TUESDAY, THE FÜHRER SLEPT LATE

Combined Rules for all *Five for Fighting* Games

D-Day - June 6th, 1944: That fateful Tuesday finds Hitler asleep as the Allied armada begins landing in Normandy. Use these rules to play all *Five for Fighting* "Pocket Battle Games" together as a "Campaign Game." Players need a six-sided die (D6), a ten-sided die (D10), and one deck of playing cards as per each individual game, but add a second Joker card to the deck. The German player places the maps from his left to right: Utah, Omaha, Gold, Juno, and Sword. Note that the Gold, Juno, and Sword beach maps do actually connect—so both players may move units and/or attack across those three map boundaries. Then both sides set up all their units as per the individual game rules.

CARD DRAW ACTIVATIONS

The combined game uses cards to activate units and resolve combat just like the individual games, but all combats are now resolved using the D10 (see COMBAT below). The number of Activations for each CD is multiplied by 5 (i.e., 5 Activations with an odd CD and 10 with an even). However, no more than the regular number of Activations can be performed on a single individual game map (1 or 3 Activations with an odd or 2 with an even CD). In the event of a Face CD up to 5 Naval/Artillery Support attacks can be conducted or up to 5 reduced units flipped back to full strength. These two types of actions may be combined (i.e., 2 Naval Support attacks and 3 reduced units flipped). However, only ONE of these two types of actions can be implemented on a particular map.

COMBAT

Instead of drawing a card to resolve combat as in the individual games, when playing the combination game, players use a D10 to resolve ground combats, air and artillery strikes. Apply all combat modifiers to the D10 roll as they would be to a CD. Treat a D10 of 0 as zero (not ten). *Note: The D10 provides additional number results of 0 (miss) or 9 (hit) which effectively "cancel out" for Hit determination purposes.* DO NOT roll a D10 when playing the individual *Five for Fighting* beach games, continue to use normal CDs as stated in their rules.

TWO JOKER CARDS and RANDOM EVENTS

The first time a Joker card is drawn the player that drew the card rolls a D6 to determine if a random event occurs per the table below:

1	*Fubar!* The German player receives 1 less Activation with the next black numbered CD. This means there will be no German Activations on one map if the CD is odd. This is war. Deal with it!
2	*Medal of Honor / Victoria Cross.* One reduced Allied unit is immediately flipped to full strength. Treat as No Event if there are no reduced Allied units.
3	*Snafu!* The Allied player receives 1 less Activation with the next red numbered CD. This means there will be no Allied Activations on one map if the CD is odd. This is war. Deal with it!
4	*Aggressive Naval Support.* The Allied player gets one free Naval Support Strike at any time during the rest of the turn (a CD Activation is not needed).
5	*Iron Cross.* One reduced German unit is immediately flipped to full strength. Treat as No Event if there are no reduced German units.
6	*No Event.*

The second time a Joker card is drawn the turn is over. **Exception**: If both Joker cards are drawn before both players have had a chance to activate at least once, then ignore the second Joker CD and continue play until all cards are drawn from the deck.

WINNING THE COMBINED GAME

Victory Conditions for each individual game remain the same. A player wins various levels of victory in the combined game as follows:
- *Player wins all 5 games: Decisive Victory*
- *Player wins 4 of the 5 games: Major Victory*
- *Player wins 3 of the 5 games: Minor Victory*
- *Player wins 2 of the 5 games: Minor Defeat*
- *Player wins 1 of the 5 games: Major Defeat*
- *Player does not win any game: Decisive Defeat*

MORE OPTIONAL RULES

The following rules can be used to introduce more complexity and historical detail with the combined game.

 Duplex Drive Tanks Allied M-4 Sherman tanks were outfitted with canvas "skirts" and propellers allowing them to "swim" ashore after launching from small ships. Many of these failed in the rough seas present, plummeting the tanks to the bottom and drowning their crews. After setting up the Allied player rolls a die for each of his 13 British and US M-4 armor units. Do not roll for the British 1/79 and 2/79 Churchill armor units.

1-3	Unit is unscathed and remains at full strength.
4-5	Unit is immediately flipped to reduced status.
6	Unit is eliminated and removed from the game.

Variable Free German Setup After the Allied player sets up the German player rolls a die to determine how many and what type of units can be set up as desired on any of the five game maps:

1	One Ost infantry unit.
2	Two Ost infantry units.
3-4	Any two infantry or AT units
5-6	Any two infantry or armor units, including variant units.

Also, under this rule the following applies for these German variant (those printed with a "V") units:
- The three 12th SS Division variant units can enter the game along any south edge of the Gold or Juno Beaches.
- The three Panzer Lehr Division variant units can enter the game along any south edge of the Gold, Juno, Sword, or Omaha Beaches.
- The single 3KG/6FJ variant unit can enter the game along any west or south map edge of the Omaha or Utah Beaches.

COUNTER ABBREVIATIONS

AB: *Armoured Brigade*	Arbrn: *Airborne*
BG: *Battle Group*	CDN: *Canadian*
ERY: *East Riding Yeomanry*	FGH: *Fort Garry Horse*
FJ: *Fallschirmjäger*	Fus: *Fusiliers*
KG: *Kampfgruppe*	Nott.Y: *Nottinghamshire Yeomanry*
Ost: *Eastern*	RH: *Royal Hussars*
SFR: *Sherbrooke Fusiliers*	SS: Schutzstaffel

Use the Game Turn track below to record the turn currently being played.

1	2	3	4	5

VARIANT RULES FOR THE INDIVIDUAL BEACH GAM?ES

If both players agree beforehand, try these out these variant rules when playing the individual *Five for Fighting* beach games:

Pro-German

UTAH BEACH: At the start of turn 2 and each subsequent turn, the German player may roll a D6. If the die roll (DR) is ≤ to the current turn number (i.e., 2 or less on turn 2) the 3 KG/6 FJ variant unit enters the game from any west or south map edge hex not occupied by an Allied unit. If the DR is > than the current turn number it does not enter and the German player can try again in the next turn. *Note: It is possible for this unit to never enter the game.*

OMAHA BEACH: Allow the German player to set up in Point du Hoc at start. In this case the Allied player can set up the 2 Ranger variant unit in any beach hex, or land hex that adjacent to a sea hex, that is not occupied by a German unit.

OMAHA BEACH: At the start of turn 2 and each subsequent turn, the German player may roll a D6. If the die roll (DR) is ≤ to the current turn number (i.e., 2 or less on turn 2) the 1 KG/6 FJ and 2 KG/6 FJ units enter that game from any south map edge hex that is not occupied by an Allied unit. If the DR is > than the current turn number they do not enter and the German player can try again in the next turn. Note: It is possible for these units to never enter the game.
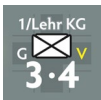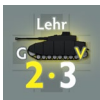
GOLD BEACH: The Panzer Lehr Division was deployed several miles to the rear as part of the German's mobile reserve. Rommel had wanted this formation deployed closer to the beaches, well aware that Allied air superiority would make it very difficult and costly for any units to move once the invasion forces landed. As it was, the ordeal of the Panzer Lehr Division as it moved to the Normandy beaches to engage with the Allies proved how correct the "Desert Fox" was. This variant assumes General Rommel's recommendations were followed. At the start of turn 2 and each subsequent turn, the German player may roll a D6. If the die roll (DR) is ≤ to the current turn number (i.e., 2 or less on turn 2) the three Lehr variant units, Panzer, 1/Lehr KG and 2/Lehr KG units may enter the game from any south map edge hex that is not occupied by an Allied unit. If the DR is > than the current turn number they do not enter and the German player can try again next turn. *Note: It is possible for these units to never enter the game.*
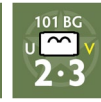
JUNO BEACH: The 12th SS Panzer "Hitler Youth" unit was deployed fairly close to the beaches as part of Rommel's planned counterstroke to disrupt the landings. At the start of turn 2 and each subsequent turn, the German player may roll a D6. If the die roll (DR) is ≤ to the current turn number (i.e., 2 or less on turn 2) the three 12th SS Panzer, 25/12th SS, and 26/12th SS variant units enter that game from any south map edge hex that is not occupied by an Allied unit. If the DR is more than the current turn number the German player can try again next turn. *Note: It is possible for these units to never enter the game.*

Pro-Allied

UTAH BEACH: US paratroopers from the 82nd and 101st Airborne Divisions were tasked with taking key crossroads and defensive positions to the west and north of Utah Beach. However, the paratroopers were scattered throughout the region, and although only partially successful in achieving their goals, they did sow much confusion and panic in the German-held areas. This variant assumes some of the paratroopers were able to fight more on the area shown on the map. At the start of turn 2 and each subsequent turn, the Allied player may roll one D6 each for the 82 and 101 BG variant units. If the die roll (DR) is ≤ to the current turn number (i.e., 1 or less on turn 2) that unit can enter the game from any west or north map edge hex that is not occupied by a German unit. If the DR is > the current turn number that unit cannot enter this turn but the Allied player can try again next turn. *Note: It is possible for this unit to never enter the game.*

OMAHA BEACH: The 2nd Ranger unit was tasked with taking Point du Hoc (hex 2025). The heights there overlooked the Allied landing beaches, and securing it was believed vital to prevent German gunners from directing fire onto the troops and material being landed there. Amazingly the Germans left this key piece of terrain un-occupied (or deliberately so as a "honey-trap" with their real firebase off the map to the west at Maisy). Place the 2 Ranger variant unit on Point du Hoc at the start of the game. After setting up the Allied player rolls a D6. If the DR is ≤ than 4 the unit starts the game in full strength. If the DR is > 4 it begins reduced. As long as the Allied player occupies, or was the last to occupy, the Point du Hoc hex, all Artillery Support attacks by the German player are resolved normally. If Point du Hoc hex comes under German control the German player receives another +1 CD modifier for his Artillery Support attacks.

SWORD BEACH: The British 3/6, 5/6 and 6/6 Airborne variant units were deployed to the east off the map to secure bridges over the Orne River and Caen Canal. This variant assumes these formations were able to fight more on the area shown on the map. During set up, the Allied player may place these 3 variant units in any east map edge hex. After setting up roll a D6 for each unit. If the die roll (DR) is ≤ 4 the unit begins the game at full strength. If the DR is > 4 the unit sets up as reduced. None of these units count towards Allied Victory Conditions if exited from the map.

ADDENDA

All *Five for Fighting* games, Combat Rules – correction:
On the first printing, the various CD combat modifiers were accidently reversed. The CD combat modifiers for infantry, armor and AT units should be as follows:
  -Infantry attacking a target in a non-adjacent hex: -1 CD
  -Armor attacking a target in an adjacent hex: + 1 CD
  - German AT unit attacking an armor target at any range: +1 CD