indicated on the counter). Some air units are "night-fighters" and can operate *only* during Night Game-Turns. Each air unit is rated quantitatively for three specific functions: Ground Support (and Interdiction) and Air Superiority. At the beginning of each A.M. Game-Turn (and at the beginning of each Night Game-Turn for "night-fighter" air units), both Players must allocate any or all their available air units to specific *functions* for game purposes. Once allocated in the A.M. Game-Turn, an air unit must maintain that specific function for the remainder of the day (the Mid-day and P.M. Game-Turns). The Allied Player may allocate his air units to any of the following three functions: Ground Support, Interdiction, or Air Superiority. The German Player may allocate his air units to any of the following two functions: Ground Support or Air Superiority. Each of these functions possesses its own Display (see separate sheet) on which the Players will "deploy" their air units at the proper time (see Sequence of Play, Section 5.0).

CASES:

[17.1] HOW AIR UNITS ARE ALLOCATED TO MISSIONS

[17.11] During the Mutual Air Allocation Stage of A.M. Game-Turns, both Players assign their non-night-fighter air units to missions. This is performed by simply picking up all air units that are to be assigned a mission and placing them on the desired Track (see map).

[17.12] All air unit allocation is performed *secretly*. Neither Player may observe the opposing Player's deployment of air units until both Players have announced that their allocation is completed at the end of the Mutual Air Allocation Stage.

[17.13] A Player is never required to commit air units to missions during the Mutual Air Allocation Stage. He may allocate none, some, or all of his available air units in any way he desires during this Stage. See Availability of Air Units, Case 17.8, for full explanation of how many air units each Player receives in a particular scenario.

[17.14] An air unit may be committed to only one mission per day. It is not permissible for an air unit to be assigned more than one mission in a given Mutual Air Allocation Stage. It must be assigned to a specific function in this Stage, to which it will be committed for the remainder of the day (A.M., Mid-day, and P.M. Game-Turns).

[17.15] The number of air units that each Player may allocate to missions is affected by the weather. If the weather is *clear*, the Players may allocate all available air units in the appropriate Stage. If the weather is *light overcast*, the Players may allocate one-half (fractions rounded down) of all their available air units. The choice of which air units to allocate and which to keep aside is left completely to the owning Player. If the weather is *heavy overcast* or *storm*, no air units may be allocated to missions by either Player for the remainder of the day.

[17.2] AIR UNITS AND AIR TRACKS

[17.21] Each Player is provided with a certain number of air units for use in the game. Each air unit is given an historical designation (which has no bearing on the play of the game), an aircraft type (also with no effect), and a set of two ratings. The first strength is the Ground Support-Interdiction Strength. The second number is the Air Superiority Strength. These strengths are quantifications of the air unit's capability in terms of the missions to which it may be assigned. For example, if an air unit is assigned to Ground Support, it would use its Ground Support-Interdiction Strength and ignore its Air Superiority Strength (and vice-versa). Also note that each air unit possesses a "reduced" side, with lower strengths in both of the above ratings.

[17.22] There are various Air Mission Tracks which are involved in the play of *Atlantic Wall* (see separate sheet). Each Track corresponds with one of the three missions for which each air unit is rated: Ground Support, Interdiction, and Air Superiority.

[17.23] The Allied Player may allocate his air units to three types of missions, subject to all restrictions of Case 17.1. The three types of missions are Ground Support, Interdiction, and Air Superiority.

[17.24] The German Player may allocate his air units to *two* types of missions — Ground Support and Air Superiority — subject to all restrictions of Case 17.1.

[17.3] GROUND SUPPORT

Ground Support missions represent called-down air strikes against Enemy troops in support (either offensively or defensively) of Friendly forces.

[17.31] Both Players may allocate any or all of their air units to Ground Support Missions during the Mutual Air Allocation Stage. When a Player wishes to allocate an air unit to Ground Support, he simply places the unit in the appropriate (Allied or German) box of the Ground Support Air Mission Track. The unit is placed in the area of this Track labeled "Air Units Available for Ground Support." After it has been used, it will be shifted to a different box; see Case 17.35.

[17.32] Air units allocated to Ground Support may be used during any Combat Phase as if they were artillery, except they are not limited by range — they may be used anywhere on the map. They may perform Combined attacks as described in Case 10.2. They may perform Barrage attacks as described in Case 10.3, as long as any Friendly unit is adjacent to the Enemy unit that will be the subject of this attack. During the Enemy Combat Phase, they may perform Final Protective Fire (see Case 10.4), but their Ground Support strength is *halved* (fractions rounded down) when utilized in such a function.

[17.33] The Ground Support Strength of an air unit must be used as an intact whole number. This Strength may not be broken down and used in separate attacks.

[17.34] If a Player wishes to use some of his air units for Combined or Barrage attacks, he simply removes the desired units from the Ground Support Mission Track and places them *on top of* the Enemy units that are to be the subject of the attacks. Similarly, if a Player wishes to use his air units for FPF, he removes them from the Ground Support box and places them *on top of* the Friendly units that are to be supported. *However, no more than a maximum of two Friendly air units may ever be placed in a single hex during the Enemy or Friendly Combat Phase.* Air units are never subject to the normal stacking restrictions described in Section 8.0.

[17.35] At the end of any Combat Phase in which an air unit has been placed on the map as described in Case 17.34, it must be removed from the map by the owning Player and placed in the Ground Support Air Mission Track box labeled "Air Units Used." The air unit is considered to have executed its mission for the day and is unavailable for further missions until the next day. It may never be removed from this box until the next Mutual Air Allocation Stage (usually A.M. Game-Turns, but Night Game-Turns for night-fighters; see Case 17.6). During the next applicable Mutual Air Allocation Stage it may be re-assigned to any permissible mission.

[17.36] Ground Support Strengths are subject to the same terrain restrictions that apply to artillery fire. That is, when participating in a Barrage or Combined attack against a woods, bocage, town, village, Improved Positions, or Entrenchment hex, an air unit's Ground Support Strength is halved (round fractions down).

[17.37] Ground Support missions are prohibited during Night Game-Turns, unless an air unit is a night-fighter. See Case 17.6 for full explanation of these air units.

[17.38] Air units are never subject to any nationality or unit integrity restrictions. Any Friendly air unit may use its Ground Support Strength in support of any Friendly ground unit, even if that ground unit is of a different nationality.

[17.4] INTERDICTION (Allied Player Only)

Interdiction missions represent air strikes against Enemy rear-area installations, including Enemy troops travelling to the battlefield from distant points.

[17.41] The Allied Player (only) may allocate any or all of his air units to Interdiction missions during the Mutual Air Allocation Stage. Note that an air unit's Interdiction Strength is identical to the unit's Ground Support Strength. When the Allied Player is allocating units to Interdiction, he simply places all desired units in the box labeled "Allied Air Units Available for Interdiction" (see Map sheet D). Then, he *totals* these units' Interdiction Strengths and indicates this total strength on the adjoining Track with the appropriate chits.

[17.42] The total achieved by the Allied Player in Case 17.41 has a profound effect on three German functions in *Atlantic Wall*: Strategic Movement, Off-Map Movement, and Supply Line length (see Cases 17.44, 17.45, and 17.46, respectively).

[17.43] Note that air units allocated to Interdiction are never removed from the Interdiction box until the next appropriate Mutual Air Allocation Stage. They are never physically placed on the map, nor are they ever "used up" as Ground Support Air units are (see Case 17.35).

[17.44] The total strength of Allied air units committed to Interdiction affects each German ground unit's ability to move by Strategic Movement (see Case 6.4). This effect is expressed in Movement Points *subtracted* from the ground unit's Strategic Movement Point total. Refer to "Effect of Allied Air Interdiction," Case 17.48 for full explanation of these Movement Point reductions. Note that Interdiction affects Class A units differently from Class B units in terms of Strategic Movement.

Example:

164 Allied Interdiction Strength Points are allocated to Interdiction on the A.M. Game-Turn of June 9. A German tank unit (Class B) with a Movement Allowance of 12 is moving using Strategic Movement during the German Player's Movement Phase. Normally, this unit would have a Strategic Movement Allowance of 24 (12 doubled), but the German Player refers to *Effects of Allied Air Interdiction* and sees that his Movement Allowance must be reduced by 6. Therefore, he could only move 18 Movement Points strategically.

[17.45] The total strength of Allied air units committed to Interdiction affects the Off-Map Movement of German units attempting to enter the map as reinforcements (see Case 19.2). Each set of German units that enters the map as reinforcements is given an Off-Map Movement rating (a number). During the Strategic Movement Segment of the German Movement Phase, the German Player must roll the die for all units that are scheduled to enter the map on that particular Game-Turn in order to determine if that *entire* set of German units (not individual units) has entered the map successfully. If the German Player rolls a number equal to or less than those units' Off-Map Movement rating, the units may all enter the map during that Strategic Movement Segment. However, the total Allied Interdiction Strength for a particular day may modify this German die roll. Again, refer to "Effects of Allied Air Interdiction" (Case 17.48) for full explanation of these modifiers.

Example:

164 Allied Interdiction Strength points are allocated to Interdiction on the A.M. Game-Turn, June 9. The German Player sees that he is to receive all units of 77th Infantry Division on this Game-Turn, with an Off-Map Movement rating of *5*. However, the German Player sees that 164 Strength Points yields a modifier to the German die roll of +4. The German Player rolls a 1. Four added to this number yields 5. This is equal to or less than the Off-Map Movement rating, so all units of the 77th Infantry Division may enter the map at this time.

Note: If the German Player does not successfully bring on a set of reinforcements, he continues to roll for that set each successive German Strategic Movement Segment (including during Night Game-Turns) until he rolls successfully.

[17.46] The total strength of Allied air units committed to Interdiction affects the length of German supply lines as traced during the Mutual Supply Determination Stages of both Player-Turns. The standard supply line length from combat unit to proper headquarters is 15 hexes (see Case 13.13). However, the total Allied Interdiction Strength for a particular day may reduce this length. Refer to "Effects of Allied Air Interdiction" (Case 17.48) for full explanation of these reductions.

Example:

164 Allied Interdiction Points are allocated to Interdiction on the A.M. Game-Turn, June 9. As a result, throughout the A.M., Mid-day, and P.M. Game-Turns, *all* German units tracing supply have their supply length reduced by 5 hexes. So the supply line length would be 10 hexes.

[17.47] The total Allied Interdiction Strength as determined in Case 17.41 lasts until the next Mutual Air Allocation Stage. This total is not reduced for any reason for the duration of its effect (exception: see Case 17.56). For example, if 164 Allied Interdiction Points were allocated on the A.M. Game-Turn, June 9, all effects of these 164 Points would be in effect throughout the A.M., Mid-day, and P.M. Game-Turns of June 9.

[17.48] Effects of Allied Air Interdiction (see map)

[17.5] AIR SUPERIORITY

Air Superiority missions represent air patrols meant to protect offensive air missions from Enemy fighters. Additionally, they represent the ability to "bounce" Enemy offensive air missions.

[17.51] Both Players may allocate any or all of their available air units to Air Superiority missions during the Mutual Air Allocation Stage. Note that an air unit possesses a specific Air Superiority Strength. Air Superiority allocation is performed in a fashion similar to Interdiction. That is, the allocating Player simply places all desired air units in the box labeled "Air Units Available for Air Superiority" (see Map sheet D) and *totals* the Air Superiority Strengths of all these units. He arranges the appropriate markers on the adjoining Track to indicate this total.

[17.52] Note that air units allocated to Air Superiority are never removed from this box until the next Mutual Air Allocation Stage. They are never physically placed on the map, nor are they "used up" as Ground Support units are.

[17.53] As soon as both Players have finished assigning their air units to missions during a Mutual Air Allocation Stage, they *immediately* compare their respective Air Superiority Strength totals. This comparison will affect the ability of some air units to perform their missions (see Case 17.55).

[17.54] All air units possess a full-strength and a reduced-strength side — their front and reverse sides, respectively. The only way in which an air unit can be reduced (or eliminated) is through Air Superiority comparison described in Case 17.53 (also see Case 17.55). If this procedure calls for a full-strength air unit to be reduced, flip it to its reduced side. If it calls for an already-reduced air unit to be reduced, the unit is *eliminated*.

[17.55] The Player with *more* Air Superiority Strength points (as determined in Case 17.53) determines exactly how many more Points he possesses. *For every 8 points more (or fraction thereof) that this Player has, he may reduce Enemy air units allocated to Air Superiority, Interdiction (Allied units only), and Ground Support by one step for the remainder of the game.* This procedure must adhere to the following pattern:

a. The first two Enemy air units to be reduced must be taken from the Air Superiority box, if possible.
b. The third Enemy air unit to be reduced (if necessary) must be taken from the Interdiction box, if possible (only, of course, if the units are Allied), otherwise it is taken from the Ground Support box.
c. The fourth Enemy air unit to be reduced (if necessary) must be taken from the Ground Support box (not a "used" unit), if possible.
d. If more than four Enemy air units must be reduced, proceed again to Step (a).

Example:

The Allied Player has allocated 35 points to Air Superiority while the German has allocated only 10. The Allied Player has 25 more points than the German. Therefore, he may reduce four German air units. He reduces two in Air Superiority, then one in Ground Suport, and then one more in Air Superiority.

[17.56] Immediately adjust all Air Track markers due to unit reduction. These new totals are considered in operation until the next Mutual Air Allocation Stage.

[17.57] The Air Superiority Strength Point comparison as described in Case 17.53 is only performed in Game-Turns in which there is a Mutual Air Allocation Stage. It would never be performed in a Mid-day or P.M. Game-Turn.



[17.6] NIGHT-FIGHTERS

[17.61] All air units are normal or "day" fighter units unless they are specifically designated to be "night-fighter" ("n") units on the counters. During the A.M. Game-Turn Mutual Air Allocation Stage, only normal air units may be allocated to air missions. Night-fighters may never be assigned at this time. Similarly, during the Mutual Air Allocation Stage of Night Game-Turns, only night-fighter air units may be allocated to air missions. Normal air units may never be assigned at this time.

[17.62] All normal air rules apply during Night Game-Turns, as described in Cases 17.3, 17.4, and 17.5. There is no modification to a night-fighter's strengths simply because it is a Night Game-Turn (although terrain still affects Ground Support missions).

[17.63] All night-fighter strengths can only be used during Night Game-Turns.

[17.7] AIR POWER AND WEATHER

The number of air units that may be assigned to missions is completely dependent on the state of the weather, as determined in the Weather Determination Stage of A.M. Game-Turns. See Case 17.16 for a full explanation of these effects. Weather affects allocation during both the A.M. and the Night Mutual Air Allocation Stages.

[17.8] AIR UNIT AVAILABILITY

For the Campaign Game, all air units in *Atlantic Wall* are available for use. However, specific scenarios will restrict the number of air units

available to each Player. See the individual scenarios for full details of air unit availability.

[17.9] AIR BOMBARDMENT (Game-Turn One Only)

[17.91] On Game-Turn One, the Allied Player is permitted to attack German resistance nest and battery units with 18 abstract Bombardment points during the Air Bombardment Phase of the Allied Invasion Stage. No counters are provided for these "missions;" they must simply be kept track of in the Allied Player's head. (Note that 18 Strength points are used in the Campaign Game only; individual scenarios may provide less than 18 points.)

[17.92] A maximum of one Bombardment point may be directed against *each hex*, no matter how many Resistance Nests or Batteries there may be in that hex.

[17.93] Bombardment Points may never be directed at a hex occupied solely by German Strongpoints or normal combat units.

[17.94] The Allied Player must roll a single die for each hex that he is attacking with his Bombardment points. A die roll of *one* indicates that *all* the Resistance Nests or Batteries in that hex are Pinned (flipped over). Any other die roll indicates that the attack has no effect.

[17.95] The Allied Player may freely choose which hexes he wishes to attack, subject to the restriction of Cases 17.92 and 17.93.

[17.96] The use of Air Bombardment points in no way affects the allocation of any air points on Game-Turn One.

Designer's Note: The Allied air attack on the morning of D-Day was, to all intents and purposes, worthless. Primarily, the weather was not good for high-level bombing. Perhaps more detrimental was the fact that the Allied high command was troubled by the prospect of smashing the tightly-packed armada of ships lying close off-shore Normandy. As a result, most bombs for this tremendous air fleet of heavy bombers (see order of battle) fell over a mile south of the beaches.

[18.0] NAVAL POWER

COMMENTARY:

"The fire curtain provided by the guns of the Navy so far proved to be one of the best trump cards of the Anglo-U.S. invasion Armies. It may be that the part played by the fleet was more decisive than the Air Forces because its fire was better aimed and unlike the bomber formations it had not to confine itself to short bursts of fire. Fire power of warships must not be underestimated." The preceding was a warning issued to German ground troops in the week following D-Day.

GENERAL RULE:

Only the Allied Player is provided with naval units. Each naval unit represents an individual vessel: Rocket LCT's, destroyers, light and heavy cruisers, battleships, and monitors. Naval units may perform various functions in *Atlantic Wall*. They may bombard German beach defenses, they may support Friendly ground units in combat, and they may move to adjoining maps or to "England." Each naval unit is given two quantitative ratings: one for bombardment and the other for ground support.

CASES:

[18.1] NAVAL UNITS

[18.11] Each naval unit is classified by name (which has no bearing on play) and ship type. The *types* of ships involved in *Atlantic Wall* are destroyers, cruisers (both heavy and light), battleships, monitors, and rocket LCT's.

[18.12] Each naval unit counter possess *two* strengths: Bombardment and Ground Support. The Bombardment Strength is used only when the target is a German resistance nest, strongpoint, or battery (see Case 18.4). The Ground Support strength is used in a manner similar to an artillery unit's Barrage strength in support of a Friendly unit's attack. (Note, however, that a naval unit's Ground Support strength may never be used unless all Landing Beaches on the map occupied by the firing naval unit have reached their Gap Numbers, see Sections 30.0 and 32.0.)

[18.13] Each naval unit possesses two steps of strength: its full-strength (stronger) side, and its reduced (weaker) side. All naval units begin every scenario on their full-strength sides and continue to operate on this side until they have been damaged. Damage can occur to Allied naval units solely through the firing of German batteries (see Case 18.4).

[18.14] Note that naval units have no Movement Allowance. They never move hex-by-hex on the map. Rather, they move from map-to-map (or, more specifically, from Naval Display to Naval Display). See Case 18.2 for full explanation of naval movement.

[18.15] Naval units may not use their Ground Support or Bombardment Strengths during night Game-Turns.

[18.2] NAVAL MOVEMENT

[18.21] Naval units have no Movement allowance. They never move hex-by-hex on the map. Instead, each map's Naval Display regulates the movement of all naval units.

[18.22] Each map of *Atlantic Wall* (except Map A) possesses a Naval Display on which all naval units must be placed in the course of play. In addition, there is a separate Naval Display representing England (see separate sheet). Each Naval Display is simply a long box, sub-divided into three smaller sub-boxes. Each Naval Display also possesses a number which indicates the maximum number of naval units that may ever be positioned on it at any one time. The numbers in each of the sub-boxes of a Naval Display regulate the movement of naval units.

[18.23] Each naval unit is permitted to remain on Map B's, C's, D's, or E's Naval Display for three or fewer *days* (*not* Game-Turns), after which it must return to England for replenishment. When first placed on a Naval Display (or when returning to a Display from England — see Case 18.27), all naval units are always placed on sub-box Number 1. This sub-box represents the unit's first day of steaming. During the Allied Naval Movement Stage (of P.M. Game-Turns only), all naval units occupying sub-box Number 1 on any Naval Display (including "England") must be moved to a sub-box Number 2, representing the beginning of the ship's second day of steaming. (Note that this shift from box 1 to 2 does not necessarily have to be on the *same* Naval Display; the naval unit may wish to move to any adjacent Naval Display or to England; see Case 18.24.) Similarly, all ships occupying boxes Number 2 at the beginning of the Allied Naval Movement Stage must be moved to a sub-box Number 3, representing its third day of steaming. Finally, if a naval unit occupies a box Number 3 at the beginning of the Naval Movement Stage, it must be moved to England (see Case 18.27).

[18.24] During the Allied Naval Movement Stage, a naval unit must be advanced one number on its Naval Display as described in Case 18.23. However, each naval unit is also permitted a "free" move to any Naval Display on a map adjacent to the map occupied at the beginning of the Naval Movement Stage.

Example:

The U.S. ship *Corry* occupies sub-box 2 of Map C's Naval Display at the beginning of the Naval Movement Stage. The Allied Player may move *Corry* to sub-box 3 of the following maps during this Stage: Map B, Map C, or Map D. (Also note that he may move *Corry* to sub-box 3 of the England Naval Display; see Case 18.26a).

[18.25] *No ship may be moved from the sub-box it occupies except during the Allied Naval Movement Stage. Note that this Stage occurs only during P.M. Game-Turns* (see Sequence of Play, Section 5.0).

[18.26] If a naval unit occupies a sub-box Number 3 on any map's Naval Display at the beginning of a Naval Movement Stage, it must be moved to the sub-box Number 1 on the England Naval Display during this Stage. Note that the Allied Player may choose to move any of his ships to England at any time, even if they do not occupy a sub-box Number 3. This must be performed as follows:

a. If the ship occupies a sub-box Number 1 at the beginning of this Stage, it must move to sub-box 3 in England.

b. If the ship occupies a sub-box Number 2 at the beginning of this Stage, it must move to sub-box 2 in England.

[18.27] A naval unit which occupies any sub-box of the England Naval Display may never leave this Display unless it begins a Naval Movement Segment in the sub-box Number 3. If this is the case, the Allied Player may move this vessel to *any* Naval Display's sub-box 1.

Example:

The U.S. ship *Corry* occupies sub-box 3 on the England Naval Display during the Allied Naval Movement Stage. During this Stage, the Allied Player may move *Corry* to sub-box 1 of the Map B, C, D, or E Naval Display.

Note: There is no Naval Display on Map A. This is because these waters were not at all suitable for close-in action by ships of the Allied navies.

[18.3] NAVAL GROUND SUPPORT

[18.31] Naval units may use their Ground Support Strengths on any daylight Game-Turn as if they were artillery, *but only if all Landing Beaches on the map they occupy have reached their Gap Numbers* (see Sections 31.0 and 33.0). (Note that in all scenarios which begin after June 6, all Landing Beaches are considered to have reached these numbers.)

[18.32] Naval units may perform Barrage or Combined attacks as described in Cases 10.2 and 10.3 as long as any Friendly unit is adjacent to the German unit that is the target of this attack. Naval units may perform FPF during the Enemy Combat Phase in support of Friendly ground units, except that their Ground Support Strength is *halved* (round fractions down).

[18.33] Naval units are subject to range limitations when firing in the Ground Support role. Each class of ship has a Range Line printed on the map. No ship may ever fire south (or west, on Map B) of their class Range Line.

[18.34] No ship may ever use its Ground Support Strength against a target unit occupying a hex on a map different from that naval unit. For example, if a U.S. destroyer is in sub-box 1 of Map B's Naval Display, it may not fire at any target other than on Map B. No ship may ever use its Ground Support Strength from the England Naval Display.

[18.35] A maximum of *two* naval units may use their Ground Support Strengths against a single target hex in a Combat Phase.

[18.36] Naval Ground Support points are subject to all terrain modifications as artillery Barrage strengths. That is, they are *halved* (fractions rounded down) when firing into bocage, woods, town, village, Improved Positions, and Entrenchment hexes.

[18.37] Naval Ground Support points may never be used during Night Game-Turns.

[18.4] NAVAL BOMBARDMENT AND GERMAN ANTI-SHIP FIRE

Naval Bombardment represents fire against German static defenses along the Normandy coast (as reported by Allied Intelligence in the weeks prior to D-Day). As such, it was usually not "called-down" fire, but bombardment against positions where the Allies *thought* the Germans were in strength.

[18.41] Naval units may only use their Bombardment Strength against German "static" units (Strongpoints, Resistance Nests, and Batteries; exception: see Case 18.48). As with Ground Support, naval units may use their Bombardment Strength only against German targets that occupy the same *map* as the ships. In addition, Bombardment may be performed only by ships that occupy a map with at least one Landing Beach that has not yet reached its Gap Number (see Sections 30.0 and 32.0). Note that this means that Bombardment will never be used by naval units in any scenario that begins after June 6.

[18.42] Each and every time an Allied naval unit uses its Bombardment Strength, it must plan this fire by placing numbered chits (each of which represents a Fire Mission of a certain number of Bombardment Points) on German static units. This takes place during the Naval Bombardment Fire Plan Segment of each Allied Sea Landing Phase. This is performed as follows: Subject to the restrictions described in Case 18.41, the Allied Player must place a numbered chit on top of each German static unit he wishes to bombard. Each chit represents one Fire Mission of the number of Bombardment points indicated on the chit (note that this chit is placed immediately on top of the German unit that is to be bombarded, since bombardment affects only *individual* units, *not stacks*). A Fire Mission is defined as the number of Bombardment points that the Allied Player is committed to firing (from one or more ships) at that German unit. *An individual Fire Mission may never exceed three Bombardment Strength points*, although more than one Fire Mission may be placed on an individual target unit. (Players should note that a naval unit's Bombardment Strength may *never* be split up among different Fire Missions.) Fire Missions may only comprise Bombardment points from the same "class" of ships. (Note that there are three classes of ships in *Atlantic Wall*: destroyers, cruisers (heavy and light), and battleships — including monitors.)

Example:

On one map, the Germans have a resistance nest and a strongpoint stacked in the same hex. In this map's Naval Display, the Allied Player possesses 6 DD's (each with a Bombardment strength of one), 3 CA's (strength of two), and 2 BB's (strength of three). The Allied Player places his Fire Mission chits as follows: Three DD's will fire at each static unit, so a "3" chit is placed on top of both German units. Two CA's will fire at the resistance nest and one CA at the strongpoint, so two "2" chits are placed atop the resistance nest, and one "2" chit atop the strongpoint. Both BB's will fire at the strongpoint, so two "3" chits are placed on this unit.

Note: It should be clear that the total number of Bombardment points available among all the ships on an individual map's Naval Display must equal the added total of all the numbers on the Fire Mission chits. It is not mandatory for the Allied Player to state precisely what ship(s) will bombard a target; it is simply compulsary for him to eventually bombard that target with that number of Bombardment points during the Sea Landing Phase.

[18.43] Following the Bombardment Fire Plan Segment, the Allied Player must resolve Bombardment Attacks against all German battery units to which he committed himself to fire at as described in Case 18.42. Each Fire Mission is resolved *individually*. (Note, however, that it is possible to have more than one Fire Mission directed against an individual battery.) The Allied Player rolls the die and checks to see if there are any modifiers (see Case 18.46) and compares this number with the number that appears on the Fire Mission chit. If the die result is greater than the chit number, the attack is unsuccessful and nothing further is done. If the die roll is *equal to* or *one less than* the chit number, the battery is immediately "pinned" (flipped over). If the die roll is *two* less than the chit number, the battery is eliminated (removed from the map). A unit that is pinned and pinned again suffers no additional penalty. After each Fire Mission is resolved, it is removed from the map.

[18.44] Following the Allied Anti-Battery Segment, the German Player may fire at Allied naval units (or combat units on the Invasion Display). This takes place during the German Anti-ship Fire Segment. Only *unpinned* German batteries may fire, and only at targets which occupy the same map as the firing battery. Each battery fires individually, at individual targets. A "target" is defined as any Allied naval unit *or* a single sub-beach box on an Invasion Display containing Allied units that will land during the subsequent Invasion Stage, (see Section 27.0). Note that each German battery is given a Bombardment Strength, which is *only* used when firing at targets as defined in this Case. When firing, the German Player rolls the die and compares this number to the attacking battery's Bombardment strength. If the die roll is more than this strength, the fire is unsuccessful and nothing further is done. If the die roll is *equal* to or *one less than* this strength, the fire is successful. If the target was a naval unit, it is considered damaged (flipped over to its weaker side); if the target was a sub-beach box on an Invasion Display, then one Allied combat unit in that target box (German Player's choice) is eliminated from play. If the die roll is *two less* than the battery's Bombardment strength, the fire is again successful (but with more damaging results): If the target was a naval unit, it is considered sunk (eliminated); if the target was a sub-beach box on an Invasion Display, then *two* Allied Combat units in that target box (German Player's choice) are eliminated from play. (Players should note that Fire Mission chits already allocated to targets on the map are *not* removed due to damage or sinking of Allied ships.)

Example:

The German Player has one battery on Map C with a Bombardment strength of 3. The Allied Player has one battleship in Map C's Naval Display and one infantry assault company in each of Omaha Beach's sub-beach boxes. The German Player chooses to ignore the battleship and fire on the combat troops, specifically the infantry company in the "Easy Green" box. He rolls a *two*. The attack is successful and this infantry company is eliminated.

[18.45] Following the German Anti-Ship Fire Segment, the Allied Player must resolve Bombardment attacks against all German resistance nests and strongpoints to which he committed himself to fire, as described in Case 18.43. The Allied Player rolls the die for each Fire Mission and checks to see if there are any modifiers to this die roll (see Case 18.46). If the die roll is *equal* to or *one less* than the Fire Mission chit number, the resistance nest or strongpoint is *pinned* (flipped over). If the die roll is *two less* than the chit number, the static unit is eliminated. A unit that is pinned more than once suffers no additional penalty. Each Fire Mission chit must be resolved by Bombarding ships *exactly* as placed in the previous Fire Plan Segment (see Case 18.42).

[18.46] The Allied Player is subject to certain modifiers to his die rolls when Bombarding batteries, resistance nests and strongpoints. These are summarized as follows:

a. Add *one* to the die roll if the target is a strongpoint.
b. Add *two* to the die roll if the target occupies a hex *adjacent* to a Friendly ground unit.

Note: These modifiers are *cumulative*.



[18.47] The Allied Player is provided with several rocket LCT's. These naval units possess special characteristics with regard to Bombardment of German static units. LCT(R)'s may never move. They must be used on Game-Turn One and, once used, are permanently removed from play. After the Allied Player has placed all Fire Mission chits during the Bombardment Fire Plan Segment of Game-Turn One, he removes each LCT(R) from its Naval Display and physically places it on top of the German static unit he wishes it to Bombard, just as if the LCT(R) was a Fire Mission chit in itself. (Note that it is unnecessary for the Allied Player to use Fire Mission chits for LCT(R)'s.) Each LCT(R) has a Bombardment strength of 4. During the appropriate Segment, each LCT(R) must resolve its Bombardment just as if it were an individual Fire Mission. After this resolution, it is removed from play. LCT(R)'s may never be used for naval Ground Support.

[18.48] The Allied Player may never direct Bombardment attacks against German Combat units that are not static units, *unless* these combat units are *stacked* with static units. If such is the case, then a Fire Mission may be directed against a non-static unit just as described in Case 18.42. Fire Missions against non-static units are resolved in the Naval Beach Bombardment Segment. A die roll equal to or less than the Fire Mission chit reduces the non-static unit. A die roll *two less* than the Fire Mission chit eliminates this combat unit.

[18.5] DAMAGE TO ALLIED NAVAL UNITS

[18.51] Allied naval units may be damaged only through the action of German Batteries (see Case 18.44). When a naval unit is damaged, it is flipped over to its weaker side. If a naval unit is damaged when already on its weaker side, it is sunk. Any ship that is sunk may never be brought back into play.

[18.52] (*Optional*) The Allied Player possesses the capacity to "repair" his damaged ships. Repair may only take place when a naval unit has returned to England for replenishment (see Case 18.26). When this naval unit would normally be ready to re-enter any Map's Naval Display (i.e., when it occupies sub-box 3 in England), it may be flipped back to its full-strength side, but in so doing is placed back in sub-box 1 in England. From sub-box 1, it must proceed normally to sub-box 3 again before it may enter any Map's Naval Display.

[19.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements. These may appear during the Reinforcement Segment of the owning Player's Movement Phase on the Game-Turn indicated on the Master Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of availability, the number of units, the designations of those units, the specific hex or Landing Beach on which they enter, and — for German units — their Off-Map Movement rating. (**Note:** Sometimes the Reinforcement Schedule simply states the parent formation — i.e., a division number — if all units of that parent formation enter the map through the same hex or Landing Beach that Game-Turn. It is up to the Players to locate all units that make up that formation (see Section 35.0, Order of Battle, Organization, and Abbreviations).

PROCEDURE:

During the Reinforcement Segment of the Friendly Movement Phase, or German Strategic Movement Segment (for the German Player), Players may bring any reinforcements listed for arrival on that Game-Turn onto the map. The Allied Player may bring reinforcements onto any sub-beach hexes of the Landing Beach listed on the Reinforcement Schedule for those units. If that Landing Beach has reached its gap number, the reinforcements scheduled for that Landing Beach may be brought on in battalion-size units. If that Landing Beach has *not* reached its gap number, any battalion-size units listed as reinforcements for that Landing Beach, and which the Allied Player wishes to land, would be brought onto the map during the Infantry Landing Segment of the Allied Invasion Stage. In addition, they would have to be broken down into their component companies and the battalion counter placed in the Friendly Battalion Holding Area before being allowed to land. All German reinforcements possess an Off-Map Movement rating. In order to be able to bring reinforcements onto the map, the German Player must roll one die and compare the result of this die roll to the reinforcing units' Off-Map Movement rating. If the result is *greater* than those units' Off-Map Movement rating, those units may *not* be brought on that Game-Turn. If the result is *equal to* or *less than* those units' Off-Map Movement rating, then those units *may* be brought onto the map (this die roll may be subject to modification depending upon the amount of Allied Air Interdiction Points allocated by the Allied Player on that day).

CASES:

[19.1] LANDING OF ALLIED REINFORCEMENTS

[19.11] On any Game-Turn that the Allied Player is scheduled to receive reinforcements for a particular Landing Beach, he must check to see if that Landing Beach has reached its gap number (see Sections 30.0 and 32.0). If that Landing Beach *has* reached its gap number, the Allied Player may place his reinforcement units on any sub-beach hex of that Landing Beach, up to a maximum of five combat units (regardless of whether they are company or battalion size) per hex.

[19.12] If that Landing Beach has not reached its gap number, the reinforcement units must be landed in the following manner:

a. Any reinforcment units which the Allied Player wishes to land must be broken down into their component companies and the battalion counter placed in the Friendly Battalion Holding Area.

b. Each sub-beach hex possesses a box on the Invasion Display marked "All Future Sea Landing Phases" (FSL) into which the Allied Player would place his companies.

c. The number of companies placed in any FSL box may never exceed the number printed on the box. The Allied Player takes no further action with regard to these units (in the FSL box) until the Sea Landing Phase of the Allied Invasion Stage.

[19.13] During the Sea Landing Phases (there are three) of the Allied Invasion Stage, the Allied Player may attempt to land any units which are in the FSL box in the following manner:

Note: Steps (a) through (d) of this Case are used on High-Tide Game-Turns only; see Case 30.22. On Low-Tide Game-Turns any units in the FSL box are immediately placed on the appropriate sub-beach hex subject to (e), (f), and (g), without rolling for drift.

a. During the Infantry Landing Segment of any Sea Landing Phase, the Allied Player checks to see how many gaps have been blown on the sub-beach hex for that particular FSL box.

b. The Allied Player then rolls one die.

c. If the die roll is *equal to* or *less than* the number of gaps blown on that sub-beach hex then all units in the FSL box are immediately placed on that sub-beach hex.

d. If the die roll is *greater than* the number of gaps blown, a number of units sufficient to make up the difference between the die roll and the number of gaps blown are immediately eliminated. The units to be eliminated are determined by the owning Player. The remaining units, if any, are immediately placed on that sub-beach hex. They do *not* roll for drift.

e. Units in a given FSL box are landed during the Infantry Landing Segment regardless of whether they are infantry or tank units.

f. Before a Landing Beach has reached its gap number, company units may be placed in an FSL box anew each Sea Landing Phase. However, if a Landing Beach reaches its gap number and there are still units in the FSL boxes, these units may not land until the Reinforcement Segment of the Allied Movement Phase of the next Game-Turn. The Allied Player must then land these units or else they are eliminated.

g. Units which are already broken-down and whose companies are in an FSL box must land as companies regardless of whether or not that Landing Beach has reached its gap number.

[19.14] The Allied Player may never exceed stacking limitations when landing reinforcements. Stacking limitations are as follows:

a. If a Landing Beach has reached its gap number, the Allied Player may stack up to five combat units (regardless of unit size) per sub-beach hex.

b. If a Landing Beach has not reached its gap number, the Allied Player may stack up to twelve (12) company-sized units per beach hex (see Case 28.2).

Note: If landing of reinforcements would result in a violation of the stacking limitations on a given sub-beach or beach hex, those reinforcements may not land.

[19.15] Reinforcements may never land in an Enemy-occupied hex.

[19.16] Reinforcements must be brought onto the map on the Landing Beach on which they are scheduled to land. They may *never* be brought in on any other Landing Beach (see Master Reinforcement Schedule, Case 19.4).

[19.2] GERMAN REINFORCEMENTS

[19.21] Each set of German reinforcements that enters the map possesses an Off-Map Movement rating. In order to bring the reinforcements onto the map during the Strategic Movement Segment of the German Movement Phase, the German Player does the following:

a. He rolls one die (the result may be modified due to the number of Allied Air Interdiction Points allocated by the Allied Player for Interdiction on that day; see Case 17.45).

b. He then compares the result of this die roll to the Off-Map Movement rating of that set of reinforcements.

c. If the result is greater than that set of reinforcements' Off-Map Movement rating, the entire set of reinforcements may not enter the map on that Game-Turn.

d. If the result is equal to or less than that set of reinforcements' Off-Map Movement rating, the entire set of reinforcements has entered the map successfully. *Once the German Player receives this result he does not have to roll again for that set of reinforcements regardless of whether they enter the map that Game-Turn or not.*

He then proceeds to the next set of reinforcements (if any) and repeats steps (a) through (d).

[19.22] Units which are unsuccessful in entering the map may continue to attempt to enter the map on subsequent Game-Turns.

[19.23] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a reinforcing unit expends Movement points to enter the entry hex according to the Terrain Effects Chart. In all cases, the reinforcements are entered into a hex which has a road leading off the map; these units expend Movement points at the Road Movement rate to enter the map. All reinforcements are considered to be using Strategic movement when they enter the map.

[19.24] In several cases, more than one unit is scheduled to appear in the same hex in the same Game-Turn. These units are deployed *off-map*, one behind the other, with the lead unit poised adjacent to the map entry hex itself. A hypothetical road — of the type that is in the entry hex — may be presumed to stretch off the map, away from the entry hex.

[19.25] As each unit enters the map, it will pay the cost for entering the entry hex plus any additional cost for hypothetical road hexes that it would have to traverse to reach the entry hex.

[19.26] Once on the map, reinforcements may be moved normally (using Strategic Movement, if desired).

[19.27] Reinforcements may not enter a hex which is currently occupied by an Enemy unit or in an Enemy Zone of Control.

[19.28] If, and only if, a scheduled entry hex is occupied by an Enemy unit or Enemy Zone of Control, the reinforcing unit(s) may enter the nearest unblocked mapedge hex (which also contains a road leading off the map) to the scheduled hex. However, reinforcements so blocked are delayed one Game-Turn *in their arrival*. (The German Player would first roll as described in Case 19.21, and if successful would then check to see if the scheduled entry hex for that set of reinforcments is blocked.)

[19.3] WITHHOLDING REINFORCEMENTS

Both Players may deliberately withhold reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Game-Turn.

[19.4] MASTER REINFORCEMENT SCHEDULE
(see Map A)

[20.0] REPLACEMENTS

GENERAL RULE:

During the Replacement Segment of the Friendly Movement Phase, the Phasing Player is permitted to incorporate replacements into any of his units that are reduced or in a battlegroup state. For a unit to receive replacements it must be in supply, free of any Enemy Zones of Control, neither Demoralized nor Disrupted, and it may not have moved in the immediately preceding Tactical or Strategic Movement Segments. If these conditions are fulfilled, that unit may receive replacements from its *parent* headquarters unit, provided that headquarters unit possesses Replacement points.

PROCEDURE:

Each headquarters unit possesses a numbered chit. This chit represents the number of Replacement points available to that division for the entire game. Each Replacement point may be used to replace one step of any reduced or battlegroup (see Section 25.0) battalion. Each time a step is replaced, reduce the numbered chit of the appropriate headquarters unit by one point.

CASES:

[20.1] REPLACEMENT CAPABILITY

[20.11] Each Allied headquarters unit possesses 6 Replacement points; each German headquarters unit possesses 2 Replacement points (including Corps HQ's).



[20.12] Replacement points are represented by a numbered chit placed under the headquarters unit. Each time a Replacement point is used, the numbered chit is reduced by an equivalent number of points.

[20.13] There is no limit to the number of Replacement points a Player may expend in one Game-Turn.

[20.2] RESTRICTIONS

[20.21] Once a Replacement point is used, it is lost for the duration of the game.

[20.22] Replacement points may *not* be transferred from one headquarters unit to another.

[20.23] Armored units may *never* receive replacements.

[20.24] Units may not receive replacements if they:

a. Are in an Enemy Zone of Control
b. Are disrupted
c. Are demoralized
d. Had moved in the immediately preceding Tactical and Strategic Movement Segments.

[20.25] Units may only receive replacements from their parent headquarters units. For example, a unit belonging to the 82nd Airborne Division may receive replacements only from the 82nd Airborne Division headquarters unit, it may *not* receive replacements from any other headquarters units.

[20.26] Only non-armor units which are in supply and meet the restrictions of Cases 20.24 and 20.25 may receive replacements.

[20.27] German corps headquarters units may provide replacements to any non-armored unit belonging to that corps.

[21.0] BOCAGE

COMMENTARY:

A large area of the *Atlantic Wall* map is bocage — an area of small, enclosed fields, a unique feature of Normandy farmland. Bocage was extremely good defensive terrain and the Germans used it to good effect throughout the Normandy campaign. Each field was surrounded by mounds of earth, about three to six feet high. Sown into this earth were thick shrubs and hedges, almost impenetrable for man or vehicle. As the Allies soon discovered, each silent hedge was like a horrible nightmare. It could spit out death and destruction when least expected or it could have nothing behind it at all — it was almost impossible to tell which.

GENERAL RULE:

Bocage affects the ability of a unit to advance after combat, in addition to enhancing a German unit's ability to withdraw from an Enemy Zone of Control. These effects are represented through the use of Delay markers, which may be placed in the hex withdrawn from such that the subsequent Allied advance is hindered to a variable degree.

CASES:

[21.1] ADVANCE AFTER COMBAT IN BOCAGE

Each bocage hex advanced into as a result of combat counts as *two* hexes in terms of the Advance after Combat rules (see Case 9.93).

[21.2] GERMAN WITHDRAWALS FROM ALLIED ZOCS IN BOCAGE

If a German unit (only) occupies a bocage hex in an Allied Zone of Control, that unit may leave that ZOC (subject to the restrictions of Case 7.32) at a cost of *one additional* Movement point only, *not* one-half the German unit's Movement allowance as the rules of this Case normally state.

[21.3] GERMAN DELAY MARKERS

[21.31] Any German battalion-size unit with a Morale rating of four or greater that withdraws from an Allied Zone of Control in a bocage hex may employ Delay markers. Only one Delay marker may ever be situated in a single hex at a given moment.

[21.32] Before the start of any scenario which calls for the use of Delay markers, the German Player should place all of these markers in a wide-mouthed cup. There are 30 of these markers available for use in the countermix of *Atlantic Wall*. If, according to these rules, the German Player is permitted to employ a Delay marker, he may choose one *at random* from this cup.

[21.33] Delay markers may only be placed by the German Player as a result of his movement during the German Movement Phase. If a German unit in a bocage hex is withdrawing from an Allied Zone of Control as described in Case 21.31, he may choose a Delay marker at random from this cup and place it *face-down* in the hex from which the unit in question withdrew from. This marker will only be revealed when it has been attacked by Allied units. A Delay marker may never be placed in a hex also occupied by another German unit, even if a separate German unit fulfilled the requirements of Case 21.31 by withdrawing from this hex earlier in the Phase.

[21.34] Delay markers are considered combat units. They exert Zones of Control normally, although they may never stack with any other combat units, Enemy or Friendly. The process of Delay marker placement is purely voluntary on the part of the German Player, although it is also subject to Delay marker availability in the cup. If there are no more Delay markers in the cup when the German Player wishes to place a marker in an Allied ZOC, that placement may not take place.

[21.35] If the Allied Player has his combat units adjacent to a German Delay marker at the beginning of the Allied Combat Phase, then his units must attack that Delay marker subject to the normal combat rules. Flip the Delay marker to its combat side. This side will reveal a Combat strength, an Armor strength, and a zero Movement Allowance. A combat ratio is determined normally and a result obtained. If the result is adverse to the Allied Player, he must immediately apply it. If the result is adverse to the German Player (i.e., any **bold** result), the only advance after combat that may be undertaken by the Allied Player is to occupy the hex vacated by the Delay marker. Delay markers may never retreat (or move, for that matter).

[21.36] If a **bold** result applied against a German Delay marker contained a *parenthesized* number of two or greater, that Delay marker is permanently removed from the game. If the result did not contain a parenthesized result at all (or a parenthesized result of 1), the Delay marker is tossed back into the Delay marker cup, and may be used again if chosen at random by the German Player.

[21.37] No Allied Barrage (including air and naval units) or German FPF strengths may ever be used against or in support of a Delay marker. However, shifts due to Regimental Integrity and Armor Superiority may be awarded to the Allied Player in these attacks. Delay markers are never affected by supply.

[21.38] If, at the end of an Allied Combat Phase, a Delay marker has been attacked but not destroyed, it is flipped to its face-down side. At the beginning of the next German Movement Phase, the German Player has the option to remove all face-down Delay markers on the map. If he chooses to remove them (or any number of them) they are placed back in the Delay marker cup for further use. If they are not removed, they remain in the hex in which they were originally placed until removed in a later German Movement Phase or destroyed as a result of combat.

[21.39] Delay markers with strengths of zero are automatically destroyed when attacked by the Allied Player. The Allied Player may advance only into the hex vacated by this marker. The marker *is not* placed back in the Delay marker cup.

[22.0] WEATHER

GENERAL RULE:

Weather is determined at the beginning of all A.M. Game-Turns starting on June 7. The condition of the Weather determined in an A.M. Game-Turn will last throughout the day (the A.M., Midday, P.M., and Night Game-Turns).

CASES:

[22.1] WEATHER DETERMINATION

[22.11] During the Weather Determination Stage of each A.M. Game-Turn, the Allied Player rolls the die and consults the Weather Table to determine the state of the weather for the entire day (exception: see Case 21.15).

[22.12] There are four types of possible weather

states: Clear, Light Overcast, Heavy Overcast, and Storm.

[22.13] On Clear Game-Turns, the full number of available Air Points may be used by each Player (see Section 17.0). On Light Overcast Game-Turns, one-half (round fractions down) of the available Air units may be allocated. On Heavy Overcast and Storm Game-Turns, *no* Air units may be allocated.

[22.14] If the Allied Player rolls a 6 on the Weather Table he immediately rolls the die again. On a die roll of 1, 2, or 3 the weather is Storm. On a die roll of 4, 5, or 6 the weather is Heavy Overcast.

[22.15] Storms are treated as Heavy Overcast for the current day and next day (next eight Game-Turns — no weather die roll necessary in the next Weather Determination Stage). For example: If the Allied Player rolled a 6 on the Weather Table and then rolled a 2, the weather for the next eight Game-Turns would be Storm. If this were the case for the June 15th A.M. Game-Turn, the Allied Player would not roll for weather on the June 16th A.M. Game-Turn.

[22.16] When the Allied Player is rolling for Supply points (see Case 13.5) during the Mulberry Stage of A.M. Game-Turns in which the weather is Storm, add 4 to the die roll. This is in addition to any other die roll modifiers.

[22.2] WEATHER TABLE
(see Map A)

[23.0] PARACHUTE DROP

GENERAL RULE:

During the Allied Parachute Drop Stage, the Allied Player carries out all parachute landing operations. *Players should note that the Allied Parachute Drop Stage is used on Game-Turn One only.*

PROCEDURE:

The Allied Parachute Drop Stage is divided into four Phases: the Drop Display Deployment Phase, Drop Phase, Scatter Phase, and Movement Phase. During the Drop Display Deployment Phase, the Allied Player deploys all of his Parachute (airborne) units in their appropriate boxes on their proper Division Drop Display. This is done exactly as described in Case 23.1. In the Drop Phase the Allied Player places all his Pathfinder units on the map. They may be placed on any bocage or clear terrain hex not occupied by an Enemy unit. In addition, a Pathfinder unit may not be placed within two hexes of another Pathfinder unit. The Allied Player then places all parachute companies of the battalion serials *directly* attached to a Pathfinder unit on the Drop Display either atop or adjacent to that Pathfinder unit (which is already on the map at this point). After *all* parachute companies have been deployed on the map, the Allied Player must roll *twice* for each Pathfinder unit to determine its scatter and its "beacon" set-up. If any Pathfinder unit scatters, all parachute companies stacked with or adjacent to this Pathfinder unit (and which are directly attached to it on the Drop Display), immediately receive an absolutely identical scatter. During the Scatter Phase of the Allied Parachute Drop Stage, the Allied Player rolls the die to determine the status of each battalion serial after its drop. This is determined by cross-referencing the Air Group rating with a die roll. This will indicate the strength of the company upon landing (either reduced or full-strength) and the hex it scatters to as a result of its drop. Finally, during the Movement Phase of the Allied Parachute Drop Stage, the Allied Player may move any of his parachute companies which have not been reduced *one hex* (disregarding Movement point costs, but subject to normal Zone of Control Rules). Players should note that no combat may ever occur in the Allied Parachute Drop Stage.

CASES:

[23.1] HOW TO DEPLOY UNITS ON THE PARACHUTE DROP DISPLAY

[23.11] Before the Allied Player makes his parachute drop on Game-Turn One, he must deploy his parachute units in the appropriate boxes on their proper Division Drop Displays as follows:

a. All Pathfinder units belonging to that division are placed in their designated boxes.
b. All Troop Carrier units belonging to that division are placed in their designated boxes.
c. All parachute companies belonging to that division are placed in their designated boxes each company is designated by company, regiment (or brigade), and division.

[23.12] All companies are parachute infantry unless the designation on the Division Drop Display says otherwise.

[23.13] Once the Allied Player has correctly deployed his parachute units on their respective Division Drop Displays, he may proceed to the Drop Phase (it is important to note that a British glider unit is allowed a special glider landing on Game-Turn One before any parachute drops are made; see Case 24.2).

[23.2] DEPLOYMENT OF PARACHUTE UNITS ON THE MAP

[23.21] During the Drop Phase of the Allied Parachute Drop Stage, the Allied Player places all Pathfinder and parachute companies on the map.

[23.22] Pathfinder and parachute companies may never be placed in beach, woods, swamp, town, village, or sea hexes.

[23.23] A Pathfinder unit may not be placed within two hexes of another Pathfinder unit.

[23.24] Pathfinder units and parachute companies may not be placed on Enemy units. They may, however, be placed adjacent to Enemy units.

[23.25] Parachute companies may be placed on top of or adjacent to the Pathfinder units to which they are directly attached (but never more than three companies per hex, see Case 23.27).

Example:
The Allied Player places Pathfinder O, of the 505th Regiment, on the map. He would then place all parachute companies of the 505th Regiment, up to a maximum of three companies per hex, in the hex occupied by the Pathfinder unit or in any of six adjacent hexes (provided they are not those terrain types listed in Case 23.22, or occupied by Enemy units). *Important! No more than three parachute companies may ever be placed in a single hex.*

[23.26] Parachute companies belonging to the same battalion serial must be stacked together when placed on the map. For example, parachute companies a/505/82, b/505/82, and c/505/82 would have to be stacked together when placed on the map since they belong to the same battalion serial.

[23.27] *The number of parachute companies placed in a given hex may not exceed three.* Players should note that Pathfinder units are *not* considered parachute companies.

[23.3] USING THE PATHFINDER TABLES

[23.31] Once the Allied Player has placed all parachute units on the map, he rolls the die and consults the Pathfinder Tables (see Case 23.33) to determine whether his Pathfinder units scatter and whether they set up beacons. This is done only after all parachute units are positioned on the map. The Allied Player first rolls the die for each Pathfinder unit and consults the Pathfinder Drop Table to determine scatter. The results immediately are applied as follows:

a. A result of OT (on target) means that the Pathfinder unit *and all component serials* remain in their original target hexes.
b. A result of S1 or S2 means the Pathfinder unit *and all component serials* are moved the indicated number of hexes in the direction determined by a separate die roll on the Scatter Diagram.
c. A result of (S) means that the Allied Player the die to determine the direction of scatter (again using the Scatter Diagram) and then rolls the die once again to determine the number of hexes in the determined direction that the Pathfinder unit *and all component serials* are moved.
d. After the Allied Player has rolled for scatter on the Pathfinder Drop Table for *all* his Pathfinder units and has resolved their scatter, he must roll the die again to determine whether or not the Pathfinders are able to accurately call-down their attached serials. He uses the Pathfinder Beacon Table for resolving this die roll, flipping the Pathfinder unit to its "+2" counterside if an "N" result is obtained.

[23.32] Pathfinder units that scatter onto Enemy units or into prohibited terrain (see Case 23.22) do *not* roll the die on the Pathfinder Beacon Table. They are treated as if they had received a result of "N".

[23.33] Pathfinder Tables
(see Map A)

[23.4] USING THE PARACHUTE DROP TABLE

[23.41] Once the Allied Player has finished rolling for Pathfinder scatter and beacon set-up for all Pathfinder units, he proceeds to the Parachute Drop Table (see Case 23.48) to resolve the drop of his parachute companies. *This is done only after all Pathfinder scatter and beacon set-up has been resolved on the Pathfinder Tables.*

[23.42] The Allied Player consults the Parachute Drop Table. He must then resolve the drop of each serial currently on the map (remember, a serial is a set of stacked company-size units). The Parachute Drop Table consists of three columns, each representing a Troop Carrier Rating. Each serial is carred by a Troop Carrier (see the Parachute Drop Display for Troop Carrier-serial attachments). Also note that the Allied Player's die roll when resolving parachute drops may be modified because of the beacon condition of the serial's parent Pathfinder unit (see Case 23.3).

[22.43] The Allied Player rolls the die for each serial on the map (*not* each individual unit), consulting the proper Troop Carrier Rating column and modifying his die roll appropriately. One result will be obtained — indicating *both* the strength of the company upon landing *and* the accuracy of the drop.

[22.44] Any result that includes an "R" (Reduced) indicates that *all* companies of that serial are immediately reduced (flipped over to their weaker sides). Note that this status is main-

tained for the remainder of the game. If reduced companies build-up to a battalion, that battalion would be reduced. Any result that does not include an "R" indicates that all companies of the serial are placed on their full-strength (stronger) sides.

[22.45] Any result indicating a number (1, 2, 3, or 4) means that the serial has scattered. The Owning Player immediately rolls one die and consults the Scatter Diagram to determine the direction of scatter. Next, he rolls one die *individually* for each company of the serial, multiplying this number by the numbered result obtained on the Table. Each company is placed that number of hexes away from the target hex in the direction indicated by the previous die roll. A slash ("/") indicates that all serial companies land on target (at full-strength).

[23.46] Parachute companies landing in certain types of terrain are automatically reduced (or, if *already* reduced, eliminated; see Case 23.5).

[23.47] Parachute companies are normal companies for all combat purposes. Although they are back-printed, they possess only one step of strength. Their strength as determined upon landing is the strength they permanently possess (unless, of course, they are eliminated or built-up).

[23.48] Once all the above operations have been carried out, the Allied Player removes all Pathfinder units from the map.

[23.49] **Parachute Drop Table** (see Map A)

[23.5] RESTRICTIONS

[23.51] Full-strength parachute units landing atop Enemy units are reduced (flipped over to their weaker side). In addition, they are moved to any adjacent hex of the Allied Player's choice. If the only hexes available are occupied by Enemy units, or contain prohibited terrain (see Case 23.52), those parachute units are eliminated.

[23.52] Full-strength parachute units landing in wood, swamp, town, or village hexes are automatically reduced.

[23.53] Already reduced parachute units landing in wood, swamp, towns, or village hexes are eliminated.

[23.54] Any parachute unit landing in an all-sea hex or off the map is eliminated.

[23.55] Parachute units *may* exceed stacking limitations upon landing, so long as this limitation is met at the end of the Allied Movement Phase of the Parachute Drop Stage. Any units still in excess of the stacking limits at the end of the Parachute Drop Stage Movement Phase are eliminated, with the German Player choosing which units to remove.

[23.56] Parachute units which are reduced permanently retain their reduced strength.

[23.57] Full-strength parachute units may move only one hex in the Allied Movement Phase of the Parachute Drop Phase.

[23.58] Reduced parachute units may not move during their Allied Movement Phase of the Parachute Drop Stage. However, they do move normally during the Allied Player-Turn Movement Phase.

[24.0] GLIDERS

GENERAL RULE:

The Allied Player receives several glider units. These may be landed during the Reinforcement Segment of the Allied Player-Turn on any clear or bocage terrain hex. Check the Master Reinforcement Schedule (19.4) for all Allied units that may enter the map subject to Glider rules.

CASES:

[24.1] HOW TO LAND GLIDERS

[24.11] Glider units may be brought onto the map during the Reinforcement Segment of the Allied Player-Turn. Glider units may land only on clear or bocage terrain hexes. However, there is a chance that glider units will be eliminated or reduced as a result of this attempt to be brought onto the map.

[24.12] Glider units may only land adjacent to or in a hex occupied by a Friendly parachute unit.

[24.13] For each glider unit attempting to land on the map, the Allied Player rolls the die. If he rolls a 6, the glider unit is immediately eliminated. If he rolls a 5, the glider unit is immediately reduced. On die rolls of 1 through 4, the Allied glider unit may be placed on the indicated target hex without penalty.

[24.14] Add one to all die rolls made for gliders attempting to land in bocage hexes.

[24.15] Glider units may attempt to land in Enemy Zones of Control without additional penalty. They may not, however, land in Enemy-occupied hexes.

[24.2] SPECIAL BRITISH FIRST TURN GLIDER LANDING

During the Reinforcement Segment of the Allied Player-Turn of Game-Turn One, the Allied Player may land the British glider unit designated dOB/6/6 on any clear terrain hex on map D. It is automatically placed on the hex chosen by the Allied Player, without rolling to see if it lands successfully (it always lands in a full-strength condition). It may be placed in Enemy Zones of Control but not in Enemy-occupied hexes.

[25.0] BATTLEGROUPS BG

GENERAL RULE:

All non-tank, non-artillery, non-HQ, and non-anti-tank units possess three steps of strength, the first two of which are printed on the front and reverse sides of the counter, and the third, the "battlegroup," represented by a company-sized unit of the same unit-type with a battlegroup marker placed atop it. When a unit is reduced to a battlegroup, the battalion counter is removed from the map and placed in the "Friendly Battalions Reduced to Battlegroups" holding area. It is replaced on the map by a company-size unit of the same unit-type with a battlegroup marker atop it. Players should keep in mind that battlegroups are not companies, they are *reduced battalions*, and as such are not used in conjunction with other companies to build into different battalions, *nor may they break-down*.

CASES:

[25.1] HOW BATTLEGROUPS ARE PLACED AND REMOVED

[25.11] A battlegroup is formed when a full-strength battalion suffers a two-step loss or when a reduced battalion suffers a one-step loss. When either of these things occur, the owning Player removes the battalion from the map and places it in the box marked Battalions Reduced to Battlegroups. The battalion counter is then replaced on the map by a company-sized unit of the same unit-type, with a battlegroup marker placed atop it. The company-size unit and battlegroup marker are placed in the hex occupied by the battalion-sized unit.

[25.12] If a battalion suffers a result that would reduce it to a battlegroup, but there are no company-size units of that unit-type available, that unit may not form a battlegroup, and is eliminated.

[25.13] If a battlegroup receives replacements, the battlegroup marker and its accompanying company-size unit are removed from the map and replaced by a battalion-size unit from the Battalions Reduced to Battlegroup holding area. This battalion must bear the same divisional designation as the combat unit on the map closest to the battlegroup just removed. If none of the battalions in the Battalions Reduced to Battlegroup holding area meet this requirement the Player may replace battlegroup with a battalion of his own choosing from the Battalions Reduced to Battlegroup box.

[25.2] RESTRICTIONS

[25.21] Battlegroups are considered battalion-size units for *all* purposes.

[25.22] Battlegroup *markers* do not count for stacking purposes.

[26.0] INTER-ALLIED COOPERATION

COMMENTARY:

In the Normandy campaign, it oftentimes proved virtually impossible to arrange concerted attacks among the Allied land forces. The problem was compounded by the fact that the American and British military systems differed considerably in terms of ordnance, doctrine, and command procedures.

GENERAL RULE:

In *Atlantic Wall*, the Allied Player is in control of two distinct nationalities. These are

a. All American units; and

b. All other units.

There are certain restrictions applying to international cooperation in terms of ground combat only. The German Player has no such restrictions imposed on him.

CASES:

[26.1] LAND COMBAT

[26.11] All ground attacks by the Allied Player which are being made with units of different nationalities (as defined in the General Rule of this Section) are shifted two columns to the left on the same terrain line of the Combat Results Table. Thus, a 4-1 attack in bocage would become a 2-1 attack in bocage.

[26.12] An artillery unit may never lend its FPF strength to a Friendly combat unit of a different nationality.

[26.13] Friendly units of different nationalities, which are stacked in the same hex, defend normally.

[26.2] AIR AND NAVAL COMBAT

Although Allied air and naval units are indicated as being of different nationalities, this national designation has no bearing on the play of the game. Regardless of nationality, an Allied air or naval unit may support any Friendly ground unit with its Ground Support strength.

INVASION STAGE RULES

The following rules are used only during the Invasion Stage of the game, during which time they supercede Sections 6.0 to 26.0 unless specifically stated otherwise.

[27.0] LANDING UNITS

GENERAL RULE:

In the Campaign Game and all scenarios beginning with Game-Turn One (see Section 33.0), the Allied Player is obligated to bring units onto the map through a special landing procedure. These landings always take place during the *Allied Invasion Stage* of the Sequence of Play (see Section 5.0). The *Atlantic Wall* map is divided into *five* Landing Beaches: Utah, Omaha, Gold, Juno, and Sword. Each one of these Landing Beaches has its own Invasion Display. This Invasion Display is simply a diagram graphically illustrating the number and type of units that must be brought onto the map during each Allied Sea Landing Phase (note that each Allied Invasion Stage consists of *three* Allied Sea Landing Phases). Each Invasion Display subdivides each Landing Beach into many sub-beaches (i.e., Utah Beach consists of Uncle Red and Tare Green sub-beaches). The Invasion Display also indicates *where* each unit is to land during the indicated Sea Landing Phase.

PROCEDURE:

After the Allied Player has determined which units are to be landed in a particular Sea Landing Phase (and has set these units up on the Invasion Displays), he must conduct the actual "landing" of these units onto their indicated hex on the map. This is a somewhat complex procedure involving die rolls for each *unit type* attempting to land. These landings are conducted in the Tank, Infantry, and Demolition Engineer Landing Segments of each Sea Landing Phase. Each die roll determines the drift of each unit(s) attempting to land. Depending on the amount of drift, a unit may either land on target, drift one hex to the *east* (and thus land pinned), or be eliminated entirely. The Allied Player goes through this procedure sub-beach by sub-beach until all units landing in that Sea Landing Phase have been rolled for.

CASES:

[27.1] LANDING PROCEDURE

[27.11] Each Player should examine the five Landing Displays provided in *Atlantic Wall*. Each Invasion Display represents a Landing Beach on which the Allies invaded on June 6, 1944. Note that each Landing Beach is sub-divided into numerous sub-beaches, each of which is represented by an arrow pointing to a specific hex on the map. Each Invasion Display is also divided into Waves, each of which is labeled First, Second, or Third Sea Landing Phase. Note that there are more informational boxes on each Invasion Display. These are the Future Sea Landing Phase boxes (on which Allied reinforcements are brought on the map before a Landing Beach has reached its Gap Number), the Demolition Engineer Points Landed boxes (in which the Allied Player places his successfully landed Demolition points), and the Gaps Blown boxes (in which the Allied Player keeps track of the number of gaps blown by his demolition engineers).

[27.12] Before the beginning of any scenario in which an invasion is involved, the Allied Player must deploy his assault companies (see Case 2.4) into all the sub-beach boxes of each Wave on all applicable Invasion Displays. Note that each box indicates how many of each type of assault company should be placed in it at this time (for the abbreviations used in these boxes, see Case 27.13). Each assault company is front and backprinted with its full-strength and pinned sides, respectively. When the Allied Player is placing these companies on the Invasion Displays, they are always placed on their full-strength (unpinned) sides. At this time, the Allied Player also places his demolition engineer chits in these sub-beach boxes as called for by each box's indicated set-up instructions. These units are simply numbered chits with a demolition engineer symbol. Finally, the Allied Player places his leader units in the sub-beach boxes in which they are called for. These three types of units are the only types of units that may ever be placed in the sub-beach boxes of the first three Waves of an Allied invasion.

[27.13] The following abbreviations are used on the Invasion Displays: **Inf** = infantry assault company; **Dd** = Dd (Duplex Drive) tank assault company; **F** = flail tank assault company; **E** = engineer assault company; **T** = tank assault company; **C** = commando (ranger) assault company; **MG** = machine-gun assault company; **DP** = demolition engineer points. Allied leaders are indicated by name and rank.

Example:

The Allied Player is preparing to invade Utah Beach by setting up his assault companies before the start of the game on the Utah Beach Invasion Display. Utah consists of two sub-beaches: Uncle Red and Tare Green. He must deploy his units in the initial three Waves (Sea Landing Phases) as follows:

Uncle Red

First Sea Landing Phase (H-Hour): Two infantry assault companies, one Dd tank assault company, 2 Demolition Engineer points, Brig. Gen. Roosevelt.

Second Sea Landing Phase: Two infantry assault companies, one Dd tank assault company, one engineer assault company, 2 Demolition Engineer points.

Third Sea Landing Phase: Four infantry assault companies, two engineer assault companies, 4 Demolition Engineer points.

Tare Green

First Sea Landing Phase (H-Hour): Two infantry assault companies, one Dd tank assault company, 2 Demolition Engineer points, Col. Van Fleet.

Second Sea Landing Phase: Two infantry assault companies, two engineer assault companies, 2 Demolition Engineer points.

Third Sea Landing Phase: Four infantry assault companies, one engineer assault company, 4 Demolition Engineer points.

[27.14] Each Invasion Display also contains three numerical ratings. The first is the drift rating, by which assault companies determine if they have landed successfully on target or not. The second is the Dd tank landing rating, by which Dd tank assault companies determine if they have successfully landed. Finally, each Landing Beach possesses a Gap Number. This is the number of gaps that must be blown by Allied demolition engineer points in order for the Landing Beach to be cleared. When a Landing Beach reaches its Gap Number, the Allied Player receives certain benefits, the most important of which is the ability to move and perform combat in the Allied Player-Turn (as opposed to during the Allied Invasion Stage).

[27.15] The Allied Player conducts invasions during the Allied Invasion Stage. Each of these Stages consists of *three* Sea Landing Phases (sometimes referred to as Waves). In a given Sea Landing Phase, the Allied Player must attempt to land all assault companies that are available during that Phase as indicated by the appropriate Invasion Display and the Allied Player's set-up (see Cases 27.12 and 27.13). He may not hold back units in order to bring them on during a later Sea Landing Phase (exception: see Case 19.13). The landing of assault companies that have been deployed in sub-beach boxes by the Allied Player must take place in sequence. That is, all tanks must attempt to land before infantry, and all infantry must attempt to land before demolition engineer points (see the Sequence of Play for full explanation of this sequence). The Allied Player may not move on to attempt to land units on another Landing Beach before he has completed rolling for all assault companies on an individual Invasion Display.

[27.16] On each Invasion Display, the Allied Player should begin the landing resolution on the *easternmost* sub-beach of the Landing Beach (for example, on Omaha Beach, this would be Fox Red sub-beach). In each Sea Landing Phase, there are three different Landing Segments — Tank, Infantry, and Demolition Engineer (*in that order*). The Allied Player must resolve the landing of all tank units from east to west, sub-beach by sub-beach. Next, he must resolve the landing of all infantry-type units east to west, sub-beach by sub-beach. Only when this entire procedure has been completed for a particular Landing Beach during a Sea Landing Phase may the Allied Player proceed to resolve another Landing Beach's invasion.

[27.17] The Allied Player possesses three classes of assault units. These are:

a. Tank: Dd, flail, normal.
b. Infantry: all non-tank, non-demolition engineer units.
c. Demolition Engineer: all demolition engineer chits.

Each class has its own specific Landing Segment in the Allied Sea Landing Phases (see Sequence of Play, Section 5.0).

[27.18] The landing resolution is conducted by the Allied Player. He must roll the die once for each class (see Case 27.18) of units on each sub-beach that are attempting to land in a Landing Segment (yielding a maximum of *three* die rolls for each sub-beach during a Sea Landing Phase — one for tanks, one for infantry, and one for demolition engineer points; exception: see Case 19.13). Each die roll determines *drift* (remember that each Landing Beach has a drift rating). On a die roll *equal to* or *less than* that Landing Beach's drift rating, all units of that class scheduled to land during that Landing Segment land safely on the corresponding sub-beach hex on the map in an unpinned condition (exception: see Cases 27.24 and 27.42). On a die roll *one* higher than the drift rating, all units of that class land in a pinned condition one sub-beach hex to the east of their corresponding hex on the map (for example, a unit attempting to land on Charlie sub-beach would land pinned on Dog Green instead). On a die roll two higher (or more) than the drift rating, all units of that class scheduled to land in that Segment are eliminated. Note that Demolition Engineer points are *never* placed on the map. Instead, they are placed in the appropriate box of the Invasion Display, and remain there permanently, unless eliminated (see Case 27.4).

[27.19] All Allied units that attempt to land on a Landing Beach after Game-Turn One are rein-

forcements. *They may never be assault companies.* Reinforcements that land on a Landing Beach before it has reached its Gap Number must enter in *company* size. A series of boxes, labeled All Future Sea Landing Phases (again, corresponding to each sub-beach hex) is provided for these reinforcements on each Invasion Display. *Such reinforcements never roll for drift.* However, they are subject to elimination on High Tide Game-Turns due to the lack of sufficient gaps in the German defenses (see Case 19.13). Reinforcements may always be withheld in order to bring them onto the map at a later date (see Case 19.4).



[27.2] TANKS

[27.21] There are three types of tanks: Dd tanks, flail tanks, and regular tanks. When landing flail or regular tanks, the Allied Player rolls only for drift. When landing Dd tanks the Allied Player may either land them in a pinned condition (as per regular tanks; see Case 27.22) or he may attempt to "swim" them in at the risk of having them eliminated (see Case 27.24). Dd tanks which swim in *always* land in an unpinned condition.

[27.22] Flail and regular tanks *always* land in a pinned condition (pinned side showing). There is no additional effect if they drift one hex.

[27.23] At the beginning of each Tank Landing Segment, the Allied Player must declare how all of his tank units in his sub-beach boxes will attempt to land. Flail and normal tank units *must* attempt normal landing. Dd tanks may either "swim" in or attempt to land normally (see Cases 27.24 and 27.25).

[27.24] All normal tank landings occur first. The Allied Player rolls the die for each group of tank-class units attempting to land in this fashion during the Tank Landing Segment. On a die roll equal to or less than the drift rating for this Landing Beach, these tank units have landed successfully on their corresponding sub-beach hex on the map. On a die roll *one* higher than the drift rating, the tank units land one sub-beach hex to the east. On a die roll two or more higher, all tank units attempting to land in this fashion from that sub-beach box are eliminated. *Any tank unit attempting a normal landing that lands on the map without being eliminated is automatically pinned.*

[27.25] After normal tank landings have been resolved, the Allied Player conducts the landings of all Dd tank units which he had decided would swim in to shore. This is performed by rolling the die individually for each Dd tank unit attempting such a landing and comparing this die roll to that Landing Beach's Dd tank landing rating. On a die roll equal to or less than this rating, the Dd tank unit lands successfully in an unpinned condition in its corresponding sub-beach hex on the map. If the die roll is higher than this rating, the Dd tank is eliminated. (Do not roll for drift for Dd tank units which are swimming in.)

[27.3] INFANTRY

[27.31] After the Allied Player has completed his Tank Landing Segment, he proceeds with his Infantry Landing Segment. At this time, all infantry-class units must attempt to land from their Landing Displays.

[27.32] Remember that infantry-class units are all non-tank, non-demolition engineer units.

[27.33] The Allied Player rolls the die for each group of infantry-class units attempting to land in this current Segment. On a die roll equal to or less than the drift rating, all infantry units rolled for land in an unpinned condition on their corresponding sub-beach hex on the map. On a die roll *one* higher than the drift rating, the infantry unit(s) land one sub-beach hex to the east on the map in a *pinned* condition. On a die roll two or more higher than the drift rating, the infantry unit(s) is eliminated (or, if a leader unit, reduced).

[27.34] Although leaders land with infantry, they are never pinned. They are reduced (or eliminated if lacking a reverse side) only by German small-arms fire or die rolls 2 higher than the drift rating.

[27.4] DEMOLITION ENGINEERS

[27.41] After the Allied Player has completed his Infantry Landing Segment, he proceeds with his Demolition Engineer Landing Segment. At this time, all demolition engineer chits must attempt to land from their Invasion Displays. However, note that demolition engineer chits are *never* placed on the map.

[27.42] The Allied Player rolls the die for each demolition engineer chit that is scheduled to land in the current Segment. On a die roll equal to or less than the drift rating, the demolition engineer chit lands successfully on its designated sub-beach. However, the chit is not placed on the map. Instead, it is placed in the corresponding box labeled Demolition Engineer Points Landed on the Landing Display. On a die roll one higher than the drift rating, the demolition engineer chit is immediately reduced by one-half (round fractions down) and landed one sub-beach hex to the east. Again, note that the chit is not placed on the map, but on the Invasion Display box one to the east in the area labeled Demolition Engineer Points (DP) Landed. For example, if a chit representing 2 Demolition Engineer points were to receive such a die roll, it would be reduced immediately to a strength of 1 (flipped over) and moved to the demolition area of the Invasion Display one box to the east. On a die roll two or more higher than the drift rating, the demolition engineer chit is eliminated and removed from play.

[27.43] Demolition engineer chits simply represent a certain numerical total of abstract points. When they are to be halved as a result of landing or reduced as a result of German small-arms fire, they are replaced with a new and smaller demolition engineer chit that is available (if none are available, Players may coin their own). Note that demolition engineer chits are back-printed with a strength one less than the stronger side. When reduced, the owning Player may flip the chit over to reveal the weaker side (only of course if this figure represents the correct reduced strength).

[27.44] Demolition engineer chits that must drift one sub-beach to the east and which find that there are no more named sub-beaches in this direction are eliminated. Tanks and infantry *may* drift to a non-named sub-beach hex without being eliminated.

[27.45] Demolition engineer chits are never pinned due to drift. In addition, they may never be pinned due to German small-arms fire. However, note that they are *halved* due to drift and reduced in strength by 1 due to German small-arms fire in certain circumstances.

[27.5] UTAH BEACH

The swift currents whipping down the east coast of the Cotentin Peninsula and the completely unrecognizable nature of the Utah coastline made this sector an extremely dangerous one for the Allies on June 6, 1944. As it turned out, Force "U" landed more than one mile to the south of the intended beachhead. Fortunately for the Americans, this new beachhead turned out to be more weakly defended than the original beach.

[27.51] Utah Beach consists of two sub-beach hexes: Tare Green (B0907) and Uncle Red (B1006). Unlike all other sub-beach hexes in *Atlantic Wall*, these two sub-beaches may not necessarily end up being in these hexes. Instead, due to an Allied Player's die roll during the First Sea Landing Phase (H-Hour) of Game-Turn One only, these sub-beach hexes may shift to the southeast or northwest a variable number of hexes.

[27.52] When landing units at Utah Beach, the Allied Player makes one die roll at the beginning of the First Sea Landing Phase of Game-Turn One. This will determine the actual location of Tare Green and Uncle Red sub-beaches. Once the location of these sub-beaches has been determined, they are considered to occupy these hexes for the remainder of the game. If they end up being different from those printed on the map, then the printed names should be ignored for the remainder of the game. Players may wish to use blank counters to indicate the new locations of these sub-beaches, if they are different from those printed.

[27.53] The results of this die roll are as follows:

a. On a die roll of *1*, the sub-beaches shift three hexes to the southeast (i.e., Tare Green is 1205 and Uncle Red is 1305).
b. If the die roll is *2*, the sub-beaches shift two hexes to the southeast (i.e., Tare Green is 1106 and Uncle Red is 1205).
c. If the die roll is *3*, the sub-beaches shift one hex to the southeast (i.e., Tare Green is 1006 and Uncle Red is 1106).
d. On die rolls of *4* or *5*, the sub-beaches are as printed on the map.
e. On a die roll of *6*, the sub-beaches are shifted one hex to the northwest (i.e., Tare Green is 0807 and Uncle Red is 0907).

[27.54] On die rolls of 1, 2, 3, or 6 all Allied units landing on Tare Green or Uncle Red sub-beaches are pinned (i.e., if the printed sub-beaches shift due to the die roll described in Case 27.53, all units must land pinned).

[27.55] The die roll described in Case 27.53 is the only drift die roll that the Allied Player must make on Utah Beach. No individual units ever roll for drift on this Beach. Dd tank landing, however, must still be rolled for.

[27.56] Demolition engineer units are never halved as a result of shifting due to the die roll described in Case 27.53.

[27.6] RANGER (COMMANDO) UNITS

The Allied Player is provided with numerous ranger (or commando) units. These units have special movement capabilities, and are permitted to land on any beach hex during an Invasion Stage (not necessarily on named sub-beach hexes).

[27.61] On some maps, the Allied Player is permitted to land ranger units during the Invasion Stage. Ranger units are subject to special landing rules.

[27.62] Ranger units may land during Allied Invasion Stages only if the Landing Beach on which they are listed on the Invasion Displays *has not* reached its gap number. In this case, they may land *only* during an Infantry Landing Segment of an Allied Sea Landing Phase of this Stage.

[27.63] Ranger units that land in the Allied Invasion Stage may land on any beach hex of the map on which they are scheduled to appear. They are *never* subject to drift die rolls.

[27.64] Ranger units are the only units in the game that may cross cliff hexsides. A ranger unit must expend its entire Movement allowance (regardless

of what this number is) to cross such a hexside (i.e., it may move no further once the hexside has been crossed). Ranger units are also the only units in the game that may attack across cliff hexsides (see CRT).

[27.65] Ranger units that are listed on the Reinforcement Schedule may land in the manner described in Case 27.63 if the Landing Beach on which they are scheduled to appear has not yet reached its gap number. However, such units must be broken down into assault companies (if available) to so land.

[27.66] Ranger units may land during the Allied Reinforcement Segment of the Allied Player-Turn only if the Landing Beach on which they were scheduled to appear has already reached its gap number. *In this case, the ranger units must land on a sub-beach of the Landing Beach on which they were scheduled to appear.*

[27.67] Ranger units may move only during the Invasion Stage (they may not move during the Allied Player-Turn) if *any* Landing Beach on the map on which they have landed has not reached its gap number. Once *all* Landing Beaches on this map have reached their gap numbers, the ranger units may move only during the Allied Player-Turn.

Example:

HOW TO LAND UNITS

In the First Sea Landing Phase of Game-Turn One, the Allied Player has the following units available for Juno Beach: on Nan Red: 1 Dd, 1 Inf, 2 DP; on Nan White: 1 Dd, 1 Inf, 2 DP, Brig. Blackader; on Nan Green: 1 Dd, 1 Inf, 2 DP; and on Mike: 1 Dd, 1 Inf, 2 DP, Brig. Foster. During the Tank Landing Segment, the Allied Player must declare how he will attempt to land all his Dd tanks. He decides that all will attempt to "swim" in except the Dd tank in Nan Green, which will attempt to land in a normal fashion. He resolves this tank's landing first. He rolls a 2, and since this is less than the Juno drift rating (4), the tank unit lands on the map on the hex labeled Nan Green. However, the tank unit is automatically pinned (flipped over). Now, the Allied Player must resolve the Dd tank landings of the other three units. He rolls a 2 for the unit in Nan White and a 1 for the unit in Nan Red and a 5 for the unit in Mike. Juno's Dd tank landing rating is 3, so the Mike Dd unit is eliminated. The other two land on Nan White and Nan Red sub-beaches on the map in an unpinned condition. The Allied Player is now through with the Tank Landing Segment on Juno Beach. He may proceed to the Infantry Landing Segment. Again, he must roll the die for each sub-beach hex. He rolls a 4 for Nan Red, a 3 for Nan White, a 6 for Nan Green, and another 3 for Mike. The Drift Rating for Juno is 4 so the infantry units for Nan Red, Nan White, and Mike land safely and are placed in an unpinned condition on their corresponding sub-beach hexes. Since the leader units are considered to be travelling with the infantry, Brig. Blackader and Brig. Foster land safely and are placed on their respective sub-beach hexes as indicated on the Invasion Display. The infantry unit on Nan Green is eliminated, since its die roll (6) is two greater than Juno's Drift Rating. Now that the Allied Player has finished landing the infantry units, he may attempt to land his demolition engineer chits. He again rolls the die. He rolls a 6 for Nan Red, a 2 for Nan White, a 3 for Nan Green, and a 5 for Mike. The demolition engineers for Nan White and Nan Green land safely and are placed in the box marked DP Landed on the Invasion Display which corresponds to their appropriate sub-beaches. The demolition engineer chit for Mike drifts one sub-beach to the east (a 5 — the die roll — is one more than 4, Juno's drift rating). The chit is placed in the Nan Green box on the Invasion Display and is halved in strength immediately. The demolition engineer chit for Nan Red (which had a 6 die roll) is automatically eliminated since it achieved a die roll two or more greater than Juno Beach's drift rating. At this point, the three Landing Segments for Juno Beach have been completed, and the Allied Player may proceed to his next Landing Beach.

[28.0] MOVEMENT DURING THE INVASION STAGE

GENERAL RULE:

All Allied combat and leader units that land during an Allied Sea Landing Phase unpinned may be moved one hex during the Allied Movement Segment of the Allied Sea Landing Phase. They may *not* move during the Movement Phase of the Allied Player-Turn.

CASES:

[28.1] MOVEMENT OF UNITS

[28.11] All unpinned Allied units, except demolition engineers, may be moved one hex during the Allied Movement Segment of the Allied Sea Landing Phase.

[28.12] Only ranger and commando units may be moved across Cliff hexsides. No other types of units may ever be moved across these hexsides (see Case 27.64).

[28.13] Pinned units may *not* be moved.

[28.14] Demolition engineers may *never* be moved.

[28.15] All normal Zone of Control rules are in force during all Allied Invasion Stages.

[28.2] STACKING

[28.21] The Allied Player may stack up to 12 companies in a *beach* hex.

[28.22] The Allied Player may stack up to *four* companies in a *non-beach* hex.

[28.23] Leaders do *not* count for stacking purposes.

[28.24] (optional) Players will find there will sometimes be extremely large stacks of units on the beach hexes by the end of Game-Turn One. To avoid difficulties with the handling of these stacks it is suggested that a maximum of four units only be kept in any given beach hex, and that any other units in that hex be placed in that sub-beach's First Sea Landing Phase box on the Invasion Display. Players should keep in mind, however, that units so placed are affected by all attacks made against that hex and all Zones of Control exerted against that hex (they are considered occupants of that hex even though they are not physically in it). In the same way, units in these boxes may also attack Enemy units, subject to all rules regarding combat during the Invasion Stage (see Section 29.0).

[28.3] ZONES OF CONTROL DURING THE ALLIED INVASION STAGE

All normal Zone of Controls rules (as described in Section 7.0) are in effect throughout all Allied Invasion Stages. Remember, however, that pinned units never exert Zones of Control.

[29.0] COMBAT DURING THE INVASION STAGE

GENERAL RULE:

Combat occurs during the German Smallarms Fire Segment and the Allied Assault Segment of the Allied Sea Landing Phase. Up to four Allied companies may attack out of a given hex.

PROCEDURE:

During the German Smallarms Fire Segment, the German Player totals up the number of Combat Strength points that are being used in an attack upon a hex. He then rolls one die and consults the German Smallarms Fire Table. He immediately applies the result. During the Allied Assault Segment, the Allied Player totals up the Combat Strengths of his attacking units (up to a maximum of four units attacking out of each hex) and compares the result to the total Combat Strengths of the defending units, thus forming a ratio exactly as described in Section 9.0. The Allied Player then locates the appropriate odds column on the Invasion Stage Combat Line of the Combat Results Table. These odds may be affected by Armor Superiority (exactly as described in Case 9.5, with the following exception: Case 9.52 (C6) does *not* apply) and by the number of combat engineer units being used in the attack. Once the final ratio has been determined (ratio of attacker to defender plus any shifts for Armor Superiority and engineer units, see CRT) the Allied Player rolls two dice and consults the Combat Results Table. The results, if any, are immediately applied. Players should note, however, that results received when the Allied Player is attacking strongpoints, resistance nests, and batteries are read slightly differently than in normal combat. See the CRT (Case 9.79) and Case 29.2 for full explanation of these differences. *During the Allied Invasion Stage, German attacks are strictly forbidden* (note that German smallarms fire is not considered an "attack"). In addition, *during any German Combat Phase, the German Player may never attack any Allied unit that has landed on a Landing Beach that has not yet reached its gap number.* The only German combat permitted against such Allied units is smallarms fire (see Case 29.1). However, during the German Combat Phase of his Player-Turn, the German Player *is* permitted to attack Allied parachute and glider units that have landed on the map as per the normal combat rules (these Allied units are not attached to any Landing Beach). German smallarms fire against Allied parachute or glider units that have dropped onto the map is strictly forbidden.

CASES:

[29.1] GERMAN SMALLARMS FIRE

[29.11] During the German Smallarms Fire Segment of the Allied Sea Landing Phase, the German Player may attack any Allied unit to which he has a unit adjacent. This is called Smallarms Fire and is resolved as follows:

a. The German Player totals the number of Combat Strength points he is attacking with.

b. He then rolls one die and consults the appropriate column of the German Smallarms Fire Table (29.4) to obtain a result.

c. If a P result is obtained, all Allied combat units in the hex being attacked are pinned (flip the affected units to their pinned side).

d. If a "1E", "2E", "3E", or "4E" result is obtained, a number of Allied combat units in the hex equal to this number are eliminated from play. All remaining combat units in the hex are pinned (flipped over). The choice of which units to eliminate is left to the German Player. In addition, the Allied Player must immediately eliminate 1 demolition engineer point from this sub beach's appropriate box. Finally, the Allied Player reduces (flips over) any leader units in this sub-beach. Previously-reduced

leaders are eliminated from play. These results are the only possible ways in which demolition engineers and leader units can be affected by German Smallarms fire.

[29.12] Demolition engineer units and leader units are never affected by "P" results due to German Smallarms fire.

[29.13] When making a smallarms fire attack, the entire German stack must fire as one whole combat strength. An individual unit in the stack may not fire at a different target than the rest of the stack.

[29.14] The German Player may *not* combine fire from two hexes. *Each hex fires separately.*

[29.15] A stack may *never* fire at more than *one* hex.

[29.16] The German Player may attack the same hex more than once as long as a *different* stack attacks that hex each time.

[29.17] A unit may never fire more than once in any given German Smallarms Fire Segment.

[29.18] Pinned units may *not* fire.

[29.19] Smallarms fire attacks are completely voluntary. Units are *never* required to attack during the German Smallarms Fire Segment.

[29.2] ALLIED ASSAULTS

[29.21] During the Allied Assault Segment of the Allied Sea Landing Phase, all attacks being made by Allied units are resolved. This is performed as follows:

a. The Allied Player totals the number of Combat Strength points he is attacking with and compares this to the total combat strength of the defending units. This is expressed as a ratio: attacker's strength to defender's strength (see Section 9.0). Different hexes may combine their Strengths to attack a single German hex.

b. The Allied Player locates the proper odds column on the "Invasion Stage Combat" line on the Combat Results Table.

c. He then applies any shifts for Armor Superiority (*remember*—Case 9.52(c6) does not apply) and for the presence of non-demolition engineer units in the attack (up to a maximum of *five* shifts to the right per attack).

d. He then applies any shifts to the left for attacking across bluff or cliff hexsides (see CRT).

e. Once all shifts have been applied, the Allied Player rolls two dice to obtain a result.

[29.22] Only the typeface (indicating to whom the result applies) and parenthesized number (indicating the number of the affected Player's combat units to be eliminated, or if it is a German battalion, steps lost) are used when reading the combat results. All "d", "D" and unparenthesized combat results are ignored during the Allied Assault Segment (see CRT).

[29.23] If all defending German units are eliminated from a hex as a result of an Allied Assault, the Allied Player may advance up to four units which participated in that attack into the vacated hex.

[29.24] All Zone of Control rules which apply to combat are in force (see Case 7.4).

[29.25] *No more than four Allied units may attack out of any given hex at one time. These four units may be any of the Allied Player's choosing.*

[29.26] *The Allied Player may choose to pin his units voluntarily to avoid attacking at low odds.* If the Player decides to do this, then all units in that hex must be pinned.

[29.27] Pinned units are never required to attack.

[29.28] Attacks at less than 1-2 odds are resolved on the 1-2 odds column. Attacks at greater than 12-1 odds are resolved on the 12-1 column.

[29.29] The Allied Player receives a shift of one column to the right on the Combat Results Table for each combat engineer unit which is participating in the attack (i.e., if three combat engineer units participated in an attack, that attack would receive a shift of three columns to the right). However, there may *never* be more than five shifts to the right per attack (see Case 29.21,*c*).

[29.3] COMBAT DURING THE GERMAN PLAYER-TURN COMBAT PHASE

[29.31] During the Combat Phase of the German Player-Turn, the only units which may be attacked by the German Player are:

a. Allied parachute or glider units.

b. Allied units which have landed on a Landing Beach which has reached its gap number.

[29.32] Allied units which have landed on a Landing Beach which has *not* reached its gap number may *never* be attacked during the Combat Phase of the German Player-Turn (regardless of Zones of Control). They may only be attacked during the German Smallarm Fire Segment of an Allied Sea Landing Phase. (This is an exception to Cases 7.41, 9.11, and 9.13.)

[29.4] GERMAN SMALL-ARMS FIRE TABLE

(see separate sheet)

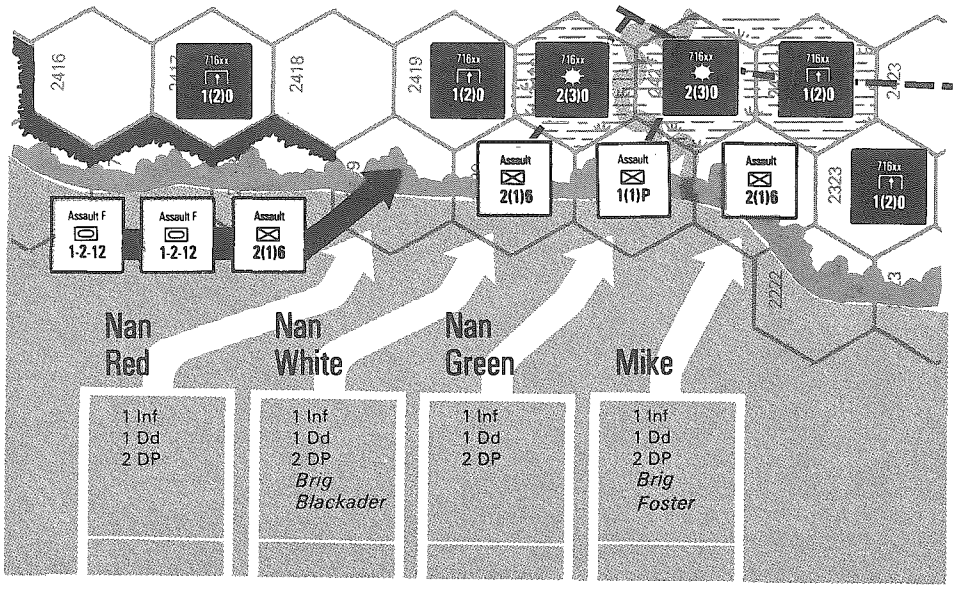
[30.0] BLOWING GAPS

GENERAL RULE:

During the Allied Demolition Segment of the Allied Sea Landing Phase, the Allied Player may attempt to blow gaps with his demolition engineer chits.

PROCEDURE:

The Allied Player totals up the number of Demolition Engineer Points he has available on a particular sub-beach, and then rolls the die and consults the appropriate column of the Demolition Table. The result obtained is the number of gaps blown on that sub-beach. The Allied Player immediately places an appropriately-numbered chit in the proper Gaps Blown box on the Invasion Display to indicate this result (or, of course, adjusts an already-placed chit). This procedure is repeated for all sub-beaches on which there are any demolition engineer chits.



Example:

COMBAT DURING THE INVASION STAGE

During the German Small-Arms Fire Segment the German Player fires at the Allied units in (a) 2319 with the resistance nest in 2419; (b) 2320 with his strongpoint in 2420, and (c) 2321 with his strongpoint in 2421. In the attack against the Allied units in hex 2319, the German Player rolls a 1 and obtains no result on the German Small-Arms Fire Table. He then rolls the die for his attack against the unit in hex 2320 and gets a 2, again receiving no result on the German Small-Arms Fire Table. In his final attack (against the pinned unit in hex 2321) he rolls a 5, obtaining a P (pinned) result. Since the Allied unit is already pinned, this result has no effect. During the Allied Assault Segment the Allied Player attacks the resistance nest in hex 2419 with his two F tanks and one infantry unit which are in hex 2319. He totals up the combat strength of all his attacking units (1 + 1 + 2 = 4) and compares this total to the Combat Strength of the German unit (1). This gives a ratio of 4-1. The Allied Player then totals up the unparenthesized Armor Strengths of the F tanks and compares this to the defending unit's Armor Strength. Since the total Armor Strength of the attacking units is twice that of the defending unit, the Allied Player would shift two columns to the right on the Combat Results Table when resolving combat. The attack would therefore be resolved on the 6-1 odds column of the "Invasion Stage" line of the Combat Results Table (4-1 odds plus a shift of two columns to the right for Armor Superiority = 6-1). The Allied Player then rolls two dice and obtains an 8, yielding a combat result of "1(1)D". Ignoring the unparenthesized 1 and the D, the Allied Player reads the result as (1), indicating that one attacking unit is eliminated. The Allied Player decides to voluntarily pin the infantry unit in hex 2320 to avoid attacking the German strongpoint in hex 2420 (pinned units are never required to attack).

CASES:

[30.1] RESTRICTIONS

[30.11] Demolition engineers may attempt to blow gaps *only* on Low-Tide (odd-numbered) Game-Turns. They may *not* attempt to blow gaps on High-Tide (even-numbered) Game-Turns.

[30.12] The number of gaps blown on a given sub-beach hex is represented by a numbered chit. This chit is placed in the box on the Invasion Display marked Gaps Blown which corresponds to that sub-beach.

[30.2] EFFECTS OF GAPS

[30.21] When the number of gaps blown on an entire Landing Beach reaches that Landing Beach's gap number, that Landing Beach is cleared and it then enters the Post-Invasion Stage (see Section 32.0).

[30.22] The number of gaps blown on an individual sub-beach affects the landing of units during High-Tide (even-numbered) Game-Turns. When attempting to land units during High-Tide, the Allied Player rolls one die. On a die roll equal to or less than the number of gaps blown on that sub-beach, all units land safely and are placed on that sub-beach hex. On a die roll exceeding the number of gaps blown, a number of units equivalent to the difference of the number of gaps on that sub-beach subtracted from the die roll are eliminated from those units attempting to land, while remaining units, if any, are placed on that sub-beach hex (see Cases 19.12 and 19.13). (This applies only to reinforcements which are landing on a Landing Beach that has not reached its gap number.)

Example:

Two gaps have been blown on a sub-beach hex. The Allied Player attempts to land four companies as reinforcements during a High-Tide Game-Turn. He rolls the die and receives a 4. Since the die roll exceeds the number of gaps blown by two, two Allied company units are eliminated (Allied Player's choice) and the remaining two are placed on that sub-beach hex on the map.

[30.3] ALLIED DEMOLITION TABLE
(see separate sheet)

[31.0] UNPINNING UNITS

GENERAL RULE:

During the Mutual Unpinning Segment of the Allied Sea Landing Phase, both Players may unpin units.

PROCEDURE:

All German units are automatically unpinned during the Mutual Unpinning Segment of the Allied Sea Landing Phase. Allied leader units may attempt to unpin all Allied units *stacked* with or *adjacent* to them on the map. On a die roll equal to or less than that leader's rating, all units stacked with or adjacent to that leader are unpinned.

CASES:

[31.1] WHICH UNITS AUTOMATICALLY UNPIN

[31.11] All German units are automatically unpinned.

[31.12] When a Landing Beach reaches its gap number (see Section 32.0) all pinned Allied units are automatically unpinned.

[31.2] LEADERS

[31.21] All Allied units stacked with or adjacent to a leader are unpinned on a die roll (rolling one die) equal to or less than that leader's rating. The Allied Player rolls once for each leader, with the result applying to *all Allied units stacked with or adjacent to that leader*, regardless of organizational affiliation.

[31.22] Leader's ratings may *never* be combined when rolling for unpinning. The Allied Player rolls the die separately for each leader unit.

[31.23] It is possible for a Player to roll for the same units more than once if they are adjacent to or stacked with more than one leader unit.

[31.24] On a die roll higher than a leader unit's rating, all pinned Allied units stacked with or adjacent to that leader remain pinned.

[32.0] TRANSITION TO THE POST-INVASION STAGE

GENERAL RULE:

Once a Landing Beach reaches its gap number, it enters the "Post-Invasion Stage."

PROCEDURE:

Each Landing Beach has a Gap Number. The instant the number of gaps blown on a Landing Beach equals or exceeds that Landing Beach's Gap Number, that Landing Beach has entered the Post-Invasion Stage. *When a Landing Beach has entered the Post-Invasion Stage, the Allied Player immediately discontinues using the Allied Invasion Stage of the Sequence of Play and begins using the Allied Player-Turn section of the Sequence of Play for all units which land or have been landed on that Landing Beach.* It is entirely possible for one Landing Beach to still be in the Invasion Stage while all other Landing Beaches are in the Post-Invasion Stage.

CASES:

[32.1] EFFECTS ON UNITS

[32.11] The instant a Landing Beach reaches its Gap Number, all pinned Allied units which had landed on that Landing Beach are automatically unpinned.

[32.12] The instant a Landing Beach reaches its Gap Number, all leaders and demolition engineers which had landed on that Landing Beach are removed from the game.

[32.13] Allied units which land or have landed on a Landing Beach which has reached its Gap Number may begin to build up into battalions.

[32.14] The Allied Player may land battalion-size units on a Landing Beach which has reached its Gap Number without going through the procedure described in Cases 19.12 and 19.13 (see Case 19.11 for proper procedure).

[32.15] The instant a Landing Beach reaches its Gap Number, the Invasion Stage rules (Sections 27.0 to 31.0) are no longer in effect for units which land or have landed on that Landing Beach. All Post-Invasion Stage rules (Sections 6.0 to 26.0) are in force from this point on for all units which land or have landed on that Landing Beach.

[32.2] EFFECTS ON COMBAT

[32.21] Allied units which land or have been landed on a Landing Beach which has reached its Gap Number may be attacked normally by the German Player during the Combat Phase of the German Player-Turn.

[32.22] Allied units which land or have been landed on a Landing Beach which has reached its Gap Number may attack normally during the Combat Phase of the Allied Player-Turn.

[32.23] Allied units which land or have been landed on a Landing Beach which has reached its Gap Number may receive Air Support when attacking (see Case 17.3).

[32.24] When *all* Landing Beaches on a given map section have reached their Gap Numbers, then, and only then, may the Allied Players use the Ground Support strength of his naval units on that map section (see Case 18.3).

[32.25] When *all* Landing Beaches on a given map section have reached their Gap Numbers, the Allied Player may no longer use the Bombardment strength of his naval units on that map section.

For Sections 33.0 through 35.0, see separate booklet.

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Abbreviations:
USGPO: U.S. Govt. Printing Office
HMSO: Her Majesty's Stationery Office
NIP: Naval Institute Press

A NOTE ON THE MAPS

The maps for *Atlantic Wall* were drawn from a variety of sources. Without a doubt, the best of these were the 1:100,000's of the Army Map Service, Washington, D.C., 1944. These color maps are beautifully drawn and tremendously accurate. Those used were "Caen-Falaise," "St. Lo-Vire," and "Cherbourg-Valognes." Also used were a variety of good maps from the *American Forces in Action* series — *Utah Beach to Cherbourg* and *Omaha Beachhead.* The British Official History, *Victory in the West*, and the Canadian Official History, *The Victory Campaign*, both had very useful maps of the German beach defenses as they were on June 6 — oftentimes down to the level of individual weapons pits and pillboxes. Luckily, we also had available some original 3rd Armored Division and 82nd Airborne Division maps as carried in Normandy, although these were no more useful than the secondary source maps. Modern 1:200,000 Michelin road maps also proved extremely valuable. Sections used were #54 (Cherbourg) and #55 (Caen). The delineation of the bocage area as seen on the *Atlantic Wall* maps proved a much tougher nut to crack. Few sources — if any — state exactly where the bocage begins and where it ends. As we soon discovered, those that do say something about this often proved to be inaccurate. We finally resorted to the use of air photos, of which we had many of the Normandy area (by no means complete, however). All of the Official Histories along with the *American Forces in Action* were useful in this purpose. All in all, we feel that this map is probably the most accurate portrayal of the hedgerow country possible (at least in terms of military operations). There was little more that we could do, save visiting the place.

DEVELOPER'S NOTES

The invasion of Normandy was one of the most massive and complex military operations ever attempted. Involving over three years of planning, it made use of land, air, and naval forces representing many different nationalities. On June 6, 1944 — D-Day — the years of planning and preparation paid off as Allied troops waded ashore or parachuted behind enemy lines and air and naval units bombarded German defensive positions.

To accurately reflect both the initial stages of this battle, when Allied troops were landing on the beaches or being parachuted in, and the later stages, after the Allies had established their beachheads and were attacking inland, it was necessary to break the game into two stages. The first of these, the Invasion Stage, covers the landing of troops on the beaches, the air and naval bombardment, and the first initial attacks inland before the beaches had been cleared of obstacles and made safe for the landing of supplies and reinforcements. The second of these stages, the Post-Invasion Stage, deals with the battle after the Allied beachheads had been firmly established. Because of this, *Atlantic Wall* makes use of two different game systems, one totally new covering the Invasion Stage, and the other, based on the *Wacht Am Rhein* system and covering the Post-Invasion Stage.

The Invasion Stage game system used in *Atlantic Wall* underwent several changes during the course of playtesting. Among these changes were the dropping of a separate Combat Results Table for the resolution of Allied assaults during the Invasion Stage, the placement of the Invasion Displays on the map, and the dropping of historical designations from the assault companies. The use of a separate Combat Results Table for the resolution of Allied assaults was discontinued in favor of a Combat Results Table which could be used for both Invasion and Post-Invasion Stage combat. The second change was the placement of the Invasion Displays on the map. Originally, these were on separate sheets of paper, while all the naval units were set up in the place that the Displays presently occupy. To save space and reduce the amount of paper required, the Invasion Displays were moved onto the map and a separate box for each map section's naval units was created. This arrangement, which worked out with only minor adjustments, is the one which appears in the game. The other change, the removal of historical designations from assault companies, occurred toward the end of playtesting. The presence of these designations had caused numerous problems with regard to battalion build-up and break-down, and we decided the best thing to do was to leave them off. The historical designations are included in the Order of Battle, however, and if the players wish, they should feel free to write them in on the unit counters representing the assault companies.

The game system used in the Post-Invasion Stage, though based on the *Wacht Am Rhein* game system, differs from it in several aspects, mainly in the use of Strategic Movement, Armor Strengths, and added artillery rules, disruption and demoralization, and a Combat Results Table utilizing two dice. The first four alterations were incorporated in *Atlantic Wall* from the very beginning of playtesting and underwent little or no change. The use of a two die Combat Results Table was not introduced until a little past the midway point in the development of the game. Previous to this we had been using a Combat Results Table similar to the one used in *Wacht Am Rhein*, with additions for disruption and demoralization. This, however, did not seem to provide enough possibilities with regard to combat results, so a table making use of two dice was drawn up. It was at this time that the separate Combat Results Table for use during the Invasion Stage was dropped, and thereafter attacks made during this period of the game were resolved on the new Combat Results Table.

While the *Atlantic Wall* rules are fairly complex and contain many new concepts, we feel that once players master the system they will find the game extremely enjoyable and relatively fast moving.

DESIGNER'S NOTES

GENERAL NOTES

Most of us who are familiar with the Normandy campaign know the story of the German Staff officers who played an elaborate "Kriegspiel" (wargame) on the night of June 5, 1944 at Rennes, postulating an Allied invasion of France through Normandy. They had just about concluded the game, with the Allied players winning, when news of the actual invasion reached them. Many an apprehensive brow must have been furrowed when those officers pondered the future of German arms in the upcoming campaign! There seems to be little doubt in the minds of the vast majority of current wargamers that the D-Day campaign was one that could lend itself perfectly to an enjoyable, yet balanced simulation. All of us grew up with the old Avalon Hill *D-Day* game, which certainly whetted our interest in the topic. Most of us wanted more.

With the publication of *Wacht Am Rhein*, numerous requests were received at SPI asking for a game done in a similar fashion to *Wacht* covering the Normandy campaign. The popularity of *Wacht* and the growing number of these requests generated a new game, which was christened *Atlantic Wall*. Our immediate general goals were (1) to accurately simulate the operational flavor of Second World War combat on the battalion level; (2) to portray the complexities of the actual landing made by the Allies on the Normandy beaches on a secondary level — not so much as an enjoyable and balanced game, but in a style structured such that the players would immediately grasp the fundamentals of an amphibious operation, D-Day in particular; (3) to show the strategic alternatives and problems faced by the Allies once established ashore; and (4) to reflect the extreme importance of air and naval forces in the conduct of this campaign.

The first goal was somewhat simple to achieve. We already had the example of *Wacht Am Rhein*. It was decided that a clean up of this complex game was in order, with a few additional complications ready to throw in. The second goal was a much tougher nut to crack. The invasion game was very difficult to assimilate in the given *Atlantic Wall* hex and unit scale, and at least three basic designs were experimented with and eventually scrapped before the system as it appears now was achieved. In general, the invasions were not "games" per se; they are one-sided exercises in die-rolling. However, they are extremely accurate, informative, and fun to play solitaire. Our third goal was a puzzling problem, but fun to work out. Simply, we had to determine how the Allies could function as a fighting army with a variable amount of available supply. Again, numerous ideas were toyed with before the simple, clean system as it stands now was adopted. Our final goal was more of a research challenge than anything else. It was decided that the air and naval system should be more realistic than in *Wacht* and other WWII games on the market. We are satisfied that it is, although — to be repititious — we had to fool with numerous systems before the present one took root.

CASE AND PLAYER'S NOTES

The following is an examination of the individual decisions taken in the design of *Atlantic Wall*, including a few informal suggestions on tactics where applicable.

(2.1) The *game map* was the first problem I faced in this game. Fortunately, the map sources were readily available. The only question remaining was: what were the salient terrain features of the Normandy battle? When faced with a design decision, most wargame designers tend to favor the simplest approach. I agreed with this, and it was decided that the main features of the map would be simply clear, bocage, and woods hexes. Elevations were originally included, but their effect on the fighting (admittedly a strong one) was deemed to have more influence on a tactical level — one step down from *Atlantic Wall*. Complications such as bridges were dropped.

(2.5) The *game scale* was chosen as one kilometer per hex, a little more than one-half the size of *Wacht*. This decision had two favorable benefits: (1) at battalion scale, stacking rules would be somewhat simplified than those of *Wacht*; and (2) each invasion "sub-beach" equalled almost precisely one hex across. As such, the way was forged to simulate the invasion accurately.

(5.2) The *Sequence of Play* is undeniably complex, especially at first glance. However, Players will soon discover that a good deal of it is not used every Game-Turn. The core of the Sequence was taken from *Wacht*. However, extreme complications arose during playtesting when attempting to coordinate the Invasion Stage with the Post-Invasion Stage. It is hoped that these problems have been solved, although the rules are somewhat hard to grasp with one reading. In this Section, it was also deemed worthwhile to include a literal explanation of each Stage in a blow-by-blow fashion. This was found to be invaluable during playtesting when a quick reference to the rules (to see what happens next) was needed.

(6.0) The big change in the *Movement* rules from those of *Wacht* was the scrapping of March Mode. Personally, I never liked an informational counter covering the strengths of a unit that can perform combat. The concept of distinct Tactical and Strategic Movement was coined in this game instead. Undoubtedly an abstraction, I feel that Strategic Movement is one of the most important factors in making the Post-Invasion Stage clean. Another major clean-up involved the movement of artillery units. This was always slightly annoying in *Wacht* no matter what we tried. The final decision was to keep the concept of Out of Battery in the game, but to get rid of the idea of two different counter-sides for artillery. While we were at it, we increased the detrimental effects of going Out of Battery.

(7.0) *Zones of Control* were simplified to the extent that units either had or did not have ZOC's. There would be no fiddling with elastic or fluid ZOC's. The mandatory combat system was retained *a la Wacht*. I have always felt that any game which possesses any tactical features whatsoever (and at one kilometer, I consider *Atlantic Wall* semi-tactical) must have this rule. It is impossible to advance against the enemy in a tactical sense without being influenced to some extent by the weapons and presence of nearby enemy forces that can reach you.

(8.0) *Stacking* rules were clear-cut in this game. In this time period, one battalion is usually associated with kilometer frontages (this is the basis of 20th century SPI "Quad" games). With a few complications for attached companies (which was the historical practice), we were set.

(9.0) The basic combat system of *Wacht* was retained, as previously mentioned. The big change was in combined arms tactics and rules. In addition, we went with a *single* Combat Strength as opposed to separate Attack and Defense Strengths (as such, we were able to get more information on the counters). Tank-infantry interaction in *Wacht* was moderately accurate, but it fell down in certain areas. It has always struck me that a tank is only as good as its armor plate. If its plate cannot be penetrated by the defender's weapons it is to all intents and purposes indestructable. On the other hand, if it is readily penetrable by the defender, it is worthless. *Wacht Am Rhein* relied simply on one column shifts to the attacker if he possessed a combined arms team of one infantry and one tank unit. *Atlantic Wall* goes deeper than this by assigning each unit an Armor rating. It is thus possible for, say, a German infantry battalion with two Tiger tank companies attached to run roughshod over an American infantry battalion — simply because the American troops could not stop the tanks. The key to this rule was to allow more than one shift for the attacker in certain unusual circumstances, and to negate the Combat Strengths of all attacking tank units if they are outclassed by the defender's anti-tank weapons. These considerations that must be taken into account by all Players add much to the realism of the simulation. As the armies did historically, players will find it expedient to break down tank battalions into companies and parcel them out to their attacking infantry. On the defense, a single battery of anti-tank guns positioned with a strong infantry stack will be well-nigh unaffected by enemy tank units. This system further accurately simulates the inability of tank formations to hold ground on the defense. With a single Combat Strength on the counter, tank units were invariably assigned low Strengths. They are useless in the face of pure infantry attacks and cannot hold ground by themselves. Their great advantage lies in their shifting capability.

The CRT was altered considerably from that seen in *Wacht*. Aside from the two-die system, this Table was slightly changed in favor of the defender. This was a necessity because of the single Combat Strength system on the unit counters. The basic combat results, however, were not radically changed.

(10.0) It was my general intention to downplay the role of *artillery* in *Atlantic Wall* to a limited extent. The Out of Battery system was made more restrictive and cleaner. Players will find it useful only in a somewhat static battle. In any mobile or running engagement, only self-propelled artillery will be of any use. Artillery ammunition rules are also quite restrictive. Players will find that they must carefully plan their artillery fire to maintain a constant flow of support throughout a given day. On numerous occasions in playtesting I left myself without any artillery support in critical attacks during P.M. Game-Turns. Finally, the call-down of artillery fire was restricted. Divisional artillery may *only* support units of the same division. Corps artilery is slightly more free, but it is restricted in positions from which it may use its strength. Violating integrity of unit formations in terms of artillery fire is strictly forbidden.

(11.0) I feel that the *Disruption* and *Demoralization* rules are the crux of any operational level World War Two battalion-level game. Players may find these rules somewhat frustrating, but I don't even think they are restrictive *enough* as they stand now. Anyone who has read accounts of World War Two fighting knows that it was impossible to maintain any sort of offensive for a cohesive unit (i.e., a battalion) for more than a few hours. *Attacking is disruptive*, regardless of the results of that attack. Players will find it wise (as it was in actuality) to maintain a reserve of one battalion per regiment when attacking. As individual battalions become disrupted or demoralized, they should be shuttled with the reserve battalions so as to maintain a consistent flow of attack. Demoralization is a dangerous thing to fool with for long periods of time, however.

(12.0) I was never quite satisfied with the *Night Combat* Rules in *Wacht*. I never could decide whether the attacker or defender possessed an advantage in such combat. The only thing I was sure of was that it was rarely attempted purposefully in the war. As such, I simply required that any unit that attacks at night is automatically disrupted (at least).

(13.0) The tactical *Supply* Rules were not difficult to work up at all. What was needed was extensive playtesting, with the chosen system. Strategic supply for the Allies was more complex. The final decision was to incorporate the Mulberry Table with a system of "support" or "no support" for each divisional HQ. This seems to work well in practice, although we are not sure. The results can be wildly erratic, as a storm in the early stages of the invasion can be absolutely devastating. In any case, the Allies will usually be hard pressed to maintain an offensive on *all* sectors.

(16.0) *Morale* was taken right out of the *Wacht* errata sheet. It has proven a popular — and realistic — rules change.

(17.0) As previously mentioned, the *Air* rules were intended to be colorful and full of "chrome." However, the air battle is so one-sided it is laughable. We originally had individual air units for strategic bombers but decided to go to an abstract system of this type of bombing — basically because it was used only on the first day.

(18.0) Much that was said about air units can also be said about the *Naval* rules. Originally, we had each ship move through the hexgrid as if it were a combat unit. However, this was deemed superfluous early in the game's development, and we stuck with Naval Displays. Allied naval power can be so devastating that the German Player should think twice about holding any defensive position within range of the guns. On the other hand, the Allied Player must maneuver his fleet between the maps and England such that he will be

able to call on a consistent number of ships for support each Game-Turn.

(21.0) I was very puzzled with the *bocage* rules into the last weeks I worked on this game. The rules as they stand now are some I created only about one week before the game was sent into the Art Department. I am certain if what the strengths of bocage terrain were to the Germans; I just was uncertain as to how this could be represented in the game. Remembering that *Atlantic Wall* should as much as possible remain a clean, potentially solitaire-type game-system, I decided to simply make bocage units combat counters of varying strengths. This system was not sufficiently tested, but it seems to me it should work well. The ability of the Allies to learn the ropes of hedgerow fighting is factored into this system (removing bocage markers from play completely when they have been particularly devastated by an attack).

(23.0) I feel that the *Parachute* rules are highly realistic but a little boring to carry out. In order to simulate the confusion of this first night drop of the war, I constantly referred to the incredibly detailed work *Airborne Operations in WWII* (see bibliography). The rules as they stand now are a kind of game version of Dr. Warren's account of this night. On the British side, the book *Dropzone Normandy* served a similar function. Players will find that a lucky accurate drop will be devastating to the German Player. More often than not, however, the drop will be severely scattered and unable to perform vital tasks immediately. The Allies have one advantage in this game that they did not have in reality: the ability to see clearly the German unit deployment at the start of the game. They are able to structure their jumps to maximum effect and are usually able to avoid being wiped out upon landing.

(27.0) As previously mentioned, the *Invasion* game was one of the four goals which were set for *Atlantic Wall* at the beginning of its design in July 1977. I must stress, however, that I find the Invasion Sequence more informative and instructive than fun to play. There is a lot of die rolling and the Germans are usually unable to do anything to stem the tide of Allies flowing ashore. There are not even many hints on play to give here, as events roll forward inexorably. We will leave the Players to determine for themselves the few tactics that will prove useful to them on the beaches. It can be a lot of fun, but a little tedious when doing all five beaches. Again, we were very careful to structure the Sequence of Play such that there was a concrete Invasion Stage and Post-Invasion Stage. The Gap Number is the critical determinant of this transition. The Allies cannot hope to make any dramatic exploitations from the beaches until the German defenses have been cleared and it is safe to land reinforcements (i.e., the Gap Number has been reached). Admittedly, this awkward Sequence is a little bit difficult to grasp at first. If Players are confused, they should in any case try a simple invasion scenario to work it out. After the Gap Number is reached, attempt to play a few more Game-Turns in order to grasp the reasons behind the switch to a new Sequence and to clarify to yourself how it works. I feel that all the critical elements of the invasion are there (DD tanks, tide, engineers, etc.). My only worry is that there are so many variables that individual beaches can play very ahistorically under certain unusual circumstances. But in general, I am quite pleased with the system.

Players should note that an order of battle and bibliography have been included in *Atlantic Wall*. I have always felt that any wargame should be above all, instructive. If we have stimulated the Players to the extent that this information will be useful to them, we will be satisfied.

DESIGN CREDITS

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ABBREVIATED SEQUENCE OF PLAY

A. WEATHER DETERMINATION STAGE
(AM Game-Turns only)

B. ALLIED MULBERRY STAGE
(AM Game-Turns only)

C. MUTUAL AIR ALLOCATION STAGE
(AM and Night Game-Turns only)

D. MUTUAL ARTILLERY RESUPPLY STAGE
(AM Game-Turns only)

E. ALLIED PLAYER-TURN
(Post-Invasion Stage only)

1. Mutual Supply Determination Phase
2. Movement Phase
3. Combat Phase

F. ALLIED PARACHUTE DROP STAGE
(Game-Turn One only)

1. Drop Display Phase
2. Drop Phase
3. Scatter Phase
4. Movement Phase

G. ALLIED INVASION STAGE

1. Air Bombardment Phase
2. First Allied Sea Landing Phase
3. Second Allied Sea Landing Phase
4. Third Allied Sea Landing Phase

H. GERMAN PLAYER-TURN

1. Mutual Supply Determination Phase
2. Movement Phase
3. Combat Phase

I. NAVAL MOVEMENT STAGE
(PM Game-Turns only)

J. GAME-TURN INDICATION STAGE

ATLANTIC WALL SCENARIOS

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[33.0] SCENARIOS

COMMENTARY:

Atlantic Wall is presented as a series of seven distinct scenarios, each of which may be played as a separate game. Three scenarios are "post-invasion" games which occur after June 6, 1944. Two scenarios are "invasion" games which begin on June 6. Finally, the last scenario is the campaign game, which begins on June 6 and ends on July 1, 1944. Each scenario except the campaign game may be played on a single map. We strongly suggest that Players begin playing *Atlantic Wall* with a single map scenario. Furthermore, it is recommended that one of the post-invasion games be chosen first, as this will quickly familiarize each Player with the basic mechanics of the game-system. The invasion rules are difficult to grasp at first, but they also will become second-nature after an invasion scenario is played.

GENERAL RULE:

Each scenario represents a distinct game possessing special rules regarding the length, deployment, reinforcements, air and naval power available, special rules, and Victory Conditions applicable to the situation it is simulating. All rules hold true in each scenario unless specifically contradicted by special rules of the scenario. Unless specifically stated in a scenario, all units begin all games on their stronger sides (if they possess two or more steps of strength). Artillery units begin the game in Battery. Stacking Rules must be observed in initial deployment.

Note: Before the start of any non-invasion scenario, the German Player should place all of his Delay markers in a wide-mouthed cup. Later in the game he may be required to choose these markers at random (see Section 21.0).

[33.1] THE FALL OF CHERBOURG

Historical Notes:

The major problem facing the Allies once they were ashore was supplying the bridgehead with all necessary material to support a sustained drive across France. Although great faith was placed in the artificial "Mulberry" harbors, it was recognized that a port must be taken within the first few weeks of the invasion in order for this supply problem to be solved. The only major French port within striking distance of a Normandy beach was Cherbourg, which was about 18 miles northwest of Utah Beach. As the American VII Corps drove across the Cotentin Peninsula (which they cut at Carteret on June 18), it became clear that the American intention was to drive north toward this city and not to the south toward Carentan.

The plans for the attack on Cherbourg were drawn up by Maj. Gen. Lawton Collins, Commander of VII Corps, along with many of his divisional commanders. It was clear to all concerned that the Germans had virtually disintegrated on this front. Many divisions had been split up by the American drive across the Cotentin, such that a portion remained south of the U.S. lines and a portion to the north. The American attack involved three infantry divisions (9th, 79th, and 4th), 4th Cavalry Group, and strong corps artillery and armor (both tank and tank destroyer) support. Terrain in the north Cotentin is somewhat different from the typical Norman pastures and hedgerows to the south. The land surrounding Cherbourg is significantly more hilly, with numerous ridges and valleys — not to mention slightly more open than the standard bocage.

The attack on Cherbourg opened on the morning of June 19, with the 9th Division on the west, 79th in the center, and 4th on the eastern flank. German opposition was slight, except for a tough fight in the vicinity of the cities of Montebourg and Valognes. The battle progressed rapidly, giving most American commanders the impression that Cherbourg would fall within two or three days. However, U.S. forces had not yet come in contact with the strong Cherbourg defense perimeter (which had given General Erwin Rommel some problems in 1940 when he took the city), along with its numerous second-line troops (naval and training personnel, artillery emplacements, etc.). By June 21, the Americans were fighting in the outside defense perimeter supported by Allied naval forces off Cape Levy. For over seven days the fighting would rage within the Cherbourg perimeter until General Schlieben's surrender on June 27.

The Americans had won their first major victory in the Normandy campaign. The stage was now set for the smash-out from the Normandy hedgerows. On the German side, even Hitler had foreseen the inevitable fall of Cherbourg ("It is your duty," he cabled to Schlieben, "to defend to the last bunker and leave to the enemy not a harbor but a field of ruins.") However, few Germans realized the vast strategic importance of the fall of this great port.

[33.11] Scenario Length

Fall of Cherbourg begins on the June 19 A.M. Game-Turn and continues until the June 27 Night Game-Turn. (Note, however, that the game may end sooner as a result of the American Player achieving his victory conditions before this date.)

[33.12] Initial Deployment

Note: Only Map E is used in this scenario.

a. *Abbreviations:* Every unit listed in a starting set-up is given its organizational designation, a starting hex, and (in parentheses) a unit type abbreviation. Abbreviations used are as follows: I = infantry; T = tank; A = artillery; E = Engineer; R = reconnaissance; H = headquarters; P = parachute; G = glider; M = mechanized infantry; AT = antitank; MG = machine-gun; C = ranger or commando.

b. *Asterisk* (*): An asterisk following any unit's designation indicates that the unit begins the game in a reduced state.

c. *German Set-up:* Set up first. All hex numbers refer to Map E.

243rd Infantry Division:

243xx*(E): **2141**; 1/920/243*(I): **2452**; 1/921/243*(I): **2550**; 243xx(A): **2748**; 243xx*(R), 1 company "75" (AT): **2947**; 1 company(I): **3245**; 1/922/243*(I): **3420**; 2/921/243*(I): **3319**; 2/729/243*(I): **3317**; 1 company (I), 1 company "75" (AT): **3316**; 561/243xx*(I): **3540**; 243/LXXXIV(H): **2141**.

77th Infantry Division:

77xx*(E): **3024**; 1 company SGIII(T) 3/1049/77*(I): **3626**; 3/1050/77*(I): **3629**; 2/1050/77*(I), 1 company "88" (AT): **3631**; 1/1050/77*(I): **3634**; 2/1049/77*(I): **3636**; 1/1049/77*(I): **3638**; VT/77xx*(I): **3536**; 77xx(A): **3229**; 77xx(A): **3236**; 77/LXXXIV(H): **3236**.

91st Infantry Division:

1/1057/91(I): **3624**; 2/1057/91(I): **3623**; 3/1057/91(I): **3522**.

709th Infantry Division:

709xx (E): **1911**; 2/919/709*(I), 1/919/709*(I): **2811**; 2/739/709*(I): **2913**; 1/739/709*(I): **2915**; 1/729/709*(I), 1 company "88"(AT): **3116**; 709/LXXXIV(H): **2923**; 1 company (I): **2211**.

7th Army Troops:

1/FJT/7Ar(P), 2/FJT/7Ar(P), 3/FJT/7Ar(P): **1039**; 14/7Ar(AT): **1036**; 144/7Ar(I), 604/7Ar(I), 235/7Ar(AT): **1334**; EB/7Ar(I): **1231**; 7Ar(I): **1135**; 17MG/7Ar(MG): **2244**; 1013/Ar(A): **2617**; 206/7Ar(T): **2627**; 456/7Ar(A), 457/7Ar(A): **2924**; 458/7Ar(A): **3226**; 1011/7Ar(A): **3128**; 1012/7Ar(A): **3236**; 1 "75" Battery: **1303**;

1 "105" Battery on each of the following hexes: **1607, 2612, 0818, 0621, 1130;** 1 "150" Battery: **1007, 1037** (×2), **0744, 1130;** 1 "240" Battery: **1130;** 1 "280" Battery: **0821.**

d. *U.S. Set-up:* Set up second.

9th Infantry Division:
3/60/9(I), 1 company (T): **3947;** 1/60/9(I), 60/9xx(A), 64/9xx(A): **3944;** 2/60/9(I), 1 company (T): **3941;** 1/39/9(I): **3838;** 2/39/9(I), 1 company(T): **3836;** 3/39/9(I): **3834;** 26/9xx(A), 34/9xx(A), 9/VII(H): **3934;** 9xx(R): **3939.**
79th Infantry Division:
79xx(R): **3829;** 1/313/79(I): **3827;** 2/313/79(I): **3825;** 3/313/79(I): **3823;** 1/315/79(I): **3821;** 2/315/79(I): **3720;** 3/315/79(I): **3619;** 1 company(R), 1 company(T): **3832;** 1 company(R), 1 company(T-M5): **3831;** 311/79xx(A), 312/79xx(A): **3925;** 310/79xx(A), 904/79xx(A), 79/VII(H): **3922.**
4th Infantry Division:
1/8/4(I), 1 company(T): **3519;** 2/8/4(I), 1 company(T): **3417;** 3/8/4(I): **3718;** 87/4xx(A): **3819;** 1/12/4(I): **3315;** 1 company(I), 1 company(T): **3415;** 2 companies(I): **3614;** 3/12/4(I): **3114;** 2/12/4(I): **3113;** 1/22/4(I): **3313;** 2/22/4(I): **3211;** 4xx(R): **3112;** 20/4xx(A), 29/4xx(A): **3615;** 42/4xx(A). 44/4xx(A): **3312;** 4xx(E): **3808,** 4/VII(H): **3715.**
VII Corps Troops:
1/VII(A): **3819;** 183/VII(A): **3814;** 801/VII(T): **3614;** 24/VII(R): **3010;** 1 company(R): **3009.**

[33.13] Air Power

a. *German:* The German Player has no air units at his disposal for the duration of the scenario.

b. *U.S.:* The U.S. Player has the following air units at his disposal for the duration of the scenario: 48, 371, 366, 50, 365 (P-47), 367, 474, 368, 370 (P-38).

[33.14] Naval Power

The U.S. Player has the following naval units at his disposal for the duration of the scenario: *Tuscaloosa, Quincy, Nevada, Glasgow, Enterprise, Texas, Arkansas, Emmons, Gherardi, Hobson, Butler, Thompson.*

[33.15] Reinforcements and Replacements

a. The German Player receives no reinforcements.

b. The U.S. Player receives reinforcements on the June 19, P.M. Game-Turn (Game-Turn 55). These may enter on any road hex on the south edge of Map E *west* of the Douve River. These units would enter the map during the Tactical or Strategic Movement Segment of the Allied Player-Turn. Ignore the Allied Reinforcement Segment in this scenario. The reinforcements are: 1/47/9(I), 2/47/9(I), 3/47/9(I), 1/359/90(I), 980/VII(A), 188/VII(A), 15/9xx(E), 2 companies(T), 304/79xx(E), 1/314/79(I), 2/314/79(I), 3/314/79(I).

c. The German Player begins the game with only one step of replacements underneath each HQ unit.

[33.16] Battalions in Holding Area

The U.S. Player begins the game with 3/22/4(I) in his Battalion Holding Area. The German Player has no units in this area.

[33.17] Special Rules

a. The U.S. Player need never trace supply lines for the duration of the scenario (and, as a result, ignores the Allied Mulberry Stage). All his units are automatically in supply at all times. The German Player must trace supply normally, using any hex of the city of Cherbourg as the ultimate supply source.

b. A maximum of one Allied naval unit may ever use its Ground Support strength against a German-occupied hex in an Allied Combat Phase.

c. The German Player may fire at Allied Naval units in the Map E Naval Display during the German Combat Phase. This is done exactly as described in Case 18.44.

d. Neither Player may break down any of his battalion units into companies until Game-Turn 57 or after.

e. The German Player may never use Delay markers in this scenario (see Section 21.0).

f. At the conclusion of each Air Allocation Stage, the Allied Player *doubles* the number of Air Points allocated to Interdiction missions. For example, if he has assigned 9 Strength Points to Interdiction, the final total in the Interdiction Track would be 18.

[33.18] Victory Conditions

The Game ends when the U.S. Player has a combat unit in hex 1134 at the end of a Game-Turn *or* (U.S. Player's choice) at the end of Game-Turn 88.

Decisive U.S. Victory: The U.S. Player has had a combat unit end a Game-Turn in hex 1134 on Turn 69 or before and he has eliminated all German Battery units on the map.

Substantive U.S. Victory: The U.S. Player has had a combat unit end a Game-Turn in hex 1134 on Turn 77 or before and he has eliminated all German Battery units on the map.

Marginal U.S. Victory: The U.S. Player has had a combat unit end a Game-Turn in hex 1134 on Turn 88 or before and he has eliminated all German Battery units on the map.

Marginal German Victory: The U.S. Player has had a combat unit on hex 1134 at the end of a Game-Turn before Turn 88, but he has not eliminated all German Battery units on the map by this time.

Substantive German Victory: The U.S. Player has *not* had a combat unit end a Game-Turn on hex 1134 before Turn 88, although he has eliminated all German Battery units on the map at this time.

Decisive German Victory: The U.S. Player has not had a combat unit end a Game-Turn on hex 1134 before Turn 88, and there are still some German Battery units on the map at this time.

[33.2] THE CAUMONT GAP

Historical Notes:

By the night of June 8, 1944, the American beachhead on Omaha was still critically small. The cities of Isigny and Trevieres had not yet fallen, and contact with British forces to the east was very tenuous. Fortunately for the Allies, the Germans in this sector were extremely weak. The entire front was defended only by the remnants of the 352nd Infantry Division and the 30th "Mobile" Brigade (a second-rate unit). The next three days (June 9, 10, 11) strongly solidified the American position. The advance became more rapid and the ties to the British more secure. By the night of June 11, V Corps (commanded by Maj. Gen. Leonard Gerow) had taken all of the massive Foret de Cerisy and were advancing on the crucial city of St. Lo.

On June 12, the German situation on this front was critical. St. Lo was the major road and rail junction in this area, and its fall would represent a decisive Allied victory, both morally and physically. The 352nd Division was bolstered by the elite 3rd Fallshirmjager Division, while Panzer Lehr held the British out of Tilly-sur-Suelles on the east. What the Allies did not know was that there was a great, yawning gap in the German lines between these two first-rate divisions. Held up by the heavy bocage and German delaying teams, the Americans did not see their opportunity until it was almost too late. The Caumont Gap represented a chance to break open the whole Normandy front before the campaign had gotten properly underway. Guarding this gap on the morning of June 12 were *two* German reconnaissance battalions.

The American offensive that opened on this day was not truly aggressive. The 2nd Division attack toward Hill 192 (about 2 miles east of St. Lo) failed disastrously, costing 600 casualties over two days. The 29th Division attacked along the line of the Elle River, achieving little progress, even though heavily supported by tanks and artillery. The 1st Division (which faced the Caumont Gap) advanced with moderate speed but not aggressively. Caumont fell on June 13, but the advance of all three divisions stopped in their tracks (mostly due to heavy casualties and lack of supply) at the end of this day. The German line was saved by the timely arrival of the 2nd Panzer Division in the Caumont Gap.

General Bradley called off this half-cocked offensive on the morning of June 14. Primarily, he was concerned with his exposed left flank at Caumont (the British were still held out of Tilly-sur-Seulles by Panzer Lehr). He was similarly concerned with the "blinding" of American intelligence by the bocage country. If the British were being bloodily repulsed outside Tilly by a firm defense, Bradley thought, wasn't it logical to assume that the Germans were in similar force to his own front?

The Caumont battle represented the American initiation to the Normandy hedgerows. The bocage was a factor that the Allies had not really considered in the Overlord planning. However, as Caumont showed, it was a lesson that had to be learned out of necessity. Success in this campaign would demand nothing less.

[33.21] Scenario Length

Caumont Gap begins on the A.M. Game-Turn of June 12 and ends at the end of the Night Game-Turn June 15 (16 Game-Turns).

[33.22] Initial Deployment

Note: Only Map C is used in this scenario.

a. *Abbreviations:* As in case 33.12

b. *Asterisk* (*): An asterisk following any unit's designation indicates that the unit begins the game in a reduced state.

c. *German Set-up:* Set up second. All hex numbers refer to map C.

352nd Infantry Division:
1/914/352(I)*, 1 company (I): **3933;** 2/914/352(I)*, 1 company (I): **4031;** 1/915/352(I)*, 1 company (I): **4130;** 2/915/352(I)*, 1 company (I): **4228;** 1/916/352(I)*, 1 company (I): **4327;** 2/916/352(I)*, 1 company (I): **4425;** 352xx(E)*, 352xx(R): **4430;** 352/LXXXIV(H): Anywhere adjacent to any other unit of the same division.

3FJ Division:
1/8/3FJ(P): **4624;** 2/8/3FJ(P), 3FJxx(R): **4823;** 3/8/3FJ(P): **5022;** All remaining units of 3rd FJ Division: Within 2 hexes of **5134.**

17th Panzergrenidier Division:

17PGxx(R): **4624** (always considered supplied).

2nd Panzer Division:

2Pxx(R): **5014**; All remaining units of 2nd Panzer Division: within 2 hexes of **6110**.

Panzer Lehr Division:

1/902/LR(M), 1 company MkV(T): **4408**; 2/902/LR(M), 1 company SGIII(T): **4610**; 1/901/LR(M), 1 company 75(AT): **4402**; LRxx(R), 1 company MkV(T): **4404**; LRxx(E), 1 company SGIII(T): **4406**; LR/XLVII(H): **4804**.

Miscellaneous:

Ang/275xx(I): **3734** (automatically in supply).

d. *U.S. Set-up:* Set up first.

29th Infantry Division:

2/175/29(I): **3433**; 3/175/29(I): **3632**; 1/115/29(I): **3929**; 3/115/29(I): **4026**; 1/116/29(I), 2/116/29(I), 3/116/29(I): **3628**; all remaining units of 29th Infantry Division: anywhere north of line formed by Allied units or their Zones of Control.

V Corps:

747/V(T): **3629**; 102/V(R): **4116**; 177/V(A), 186/V(A), 208/V(A), 957/V(A), 182/V(A): anywhere north of imaginary line formed by U.S. and U.K. units or their Zones of Control.

2nd Infantry Division:

1/38/2(I): **4225**; 2/38/2(I), 1 company M10(T): **4324**; 3/38/2(I): **4422**; 1/9/2(I): **4521**; 2/9/2(I), 1 company (T): **4419**; 3/9/2(I): **4318**; 1, 2, and 3/23/2(I): **4123**; all remaining units of 2nd Infantry Division: anywhere north of the line formed by U.S. or U.K. units or their Zones of Control.

1st Infantry Division:

1/18/1(I), 1 company (T): **4215**; 2/18/1(I), 1 company (T): **4114**; 3/18/1(I), 1 company (T), 1 company M10(T): **4012**; 1/26/1(I), 1 company (T): **3811**; 2/26/1(I), 1 company (T): **3610**; 3/26/1(I), 1 company (T), 1 company M10(T): **3409**; 1, 2, and 3/16/1(I): **4015**; 741/1xx(T), 1 company M10(T): **3916**; all remaining units of the 1st Infantry Division: set up anywhere north of imaginary line formed by U.S. or U.K. units or their Zones of Control.

e. *British Set-up:*

50th Infantry Division:

SWB/56/50(I): **3308**; GLO/56/50(I): **3306**; ES/56/50(I): **3304**; DL/151/50(I): **3302**; DL/151/50(I): **3503**; DL/151/50(I): **3501**; H/231/50(I), D/231/50(I), V/231/50(I): **3804**; 24L/50xx(T), 74/50xx(A), 124/50xx(A): anywhere north of the imaginary line formed by U.S. or U.K. units or their Zones of Control.

7th Armored Division:

All units of 7th Armored Division: within two hexes of **2607**.

XXX Corps:

50/XXX(H), 6/XXX(A), 191/XXX(A): anywhere north of imaginary line formed by U.S. or U.K. units or their Zones of Control.

[33.23] Air Power

a. *German:* The German Player has the following air units at his disposal for the duration of the scenario: 1/4LD, 2/4LD, 3/4LD(N/F).

b. *U.S.:* The U.S. Player has the following air units at his disposal for the duration of the scenario: 363, 36, 373, 406 (P-47), 354, 358, 363 (P-51), 422, 425 (P-61 N/F), 409, 410 (A-20), 323, 387, 394, 397 (B-26).

[33.24] Naval Power

No naval units are used in this scenario.

[33.25] Reinforcements and Replacements

a. The German Player receives any reinforcements on the Master Reinforcement Schedule that arrive between Game-Turns 25 and 40. However, only reinforcements that may enter the game-map on Map C may ever be brought into play. Note that the German Player must conduct his Off-Map Movement die roll (and consult the number of air points the Allied Player has committed to Interdiction missions) in order to see if these reinforcements enter the map as scheduled (see Case 19.21).

b. The U.S. Player receives any reinforcements that are scheduled to arrive on *Omaha Beach* between Game-Turns 25 and 40 (inclusive). These units enter the map as per the normal Reinforcement Rules.

c. The German Player begins the game with one step of replacements underneath each HQ unit on the map.

d. The U.S. Player begins the game with two steps of replacements underneath each HQ on the map.

[33.26] Battalions in Holding Area

The U.S. Player begins the game with 745/V(T) in his Battalion Holding Area. The German Player has no units in this area at the beginning of the game.

[33.27] Special Rules

a. During the Allied Mulberry Stage, the U.S. Player never consults the Mulberry Table. Instead, he simply rolls the die once during this Stage. The number rolled is the number of Division HQ's he may place in "support" (see Case 13.5). All remaining Division HQ's must be flipped to their Unsupported sides (and all subordinate units suffer all the penalties of this state — see Section 13.0). Additionally, any unit that is subordinate to an Unsupported HQ suffers "Command Paralysis." For each Game-Turn in which a unit suffers Command Paralysis, its Movement Allowance is *halved*, fractions rounded down. (Note that this penalty is in addition to other movement penalties.) The German Player traces supply normally.

b. Neither Player may break down any of his battalion units into companies until Game-Turn 26 or after.

c. At the conclusion of each Mutual Air Allocation Stage, the Allied Player **triples** the number of Air Points he has allocated to Interdiction missions.

d. Before the start of the game, the German Player may deploy *three* Delay markers (chosen at random from the Delay Marker Pool) in any bocage hex on the map not in an Enemy Zone of Control. Additionally, at the end of each German Movement Phase the German Player rolls the die. The number on the die is *halved* (rounding fractions down). This is the number of "free" Delay markers that the German Player may immediately deploy in any bocage hex within four hexes of a full-strength German infantry, mechanized infantry, or parachute infantry battalion (not in an Enemy Zone of Control).

e. The German Player receives *six* Improved Positions markers at the beginning of the game. He may place these (in their *completed* state) on any six hexes of his choice before the start of the game.

[33.28] Victory Conditions

The game ends at the end of Game-Turn 40 (June 15 Night). At this time both Players must evaluate their performance and declare a victor.

Decisive U.S. Victory: Have a combat unit in the cities of Caumont (5514), St. Lo (5134), and Villers-Bocage (5702) at the end of the game *and* exit at least *four* combat units off the south edge of the map by this time.

Note: Units may exit the map anywhere at a cost in Movement Points equal to the terrain in the hex they are exiting. Once exited, they may never return to play.

Substantive U.S. Victory: Have a combat unit in the cities of Caumont, St. Lo, and Villers-Bocage at the end of the game.

Marginal U.S. Victory: Have a combat unit in the city of Caumont at the end of the game *and* a combat unit either in the city of St. Lo *or* Villers-Bocage by this time.

Marginal German Victory: No Allied units end the game in the cities of St. Lo *and* Villers-Bocage.

Substantive German Victory: No Allied units end the game in the cities of St. Lo, Villers-Bocage, and Caumont.

Decisive German Victory: No Allied units end the game in the three cities listed above *and* at least one German unit occupies a hex in the Foret de Cerisy at this time.

[33.3] OPERATION "EPSOM"

Historical Notes:

June 18, 1944: On this day, General Montgomery summarized the two weeks of fighting on the European continent for his troops. He concluded that the Allies were in France to stay, were maintaining the initiative, and were swallowing up Rommel's last mobile reserves. "We must now capture Caen and Cherbourg as the first step in the full development of our plans," was his final directive. Up until this time, the German defense of Caen had so solidified with incoming reinforcements that progress for the British Second Army, commanded by Lt. Gen. Sir Miles Dempsey, was quite slow. Accordingly, Montgomery ordered this Army to launch a pincer assault on Caen, the left arm of which would strike east of the Orne, and the right of which would strike along the line of the Odon River (really nothing more than a stream). This attack was scheduled to begin on June 22, but the great Channel storm which occurred at this time delayed the start of this offensive by two or three days.

"Operation Epsom" was the name given to the attack along the Odon. Epsom was to involve both the XXX and VIII Corps. The attack was carefully planned, and each division was to attack along an extremely narrow and compact front. The ground was favorable for the attack along the line of departure, although heavy bocage sprung up a few kilometers south of the main line of German resistance. The Germans were truly prepared for this assault. Helped immensely by the delay provided by the Channel storm, the Germans were well dug-in and well organized in infantry-anti-tank teams throughout the front. Some of their best divisions were deployed here, such as Panzer Lehr, 12th SS Panzer, and 21st Panzer — the latter a veteran of the Normandy fighting since June 6.

Epsom's objective was to strike across the Odon in order to cut the critical road and rail lines south of Caen. The initial attack on June 25 was very bloody and the advance much slower than Dempsey had anticipated. German Army Group B reported the day as "a complete defensive suc-

cess," although it was a success won only by "employing its last reserves." Over the next few days, the continuous British assaults created a salient in the German lines. This salient was more than five miles deep, but dangerously narrow — never more than two miles across at its widest point. By the 29th, the Germans seemed to have gained the initiative and were counter-attacking with strong combined arms teams from 9th and 10th SS Panzer Divisions. The fighting became very confused as attack followed counter-attack along the entire front. Eventually, the massive British corps artillery and highly-efficient anti-tank guns completely shattered any hopes of a German breakthrough, although the initial high hopes for the Epsom offensive were dashed as well.

Although Operation Epsom had failed, the British High Command might well have considered the battle a tactical victory. It seemed as if the last German chance to shatter the beachhead was destroyed along with the remaining German mobile potency. On the German side there must have been at least some satisfaction as well. A well-prepared and planned British assault was stopped, and Caen still held. All in all, the Normandy lodgement area was being contained, and reinforcements were fast-arriving. The only question was whether or not the Allies could keep up the tremendous offensive pressures of battles such as Epsom.

[33.31] Scenario Length

Operation Epsom begins on the A.M. Game-Turn June 25 and ends at the end of the Night Game-Turn June 29.

[33.32] Initial Deployment

Note: Only Map D is used in this scenario. Abbreviations as in Case 34.12.

a. *British set-up:* Set up first.

49th Infantry Division:

All units of this division plus 24L/50xx(T), 4DG/50xx(T), NTY/50xx(T): within 3 hexes of **4229**.

15th Infantry Division:

All units of this division plus 7/31Ax(T), 9/31Ax(T): within 3 hexes of **4125**.

3rd Canadian Infantry Division:

RRR/7/3(I), RWR/7/3(I), CSR/7/3(I), FG/3xx(T): within 3 hexes of **3823**; all remaining units of this division: within 3 hexes of **3618**.

3rd (UK) Infantry Division (not including any commando units):

All units of this division: within 3 hexes of **3712**.

11th Armored Division:

All units of this division: within 3 hexes of **3126**.

43rd Infantry Division:

All units of this division: within 3 hexes of **3121**.

XXX Corps:

6/XXX(A), 7/XXX(A), 191/XXX(A): Anywhere adjacent to or stacked with an HQ unit of the same Corps.

VIII Corps:

All Corps units: Anywhere adjacent to or stacked with an HQ of the same Corps.

I Corps::

19/1/(A), 25/I(A), 53/I(A), 4RHA/I(A), 13/I(A): Anywhere adjacent to or stacked with an HQ of the same Corps.

Miscellaneous Units:

61/50xx(R), 144/3Ax(T): **4533**.

b. *German Set up:* Set up second. The German Player has no specific set-up requirement except that all his available units must be set up *south of the imaginary line formed by British units or their Zones of Control* (of course, subject to stacking restrictions). Units must be set-up in supply. The following units are available to the German Player at the beginning of the game:

1. All units of Panzer Lehr Division except 1/130/LR(T), LRxx(R), LRxx(E).
2. All units of 12th SS Panzer Division.
3. All units of 716th Infantry Division.
4. 2/100/21P(T), 2/125/21P(M).
5. 12 "88" companies (AT).
6. All ISS Corps units (*directly* subordinate to corps).
7. All XLVII Corps units (*directly* subordinate to corps).

[33.33] Air Power

a. *German:* The German Player has the following air units at his disposal for the duration of the scenario: 5JG(N/F), 1/4LD, 2/4LD, 3/4LD(N/F), 1/5LD, 1/2LD, 2/2LD.

b. *British:* The British Player has the following air units at his disposal for the duration of the scenario: 121, 122, 124, 125, 126, 127, 143, 144, 132, 133, 136, 145, 146, 141, 142(N/F), 149(N/F).

[33.34] Naval Power

The British Player has the following naval units at his disposal for the duration of the scenario: *Roberts, Hawkins, Frobisher, Enterprise, Black Prince, Emerald.*

[33.35] Reinforcements and Replacements

a. The German Player receives all reinforcements scheduled to enter Map D between Game-Turns 77 (June 25 A.M.) and 96 (June 29 Night). Off-Map Movement die rolls must take place normally.

b. The British Player receives reinforcements on Game-Turn 85 (June 27 A.M.). These units may be brought onto any British Beach as per the normal Reinforcement rules.

c. Neither Player may ever receive any replacements for the duration of this scenario.

[33.36] Battalions in Holding Area

Neither Player begins the game with any battalions in the Battalion Holding Area. However, before the beginning of the game (and before the set-up), the German Player may break down any *three* battalions of his choice into companies. These companies would then be available for set-up and the broken-down battalions would be placed in the German Battalion Holding Area.

[33.37] Special Rules

a. During the Mulberry Stage, the British Player never consults the Mulberry Table. Instead, he simply rolls the die once during this Stage. The number shown on the die is *doubled*. This number is the number of Division HQ's that the British Player may place in Support (see Case 13.5). All HQ's that are not Supported must flip over their Unsupported sides, and all subordinate units suffer the penalties of this state (see Section 13.0).

b. Neither Player may break down any of his battalion units until Game-Turn 78 or after.

c. At the conclusion of each Mutual Air Allocation Stage, the Allied Player *doubles* the number of Air points he has allocated to Interdiction missions.

d. *No British unit may ever more east of the Orne River or the Canal de Caen.* Similarly, east of these two rivers no German unit may ever move north of hexrow 4300.

e. All German units that begin the game in clear terrain are considered in improved positions. Additionally, the German Player receives *six* entrenchment markers at the start of the game. He may place these (in their completed state) on any six hexes of his choice before the play begins. (Note that if he places one on a hex already occupied by an improved positions marker, the improved positions marker would be removed.)

[33.38] Victory Conditions

The game ends at the end of Game-Turn 96 (June 29 Night). At this time both Players must evaluate their performance and declare a victor.

Decisive British Victory:

a. Occupy all hexes of Caen west of the Orne River by the end of the game **or**

b. Have at least one combat unit in the town of Evercy *and* the villages of Carpiquet and Noyers at the end of the game, in addition to having at least three combat units adjacent to the Orne River south of hexrow 4900 at the end of the game.

Substantive British Victory: Have at least three combat units adjacent to the Orne River south of hexrow 4900 at the end of the game.

Marginal British Victory: Have at least one combat unit in the town of Evercy *and* the villages of Carpiquet and Noyers at the end of the game.

Marginal German Victory: Have at least one German unit in the town of Evercy at the end of the game, while fewer than *five* British units are south of the Odon River at this time.

Substantive German Victory: No British units end the game south of the Odon River.

Decisive German Victory: No British units end the game south of the Odon River and a German unit occupies the town of Tilly-sur-Seulles *and* the villages of Carpiquet and Cristot at this time.

Note: Any result not listed under these Victory Conditions is a *Draw*.

[33.4] BLOODY OMAHA

Historical Notes:

The American portion of Operation Overlord was spearheaded by the landing at Omaha Beach carried out by V Corps, under the command of Maj. Gen. Leonard T. Gerow. Since June 6, 1944, this 7000 yard stretch of beach has become a household word throughout the world — a word with immediate connotations of carnage, heroism, and death. V Corps' mission was to obtain a lodgement area between the tiny port of Port-en-Bessin and the Vire River. As soon as possible after D-Day, V Corps was to push to St. Lo and Caumont in order to cripple German communications and cohesion in Normandy. Allocated to the assault was 1st Infantry Division ("Big Red One") and 29th Infantry Division, supported by two ranger battalions and a special engineer brigade group.

Omaha Beach was completely unlike any other assault beach in Normandy. Its crescent curve and unusual assortment of bluffs, cliffs, and "draws" were immediately recognizable from the sea. It was by far the most defensible beach chosen for D-Day (in fact, many planners thought it improbable that a major landing could take place there). The high ground in this area commanded all approaches to the beach from the sea and tidal flats. In addition, any advance made by American troops from the beach would be limited to the nar-

row passages between the bluffs formed by rivers and streams which had long-since dried up. Advances directly up the steep bluffs were extremely difficult, if not impossible. To make matters worse, the Germans had sensed that the American assault would be channeled in this manner and had arranged their strongpoints such that they could command all these approaches. Moreover, most pillboxes on Omaha were sited in these draws to fire *east and west*, thereby enfilading American troops while remaining concealed from bombarding Allied ships. These pillboxes could not be knocked out except by direct infantry fire and assault.

Compounding the American invasion headaches on Omaha was the Allied intelligence failure to identify a full-strength, first-rate German Infantry Division guarding the beach. This Division, the 352nd, was an experienced unit with extensive service on the Russian front. It was thought to be no nearer the beaches than St. Lo and Caumont, 20 miles inland. Certainly, the first wave to hit the beach on Omaha must have realized that this was not so.

Allied aerial reconnaissance had made it clear that the Germans were expected to fight doggedly on the beaches themselves, resisting in static defenses at least until mobile reinforcements arrived to smash the invasion back into the sea. This was a tactic that the Allies had not faced before in amphibious planning in Europe. From North Africa to Sicily to Italy, most seaborne invasions had not been resisted at the water's edge. To make matters worse, the Germans had been working for at least two years on a complex series of obstructions and minefields on the beaches and tidal flats extending at least 250 yards out to sea from the high-water mark (although Rommel did not consider this construction program to be nearly sufficient).

H-Hour at Omaha Beach was 0630 hours. In the half-hour prior to this touchdown, this French strip of sand was to be the target for one of the most intensive and potentially destructive bombardments ever witnessed. From 0600 to 0625, 480 B-24's were to saturate the German defenses with 2½ million pounds of bombs (using instantaneous fuses so as not to crater the sand). At the same time, eight destroyers, three cruisers, and two battleships were to fire at specific targets in the draws. When all this fire lifted and the first wave was well on its way to shore, 9 LCT(R) rocket launching vessels were to fire 9000 4.5" rockets on to the beach in a saturation bombardment.

As soon as the first waves hit the beach, plans began to go awry. It was obvious that the bombardment had not worked the wonders everyone had thought it would, while German resistance was stiff and energetic. All of us know the story of what happened on Omaha Beach from this moment on: the desperate assaults, the cowering behind any available cover, the initiative taken by a few key leaders. It is certain that this is a story that will be told and re-told.

Note: This scenario is very suitable for solitare play.

[33.41] Scenario Length

Bloody Omaha begins on Game-Turn One and ends at the end of Game-Turn Four (June 6 Night).

[33.42] Initial Deployment

Note: Only Map C is used in this scenario. Abbreviations as in Case 33.12.

a. *U.S.:* The U.S. Player must deploy all his ground units exactly as indicated on the Omaha Beach Invasion Display. The combat units placed on this Display must be *Assault* companies. Abbreviations are the same as in Case 33.12 with the following additions: DP = Demolition Engineer points; F = Flail Tanks; Dd = Duplex Drive ("Swimming") Tanks. All appropriate leader units must be placed in the proper sub-beach boxes as well.

b. *German:* Abbreviations as in Case 34.12 with the following additions: RN = Resistance Nest; SP = Strongpoint; BT = Battery.

352nd Infantry Division:

1/915/352(I): **3005**; 352xx(R): **2619**;
1/352xx(A): **3104**; 2/352xx(A): **2718**;
352/LXXXIV(H): **3204**; 352xx(E): **3004**;
2 companies(I): **2319**; 1 company(I): **2223**;
1 company(I): **2534**; 1 company(I): **2032**;
1 company(I): **1831**; 2 companies(I): **1629**;
1 company(I): **1627**; 2 RN: **1918, 2017. 2016**;
1 RN: **1528, 1526, 1620, 2116, 2114**;
2 SP: **1720, 1819, 2115**; 1 SP: **1622, 1524**;
1 "100" BT: **1730**; 1"155" BT: **1730**.

716th Infantry Division:

1 RN: **2112, 2209, 2210, 2206, 2205, 2304, 2303, 2302**; 1 SP: **2208**; 1 "100" BT: **2405**;
1 "150" BT: **2405**.

LXXXIV Corps:

LXXXIV(H): **5134**.

[33.43] Air Power

a. *German:* The German Player has no air units at his disposal for the duration of the scenario.

b. *U.S.:* The U.S. Player has no air units at his disposal for the duration of the scenario. However, he is automatically considered to have 240 Air points allocated to Interdiction missions for the duration of the scenario (including Night Game-Turns). In addition, the U.S. Player is permitted an Air Bombardment Attack (see Case 17.9) with *nine* Air Bombardment Strength points. This attack is conducted in the Air Bombardment Phase of the Allied Invasion Stage of Game-Turn One *only*.

[33.44] Naval Power

The U.S. Player has the following naval units at his disposal for the duration of the scenario:

Battleships:

Arkansas, Texas

Light Cruisers:

Glasgow, Leygues, Montcalm

Destroyers:

Talybont, Saterlee, Thompson, McCook, Carmick, Tanatside, Doyle, Emmons, Frankford, Harding, Baldwin, Melbreak

LCT(R):

Four are available

[33.45] Reinforcements and Replacements

a. The German Player receives no reinforcements or replacements for the duration of the scenario.

b. The U.S. Player receives the reinforcements listed for Omaha Beach on the Master Reinforcement Schedule. Remember that if Omaha Beach has not reached its Gap Number, all reinforcements must be broken down into companies before they may be brought on the map. The U.S. Player never receives replacements for the duration of the scenario.

[33.46] Battalions in Holding Area

a. The German Player begins the game with the following units in his Battalion Holding Area: 1/914/352/(I), 2/914/352(I), 2/915/352(I), 1/916/352(I), 2/916/352(I), 2/736/716/(I).

b. The U.S. Player begins the game with the following units in his Battalion Holding Area: 1/16/1(I), 2/16/1(I), 3/16/1(I), 741/1xx(T), 37/1xx(E), 336/1xx(E), 1/116/29(I), 2/116/29(I), 3/116/29(I), 743/29xx(T), 112/29xx(E), 121/29xx(E), 2R/29xx(C), 5R/29xx(C), 1xx(E).

[33.47] German Unit Commitment

a. The German Player may not move any of his units during his Player-Turn of Game-Turn One. On Game-Turn Two, he may move one unit of his choice. On Game-Turn Three, he may move two units of his choice. On Game-Turn Four, he may move three units of his choice.

b. No German Static units may ever build up to company-size units for the duration of the scenario.

c. German artillery units may never use their Barrage or FPF Strengths for the duration of the scenario. They may only defend.

[33.48] Special Rules

a. The game begins on the Allied Invasion Stage of Game-Turn One. The Allied Player uses the Invasion Stage until Omaha Beach has reached its Gap Number. After the Gap Number is reached (if ever), the Allied Player utilizes the Allied Player-Turn for the remainder of the scenario. The German Player uses the German Player-Turn to move his units (although note that this is prohibited at times). Note that German attacks during the German Combat Phase are prohibited before Omaha Beach has reached its Gap Number. All other Stages in this scenario are ignored.

b. The weather condition on June 6 is Light Overcast in this scenario.

c. All units on the map are considered to be in supply throughout the scenario. It is never necessary for either Player to trace supply lines.

d. Note that the U.S. Player is permitted a special landing during the first Infantry Sea Landing Segment with 3 Ranger Assault Companies. These units are never subject to drift.

e. Remember that demolition engineers may never blow gaps on high tide (even-numbered) Game-Turns (see Case 31.12).

[33.49] Victory Conditions

The Game ends at the end of Game-Turn Four (June 6 Night). At this time both Players must evaluate their performance and declare a victor.

Decisive U.S. Victory: Have at least one combat unit in the town of Trevieres *or* Isigny *or* Bayeux at the end of the game, while having destroyed all German battery units on the map by this time. Additionally, it is necessary for the U.S. Player to have reached the Omaha Gap Number (45).

Substantive U.S. Victory: Destroy all German battery units on the map by the end of the game while reaching the Gap Number by this time.

Marginal U.S. Victory: Reach the Omaha Gap Number by the end of the game.

Marginal German Victory: The U.S. Player has not reached his Gap Number.

Substantive German Victory: The U.S. Player has blown fewer than 30 Gaps.

Decisive German Victory: The U.S. Player has blown fewer than 20 Gaps.

[33.5] GOLD, JUNO, SWORD

Historical Notes:

The British contribution to Overlord was made on three small beaches, the code-names of which have

also become household words since June 6, 1944; Gold, Juno, and Sword. This assault was carried out by three divisions: 50th (Northumbrian) on Gold, 3rd Canadian on Juno, and 3rd on Sword. In addition, the 8th, 27th, and 2nd Canadian Armored Brigades were utilized in support. I Corps' mission on June 6 was to secure the Allied left flank along the Orne River (thereby relieving the 6th Airborne Division, which was to drop in this area on the night of June 5th-6th) and to take the critical road and rail junction of Caen. XXX Corps' mission was to seize the town of Bayeux and establish firm ties with the American beachhead at Omaha.

The three beaches in the British sector were somewhat different from either American beach. Whereas Omaha Beach was large enough to support a two-division assault on June 6, each British beach was rather small — at the most being about 4 kilometers from east to west. As such, each beach was able to support only a single-division assault and one — Sword — was only capable of receiving a single brigade at a time. Therefore, at the beginning of the invasion no British beach was able to directly support its neighbor. To compound the British problems, this particular stretch of Normandy coast was quite dangerous. Long patterns of off-shore rocks divided each beach, and numerous smaller rocks—some not exposed at high tide — appeared in the scheduled landing areas. In general, it was a harder task bringing a small boat ashore here than the more open tidal flats of Utah and Omaha. However, the British beaches lacked the natural defensive benefits of the American beaches. The British landing areas were quite flat from the point of low tide to well inland. There were few, if any, gullies, valleys, and draws in this sector in which the Germans could establish strongpoints — in fact, Juno Beach was backed up by an extensive swamp! German centers of resistance on these beaches were more open and more vulnerable to air and naval bombardment. Usually, the Germans utilized seaside chateaus and villas in this area to slow up the British on nearby beaches.

The British and Canadians faced less of a problem immediately upon landing than their American counterparts, but once ashore they encountered a threat far more potent than any other the Germans presented on June 6. Facing the invasion directly was the second-rate 716th Infantry Division, a unit with little experience and poor morale. However, backing up this division within a day's march of the coast was the elite 21st Panzer Division and the 12th SS Panzer Division. The presence of these units soon made it clear that the original hopes for capturing Caen on D-Day were much too ambitious.

The British beaches received similar treatment from the air as that seen at Omaha. In addition, the British naval bombarding forces in this area had their task cut out for them since German batteries from Port-en-Bessin to Le Havre were considered very powerful. The initial waves hit the beaches with less initial opposition than that seen at Omaha, although the fire was intense enough to pin assault companies in various areas. Nonetheless, good progress was made on each beach, and the advance inland developed rapidly. Gold and Juno were easily able to link up and a drive on Bayeux established. The paratroopers were relieved over the Orne bridges, and an advance to Caen begun. By midnight, June 6, the Allies had a right to be satisfied with their progress on the British-Canadian sector on this day. A firm beachhead had been established, and German opposition was smashed. Reinforcements could pour in from the sea at will. The triumphs of D-Day lacked only one prize — Caen — which was to cost many thousands of lives before it fell.

Note: This scenario is very suitable for solitaire play.

[33.51] Scenario Length

Gold, Juno, Sword begins on Game-Turn One and ends at the end of Game-Turn Four (June 6 Night).

[33.52] Initial Deployment

Note: Only Map D is used in this scenario. Abbreviations as in Case 33.12.

a. *British:* The British Player must deploy all his ground units exactly as indicated on the Gold, Juno and Sword Invasion Displays. Units on the Displays must be Assault Companies. Abbreviations are as in Cases 33.12 and 33.42(a). Finally, all leader units must be placed in their appropriate sub-beaches.

The British Player also deploys all his parachute units on his 6th Airborne Division Parachute Drop Display, including Troop Carrier and Pathfinder units. Note that each parachute company is given a designation. Each company must be placed on the box corresponding to this designation on the Parachute Drop Display.

b. *German:* Abbreviations as in Cases 34.12 and 34.42(b)

716th Infantry Division:

2/726/716(I): **2727**; 1 company[I: 1(1)6]: **3504**; 1 company[I: 1(1)6]: **3901**; 1 company[I: 1(1)6]: **3110**; 1 company[I: 1(1)6]: **2521**; 1 company [I: 1(1)6]: **2523**; 1 company[I: 1(1)6]: **2525**; 716/LXXXIV(H): **4416**; 1 RN: **2328, 2327, 2326, 2325, 2333, 2431, 2811, 2323, 2422, 2419, 2430, 2428, 3106, 3105, 2417, 2515, 2613, 2712, 3202, 2910, 3009, 3008, 3108, 3107**; 2 SP: **3105**; 1 SP: **3202, 3201, 3203, 3008, 2421, 2420, 2327**; 1 "100" BT: **2426, 3301, 2620, 2428, 3701**; 1 "150" BT: **3205, 3206**; 1 "122" BT: **2425**; 1 "105" BT: **2924, 2925, 2818, 2819, 3114, 3110.**

21st Panzer Division:

2/125/21P(M): **4511**; 1/100/21P(T): **4513**; 2/100/21P(T): **4412**; 200/21Pxx(R): **4314**; 220/21Pxx(E): **4811**; 21Pxx(E): **4511**; 21Pxx(E): **3720**; 155/21Pxx(A-105): **3015**; 155/21Pxx (A-105): **4511**; 155/21Pxx(A-150): **4610**; 305/21Pxx(AT): **4513**; 1 company(M): **3720**; 1 company(M): **3919**; 1 company(M): **3412**; 1 company(M): **4501**; 1 company(M): **4607**; 1 company(M): **4309**; 3 companies(M): **3814**; 1 company(AT-75): **3928**; 1 company SGIII(T): **4330**; 1 company SGIII(T): **3522**; 21P/LXXXIV(H): **4513.**

LXXXIV Corps:

Luft(I): **3016**; Luft(I): **3016**; 3 companies "88"(AT): **4420**; 3 companies "88"(AT): **4616**; 3 companies "88"(AT): **4510**; 2 companies "88"(AT): **4313**; 1 company "88"(AT): **3016**

[33.53] Air Power

a. *German:* The German Player has no air units at his disposal for the duration of the scenario.

b. *British:* The British Player has no air units at his disposal for the duration of the scenario. However, he automatically has 240 Air points allocated to Interdiction missions for the entire game (including Night Game-Turns). In addition, the British Player is permitted an Air Bombardment Attack (see Case 17.9) with 9 Air Bombardment Strength points. The attack is conducted in the Air Bombardment Phase of the Allied Invasion Stage of Game-Turn One *only*.

[33.54] Naval Power

The British Player has the following naval units at his disposal for the duration of the scenario:

Battleships:
Warspite, Ramillies

Monitor:
Roberts

Light Cruisers:
Ajax, Argonaut, Emerald, Orion, Flores, Belfast, Diadem, Danae, Dragon, Frobisher, Arethusa, Mauritius

Destroyers:
Grenville, Jervis, Ulster, Ulysses, Undaunted, Undine, Urania, Urchin, Ursa, Cattistock, Cottesmore, Pytchley, Krakowiak, Faulknor, Fury, Kempenfeldt, Venus, Vigilant, Algonquin, Sioux, Bleasdale, Stevenstone, Glaisdale, La Combattante, Kelvin, Saumarez, Scorpion, Scourge, Serapis, Swift, Verulam, Virago, Slazak, Stord, Svenner, Middleton, Eglinton

LCT(R):
Nine are available

[33.55] Reinforcements and Replacements

a. The German Player receives no reinforcements or replacements for the duration of the scenario.

b. The British Player receives the reinforcements listed for Gold, Juno, and Sword Beaches on the Master Reinforcement Schedule. Any beach that has not reached its Gap Number must bring its reinforcements on broken down into company-size units. A beach that has already reached its Gap Number may bring all available reinforcements on in battalion-size units. Note that the British Player also receives glider units for reinforcements. The British Player never receives replacements for the duration of the scenario.

[33.56] Battalions in Holding Areas

a. The German Player begins the game with the following units in his Battalion Holding Area: 1/706/716/(I), 2/706/716(I), 1/726/716(I), 1/736/716(I), 441/716xx(I), 642/716(I), 1/125/21P(M), 1/192/21P(M), 2/192/21P(M), 21Pxx(T).

b. The British-Canadian Player begins the game with the following units in his Battalion Holding Area:

1. *British:* 4DG/50xx(T), NTY/50xx(T), 13H/3xx(T), 22D/3xx(T), 8/3/6(P), 9/3/6(P), 7/5/6(P), 12/5/6(P), 13/5/6(P), H/231/50(I), D/231/50(I), V/231/50(I), GR/69/50(I), GR/69/50(I), EY/69/50(I), SL/8/3(I), EY/8/3(I), 1RMA/50xx(T).

2. *Canadian:* 1H/3xx(T), FG/3xx(T), 1/3/6(P), RWR/7/3(I), RRR/7/3(I), CSR/7/3(I), QRC/8/3(I), RC/8/3(I), NSR/8/3(I), 2RMA/3xx(T).

[33.57] German Unit Commitment

a. German units must be committed before they can move. Once a unit has been committed, it is free to move and perform combat for the rest of the scenario. A German unit is automatically committed when it has been attacked by Enemy units or finds itself (at the beginning of its Friendly Movement Phase) adjacent to an Enemy unit. In addition the German Player is allowed to freely choose units he wishes to commit at the beginning of his Friendly Movement Phases. At these times, the German Player rolls a die. On Game-Turn One, the number on the die roll is the number of units that may be committed at the whim of the German Player. Note that units committed by Enemy action do not count against this total. On Game-Turn Two, the number of a new die roll multiplied by *two* is the number of units that the German Player may commit during his Movement Phase. On Game-Turn Three, multiply the die roll by *three*, and on Game-Turn Four, multiply the die roll by *four*. Unit size is irrelevant in terms of commitment — all units are considered to be

equal. Non-committed artillery units may use their FPF Strengths.

b. No German static units may build up to company size for the duration of the scenario.

[33.58] Special Rules

a. The game begins with the British Player making his special glider landing with dOB/6/6 (see Case 24.2). Then, the British Player proceeds with his Parachute Drop Stage (which may only occur on Game-Turn One). All his parachute units on the 6th Airborne Division Drop Display may be placed on the map subject to all Parachute Rules (see Section 23.0). All pathfinder and parachute units must resolve scatter and possible reduction as per the rules of these Cases.

b. Non-reduced parachute units may move one hex in the Movement Phase of the Parachute Drop Stage. After Game-Turn One, all parachute units (whether reduced or not) always move in the Allied Player-Turn. However, on Game-Turn Two, all parachute units are considered to have a Movement allowance of *three*. On Game-Turn Three, they are considered to have a Movement allowance of *four*. On Game-Turn Four, they are considered to have a Movement allowance of *five*. Remember that parachute units may never use Strategic Movement unless their parent HQ unit has landed on the map (see Case 6.46).

c. The weather condition for the duration of the scenario is considered to be Light Overcast. No Weather Determination Stage is used in this scenario.

d. All units on the map are considered to be in supply for the duration of the scenario. The Allied Mulberry Stage and the Mutual Artillery Resupply Stage are ignored.

e. Ignore the Mutual Air Allocation Stage and the Naval Movement Stage for the duration of the scenario.

f. Remember that demolition engineers may never blow gaps on high tide (even-numbered) Game-Turns.

g. Note that the British Player is permitted a special landing during the first Infantry Landing Segment of the game with 3 ranger (commando) Assault companies. These units are never subject to drift.

[33.59] Victory Conditions

The game ends at the end of Game-Turn Four (June 6 Night). At this time both Players must evaluate their performance and declare a victor.

Decisive British Victory: Have at least one combat unit in the cities of Ryes and Caen at the end of the game. Additionally, at this time at least one Friendly combat unit must occupy hexes *3607* and *3806*. Finally, Gold, Juno, and Sword Beaches must have reached their Gap Numbers.

Substantive British Victory: Same as above, except the British Player is not obligated to have a unit in Caen at the end of the game.

Marginal British Victory: Same as above, except the British Player is not obligated to have a unit in the city of Ryes at the end of the game.

Marginal German Victory: The German Player must have a unit (or been the last to pass through) the cities of Ryes and Caen at the end of the game. Additionally, the German Player must have a combat unit on hex 3607 at this time.

Substantive German Victory: Same as above with the additional condition that the British Player has not reached his Gap Number on at least one beach.

Decisive German Victory: Same as above, except the British Player has not reached his Gap Number on at least *two* beaches.

[33.6] UTAH BEACH

Historical Notes:

The initial plan for Operation Overlord called for a four-division assault between the Vire and Orne River estuaries. It was soon recognized, however, that the port of Cherbourg — on the northern tip of the Cotentin Peninsula — was the key to Allied success once a lodgement had been established in Normandy. As a result, the original Overlord plan was altered and the decision made to assault the eastern base of the peninsula with an additional American infantry division. Opposition to this alteration was strong. Many high-ranking officers recommended that the division committed to Utah Beach instead be converted to a floating reserve, ready to be committed wherever the Allies had met with success in their original landing areas. By February 1, 1944, however, the decision to utilize Utah Beach as a major assault area was solidified. The hopes of taking Cherbourg in mid-June necessitated this great gamble.

Opposition to the Utah plan revolved around many critical factors. Primarily, the Utah zone was composed of highly irregular terrain features, completely unattractive to Allied planners. The whole base of the Cotentin was low-lying, flat land — mostly marshes or land that had been flooded purposefully by the Germans. Most unattractive of all was the fact that there was a two-mile wide strip of inundated land *directly* behind Utah Beach, extending for over eight miles up the east coast of the peninsula. Only very narrow causeways and trails provided a means of exiting the beach itself, and it was thought that only a very few Germans could hold up many times more their number of troops at these points. It was greatly feared that the invasion could be defeated on the narrow belt of sand that lies between the swamp and the sea. The inundation also divides Utah from Omaha, making a juncture very difficult. As such, it was also thought that the Germans might have the ability to defeat each beachhead in detail.

To counter some of these arguments, it was decided to drop two U.S. Airborne Divisions immediately behind Utah Beach — one to secure the causeways off the beach and one to secure bridges over a belt of flooded land further inland. The beachhead assault unit — the 4th Infantry Division — was to join with these paratroopers as soon as possible on D-Day, supported by glider landings from both airborne division headquarters. Responsibility for Utah was given to VII Corps, under the command of "Lightning Joe" Collins. His mission was to secure a lodgement area, drive across the peninsula to the town of Carteret, establish a defensive line facing south across the Cotentin, and finally to capture Cherbourg.

The Germans were taken somewhat aback by the Allied assault in this area on June 6. Apparently, most German staff officers thought the place to be practically unassaultable — for much the same reason as many Allied planners had disliked the area. The 709th Infantry Division had responsibility for this sector. This unit was second-rate and over-stretched; it covered the Cotentin coast from Cherbourg to the Vire. Only one battalion covered the Allied landing area, with an unenthusiastic *Ost* battalion in reserve near St. Mere Eglise. Strongpoints on Utah Beach were few. However, the Germans in the Cotentin had something that they did not have in the Omaha sector: strong, first-rate reserves. Within striking distance of the beach on June 6 was the 91st Infantry Division and the elite 6th Parachute Regiment (one of the few drop-trained parachute units in the Wehrmacht at this time). Additionally, 7th Army and LXXXIV Corps artillery units were in strength in the area behind Utah. Not only were these units capable of firing on the Allied fleet, but each one was a strongpoint in itself, surrounded by barbed wire and occupied by over 100 Germans. Of course, on Utah Beach itself, the Germans had erected an extensive series of obstacles up to 130 yards out on tidal flats. In themselves, these obstacles were a serious hindrance to the Allied assault.

As it turned out, the Allied invasion of Utah Beach was highly successful. The parachute drop was confused and scattered, but it certainly similarly confused the Germans in the Cotentin, especially Corps and Army command. Although the designated beach was missed (the actual beach was over a mile to the south), everything went fairly according to plan. The stage was set for the drive on Cherbourg.

Note: This scenario is especially desirable for solitaire play.

[33.61] Scenario Length

Utah Beach begins on Game-Turn One and ends at the end of Game-Turn Four (June 6 Night).

[33.62] Initial Deployment

Note: Only Map B is used in this scenario.

a. *U.S.:* The U.S. Player must deploy all his ground units exactly as indicated on the Utah Beach Invasion Display. Units on the Display must be Assault companies. Abbreviations as in Case 33.12 and 33.42(a). All leader units must be placed in their appropriate sub-beach boxes.

The U.S. Player also deploys all his parachute units on his 82nd and 101st Airborne Divisions Drop Displays, including Troop Carrier and Pathfinder units. Each parachute company is given a designation. Each company must be placed on the box corresponding to this designation on the Drop Display (including Troop Carrier and Pathfinder units).

b. *German:*

709th Infantry Division:

795/709xx(I): **1010**; 2 RN: **1206, 0808, 0211**; 1 RN: **1405, 1306, 1107, 1007, 0908, 0510, 0410, 0112**; 1 SP: **0311, 0609**; 1 "105" BT: **0614**; 3 "105" BT: **1609**; 1 "122" BT: **0614**; 1 "150" BT: **0116**; 2 "150" BT: **0714**; 1 "210" BT: **0315**.

91st Infantry Division:

1/1057/91(I): **1432**; 1/1058/91(I): **0121**; 2/1058/91(I): **0120**; 91xx(E): **0529**; 1/6FJ/91(P): **2512**; 2/6FJ/91(P): **3417**; 3/6FJ/91(P): **4024**; 1/91xx(A): **0227**; 2/91xx(A): **0625**; 91xx(R): **1432**; 91xx(AT): **1725**; 91/LXXXIV(H): **0121**; 2 companies(I): **1525**; 2 companies(I): **0625**; 1 company(I): **1621**; 1 company(I): **1220**; 1 company(I): **1216**; 1 company(I): **0917**; 1 company(I): **1614**.

Misc. Troops:

100/7Ar(T): **2611**.

[33.63] Air Power

a. *German:* The German Player has no air units at his disposal for the duration of the scenario.

b. *U.S.:* The U.S. Player has no air units at his disposal for the duration of the scenario. However, he automatically has 240 Air points allocated to Interdiction missions for the entire game (including Night Game-Turns). In addition, the U.S. Player is permitted an Air Bombardment Attack (see Case 17.9) with *two* Air Bombardment Strength points. The attack is conducted in the Air Bombardment Phase of the Allied Invasion Stage of Game-Turn One *only*.

[33.64] Naval Power

The U.S. Player has the following naval units at his disposal for the duration of the scenario:

Battleships:
Nevada

Monitor:
Erebus

Heavy Cruisers:
Tuscaloosa, Quincy, Hawkins

Light Cruisers:
Enterprise, Black Prince, Soemba

Destroyers:
Fitch, Corry, Hobson, Shubrick, Herndon, Forrest, Butler, Gherardi

LCT(R):
Two are available

[33.65] Reinforcements and Replacements

a. The German Player receives no reinforcements or replacements for the duration of the scenario.

b. The U.S. Player receives the reinforcements listed for Utah Beach on the Master Reinforcement Schedule. Remember that if Utah Beach has not reached its Gap Number all reinforcements must be brought on the map broken down into companies. The U.S. Player also receives glider units for reinforcements. The U.S. Player never receives replacements for the duration of the scenario.

[33.66] Battalions in Holding Areas

a. The German Playr begins the game with the following units in his Battalion Holding Area:
2/1057/91(I), 3/1057/91(I), 3/1058/91(I), 1/919/709(I), 2/919/709(I).

b. The U.S. Player begins the game with the following units in his Battalion Holding Area:
1/8/4(I), 2/8/4(I), 3/8/4(I), 3/22/4(I),70/4xx(T), 237/4xx(E), 299/4xx(E), 1/505/82(P), 2/505/82(P), 3/505/82(P), 1/507/82(P), 2/507/82(P), 3/507/82(P), 1/508/82(P), 2/508/82(P), 3/508/82(P), 1/502/101(P), 2/502/101(P), 3/502/101(P), 1/501/101(P), 2/501/101(P), 3/501/101(P), 1/506/101(P), 2/506/101(P), 3/506/101(P).

[33.67] German Unit Commitment

a. German units must be committed before they can move. Once a unit has been committed, it is free to move and perform combat for the rest of the scenario. A German unit is automatically committed when it has been attacked by Enemy units or finds itself (at the beginning of its Friendly Movement Phase) adjacent to an Enemy unit. In addition the German Player is allowed to freely choose units he wishes to commit at the beginning of his Friendly Movement Phases. At these times, the German Player rolls a die. On Game-Turn One, the number on the die roll is the number of units that may be committed at the whim of the German Player. Note that units committed by Enemy action do not count against this total. On Game-Turn Two, the number of a new die roll multiplied by *two* is the number of units that the German Player may commit during his Movement Phase. On Game-Turn Three, multiply the die roll by *three*, and on Game-Turn Four, multiply the die roll by *four*. Unit size is irrelevant in terms of commitment — all units are considered to be equal. Non-committed artillery units may use their FPF Strengths.

b. No German static units may build up to company size for the duration of the scenario.

[33.68] Special Rules

a. The game begins with the Allied Parachute Drop Stage of Game-Turn One (which is the only Game-Turn in which this Stage may occur). All his parachute units from the 82nd and 101st Airborne Divisions must be placed on the map subject to all Parachute Rules (see Section 23.0). All pathfinder and parachute units must resolve scatter and possible reduction exactly as described in the Cases of this Section.

b. Non-reduced parachute units may move one hex (*not* Movement point) in the Movement Phase of the Parachute Drop Stage. After Game-Turn One, all parachute units (whether reduced or not) always move in the Allied Player-Turn. However, on Game-Turn Two, all parachute units are considered to have a Movement Allowance of *three* MP's. On Game-Turn Three, they have a Movement allowance of *four*. On Game-Turn Four, they have a Movement allowance of *five*. Remember that parachute units may never use Strategic Movement unless their parent HQ unit has landed on the map (see Case 6.46).

c. The weather condition for the duration of the scenario is considered to be Light Overcast.

d. All units on the map are considered to be in supply for the duration of the scenario.

e. Ignore the following Stages for the duration of the scenario: Weather Determination, Allied Mulberry, Mutual Air Allocation, Mutual Artillery Resupply, and Naval Movement. The Allied Player-Turn is used by parachute units after Game-Turn One and by units that have landed on Utah Beach *after* this beach has reached its Gap Number.

f. Remember that demolition engineers may never blow gaps on high tide (even-numbered) Game-Turns.

g. The landing at Utah Beach is subject to certain critical rules modifications. See Case 27.5 for full explanation of these changes.

[33.69] Victory Conditions

The game ends at the end of Game-Turn Four (June 6 Night). At this time both Players must evaluate their performance and declare a victor.

Decisive U.S. Victory: Have at least one combat unit in *two* of the following Towns at the end of the game: St. Mere Eglise, Carentan, and Montebourg. Also, have at least one combat unit in both of the following hexes at this time: *1620, 1219*. At least three German Battery units must be destroyed by game's end. Finally, the U.S. Player must reach his Gap Number by this time.

Substantive U.S. Victory: Same as Decisive U.S., except that the U.S. Player is obligated to have a combat unit in only *one* of the three towns listed in that Case.

Marginal U.S. Victory: Same as Substantive, except the U.S. Player is not obligated to control hexes 1620 and 1219 at game's end.

Marginal German Victory: At the end of the game, the German Player has a combat unit in (or was the last pass through) the following Towns: St. Mere Eglise, Carentan, and Montebourg.

Substantive German Victory: Same as Marginal German, except the U.S. Player has not reached his Gap Number.

Decisive German Victory: Same as Substantive, except the U.S. Player has failed to destroy at least three German Battery units at the end of the game.

[33.7] THE CAMPAIGN GAME

The *Atlantic Wall* Campaign Game simulates the Allied campaign in Normandy from June 6 to July 1, 1944. It is a very long game, and it is strongly recommended that the Players start with a simpler scenario. Only when Players are truly familiar with the *Atlantic Wall* game-system should they attempt to master this game.

[33.71] Scenario Length

The Campaign Game begins on Game-Turn One and ends at the end of Game-Turn 104 (July 1, Night).

[33.72] Initial Deployment

Note: All five maps are used in this scenario.

a. *Allied:* The Allied Player combines the set-up instructions of Cases 33.42(a), 33.52(a), and 33.62(a). This will include all ground and parachute units that were used in the D-Day assault.

b. *German:* The German Player combines the set-up instructions of Cases 33.42(b), 33.52(b), and 33.62(b). Note that this set-up only covers Maps B, C, and D. The German Player also sets up his units on Maps A and E as follows:

Map A:
1/921/243(I): **1316**; 2/921/243(I): **1913**;
Ost/7Ar(I): **2909**; Ost/7Ar(I): **4805**;
Ost/7Ar(I): **5406**; 458/7Ar(A): **0307**;
2/922/243(I): **0321**.

Map E:
17MG/7Ar(MG): **0750**; 206/7Ar(T): **0253**;
SB/7Ar(I): **1007**; 1013/7Ar(A): **1911**;
1011/7Ar(A): **1745**; 1012/7Ar(A): **2244**;
7Ar: **1135**; 456/7Ar(A): **2923**;
457/7Ar(A): **2924**; (I, Marine);
EB/7Ar(I): **1132**; 144/7Ar(I): **1536**;
604/7Ar(I): **1034**; 235/7Ar(AT): **1131**;
14/7Ar(AT): **1036**; 1/FJT/7Ar(P): **1035**;
2/FJT/7Ar(P): **1232**; 3/FJT/7Ar(P): **0936**;
1 "75" BT: **1303**; 1 "105" BT: **1607**, **2612, 0818, 0621, 1130**; 2 "150" BT: **1037**;
1 "150" BT: **1007, 0744, 1130**; 1 "240" BT: **1130**; 1 "280" BT: **0821**.

709th Infantry Division:
649/709xx(I): **1436**; 1/739/709(I): **1433**;
1/729/709(I): **0918**; 2/729/709(I): **0917**;
709/LXXXIV(H): **3023**; 709xx(E): **1335**.

243rd Infantry Division:
1/920/243(I): **2748**; 2/920/243(I): **3051**;
1/922/243/I): **3245**; 243xx(R): **2747**;
243xx(E): **2841**; 243xx(AT): **2152**;
243/LXXXIV(H): **2747**.

[33.73] Air Power

a. *German:* The German Player has no air units at his disposal on June 6 (Game-Turns One through Four). Starting on June 7 (Game-Turn Five), the German Player has all his air units available to him for the remainder of the game. They may be allocated by the German Player in any fashion desired subject to all Air Allocation Rules.

b. *Allied:* Starting on June 6 (Game-Turn One), the Allied Player has all of his air units available to him for the remainder of the game. However, there are certain special rules applying to Allied air units at this time:

1. At least 25 air points must be allocated to Air Superiority missions on Game-Turn One.

2. Each Allied air point allocated to Interdiction on Game-Turn One is doubled in effectiveness (i.e., if 123 points are allocated, the final tally would be 246).

The Allied Player is also permitted an Air Bombardment attack on Game-Turn One with 18 Air Bombardment Strength points. This attack is conducted in the Air Bombardment Phase of the Allied Invasion Stage of Game-Turn One *only*.

[33.74] Naval Power

On Map B, the Allied Player has all naval units available to him in Case 33.64. On Map C, the Allied Player has all naval units available to him in

Case 34.44. On Map D, the Allied Player has all the naval units available to him in Case 33.54. Naval units must be set up on the Naval Display of the map called for. In addition, the Allied Player sets up the following naval units in sub-box 1 of the England Naval Display:

Battleships:

Nelson, Rodney

Light Cruisers

Bellona, Sirius

Destroyers:

Rodman, Ellyson, Volunteer, Vimy, Hambleton, Kitchener

[33.75] Reinforcements and Replacements

a. Both Players receive reinforcements exactly as described on the Master Reinforcement Schedule (although note that the German Player's reinforcements are always subject to their Off-Map Movement die roll). The ability of Allied reinforcements to land in battalion size is only possible if the beach on which they are landing has reached its Gap Number.

b. All German HQ's on the map start the game with *two* steps of replacements available. Place a numbered chit under each HQ that starts on or enters the map. Each Allied HQ starts the game with six steps of replacements.

[33.76] Battalions in Holding Areas

Both Players begin the Campaign Game with battalions in their Holding Areas as described in Cases 33.46, 33.56, and 33.66.

[33.77] German Unit Commitment

All German units must be committed before they may move. For a definition of commitment, see Case 33.67(a). The German Player commits his units by individual map section:

a. On Map C, the German Player may commit his units exactly as described in Case 33.47(a).

b. On Map D, the German Player commits units as described in Case 33.57(a).

c. On Map B, the German Player commits units as described in Case 33.67(a).

d. On Map A, the German Player may never move any units at all on the first eight Game-Turns.

e. On Map E, the German Player commits units as described in Case 33.67(a), except that the final number of units to be committed is *halved* (fractions rounded down). For example, on Game-Turn Two, the German Player rolls a three. Normally, this die roll would be doubled, but on Map E the number of units committed is halved. Thus, the number of units that the German Player may commit from this die roll is *three*. In addition, no German unit which begins the game in any hex of the city of Cherbourg may be committed before Game-Turn 42.

Note: The German Player makes separate die rolls for each map section. All German units are automatically considered committed on Game-Turn Five (June 7 A.M.) for the remainder of the game.

[33.78] Special Rules

a. The game begins with the Mutual Air Allocation Stage of Game-Turn One (although the German Player will do nothing in this Stage). The Weather Determination, Allied Mulberry, and Mutual Artillery Resupply Stages are ignored during this Game-Turn. Additionally, the Allied Player-Turn is ignored *except* for the fact that the Allied Player makes his special first-turn glider landing during the Reinforcement Phase of this Player-Turn (see Case 24.2).

b. Special Rules 33.48(d), 33.58(g), 33.68(b), (f), and (g) apply in the Campaign Game. Note that parachute units may use their printed Movement Allowances in post Game-Turn Four Game-Turns.

c. Pathfinder units of the 82nd and 101st Airborne Divisions may only be "dropped" on Maps B or C. Pathfinder units of the 6th Airborne Division may only drop on Map D.

d. The weather for June 6 is considered to be Light Overcast, although this condition does *not* halve the number of Allied air units that may be allocated to air missions (this is basically an historical note).

e. Remember that all units are considered to be in supply for all of June 6 (Game-Turns One through Four).

[33.79] Victory Conditions

Before the start of the game, the Allied Player must *secretly* choose a Plan. Depending on the Plan chosen, the Allied Player will have various objectives for his invasion. There are different Victory Conditions for each Plan. The Plan is revealed to the German Player only at the end of the game, when the Players must evaluate their performances and declare a victor. The Allied Player has the option to choose one of the following three Plans.

1. *Historical Plan:* Methodical build-up of supply once lodgement area firmly established. Quick capture of Cherbourg and Caen. Only a few major offensives directed to breaking out of Normandy.
2. *"Objective: Brittany" Plan:* Immediate offensive down the west coast of the Cotentin once firmly established ashore with the objective of capturing the Brittany ports intact. North Cotentin is simply cut off and left to starve. Only limited offensives in eastern sector.
3. *"First stop: Falaise" Plan:* Immediate offensive meant to cut off German army from Germany once firmly established ashore. This would mean a strong push in the British sector attempting to pocket against the sea all Germans facing the Americans in the west. Only limited offensives for the Americans.

When the Allied Plan has been revealed, the Players refer to that Plan's Victory Conditions to determine the winner. Players may then refer to "Explanation of Victory Levels" to determine the effect of this victory on the war as a whole.

HISTORICAL PLAN
VICTORY CONDITIONS:

Decisive Allied Victory: At the end of the game, the Allied Player must possess (or have been the last to pass through) 18 of the following cities: Cherbourg, Montebourg, Valognes, Carteret, Coutances, Periers, Carentan, La Haye du Puits, Isigny, St. Sauveur le Vicomte, Lessay, St. Lo, Trevieres, Bayeux, Caumont, Torigny-sur-Vire, Caen, Ouistreham, Tilly-sur-Seulles, Troran, Evercy. (**Note:** No hex in a multi-hex city may be occupied by any German units at this time.) In addition, the Allied Player must exit at least 50 battalion-size units off the south edges of Maps A, B, C, and/or D.

Substantive Allied Victory: Same as above, except the Allied Player is not obligated to exit any units off the south map edges.

Marginal Allied Victory: Same as Substantive, except the Allied Player is obligated to control only 14 cities at the end of the game, not eighteen.

Draw: Any result that does not satisfy any listed Victory Condition.

Marginal German Victory: Less than 10 Allied battalion size units have exited the south map edges by the end of the game. Additionally, at this time, the Allied Player controls *less* than twelve of the cities listed in his Decisive Victory.

Substantive German Victory: Same as German Marginal, except the Allied Player must control fewer than nine of the listed cities.

Decisive German Victory: Less than five Allied battalion size units have exited the south map edges by the end of the game. Additionally, at this time, the Allied Player controls less than *five* of the listed cities.

Special Victory Level Considerations:

a. For every Allied beach that has not reached its Gap Number by the end of the game, the level of victory is shifted one "level" in favor of the Germans. For example, if at the end of the game it was determined that the Allied Player had won a Marginal Victory but Omaha Beach had never reached its Gap Number, this Allied Victory would become a Draw.

b. Cherbourg is worth *three* cities to the Allied Player. For example, if at the end of the game, the Allied Player controls Cherbourg, Isigny, and Valognes he would be considered to be in control of *five* cities.

"OBJECTIVE: BRITTANY" PLAN
VICTORY CONDITIONS

Strategic Allied Victory: At the end of the game, the Allied Player must possess (or have been the last to pass through) 14 of the following cities: Montebourg, Carteret, Carenten, Coutances, Caumont, St. Lo, Isigny, Periers, Lessay, Bayeux, La Haye du Puits, St. Sauveur le Vicomte, Trevieres, Torigny-sur-Vire, Caen, Ouistreham. In addition, by this time the Allied Player must have exited at least 100 battalion-size units off the south map edges of Maps A and/or B.

Substantive Allied Victory: Same as above, except the Allied Player is only obligated to exit at least 50 battalion-size units.

Tactical Allied Victory: Same as above except the Allied Player is not obligated to exit any units off the south map edges.

Draw: Any result that does not satisfy any listed Victory Condition.

Marginal German Victory: Less than 10 Allied battalion-size units have exited the south edges of Maps A and/or B by the end of the game. Also, by this time, the Allied Player controls *less* than 14 of the cities listed under Strategic Allied Victory.

Substantive German Victory: Same as Marginal German, except the Allied Player controls less than 10 of the listed cities.

Decisive German Victory: Less than five Allied battalion-size units have exited the south edges of Maps A and/or B by the end of the game. Also, at this time, the Allied Player controls less than *seven* of the listed cities in these Victory Conditions.

Special Victory Level Considerations:

Same as Historical Plan, Special Consideration (a).

"FIRST STOP: FALAISE" PLAN
VICTORY CONDITIONS

Strategic Allied Victory: At the end of the game, the Allied Player must possess (or have been the last to pass through) 17 of the following cities: Caen (worth three cities), Ouistreham, Evercy, Ryes, Douvres, Vimont (village), Bourgebus (village), Tilly-sur-Seulles, Troran, Torigny-sur-Vire, Caumont, Trevieres, Bayeux, Isigny, St. Lo, Carentan, Villers-Bocage, Montebourg. In addition, by this time, the Allied Player must have ex-

ited at least 100 battalion-size units off the south edges of Maps D and/or C (east of hex 6110 on Map C only).

Substantive Allied Victory: Same as above, except the Allied Player is obligated to exit at least 50 battalion-size units.

Tactical Allied Victory: Same as above, except the Allied Player is not obligated to exit any units off the south map edges.

Draw: Any result that does not satisfy any listed Victory Condition.

Marginal German Victory: Less than 10 Allied battalion-size units have exited the south map edges of Maps D and/or C (east of hexrow 6110) by the end of the game. Also, by this time, the Allied Player controls *less* than 17 of the cities listed under Strategic Allied Victory

Substantive German Victory: Same as Marginal German except the Allied Player holds less than twelve of the listed cities.

Decisive German Victory: Less than five Allied battalion-size units have exited the south edges of Maps D and/or C (east of hexrow 6110) by the end of the game. Also, at this time, the Allied Player holds less than *eight* of the listed cities.

Special Victory Level Considerations:

a. Same as Historical Plan, Special Consideration (a).
b. Caen is worth *three* cities to the Allied Player. For example, if the Allied Player controls Caen, Ryes, and Doures at the end of the game, he is considered to be in control of *five* cities.

Explanation of Victory Levels

Strategic Allied Victory: Disintegration of German forces in Normandy leading to almost complete destruction. Allies will race across most of France before remaining German divisions in the west can re-organize from their former static positions in Calais and south France. The Allies will be slowed down only by their lack of supply, around the middle of August. By this time, most of France will be liberated.

Decisive Allied Victory: German forces opposing the Allies in Normandy will be virtually destroyed by the middle of July. The Allies break out of the hedgerow country before the Germans can organize a strong defensive position. However, most German static divisions are able to bottle themselves up in the critical Breton or Channel ports, hindering the flow of Allied supply. Nevertheless, German resistance in the field is negligible and most of France will be liberated with little fighting.

Substantive Allied Victory: The Allies manage to push through the hedgerow country just as German resistance is beginning to stiffen. The Allies break out before most German reinforcements can reach the battlefield. Most are destroyed in running battles near Avranches and Le Mans. The race across France to the German border begins against little opposition, although the Allies are slightly disorganized due to the confused fighting.

Marginal Allied Victory: Allies secure a firm lodgement area in Normandy, but the Germans hold sufficiently long enough for numerous reinforcements to enter the battle. A vicious hedgerow battle ensues for all of the month of July, in which both armies take heavy casualties. Allied progress is extremely slow in this period, although a breakout will occur in the beginning of August. Most of the immobile German army will be destroyed in this breakout, but enough units escape to make a fighting withdrawal across France. Almost all vital ports in France are prepared for protracted, bloody sieges, hindering the Allied supply effort severely.

Tactical Allied Victory: Same as above, except the Allied supply network collapses completely with the breakout from Normandy (due to failure to capture or prepare the port of Cherbourg for Allied use). The advance across France stops cold at the line of the Seine River.

Draw: Pretty much the same as Allied Tactical Victory, except the German defense in the bocage area throughout July and August is much stronger, slowing down the breakout and substantially increasing the number of Allied casualties in the campaign.

Marginal German Victory: It is July 1 before Eisenhower can definitely consider the Normandy beachhead secure. The Allies have gained little in terms of ground in June and taken massive losses. The Germans are now prepared for the worst in some of the best defensive terrain in Europe.

Substantive German Victory: The Allies have been stopped on the beaches, even though all original beachheads have been joined. There is little hope of any breakout. D-Day has, in effect, become another Gallipoli.

Decisive German Victory: The Allied invasion has almost been crushed as the Americans, Canadians, and British fight with their backs to the sea. Certainly, another major invasion of Europe in a different sector must be undertaken, a task that will take at least until October 1944 in planning alone. The Germans are able to control the huge Russian offensives on the eastern front in 1944. It appears in most Allied countries that there is little hope for ending the war in the next two years.

[34.0] OPTIONAL RULES

Commentary:

The following Optional Rules may be used individually or collectively by mutual agreement of both Players at the start of any scenario.

CASES:

[34.1] MECHANIZED INFANTRY MOVEMENT

[34.11] At the beginning of any Friendly Movement Phase, the Phasing Player may choose to move any of his mechanized infantry units as Class A units with a Movement allowance of 6. Place a blank counter on the chosen unit to indicate this change. This decision must be made at the beginning of the Friendly Movement Phase.

[34.12] Units converting to Class A units have their Combat Strength reduced by 1.

[34.13] A unit may re-convert to a Class B mechanized infantry unit if it remains stationary for one entire Friendly Movement Phase. It must not be adjacent to an Enemy unit during this time. Simply remove the blank marker at the end of this Movement Phase. The unit then regains all of its former capabilities.

[34.2] SATURATION BOMBARDMENTS

[34.21] Any artillery unit may increase its Barrage Strength by 50% in a Friendly Combat Phase, subject to all other normal Artillery rules. For example, a unit with a Barrage Strength of 8 could fire with a Strength of 12 using this option.

[34.22] Any artillery unit using the option described in Case 34.22 is considered to have used up *two* missions. An Out of Ammo Marker is automatically placed on such a unit. Only an artillery unit with two missions remaining in a given day may choose such an option.

[34.3] ALTERNATE FINAL PROTECTIVE FIRE

[34.31] In any attack, the attacking Player must state his total Combat Strength *not including any Barraging artillery.* Then the Defending Player states his total Combat Strength *not including any FPF.* Next, the Defending Player writes down how many FPF Strength Points he is utilizing in this defense from artillery units within range. *Before* this number is revealed, the Attacking Player states how many Barrage Strength Points he is using in support from artillery units within range. The Defending Player then reveals his FPF Strength, while pointing to the artillery units that are providing this support.

[34.32] A final ratio is determined normally and the dice rolled.

[34.4] ALTERNATE JUNE 6 WEATHER

[34.41] The weather condition on June 6 in all applicable scenarios is Light Overcast. However, the Allied Player may utilize the Weather Determination Stage on Game-Turn One if both Players agree on indeterminate weather on this day. Roll the die and consult the Weather Table (22.2) for the result (consider a Storm result to be Heavy Overcast). The weather condition on June 6 will affect unit drift, air bombardment, and air allocation

[34.42] If the weather is Clear, subtract one from all drift die rolls made by the Allied Player during his Invasion Stages. If the weather is Heavy Overcast add one to all of these die rolls. If the weather is Light Overcast all printed rules remain the same.

[34.43] If the weather is Clear, the Allied Player may double the number of Air Bombardment points that he may utilize on Game-Turn One. If the weather is Heavy Overcast, no Air Bombardment attacks may be made at all by the Allied Player.

[34.44] If the weather is Clear, the Allied Player may allocate all of his available air units to missions on Game-Turn One. If the weather is Heavy Overcast, the Allied Player may not allocate any air units to missions on this Game-Turn.

[34.5] GERMAN E-BOATS

[34.51] If this rule is used, the German Player must keep track of his E-boats on a separate sheet of paper. The German Player has 10 E-boats in Le Havre and 13 E-boats in Cherbourg. E-boats may attack Allied ships in various Naval Displays. E-boats in Cherbourg may attack Allied naval units in the Map E or Map B Naval Display. E-boats in Le Havre may attack Allied naval units in the Map D Naval Display.

[34.52] German E-boat attacks may take place only during Night Game-Turns. E-boat attacks are made purely at the discretion of the German Player. If the German Player decides to make such an attack during a Night Game-Turn, he states this fact *at the beginning* of his Player-Turn. He declares the Naval Display that will be the subject of the attack (subject to the restrictions of Case 34.51). He compares the number of E-boats making the attack to the number of Allied destroyers in the Naval Display being attacked. A ratio (E-boats to destroyers) is determined and the CRT consulted. Roll the dice and consult the "Clear, Sand, Swamp" terrain line. Results are read in the following manner:

a. If the result is in light type, including a parenthesized number, that number of E-Boats are immediately eliminated.
b. If the result is in **bold** type, including a parenthesized number, the attack is successful. If the parenthesized number is 1, one Allied destroyer (German choice) is sunk; if the parenthesized number is 2, then two Allied

destroyers *or* one Allied cruiser (German choice) is sunk; if parenthesized number is 3 or greater, three Allied destroyers *or* one Allied destroyer and one Allied cruiser *or* one Allied battleship (German choice) is sunk. These losses must be taken from the Naval Display attacked.

[34.6] VARYING CORPS ATTACHMENTS

In *Atlantic Wall*, all divisional HQ units are permanently attached to specific corps HQ's. In actuality, corps assignments were rather more flexible than this, especially in the German Army. The use of this optional rule will allow the Players to switch their divisions away from corps at their leisure. However, it will require some paperwork.

[34.61] At the end of any Friendly Player-Turn, the Phasing Player may announce that *one* divisional HQ unit is switching its indicated corps attachment. He notes on a separate sheet of paper the corps HQ to which this division will attach itself. This corps HQ must be present on the map at this time. For supply and artillery purposes, this division is considered permanently attached to this new corps HQ (although it may be switched in like manner at some later point in the game).

[34.62] There is no limit to the number of divisions that may switch corps attachments for either Player during the course of the game. However, both Players are limited to *one* switch at the end of each Friendly Player-Turn.

[35.0] ORDER OF BATTLE, ORGANIZATION, AND ABBREVIATIONS

COMMENTARY:

This Section describes the units that fought in the Normandy campaign, from June 6 to July 1, 1944. This is *not* meant to be a summary of the countermix, as many units appear in this Section which do not have a corresponding unit in the counters (this is because many of these units are demolition engineers, or begin the game broken-down into companies, or were just not deemed worthwhile to represent in the game). Additionally, Players may discover the meanings of the abbreviations on the counters by referring to this Section, where they are explained fully.

CASES:

[35.1] ORDER OF BATTLE

1st UNITED STATES ARMY:
Lt. Gen. Omar N. Bradley

V Corps: Maj. Gen. Leonard T. Gerow

Tank: 745th, 747th Battalions

Tank Destroyer: 635th, 705th 818th Btns.

Reconnaissance: 102nd Squadron

Artillery: 177th, 182nd, 186th, 202nd, 208th, 957th, 200th, 770th Btns.

1st Infantry Division:
Maj. Gen. Clarence R. Huebner

16th Regiment: 1st, 2nd, 3rd Btns.

18th Regiment: 1st, 2nd, 3rd Btns.

26th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 5th, 7th, 32nd, 33rd Btns.

Support: 1st Engineer Btn. 1st Recon Troop

Attached: 741st Tank Btn., 37th, 336th, 299th Engineer Btns., 7th Naval Demolition Company, Naval Salvage Team, 197th, 397th Anti-aircraft Btns., 62nd SP Artillery Btn.

2nd Infantry Division:
Maj. Gen. Walter Robertson

9th Regiment: 1st, 2nd, 3rd Btns.

23rd Regiment: 1st, 2nd, 3rd Btns.

38th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 12th, 15th, 37th, 38th Btns.

Support: 2nd Engineer Btn., 2nd Recon Troop

29th Infantry Division:
Maj. Gen. Charles H. Gerhardt

115th Regiment: 1st, 2nd, 3rd Btns.

116th Regiment: 1st, 2nd, 3rd Btns.

175th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 110th, 111th, 224th, 227th Btns.

Support: 121st Engineer Btn., 29th Recon Troop

Attached: 743rd Tank Btn., 2nd, 5th Ranger Btns., 112th, 121st, 146th, 149th Naval Engineer Btns., Naval Salvage Team, 467th Anti-aircraft Btn., 58th SP Artillery Btn., 81st Chemical Mortar Btn.

2nd Armored Division:
Maj. Gen. Edward H. Brooks

41st Mech. Inf. Regiment: 1st, 2nd, 3rd Btns.

66th Armored Regiment: 1st, 2nd, 3rd Btns.

67th Armored Regiment: 1st, 2nd, 3rd Btns.

Artillery: 14th, 78th, 92nd SP Btns.

Support: 82nd Recon Squadron, 17th Engineer Btn., 702nd TD Btn.

VII Corps: Maj. Gen. J. Lawton Collins

Tank Destroyers: 607th Btn.

Reconnaissance: 4th, 24th Squadrons

Mortar: 1st Chemical Mortar Btn.

Artillery: 188th, 951st, 183rd, 228th, 196th, 980th Btns.

4th Infantry Division:
Maj. Gen. Raymond O. Barton

8th Regiment: 1st, 2nd, 3rd Btns.

12th Regiment: 1st, 2nd, 3rd Btns.

22nd Regiment: 1st, 2nd, 3rd Btns.

Artillery: 20th, 29th, 42nd, 44th Btns.

Attached: 70th, 746th Tank Btns., 899th TD Btn., 801st Anti-tank Btn., 237th, 239th, 49th 1106th Engineer Btns., 612th Light Engineer Co., Naval Salvage Team, 87th Chemical Mortar Btn., 65th SP Artillery Btn.

9th Infantry Division:
Maj. Gen. Manton S. Eddy

39th Regiment: 1st, 2nd, 3rd Btns.

47th Regiment: 1st, 2nd, 3rd Btns.

60th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 26th, 34th, 60th, 64th Btns.

Support: 15th Engineer Btn., 9th Recon Troop

83rd Infantry Division:
Maj. Gen. Robert C. Macon

329th Regiment: 1st, 2nd, 3rd Btns.

330th Regiment: 1st, 2nd 3rd Btns.

331st Regiment: 1st, 2nd, 3rd Btns.

Artillery: 322nd, 323rd, 324th, 908th Btns.

Support: 308th Engineer Btn., 83rd Recon Troop

VIII Corps: Maj. Gen. Troy H. Middleton

Anti-tank: 630th, 802nd Btns.

Reconnaissance: 106th Squadron

Artillery: 961st, 258th, 741st, 965th Btns.

79th Infantry Division:
Maj. Gen. Ira T. Wyche

313th Regiment: 1st, 2nd, 3rd Btns.

314th Regiment: 1st, 2nd, 3rd Btns.

315th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 310th, 311th, 312th, 904th Btns.

Support: 304th Engineer Btn., 79th Recon Troop

90th Infantry Division:
Brig. Gen. Jay W. MacKelvie

357th Regiment: 1st, 2nd, 3rd Btns.

358th Regiment: 1st, 2nd, 3rd Btns.

359th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 343rd, 344th, 345th, 915th Btns.

Support: 315th Engineer Btn., 90th Recon Troop

82nd Airborne Division:
Maj. Gen. Matthew Ridgway

505th Regiment: 1st, 2nd, 3rd Btns.

507th Regiment: 1st, 2nd, 3rd Btns.

508th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 319th, 320th Btns., Battery A, 456th Btn.

325th Glider Regiment: 1st, 2nd Btns.

401st Glider Regiment: 1st Btn.

Support: A Company, 307th Engineer Btn.

Attached: 80th Anti-tank Btn.

101st Airborne Division:
Maj. Gen. Maxwell Taylor

501st Regiment: 1st, 2nd, 3rd Btns.

502nd Regiment: 1st, 2nd, 3rd Btns.

506th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 377th Btn.

401st Glider Regiment: 1st Btn.

Support: A Company, 326th Engineer Btn.

Attached: 81st Anti-tank Btn.

XIX Corps: Maj. Gen. Charles H. Corlett

Tank: 749th Btn.

Anti-tank: 821st Btn.

Artillery: 767th, 793rd, 963rd Btns.

30th Infantry Division:
Maj. Gen. Leland S. Hobbs

117th Regiment: 1st, 2nd, 3rd Btns.

119th Regiment: 1st, 2nd, 3rd Btns.

120th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 113th, 118th, 197th, 230th Btns.

Support: 105th Engineer Btn., 30th Recon Troop

3rd Armored Division:
Maj. Gen. Leroy H. Watson

36th Mech. Inf. Regiment: 1st, 2nd, 3rd Btns.

32nd Armored Regiment: 1st, 2nd, 3rd Btns.

33rd Armored Regiment: 1st, 2nd, 3rd Btns.

Artillery: 54th, 67th, 391st SP Btns.

Support: 23rd Engineer Btn., 83rd Recon Btn.

2nd BRITISH ARMY: General Sir Bernard Law Montgomery

Artillery: 4th Royal Horse Artillery, 19th, 25th, 6th, 191st, 53rd Field Regts; 13th, 15th, 61st, 63rd, 7th, 9th, 11th, 84th, 64th, 146th, 67th, 77th, 79th, 150th Medium Regts.; 53rd, 1st, 2nd Heavy Regts.

I Corps: Lt. Gen. J.T. Crocker

Recon: Inns of Court Regt.

Anti-tank: 62nd Regt.

Anti-aircraft: 102nd Light A.A. Regt.

6th Airborne Division: Maj. Gen. R.N. Gale

3rd Parachute Brigade: 8th, 9th Btns Parachute Regt., 1st Canadian Parachute Btn.

5th Parchute Brigade: 7th, 12th, 13th Btns Parachute Regiment

6th Airlanding Brigade: 2nd Btn. Oxfordshire and Buckinghamshire Light Infantry, 12th Btn. Devonshire Regt., 1st Btn. Royal Ulster Rifles

Artillery: 53rd Field Regt.

Support: 3rd, 286th, 591st Engineer Cos., A and B Squadrons 6th Armored Recon Regt., 4th Anti-tank Bty., Royal Artillery

3rd Canadian Infantry Division:
Maj. Gen. R.F.L. Keller

7th Brigade: Royal Winnipeg Rifles, Regina Rifle Regt., 1st Btn. Canadian Scottish Regt.

8th Brigade: Queen's Own Rifles of Canada, North Shore (New Brunswick Regt.), Le Regiment de la Chaudiere

9th Brigade: Highland Light Infantry of Canada, Stormont, Dundas, and Glengarry Highlanders, North Nova Scotia Highlanders

Artillery: 12th, 13th, 14th, 15th Field Regts. (SP)

Support: Cameron Highlanders of Ottawa MG Btn. 17th Royal Canadian Hussars Recon Regt., 3rd Anti-tank Regt., 3rd Eng. Regt.

Attached: 2nd Canadian Armored Brigade (1st Hussars, Fort Garry Horse, Sherbrooke Fusiliers Regt.), 2nd Royal Marine Armored Support Regt., 26th, 80th Arm. Eng. Cos. ("Flail"), 5th, 72nd, 85th, 184th, 240th, 262nd Field Eng. Cos., 1034th Port Operating Group.

3rd Infantry Division:
Maj. Gen. T.G. Rennie

8th Brigade: 1st Btn. Suffolk Regt., 2nd Btn. East Yorkshire Regt., 1st Btn. South Lancashire Regt.

185th Brigade: 2nd Battalion Royal Warwickshire Regt., 1st Btn. Royal Norfolk Regt., 2nd Btn. Kings Shropshire Light Infantry

9th Brigade: 2nd Btn. Lincolnshire Regt., 1st Btn. Kings Own Scottish Borderers, 2nd Btn. Royal Ulster Rifles

Artillery: 7th, 33rd, 76th Field Regts. (SP)

Support: 2nd Btn. Middlesex Regt. (MG), 3rd Recon Regt., 3rd Eng. Regt., 20th Anti-tank Regt.

Attached: 77th, 79th Arm. Eng. Cos. (Flail), 71st, 91st, 84th, 263rd, 999th Field Cos., 1028th Port Operating Group.

51st (Highland) Infantry Division:
Maj. Gen. D.C. Bullen-Smith

152nd Brigade: 2nd and 5th Btns. Seaforth Highlanders, 5th Btn. Cameron Highlanders

153rd Brigade: 5th Btn. Black Watch, 1st and 5th /7th Btns. Gordon Highlanders

154th Brigade: 1st and 7th Btns. Black Watch, 7th Btn Argyll and Sutherland Highlanders.

Artillery: 126th, 127th, 128th Field Regts.

Support: 1/7th Btn. Middlesex Regt. (MG), 2nd Derbyshire Yeomanry R.A.C. Recon Regt., 51st Eng. Regt., 61st Anti-tank Regt.

VIII Corps: Lt. Gen. Sir Richard O'Connor

Recon: 2nd Household Cavalry Regt.

Anti-tank: 91st Regt.

Anti-aircraft: 121st Light A.A. Regt.

15th (Scottish) Infantry Division:
Maj. Gen. G. MacMillan

44th (Lowland) Brigade: 8th Btn. Royal Scots, 6th Btn. Royal Scots Fusiliers, 7th Btn. Kings Own Scottish Borderers

46th (Highland) Brigade: 9th Btn. Cameronians, 2nd Btn. Glasgow Highlanders, 7th Btn. Seaforth Highlanders

227th (Highland) Brigade: 10th Btn. Highland Light Infantry, 2nd Btn. Gordon Highlanders, 2nd Btn. Argyll and Sutherland Highlanders

Artillery: 131st, 181st, 190th Field Regiments

Support: 1st Btn. Middlesex Regt (MG), 15th Recon Regt., 15th Eng. Regt., 97th Anti-tank Regt.

43rd (Wessex) Infantry Division:
Maj. Gen. G.I. Thomas

129th Brigade: 4th Btn. Somerset Light Infantry, 4th and 5th Btns., Wiltshire Regt.

130th Brigade: 7th Btn. Hampshire Regt., 4th and 5th Btns., Dorsetshire Regt.

214th Brigade: 7th Btn. Somerset Light Infantry, 1st Btn. Worcestershire Regt., 5th Btn. Duke of Cornwall's Light Infantry

Artillery: 94th, 112th, 179th Filed Regts.

Support: 8th Btn. Middlesex Regt (MG), 43rd Recon Regt., 43rd Eng. Regt., 59th Anti-tank Regt.

11th Armored Division:
Maj. Gen. G.P.B. Roberts

29th Armored Brigade: 23rd Hussars, 2nd Fife and Fofar Yeomanry, 3rd Btn. Royal Tank Regt., 8th Btn. Rifle Brig. (Motor Inf.)

159th Brigade: 3rd Btn. Monmouthshire Regt., 4th Btn. Kings Shropshire Light Infantry, 1st Btn. Herfordshire Regt.

Artillery: 13th Royal Horse Artillery (SP), 151st Field Regt.

Support: 2nd Northamptonshire Yeomanry Recon Regt., 11th Eng. Regt., 75th Anti-tank Regt.

XXX Corps: Lt. Gen. G.C. Bucknall

Recon: 11th Hussars

Anti-tank: 73rd Regt.

49th (West Riding) Infantry Division:
Maj. Gen. E.H. Barker

70th Brigade: 10th and 11th Btns. Durham Light Infantry, 1st Btn. Tyneside Scottish

146th Brigade: 4th Btn. Lincolnshire Regt., 1/4 Btn. Kings Own Yorkshire Light Infantry, Hallamshire Btn. York and Lanc Regt.

147th Brigade: 11th Btn. Royal Scots Fusiliers, 6th Btn. Duke of Wellington's Regt., 7th Btn. Duke of Wellington's Regt.

Artillery: 69th, 143rd, 185th Field Regts.

Support: 2nd Princess Louise's Kensington Regt. (MG), 49th Recon Regt., 49th Eng. Regt., 55th Anti-tank Regt.

50th (Northumbrian) Infantry Division:
Maj. Gen. D.A.H. Graham

69th Brigade: 5th Btn. East Yorkshire Regt., 6th and 7th Btns. Green Howards.

151st Brigade: 6th, 8th, 9th Btns. Durham Light Infantry.

231st Brigade: 2nd Btn. Devonshire Regt., 1st Btn. Hampshire Regt., 1st Btn. Dorsetshire Regt.

Artillery: 74th, 24th Field Regts., 86th, 147th, 90th Field Regts. (SP)

Support: 2nd Btn. Cheshire Regt. (MG), 61st Recon Regt., 50th Eng. Regt., 102nd Anti-tank Regt.

Attached: 56th Infantry Brig. (2nd Btn. South Wales Borderers, 2nd Btn. Gloucestershire Regt., 2nd Btn. Essex Regt.), 69th, 73rd, 89th, 90th, 183rd, 280th Field Eng. Companies, 81st, 82nd Arm. Eng. Companies ("Flail"), 1st Royal Marine Armored Support Regt., 1043rd Port Operating Group

7th Armored Division:
Maj. Gen. G.W.E.J. Erskine

22nd Armored Brigade: 4th County of London Yeomanry (Sharpshooters), 1st and 5th Btns. Royal Tank Regt., 1st Btn. Rifle Brigade (Mot Inf)

131st Brigade: 1/5th, 1/6th, 1/7th Btns. Queens Royal Regt.

Artillery: 3rd Field Regt. RHA (SP), 5th Field Regt. RHA

Support: 8th Kings Royal Irish Hussars Recon Regt., 7th Eng. Regt., 65th Anti-tank Regt.

Guards Armored Division:
Maj. Gen. A.H.S. Adair

(Only one brigade in action by June 30)

32nd Guards Brigade: 5th Btn. Coldstream Guards, 3rd Btn. Irish Guards, 1st Btn. Welsh Guards.

Independent Armored Brigades

27th Armored Brigade: 13th/18th Royal Hussars, 1st East Riding Yeomanry, Staffordshire Yeomanry.

8th Armored Brigade: 4th/7th Royal Dragoon Guards, 24th Lancers, Nottinghamshire Yeomanry, 12th Btn. Kings Royal Rifle Corps (Motor)

4th Armored Brigade: Royal Scots Greys, Westminster Dragoons, 44th Btn. Royal Tank Regt., 2nd Btn. Kings Royal Rifle Corps (Motor)

31st Tank Brigade: 7th and 9th Btns. Royal Tank Regt.

33rd Armored Brigade: 1st Northamptonshire Yeomanry, 144th and 148th Regts. Royal Armored Corps

30th Armored Brigade (special tanks — only two regiments in action by June 30): 2nd County of London Yeomanry, 22nd Dragoons

Special Service Brigades

1st Special Service Brigade: 3rd, 4th, 6th Commandos, 45th (Royal Marine) Commando

4th Special Service Brigade: 41st, 46th, 47th, 48th (Royal Marine) Commandos

Special Unit: 10th (Inter-Allied) Commando

GERMAN ARMY GROUP B:
Generalfeldmarschall Erwin Rommel

7th ARMY: Genraloberst Friedrich Dollmann

Tank: 206th Replacement Btn., 100th Replacement Btn.

Infantry: Sturm Btn., Ersatz Btn. (Company strength), 17th Machine-gun Btn., 144th, 604th, 629th Ost Btns.

Fallshirmjager (Parachute) Training: 1st, 2nd, 3rd Btns.

Anti-aircraft: 14th, 235th Btns.

Marine: Various ad hoc formations formed from naval personnel

Artillery: 456th, 457th, 458th Regts., 1011st, 1012th, 1013rd Rocket Regts.

LXXXIV Corps:
General der Artillerie Erich Marcks

(Note that Corps with Infantry Divisions guarding the Normandy coast usually attached Corps Artillery and various Ost battalions to these Divisions.)

77th Infantry Division:
Generalieutenant Rudolf Stegmann

1049th Regiment: 1st, 2nd, 3rd Btns.

1050th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 1st, 2nd Btns.

Support: 77th Eng. Btn., 77th Anti-tank Co., 77th Recon Co., one "88" AT Co., Volga-Tartar Ost Btn.

91st Luftlande Infantry Division:
Generalmajor Wilhelm Falley

1057th Regiment: 1st, 2nd, 3rd Btns.

1058th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 1st, 2nd Btns.

Support: 91st Eng. Btn., 91st Anti-tank Co., 91st Recon Co., one "88" Co.

Attached: 6th Fallshirmjager Regt. (1st, 2nd, 3rd Btns.)

243rd Infantry Division:
Generalieutenant Heinz Hellmich

920th Regiment: 1st, 2nd, 3rd Btns.

921st Regiment: 1st, 2nd, 3rd Btns.

922nd Regiment: 1st, 2nd, 3rd Btns.

Artillery: Mostly in fixed positions in West Cotentin

Support: 243rd Eng. Btn., 243rd Anti-tank Btn., 243rd Recon Btn., 561st Ost Btn.

265th Infantry Division Kampfgruppe:
Generalieutenant Walter Duevert

894th Regiment: 1st, 2nd, 3rd Btns.

Artillery: 1st Btn.

Support: 265th Eng. Btn., 265th Recon Btn.

266th Infantry Division Kampfgruppe:
Commander unknown
898th Regiment: 1st, 2nd, 3rd Btns.
Artillery: 1st Btn.
Support: 266th Eng. Btn., 266th Recon Btn.

275th Infantry Division Kampfgruppe:
Commander Unknown
984th Regiment: 1st, 2nd Btns.
Artillery: 1st Btn.
Support: 275th Eng. Btn., 275th Recon Btn, Angers Eng. Btn.

352nd Infantry Division:
Generalieutenant Dietrich Kraiss
914th Regiment: 1st, 2nd Btns.
915th Regiment: 1st, 2nd, 3rd Btns.
916th Regiment: 1st, 2nd Btns.
Artillery: Mostly in hard positions on coast.
Support: 352nd Eng. Btn., 352nd Recon Btn., 352nd AT Btn.

353rd Infantry Division Kampfgruppe:
Commander unknown
943rd Regiment: 1st, 2nd Btns.
Support: 353rd Eng. Btn., 353rd Recon Btn.

709th Infantry Division:
Generalieutenant Karl W. von Schlieben
729th Regiment: 1st, 2nd Btns.
739th Regiment: 1st, 2nd Btns.
919th Regiment: 1st, 2nd Btns.
Artillery: Mostly in hard positions on coast
Support: 709th Eng. Btn., 709th Recon Btn., 709th AT Btn., 649th, 795th (Georgian) Ost Btns.

716th Infantry Division:
Commander unknown
706th Regiment: 1st, 2nd Btns.
726th Regiment: 1st, 2nd Btns.
736th Regiment: 1st, 2nd Btns.
Artillery: Mostly in hard positions on coast
Support: 716th Eng. Btn., 716th Recon Btn., 716th AT Btn., 441st, 642nd Ost Btns.

30th Mobile Brigade: Commander unknown
513th, 517th, 518th Btns.

17th SS Panzer Grenadier Division:
Generalieutenant Werner Ostendorf
37th Motor Regiment: 1st, 2nd, 3rd Btns.
38th Motor Regiment: 1st, 2nd, 3rd Btns.
Artillery: 1st, 2nd Btns.
Support: 17th Eng. Btn., 17th Recon Btn., 17th AT Btn.

21st Panzer Division:
Generalieutenant Edgar Feuchtinger
100th Tank Regiment: 1st, 2nd Btns.
125th Motor Regiment: 1st, 2nd Btns., one Eng. Co.
192nd Motor Regiment: 1st, 2nd Btns., one Eng. Co.
Artillery: 155th Regt. (1st, 2nd, 3rd Btns. SP)
Support: 220th Eng. Btn., 200th Recon Btn., 21st AT Btn.

XLVII Panzer Corps: General Funck
Artillery: 447th Regiment (1st, 2nd, 3rd Btns.), 7th Werfer Brig. 1st, 2nd Nebelwerfer Regts.

2nd Panzer Division:
Generalieutenant Heinrich Freiherr Luettwitz
3rd Tank Regiment: 1st, 2nd Btns.
2nd Motor Regiment: 1st, 2nd Btns., one Eng Co.
304th Motor Regiment: 1st, 2nd Btns., one Eng Co.
Artillery: 74th Regt. (1st, 2nd, 3rd Btns. SP)
Support: 38th Eng. Btn., 38th Recon Btn., 2nd AT Btn.

Panzer Lehr Division:
Generalieutenant Fritz Bayerlein
130th Tank Regiment: 1st, 2nd Btns.
901st Motor Regiment: 1st, 2nd, Btns., one Eng. Co.
902nd Motor Regiment: 1st, 2nd Btns., one Eng. Co.
Artillery: 1st, 2nd, 3rd Btns.
Support: One Eng. Btn., one Recon Btn., one AT Btn.

LXXXI Corps: General Adolf Kuntzen
Artillery: 8th Werfer Brig. (83rd and 84th Nebelwerfer Regts.)
Anti-tank: 654th, 658th Heavy AT Btns.

346th Infantry Division Kampfgruppe:
Commander unknown
858th Regiment: 1st, 2nd, 3rd Btns.
Support: 346th Eng. Btn., 346th Recon Co.

711th Infantry Division:
Generalmajor Deutsch
731st Brigade: 1st, 2nd Btns.
744th Brigade: 1st, 2nd Btns.
763rd Brigade: 1st, 2nd Btns.
Artillery: Mostly in hard positions near Le Havre
Support: 711th Eng. Btn., 711th Recon Btn., 711th AT Btn.

II Fallshirmjager Corps: General Meindl
Artillery: 9th Werfer Brig. (14th, 54th SP Nebelwerfer Regts.), 12th Regt. (1st, 2nd Btns.)
Infantry: 2nd Machine-gun Btn.
Recon: 12th Btn.

3rd Fallshirmjager Division:
Commander unknown
5th FJ Regiment: 1st, 2nd, 3rd Btns.
8th FJ Regiment: 1st, 2nd, 3rd Btns.
9th FJ Regiment: 1st, 2nd, 3rd Btns.
Artillery: 1st, 2nd, 3rd, 4th (Mortar) Btns.
Support: 3rd Eng. Btn., 3rd Recon Co., 3rd AT Btn.

ISS Panzer Corps: Commander unknown
Tank: 101st Heavy Btn.
Artillery: 101st Regt. 101st Nebelwerfer Regt.

12th SS Panzer Division: Oberfuhrer Fritz Witt
12th Tank Regt: 1st, 2nd Btns.
25th Motor Regiment: 1st, 2nd, 3rd Btns., one Eng. Co.
26th Mech Regiment: 1st, 2nd, 3rd Btns., one Eng. Co.
Artillery: 1st, 2nd, 3rd, 4th, 5th (Rocket) Btns.
Support: 12th Eng. Btn., 12th Recon Btn., 12th AT Btn., 12th AG Btn.

1st SS Panzerdivision Kampfgruppe:
Oberfuhrer Theodor Wisch
Leistandarte Adolf Hitler Tank Regiment: 1st Btn.
1st Motor Regiment: 1st, 2nd, 3rd Btns.
Artillery: 1st Btn. (SP)
Support: LAH Recon Btn.

2nd SS Panzer Division Kampfgruppe:
Gruppenfuhrer Walter Kruger
2nd Tank Regiment: 1st Btn.
Der Fuhrer Motor Regiment: 1st, 2nd, 3rd Btns.

9th SS Panzer Division Kampfgruppe:
Gruppenfuhrer William Bittrich
9th Tank Regiment: 1st Btn.
19th Motor Regiment: 1st Btn.
Artillery: 1st Btn. (SP)
Support: 9th Recon Btn.

10th SS Panzer Division Kampfgruppe:
Commander unknown
10th Tank Regiment: 1st Btn.
21st Motor Regiment: 1st Btn.
Artillery: 1st Btn. (SP)
Support: 10th Recon Btn.

Luftwaffe III Flak Corps:
Commander unknown
Anti-aircraft: Approximately 120 to 160 88mm guns
Infantry: Various detachments, guarding Luftwaffe radar stations.

ALLIED NAVAL FORCES:
Admiral Sir Bertram Ramsay, R.N.

Eastern Naval Task Force:
Rear-Admiral Sir Philip Vian
Battleship: HMS Rodney
Light Cruisers: HMS Scylla, HMS Sirius

Bombarding Force K (Gold):
Captain E. Longley-Cook
Light Cruisers: HMS Orion, Ajax, Argonaut, Emerald, HNMS Flores (Dutch)
Destroyers: HMS Grenville, Jervis, Ulster, Ulysses, Undaunted, Undine, Urania, Urchin, Ursa, Cattistock, Cottesmore, Pytchley, ORP Krakowiak (Polish)

Bombarding Force E (Juno):
Rear-Admiral Dalrymple-Hamilton
Light Cruisers: HMS Belfast, Diadem
Destroyers: HMS Faulknor, Fury, Kempenfeldt, Venus, Vigilant, Bleasdale, Stevenstone, HMCS Algonquin, Sioux, HNMS Glaisdale (Norway), FFS La Combattante (French)

Bombarding Force D (Sword):
Rear-Admiral W.R. Patterson
Battleships: HMS Warspite, Ramillies
Monitor: HMS Roberts
Light Cruisers: HMS Mauritius, Arethusa, Frobisher, Danae, ORP Dragon
Destroyers: HMS Kelvin, Saumarez, Scorpion, Scourge, Serapis, Swift, Verulam, Virage, Middleton, Eglinton, HMNS Stord, Svenner (Norway), ORP Slazak

Western Naval Task Force:
Rear-Admiral A.G. Kirk, U.S.N.
Heavy Cruiser: USS Augusta
Light Cruiser: HMS Bellona

Bombarding Force A (Utah):
Rear-Admiral A.L. Deyo
Battleship: USS Nevada
Monitor: HMS Erebus
Heavy Cruisers: USS Tuscaloosa, Quincy, HMS Hawkins
Light Cruisers: HMS Enterprise, Black Prince HNMS Soemba (Dutch)
Destroyers: USS Fitch, Corry, Hobson, Shubrick, Herndon, Forrest, Butler, Gherardi

Bombarding Force C (Omaha):
Rear-Admiral C.F. Bryant
Battleships: USS Texas, Arkansas
Light Cruisers: HMS Glasgow, FFS Montcalm, Georges Leygues
Destroyers: USS McCook, Carmick, Doyle, Baldwin, Harding, Frankford, Thompson, Emmons, HMS Melbreak, Tanatside, Talybont

Support Forces: Rear-Admiral W.D. Parry, Commander C.D. Edgar

Support Landing Craft: Eastern TF — 16 Landing Craft Gun, 22 Landing Craft Rocket; Western TF — 9 Landing Craft Gun, 14 Landing Craft Rocket

Follow-up: Destroyers — USS Rodman, Ellyson, Hambleton, HMS Boadicea, Volunteer, Vimy, Brissenden, Wensleydale, Azalea, Bluebell, HMCS Kitchener

Escort Forces (Covering western and eastern approaches to Channel)

Cruisers: HMS Despatch, Ceres, Capetown

Destroyers: Hms Kimberley, Opportune, Pathfinder, Beagle, Bulldog, Icarus, Mackay, Montrose, Walpole, Campbell, Windsor, Whitshed, Vanquisher, Versatile, Wanderer, Walker, Wescott, Wrestler, Caldwell, Leeds, Lincoln, Ramsey, Skate, Saladin, Sardonyx, Garth, Holderness, Meynell, Avon Vale, Belvoir, Goathland, Haldon, plus 59 sloops, destroyer escorts, and corvettes.

GERMAN NAVAL FORCES:
Admiral Theodor Krancke

Le Havre:

5th Torpedo Boat Flotilla: T28, Mowe, Jaguar, Falke

Cherbourg:

5th Motor Torpedo Boat Flotilla: S136, S138, S140, S142, S100, S139

9th Motor Torpedo Boat Flotilla: S130, S144, S145, S146, S150, S167, S168

Boulogne:

4th Motor Torpedo Boat Flotilla: S169, S171, S173, S174, S185, S187, S188

Ostend:

2nd MTB Flotilla: S177, S178, S179, S181, S189

8th MTB Flotilla: S83, S117, S127, S133

Brest:

8th Destroyer Flotilla: Z24, Z32, ZH1, T24

ALLIED EXPEDITIONARY AIR FORCE:
Air Chief Marshal Sir T. Leigh-Mallory

2nd Tactical Air Force, RAF:
Air Marshal Sir A. Coningham

3rd Naval Fighter Wing (Fleet Air Arm, Seafire)

2nd Group
- Mosquito: 138 (1 Polish Sqdr.), 140 (1 Austral. Sqdr., 1 NZ Sqdr.) Wings
- Boston: 137 Wing (1 French Sqdr.)
- Mitchell: 139 Wing (1 Dutch Sqdr.)

83rd Group:
- Typhoon: 121, 124, 129 (Canadian), 143 (Canadian) Wings
- Spitfire: 125, 126 (Canadian), 127 (Canadian) Wings
- Mustang: 122 Wing

84th Group:
- Typhoon: 123, 136, 146 Wings
- Spitfire: 131 (Polish), 132 (Norwegian), 134 (Czech), 135 (1 Belgian, 1 NZ Sqdr.), 145 (French) Wings

85th (Base) Group:
- Mosquito (Night-Fighter): 142, 147, 148 (Canadian). 149 (Canadian) Wings
- Spitfire: 141 (1 Dutch Sqdr.) Wing
- Tempest: 150 (1NZ Sqdr.) Wing

9th Air Force, U.S.: Lt. Gen. Lewis H. Brereton

IX Tactical Air Command:
Maj. Gen. E.R. Quesada

70th Wing:
- P-47 Thunderbolt: 48, 371 Groups
- P-38 Lightning: 367, 474 Groups

71st Wing:
- P-47: 366 Group
- P-38: 369, 370 Groups

84th Wing:
- P-47: 50, 365, 404, 405 Groups

XIX Tactical Air Command:
Brigadier General O.P. Weyland

100th Wing:
- P-47: 363 Group
- P-51 Mustang: 354, 358, 363 Groups

303rd Wing:
- P-47: 36, 373, 406 Groups
- P-61 Black Widow: 422, 425 Sqdrs. (Night-Fighter)

IX Bomber Command:
Brigadier General S.E. Anderson

97th Wing:
- A-20 Havoc: 409, 410, 416 Groups

98th Wing:
- B-26 Marauder: 323, 387, 394, 397 Groups

99th Wing:
- B-26 Marauder: 322, 344, 386, 391 Groups

Bomber Command, RAF:
Air Chief Marshal Sir Arthur Harris

1, 3, 4, 5, 6, 8, 100 Groups, each of 10-14 Squadrons, comprised of Lancasters, Stirlings, Halifaxes, Hudsons, Lysanders, and Wellingtons in various combinations.

8th Air Force, U.S.:
Lieutenant General James H. Doolittle

1, 2, 3 Bomb Divisions, each of 12-14 Groups (each of four Squadrons). 1st Bomb Division was equipped entirely with B-17 Flying Fortresses. 2nd Bomb Division was equipped entirely with B-24 Liberators. 3rd Bomb Division was equipped with both types of aircraft.

Air Defense of Great Britain, RAF:
Air Marshall Sir R.M. Hill

10 (12 Squadrons), 11 (25 Squadrons), 12 (4 Squadrons), and 13 (2 Squadrons) Groups, equipped with Spitfires, Hurricanes, Typhoons, Mosquitos, and Mustangs in various combinations.

Note: Reconnaissance, Photo, Air Spotting, and Air Observation air units are omitted from this order of battle. In the RAF, a Wing was usually a two or three-Squadron unit, while a Group was simply a collection of Wings. In the USAF, the concepts of Wing and Group were reversed. Squadrons usually contained 15-20 aircraft, so an RAF Wing (or USAF Group) would contain 45-60 planes. RAF Bomber Command and USAF Bomb Divisions represent the Air Bombardment Points used on Game-Turn One. RAF Air Defense of Great Britain was heavily engaged in opposing the German V-weapon campaign about the time of D-Day.

GERMAN LUFTWAFFE, June 6, 1944

Third Air Fleet

5 Group: 20 ME-100

II Fliegerkorps:
- 4 Luftwaffe Fighter Division (Geschwader): 80 ME-109, 40 ME-110
- 5 Luftwaffe Fighter Division (Geschwader): 50 ME-109

II Air Corps:
70 FW-190

IX Air Corps:
200 JU-88

X Air Corps:
23 DO-217

[35.2] ASSAULT COMPANY DESIGNATIONS

Players may wish to fill in the actual historical designations of the assault companies that made the initial invasion on Utah, Omaha, Gold, Juno, and Sword Beaches. Due to space limitations and potential playability problems, these designations were omitted from the counters. It is suggested that the Players utilize the same system of unit designation as used on the normal historical counters for *Atlantic Wall* — namely, company, followed by battalion/regiment (or brigade)/division. For example, A1/16/1 would be "A" Company, 1st Battalion, 16th Regiment, 1st Infantry Division. Abbreviations as in Case 33.12.

UTAH BEACH

Uncle Red

First Sea Landing Phase: E2/8/4(I), F2/8/4(I), B70/4xx(T).

Second Sea Landing Phase: H2/8/4(I), G2/8/4(I), C70/4xx(T), A237/4xx(E).

Third Sea Landing Phase: I3/8/4(I), K3/8/4(I), L3/8/4(I), M3/8/4(I), C237/4xx(E), B299/4xx(E).

Tare Green

1) B1/8/4(I), C1/8/4(I), A70/4xx(T).
2) A1/8/4(I), D1/8/4(I), A299/4xx(E), B237/4xx(E).
3) H2/22/4(I), I3/22/4(I), L3/22/4(I), M3/22/4(I).

OMAHA BEACH

Fox Red

1) L3/16/1(I).
2) B1/1xx(E), C1/1xx(E).
3) 1xx(R).

Fox Green

1) I3/16/1(I), C741/1xx(T).
2) C1/16/1(I), K3/16/1(I), M3/16/1(I), A1/1xx(E).
3) A336/1xx(E), A197/1xx(MG).

Easy Red-2

1) E2/16/1(I), B741/1xx(T).
2) A1/16/1(I), D1/16/1(I), H2/16/1(I), A37/1xx(E).
3) B336/1xx(E), B197/1xx(MG).

Easy Red-1

1) F2/16/1(I), A741/1xx(T).
2) B1/16/1(I), G2/16/1(I), B37/1xx(E).
3) C37/1xx(E), C336/1xx(E), C197/1xx(MG).

Easy Green

1) E2/116/29(I).
2) L3/116/29(I), B112/29xx(E).
3) C112/29xx(E).

Dog Red

1) F2/116/29(I), A743/29xx(T).
2) H2/116/29(I), I3/116/29(I), M3/116/29(I), A112/29xx(E).
3) 29xx(R), A467/29xx(MG).

Dog White

1) G2/116/29(I), C743/29xx(T).
2) K3/116/29(I), B121/29xx(E), C121/29xx(E).
3) B467/29xx(MG).

Dog Green

1) A1/116/29(I), B743/29xx(T).
2) B1/116/29(I), C1/116/29(I), D1/116/29(I), A121/29xx(E).
3) C467/29xx(MG).

Charlie

1) C2R/29x(C).
2) A2R/29xx(C), B2R/29xx(C).
3) A5R/29xx(C), B5R/29xx(C), C5R/29xx(C).

GOLD BEACH

(Note that the first letter in any British designation always refers to company or squadron name; all following letters abbreviate the unit's full title.)

King Red

1) AGR/69/50(I), ANTY/50xx(T).
2) BGR/69/50(I), CGR/69/50(I), DGR/69/50(I), 82/50xx(F).
3) AGR/69/50(I), BGR/69/50(I), 280/50xx(E), CNTY/50xx(T).

King Green

1) AEY/69/50(I), BNTY/50xx(T).
2) BEY/69/50(I), CEY/69/50(I), DEY/69/50(I).
3) CGR/69/50(I), DGR/69/50(I), A1RMA/50xx(T), B1RMA/50xx(T), C1RMA/50xx(T).

Jig Red

1) AH/231/50(I), A4DG/50xx(T).
2) BH/231/50(I), CH/231/50(I), DH/231/50(I), 81/50xx(F).
3) AV/231/50(I), BV/231/50(I), C4DG/50xx(T), 73/50xx(E).

Jig Green

1) AD/231/50(I), B4DG/50xx(T).
2) BD/231/50(I), CD/231/50(I), DD/231/50(I).
3) CV/231/50(I), D/231/50(I), ACLY/50xx(T), BCLY/50xx(T), CCLY/50xx(T).

JUNO BEACH

Nan Red

1) ANS/8/3(I), BFG/3xx(T).
2) BNS/8/3(I), CNS/8/3(I), DNS/8/3(I), A2RMA/3xx(T).
3) CRC/8/3(I), DRC/8/3(I), 262/3xx(E), B2RMA/3xx(T).

Nan White

1) AQR/8/3(I), AFG/3xx(T).
2) BQR/8/3(I), CQR/8/3(I), DQR/8/3(I), 80/3xx(F).
3) ARC/8/3(I), BRC/8/3(I), CFG/3xx(T).

Nan Green

1) ARR/7/3(I), B1H/3xx(T).
2) BRR/7/3(I), CRR/7/3(I), DRR/7/3(I), ACS/7/3(I).
3) DCS/7/3(I), C1H/3xx(T), C2RMA/3xx(T).

Mike

1) ARW/7/3(I), A1H/3xx(T).
2) BRW/7/3(I), CRW/7/3(I), DRW/7/3(I), 26/3xx(F).
3) BCS/7/3(I), CCS/7/3(I), 5/3xx(E).

SWORD BEACH

Roger

1) A4CD/3xx(C).
2) B4CD/3xx(C), C4CD/3xx(C).
3) D4CD/3xx(C), E4CD/3xx(C), F4CD/3xx(C).

Queen White

1) AEY/8/3(I), B13H/3xx(T), B22D/3xx(T).
2) BEY/8/3(I), CEY/8/3(I), C22D/3xx(T), 79/3xx(F).
3) DEY/8/3(I), 84/3xx(E), 91/3xx(E).

Queen Green

1) ASL/8/3(I), A13H/3xx(T), A22D/3xx(T).
2) BSL/8/3(I), CSL/8/3(I), C13H/3xx(T), 77/3xx(F).
3) DSL/8/3(I), 71/3xx(E), 263/3xx(E).

[35.3] STANDARD INFANTRY BATTALION ORGANIZATIONS

The infantry battalion was the key unit of all three armies that fought in Normandy in June 1944, as Players will immediately grasp upon glancing at *Atlantic Wall*. Without a doubt, it was to his battalion that the individual fighting man usually felt attached, especially in the British and Canadian Armies. For this reason, we present here a summary of the fighting strengths and organizations of the infantry battalions of the U.S., British (and Canadian), and German Armies.

[35.31] United States Army Infantry Battalion, June 1944

One Headquarters Section: 4 men (including Lt. Col.); 2 M1 carbines, 2 Colt .45 pistols.

One Headquarters Company: 122 men; 51 M1 carbines, 2 .50 cal. HMG, 3 57mm anti-tank guns, 8 2.36" bazookas, 56 M1 Garand rifles.

Three Rifle Companies: each 193 men; each 28 M1 carbines, 2 .30 cal. LMG, 1 .50 cal. HMG, 5 2.36" bazookas, 3 60mm mortars, 9 Thompson SMG, 143 M1 rifles, 3 Springfield sniper rifles.

One Heavy Weapons Company: 166 men; 82 M1 carbines, 8 .30 cal MMG, 1 .50 cal HMG, 6 2.36" bazookas, 6 81 mm mortars, 50 M – 1 rifles.

Total: 871 men.

[35.32] British and Canadian Armies Infantry Battalion, June 1944

Battalion Headquarters: 55 men; 42 .303 cal. Lee-Enfield rifles, 2 Sten SMG, 1 Bren LMG.

One Support Company: 256 men; 6 3" mortars, 6 6 lb. AT guns, 249 rifles, 4 Sten SMG, 17 Bren LMG, 4 2" mortars.

Four Rifle Companies: each 127 men; each 9 Bren LMG, 9 Sten SMG, 3 2" mortars, 3 PIAT anti-tank rifles, 110 rifles.

Total: 819 men.

[35.33] German Army Infantry Battalion

Battalion Headquarters: 77 men; 58 Gewehr 98 .31 cal. rifles, 14 MP 40 SMG, 1 MG 42 LMG.

Three Rifle Companies: each 142 men; each 96 rifles, 28 MP 40 SMG, 13 MG 42 LMG, 2 MG 42 HMG.

One Heavy Weapons Company: 205 men; 131 rifles, 29 MP 40 LMG, 3 MG 42 LMG, 6 MG 42 HMG, 6 81mm mortars, 4 120mm mortars.

Total: 708 men.

Countermix errata: German unit 1/130/LR should be a MkVI ("Tiger") tank unit, *not* a MkIV unit. Its strengths should read 4-10-10 (front) and 2-9-10 (back.)

ABBREVIATED SEQUENCE OF PLAY

A. WEATHER DETERMINATION STAGE
(AM Game-Turns only)

B. ALLIED MULBERRY STAGE
(AM Game-Turns only)

C. MUTUAL AIR ALLOCATION STAGE
(AM and Night Game-Turns only)

D. MUTUAL ARTILLERY RESUPPLY STAGE
(AM Game-Turns only)

E. ALLIED PLAYER-TURN
(Post-Invasion Stage only)

1. Mutual Supply Determination Phase
2. Movement Phase
3. Combat Phase

F. ALLIED PARACHUTE DROP STAGE
(Game-Turn One only)

1. Drop Display Phase
2. Drop Phase
3. Scatter Phase
4. Movement Phase

G. ALLIED INVASION STAGE

1. Air Bombardment Phase
2. First Allied Sea Landing Phase
3. Second Allied Sea Landing Phase
4. Third Allied Sea Landing Phase

H. GERMAN PLAYER-TURN

1. Mutual Supply Determination Phase
2. Movement Phase
3. Combat Phase

I. NAVAL MOVEMENT STAGE
(PM Game-Turns only)

J. GAME-TURN INDICATION STAGE

ATLANTIC WALL CHARTS & TABLES

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[9.78] COMBAT RESULTS TABLE

Defender's Terrain	Combat Ratio												
Invasion Stage Combat (All Terrain)*	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12+-1
Bocage, Woods Town, Village	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10+-1
Clear, Sand, Swamp	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8+-1
DICE													
2	2(3)D	**1(1)**	2(3)D	2(2)D	**2(1)**	2(1)D	1(1)D	1(1)D	1(1)d	**3(2)**	1d	**3(3)**	**4(3)**
3	1(1)D	1d	**2(1)**	**1d**	**1d**	**2(1)**	**2d**	**2(2)**	1d	1d	**3(2)**	**2(2)**	**3(3)**
4	1(1)D	1(1)D	1d	**1(1)**	**1(1)**	**1(1)**	**1(1)**	**2(1)**	**2(2)**	**2(2)**	**2(2)**	**2(2)**	**2(2)**
5	1(1)D	1(1)D	1(1)D	1d	1(1)D	**1d**	**1d**	**1d**	**1(1)**	**2(2)**	**2(2)**	**2(2)**	**2(2)**
6	2(2)D	2(2)D	1(1)D	2(1)D	1(1)D	1(1)D	**1(1)**	**1(1)**	**1d**	**1d**	**1(1)**	**1(1)**	**2(1)**
7	3(3)D	2(3)D	2(2)D	1(1)D	2(1)D	1(1)D	1d	1d	**1(1)**	**1(1)**	**1(1)**	**1(1)**	**1(1)**
8	2(2)D	1(1)D	1(1)D	2(1)D	1d	1d	1(1)D	**1(1)**	**1d**	**1(1)**	**1(1)**	**1(1)**	**1(2)**
9	1(1)D	1(1)D	1(1)D	1(1)D	1d	**1d**	**1(1)**	**1d**	**1(1)**	**1(1)**	**1(2)**	**1(2)**	**1(2)**
10	1(1)D	1(1)D	1d	1d	**1d**	**1(1)**	**1d**	**1(1)**	**2(1)**	**2d**	**2d**	**2d**	**2(1)**
11	1d	1d	**1d**	**1d**	**1(1)**	**1(1)**	**2(1)**	**2d**	**2(2)**	**2(2)**	**2(2)**	**2(2)**	**2(3)**
12	**1d**	**1d**	2(3)D	2(2)D	**1(1)**	1d	**2(2)**	**2(2)**	**3(2)**	**3(2)**	**3(3)**	**3(3)**	**3(3)**

Factors Causing Shifts in Pre-Determined Odds Column:

Shifts to the Left:

1 column: Regimental Integrity in the defense
1 column: Defending units are stacked with an Improved Positions marker
3 columns: Defending units are being attacked solely across river hexsides

Shifts to the Right:

1 column: Regimental Integrity in the attack
1 column: For each Armor Superiority Level possessed by the attacker (see *Explanation of Armor Superiority Levels* below)

Explanation of Results:

1. Bold type refers to results applied to Defender; light type refers to results applied to Attacker.
2. The unparenthesized number indicates the number of hexes the owning Player retreats his units and/or the number of steps the owning Player must lose from his units (however, to utilize this latter option, the Defending Player must pass a Morale Check — see Case 9.77). The number in *parentheses* is the number of mandatory step losses incurred by the owning Player. These losses must be taken immediately before the retreat result is fulfilled.
3. A "d" indicates that all the attacking Player's units are *disrupted.* If any or all of these units are already disrupted they are demoralized. A "D" indicates that all the attacking Player's units are *demoralized.* There is no additional effect if any of these units were already disrupted. However, if any or all of the units were already in a state of demoralization, then they are *eliminated.* Place appropriate counters on the units involved for the above conditions.
4. Only the attacking Player's units may advance after combat, and only those that are not demoralized. The attacker may advance the number of hexes indicated by the Defender's *retreat* (not loss) result.
5. Ratios greater than those in the right-hand column are resolved on that column. See Case 9.6 for explanation of attacks made at ratios less than the left-hand column.

Explanation of Armor Superiority Levels:

4 Levels: Attacker possesses four times as many (or more) Armor Points as the defender
3 Levels: Attacker possesses three times as many Armor Points as the defender
2 Levels: Attacker possesses twice as many Armor Points as the defender
1 Level: Attacker possesses more Armor Points than the defender

Note: If the attacker and the defender possess the same number of Armor Points, no shifts are awarded to either Player. If the defender possesses more Armor Points than the attacker, all attacking units that possess an *unparenthesized* Armor Strength are considered to have a *Combat Strength* of *zero.*

** Special Combat Rules Before Gap Number Is Reached*

1. Ignore all unparenthesized results, disruptions, and demoralization.
2. The parenthesized result is the number of units owned by the affected Player eliminated as a result of this combat.
3. Maximum advance of one hex (attacker only) if defender totally eliminated as a result of attack.
4. Ignore all standard shifts to CRT column *except* Armor Superiority shifts. Instead, use the following shifts: *To the Left:* 3 columns if attack is made entirely across cliff hexside; 1 column if attack is made entirely across bluff hexside. *To the Right:* 1 column for each combat engineer unit in the attack (only if at least one infantry unit in attack); 1 column for each Armor Superiority Level possessed by attacker.
5. After Gap Number is reached, read retreat and disruption, and demoralization normally (but still ignore terrain).

[6.78] TERRAIN EFFECTS CHART

Terrain	Movement Points to Enter or Cross: Class A	Class B	Effect on Combat
Clear	1	1	None
Bocage	2	4	Def's Armor ×2; Barrage ×½
Woods	2[1]	5[2]	Def's Armor ×3; Barrage ×½
Swamp	4[1]	5[2,3]	Armor may not attack into
Town, Village	1	2	Town: Def's Armor ×3; Barrage ×½ Village: Def's Armor ×2; Barrage ×½
Primary Road	½[4]	½[4]	Same as terrain in hex
Secondary Road	A1: 1[4] A2: ½[4]	1[4]	Same as terrain in hex
Stream	+1[5]	+2[5]	None
River	A1: +4[5,6] A2: Prohib[5,6]	Prohib[5,6]	Def's Armor ×3 if attacked solely across River hexside

Notes:

1. A2 Class units may not enter this terrain in Strategic Mode unless on a road.
2. B Class units may not enter this terrain in Strategic Mode unless on a road.
3. B Class units may enter this terrain in Tactical Mode unless the hex has a road passing through it (in any direction).
4. All road bonuses are applicable in Strategic Mode only. Ignore roads when moving in Tactical Mode (except as noted in No. 3, above).
5. This penalty is negated if a unit is moving along a road in Strategic Mode across the river or stream.
6. These units may cross the river hexside at the cost of their full Movement Allowances if a Friendly engineer unit occupies an adjacent hex during the same Movement Phase (note that the engineer unit may not move or engage in combat during the same Player-Turn).

Strategic Movement Allowances:

A1: 9 MP's
A2: 12 MP's
B: Multiply Movement Allowance by two

Note: Any hex containing any Woods symbol is a Woods hex.

[31.3] ALLIED DEMOLITION TABLE

DIE	Demolition Engineer Points: 1-2	3-4	5-6	7-8+
1	–	–	1	1
2	–	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	2	2	3
6	2	2	3	4

Explanation: During the Allied Demolition Segment of all Low Tide Sea Landing Phases, the Allied Player may roll the die for each sub-beach, cross-referencing the number of Demolition Engineer Points with this die roll. The resulting number is the number of gaps blown in the German defenses on that sub-beach. The Allied Player immediately indicates in that sub-beach's "Gaps Blown" box the number of gaps blown by using a numbered chit. Note that gaps blown are cumulative. If a numbered chit was already in this box, the new number of gaps blown is *added* to this original number.

Note: Demolition Engineer Points are never pinned by German small-arms fire.

[10.78] ARTILLERY EFFECTS SUMMARY

A. The following penalties are applied against individual artillery units *before* their Barrage or FPF Strength has been allocated against a given hex:

Condition	Effect
Out of Communication	Full
Isolation-1, Out of Supply	Halved
Isolation-2	Zero

B. The **total** number of Barrage (not FPF) Points allocated against an Enemy hex is **halved when firing into:** Bocage, Town, Village, Improved Positions, Entrenchments, Woods. *Note:* When firing into a hex that falls under *two* of the above categories (e.g., an Improved Position/Town hex), the halving effect is not cumulative.

C. The following penalty is applied against the total number of Barrage or FPF Points allocated against an Enemy hex:

Condition	Effect
In Contact	Halved (FPF-Zero)
Firing during Night Game-Turn	Halved

Note: These penalties are cumulative with the penalties awarded due to firing into certain types of terrain. For example, an artillery unit with a Barrage Strength of 7 is firing into a Town hex at Night. The Barrage Points are first halved to 3 (due to the Town) and then halved again to one (due to Night).

D. Any artillery unit that possesses an "Out of Ammo" marker may never use its Barrage or FPF Strength at all.

[29.4] GERMAN SMALLARMS FIRE TABLE

DIE	Combat Strength: 1	2	3	4	5	6+
1	–	–	–	P	P	P
2	–	–	P	P	P	1E
3	–	P	P	P	1E	2E
4	P	P	P	1E	2E	2E
5	P	P	1E	2E	2E	3E
6	P	1E	2E	2E	3E	4E

Explanation:

–: No result. **P:** All Allied Combat units in affected hex are Pinned. Flip all the affected units over to indicate this condition. If the units are not Assault companies and do not possess a "Pinned" side, they are eliminated instead. A unit which receives this result that is already Pinned is not additionally effected. There is no effect against Allied demolition engineer points. **#E:** The indicated number of Allied Combat units are eliminated from the affected hex (the choice of which units to eliminate is left to the German Player). All remaining Allied units in the hex are Pinned (see above). In addition to the above effects, one Demolition Engineer Point from the affected hex is eliminated from play. Also, if a Leader unit is present in the hex, it is reduced (flipped over); if already on its reduced side, it is eliminated instead. Note that Demolition Engineer Points are represented by numbered chits; when one Point is eliminated, this chit is simply changed to a number one less than the previous number.

ATLANTIC WALL
Errata and Addenda 28 June 78

The following is a preliminary compilation of errata and addenda for *Atlantic Wall*.

MAP:

1. The half-hexes to the east of hexes A2601 and A3601 should bear the *Town* symbol, not the *Village* symbol.

2. Trevieres (C2619) should be a *Town*, not a Village.

3. Hex B5633 is a *Woods* hex.

4. The Allied Supply Pool on Map E is slightly covered when Map B is overlapped. Players should either reconstruct this track freehand, re-draw their own, or keep track of Allied Supply Points on a separate piece of paper.

COUNTER-MIX:

1. Ignore the "Countermix errata" at the end of the Scenario rules booklet. The Panzer Lehr counters are correct as is. However, the following additional company-size units should be considered to belong to this division permanently: 3 MkIV(T), 2 MkVI(T), 1 JgV(T).

2. The US DD *Satterlee* is missing from the countermix. It is identical to the other US destroyers in the countermix.

RULES CLARIFICATIONS AND CORRECTIONS:

1. The reductions to German Strategic Movement Allowances for *Class B units only* on the "Effects of Allied Air Interdiction" (17.48) are in error. These reductions were originally intended for a Class B unit's *printed* Movement Allowance, before doubling for Strategic Movement. Thus, all these reductions should be doubled (i.e., a German unit with a Movement Allowance of 12 moving Strategically with 240 Allied Air Points allocated to Interdiction would have a Strategic Movement Allowance of *8*.

2. *Case 9.45:* The maximum number of regimental integrity bonuses that may be awarded per defense is *one*.

3. *Case 9.51b:* In addition to the units bearing the symbols shown, the following 5 unit-types may be used: machine-gun, armored engineer, bicycle infantry, mechanized parachute infantry, and marine infantry.

SCENARIOS:

1. The set-up and Special Rules for The Caumont Gap (33.2) have been slightly altered.

ALLIED

ES/56/50(I): *4006;* SWB/56/50(I): *3906;* GLO/56/50(I): *3805;* DLI/151/50(I): *4001;* DLI/151/50(I): *3902;* DLI/151/50(I): *3802;* all units of 7Axx: within two hexes of *3205*. All 3 units of the British 231 Brigade should be dropped from the scenario.

GERMAN

38/2Pxx(R): *5514;* 17PGxx(R): *5114*. Both MkV(T) companies belonging to Panzer Lehr should be MkVI(T).

Special Rule F: At the beginning of each German Player-Turn, the German Player rolls the die once for 2nd Panzer Division and once for 3rd FJ Division. The resulting number is the number of units from these respective divisions that may be moved normally for the remainder of the game. Not before these units have been "committed" in such a manner may they be moved during the scenario.

2. In the *Operation Epsom* scenario, the reference to British artillery unit *19/1* should read *61/1*.

(9.51c) "Unparenthesized" should read "parenthesized" and vice versa.

Add the Following units to the German set-up in the Campaign Game:
513/30x(R), 517/30x(R), 518/30x(R): B5827; 561/243xx(I): E2141; 1/243xx(A): E2747; 709xx(R): E2211; 629/7Ar(I): E1135.
Also, note that on Omaha Beach, the designations "1T" on Easy Red-1 and Dog Red sub-beaches should read "1Dd".

ATLANTIC WALL

Clarifications and Addenda as of October 1978

MAP:

1. The half-hexes to the east of hexes A2601 and A3601 should bear the *Town* symbol.

2. Trevieres (C2619) should be a *Town*.

3. Hex B5633 is a *Woods* hex.

4. The Allied Supply Pool on Map E is slightly covered when Map B is overlapped. Players should either draw their own Track or keep track of Points on a separate piece of paper.

5. Map E should have a 3900 hexrow. Note that the terrain for this hexrow exists, although the hexfield has not been superimposed on the map.

COUNTER-MIX:

1. Ignore the "Countermix errata" at the end of the Scenario booklet. The following additional company-size units are considered attached to Panzer Lehr Division permanently: 3 MkIV(T), 2MkVI(T), 1 JgV(T).

2. The U.S. DD *Satterlee* is missing. It is identical to other DD's.

3. The Strength of the French unit *10CD/3xx* should be *2(1)6* (company size).

4. Five British "Assault Shr" tank companies are mistakenly back-printed with the Strengths *1-3-12*. They should read *1-1-P*.

5. The British "Cent" tank companies should be assault companies, back-printed with Strengths of *1-1-P*.

6. British unit KRRC/50xx (Mech inf-8(4)12) is missing from the countermix.

7. British unit 46CD/3xx (Commando-6(2)6) is missing from the countermix.

8. 3 British "Assault Shr" tank companies should read "Assault F" (Flail, 1-2-12/1-1-P).

RULES:

[2.32] German Parachute Infantry should be Movement Class *A1*.

[5.4, F.4] At the beginning of the Parachute Movement Phase, the Allied Player rolls one die for each airborne division on the map. Up to the limit of these die rolls, the Allied Player may bring back to full-strength any reduced parachute companies on the map, as long as these companies do not move during the Phase.

[6.78] Note *3* should state "Class B units may *not* enter this terrain..."

[8.1] Stacking restrictions during both the Invasion and Post-Invasion Stages are now as follows: *3* combat units in any non-beach hex and 12 combat units in any beach hex.

[9.18] Class B units may only attack across River hexsides if they normally would be able to cross the River during movement. However, the Combat Strength of Class B units attacking across River hexsides is *halved*.

[9.45] The maximum number of regimental integrity bonuses that may be awarded per defense is *one*.

[9.51b] Machine-gun, armored engineer, bicycle infantry, parachute, and marine units should also be pictured.

[9.51c] "Unparenthesized" should read "parenthesized" and vice versa.

[9.51c] Ignore this Case if at least 3 Combat Strength Points of recon and/or mech infantry units are stacked with an unparenthesized unit. For example, if a *5-10-12* tank battalion were stacked with two 2(2)12 mech infantry companies, that stack meets the requirements of an Armor Superiority Bonus.

[10.7] Artillery reinforcements landing on a sub-beach hex are considered Out of Battery.

[13.14d] If an Allied division is "unsupported", all units of that division are immediately *out of supply,* not out of communication. Thus, simply placing an HQ on its "U" side obviates the need to place Out of Supply markers on all the division's units. They attack at half strength at all times when their HQ is unsupported.

[13.19] Company units and German units directly subordinate to 7th Army HQ may trace supply to any Friendly HQ.

[14.0] Only battalion-size units may build IP or entrenchments, including the engineer unit involved with a normal unit described in Case 14.2

[14.1] Improved Positions may never be built in Bocage hexes. In addition, entrenchments in Bocage hexes have the same effect as IP in non-Bocage hexes.

[15.4] In order for static units to build-up, they must be committed.

[17.48] The reductions for Class B German units' Strategic Movement Allowances should be *doubled* (i.e., −8, becomes −16).

[17.6] N/F units may be allocated to missions during the day, and normal air units may be allocated to missions during Night Game-Turns (as long as no single unit is ever allocated to a mission during both Day and Night in a single day). However, normal air units allocated to missions at Night have their Strengths *halved* (round fractions down).

[18.4] The Allied Anti-Battery Segment and the German Anti-Ship Fire Segment continue to take place throughout the game, regardless of whether the Invasion Stage has ended. If this Stage has ended, the Allied Player may only bombard batteries. This fire does not have to be "planned", and the ship(s) that performs it may not fire (or have fired) during the same Game-Turn. After the Invasion Stage, this fire occurs only once during a Game-Turn (i.e., ignore the Second and Third Allied Sea Landing Phases).

[18.44] Allied BB are only affected by fire from German 240 or 280 batteries. Allied CA and MN are only affected by fire from German 240, 280, 210, or 150 batteries.

[18.46b] Add *one* to die roll if target adjacent to Friendly unit.

[19.2] When the German Player is making Off-Map Movement die rolls during Night Game-Turns, he must add one to this roll.

[20.2] During the Replacement Segment of the Allied Movement Phase of Game-Turn Five, the Allied Player receives *12* extra Replacement Points. These points may be added to any HQ's on the map in any combination by simply replacing the HQ's existing replacement chit with one of greater strength.

[23.54] British parachute companies that land off the eastern map edge are not eliminated. Instead, they are placed in a reduced condition in an 0001 hex of Map D. They must be placed in the hex in which they "exited" the map.

[24.1] Airborne Division HQ's *always* land safely by glider.

[24.1] Glider battalions may not be broken down to land.

[27.1] If the German Player ever occupies a sub-beach hex, all Allied demolition engineer points in that hex are eliminated. In addition, no reinforcements may land there.

[29.29] In addition, the Allied Player receives a shift of one column to the right on the CRT for each flail tank unit participating in the attack.

[32.0] Starting with Game-Turn Five, the Allied Player may declare that any Landing Beach has "failed". This declaration is made at the beginning of the Allied Invasion Stage. When an invasion has failed, incoming reinforcements for that beach are delayed 8 Game-Turns, and may be brought onto any other beach. All subsequent Mulberry die rolls are increased by *two*. All units that have landed on the beach that failed must remain — there is no evacuation. However, the Allied Player may begin to use the Ground Support Strengths of his air and naval units on the applicable map (of course, only if all the other Landing Beaches have reached their Gap Numbers).

[32.1] The instant a beach reaches its Gap Number, the Allied Player is permitted a "free" Battalion Breakdown and Buildup Segment (of course, subject to all the restrictions of Case 15.2).

SCENARIOS:

[33.1] The Fall of Cherbourg

1. German unit 2/729/243 should be *2/729/709*. Unit EB/7Ar(I) should be *EB/7Ar(R)*. 1 "75" battery should set up in hex *1307*, not 1303. 1/919/709*(I) sets up in *2711*, not 2811.

2. U.S. 801/VII(T) should read *801/4xx(AT)*. Where called for, the U.S. Player should set up his units in hypothetical hexrow 3900 (see clarifications earlier).

3. Ignore Case 33.17c (see clarification earlier).

[33.2] The Caumont Gap

1. German set-up changes are as follows: 38/2Pxx(R): *5514;* 17PG(R): *5114*. Both MkV companies of Panzer Lehr should be MkVI.

2. Allied set-up changes are as follows: ES/56/50(I): *4006;* SWB/56/50(I): *3906;* GLO/56/50(I): *3805;* DLI/151/50(I): *4001;* DLI/51/50(I): *3902;* DLI/151/50(I): *3802;* all units of 7Axx: within 2 hexes of *3205*. Omit all units of British 231st Brigade. Air unit 363 (P47) should be 362.

3. At the beginning of each German Player-Turn, this Player rolls the die once for 2nd Panzer Division and once for 3rd FJ Division. The resulting number is the number of units from these respective divisions that may be moved normally for the remainder of the game. Not before these units have been "committed" may they be moved.

[33.3] Operation "Epsom"

1. All German infantry units of the 716th Division should start the game reduced. The German Player receives *10* entrenchment markers, not 6. All units of 21Pxx may trace supply to any Friendly HQ.

2. The British Player may receive all units of 4Ax. They are under the same set-up restrictions as 43rd Division. Tank unit 144/3Ax should be *144/33Ax*. 3rd Division should exclude 22D/3xx(Flail) from its set-up. All units of 50xx may trace supply to any HQ. Artillery unit 19/I should read 61/I.

[33.4] Bloody Omaha

The designations "1T" on Easy Red-1 and Dog Red sub-beaches should read "1Dd".

[33.5] Gold, Juno, Sword

1. During the Invasion Stage, British commando units may land in battalion-size before the Gap Number is reached. They are never subject to drift die rolls, even if they land as normal assault units

on a sub-beach hex. For stacking purposes, each unit equals 2 companies. They may never be pinned, although they are reduced by any "E" result by small arms fire.

2. The deployment of commando units at the start of the game should be changed as follows: *Roger, H-Hour:* 4CD/3xx; *Roger, 2nd Sea Landing Phase:* 3CD/3xx; *Roger, 3rd Sea Landing Phase:* 6CD/3xx, 45CD/3xx (see Note 1). 47CD/50xx and 10CD/3xx may land on any Map D beach hex during H-Hour. 48CD/3xx may land on any beach hex during the 2nd Sea Landing Phase.

3. The "1T" designation on the following 3rd Sea Landing Phase sub-beaches should be "Cent" assault companies: Nan Green, Nan Red, Jig Red, and King Red.

4. Naval unit *Flores* is a DD.

5. German commitment die rolls should be delayed *one* Game-Turn (i.e., the first die roll takes place on Game-Turn Two, the second — multiplied by two — on Game-Turn Three, etc.).

[33.6] Utah Beach

1. German units 513/30x(R), 517/30x(R), and 518/30x(R) should set up on hex B5827.

2. The Allied naval unit *Soemba* is a DD.

[33.7] Campaign Game

1. Ignore all references to British commando units on the Reinforcement Schedule. On Game-Turn 5, 41CD/3xx(C) may arrive on Sword Beach, and 46/3xx(C) may land on Juno Beach.

2. The following German units are missing from the set-up: 2/739/709(I): *E1433;* 561/243xx(I): *E2141;* 1/243xx(A): *E2747;* 709xx(R): *E2211;* 629/7Ar(I): *E1135.*

SUGGESTED RULES ADDITIONS:

A. FLAK

1. Using this rule, air units that are using their Ground Support Strengths against an Enemy unit may be fired upon by that Enemy unit. However, when using this rule, the number of air units that may use their GS Strengths against a hex is increased to *3* (see Case 17.34).

2. Each ground unit in the game possesses a Flak Rating:

a. All company or static units (exception: 2b): *0*
b. German "88" companies: *2*
c. All battalion units (exception: 2d): *1*
d. German "88" battalions: *3*
e. HQ units or any hex *within 3 hexes* of an HQ: *3*

3. Before any combat in which air units are participating is resolved, Flak must be performed. This is done by rolling a single die once for each air unit using its Ground Support Strength against the hex. Refer only to the *highest*-rated flak unit in the hex (or, if within 3 hexes, an HQ). All others are ignored. On a die roll equal to or less than this unit's Flak Rating, the air unit being rolled for is reduced (or, if already reduced, eliminated). After these resolutions, the normal combat may take place.

4. No flak may take place at night.

5. When using this rule, both the German and the Allied Player may replace one step of strength on any existing air unit during the AM Mutual Air Allocation Stage of odd-numbered *days* (not Game-Turns). This is performed simply by flipping any reduced air unit back onto its full-strength side.

B. ADVANCE AFTER COMBAT IN BOCAGE

1. Whenever an Enemy unit in a Bocage hex is being attacked, the Owning Player may declare an "Accelerated Assault" (AA).

2. If an AA is declared, the attacking Player may ignore Case 9.93, which restricts advances after combat in Bocage.

3. If an AA is declared, the attacking Player's units are automatically disrupted at the conclusion of the attack. However, if the combat result calls for disruption or demoralization for the attacking units, there is no additional effect to these units.

C. ENGINEERS

1. If an engineer unit of any size is stacked in the same hex as a non-engineer unit, and that stack of units is attacking an Enemy-occupied hex, the attacking Player is permitted an "Engineer Combat Bonus." This Bonus allows the attacking Player to shift the ratio column one to the right on the CRT.

2. Each individual combat is only permitted *one* Engineer Combat Bonus (i.e., a maximum of one shift to the right for this reason).

3. If the attacking Player is utilizing an Engineer Combat Bonus, then his participating engineer unit(s) must be the first of his units to take any losses in this combat should he suffer an adverse combat result.

D. VARIABLE ALLIED REINFORCEMENTS

1. Using this rule, ignore the Allied Reinforcement Schedule (except for glider units) after Game-Turn Three. Instead, every Allied unit on the Reinforcement Schedule that has not landed by the end of this Game-Turn is considered "available" for reinforcements.

2. Starting with Game-Turn Four, the Allied Player rolls a single die once for each Landing Beach on the map. This die roll takes place at the beginning of his Reinforcement Segment (even if a Landing Beach has not yet reached its Gap Number). The resulting die roll is the number of *units* that the Allied Player may choose from his "available" reinforcements to land during that Game-Turn on the Landing Beach just rolled for.

3. If a Landing Beach has "failed", the Allied Player does not roll a die for this beach during his Reinforcement Segment.

4. During Heavy Overcast Game-Turns, *halve* the die roll for each Landing Beach (rounding fractions down).

5. During Storm Game-Turns, no reinforcements may be landed by the Allied Player at all (i.e., no die rolls take place).

6. There are no restrictions with regard to *which* Landing Beach available reinforcements may be landed on. Units may be landed on any beach.

E. ARMOR COMBAT OPTION

1. In an attack, any full-strength tank battalion may (at the Owning Player's option) instead utilize the Combat and Armor Strengths of its *reduced* side. This decision must be made by the attacking Player before ratio determination. However, note that the tank unit is not actually reduced by this decision. It may only be reduced if it takes step losses normally.

2. Example: A U.S. 5-10-12 tank battalion is stacked with two 2(1)6 infantry companies. Normally, this stack does not meet the requirements for an Armor Superiority Bonus. However, before the resolution of an attack, the U.S. Player states, "I am using the Strengths of the tank's reduced side." As such, for this combat, the unit becomes *2-5-12*. The stack now meets the requirements for Armor Superiority. In the ensuing attack, the stack has a Combat Strength of *six* and an Armor Strength of *five*.

F. GAP BLOWING AT HIGH TIDE

1. Allied demolition engineers had limited capability to blow gaps underwater (i.e., at high tide). As a result, the Allied Player should be permitted to blow gaps during even-numbered Game-Turns. However, *two* is subtracted from all die rolls when blowing gaps during these Game-Turns (0 or − 1 results always yield no gaps).

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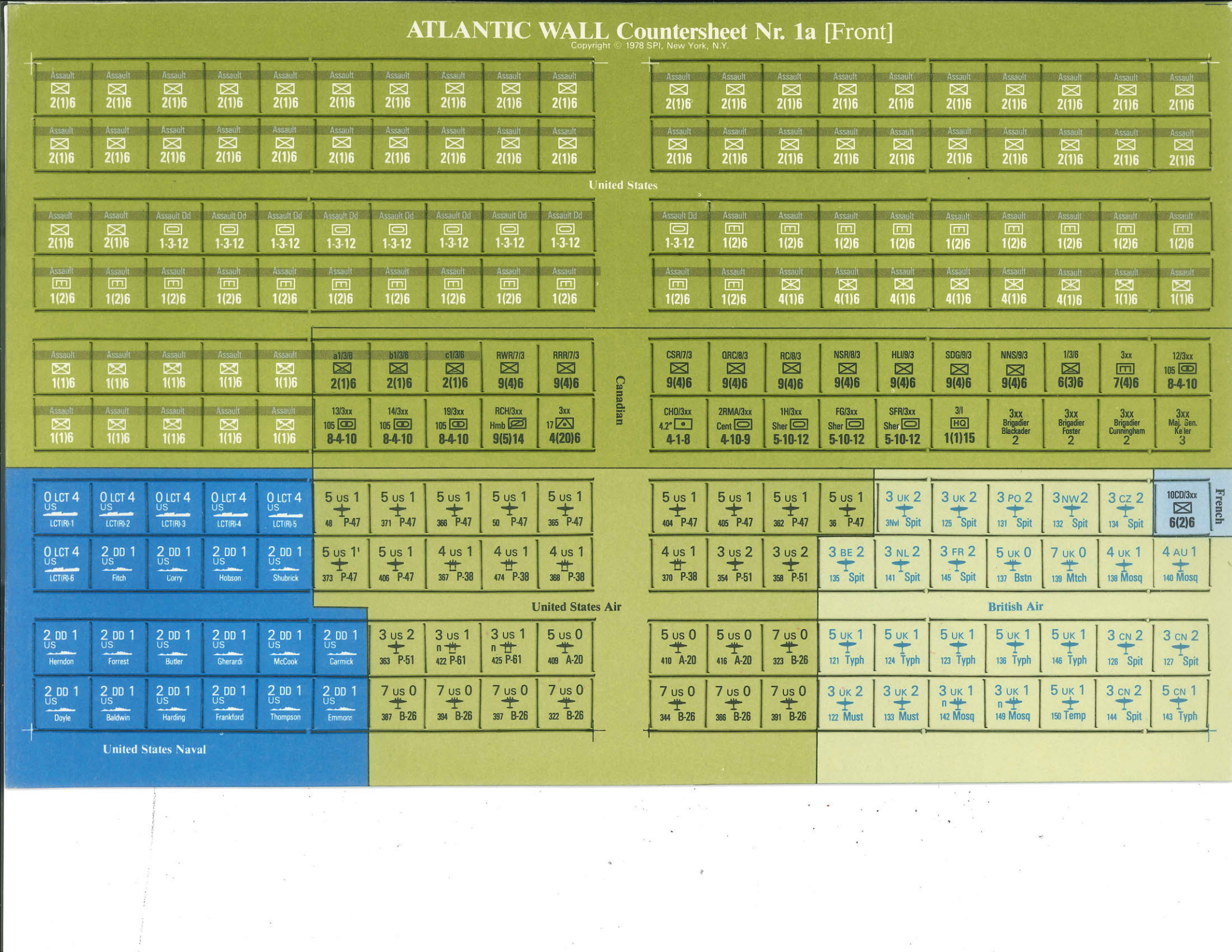

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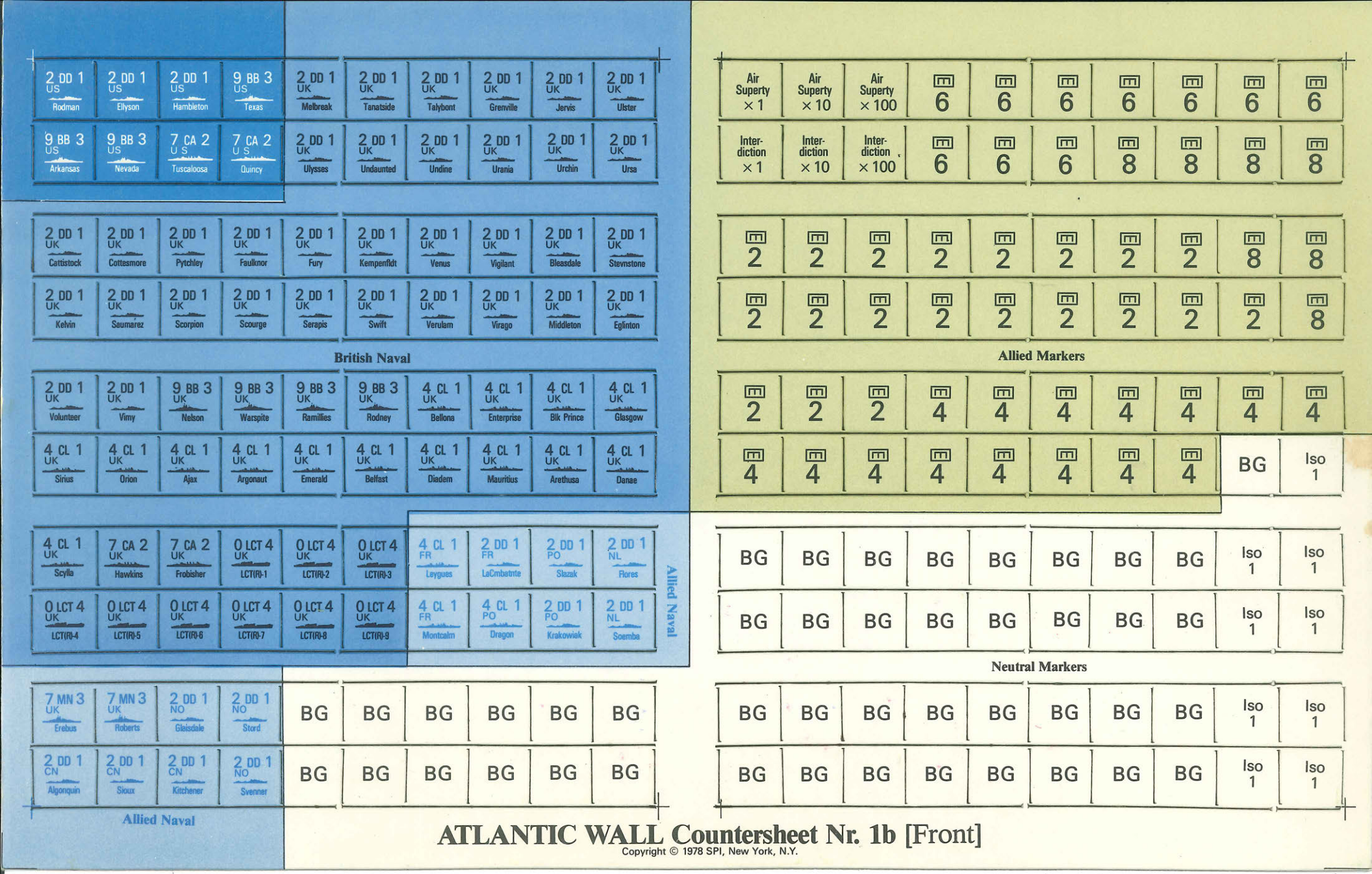

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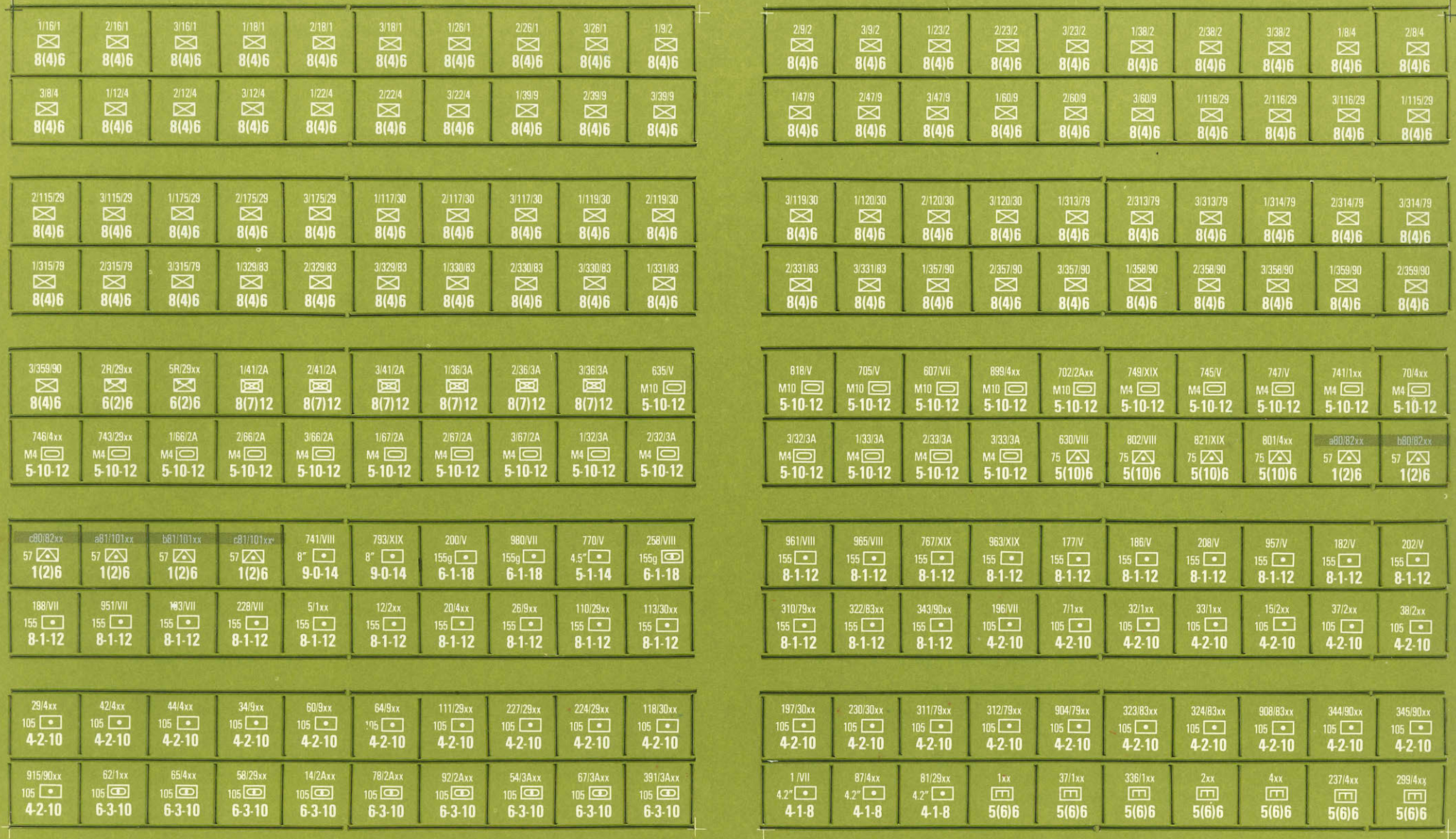

United States

915/90xx 105 4d2-10	62/1xx 105 6d3-10	65/4xx 105 6d3-10	58/29xx 105 6d3-10	14/2Axx 105 6d3-10	78/2Axx 105 6d3-10	92/2Axx 105 6d3-10	54/3Axx 105 6d3-10	67/3Axx 105 6d3-10	391/3Axx 105 6d3-10
29/4xx 105 4d2-10	42/4xx 105 4d2-10	44/4xx 105 4d2-10	34/9xx 105 4d2-10	60/9xx 105 4d2-10	64/9xx 105 4d2-10	111/29xx 105 4d2-10	227/29xx 105 4d2-10	224/29xx 105 4d2-10	118/30xx 105 4d2-10
188/VII 155 8d1-12	951/VII 155 8d1-12	183/VII 155 8d1-12	228/VII 155 8d1-12	5/1xx 155 8d1-12	12/2xx 155 8d1-12	20/4xx 155 8d1-12	26/9xx 155 8d1-12	110/29xx 155 8d1-12	113/30xx 155 8d1-12
				741/VIII 8″ 9d0-14	793/XIX 8″ 9d0-14	200/V 155g 6d1-18	980/VII 155g 6d1-18	770/V 45° 5d1-14	258/VIII 155g 6d1-18
746/4xx M4 2-5-12	743/29xx M4 2-5-12	1/66/2A M4 2-5-12	2/66/2A M4 2-5-12	3/66/2A M4 2-5-12	1/67/2A M4 2-5-12	2/67/2A M4 2-5-12	3/67/2A M4 2-5-12	1/32/3A M4 2-5-12	2/32/3A M4 2-5-12
3/359/90 4(2)6	2R/29xx 3(1)6	5R/29xx 3(1)6	1/41/2A 4(3)12	2/41/2A 4(3)12	3/41/2A 4(3)12	1/36/3A 4(3)12	2/36/3A 4(3)12	3/36/3A 4(3)12	635/V M10 2-5-12
1/315/79 4(2)6	2/315/79 4(2)6	3/315/79 4(2)6	1/329/83 4(2)6	2/329/83 4(2)6	3/329/83 4(2)6	1/330/83 4(2)6	2/330/83 4(2)6	3/330/83 4(2)6	1/331/83 4(2)6
2/115/29 4(2)6	3/115/29 4(2)6	1/175/29 4(2)6	2/175/29 4(2)6	3/175/29 4(2)6	1/117/30 4(2)6	2/117/30 4(2)6	3/117/30 4(2)6	1/119/30 4(2)6	2/119/30 4(2)6
3/8/4 4(2)6	1/12/4 4(2)6	2/12/4 4(2)6	3/12/4 4(2)6	1/22/4 4(2)6	2/22/4 4(2)6	3/22/4 4(2)6	1/39/9 4(2)6	2/39/9 4(2)6	3/39/9 4(2)6
1/16/1 4(2)6	2/16/1 4(2)6	3/16/1 4(2)6	1/18/1 4(2)6	2/18/1 4(2)6	3/18/1 4(2)6	1/26/1 4(2)6	2/26/1 4(2)6	3/26/1 4(2)6	1/9/2 4(2)6

1/VII 4.2″ 4d1-8	87/4xx 4.2″ 4d1-8	81/29xx 4.2″ 4d1-8	1xx m 2(3)6	37/1xx m 2(3)6	336/1xx m 2(3)6	2xx m 2(3)6	4xx m 2(3)6	237/4xx m 2(3)6	299/4xx m 2(3)6
197/30xx 105 4d2-10	230/30xx 105 4d2-10	311/79xx 105 4d2-10	312/79xx 105 4d2-10	904/79xx 105 4d2-10	323/83xx 105 4d2-10	324/83xx 105 4d2-10	908/83xx 105 4d2-10	344/90xx 105 4d2-10	345/90xx 105 4d2-10
310/79xx 155 8d1-12	322/83xx 155 8d1-12	343/90xx 155 8d1-12	196/VII 105 4d2-10	7/1xx 105 4d2-10	32/1xx 105 4d2-10	33/1xx 105 4d2-10	15/2xx 105 4d2-10	37/2xx 105 4d2-10	38/2xx 105 4d2-10
961/VIII 155 8d1-12	965/VIII 155 8d1-12	767/XIX 155 8d1-12	963/XIX 155 8d1-12	177/V 155 8d1-12	186/V 155 8d1-12	208/V 155 8d1-12	957/V 155 8d1-12	182/V 155 8d1-12	202/V 155 8d1-12
3/32/3A M4 2-5-12	1/33/3A M4 2-5-12	2/33/3A M4 2-5-12	3/33/3A M4 2-5-12	630/VIII 75 2(5)6	802/VIII 75 2(5)6	821/XIX 75 2(5)6	801/4xx 75 2(5)6		
818/V M10 2-5-12	705/V M10 2-5-12	607/VII M10 2-5-12	899/4xx M10 2-5-12	702/2Axx M10 2-5-12	749/XIX M4 2-5-12	745/V M4 2-5-12	747/V M4 2-5-12	741/1xx M4 2-5-12	70/4xx M4 2-5-12
2/331/83 4(2)6	3/331/83 4(2)6	1/357/90 4(2)6	2/357/90 4(2)6	3/357/90 4(2)6	1/358/90 4(2)6	2/358/90 4(2)6	3/358/90 4(2)6	1/359/90 4(2)6	2/359/90 4(2)6
3/119/30 4(2)6	1/120/30 4(2)6	2/120/30 4(2)6	3/120/30 4(2)6	1/313/79 4(2)6	2/313/79 4(2)6	3/313/79 4(2)6	1/314/79 4(2)6	2/314/79 4(2)6	3/314/79 4(2)6
1/47/9 4(2)6	2/47/9 4(2)6	3/47/9 4(2)6	1/60/9 4(2)6	2/60/9 4(2)6	3/60/9 4(2)6	1/116/29 4(2)6	2/116/29 4(2)6	3/116/29 4(2)6	1/115/29 4(2)6
2/9/2 4(2)6	3/9/2 4(2)6	1/23/2 4(2)6	2/23/2 4(2)6	3/23/2 4(2)6	1/38/2 4(2)6	2/38/2 4(2)6	3/38/2 4(2)6	1/8/4 4(2)6	2/8/4 4(2)6

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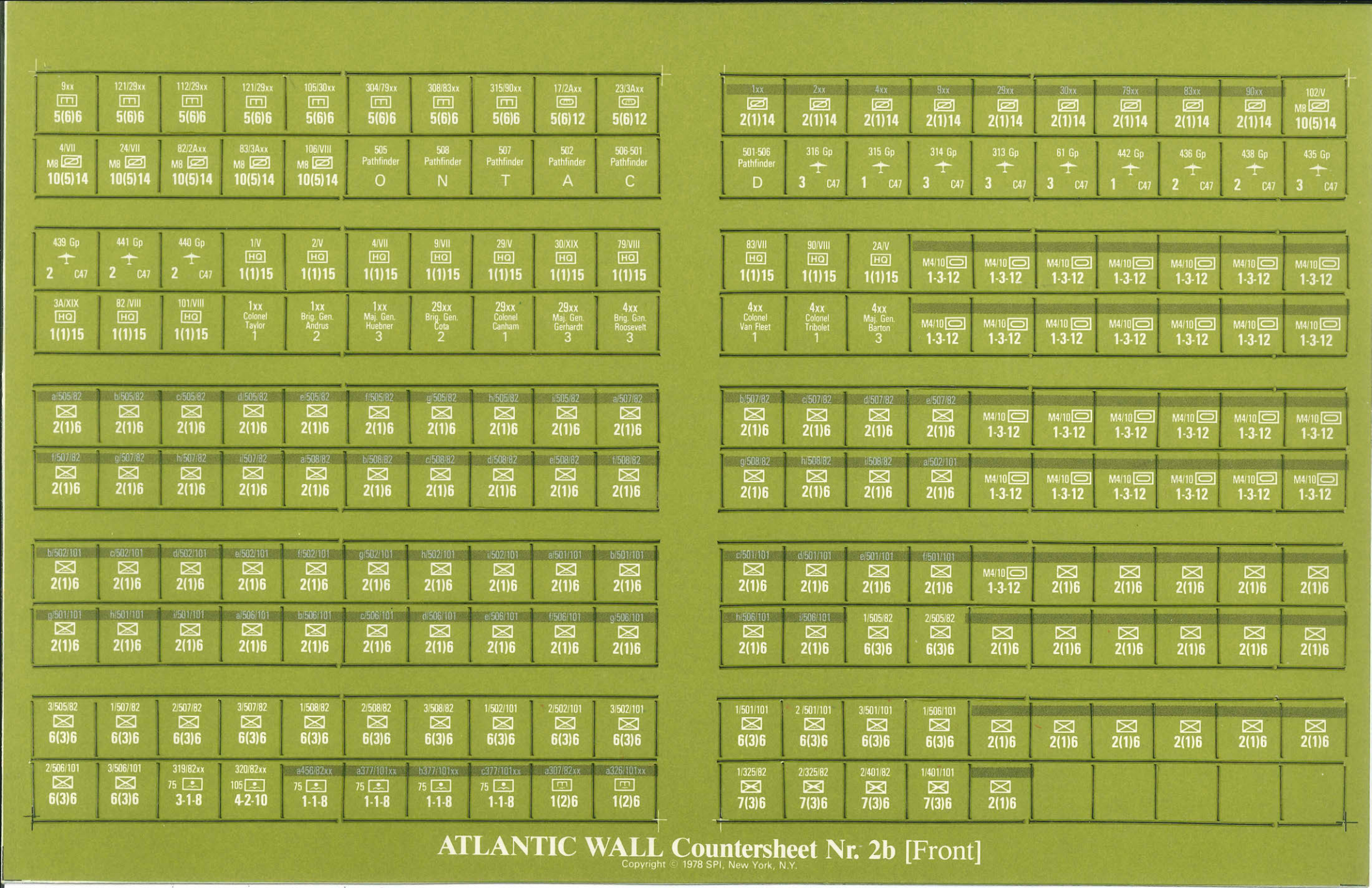

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SF/8/3 9(4)6	EY/8/3 9(4)6	SL/8/3 9(4)6	WW/185/3 9(4)6	NF/185/3 9(4)6	SLI/185/3 9(4)6	LC/9/3 9(4)6	KSB/9/3 9(4)6	RUR/9/3 9(4)6	RS/44/15 9(4)6
WS/129/43 9(4)6	HP/130/43 9(4)6	DO/130/43 9(4)6	DO/130/43 9(4)6	SL/214/43 9(4)6	WO/214/43 9(4)6	DC/214/43 9(4)6	DLI/70/49 9(4)6	DLI/70/49 9(4)6	TYS/70/49 9(4)6

RSF/44/15 9(4)6	KSB/44/15 9(4)6	CM/46/15 9(4)6	GLH/46/15 9(4)6	SH/46/15 9(4)6	HL/227/15 9(4)6	GH/227/15 9(4)6	AS/227/15 9(4)6	SL/129/43 9(4)6	WS/129/43 9(4)6
SF/147/49 9(4)6	DW/147/49 9(4)6	DW/147/49 9(4)6	LS/146/49 9(4)6	YL/146/49 9(4)6	HB/146/49 9(4)6	EY/69/50 9(4)6	GR/69/50 9(4)6	GR/69/50 9(4)6	H/231/50 9(4)6

D/231/50 9(4)6	V/231/50 9(4)6	DL/151/50 9(4)6	DL/151/50 9(4)6	DL/151/50 9(4)6	SWB/56/50 9(4)6	GLO/56/50 9(4)6	ES/56/50 9(4)6	SH/152/51 9(4)6	SH/152/51 9(4)6
45CD/3xx 6(2)6	48CD/3xx 6(2)6	47CD/50xx 6(2)6	41CD/3xx 6(2)6	Q/131/7A 9(4)6	Q/131/7A 9(4)6	Q/131/7A 9(4)6	CG/32/GdA 9(4)6	IG/32/GdA 9(4)6	WG/32/GdA 9(4)6

CH/152/51 9(4)6	BW/153/51 9(4)6	GH/153/51 9(4)6	GH/153/51 9(4)6	BW/154/51 9(4)6	BW/154/51 9(4)6	AS/154/51 9(4)6	4CD/3xx 6(2)6	3CD/3xx 6(2)6	6CD/3xx 6(2)6
MN/159/11A 9(4)6	SL/159/11A 9(4)6	HD/159/11A 9(4)6	RB/22/7A 8(4)12	RB/29/11A 8(4)12	KRRC/4Ax 8(4)12	ERY/33Ax 8(4)12	13/I 5.5" 7-1-12	15/I 5.5" 7-1-12	61/I 5.5" 7-1-12

63/I 5.5" 7-1-12	7/XXX 5.5" 7-1-12	9/XXX 5.5" 7-1-12	11/XXX 5.5" 7-1-12	84/XXX 5.5" 7-1-12	64/VIII 5.5" 7-1-12	146/VIII 5.5" 7-1-12	67/VIII 5.5" 7-1-12	150/VIII 5.5" 7-1-12	77/VIII 5.5" 7-1-12
69/49xx 25 7-3-10	143/49xx 25 7-3-10	185/49xx 25 7-3-10	74/50xx 25 7-3-10	124/50xx 25 7-3-10	126/51xx 25 7-3-10	127/51xx 25 7-3-10	128/51xx 25 7-3-10	151/11Axx 25 7-3-10	5/7Axx 25 7-3-10

79/VIII 5.5" 7-1-12	53/I 7.2" 8-1-12	1/XXX 7.2" 8-1-12	2/XXX 7.2" 8-1-12	131/15xx 25 7-3-10	181/15xx 25 7-3-10	190/15xx 25 7-3-10	94/43xx 25 7-3-10	112/43xx 25 7-3-10	179/43xx 25 7-3-10
4RHA/I 25 7-3-10	25/I 25 7-3-10	6/XXX 25 7-3-10	191/XXX 25 7-3-10	53/VIII 5.5 7-1-12	53/6xx 25 7-3-10	7/3xx 25 7-3-10	33/3xx 25 7-3-10	76/3xx 25 7-3-10	90/50xx 25 7-3-10

86/50xx 25 7-3-10	147/50xx 25 7-3-10	3/7Axx 25 7-3-10	13/11Axx 25 7-3-10	MX/3xx 4.2" 4-1-8	MX/15xx 4.2" 4-1-8	MX/43xx 4.2" 4-1-8	PLK/49xx 4.2" 4-1-8	CH/50xx 4.2" 4-1-8	MX/51xx 4.2" 4-1-8
4DG/50xx Sher 5-10-12	NTY/50xx Sher 5-10-12	CLY/50xx Sher 5-10-12	24L/50xx Sher 5-10-12	RSG/4Ax Sher 5-10-12	44/4Ax Sher 5-10-12	WD/4Ax Sher 5-10-12	7/31Ax Sher 5-10-12	9/31Ax Sher 5-10-12	144/33Ax Sher 5-10-12

22D/3xx Flail 5-10-12	CLY/22/7A Crm 5-10-12	1/22/7A Crm 5-10-12	5/22/7A Crm 5-10-12	23/29/11A Sher 5-10-12	FF/29/11A Sher 5-10-12	3/29/11A Sher 5-10-12	ERY/3xx Sher 5-10-12	STF/3xx Sher 5-10-12	13H/3xx Sher 5-10-12
NY/33Ax Sher 5-10-12	148/33Ax Sher 5-10-12	1RMA/50xx Cent 4-10-9	4/6xx 6 1(3)6	20/3xx 17 4(20)6	97/15xx 17 4(20)6	59/43xx 17 4(20)6	55/49xx 17 4(20)6	102/50xx 17 4(20)6	61/51xx 17 4(20)6

62/I 17 4(20)6	73/XXX 17 4(20)6	91/VIII 17 4(20)6	65/7Axx 17 4(18)6	75/11Axx 17 4(18)6	8H/7Axx Crm 5-10-12	NY/11Axx Crm 5-10-12	11H/XXX Crm 5-10-12	2HC/VIII Crm 5-10-12	IC/I Crm 3-6-12
51xx 7(4)6	7Axx 7(4)12	11Axx 7(4)12	196 3 Stirl	512 2 C47	570 3 Alb	48 3 C47	5 Pathfinder N	3 Pathfinder K	3 Pathfinder V

3xx Hmb 9(5)14	15xx Hmb 9(5)14	49xx Hmb 9(5)14	61/50xx Hmb 9(5)14	DY/51xx Hmb 9(5)14	3xx 7(4)6	15xx 7(4)6	43xx 7(4)6	49xx 7(4)6	50xx 7(4)6
6/I HQ 1(1)15	3/I HQ 1(1)15	15/VIII HQ 1(1)15	43/VIII HQ 1(1)15	49/XXX HQ 1(1)15	50/XXX HQ 1(1)15	51/I HQ 1(1)15	7A/XXX HQ 1(1)15	GdA/XXX HQ 1(1)15	11A/VIII HQ 1(1)15

British

51xx 3(2)6	7Axx 3(2)12	11Axx 3(2)12					5 Pathfinder +2	3 Pathfinder +2	3 Pathfinder +2
62/I 17 2(10)6	73/XXX 17 2(10)6	91/VIII 17 2(10)6	65/7Axx 17 2(9)6	75/11Axx 17 2(9)6	8H/7Axx Crm 2-5-12	NY/11Axx Crm 2-5-12	11H/XXX Crm 2-5-12	2HC/VIII Crm 2-5-12	IC/I Crm 1-3-12
4DG/50xx Sher 2-5-12	NTY/50xx Sher 2-5-12	CLY/50xx Sher 2-5-12	24L/50xx Sher 2-5-12	RSG/4Ax Sher 2-5-12	44/4Ax Sher 2-5-12	WD/4Ax Sher 2-5-12	7/31Ax Sher 2-5-12	9/31Ax Sher 2-5-12	144/33Ax Sher 2-5-12
86/50xx 25 7d3-10	147/50xx 25 7d3-10	3/7Axx 25 7d3-10	13/11Axx 25 7d3-10	MX /3xx 4.2″ 4d1-8	MX /15xx 4.2″ 4d1-8	MX /43xx 4.2″ 4d1-8	PLK /49xx 4.2″ 4d1-8	CH/50xx 4.2″ 4d1-8	MX/51xx 4.2″ 4d1-8
69/49xx 25 7d3-10	143/49xx 25 7d3-10	185/49xx 25 7d3-10	74/50xx 25 7d3-10	124/50xx 25 7d3-10	126/51xx 25 7d3-10	127/51xx 25 7d3-10	128/51xx 25 7d3-10	151/11Axx 25 7d3-10	5/7Axx 25 7d3-10
63/I 5.5″ 7d1-12	7/XXX 5.5″ 7d1-12	9/XXX 5.5″ 7d1-12	11/XXX 5.5″ 7d1-12	84/XXX 5.5″ 7d1-12	64/VIII 5.5″ 7d1-12	14G/VIII 5.5″ 7d1-12	67/VIII 5.5″ 7d1-12	150/VIII 5.5″ 7d1-12	77/VIII 5.5″ 7d1-12
45CD/3xx 3(1)6	48CD/3xx 3(1)6	47CD/50xx 3(1)6	41CD/3xx 3(1)6	Q/131/7A 4(2)6	Q/131/7A 4(2)6	Q/131/7A 4(2)6	CG/32/GdA 4(2)6	IG/32/GdA 4(2)6	WG/32/GdA 4(2)6
D/231/50 4(2)6	V/231/50 4(2)6	DL/151/50 4(2)6	DL/151/50 4(2)6	DL/151/50 4(2)6	SWB/56/50 4(2)6	GLO/56/50 4(2)6	ES/56/50 4(2)6	SH/152/51 4(2)6	SH/152/51 4(2)6
WS/129/43 4(2)6	HP/130/43 4(2)6	DO/130/43 4(2)6	DO/130/43 4(2)6	SL/214/43 4(2)6	WO/214/43 4(2)6	DC/214/43 4(2)6	DLI/70/49 4(2)6	DLI/70/49 4(2)6	TYS/70/49 4(2)6
SF/8/3 4(2)6	EY/8/3 4(2)6	SL/8/3 4(2)6	WW/185/3 4(2)6	NF/185/3 4(2)6	SLI/185/3 4(2)6	LC/9/3 4(2)6	KSB/9/3 4(2)6	RUR/9/3 4(2)6	RS/44/15 4(2)6

6/I U HQ 1(1)15	3/I U HQ 1(1)15	15/VIII U HQ 1(1)15	43/VIII U HQ 1(1)15	49/XXX U HQ 1(1)15	50/XXX U HQ 1(1)15	51/I U HQ 1(1)15	7A/XXX U HQ 1(1)15	GdA/XXX U HQ 1(1)15	11A/VIII U HQ 1(1)15
3xx Hmb 4(2)14	15xx Hmb 4(2)14	49xx Hmb 4(2)14	61/50xx Hmb 4(2)14	DY/51xx Hmb 4(2)14	3xx 3(2)6	15xx 3(2)6	43xx 3(2)6	49xx 3(2)6	50xx 3(2)6
NY/33Ax Sher 2-5-12	148/33Ax Sher 2-5-12	1RMA/50xx Cent 2-5-9		20/3xx 17 2(10)6	97/15xx 17 2(10)6	59/43xx 17 2(10)6	55/49xx 17 2(10)6	102/50xx 17 2(10)6	61/51xx 17 2(10)6
22D/3xx Flail 2-5-12	CLY/22/7A Crm 2-5-12	1/22/7A Crm 2-5-12	5/22/7A Crm 2-5-12	23/29/11A Sher 2-5-12	FF/29/11A Sher 2-5-12	3/29/11A Sher 2-5-12	ERY/3xx Sher 2-5-12	STF/3xx Sher 2-5-12	13H/3xx Sher 2-5-12
4RHA/I 25 7d3-10	25/I 25 7d3-10	6/XXX 25 7d3-10	191/XXX 25 7d3-10	53/VIII 5.5 7d1-12	53/6xx 25 7d3-10	7/3xx 25 7d3-10	33/3xx 25 7d3-10	76/3xx 25 7d3-10	90/50xx 25 7d3-10
79/VIII 5.5″ 7d1-12	53/I 7.2″ 8d1-12	1/XXX 7.2″ 8d1-12	2/XXX 7.2″ 8d1-12	131/15xx 25 7d3-10	181/15xx 25 7d3-10	190/15xx 25 7d3-10	94/43xx 25 7d3-10	112/43xx 25 7d3-10	179/43xx 25 7d3-10
MN/159/11A 4(2)6	SL/159/11A 4(2)6	HD/159/11A 4(2)6	RB/22/7A 4(2)12	RB/29/11A 4(2)12	KRRC/4Ax 4(2)12	ERY/33Ax 4(2)12	13/I 5.5″ 7d1-12	15/I 5.5″ 7d1-12	61/I 5.5″ 7d1-12
CH/152/51 4(2)6	BW/153/51 4(2)6	GH/153/51 4(2)6	GH/153/51 4(2)6	BW/154/51 4(2)6	BW/154/51 4(2)6	AS/154/51 4(2)6	4CD/3xx 3(1)6	3CD/3xx 3(1)6	6CD/3xx 3(1)6
SF/147/49 4(2)6	DW/147/49 4(2)6	DW/147/49 4(2)6	LS/146/49 4(2)6	YL/146/49 4(2)6	HB/146/49 4(2)6	EY/69/50 4(2)6	GR/69/50 4(2)6	GR/69/50 4(2)6	H/231/50 4(2)6
RSF/44/15 4(2)6	KSB/44/15 4(2)6	CM/46/15 4(2)6	GLH/46/15 4(2)6	SH/46/15 4(2)6	HL/227/15 4(2)6	GH/227/15 4(2)6	AS/227/15 4(2)6	SL/129/43 4(2)6	WS/129/43 4(2)6

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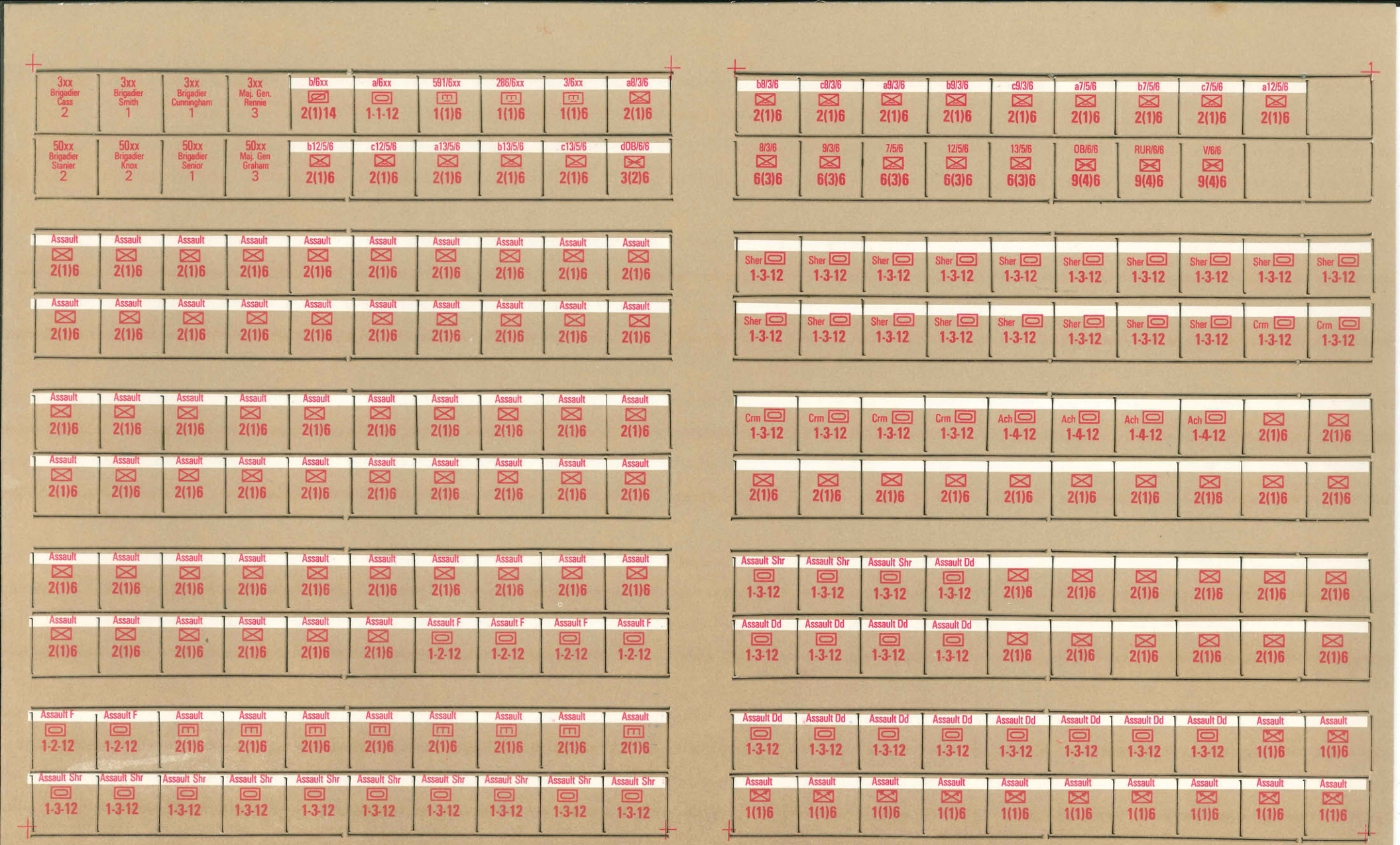

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1/922/243	2/922/243	1/898/266	2/898/266	3/898/266	1/914/352	2/914/352	1/915/352	2/915/352	1/916/352
9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6
2/744/711	1/763/711	2/763/711	1/706/716	2/706/716	1/726/716	2/726/716	1/738/716	2/736/716	1/1049/77
9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	8(4)6

2/916/352	1/729/709	2/729/709	1/739/709	2/739/709	1/919/709	2/919/709	1/731/711	2/731/711	1/744/711
9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6
2/1049/77	3/1049/77	1/1050/77	2/1050/77	3/1050/77	1/1057/91	2/1057/91	3/1057/91	1/1058/91	2/1058/91
8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6

3/1058/91	1/858/346	2/858/346	3/858/346	VT/77xx	561/243xx	649/709xx	795/709xx	441/716xx	642/716xx
8(4)6	8(4)6	8(4)6	8(4)6	6(3)6	6(3)6	6(3)6	6(3)6	6(3)6	6(3)6
1/921/243	2/921/243	1/894/265	2/894/265	3/894/265	1/984/275	2/984/275	Ang/275xx	1/943/353	2/943/353
9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6	9(4)6

144/7Ar	604/7Ar	629/7Ar	Ost/7Ar	Ost/7Ar	Ost/7Ar	Luft	Luft	1/920/243	2/920/243
6(3)6	6(3)6	6(3)6	6(3)6	6(3)6	6(3)6	3(1)6	3(1)6	9(4)6	9(4)6
1/FJT/7Ar	2/FJT/7Ar	3/FJT/7Ar	206/7Ar	100/7Ar	2Pxx	21Pxx	LrPxx	654/LXXXI	658/LXXXI
6(3)6	6(3)6	6(3)6	AMC 4-7-10	AMC 4-7-10	SGIII 3-12-12	SGIII 3-12-12	SGIII 3-12-12	JgV 3-18-12	JgV 3-18-12

1/3/2P	1/100/21P	1/130/LrP	2/3/2P	2/100/21P	2/130/LrP	77xx	91xx	5/77xx	5/91xx
MkIV 4-12-12	MkIV 4-12-12	MkIV 4-12-12	MkV 4-15-12	MkV 4-15-12	MkV 4-15-12	75 1(4)6	75 1(4)6	88 1(6)6	88 1(6)6
1/125/21P	1/901/LrP	2/2/2P	1/304/2P	2/304/2P	2/125/21P	1/192/21P	2/192/21P	2/901/LrP	1/902/LrP
12(4)12	12(4)12	11(4)12	11(4)12	11(4)12	11(4)12	11(4)12	11(4)12	11(4)12	11(4)12

LrPxx	305/21Pxx	273/2Pxx	3FJxx	243xx	711xx	3FJxx	235/7Ar	14/7Ar	1/2/2P
88 1(6)6	88 1(6)6	88 1(6)6	88 1(6)6	75 2(9)6	75 2(9)6	75 2(9)6	88 2(12)6	88 2(12)6	12(4)12
2/902/LrP	SB/7Ar	2Pxx	2Pxx	21Pxx	21Pxx	LrPxx	LrPxx	38/2Pxx	220/21Pxx
11(4)12	11(4)12	3(1)12	3(1)12	3(1)12	3(1)12	3(1)12	3(1)12	10(4)12	10(4)12

LrPxx	3FJxx	1/6FJ/91	2/6FJ/91	3/6FJ/91	1/5/3FJ	2/5/3FJ	3/5/3FJ	1/8/3FJ	2/8/3FJ
10(4)12	10(4)12	13(6)12	13(6)12	13(6)12	13(6)12	13(6)12	13(6)12	13(6)12	13(6)12
18/LXXXVI	18/LXXXVI	12/IIFJ	12/IIFJ	456/7Ar	457/7AR	1/77xx	2/77xx	1/91xx	2/91xx
150 7-1-12	150 7-1-12	150 7-1-12	150 7-1-12	150 7-1-12	150 7-1-12	105 4-2-10	105 4-2-10	105 4-2-10	105 4-2-10

3/8/3FJ	1/9/3FJ	2/9/3FJ	3/9/3FJ	458/7Ar	3/3FJXX	447/XLVII	447/XLVII	447/XLVII	18/LXXXVI
13(6)12	13(6)12	13(6)12	13(6)12	122 5-1-7	150 7-1-12	150 7-1-12	150 7-1-12	150 7-1-12	150 7-1-12
1/243xx	1/265xx	1/266xx	1/275xx	1/3FJxx	2/3FJxx	1/352xx	2/352xx	83/LXXXI	84/LXXXI
105 4-2-10	105 4-2-10	105 4-2-10	105 4-2-10	105 4-2-10	105 4-2-10	105 4-2-10	105 4-2-10	150 15-0-5	150 15-0-5

1/XLVII	2/XLVII	14/IIFJ	54/IIFJ	1011/7Ar	1012/7Ar	1013/7Ar	4/3FJxx	74/2Pxx	74/2Pxx
150 15-0-5	150 15-0-5	150 15-0-5	150 15-0-5	210 8-0-6	210 8-0-6	280 10-0-7	120 5-2-4	105 4-2-10	105 4-2-10
77xx	91xx	243xx	346xx	266xx	352xx	353xx	709xx	711xx	716xx
8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6	8(4)6

155/21Pxx	155/21Pxx	1/LrPxx	2/LrPxx	74/2Pxx	155/21Pxx	3/LrPxx	17/7Ar	2/IIFJ	7Ar
105 4-2-10	105 4-2-10	105 4-2-10	105 4-2-10	150 7-1-12	150 7-1-12	150 7-1-12	6(3)6	6(3)6	6(3)6
265xx	275xx	38/2Pxx	200/21Pxx	LrPxx	12/IIFJ	3FJxx	243xx	265xx	266xx
8(4)6	8(4)6	234 11(6)14	234 11(6)14	234 11(6)14	234 11(6)12	234 3(1)14	8(4)6	8(4)6	8(4)6

German

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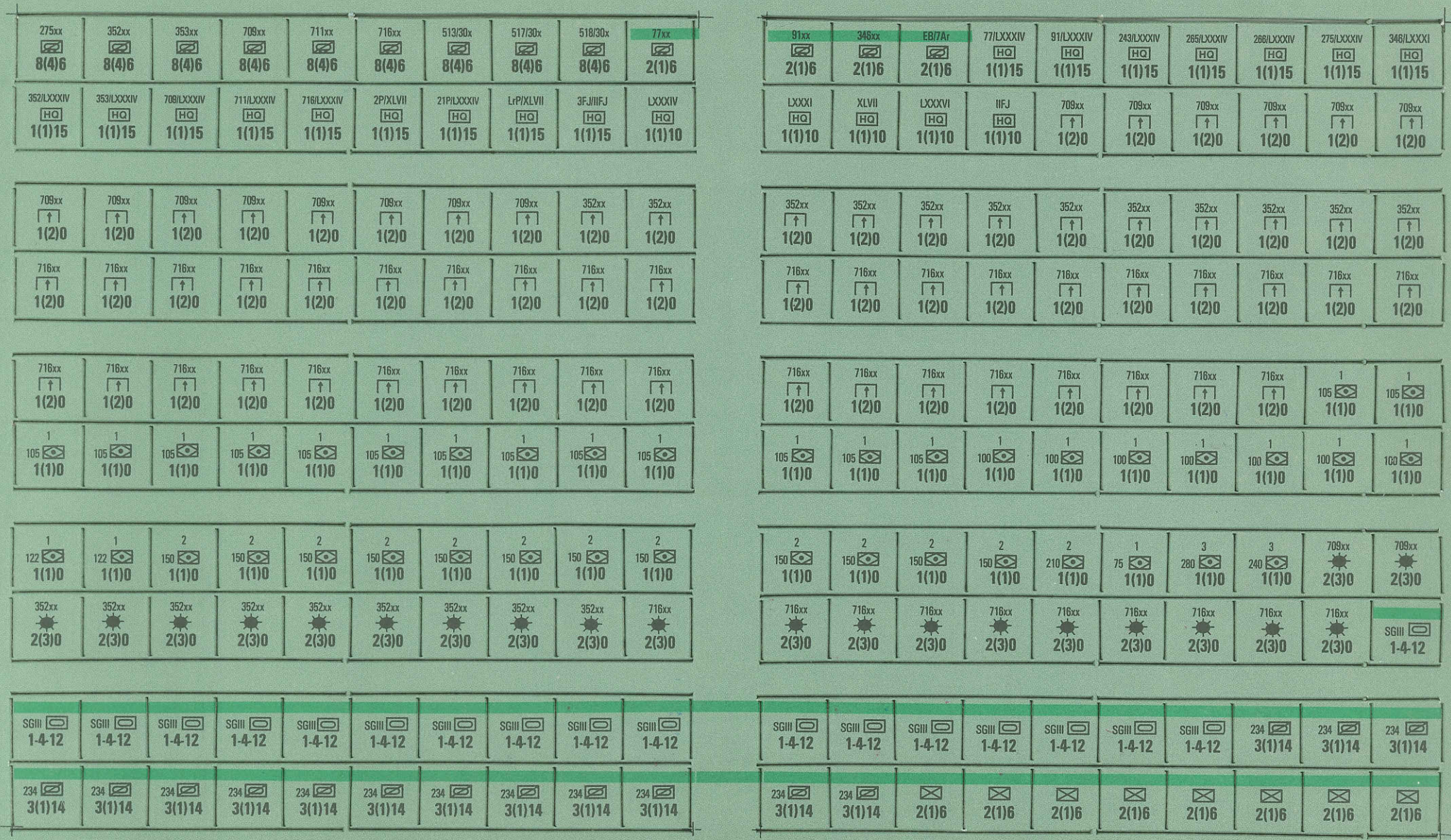

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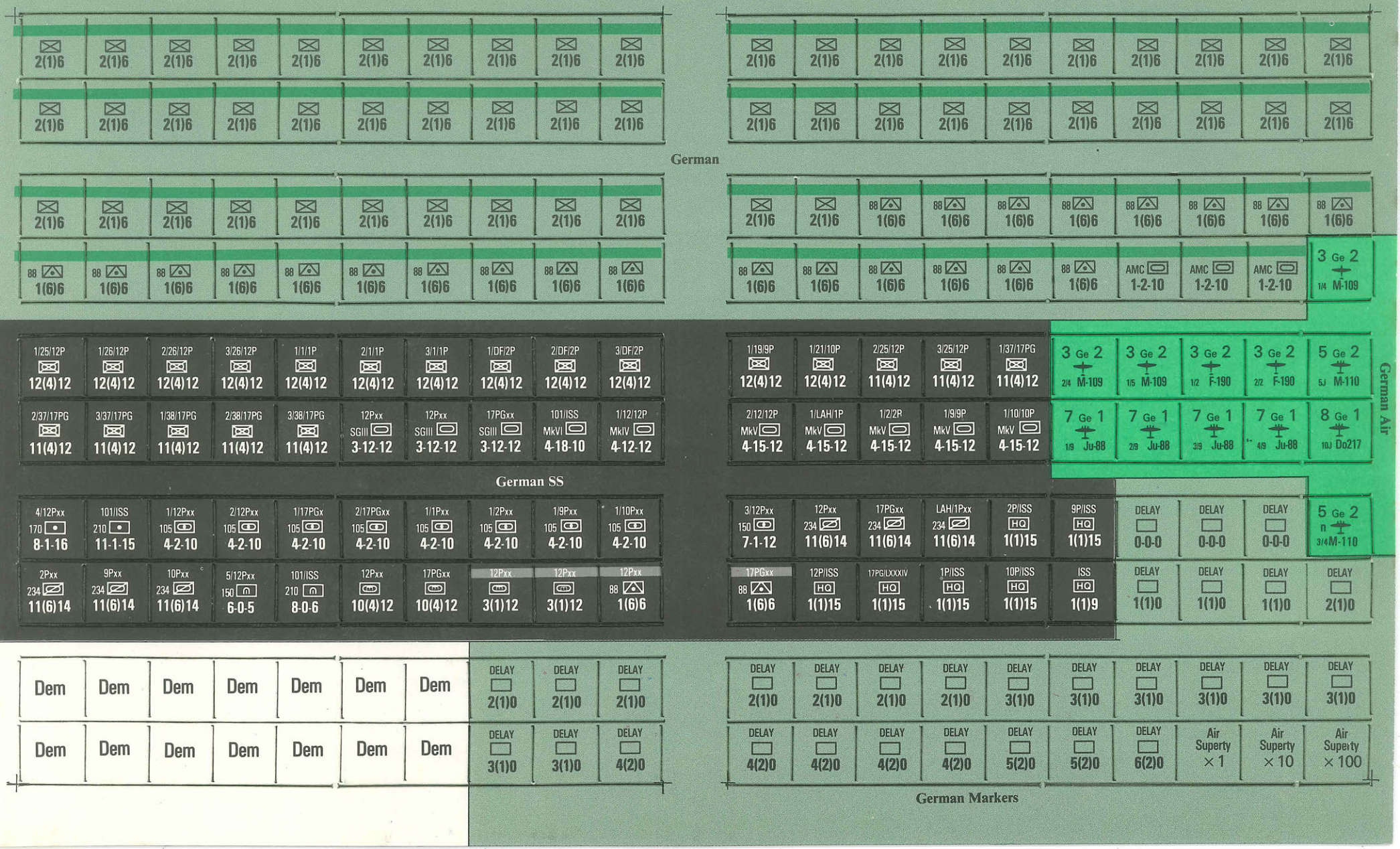

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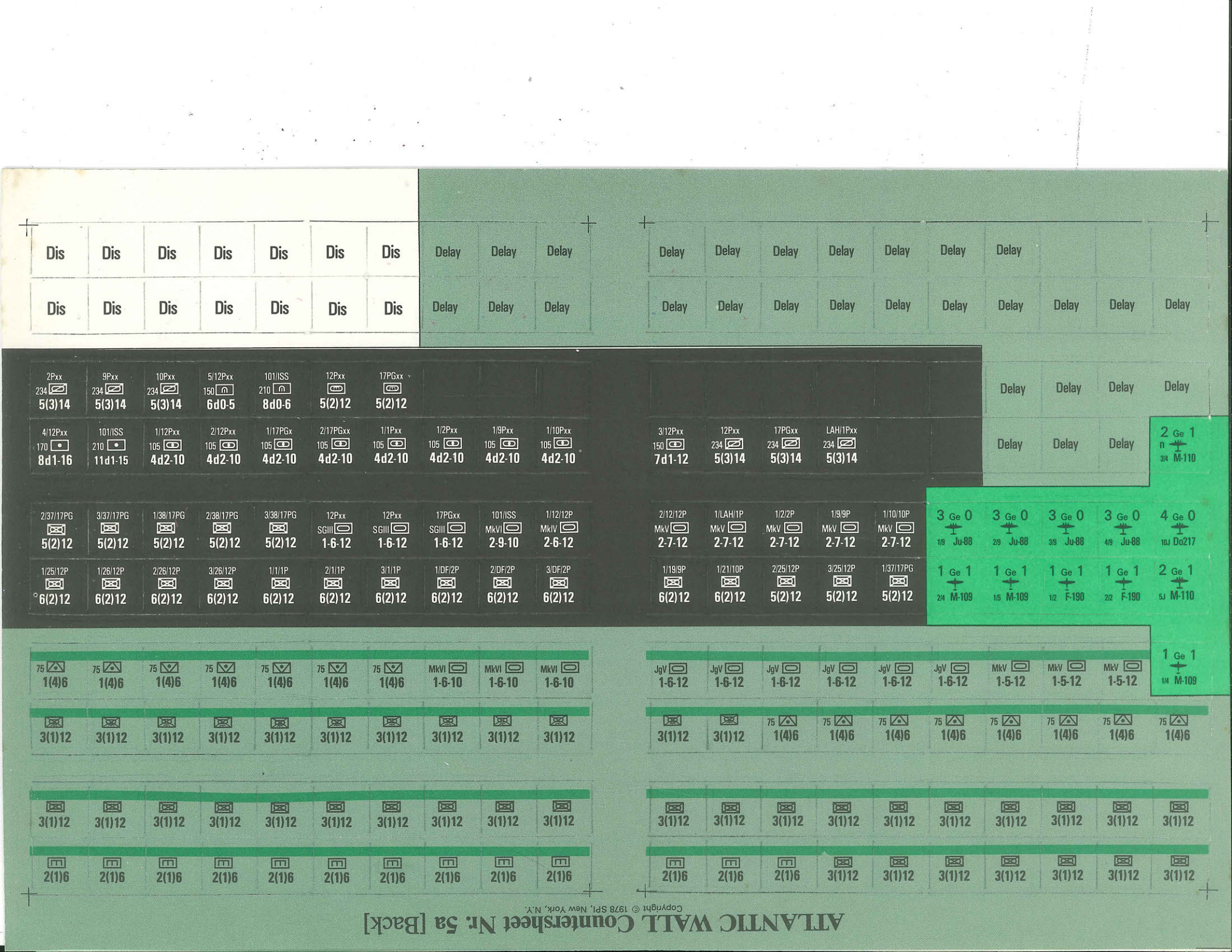

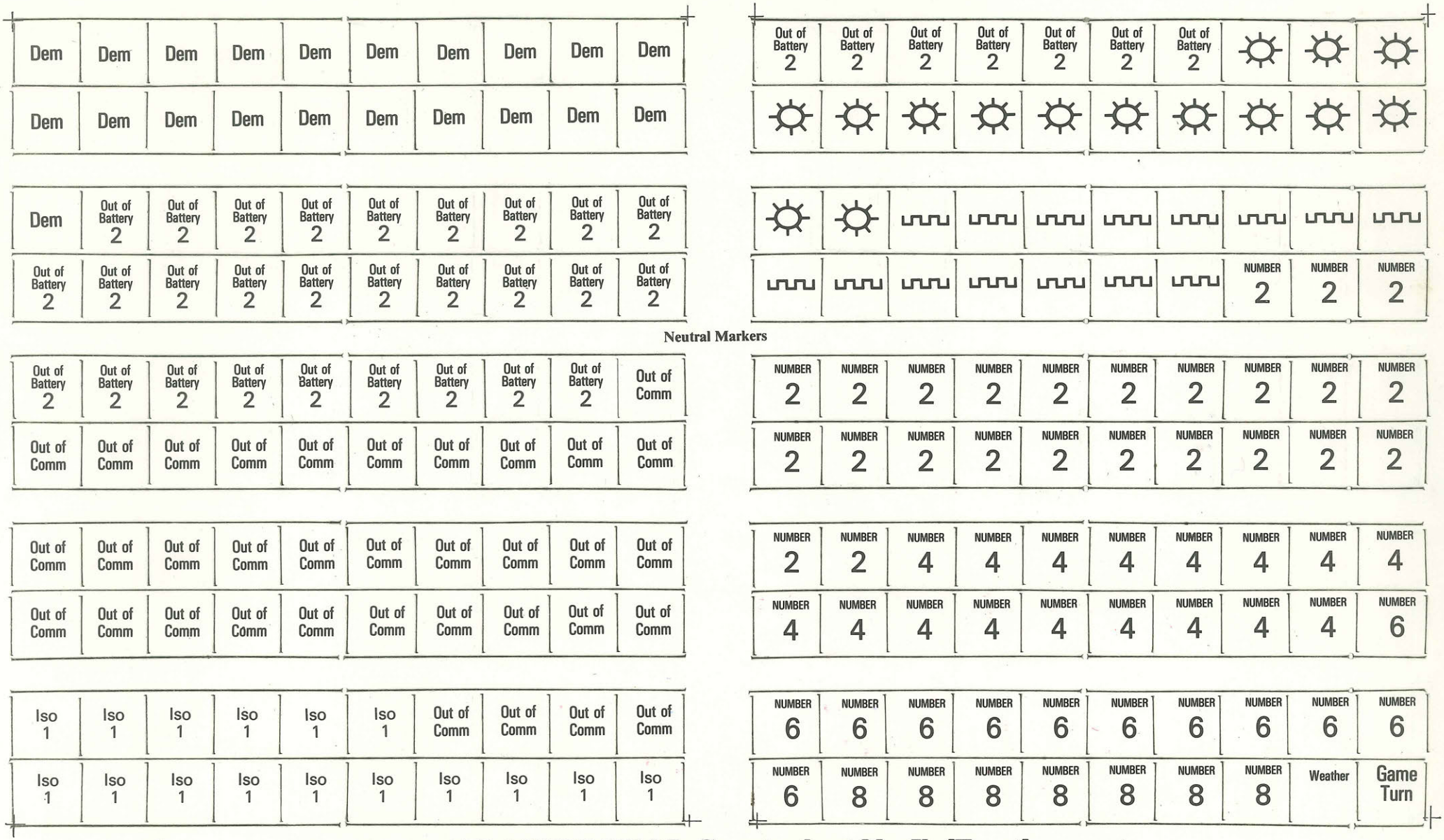

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TURN RECORD/REINFORCEMENT TRACK

Abbreviations: A = Allied Reinforcements arrive; G = German Reinforcements arrive; are keyed according to Case numbers (e.g., Caumont Gap, Case 33.2, is keyed to begin # (upper right-hand corner) = Allied Supply Modifier (see Mulberry Table). Scenarios as 2 on Game-Turn 25 and to end on Game-Turn #0).

	June 6	June 7	June 8	June 9	June 10	June 11	June 12	June 13	June 14	June 15	June 16	June 17	June 18	June 19	June 20	June 21	June 22	June 23	June 24	June 25	June 26	June 27	June 28	June 29	June 30	July 1
A.M.	1 A *Begin 4,5, 6,7*	5 +4 A/G	9 +3 A	13 +2 A/G	17 +2 A/G	21 +2 A/G	25 +1 A/G *Begin 2*	29 +1 A	33 +1 A/G	37 0 A	41 0 A/G	45 0 A/G	49 −1 A/G	53 −1 A *Begin 1*	57 −1 A	61 −2 A/G	65 −2 A	69 −2 A/G	73 −3 A	77 −3 A/G *Begin 3*	81 −4 G	85 −4 A	89 −5 A	93 −5	97 −5	101 −5
Mid-Day	2 A	6 A	10	14	18	22	26	30 A	34	38	42	46	50	54	58	62	66	70	74	78	82	86	90	94	98	102
P.M.	3 A/G	7 A	11 A	15	19	23 G	27	31	35	39	43	47	51	55	59	63	67	71	75	79	83	87	91	95	99	103
Night	4 A *End 4,5,6*	8 G	12	16	20	24	28	32	36	40 *End 2*	44	48	52	56	60	64	68	72	76	80	84	88 *End 1*	92	96 *End 3*	100	104 *End 7*

[19.4] MASTER REINFORCEMENT SCHEDULE

Allied Reinforcements are listed by Beach and German Reinforcements are listed by Entry hexes. See Reinforcement rules for full explanation of Reinforcement entry. Note that units not landed or brought onto the map during the indicated Game-Turn may be brought on during any future Game-Turn. Abbreviations are as follows: **U** = Utah Beach; **O** = Omaha Beach; **G** = Gold Beach; **J** = Juno Beach; **S** = Sword Beach; **GI** = Glider Reinforcement; **A, B, C, D, E, R** with following number = Entry hex for German Reinforcements; **US** = Utah or Omaha Beaches; **BRIT** = Gold, Juno, or Sword Beaches. Parenthesized abbreviations indicate unit type: **I** = infantry; **A** = artillery; **E** = engineer; **T** = tank; **SP** = self-propelled artillery; **M** = mechanized infantry; **R** = reconnaissance; **C** = ranger or commando infantry; **H** = headquarters; **G** = glider infantry; **AT** = anti-tank. Note that German Reinforcement entries are followed by a parenthesized "Off-map movement" rating (OMM) which affects the ability of these Reinforcements to enter the map on the indicated Game-Turn (see Reinforcement rules).

ALLIED REINFORCEMENTS

Game-Turn One (June 6 AM)

See Parachute Division Drop Displays and Invasion Displays.

Game-Turn Two (June 6 Mid-day)

U: 1/22/4(I), 2/22/4(I), 1/12/4(I), 2/12/4(I), 29/4xx(A), 42/4xx(A), 49/4xx(E), 746/4xx(T), 44/4xx(A) 899/4xx(T), 65/4xx(SP), 87/4xx(A), Col. Tribolet (4xx), Maj. Gen. Barton (4xx)

O: 1/18/1(I), 2/18/1(I), 3/18/1(I), 1/115/29(I), 2/115/29(I), 3/115/29(I), 7/1xx(A), 81/29xx(A), 62/1xx(SP), 58/29xx(SP), Maj. Gen. Huebner (1xx), Maj. Gen. Gerhardt (29xx)

G: 47CD/50xx(C), 86/50xx(SP), 147/50xx(SP), DL/151/50(I), DL/151/50(I), DL/151/50(I), Brig. Senior (50xx), Maj. Gen. Graham (50xx)

J (note that most 3xx units entering on Juno are Canadian): 4RCD/3xx(C-British), 1/L/9/3(I), SDG/9/3(I), NNS/9/3(I), 19/3xx(SP), IC/1(R), Brig. Cunningham (3xx), Maj. Gen Keller (3xx)

S: 3CD/3xx(C), 6CD/3xx(C), 45CD/3xx(C), 5F/8/3(I), 76/3xx(A), Brig. Cunningham (3xx), Brig. Smith (3xx)

GI: 480/82xx(AT), 580/82xx(AT), a81/101xx (AT), b81/101xx(AT), 4/6xx(AT).

Game-Turn Three (June 6 PM)

U: 1/359/90(I), 3/359/90(I), 1/401/101(G), all remaining units of 4th Infantry Division.

O: 29-VI(B), all remaining units of 1st Infantry Division.

G: All remaining units of 50th Infantry Division

J: All remaining units of 3rd Canadian Infantry Division.

S: All remaining units of 3rd Infantry Division, b/6xx(R), a/6xx(T).

GI: 82/VIII(H), 1D1/VIII(H), c80/82xx(AT), 319/82xx(A), 320/82xx(A), c81/101xx(AT), RUR/6/6(G), 3 British glider cos., 53/6xx(A), 6/I(H).

Game-Turn Four (June 6 Night)

G: Q/131/7A(I), Q/131/7A(I), Q/131/7A(I), 3/7Axx (SP).

J: B/W/153/51(I), GH/153/51(I), GH/153/51 (I), 126/51xx(A).

Game-Turn Five (June 7 AM)

O: All remaining units of 29th Infantry Division

G: RB/22/7A(M)

J: SH/152/51(I), SH/152/51(I), CH/152/51(I), 127/51xx(A).

S: All units of 4th Armored Brigade ("4Ax"), all remaining units of 6th Airborne Division.

GI: 1/325/82(G), 2/325/82(G), 2/401/82(G), a307/82xx(E)

Game-Turn Six (June 7 Mid-day)

O: 745/VI(T).

G: All remaining units of 7th Armored Division ("7A").

J: All remaining units of 51st Infantry Division.

Game-Turn Seven (June 7 PM)

O: 1/9/2(I), 2/9/2(I), 3/9/2(I).

G: 73/XXX(AT), 6/XXX(A).

J: 62/I(AT), 4RHA/I(A)

S: 53/I(A), 25/I(A).

Game-Turn Nine (June 8 AM)

U: All remaining units of 90th Infantry Division.

O: 177/V(A), 186/V(A), 208/V(A), 957/V(A).

G: 191/XXX(A), 7/XXX(A).

S: 13/I(A).

Game-Turn Eleven (June 8 PM)

U: 188/VII(A), 980/VII(A), 951/VII(A).

O: 1/38/2(I), 2/38/2(I), 3/38/2(I), 200/V(A), 747/V(T).

Game-Turn Thirteen (June 9 AM)

U: 607/VII(T).

O: All remaining units of 2nd Infantry Division, 102/V(R), 633/V(T).

BRIT: 9/XXX(A), 15/I(A).

Game-Turn Seventeen (June 10 AM)

U: 228/VII(A).

O: All units of 2nd Armored Division ("2A").

BRIT: 11H/XXX(R).

Game-Turn Twenty-one (June 11 AM)

U: 183/VII(A).

O: 182/V(A).

BRIT: 1/XXX(A).

Game-Turn Twenty-five (June 12 AM)

U: All units of 9th Infantry Division, 4/VII(R), 24/VII(R).

O: 202/V(A).

BRIT: All units of 49th Infantry Division.

Game-Turn Twenty-nine (June 13 AM)

U: 196/VII(A), 1/VII(A).

O: 77D/V(A).

BRIT: All units of 11th Armored Division ("11A").

Game-Turn Thirty (June 13 Mid-day)

BRIT: All units of 33rd Armored Brigade ("33A").

Game-Turn Thirty-three (June 14 AM).

U: All units of 79th Infantry Division.

O: 967/XIX(A), 705/V(T).

BRIT: All units of 15th Infantry Division.

Game-Turn Thirty-seven (June 15 AM)

BRIT: All units of 31st Tank Brigade ("31A"), 11/XXX(A), 61/I(A).

Game-Turn Forty-one (June 16 AM)

U: 961/VIII(A).

O: All units of 30th Infantry Division, 749/XIX(T).

BRIT: 56/XXX(A), 63/I(A).

Game-Turn Forty-five (June 17 AM)

U: 258/VIII(A), 802/VIII(AT).

O: 703/XIX(A).

BRIT: 2/XXX(A).

Game-Turn Fifty-three (June 19 AM)

O: All units of 83rd Infantry Division.

Game-Turn Fifty-seven (June 20 AM)

US: 741/VIII(A), 818/V(T).

Game-Turn Sixty-five (June 22 AM)

US: 821/XIX(AT), 630/VIII(AT).

BRIT: All units directly attached to VIII Corps (British).

Game-Turn Sixty-nine (June 23 AM)

BRIT: All units of 43rd Infantry Division.

Game-Turn Seventy-three (June 24 AM)

US: All units of 3rd Armored Division ("3A").

Game-Turn Seventy-seven (June 25 AM)

US: 963/XIX(A), 965/VIII(A).

Game-Turn Eighty-five (June 27 AM)

BRIT: CG/32/GdA(I), IG/32/GdA(I), WG/32/GdA(I), GdA/XXX(H).

Game-Turn Eighty-nine (June 28 AM)

US: 106/VIII(R).

GERMAN REINFORCEMENTS

Game-Turn Three (June 6 PM)

D1: All units of 711th Infantry Division (OMM: 7).

D3 or D5: All units of 12th SS Panzer Division (OMM: 5).

Game-Turn Five (June 7 AM)

D1: 1/858/346(I), 2/858/346(I), 3/858/346(I), 346xx(E), 346xx(R), 346/LXXXI(H) (OMM: 7).

Game-Turn Eight (June 7 Night)

D5 or D7: All units of Panzer Lehr Division ("LtP") (OMM: 5).

Game-Turn Thirteen (June 9 AM)

B3 or C4: All units of 77th Infantry Division (OMM: 5), all units of 17th SS Panzer Grenadier Division (OMM: 4), all units of 3rd Fallschirmjager (Parachute) Division (OMM: 4), all units of 275th Infantry Division (OMM: 4).

Game-Turn Seventeen (June 10 AM)

B3 or C4: All units of 265th Infantry Division (OMM: 4).

D3 or D5: All units of 1 SS Panzer Corps (OMM: 4).

Game-Turn Twenty-one (June 11 AM)

B3 or C4: All units of 266th Infantry Division (OMM: 4).

Game-Turn Twenty-three (June 11 PM)

C1, C2, C3, D2, D3, or D4: All units of 2nd Panzer ("2P") Division (OMM: 4).

Game-Turn Twenty-five (June 12 AM)

D1: All units of LXXXI Corps (OMM: 6).

Game-Turn Thirty-three (June 14 AM)

B3 or C4: All units of II FJ Corps (OMM: 5).

Game-Turn Forty-one (June 16 AM)

B3 or C4: All units of 353rd Infantry Division (OMM: 5).

Game-Turn Forty-five (June 17 AM)

D3 or D5: All units of XLVII Panzer Corps (OMM: 4).

Game-Turn Sixty-nine (June 23 AM)

Any road on south map edge: All units of LXXXVI Corps (OMM: 4).

Game-Turn Seventy-seven (June 25 AM)

D3 or D5: All units of 1st SS and 2nd SS Panzer Divisions (OMM: 4).

Game-Turn Eighty-one (June 26 AM)

D3 or D5: All units of 9th and 10th SS Panzer Divisions (OMM: 4).

WEATHER TRACK

Clear	Light Overcast	Heavy Overcast	Storm

[22.2] WEATHER TABLE

DIE ROLL	Result
1	Clear
2	Clear
3	Clear
4	Light Overcast
5	Light Overcast
6	Storm or Heavy Overcast*

* Roll again: 1,2,3 = Storm; 4,5,6 = Heavy Overcast.

Explanation:

Clear: Both sides may utilize all available Air Points.

Light Overcast: Both sides may utilize only ½ of available Air units.

Heavy Overcast: No Air unit utilization whatsoever.

Storm: Treat as Heavy Overcast for current day and next day (next eight Game-Turns — no weather die roll necessary in next Weather Determination Stage). In addition, when the Allied Player is rolling for Supply Points during the Mulberry Stage of AM Game-Turns, *four* is added to the die roll.

TERRAIN KEY

Clear · Bocage · Woods · Beach · Swamp · Town

Village · Major Road · Minor Road · Entrenchment · Improved Position · B3 Entrance Hex

All Sea · Bluff · Cliff · River · Stream

[23.49] PARACHUTE DROP TABLE

Troop Carrier Rating	1	2	3
DIE ROLL 0*	1	–	–
1	–	–	–
2	2	1	1
3	R1	2	2
4	R1	R1	R1
5	R2	R2	R2
6	R3	R3	R3
8	R4	R4	R4

Explanation:

R = "Reduced" (flipped over); results in Reduced units being eliminated if their Strength* (strength sides showing) is greater than the number of hexes they are determined by this die roll is their status for the Drop Display. Reduced units are considered to have a Strength* of "1" when they land. Reduced units are eliminated if they land in any of the following hex types: woods, town, village, bocage, swamp, or beach. Reduced units, if they land in these hex types is eliminated.

[23.33] PATHFINDER TABLES

Pathfinder Drop Table

DIE ROLL	Result
1	OT
2	OT
3	SI
4	SI
5	SI
6	SI

Pathfinder Beach Table

DIE ROLL	Result
1	T
2	E
3	E
4	N
5	N
6	N

Explanation:

OT = "On Target"; Pathfinder unit is placed on drop zone.

SI = "Scattered"; Pathfinder unit is scattered indicated number of hexes. Roll die and consult Scatter Diagram to determine direction.

SI* = "Scattered"; Pathfinder unit is scattered indicated number of hexes. Roll die and consult Scatter Diagram to determine direction. Then roll die again and consult Drop Table for that pathfinder's subordinate unit's drop.

E: Eureka beacon set up by pathfinders on drop zone. No modifier or die rolls on the Drop Table for that pathfinder's subordinate units.

N: No Eureka beacon set up by pathfinders on drop zone. Add two to all die rolls on the Drop Table for that pathfinder's subordinate units. Subtract one from die roll for that pathfinder's subordinate units.

T: "Tactical"; Pathfinder unit is placed with Assault Regiment HQ unit.

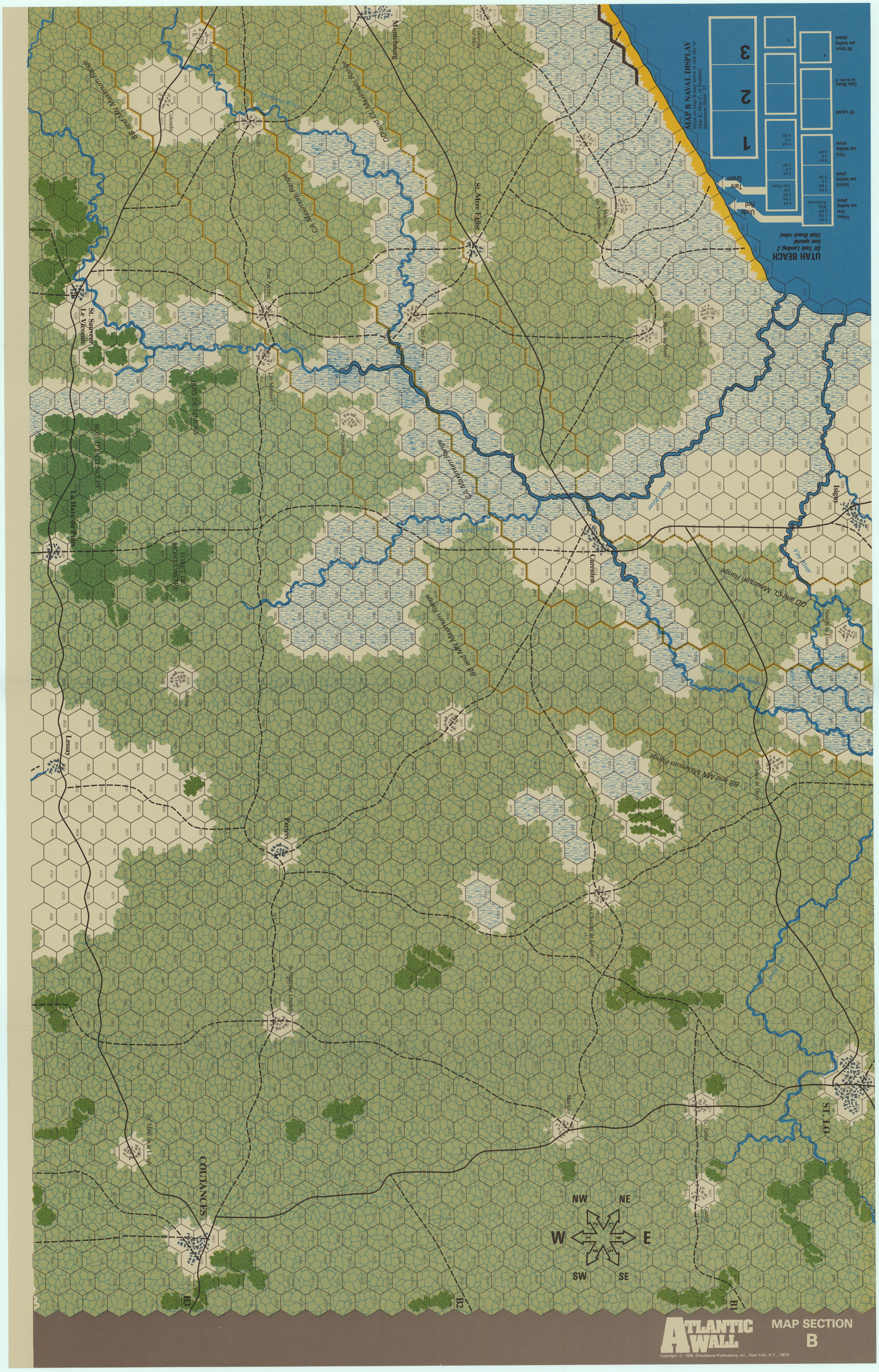
Pathfinder units are placed with their parent Airborne Division HQ unit.

Pathfinder units may not be placed in the same hex with any other unit.

Pathfinder units may not be placed in any hex containing a Drop Zone.

Pathfinder units may not be placed in any hex containing a Drop Zone.

Pathfinder units may not be placed in any hex containing a Drop Zone


MAP B NAVAL DISPLAY
Ships on Map B may move in one day to Map E, Map C, or England.
Maximum Class 25
1
2
3
UTAH BEACH
Oil Tank Landing: 2
(see special Utah Beach rules)
Uncle Red
Tare Green
Harbor Fleet
1 DD
1 DP
Roosevelt
Brig
2 sail
Second sea landing phase
2 sail
1 DD
1 E
2 DP
Van Fleet
Cruf
2 DP
2 sail
3 E
2 DP
Third sea landing phase
4 sail
4 E
4 DP
DP Landed
4 sail
1 E
4 DP
Base Bloom
Op Number 12
All future sea landing phases
6
6
Montebourg
Fontenay sur Mer
Lieusaint
Colomby
Merderet River
Umalle
Pont l'Abbé
St. Mere Eglise
Pont Hubert
Chef du Pont
Les Moitiers
Gourbesville
St. Marie du Mont
St. Martin de Varreville
St. Sauveur Le Vicomte
BOIS DE LIMORS
BOIS D'ENFER
La Haye du Puits
FORET DE MONTCASTRE
Carentan
Isigny
Vire River
Douve River
Taute River
Lessay
Lavaye
Saumery
Periers
St. Sauveur Lendelin
St. Nicholas de la Taupe
COUTANCES
Les Champs de Losque
Mesnil de Dove
Mesnil Herman
Neuilly la Foret
Canal de Vire et Taute
Merigny
St. Gilles
Cantay
ST. LO
NW
NE
W
E
SW
SE
B1
B2
B3
ATLANTIC WALL
MAP SECTION
B
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MAP C NAVAL DISPLAY

Ships on Map C may move in one day to Map B, Map D, or Englefand. *Maximum Ships:* 30

1	2	3

Map land on any beach hex on Map C during the first Infantry Landing Segment of the game (not subject to drift): 3 Ranger (Commando) Assault Companies.

OMAHA BEACH
DD Tank Landing: 2
Unit: 3

sea landing phases

All Future sea landing phases

Gaps Blown *Gap Number: #5*

DP Landed

Third sea landing phase

Second sea landing phase

First sea landing phase

H-Hour

Fox Red
Fox Green
Easy Red-2
Easy Red-1
Easy Green
Dog White
Dog Red
Dog Green
Dog Green
Charlie

Pointe du Hoc
Pointe et Raz de la Percee
Roches de Grandcamp

Grandcamp les Bains
Port en Bessin
Courseulles
Longues
Arromanches
Meuvaines
Asnelles
Ver-sur-Mer
Ste. Honorine la Chardonne
Colleville sur Mer
Formigny
Trevieres
Mandeville
Colombieres
Isigny
Osmanville
Lonrai
Bois de Bretteville
Bois de Limors
Bois de Huisnes
Foret de Cerisy
Baillerol
Balleroy
Tour en Bessin
Moulins
Aure River
Drome River
Elle River
Seulles River
Aure River
Bayeux
Aure River
Aure River
Aure River

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ATLANTIC WALL

MAP SECTION D

NW NE W E SW SE

D1 D2 D3 D4 D5 D6 D7 D8 D9

BB and MN Maximum Range

CA Maximum Range

DD and CL Maximum Range

BOIS DE BAVENT

FORET DE GRIMBOSQ

CAEN

Orne River

Canal de Caen

Odon River

Aure River

La Seulles River

Ouistreham

Riva Bella

Bourguebus

Vimont

Cagny

Cormelles

Demouville

Sannerville

Troarn

Bavent

Breville

Merville

Luc sur Mer

St. Aubin sur Mer

Bernieres sur Mer

Courseulles

Douvres

Tierceville

Reux

Colleville

Ste. Croix sur Mer

St. Come de Fresne

Arromanches les Bains

Sommervieu

Nouvelle

Evrecy

Carpiquet

Cristot

Tilly sur Seulles

Secqueville en Bessin

Roger

Queen White

Queen Green

Nan Red

Nan White

Nan Green

Mike

King Red

King Green

Jig Red

Jig Green

GERMAN OFF-MAP ARTILLERY BATTERIES AT LE HAVRE

These are considered normal German battery units in all respects. The Players must keep track of which batteries are present or eliminated on a separate piece of paper.

Grand Clos — 150 — 2

Villerville — 150 — 2

Branville — 150 — 2

Houlgate — 150 — 2

Le Mont — 280 — 3

May land on any beach hex on Map D during the First Infantry (Commando) Assault Companies, subject to drift) - 3 Ranger

H-Hour First sea landing phase

Second sea landing phase

Third sea landing phase

DP Landed

Gaps Blown *Gap Number: 12*

All future sea landing phases

Roger	Queen White	Queen Green
1 C	1 Inf 1 F 1 Dd 2 DP *Brig Smith*	1 Inf 1 F 1 Dd 2 DP *Brig Cass*
2 C	2 Inf 2 F 2 DP	2 Inf 1 F 1 Dd 2 DP
3 C	1 Inf 2 E 4 DP	1 Inf 2 E 4 DP
5	5	5

SWORD BEACH

Dd Tank Landing: 3
Drift: 4

MAP D NAVAL DISPLAY

Ships on Map D may move in one day to Map C, or England. *Maximum Ships: 55*

1	2	3

Nan Red	Nan White	Nan Green	Mike
1 Inf 1 Dd 2 DP	1 Inf 1 Dd 2 DP *Brig Blackader*	1 Inf 1 Dd 2 DP	1 Inf 1 Dd 2 DP *Brig Foster*
3 Inf 1 T	3 Inf 1 F	4 Inf	3 Inf 1 F
2 Inf 1 E 1 T 4 DP	2 Inf 1 Dd 4 DP	1 Inf 1 Dd 1 T 4 DP	2 Inf 1 E 4 DP
5	5	5	5

JUNO BEACH

Dd Landing: 3
Drift: 4

King Red	King Green	Jig Red	Jig Green
1 Inf 1 Dd 2 DP *Brig Knox*	1 Inf 1 Dd 2 DP	1 Inf 1 Dd 2 DP *Brig Stanier*	1 Inf 1 Dd 2 DP
3 Inf 1 F	3 Inf 2 DP	3 Inf 1 F	3 Inf 2 DP
2 Inf 1 E 4 DP 1 T	2 Inf 3 T 2 DP	2 Inf 1 T 1 E 4 DP	2 Inf 3 T 2 DP
5	6	6	5

GOLD BEACH

Dd Tank Landing: 3
Drift: 4

GERMAN AIR POINTS AVAILABLE FOR AIR SUPERIORITY

	0	1	2	3	4	5	6	7	8	9
	00	10	20							

ALLIED AIR POINTS AVAILABLE FOR AIR SUPERIORITY

	00	10	20	30	40	50	60			
	0	1	2	3	4	5	6	7	8	9

ALLIED AIR UNITS FOR INTERDICTION

	000	100	200							
	00	10	20	30	40	50	60	70	80	90
	0	1	2	3	4	5	6	7	8	9

[17.48] EFFECT OF ALLIED AIR INTERDICTION

Effects on German Units

Interdiction Points	Off-Map Movement Die Roll	Strategic Movement Allowance A (by Class) B		Supply Lines Length
30-39	–	–	– 1	–
40-59	+ 1	–	– 1	–
60-79	+ 1	–	– 1	–
80-99	+ 2	– 1	– 2	–
100-129	+ 2	– 1	– 4	Reduce Supply Line by 5 hexes
130-159	+ 3	– 2	– 5	Reduce Supply Line by 5 hexes
160-199	+ 3	– 2	– 6	Reduce Supply Line by 5 hexes
200-239	+ 4	– 3	– 8	Reduce Supply Line by 5 hexes
240 +	+ 5	– 3	– 8	Reduce Supply Line by 8 hexes

GERMAN BATTALIONS

Broken Down	Reduced to Battlegroups

GERMAN AIR UNITS

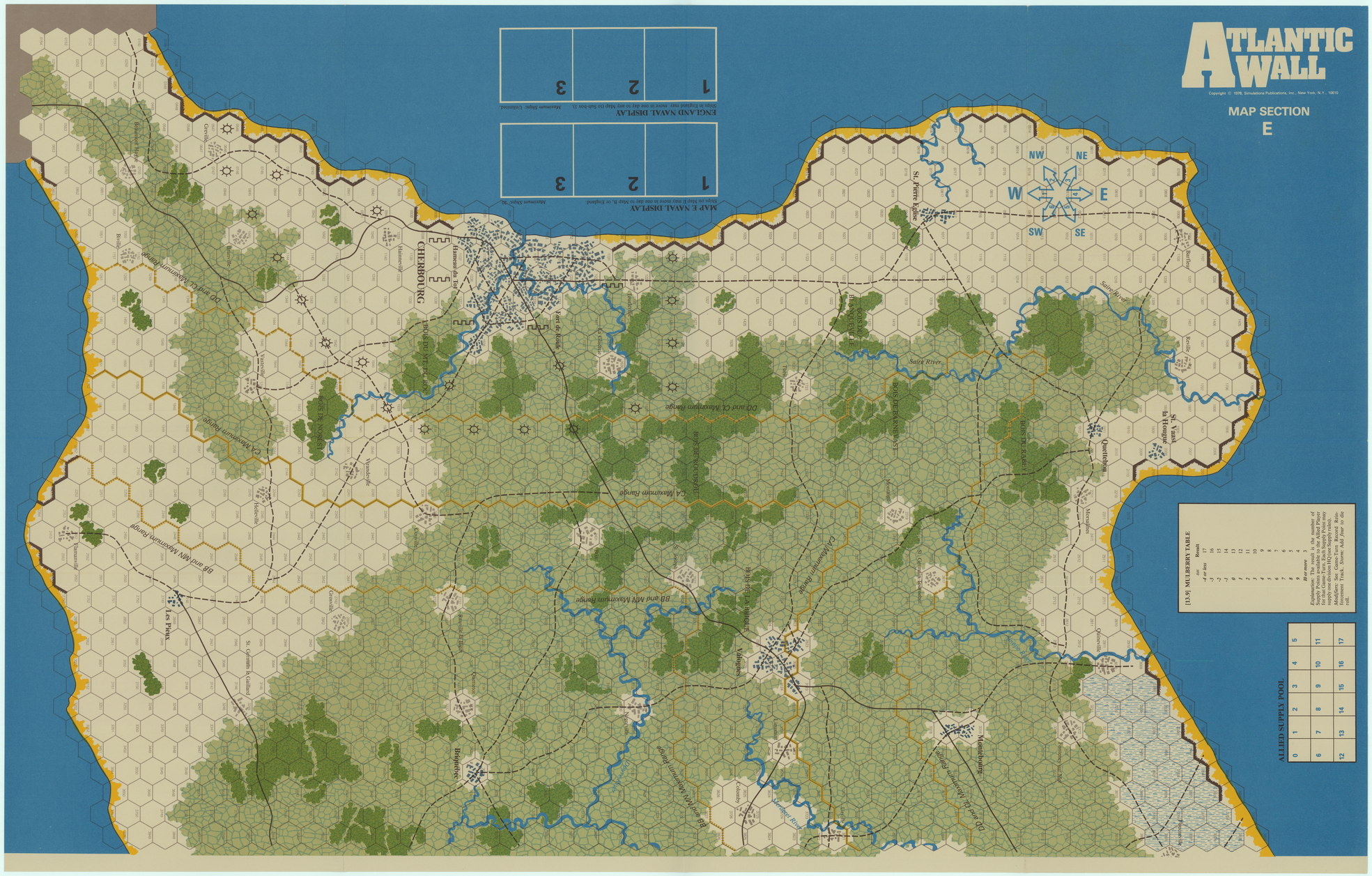
Available for Ground Support	Used for Ground Support in Current Game-Turn

ALLIED AIR UNITS

Available for Ground Support	Used for Ground Support in Current Game-Turn

ALLIED BATTALIONS

Broken Down	Reduced to Battlegroups


ATLANTIC WALL
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MAP SECTION E
NW
NE
W
E
SW
SE
MAP E NAVAL DISPLAY
Ships on Navy E may move to one day to Navy B, or England.
Maximum Ships: 3E
1
2
3
ENGLAND NAVAL DISPLAY
Ships in England may move to one day to any Navy (to Sub-box 1).
Maximum Ships: Unlimited
1
2
3
CHERBOURG
PROSTU MEADOWS
BOIS DE RAMONVAST
BOIS DE ROCQUEREL
BOIS DE QUESNAY
BOIS DE NORMENT
BOCAGE PARADIS
Saire River
Seine River
Douve River
Vire River
Merderet River
Prairie Canal
Carentan Canal
Taute Canal
Gerbosville
Hameau du Toy
Fort de Roule
Beaumont
Hatainville
Vasteville
Helleville
Grosville
Les Pieux
Bricquebec
Valognes
Montebourg
Quettehou
St. Vaast la Hougue
Morsalines
Barneville
Carteret
Portbail
Coutances
Lessay
Periers
St. Sauveur le Vicomte
Pont l'Abbe
Isigny
Grandcamp
Trevieres
Colombieres
Baupte
Lithaire
Ste. Mere Eglise
St. Pierre Eglise
Barfleur
Kentile
Tocqueville
Tribehou
St. Germain le Gaillard
St. Jacques
Neuville
Auvers
Olonde
Ravenoville
Audouville
Hauteville
Blosville
Crisbecq
Azeville
Foucarville
Renouf
Emondeville
Ozeville
Monglaffes
Ste. Marie du Mont
Turqueville
Pont Hebert
Pont Gilbert
Pont Brevands
Pont Gorges
Pont Huberdiere
Pont Roquancourt
Pont Gabriel
Pont Rideau
Pont Vaudrimesnil
Pont Hubert
Pont Douve
Pont Marchand