NORMANDY
The Beginning of the End

EXCLUSIVE RULES

CONTENTS

1. Introduction

Normandy, The Beginning of the End is a stand-alone game in the **War Storms series**. The game recreates the events of the Normandy landing and the days following. It allows players to reproduce the most famous battles of D-Day on the American beaches at a tactical level. Players take command of either the Allied or Axis forces (or can play solitaire) in the tactical battles of each scenario.

Normandy, The Beginning of the End, while utilizing **"Paths to Hell"** standard rules, incorporates new and adapted rules and additions for this new front. **WSS** promises many hours of fierce fighting between infantry, tanks, artillery and aircraft belonging to the armies involved in this conflict. Just a few of the additions in this game include landings or amphibious operations.

This booklet contains those specific rules that are only applicable to this game of the series. Therefore, players may findhere descriptions about special terrain or units that are only applicable to **Normandy.**

2. Historic Background

TOP SECRET ULTRA: 1944, 06, 06 - 06:30 HOURS
1287 2225XL C1662 W897
CAXTO
H2R 5TH DE C 1246 = 3TLA = 2TL 442 = AUS XGN =
LT. FRERKING IN WN62 REPORTING ARTILLERY FIRE AND LANDING OPERATIONS NEAR COLEVILLE. ESTABLISHING FIRING POSITIONS ON BEACHES FROM WN69. REQUEST REINFORCEMENTS. OBERST OCKER, ABTEILUNG 1, 352 DIV.

Commanders:

Allies:
Dwight D. Eisenhower (EEUU) (Supreme Allied Commander)
Arthur Tedder (ING) (Deputy Supreme Commander)
Bernard Montgomery (ING) (Field Marshall, Land Commander in Chief)
Bertram Ramsay (ING) (Naval Commander in Chief)
Trafford Leigh-Mallory (ING) (Air Commander in Chief)
Omar Bradley (EEUU) (1st Army)
Miles Dempsey (ING) (2nd Army)

Germany:
Gerd von Rundstedt (Oberbefehlshaber West)
Erwin Rommel (Heeresgruppe B)
Gerd von Rundstedt (Oberbefehlshaber West)
Erwin Rommel (Heeresgruppe B)
Friedrich Dollmann (7 Armeeoberkommando)
Leo Geyr von Schweppenburg (Panzergruppe West)

"I grabbed my artillery binoculars in amazement as I saw the horizon was literally filled with ships of all classes…"

Commander Werner Pluskat
352nd Artillery Regiment of the 352nd Division

On 6 June 1944, 160,000 Allied soldiers began an amphibious assault along the coasts of France in an operation that involved more than 5,000 ships. Previous

to the landings, an airbone assault was carried out involving 1,200 planes that transported 24,000 soldiers.

All these forces were operating under the command of General Dwight. D. Eisenhower, named Supreme Allied Commander of the Allied Expeditionary Force. He had received the order to 'enter the continent of Europe and, in conjunction with the other United Nations, undertake operations aimed at the heart of Germany and the destruction of her armed forces. .'

After having postponed the operation the day before due to bad weather, the attack began at 05:36 with an artillery salvo consisting of 8,000 naval guns, following the dropping of 3,000 tons of bombs by allied bombers.

The Landings were preceded by several misinformation operations whose objective was to immobilize German troops by forcing them to allocate resources to repel an assault against Calais (Operation Fortitude) as well as the Bay of Biscay (Operation Ironside).

2.1 Opposing Armies

2.1.1 German Forces

«Sweat saves blood, blood saves lives, but brains saves both».
Erwin Rommel

With the entrance of The United States of America into the war and her increasing involvement, Berlin steps up preparations to close Fortress Europe (Festung Europa).

Erwin Rommel is transferred to France in November 1943 and given the responsibility of defending the coast from an eventual invasion. His arrival accelerates work on the Atlantikwall with the creation of what was called 'Rommel's Belt:' a network of 20,000 fortifications along the coast, half a million obstacles placed on the beaches, six and a half million mines, and not to mention the flooding of inland fields to prevent aerial landings.

Despite Allied efforts to spread the defenders out, there were 36 divisions in Normandy at various stages of readiness, from the Osttruppen and divisions of older men to the Panzer SS divisions equipped with the dreaded 'Tiger' tank.

These units were under a fragmented command structure. Rommel was commander of the forces stationed near the beaches and grouped under the name Army Group B, while Field Marshall Von Rundstedt commanded forces in France and General Geyr von Schweppenburg commanded a mechanized force that would only intervene under direct approval from Berlin.

2.1.2 American Forces

«No Mission Too Difficult, No Sacrifice Too Great—Duty First»
Motto of the US 1st Infantry Division "Big Red"

During the months leading up to D-Day, the USA began concentrating an unprecedented number of troops and supplies on English soil.

The invasion of France would open up a second front to relieve pressure on Russian troops that were threatening the industrial heart of the Reich as well as Berlin itself.

The forces allocated to storm the US sector of the Normandy beaches were the 29th Infantry division, whose motto was '29, Let's Go!,' under the command of Major General Charles Gerhardt along with the 1st Infantry Division commanded by Major General Clarence R. Huebner, both reinforced by Rangers and Sherman tanks.

2.1.3 Resistance and Free French Froces

«Allez me tuer un Boche» («Go kill me a Boche»)
French farmer to General Taylor, after landing in Normandy

«Les des sont sur le tapis» «Il fait chaud a Suez»
BBC transmission, 5 June 1944, 06:30

The night before D-Day, the illegal BBC transmission heard by numerous French Resistance forces put Green Plan into motion, inciting French forces to disrupt transport infrastructure and railroads with the intention of preventing German reinforcements from reaching the landing zones.

Red Plan was also initiated by a BBC message, whose objective was the communications lines.

The Resistance and their intense sabotage campaign would not be the only French forces to help the Allies in the landing, however. Two SAS battalions, made up of French troops, were attached to the British 6th Airborne Division.

Although they landed after D-Day, Free French Forces would later help in the liberation of their country, including the participation of the 2nd Armored Division in the liberation of Paris.
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2.2 Airborne Landings

«I pray to God that I am right»
Dwight D. Eisenhower after visiting the 101st on the night of 5 June

"The planes the soldiers were being transported in arrived lick a flock of crows, and that's when the real war began"
Corporal of the 91st Luftlande-Division

As part of Operation Overlord, the largest aerial assault in history up to that point was carried out. The British 6th Division would secure the left flank of the landing zones on Sword Beach under the framework of Operation Tonga.

The 82nd Airborne Division, assigned to the Boston mission and originally intended to drop on both sides of the river Merderet, ended up being scattered across a large area. Despite the adverse circumstances, they managed to complete their mission in securing the town of Saint-Mère-Église. This small village, halfway between Carentan and Montebourg, was were five different major roads met. This detail turned the town into a key target for facilitating the exit from the beaches.

The dispersed paratroopers, arriving throughout the night and the next day, regrouped at the town and were able to hold off German counterattacks until reinforcements from the beaches arrived on the afternoon of 7 June.

The 101st Airborne division, under the command of General Maxwell Taylor, would be responsible for executing mission 'Albany,' which consisted of taking four hills linking the exit from Utah beach with the peninsula.

Antiaircraft fire and poor visibility, among other factors, caused the division to be scattered, with only about one thousand of the six thousand paratroopers

landing in the right drop zones. In addition, about half of the equipment was lost or dropped outside the troop landing zones.

2.3 Amphibious Assault

«Cries of help were heard from the wounded being drowned by their own heavy equipment…There were bodies floating in the water and men pretending to be dead so the tide would was them ashore.»
US soldier on Omaha Beach

Although initially the forces defending the beaches were meant to have been wiped out or at the very least dazed from the bombardment, the truth was very different at the moment the troops left their landing crafts on Omaha Beach.

The last-minute order to cease bombing in order to avoid friendly fire, the strong tides and currents, along with enemy fire and the presence of mines resulted in many Allied troops not being able to arrive to their established landing areas.

In places like Utah Beach, these mistakes were able to be corrected thanks to the skillful intervention of officers such as Brigadier General Theodore Roosevelt, Jr., with his phrase 'The war starts here.' In the end, joining together fragmented units of soldiers who had landed in the wrong areas allowed the push towards leaving the beaches to be maintained.

Omaha Beach got the nickname 'Bloody' due to the tenacity of its German defenders, who rained down fire from cliffs overlooking the beaches. Different sources put casualty figures at between 2,000 and more than 4,000 US soldiers. At the end of the day, the Allies had pushed two kilometers inland even though German artillery continued to pound the beaches.

2.4 Logistics

«An army marches on its stomach»
Napoleón Bonaparte

The next problem the Allies faces after taking the beaches was one of supply. According to the calculations done by the SHAEF (Supreme Headquarters Allied Expeditionary Force), each soldier consumed around 18 tons of material, which included bombs, fuel, ammo, rations, etc.

Without the necessary port infrastructure, the larger cargo ships were unable to approach the coast. Instead, goods were transported in small boats to the beaches from the cargo ships. These logistical problems made the port city of Cherbourg a prime target for guaranteeing the success of the invasion.

Likewise, the Allied offensive pressed on towards the communication points of Saint Lo and Caen, capital of the region, while German troops prepared their defenses

2.5 After D-Day: Carentan

«I was reminded of Carthage»
American officer after the battles of Carentan and Isigny

After carrying out the amphibious assault, it was necessary to consolidate the front in order to secure and expand the beachhead. Carentan, a city located between Utah and Omaha beaches, was the sight of a ferocious battle between the 101st Airborne and the Fallschirmjäger, the German paratroopers, who put up a solid defense of the town. The mission for the Americans was no simpler

than to take the city in order to close the gap between the forces that had landed on the beaches.

The German paratroopers were reinforced by two Ost-Bataillone from the 352nd division, including the 37th Panzergrenadiers equipped with assault cannons. These battalions were made up of Eastern Europeans who, on many occasions, were prisoners of war that had been forced to fight.
The Americans were backed up by Sherman tanks from the 2nd Armored Division as well as mechanized infantry.

This battle took place between the 9th and 13th of June and the Germans were forced to retreat in the end after Omar Bradley assigned additional forces from the 2nd Armored Division to a counterattack culminating in the Battle of Bloody Gulch. His decision to allocate more troops was the result of Ultra intercepting a German message containing information about their forces and intentions..

2.6 Campaign Aftermath

«The worst day of my life»
Adolf Hitler, 15 August 1944

The invasion of Normandy opened up a new front in WWII, further weakening the already bloodied German Army.
At the moment of invasion, German forces were facing a growing pressure on the Eastern front as well as the invasion of Sicily which, for the time being, was held up at the Gustav line.

The invasion of Normandy caused the retreat of German forces from France and eventually led to the taking of the industrialized area of Rhur, not to mention the erosion of German forces, supplies, and fuel. All of this would end with the surrender of Germany in May 1945.

3. Game Components
The following components are included in this game:
- 2 3/4" countersheets with German/American and Free French vehicles (AFV and transports) and weapon units (Mortars, MG, AT, AA guns, infantry guns, artillery,…).
- 2 5/8" countersheets with German/American and Free French troops and officers.
- 1 5/8" countersheet with common markers.
- 4 Isomorphic mapboards.
- 8 Overlays.
- 3 Charts & Tables cards.
- 2 Battalion Battle Stress Charts
- 23 scenarios.
- 1 Standard rulebook.
- 1 Exclusive rules booklet.
- 2 Six-sided dice.

4. Normandy Special Units

The following special units are used in a particular way in this game of the series:

4.1 Nebelwerfer Rockets

Nebelwerfer rockets work in the same way as off-board artillery missions as described in 11.4 (Standard Rules) with a few changes specified below:

1. Nebelwefer Rockets may only fire one mission per scenario unless otherwise indicated in the scenario rules.

2. Nebelwerfer rockets are less precise than off-board artillery, so the attack procedure is modified as follows: Place a Rocket marker in the target hex and roll 1d6:

- If the result is a 1, the attack occurs in the selected location.
- If the result is 2 through 5, the Target marker drifts to an adjacent hexas described in 11.5.1(Standard Rules).
- If the result is 6 the Target marker drifts 2 hexes. Make a drift roll as described in 11.5.2(Standard Rules), and the attack will take place two hexes away in that direction.

3. The final targeted hex and the six adjacent hexes are attacked by the mission at full strength. For instance, a Nebelwerfer is strength 16 and it will attack the final target hex, and all adjacent hexes, with a 16-factor attack. These attacks are resolved according to the procedure described in 7.3 "Attack Resolution" (Standard Rules).

A Nebelwerfer attack does not allow the withdrawal of the rocket marker once setup on the map. After determining scatter, the attack is made even if the officer that has requested the mission has LOS or not. These attacks can´t be voluntarily removed or stopped once started.

4.2 DD Tanks

DD Tanks were platoons equipped with special AFVs capable of taking part in amphibious assaults. These platoons are identified on their counters by an "A" inside a blue circle.

DD tanks follow the amphibious assaults rules described in 6.2, with the following changes:

- DD tanks platoons don't require the use of landing crafts.
- When DD tanks arrive to any of the intended beach landing hexes (one per hex), roll a dice for each one. If 1 or 2 is achieved, a DD tank arrives safely on the beach. If a 3 is the result, the DD tank lands safely on the hex the next turn. On a die roll of 4, 5, or 6, the tank platoon is lost at sea.

On the other hand, they are used in the same way as other tanks while they are on land.

4.3 U.S. Army Rangers

Ranger platoons move on foot in the same way as other troops, but if a platoon starts its movement adjacent to cliffs (red/white line) and that destination hex (top of the cliff) is empty, the platoon spends all its movement points moving up the cliff to the adjacent hex. After that, the platoon receives a "Risky action" marker.].

4.4 German and American off-boards Artillery Attack Procedure

(Standard Rules 11.5.1 "Off-board artillery attack procedure"):
American artillery missions receive a -1 modifier.
German artillery missions receive a -1 modifier.

5. Specific Normandy Terrain Types

As specific terrain types, this game uses bocage, irrigation ditches, shingles, cliffs and sand beaches that are new to the game system. Furthermore, gullies, a specific terrain type used in **Paths to Hell**, may also be used here.

5.1 Bocage (Level 1)

Bocage is a new terrain type of mixed woodland and pastures with fields and winding country lanes sunken between narrow low ridges and banks surmounted by tall, thick hedgerows or small walls that provide some shelter from the wind but also limit visibility.

It is not possible to perform armored assaults or armor support against enemy units through a bocage hexside. Furthermore, the dice roll for any AP fire attack with LOS crossing a bocage hexside has a +1 modifier.
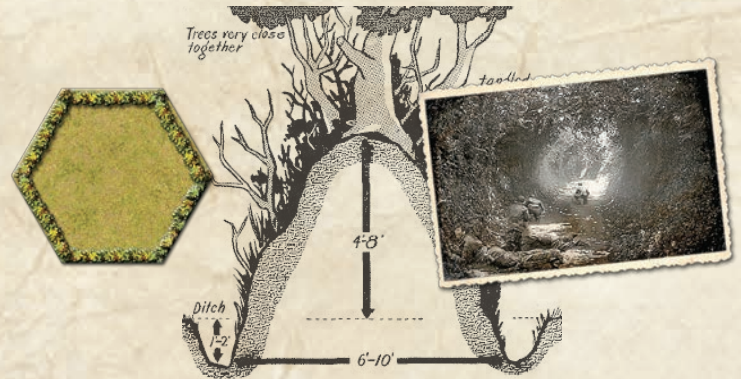
As it has been described, bocage limits visibility. This means that basically bocage hexsides block LOS, but there is clear LOS in the following specific cases:

- LOS crossing one bocage hexside when at least one platoon is adjacent to the bocage hexside.
- LOS crossing two bocage hexsides when both platoons are adjacent to these two bocage hexsides.

For example, one platoon at D306 has clear LOS with D507 but not with a platoon placed on D508. Or a platoon at D610 has clear LOS with an enemy platoon at D1207, and a platoon placed on D1209 has clear LOS with the enemy infantry platoon at D910, and viceversa.

Wheeled vehicles may not cross bocage hexsides, although tracked vehicles may cross them at a cost of 6 MP.On foot, troops may cross them at a cost of 1 MP.

Movement			Defensive Value (Divisor)		
On Foot	Wheeled	Tracked	AP Fire	ART Fire	AT Fire
1MP	Prohibited	6MP	Other terrain present in the hex. +1 dice roll for AP fire against adjacent platoons.		

Example of bocage spotting and LOS: one American platoon together with their officer Lt. Hunt (F) are placed in hex 409, another platoon of this company is placed on hex 509 and finally the remaining platoon is located on hex 208.

A German platoon is placed on hex 306, another platoon with their officer (Lt. Oswald) is on hex 406 and the last platoon is placed on hex 506.

The American platoon on hex 509 may not be spotted by enemy platoons because it is placed in a built-up area and may only be spotted at 2 hexes. However, this

American platoon may spot the German platoon placed on hex 506 in a field (may be spotted up to 4 hexes) because only one bocage hexside is crossed. Note that bocage hexes block LOS except if only one bocage hexside is crossed and the source or target hex is adjacent to a bocage; or, LOS runs across 2 bocage hex sides but both source and target hexes are adjacent to these bocage hex sides.

The German platoon at 306 may spot the American platoons at 208 and 409 because stopped infantry platoons in light woods may be spotted at 4 hexes, and in the same way both American platoons may spot the German ones.

The German platoon on hex 406 and Lt. Oswald (E) have blocked LOS with the enemy platoons placed at 409 and 509 due to the 2 bocage hexsides and the light woods.

A Stug III placed on 906 may not spot the enemy platoon on hex 409 because a stopped infantry platoon in that terrain may only be spotted at 4 hexes. However, the American platoon may spot the German AFV which can be spotted at a distance of 12 hexes, and it is located at 5 hexes. There is a bocage hexside but as the Stug III is adjacent to it, LOS is not blocked.

5.2 Irrigation Ditch (Level 0)

This type of terrain represents areas of fields surrounded by canals or ditches whose purpose is to lead water from rivers or lakes to the crops. Any hexagon with this type of terrain makes movement more difficut, especially for wheeled platoons, and also provides certain defensive bonuses to defenders in AP attacks.
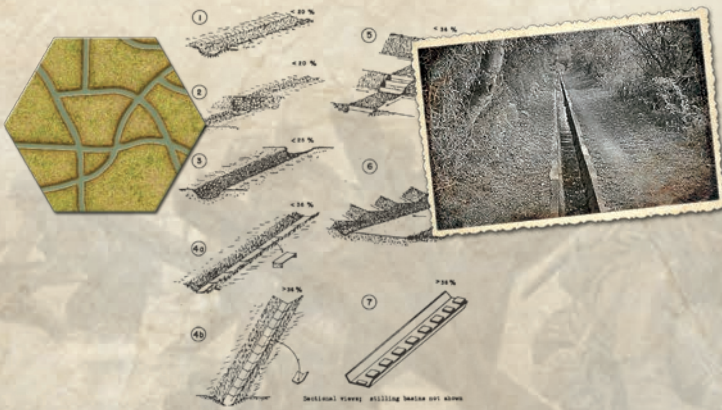
An Irrigation ditch is not a Blocking Terrain, and does not modify fire from the hex

Movement			Defensive Value (Divisor)		
On Foot	Wheeled	Tracked	AP Fire	ART Fire	AT Fire
2MP	4PM	3MP	3	2	2

5.3 Sand Beach (Level 0)

A sandy beach is a landform along a body of water consisting primarily of sand. Sandy beaches don't block LOS nor do they modify fire from the hex..

Movement			Defensive Value (Divisor)		
On Foot	Wheeled	Tracked	AP Fire	ART Fire	AT Fire
2MP	4PM	2MP	2	3	2

5.4 Shingle (Level 0,5)

This type of terrain is an embankment made up of pebbles and small river stones. The shingle marked on the mapboard doesn't block LOS, and provides a +1 modifier to Allied platoon AP attack dice rolls in the shingle hex(not AT or Art fire).
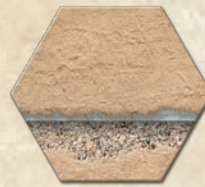
Movement			Defensive Value (Divisor)		
On Foot	Wheeled	Tracked	AP Fire	ART Fire	AT Fire
+2MP	Prohibited	+4MP	+1 in the dice roll for AP fire against platoons in the shingle hex.		

5.5 Gully (Level -1)

A gully is a deep depression in the ground which is treated for game purposes as 1 level below the normal elevation of the hex. A unit in a gully is not able to spot another unit in a gully unless the LOS between the two is entirely within the same gully in a straight line. A unit in a gully hex may only spot and be spotted from an adjacent hex or a hex higher than the base elevation of the hex the gully is in.

To enter or leave a gully costs an additional 1 MP and to move from a gully hex to another connected gully hex costs 2 MP (only for Foot units). Gullies are prohibited terrain for wheeled units and cost AFVSs 4 MP to cross.

Movement			Defensive Value (Divisor)		
On Foot	Wheeled	Tracked	AP Fire	ART Fire	AT Fire
2+1MP	Prohibited	+4MP	3	2	2

5.6 Cliff (Level 1)

This type of terrain is limited by crests. These hexsides are considered impassable terrain *except for Ranger platoons*. Cliffs may have one or more levels. Each cliff hex has the same level as the hill that surrounds it. Cliffs marked on the mapboard don't block LOS and provide a divisor of 3 or that provided by the other terrain (the highest one) for AP fire from lower terrain. Cliffs don't provide further bonuses to defender platoons if they are fired upon using AT or Art fire.
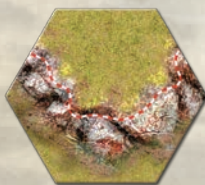
Movement			Defensive Value (Divisor)		
On Foot	Wheeled	Tracked	AP Fire	ART Fire	AT Fire
Prohibited	Prohibited	Prohibited	3 or Other Terrain	Other Terrain	

Terrain Type	Land
Open	OK
Rough	6
Built-up Area	4-6
Woods	4-6
Light Woods	5-6
Road	Other Terrain
Trail	Other Terrain
Hill (uphill only)	OK
Dispersed Buildings	5-6
Marsh	6
Mayor River	Prohibited
Minor River	6
Fields	OK
Ford (in Minor River)	OK
Ford (in Mayor River)	6
Rail	Other Terrain
Gully	6
Irrigation ditch	6
Shingle	Other Terrain
Beach Sand	OK
Cliff	Other Terrain
Bocage	Other Terrain

6. Normandy Special Rules

This chapter details new rules that are only applicable to this game of the WSS. These special rules provide new actions such as airborne dropsor amphibious assaults.

6.1 Airborne Drops

Allied airborne units enter the game via the air drop procedure which consists of three steps: placement, drift and drops.

1. Placement: during their designated turn of entry, airborne units are placed on the mapboard where their owner desires.

2. Drift: after completing initial placement, each individual airborne platoon must undergo the effects of drift.

First of all, the player rolls 1d6 in order to determine wind speed. With a die roll of 1-4 the player finds gentle winds, but if he gets 5-6 there are strong winds in the dropping area.

After that, for each platoon the player rolls a die.

In case of gentle winds, if he gets 1-5 the platoon shall be dropped on the desired hex where its counter was placed. If he gets a 6, the platoon is drifted one hex from the desired dropping hex. Assign one number from 1 to 6 to each adjacent hex, in such a way that the hex located to the north of the desired dropping hex receives the 1, and continue with the remaining adjacent hexes clockwise .

The player rolls a new 1d6 and according to the result places the platoon on the drifted hex determined by the last dice roll. The procedure followed to determine the landing hex after drifing is similar to the ones used to determine drifting for on board artillery attacks (chapter 11.5.1 of the standard rules).

In case of strong winds, if he gets 1-3 the platoon shall be dropped on the desired hex where its counter was placed. If he gets a 4-5, the platoon is drifted one hex from the desired dropping hex as described for gentle winds. However, if a 6 is obtained, the platoon drifts two hexes from the desired dropping hex. Assign one number from 1 to 6 to each adjacent hex, in such a way that the hex located to the north of the desired dropping hex receives the 1, and continue with the remaining adjacent hexes clockwise.

The player rolls a new 1d6 and according to the result places the platoon on the drifted hex determined by the last dice roll, two hexes away from the desired one. The procedure followed to determine the landing hex after drifing is similar to the ones used to determine drifting for off board artillery attacks (chapter 11.5.2 of the standard rules).

For those platoons dropped by means of gliders, the die roll to determine if the platoon is drifted due to wind is given a -1 modifier.

3. Drops: any platoon that drifts off the mapboard, into sea hexes or into prohibited hexes is automatically eliminated from play. For any other terrain type, the player should roll 1d6. If he gets the result shown in the table for that terrain, the platoon receives one hit.

Officers are dropped with any of their platoons. If the platoon receives a hit upon landing, an officer death roll must be performed according to rule 7.4.3 Hits on Officers.

If a platoon lands on a hex occupied by any enemy platoon, after the terrain dice roll, a Hand to Hand combat should be solved, but landingplatoons are marked with a "risky action" marker. The risky action modifier applies only to any FDF and HtH suffered by the airborne troops.

Airborne and glider platoons are marked as finished after landing finishes.

6.2 Amphibious Assault

The amphibious assault process consists of a multi-phase procedure similar to airborne landings:

1. Placement: Firstly, all platoons that are going to land shall be placed outside the mapboard adjacent to the entry hexes as specified by the scenario. Stacking limits of 9 steps or 3 platoons and one landing craft per platoon remain in effect. Officers shall be stacked together with any of the platoons. Landing crafts don't count towards stacking limits. After that, the player rolls 1d6 in order to determine the direction of the tide. If a 1-3 is obtained, the direction shall be North-west, and if a 4-6 is obtained then the direction shall be North-east. With a second dice roll, the tide force shall be determined in such a way that if a 1-4 is obtained the player finds a light tide, or with a 5-6 a strong tide.

For each landing wave, a new dice roll to determine tide force should be made. However, for tide direction only ONE dice roll is made for the whole scenario (the one made with the first wave).

2. Drift: During the activation phase, the attacking player rolls 1d6 per platoon. In case of light tide the landing craft moves straight forward with a dice roll of 1-4,

but in case of strong tide the player needs to a 1-3. If the player fails the dice roll, the landing craft and therefore the platoon shall drift two hexes according to tide direction.

If any platoon leaves themapboard due to drfiting, on the following turn it shall be placed back on the hex where it started its movement before leaving the mapboard.

3. Landings: When a platoon moves to a beach half-hex (hex marked at the center with a blue point with white edge), the landing craft counter (Armor 1; Movement 2) is removed from mapboard and the platoon is marked as finished, except for vehicles that after landing have half of their movement points available to advance on the beach. Platoons with foot movement, if attacked with AP fire upon landing, receive a -2 modifier on the attack chart dice roll. During the landing turn it is possible to exceed stacking limits (more than 9 steps) on the same hex, but on the next turn stacking limits should be applied again as usual.

If any platoon is attacked while being transported in the landing craft, that platoon receives a +1 combat modifier only for AP fire, because the landing craft offers some protection to the troops. Defensive value (divisor) at sea is 2.

After landing, for platoons with foot movement, each time they move to a sand beach hex they receive a "risky action" marker.

Officers shall land together with any of their platoons. If the platoon receives a hit upon landing, a dice roll for officer death shall be performed according to rule 7.4.3 Hits on Officers.

6.3 Rhinos

"Culin Rhino devices" or "Culin hedgerow cutters" were a hedge-breaching device developed by the Americans. These devices were used to modify M4 Sherman and Stuart tanks and M10 tank destroyers to cut hedgerows and cross bocage easily.

In any historical scenario dated 1 August, 1944 or later, the American player rolls 1d6 for each M4 Sherman, Stuart or M10 company. If a result of 1 or 2 is obtained, that company is equipped with the Rhino device. This is shown by means of a special marker that should be placed below the company officer.

When any platoon from that company crosses a bocage hex side, that movement costs only 3 MP (instead of 6 PM) and it cuts the hedgerow, eliminating the extra bocage movement cost for all platoons until the end of the game. Defensive modifier and spotting rules are not affected by the use of the Rhino.
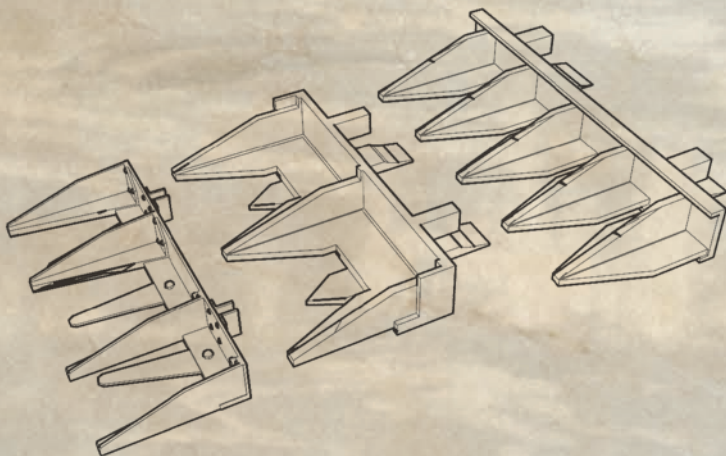
7. Designing a Point-Based Scenario

Likewise, for other games of the series, it is possible to play different games from the 23 basic scenarios provided with the game. Players may even design their own historical scenarios following these rules.

First both players decide the kind of military engagement that they wish to simulate. There are two kinds:

1.- 1. Encounter
2.- 2. Attack and Defense

If the latter is chosen, you must then choose which player will be the attacker and which the defender.

7.1 Encounter

Player A and Player B receive the same number of points to spend. The forces for each side enter via the friendly board edge. The objective of the scenario is to control one or more hexes chosen mutually by the players before beginning the game. For example: a hilltop, a bridge, a crossroads, one or more city or town hexes, etc. The number of turns is 10 unless the players mutually decide on a longer or shorter game. The player controlling the objective(s) at the end of the game is the winner.

7.2 Attack and Defense

The attacking player receives twice the number of points as the defending player. Additionally, the defender may elect to purchase minefields, obstacles and fortifications. The defending player deploys to defend the objective(s). The objective(s) should be in the middle of the map (if you are playing with a single board) or on the board next to the friendly map edge. The attacking player deploys at least 6 hexes away from the imaginary front line of the defender. The number of turns is 15 unless the players mutually decide on a longer or shorter game. The player who controls the objective(s) at the end of the game is the winner.

7.3 The Field of Battle

According to the type of scenario desired, one or more boards will be used. It is recommended to use 1 board for smaller scenarios, 2 for medium and 4 or more for larger engagements.

The maps are arranged randomly or as the players wish. Afterwards, each player rolls a die and the player who rolls higher chooses the side he will enter on, if the scenario is an encounter If it is an attack and defense scenario, the defending player deploys first near the objective and the attacker afterwards, as described above.

7.4 Purchasing Forces

For a small scenario on one board 150 points per side for an encounter or 150 – 300 for an attack and defense is a good number of points for each player. In a medium scenario on two boards use 250 per side for an encounter or 250-500 for an attack and defense.

For a large scenario, the player may choose however many points they like. Keep in mind that these are simply guidelines, and players may use as many boards and points as they desire.

Now each player "buys" his forces for the battle. The cost of purchase is given in the tables below.

A Veteran company costs 20% more, and a Green company comes at a 10% discount. We recommend that no more than 25% of one's points be spent on Veteran companies for the German player, 15% for the American, and 10% for Free French.

7.4.1 German companies and Point Costs

Infantry & Heavy Weapons companies

1 x Officer, 3 x Infantry, 1 x MG42 (4-3)	21 Points
1 x Officer, 3 x Infantry, 1 x 8cm Grw 34	22 Points
1 x Officer, 3 x Infantry, 1 x 75mm PAK40	29 Points
1 x Officer, 3 x Infantry, 1 x 75mm Le.IG18	24 Points
1 x Officer, 3 x Infantry, 1 x Panzer V A	48 Points
1 x Officer, 2 x Infantry, 1 x Stug III G	33 Points
1 x Officer, 3 x Infantry, 1 x 105mm Le.FH18	29 Points
1 x Officer, 3 x Infantry, 1 x 150mm sIG 33	33 Points
1 x Officer, 3 x Infantry	18 Points
1 x Officer, 3 x Engineer (Kickstarter exclusive)	21 Points
1 x Officer, 3 x Ost (Kickstarter exclusive)	12 Points
1 x Officer, 3 x Ost, 1 x Ost MG42 (3-3) (Kickstarter exclusive)	15 Points
1 x Officer, 2 x MG42 (8-3), 1 x 8cm Grw 34	16 Points
1 x Officer, 2 x 75mm Le.IG18 Motorized	12 Points
1 x Officer, 2 x 8cm Grw 34	10 Points
1 x Officer, 2 x Flak 36 88L56 Mechanized	36 Points
1 x Officer, 3 x Panzergre. Mechanized	27 Points
1 x Officer, 3 x Panzergre. Mechanized, 1x MG42 (4-3)	32 Points
1 x Officer, 3 x Panzergre., 1 x MG42 (4-3) Motorized	28 Points
1 x Officer, 3 x Panzergre. Motorized	21 Points
1 x Officer, 1 x MG42 (8-3), 2 x 8cm Grw 34 Motorized	19 Points
1 x Officer, 2 x 75mm PAK40 Motorized	22 Points
1 x Officer, 2 x MG42 (8-3), 1 x 8cm Grw 34 Motorized	19 Points
1 x Officer, 2 x 105mm Le.FH18	18 Points
1 x Officer, 3 x Airborne	24 Points
1 x Officer, 3 x Airborne, 1 x MG42 (4-3)	27 Points
1 x Officer, 3 x Airborne, 1x 1 x 8cm Grw 34	28 Points
1 x Officer, 3 x Airborne, 1 x Pz IV H	48 Points
1 x Officer, 3 x Airborne, 1 x 75mm PAK40	34 Points
1 x Officer, 2 x MG42 (8-3), 1 x 8cm Grw 34 Airborne	19 Points
1 x Officer, 2 x 75mm Le.IG18 Airborne Motorized	14 Points
1 x Officer, 3 x Waffen SS Motorized	24 Points
1 x Officer, 1 x MG42 (8-3), 2 x 8cm Grw 34 SS Motorized	19 Points
1 x Officer, 3 x 75mm PAK40 SS Motorized	39 Points

Tanks & Vehicle companies

1 x Officer, 3 x Sdkfz 222	18 Points
1 x Officer, 3 x Stug III G	63 Points
1 x Officer, 3 x Pz IV H	72 Points
1 x Officer, 3 x JdPz IV	69 Points
1 x Officer, 2 x Stug III G 1 x Marder III	59 Points
1 x Officer, 1x PzKpfw S35 739(f), 2 x PzKpfw H35 734(f)	34 Points
1 x Officer, 2 x Sdkfz 10/4	16 Points
1 x Officer, 2 x Marder III M, 1x Stug III G	55 Points
1 x Officer, 2 x PzKpfw H35 734 (f),1x PzKpfw H39 735 (f)	33 Points
1 x Officer, 3 x Marder III M	51 Points
1 x Officer, 3 x Panzer V A Panther	90 Points
1 x Officer, 3 x Panzer VI I Tiger	81 Points
1 x Officer, 2 x Stpz IV Brumbar	40 Points
1 x Officer, 2 x Flakpanzer IV "Möbelwagen"	20 Points
1 x Officer, 2 x Pz IV H SS	54 Points
1 x Officer, 3 x Sdkfz 222 SS	24 Points
1 x Officer, 3 x Stug IV SS	69 Points
1x Officer, 3x JdPz IV SS (Kickstarter exclusive)	69 Points
1 x Opel Blitz (Kickstarter exclusive)	1 Point

Beach Defense platoons: when used for point-based scenarios these platoons are treated in the same way as out of command platoons with the exception that they don't need to pass a morale check to be activated. Their morale value is 8.

1 x MG42 (4-3)	4 Points
1 x 50mm AT Pak 38 L/60	7 Points
1 x 75mm AT Pak 40	10 Points
1 x 88mm AT Pak 43/41	16 Points

Exclusive Kickstarter platoons: : these platoons may be used in combination with a company formed by 3 infantry platoons. In this way, the cost of the base company is modified with the cost for the platoon included in this table. Only one of these platoons may be added to a company.

MG42 (8-3)	4 Points
MG42 (8-3) Motorized	5 Points
MG42 (8-3) Motorized SS	6 Points
8cm Grw 34	5 Points
8cm Grw 34 Motorized	6 Points
8cm Grw 34 Motorized SS	7 Points
Flak 36 88L56	18 Points
Pz.IV H	24 Points
Pzkpfw S35 739 (f)	13 Points
PzKpfw H35 734 (f)	11 Points
Marder III M	17 Points
StuG IIIG	21 Points
105mm Le.FH18	11 Points
150mm sIG33	15 Points
Sdkfz 222 SS	24 Points
Stug IV SS	23 Points

7.4.2 Free French companies and Point Costs

1 x Officer, 3 x Mech. Infantry, 1 x 57mm M1 AT Mechanized	34 Points
1 x Officer, 3 x Mech. Infantry, 1 x 60mm M2 Mechanized	30 Points
1 x Officer, 2 x M4A2 Sherman (75), 1 x M4A2 Sherman (76)	64 Points
1 x Officer, 2 x M7 Priest	32 Points
1 x Officer, 3 x Partisan (Kickstarter exclusive)	12 Points

7.4.3 US companies and Point Costs

Infantry & Heavy Weapons companies

1 x Officer, 3 x Infantry, 1 x M1919A4 MG (3-3)	24 Points
1 x Officer, 3 x Infantry, 1 x 81mm M1	25 Points
1 x Officer, 3 x Infantry, 1 x 57mm M1 AT	28 Points
1 x Officer, 3 x Infantry, 1 x 60mm M2	24 Points
1 x Officer, 3 x Infantry, 1 x 75mm M1A1 Pack	27 Points
1 x Officer, 3 x Infantry, 1 x 105mm M2A1	31 Points
1 x Officer, 3 x Infantry, 1 x 155mm M1A1	35 Points
1 x Officer, 3 x Infantry	21 Points
1 x Officer, 1 x M1919A4 MG (6-3),1 x 81mm M1, 1 x 57mm M1 AT	16 Points
1 x Officer, 2 x 57mm M1 AT Motorized	14 Points
1 x Officer, 2 x M1919A4 MG (6-3),1 x 81mm M1	14 Points
1 x Officer, 3 x Engineers	21 Points
1 x Officer, 3 x Engineers, 1 x M4A3 (105)	38 Points
1 x Officer, 2 x Rangers	14 Points
1 x Officer, 3 x Airborne	24 Points
1 x Officer, 3 x Airborne, 1 x M1919A4 MG (3-3)	27 Points
1 x Officer, 2 x M1919A4 MG (6-3),1 x 81mm M1 Airborne	19 Points
1 x Officer, 1 x 60mm M2,1 x 81mm M1, 1 x 57mm M1 AT Airborne	16 Points
1 x Officer, 2 x 57mm M1 AT Airborne Motorized	16 Points

1 x Officer, 2 x 75mm M1A1 Pack Airborne Motorized .... 16 Points
1 x Officer, 3 x Mech. Infantry .... 27 Points
1 x Officer, 3 x Mech. Infantry, 1 x M1919A4 MG (3-3) Mechanized ...... 32 Points
1 x Officer, 3 x Mech. Infantry, 1 x M1919A4 MG (6-3) Mechanized ...... 35 Points
1 x Officer, 3 x Mech. Infantry, 1 x 57mm M1 AT Mechanized .... 34 Points
1 x Officer, 3 x 57mm M1 AT Mechanized .... 27 Points
1 x Officer, 2 x M1919A4 MG (6-3),1 x 81mm M1, Mechanized .... 22 Points

Tanks & Vehicle companies

1 x Officer, 2 x M4A1 (75), 1 x M4A1 (76) .... 64 Points
1 x Officer, 2 x M4A3 (75), 1 x M4A3 (76) .... 61 Points
1 x Officer, 3 x M4 Deep Wading .... 66 Points
1 x Officer, 3 x M8 Greyhound .... 21 Points
1 x Officer, 3 x M10 Wolverine .... 66 Points
1 x Officer, 3 x HMC M8 .... 24 Points
1 x Officer, 3 x M4A3 (105) .... 51 Points
1 x Officer, 3 x M5A1 .... 30 Points
1 x Officer, 3 x M4A1 Duplex Drive .... 60 Points
1 x Officer, 3 x M16A1 MGMC .... 30 Points
1 x Officer, 2 x M7 Priest .... 32 Points
1 x Officer, 3 x M18 Hellcat .... 60 Points
1 x GMC CCW (Kickstarter exclusive) .... 2 Points

Exclusive Kickstarter platoons: these platoons may be used in combination with a company formed by 3 infantry platoons. In this way, the cost of the base company is modified with the cost for the platoon included in this table. Only one of these platoons may be added to a company.

75mm M1A1 Pack .... 8 Points
105mm M2A1 .... 10 Points
155mm M1A1 .... 14 Points
M1919A4 MG (3-3) .... 3 Points
M1919A4 MG (6-3) .... 5 Points
M1919A4 MG Airborne (3-3) .... 4 Points
M1919A4 MG Airborne (6-3) .... 6 Points
M1919A4 MG (3-3) Mechanized .... 5 Points
M1919A4 MG (6-3) Mechanized .... 7 Points
60mm M2 .... 3 Points
81mm M1 .... 7 Points
60mm M2 Airborne .... 4 Points
81mm M1 Airborne .... 8 Points
57mm M1 AT .... 7 Points
81mm M1 Mechanized .... 8 Points
57mm M1 AT Mechanized .... 9 Points
M4A3(105) .... 17 Points
LCVP .... 0 Points

7.4.4 Off-board Artillery

Mission	German Cost (Points)	USA Cost (Points)
1 complete battery of 75 mm off-board artillery	8	6
1 partial battery of 75 mm off-board artillery	7	5
1 complete battery of 105 mm off-board artillery	10	8
1 partial battery of 105 mm off-board artillery	9	7
1 complete battery of 155 mm off-board artillery	14	12
1 partial battery of 155 mm off-board artillery	10	12
1 complete battery of Nebelwerfers off-board art.	11	-

When the battery is purchased the player rolls 1D6 in order to determine how many missions the battery has and if it may fire smoke or not.

- 1-3: 1 mission
- 4-5: 2 missions
- 6+: 3 missions

Roll a second 1d6. If the roll is a 6, the player may replace one of the missions with a smoke mission. The German player gets a 0 modifier to both rolls. The US player gets a +1 modifier to both rolls.

7.4.5 Air Support

1 aviation mission costs 10 points for the US player. After purchasing it, the player rolls 1D6 in order to determine how many attacks he may make with the mission. The aircraft type is determined randomly when the first attack is made.

- 1-3: 1 Attack
- 4-6: 2 Attacks

The US player gets a +1 die roll modifier.

The German player may purchase up to 5 anti-aircraft points per scenario:
1x Anti-air Points .... 4 Points

7.4.6 Terrain Markers (both sides)

1 x Roadblock .... 3 Points
1 x Wire .... 3 Points
1 x Dragoon's Teeth .... 3 Points
1 x Anti-tank ditches .... 5 Points
1 x Dispersed Minefield .... 3 Points
1 x Normal Minefield .... 5 Points
1 x Concentrated Minefield .... 9 Points
1 x Improved Position .... 3 Points
1 x Trench .... 6 Points
1 x MG Bunker (cost per defensive point) .... 5 Points
1 x Fortification (cost per defensive point) .... 5 Points

Minefields Chart

Mine Type	Dispersed Minefields (have a FF of 3)	Normal Minefields (have a FF of 6)	Concentrated Minefields (have a FF of 10)
Anti-Personnel			
Anti-Tank			
Mixed			

Minefields Chart

Mine Type	Dispersed Minefields (have a FF of 3)	Normal Minefields (have a FF of 6)	Concentrated Minefields (have a FF of 10)
Anti-Personnel			
Anti-Tank			
Mixed			