

ATLANTIC WALL CHANGE NOTES

I am doing away with the term “exclusive rules” Each game will now come with GOSS and “Scenario” Rules. Term change is meant to reduce confusion and do away with the idea that every game has a long set of exclusive rules. Good example are the Airborne and Assault modules. While included in the AW scenario rules, they will show up again in future games.

Atlantic Wall Version 4.0 should be played using GOSS Version 17. The rules have been extensively reorganized. While the primary case numbers remain the same, the topics within each primary case have been reorganized to clarify the rule process. Most of the changes in case and wording are simple clarifications; however, there are changes within the rules. Major changes from the original rules are noted with red type in the Developer’s Notes. Some rules have been put into one case. In earlier versions those rules were spread throughout the rules and hard to piece together, now everything pertaining to things like “Bocage & Hedgerows” and “Cherbourg Garrison/Landefront” are in one place. In addition, errata for displays is also noted in the rules. Some rules have been moved into GOSS and a few such as the Bocage and Hedgerow rules have been placed entirely within AW. The standard is now: If a rule is specific to one game, it goes in the scenario rules, if applicable to more than one, or all games it goes in GOSS.

The PDF version of the rules are linked to the Table of Contents so that players may download a copy and if reading the rules electronically, may click on the case number in the table and go directly to the case number within the rules. To keep the file size to a reasonable level, the set up diagrams and amphibious fire example diagram are not included in this update. Use the set up diagrams from the original published AW rules. As stated in the rules, if the set up information provided in the scenarios differ from the set up diagrams, use the starting positions as listed in the rules.

1.3.0 Game Charts & Tables

Amphibious supply and other charts that are specific to AW have been removed from the GOSS charts and placed on separate charts.

3.0 THE GAME TURN

The sequence of play has been modified. Some segments have been renamed or moved (Combat Reserve Designation Segment), while some (Demolition Segment) have been added.

15.0 ALLIED FULL LOGISTICS & 16.0 GERMAN FULL LOGISTICS

To ease the pain (and words) in tracking logistics the standard GOSS rule numbering has been ignored so that the information can be listed in a reasonable manner. I have consolidated both GenS and logistic rules.

Having the full logistic rules all in one place should make it easier for players to follow the timelines and procedures. Simplified logistics are included in each scenario.

AMPHIBIOUS MODULE

42.2.3 Conversion to Standard Units

Note red text: some divisional engineer battalions are represented by amphibious assault units.

42.10.3 Tracking Invasion Unit Losses

Major change was made for tracking losses when converting to standard units. Change reflects loss distribution across all units.

42.11.7 Exiting the Beach Display

Major change was made to procedure. Change reduces confusion and makes it easier for players to consolidate units.

42.13.1 Allied Assault Procedure

Major change to procedure. New procedures are more intuitive; results are exactly the same as old procedure.

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Developer's Note:
1. These rules are used with GOSS v17 dated 8/15/2016
2. The scenario diagrams are not included in this update due to file size.

ATLANTIC WALL SCENARIO RULES

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OVERVIEW

Atlantic Wall is a game covering the Allied invasion of France and the ensuing two-and-one-half month long campaign in Normandy. The game recreates the battle in its entirety; beginning with the Allied airborne and amphibious landings and ending with the retreat and nearly complete destruction of two German armies.

Atlantic Wall is the third game in the *Grand Operational Simulation Series (GOSS)* and uses the same basic rules as its predecessors, with special rules to cover aspects of battle that were unique to the campaign.

Scenarios are presented starting with the smallest and easiest to learn. This way, players can start right up with a small scenario without having to read the entire scenario rulebook. Each successive scenario builds upon the rules presented in the earlier scenarios. Once the system has been learned, these scenarios can be played using the normal GOSS rules. The first scenario is Operation Goodwood. It is highly recommended that players new to the game series start with this scenario.

Players wishing to start with the introductory scenarios should skip directly to the scenario instructions (AW 30.0) as many of the GOSS and Atlantic Wall rules are not used or are modified for the introductory scenarios.

1.0 GAME COMPONENTS

1.1.0 Game Rules

These rules add to, and may modify the rules in the GOSS rulebook. In all cases, the rules in this book take precedence over any in the GOSS rules.

1.2.0 Game Map

The Normandy area contains numerous unique terrain features. The following rules define the unique terrain and rules pertaining to them.

1.2.1 Roads

1.2.1a Railroads (RR)

RRs are depicted on the Battlefield Map and the Strategic Map. They are used to move reinforcements from their starting point, on the Strategic Map onto the Battlefield Map. There are some hexes that show constricted terrain along a RR. These are considered RR embankments. Treat them as constricted terrain for all purposes except stacking.

1.2.1b Trails leading off Beaches

All trails from a beach sub-area landing hex to the first primary or secondary road hex are considered secondary roads when tracing GenS only.

1.2.2 Rivers & Streams

There are two major rivers in the game; the Dives River starting with hexside C6216/6315 and ending at the sea (C6413) and the Orne River starting with hexside C4423/4523 and ending at the sea (C5415).

1.2.5 Marsh Hexes

In Atlantic Wall there is no “soft ground” Use the Marsh rules and Marsh line on all charts.

1.2.6 Cherbourg

Cherbourg was a key objective in the Allied planning.

1.2.6a Cherbourg Garrison

Units labeled with a “CH” are units assigned to garrison Cherbourg. Cherbourg garrison units are restricted as follows:

- Units with a MA of zero may not leave their initial set up hex.
- Cherbourg Garrison units are activated when Landefront Cherbourg is declared or if US units occupy three or more Landefront Defensive hexes.
- Activated units must remain within the Cherbourg perimeter.

1.2.6b Landefront Defenses

The ET symbols that are printed on map A in the vicinity of Cherbourg represent the Cherbourg Landefront Defenses. The Landefront defenses represent the Cherbourg perimeter. These hexes are considered fortified area hexes with the following exceptions

- They function as ET-2 for all purposes.
- They may not be destroyed and may be used by either side.

1.2.6c Cherbourg Supply Path

Until Landefront Cherbourg is declared, German formation HQ may trace a GenS path no longer than 18 Mech class MP to hex A3609, then another 18 Mech class

MP to their superior corps HQ.

1.2.6d Landefront Cherbourg

After the Cherbourg has been isolated from the rest of the France, the Axis side must declare Landefront Cherbourg. Cherbourg is considered isolated when a GenS path of any length cannot be traced from another PSS to A3609. Units that can trace a GenS path of any length from Cherbourg (hex A3609), but cannot trace a GenS path from any other German PSS are considered part of Landefront Cherbourg. Hex A3609 functions as a PSS and corps HQ for all units in the Landefront once Landefront Cherbourg is declared. HQ may trace directly to the PSS.

- A maximum of three formations plus 12 corps asset units (do not count StP and WN) may be subordinate to this command. Units that are part of the Cherbourg garrison are not counted when determining maximum units.
- If more than three formations are within the Landefront, reduce the Cherbourg start ADV by one.
- If more than 12 corps asset units are within Landefront, mark the additional units with a “on hand supply” marker. Unless they are later attached to a formation, they can never be considered in GenS. Follow all the procedures for OhS units.
- Cherbourg ADV starts at four. Decrease this number by one every 21 GTs after the Landefront has been declared. Continue this reduction until the ADV reaches zero-at which time all units must check for surrender as if they were OoS and isolated.
- All Mech units are considered fully fueled for the first GD that Landefront Cherbourg is declared. Beginning the second GD, all HQs (including Cherbourg) are marked with a “low fuel” marker.

1.2.6e Cherbourg Morale

All units within Landefront Cherbourg have their offensive and defensive PR values affected as follows:

- -1; The GT that a US unit captures one of the Cherbourg Perimeter hexes.
- -2; if any Cherbourg town or city hex is occupied by the Allies.
- Reduced to one; if C3609 has been captured by a US unit.

On the first AM GT (and all following AM GTs) after hex C3609 is occupied by a US unit, all German units in the peninsula must make a surrender check (GOSS 15.7.2). This includes all remaining WN and StP.

1.2.6f Allied Use of Cherbourg

Cherbourg port facilities were virtually destroyed by the German garrison prior to surrendering. Once the Allies have

repaired the port, Cherbourg becomes a PSS for the US 3rd US Army.

- Cherbourg port is composed of the hexes C3609, C3709, C3809, and C3909. In the Command Phase of the GD after all four of these hexes are controlled by the Allies, the port may begin the process of becoming operational.
- Repairs require 21 GDs. Place an ace of spade marker on the GTRT 21 days from the current GD. On the 21st GD, Cherbourg is operational and may be used as a PSS for the 3rd Army. It makes no difference which GT the last hex is captured.
- Allied units may not land at Cherbourg.

Designer's note: *Historically very few Allied units landed at Cherbourg. The port when finally, repaired was used primarily for the off-loading of supplies and material, hence the ability to activate Third Army. Additionally, for those wondering where the Pluto pipeline is at, it is built into the ability of the Allies to increase FP deliveries with the addition of the 3rd US and 1st Canadian Armies.*

1.2.7 Bocage & Hedgerow

Bocage and Hedgerow terrain were some of the key terrain features that influenced the Normandy Campaign. To assist players in remembering all the effects, they are listed here rather than spread throughout the rules.

1.2.7a Movement & Observation

- Hedgerow and Bocage hexes are movement covering terrain.
- Exception:** Hedgerow or Bocage are not MCT if an adjacent enemy unit is on a vantage point or if AW 1.2.8 applies. They are still considered OCT.
- Marsh hexes that also contain Hedgerow terrain are treated as MCT.
- Delay markers may only be created in Bocage and Hedgerow hexes. When attempting to place a delay marker in Bocage, apply a -1 DRM to the unit's PR check. The DRM is no longer applicable after hedgerow cutter tanks are available.

1.2.7b Combat

- German units defending in Bocage or Hedgerow hexes may convert one mandatory hit to one discretionary hit. This is not cumulative with the other conversions in GOSS 13.9.2b.
- Defending units in Bocage may treat an ET-2 as an ET-3 for the purpose of reducing FS numerical hits and mandatory hits in GA (GOSS 11.6.2 & 13.9.2b).
- Bocage is treated the same as a Village when conducting FS missions. Use line 3 on the Ground Assault Table.
- Hedgerow is treated the same as Woods when conducting FS missions. Use line 2 on the Ground Assault Table.

- If the defenders occupy a Bocage hex, advancing units are restricted to a one hex advance (i.e., the defender's hex). In this case roads do not negate the required halt.

1.2.7c Construction

- Any two steps of non-Art/non-HQ or one step of engineers may place an IP in a Bocage hex at the beginning of a friendly Movement Phase. The IP does not require any construction time. The unit may move during the same Movement Phase. If at least one engineer step is not present, the two non-Art/non-HQ steps must be of the same unit. (i.e., it takes a two-step unit.)
- Construction of an ET-2 in a Bocage hex does not require the presence of an IP.

1.2.7d Hedgerow Cutter Tanks

- Starting on the July 15 AM GT and each successive AM GT thereafter until successful, the Allied side rolls 1d10 to determine if hedge cutter blades have been fitted to enough armor to have an operational effect on combat.
- Modify the DR by -1 for each GD after July 22.
Example: On the July 23 AM GT, the DR would receive a -1 DRM, on the July 24 AM GT the DRM would be -2.
- If the modified DR result is 0-1, the attempt is successful. Beginning that GT and until the end of any scenario the following modifications are made to Bocage effects:
- If at least one step of Sherman Tanks participates in the GA (they may not be in a stand-off status) and accompany the advancing units, the units may advance a maximum of two Bocage hexes. German units may not convert one mandatory hit to a discretionary hit.

1.2.8 High Vantage Point Hexes

There are two hexes with a high vantage point.

- E4306 has a LOS of nine hexes.
- C3926 has a LOS of six hexes.
- These hexes negate Bocage and Hedgerow movement covering terrain ability out to one-half the LOS for the high vantage point hex. These hexes are still considered OCT.

1.3.0 Game Charts & Tables

There are numerous new charts and tables included with Atlantic Wall, they are explained the appropriate rules sections.

1.3.7 Beach Displays

There are five beach displays that each depicts one named invasion beach. Amphibious Invasion Stage activity occurs on these beach displays. When each beach is totally cleared of German units, activity ceases for that beach and its display is no longer used. The beach displays are

described in detail in the Amphibious Invasion Module.

1.3.8 Strategic Map

The Strategic Map is used to manage the flow of German reinforcements to the Normandy battlefield map. Once an Allied breakout has occurred, the Strategic Map also allows both sides to conduct high-level maneuver as the Allies race through Brittany and toward the Seine River. Use of the Strategic Map is not necessary for many of the scenarios. In the longer campaign scenarios, players can also choose to use rules that take the place of using the Strategic Map.

- Activity only occurs on the Strategic Map once per GD, during the AM GT. This is an abstraction of the entire day's activity. Night GTs are factored into this activity.

Exception: June 6 AM, PM, and Night GTs.

- Units on the Strategic Map move during their friendly Strategic Movement Segment and may initiate an abstract form of combat against enemy units occupying the same location box.
- APs that have been allocated to the Strategic Map are unavailable for use on the Battlefield Map for the entire GD.
- The only terrain features affecting combat on the Strategic Map are towns, cities, and Forts.

1.4.0 The Playing Pieces

Several new types of units and markers are used for the Atlantic Wall game due to unique aspects of the campaign. These new counters are listed below and described within the text of the rules.

1.4.2 Unit Nationalities & Sides

The Allied side is a coalition of nationalities whose units are organized into two commands: The Twelfth Army Group (12AG) and the Twenty-First Army Group (21AG). Historically, until the Third United States (US) Army was activated, all forces were commanded by 21AG and Marshall Montgomery. For all game purposes; US forces and the 2nd Free French Armored Division are treated separately from the Commonwealth (CW) units. Each nationality is represented by color-coding all of its units with a unique color scheme.

Allied Units:

- **1st Army Group (21AG):**
 - British Units:** black or dark red type on light tan background
 - Canadian Units:** white or dark type on a light olive background.
 - Polish Units:** white type on a red background.
- **12th Army Group (12AG):**
 - US Units:** black or white type on dark green background.

Free French Units: black or white type on blue background.

Note: Other Allied nations who participating in the invasion are shown using British unit colors, or US unit colors depending on which forces they typically operated with.

The German side is composed of three different military and political branches of service (for simplicity, the Kriegsmarine units are not differentiated from Wehrmacht units.

• German Units:

Wehrmacht Units: black type on field grey background

Luftwaffe Units: black type on a light blue field.

Waffen SS Units: white type on a black field

If a rule applies to all Allied units, the terms “Allied” or “Allied Side” will be used. If a rule applies to a specific Allied nation or grouping of Allies, the national name or CW (referring to British and Canadian) will be used. If a rule applies to all German units, the term “German” or “German Side” will be used. If a rule applies to a specific branch of the German forces, that branch name will be used (i.e. Luftwaffe, SS, etc.).

1.4.3 Airborne Assault Counters

- Airborne Assault Coys: (Fog of War side & Unit Side)
- Dummy Airborne Assault Counters
- Drop Zone Counters

1.4.4 Amphibious Invasion Counters

- German: Widerstandnesten (WN), Heavy AT, and infantry units.
- Allied (CW and US) Invasion Assault Units: infantry, engineer, tank, DD tank, ranger, commando, leader, and AVRE/Centurion, units.

1.4.5 Battlefield Map Counters

- Widerstandnesten (WN)
- Strongpoint (StP)
- Kangaroo transport units
- Delay Markers

1.6.0 Terms & Abbreviations

Beach: Throughout the rules the term “Beach” signifies the area that was designated by the Allies as a Beach (i.e. from west to east, Utah, Omaha, Gold, Juno, and Sword Beaches).

Beach Sub-area: Are areas within a Beach that are designated as landing areas for the initial assault and follow on reinforcements. Sub-area beach hexes are marked with a number that corresponds to a landing box on the Battlefield Map. Sub-area landing hexes are designated with an “asterisk”. They are adjacent and in some cases the same hex as the Sub-area beach hex.

Widerstandnesten (WN): These units represent the hardened infantry and light

gun emplacements located near the Normandy coastline that were placed to resist amphibious landings. They are depicted as pointed black stars on a red background. They are considered Forts, except they are treated as ET-2 when determining FS mission DRM, and GA column shifts.

Strongpoint (StP): Strongpoints are treated as Forts for all purposes. StP are depicted by a black hexagonal polygon printed over a red background.

1.8.0 Inventory of Game Parts

A complete game of Atlantic Wall includes:

- Six maps labeled A through F. Map F, has two smaller sections that attach to it (sections F1 and F2. Collectively, these six maps are referred to as the Battlefield Map to distinguish it from displays and the Strategic Map (see below).
- One Strategic Map Display
- Five Amphibious Invasion Module Beach Displays: (Sword, Juno, Gold, Omaha, and Utah beaches).
- Sixteen Counter sheets (4,480 counters)
- Three Army Record Tracks Displays (one each for the CW, US and German armies).
- Ground Assault Chart/Fire Support Chart
- Combat Results Table/Movement Chart
- Transport &Logistic Tables/Unit Replacement Chart
- Unit Breakdown Chart/Unit Type Chart
- Two Allied Beach & Logistics Displays
- CW & US Airborne Assault Display
- Airborne Assault Chart/Amphibious Fire Chart
- Atlantic Wall Game Turn Record Track
- One GOSS Rules Booklet
- One Scenario Rules Booklet
- Two ten-sided dice
- Storage Bags

If your game has any missing or damaged items please contact: **Decision Games Customer Service, PO Box 21598 Bakersfield CA 93390** or online at www.decisiongames.com using the Customer Service form. This game is supported on talk.consimworld.com.

2.0 SETTING UP THE GAME

The maps are designed so that they overlap seamlessly when they are placed together. Each map is identified by the letter code A through F placed in the lower right corner of the map under the title block. When placed together correctly, the roads and terrain features should align properly along the hexes on the edges of the maps. Map F extension is placed first, with map F overlaying it. Then map E Overlays F, and D Overlays E. For the next row, place map C, over maps E & F, and then map B over Maps D & E & C. Finally, map A overlays map B.



3.0 THE GAME TURN

3.2.0 Sequence of Play

There are two modules in which game activity can occur before and/or during the regular GTs on June 6. These are the Airborne Assault Stage and the Amphibious Assault Stage Modules. Each stage follows its own sequence of play.

These modules are described in AW 41.0 and 42.0. The Allied player will conduct the Airborne then the Amphibious Assault Stage simulating the invasion and the seizure/consolidation of those beaches.

Player’s Note: The Amphibious Invasion Stage Module is a solitaire exercise conducted by the Allied player, unless the German player moves units onto a Beach Display before it can be cleared.

3.2.2 Airborne Assault Stage

June 6 AM GT, the Allied side conducts the planned airborne landings. Both sides have an opportunity to conduct limited movement and combat (AW 41.0).

Note: On the June 6 PM GT and June 7 AM GT there are Glider units that arrive using the glider procedures. These units arrive at the beginning of the Allied Movement Phase.

3.2.3 Amphibious Assault Stage

The Allied side conducts the AM GT Amphibious Assault Stage If an invasion beach is not cleared of German units and beach area markers still remain to be placed at the conclusion of a GT, then the Amphibious Assault Stage is conducted at the beginning of the next GT. This process continues until all beaches are considered cleared (AW 42.0).

3.3.0 Game Turn Sequence Outline

There are several additions to some phases or segments to take into account unique aspects of the Normandy campaign.

Note: Some phases will be listed as happening only in certain GTs of the GD; e.g. “AM” means that this phase will only happen on AM game turns.

3.3.1 Air Allocation Phase (AM)

- Both sides determine the number of APs available for the entire GD (AW 20.0).
- Both sides assign available APs to missions. These points can then be used

throughout the AM and PM GT of that GD. Adjust the AP markers to reflect the number of APs that have been assigned to each mission.

3.3.2 Weather Determination Phase

Weather Segment: Determine the atmospheric condition, ground condition, and precipitation for the current GT (AW 19.0).

Ground Interdiction Value Segment:

Allied air interdiction values are determined (AW 20.3.0).

Naval Unit Assignment Segment:

The Allied side determines the number of naval units available this GD (AW 11.9.0).

Lull Determination Segment: Lull declarations are made (GOSS 24.0)

3.3.3 Command Phase (AM)

Command Segment

- The Axis side secretly designates which GT will be the Axis rest GT.
- Both sides may change or create new command assignments and boundaries (GOSS 9.0 & AW 9.2.0).
- Both sides determine the supply status of all HQ (GOSS 15.0).

Leader Activation Segment: Both sides attempt to activate leaders (GOSS 23.1.0).

Surrender Segment: Both sides determine if isolated units surrender (GOSS 15.7.0 & AW 1.2.6d & e).

3.3.4 Transport & Logistics Phase (AM)

Naval Transit Segment:

The Allied side conducts the following actions in the order given. Boxes are located on the appropriate Naval Transit Display.

- Units in the Transit and Embarked Boxes are moved forward one box.
- Allied side consults the US and CW Activation Lists (AW 40.0) to determine which units are eligible for activation. Activated units are placed in the Activated Units Box.
- Units in the Activated Units Box may embark. Place them in the Embarkation Box.

Truck Point Assignment Segment:

Determine the total number of TP available to each army and allocate these points to one of the three tasks (AW 15.0 or 16.0 & GOSS 16.1.0): ammunition, fuel, and/or motorization.

Air Supply Segment: The Allied player may allocate air transport points to deliver fuel points or AmP directly to the beach (AW 20.5.2c).

Ammo Delivery Segment: Determine the ADV for each army. Refer to the Logistics Table to obtain the number of AmP received by each army (GOSS 16.2.0, 16.3.0 & AW 15.0 or 16.0).

Fuel Delivery Segment: Refer to the

Logistics Table to obtain the number of fuel points received by each army (GOSS 16.2.0 & AW 15.0 or 16.0). Assign FP to HQ as desired (GOSS 16.4.0).

Depot Placement Segment: Move or place new depots (GOSS 15.8.0 & AW 15.9.0).

Replacement Point Segment: Both sides cull losses and receive replacement points (RePs) (GOSS & AW 22.0).

3.3.5 Allied Player Turn

The Allied side is the active player; the Axis side is the inactive player.

3.3.5a Allied Mode Determination Phase

- Roll 1d10 for each HQ marked “low” or “no” fuel. Consult the Fuel Level Table to determine the effect (GOSS 16.4.5).
- Determine the mode each unit will be in for this GT (GOSS 5.0).
- Artillery units are placed in-battery or out-of-battery (GOSS 5.6.0).

Note: Allied units may not enter PA mode on the June 6 GD.

3.3.5b Allied Construction Phase

The Allied side conducts construction of fieldworks and bridges (GOSS 17.3.0 & AW 17.3.3c).

- All FW and bridge markers eligible to be finished are flipped to their “completed” sides.
- Advance the construction of bridges by removing hit markers from “under construction” markers.
- Start construction of bridges and FWs by placing “under construction” markers of the appropriate type in hexes where the construction is being initiated. If time of construction is greater than one GT, place hit markers equal to the number of GTs required to complete the construction.

Demolition Segment: Engineer units may attempt to destroy bridges (GOSS 17.3.2).

3.3.5c Allied Movement Phase

The Allied side moves units. Units in maneuver reserve (MR) (5.4.0) or exploitation (Exploit) mode (5.3.0) may not move.

Strategic Movement Segment (AM): The Allied side may conduct movement and combat on the Strategic Map (AW 27.0). Units entering the Battlefield Map from the Strategic Map may, if allowed by AW 27.3.1d, 27.3.2d, & 27.3.3c, move onto the Battlefield Map.

Combat Reserve Designation Segment: Eligible units may have a combat reserve (CR) marker placed on them (GOSS 7.9.1 & 13.7.3). Units designated CR may not move.

Movement Segment:

Units are moved in strict order (GOSS 7.2.2). Ground Interdiction may take place

during this segment (GOSS 20.3.0). Delay markers may also be placed (GOSS 7.9.5).

- Units in Tactical Mode (GOSS 5.1.0)
 - Strategic road movement (GOSS 7.7.0)
 - Tactical road movement (GOSS 7.6.0)
 - Tactical non-road movement (GOSS 7.4.0)
- Units in PA mode (GOSS 7.5.0)
- Units in Beach Landing Boxes may be moved into their corresponding Beach Sub-Area Landing hex and if allowed moved inland.
- Units in Anchorage Boxes on the Naval Transit Display may be unloaded in the appropriate “In the Que” Landing Boxes (AW 21.6.0).

Quick Construction Segment: The Allied side may finish FWs eligible to be completed at this time (GOSS 17.3.3).

Note: The only form of combat that may occur during the Movement Phase is enemy air interdiction attacks against moving units.

3.3.5d Axis Exploitation Phase

- Axis formations in Maneuver Reserve (MR) mode may enter Exploitation (Exploit) mode (GOSS 5.4.5).

Note: Axis formations may have entered Exploit mode during a friendly Mode Determination Phase.

- Axis units in Exploit mode may move up to one-half of their MA, and may conduct overruns (GOSS 7.3.1b & 7.11.0).
- Exploit units may be subject to ground support attacks and if conducting an overrun to artillery FS missions (GOSS 20.2.2 & 7.11.0).

Note: During night GTs, a unit in Exploit mode may be moved its full MA, but each side only gets one Exploit Movement Phase (GOSS 3.3.8).

3.3.5e Allied Combat Phase

The steps used to resolve combat occur in the following order:

Attacker Designation Segment: The Allied side designates which units will make tactical assaults (GOSS 10.2.0) and then attempts to remove delay markers (GOSS 7.9.5c).

Replacement Segment: Eligible Allied units may receive RePs (GOSS 22.0). See national restrictions (AW 22.0)

Fire Support (FS) Segment: Both sides may perform air (GOSS 20.2.0), artillery (GOSS 11.0), and naval (AW 11.9.0) FS missions. The below sequence must be followed in order.

Offensive Air Support: The Allied side conducts ground support air missions.

Defensive Support: The Axis side conducts artillery, then ground support air missions.

Offensive Support: The Allied side conducts artillery and then naval missions.

Attacker Status Adjustment Segment:

The Allied side removes attack designation markers (both Tactical and PA) from units that are no longer adjacent to enemy units and who meet the requirements in GOSS 12.0. The Allied side may then voluntarily remove attack designation markers from units that are adjacent to enemy units.

Ground Assault (GA) Segment:

The Allied side attacks Axis units using GA (GOSS 13.0). Hasty demolition (GOSS 17.3.2b) and collapse (GOSS 17.3.2c) of bridges may occur during GAs. Isolated defenders may surrender (GOSS 15.7.2). After completion of combat, remove all AS markers.

3.3.5f Allied Exploitation Phase

- Allied formations in Maneuver Reserve (MR) mode may enter Exploitation (Exploit) mode (GOSS 5.4.5).

Note: Allied formations may have entered Exploit mode during a friendly Mode Determination Phase.

- Allied units in Exploit mode may move up to one-half of their MA, and may conduct overruns (GOSS 7.3.1b & 7.11.0).

- Exploit units may be subject to ground support attacks and if conducting an overrun to artillery FS missions.

Note: During night GTs, a unit in Exploit mode may be moved its full MA, but each side only gets one Exploit Movement Phase (GOSS 3.3.8).

3.3.5g Allied Administrative Phase

The Administrative Phase activity occurs in the following order:

Air Resupply Segment (AM and PM):

The Allied side may conduct standard air supply missions (GOSS 20.5.0).

Supply Determination Segment: The supply status of Allied units (not HQs) is checked. Mark units with on-hand supply (OhS) Isolated, and out of supply (OoS) markers as required (GOSS 15.0).

Mutual Ammo Replenishment Segment:

The Allied side may replenish depleted artillery units by conducting DRs or expending AmP. The Axis side may only replenish artillery units by expending AmP (GOSS 16.3.4).

Airborne Regroup Segment: Beginning the June 7 AM GT, the Allied side may attempt to regroup friendly airborne units that are still on their Fog of War (FoW) sides. Then Allied units in the extended scatter box, move to the next lower box and then roll 1d10 to determine survival.

Fatigue Recovery Segment: Allied units in tactical mode may be eligible to remove one level of fatigue (GOSS 14.0).

3.3.6 Axis Player Turn

The Axis player turn is identical to the

Allied player turn, with all roles being reversed. Once this player turn is over, the current GT is finished. The following changes, however, are in effect:

3.3.6a Axis Strategic Map Movement

Axis players ignore references to naval transport and beach landing procedures. Activated Axis units are placed and all movement on the Strategic Map is conducted during the strategic movement segment of the Axis Movement Phase on AM GTs only. Axis units entering the Battlefield Map may be eligible to move (AW 27.0).

3.3.7 Update Game Turn Indicator

If the last turn in the scenario is finished, the game is over; determine who won. If the scenario being played has sudden death victory conditions, determine if those conditions have been triggered. Otherwise, the GT marker is advanced to the next turn and a new GT begins.

3.4.0 Extended Night Activity

There is no extended night activity in Atlantic Wall. Ignore all references to this in GOSS.

3.5.0 Resting GTs

GOSS 3.5.0 applies except:

- Both sides are exempt from a resting GT on the June 6 GD.
- Simonds (II Canadian Corps) allows units under his command to conduct limited PA attacks at night (AW 23.2.2a).

4.0 UNIT CHARACTERISTICS

4.4.4 US Green Divisions

This rule should only be used in the campaign scenarios. Any division already on the Battlefield Map at the start of a scenario is considered to have passed its check unless specifically noted in the scenario rules. The divisions listed below are NOT considered “green” and thus not affected by this rule.

1st Infantry Division
2nd Infantry Division
4th Infantry Division
5th Infantry division
8th Infantry division
9th Infantry division
29th Infantry Division
79th Infantry division
101st Airborne Division
82nd Airborne Division

4.5.0 Special Units & Formations

4.5.1 German Panzer Battalions

There are four Pz Btn markers available to the Axis side. The German player may remove three steps of pure armor that are all either MkIV or MkV types and substitute them with one Btn counter of the same type.

4.5.2 III Flak Korps

This is a special Luftwaffe formation composed of four flak regiments (Rgt): the 1st, 2nd, 3rd, and 4th Flak Rgts. GOSS 4.5.2 applies except:

- While on the Strategic Map these units do not require fuel and may move as Mech units.
- The GD after they enter the Battlefield Map they do require fuel.

4.5.3 Rear Echelon Units

The below types of units are considered RE units:

- Cherbourg Garrison units
- Security units
- Ost Btns

Note: Scenario instructions may require Ost Btns to start a scenario broken down.

4.5.4 Nebelwerfer Brigades

GOSS 4.5.4 applies.

4.5.5 Kangaroos

There are three Kangaroo transport units provided in the game. The CW player may use the Kangaroo markers starting on the August 7 AM GT.

- The first use of a Kangaroo unit must be with an infantry unit assigned to the Canadian II Corps.
- Only CW units may use Kangaroos.

4.5.6 Rangers & Commandos

Modify 4.5.6 as follows:

- Commandos receive a -2 DRM to their DR when attempting to ignore movement halts.
- The British 6AB Division may have up to six commando units attached.
- CDO treats WN and StP as if they were forts for the purpose of a CDO being the lead unit in a GA.

4.5.6a CDO Special Assaults

At the end of the friendly Movement Phases on the June 6 AM, PM, and Night GTs, the Allied side may declare a special commando attack against a WN or StP. The attack must consist of at least one ranger/CDO Btn of more than one step. The attack may only be launched from one hex, and only one special attack per WN or StP is allowed per GT. Resolve the attack as follows:

- Total the number of ranger/Cdo, engineer and pure AFV steps conducting the assault. Do not count any other steps.
- Roll 1d10, if the result is equal to or less than the above total, one hit is achieved against the WN or StP. If the DR is greater than the total, subtract the total from the DR, the attacking force must take that number of step losses (max step loss applies). The ranger/CDO must take the first step loss.
- One hit eliminates one step of the WN or StP and inflicts one discretionary hit on any other enemy units in the hex.

If the Allied player chooses to use the CDO assault option, he may still conduct a standard tactical against the same hex that GT, however the units that that attempted the special assault may not participate.

4.5.7 Engineer Tanks

The units of the 79th Armored Division are present in two forms: Amphibious Invasion Unit and the Battlefield Map Coy unit.

- On the June 7 AM GT if all British invasion beaches have been cleared, all units of the 79th Division units on the displays are removed (AW 42.11.7).
- On each beach (Sword, Juno, and Gold) place one Flail, one AVRE, and one Flam Tank Coy (shown on the Amphibious Unit Display) on the Battlefield Map within one hex of the corresponding beach area markers.
- Losses suffered during the Amphibious Stage are ignored and all Coys appear at full strength.
- There are three types of Coys: flail tanks, assault engineer tanks (AVRE) and flamethrower tanks. All three types function as outlined in GOSS 4.5.7.

4.5.9 Wiederstandnesten (WN)

WN represent hardened infantry and gun emplacements located near the coastline. They may absorb one step loss as if a combat unit.

4.5.9a WN Capabilities

WNs are placed prior to the start of a scenario and may not be constructed in context of the game. WN are treated as an ET-2 for all purposes, except:

- WNs are considered a one-step unit for all purposes. They may absorb step losses normally.
- A friendly unit does not have to be in WN for it to remain on the map.
- WN have an intrinsic defense strength that is printed on the counter.
- WN may not participate in a GA as an attacker.
- WN have a defensive PR of five.
- WN may observe for FS missions. They are considered to be occupied by a Btn sized unit in an ET-2 for mission capacity purposes. They may observe for any one formation.
- WNs do not check for GenS until the AM GT of June 12. Beginning that GD all GenS rules apply. They may trace a GenS path of any length from the closest formation or corps HQ.
- Some WN have emplaced artillery, they are handled in the same manner as STP (AW 4.5.10b).

4.5.9b WNs & Disbanding

Beginning the June 7 AM GT, WN may be disbanded (removed from the map) during the Axis Administrative Phase. Once disbanded, WN can never be rebuilt.

- For every two WN that the German player voluntarily removes from the map, one Inf ReP can immediately be used to replace one step in any German leg infantry unit with a defensive PR of six or less.
- Both WN must be able to trace a movement path to the Inf unit receiving the ReP that is no longer than six Leg MP.
- RePs garnered in this manner may not be used to resurrect eliminated units or create a breakdown Coy.

4.5.10 Strongpoints (StP)

StPs are a stronger form of emplacement. Except as noted below they are treated as Forts (GOSS 17.6.0).

4.5.10a StP Capabilities

- If a StP is ground assaulted thru any hexside that is not in its arc of fire (AW 4.5.10b), the StP is treated as an ET-2 for GA purposes. It is still considered a Fort for FS missions.
- StPs have a defensive PR of six.
- StPs do not check for GenS until the AM GT of June 12. Beginning that GD all GenS rules apply. They may trace a GenS path of any length from the closest formation or corps HQ.
- StPs may observe for FS missions. They are considered to be occupied by a Btn sized unit in a Fort for mission capacity purposes. They may observe for any one formation.

4.5.10b WN & StP Artillery

Some WN and StP may have artillery as part of their weaponry. If so, the battery ID, barrage factor, range, and defensive factor are printed on the counter.

- StP and WN do not check for AD until the AM GT of June 12. They use the closest Axis corps to determine their ADV.
- If an arc of fire is depicted on the StP or WN, the unit may only participate in a FS mission if the target lies within the arc of fire.
- If the Allied side allocates a naval unit against a WN or StP, during the AM GT, that position's barrage factor is zero for both the AM and PM GT (mark the WN/StP with a red "ace of spades" marker).
- StP and WN that are ammo depleted (AD) may not participate in FS missions. They defend against GA normally.

4.5.11 German Artillery Batteries

Some German artillery Btms begin scenarios with batteries detached. These artillery batteries are zero-step units. They have the same capabilities as artillery Btms. They are considered z-step units for all other purposes.

Note: Artillery batteries require truck points to move (white wheels depicted on

the battery counter).

- Artillery Btms with detached batteries are shown in the June 6 initial setup as having step losses and the Btn itself is marked with a step loss marker for each battery that has been detached.
- The artillery Btn is reduced in strength by one FS mission and one defensive strength point for each detachment. Beginning the June 7 AM GT, in the Axis Mode Determination Phase, batteries may be incorporated into reduced artillery Btms.
- The artillery Btn must be able to trace a movement path to the battery no longer than six Mech MP. The battery's guns must be of the same or smaller type than the Art Btn. Batteries do not have to be incorporated into their original Btms.
- Remove one step loss marker from the artillery Btn for each incorporated battery.
- These Art Btms may be brought up to strength using the standard replacement rules. To replace either one or two steps expend the same ReP cost as if rebuilding the unit.

4.5.11a Transferring STP/WN Artillery

Beginning the June 7 AM GT, in the Axis Mode Determination Phase, the artillery component of a StP/WN may be transferred into reduced artillery Btms.

- The artillery Btn must be able to trace a movement path to the StP/WN no longer than six Mech MP.
- StPs/WNs are restricted as to type of guns that may be transferred.
 - 100, 105, and 122mm guns transfer into 100, 105, or Mxd Art Btn.
 - 150 thru 155mm guns transfer into 150mm artillery Btn.
 - 170, 203, and 210mm guns transfer into 170 or 210mm artillery Btn.

No other types of guns may be used in this process.

Note: This process is used only to rebuild those artillery Btms that started the June 6 GD with step losses and artillery Btms that started the game in the breakdown box. Artillery Btms that are eliminated prior to being brought back to full strength may not use this process.

- The StP or WN providing the guns is flipped to the side of the counter that has no guns.
- StPs/WNs retain all other functions.
- Reduce the number of step losses in artillery Btms by one for each StP/WN that transfer their guns into that Btn.

4.5.12 French Armored Division

The 2nd French Armored Division must exit the Battlefield Map and move toward the Paris Location Box, using the most direct route when any Allied forces, from either army group enter the following locations on the Strategic Map:

- Le Mans

- La Fleche
- Tours

The division must take the most direct route so as to enter the Paris location box in the minimum amount of time, even if that involves entering German controlled location boxes (i.e., fighting its way through).

5.0 UNIT MODES

5.8.0 Fog of War Units

Airborne units that have not reorganized are called Fog of War units. Their use is covered in the Airborne Assault Module (AW 41.0).

7.0 MOVEMENT

7.9.5 Delay Markers

The German side may begin placing delay markers the June 7 AM GT. Delay markers may only be created in Bocage and Hedgerow hexes. When attempting to place a delay marker in Bocage, apply a -1 DRM to the unit's PR check. The DRM is no longer applicable after hedge cutter tanks are available.

7.9.6 Enter & Exit Beach Displays

The rules for entering or exiting Beach Displays are covered in AW 42.0.

9.0 COMMAND

9.2.0 Command Boundaries

GOSS 9.2.0 applies except:

The Allied side has two army groups. The 21st Army Group (21AG) which controls all Commonwealth and minor Allied units; and the 12th Army Group (12AG) which controls all US forces and the 2nd French Armored Division. On the June 6 AM GT and until both Vire hexes (E2517 & E2618) are captured by the Allies, this boundary is fixed. The boundary is as follows:

- Begin at C2007 (Port-en-Bessin) and proceed in a straight line directly south to C2031, then follow a southwest direction until it reaching E2502 (le Hauts Champs) and then direct south to the south map edge.
- Once Vire is captured, the Allied side may adjust the army group boundary so that, starting at Vire, the boundary proceeds to the east edge of map F. This line may have no more than two turns in it, except where it can follow a well-defined river line or primary road.
- As an exception to the above rules, the AG boundary may be moved two hexes left or right of the original boundary. The Allied side is limited to one move every three GDs.

9.2.1 US Army Boundaries

After the Third US Army is activated, the US player must define the boundary between the First and Third US armies.

This boundary must exist completely within the 12AG operational sector.

- The 3rd Army sector must exist in such a manner that Brittany and the area south falls within Third Army's operational zone.
- Both armies may use the same primary roads from their individual army depots through to Avranches to trace GenS paths and move units in transit to each of their sectors.
- Once the boundary is established, it may only be changed once every three GDs.

9.2.2 CW Army Boundaries

After the First Canadian Army is activated, the CW player must define the boundary between it and the Second British Army.

- This boundary must exist completely within the 21AG operational sector.
- Once the boundary is established, it may only be changed once every three GDs.

9.2.3 German Boundaries

When PG West arrives, the German side may set the boundary between PG West and 7th Army as they desire.

11.0 FIRE SUPPORT MISSIONS

11.4.3 Air FS Mission Points

A maximum of three AP may be assigned to each FS mission. On August 1 GD, the US maximum increases to four.

11.9.0 Naval Unit Availability

Only the Allied side has naval units. The Allied side determines the number and type of naval units available for the current GD as follows:

- There are five types of naval units available as shown at the top of the Naval Unit Availability chart. The five types are: Battleship (BB), Monitor (MN), Heavy Cruiser (CA), Light Cruiser (CL), and Destroyer (DD).
- Below each type are two numbers or dashes separated by a slash. Left of the slash is for the western task force (US). Right is for the eastern task force (CW). On the left of the chart is one column representing DR results from 0 to 9.
- Each nationality rolls 1d10 for each type of naval unit. The result is the number of naval units of that type available to that task force.
- Beginning the July 1 GD, the Western TF loses all naval units except for DD.
- Beginning the July 8 GD, the Eastern TF may have a maximum of 1 BB or 1 Mon, 1 CA, 2 CL and 4 DD. The CW player rolls normally, however Eastern TF may not have more naval units than listed above.
- Record the number and type of naval units available for that GD on the AP Track Record.
- Scenario instructions may set limits on number of naval units available.

- Naval units are subject to ammunition depletion. Their ADV is four; this value may not be modified. If a naval unit fails to pass the AD check, it may not be used again that GD. This check does not affect availability for following GDs.

11.9.1 Task Force Sectors & Range

The Western TF may only support US forces, and the Eastern TF may only support CW forces. Naval units trace their range from any full sea hex (the naval unit is considered to occupy that hex).

14.0 FATIGUE

14.1.2 Fatigue Due to ENA

Ignore this section there is no ENA in Atlantic Wall.

15.0 ALLIED FULL LOGISTICS

The procedures in AW 15.0 are used when playing any scenario with the full logistic rules.

Developer's Note: To ease the pain (and words) in tracking logistics the standard GOSS rule numbering has been ignored so that the information can be listed in a reasonable manner. I have consolidated both GenS and logistic rules.

Allied Logistics Overview

The Allied logistic system is impacted by two issues. First, everything and everybody needed to fight the war in France has to come by sea over the beaches and through captured ports. The infrastructure to do this has to be built from scratch and then rapidly upgraded to support multiple armies. The second issue is that each of the two main partners of the Anglo-American Allied Coalition requires its own network of supply to fully maximize their war-fighting effort. GOSS supply rules for the Allies are modified to represent the transition from an amphibious logistical system to that of a continental system.

- Each AG is considered a separate organization for all purposes.
- Under no circumstances may an AG transfer ammunition, fuel, or trucks to another AG.
- Each AG is originally divided into two corps. Until the arrival of the first corps HQ the below beaches act as the PSS and corps HQ for:
 - Utah Beach: US VII Corps
 - Omaha Beach: US V Corps
 - Gold Beach: CW XXX Corps
 - Juno Beach: CW I Corps.
- Airborne formation GenS, ADV and fuel values are handled separately from the amphibious elements of the invasion from June 6 until the arrival of the first Allied corps HQ (June 10). Until then they trace GenS from each division's main DZ as listed below.

- US 101st Div: Drop zone E
- US 82nd Div: Drop zone W
- CW 6th Div: Drop zone N
- The Allied player may not voluntarily move DZs. If a German unit enters DZ hex, the DZ is removed from the map at the beginning of the next German player turn.
- If the removed DZ was a primary DZ, the division assigned to that DZ is considered in an on-hand supply status for the remainder of that GD.
- In the next Command Phase, the Allied player selects another DZ from the same division as the removed primary DZ. That DZ immediately becomes the division's primary DZ.

15.1.0 GenS & Arriving Units

Units and formations arriving on the Battlefield Map are handled as follows. Determination of being on the map is made at the beginning of the Transport and Logistics Phase. On the map includes all landing boxes.

- Units assigned to a formation whose HQ is not on the map are considered corps assets or may be formed into BG.
- HQs are not counted against the total formations for ADV purposes until determined to be on the map.
- Units arriving on the Battlefield Map after the Transport and Logistics Phase do not require fuel and are considered in GenS until the next Transport and Logistics Phase.

15.2.0 Amphibious Logistics

The Allied side is required to use the logistics table beginning June 7. These procedures are used until the GD that there is an active depot on the map at the beginning of the Transport and Logistics Phase. Each army group has six TP to allocate for ammunition and fuel delivery.

- These TP may not be used for any other purpose.
- The number of TP available each GD may be reduced or increased. The number can never be reduced to less than two or increased to more than eight.
- At least one TP must be allocated to each type of delivery in each AG.

15.2.1 Reduction of Available TP

The number of TP can be reduced in two ways.

15.2.1a Embarked Units

The Allied side is required to track the number of unit steps embarked on the Naval Transit Display (AW 21.6.0). Units starting the June 6 GD on the Naval Transit Display do not count against this total. Ignore them when determining reductions. Modify the number of TP available by:

- +1: if the embarked unit total is zero.
- -1: for every multiple of 50 steps

embarked.

- If there is a remainder, multiply that number by two. Roll 2d10 (00-99) if the result is less than or equal to the remainder doubled, apply an additional -1 to the number of TP available.
- Reduce the number of embarked steps as units are removed from the Naval Transit Display. Once they are on the Battlefield Map (including Landing Boxes) they do not count against total embarked steps.

Example: The US player has a total of 125 steps embarked. He divides the total by 50 resulting in a -2, he has 25 steps remaining, and he then multiplies 25 by 2 resulting in 50 and rolls 2d10. The DR is 24. Since that number is less than the remainder multiplied by two, he applies another -1 to his total TP. The US player now has three TP to allocate to ammunition and fuel delivery.

15.2.1b Weather Reduction

Reduce the number of TP available by two if Storm Conditions exist in the weather sector the AG is located in (AW19.0).

Example: Continuing from above, after reducing the number of TP by three for embarked units, the weather for the current GT is Storm, he would then reduce the number of TP another two, however the number of TP can never be reduced to less than two. The US player has two TP to allocate to ammunition and fuel delivery.

15.2.2 Determine Delivery Results

- The Allied player now decides how many of those TP will be used for ammunition and fuel delivery. Players may allocate these TP as desired as long as at least one TP is allocated to each.
- Use the procedures outlined in GOSS 16.2.0.

Note: The DR may be modified if using the optional "Early Activation rule" (AW 26.5.1).

Example: After all reductions the US player has 4 TP available. He decides to allocate 1 TP to AmP delivery and 3 TP to fuel delivery. Early Activation is not being used. The US player rolls 1d10 for AmP delivery with a result of 4 and receives a -2 to his AmP delivery. He rolls a second 1d10 for fuel delivery with a result of 6, receiving 6 FP.

15.2.3 Distribution of AmP & Fuel

Distribute the total AmP and FP obtained to each corps within the AG. The total AmP and FP distributed cannot exceed the AmP and FP received.

Example: The US player receives 2 AmP. He could allocate one to the V Corps and one to the VII Corps or he could allocate both to one of the corps and none to the other corps.

- Players record this number by using the

corps AmP markers provided.

- AmP and FP, once assigned to a corps, may not be transferred from one corps to another.
- Corps may create AmP using the same procedure as an army HQ (GOSS 16.3.2).
- Corps may adjust their ADV based on supported formations.
- Do not adjustment for the number of corps (army HQ is not active).

15.3.0 June 6 Game Day

- Formation HQ must remain within one hex of a landing hex (hexes with asterisk) on the beach they arrived.
- The Allied side as an ADV of 5. Do not make any adjustments to this value. There is no AmP in stockpile.
- All units are in a "normal" fuel status. Each army group has one fuel point in stockpile. This FP may be distributed to the corps as desired.
- Allied units are not required to trace GenS. All units are considered in GenS.
- There are no TP available for motorization. Allied divisions cannot utilize their inherent truck point, however Allied Engineer and AT units retain their self-motorization capability (GOSS 7.9.3 & 7.9.4).
- Airborne units must remain within 6 hexes of any DZ. Units that landed outside the 6 hex limit must move towards the closest DZ.

15.4.0 June 7 Game Day

Allied Beachhead/corps AmP and fuel delivery is determined using AW 15.2.0.

- Each corps has an ADV of 2. This value may be adjusted by logistic procedures and by creating and/or expending AmP.
- Airborne divisions have an ADV of 2. Do not make any adjustments to this value. Artillery units subordinate to airborne divisions may not use AmP to replenish.

Designer's note: *The airborne divisions were kept in a reasonable state of supply by a combination of airlifts and some support from the beachheads. In many games Allied airborne units are allowed to wander all over the map without regard to operational doctrine of the time. In Atlantic Wall, airborne units are restricted in how far they can stray from their drop zones (DZ) thus simulating the actual operation limitation imposed at the time.*

- Standard GOSS fuel requirements apply. Use the procedures outlined in GOSS 16.4.0. Corps HQ (even though not on the map) must be allocated fuel as normal).
- Beachheads/corps HQ may stockpile up to 4 AmP and 4 FP.
- Airborne divisions are considered in a "low fuel" state. Fuel points may not be allocated to those formations.
- Formation HQ must remain within one

hex of a landing hex (hexes with asterisk) on the beach they arrived.

- GenS path from formation HQ to subordinate units may be no longer than 6 Mech or 9 Leg MP. Corps Extended supply paths may not be used.
- GenS path from an AB HQ to its subordinate units may be no longer than 6 Leg or 6 Mech MP. Airborne HQ must remain within one hex of their assigned primary DZ. The June 6 restriction on AB unit distance from a DZ is no longer in affect. Extended supply paths may not be used.
- Beachheads/corps HQ may stockpile up to 4 AmP and 4 FP.
- 1TP is assigned to each beachhead/corps HQ for motorization only. Divisions cannot utilize their inherent truck point. Engineer and AT units retain their self-motorization capability.

15.5.0 June 8 & 9 Game Days

All of the procedures listed in AW 15.4.0 remain in force, except;

- HQ may move normally.
- Sword Beach is no longer a PSS.
- Formations may be assigned to any active corps HQ.
- GenS path from the beach PSS to a formation HQ may be no longer than 6 Mech MP. Airborne HQ and unit GenS remain the same as June 7.
- Replacements are received starting June 8. Allied corps HQ may only save up to five steps of each type of RePs from one GD to the next. RePs over the above limits are eliminated.

15.6.0 June 10 Game Day

The procedures listed in AW 15.5.0 remain in force. Each AG receives two corps HQ.

- Corps HQ must remain in their placement hex.
- GenS path from a Corps HQ to a subordinate HQ may be no longer than 6 Mech MP.

15.6.1 Activation of Corps HQ

Corps HQs do not use the naval transit system. During the Command Phase of June 10, simply place them within one hex landing hex (hexes with asterisk) on following beaches. These beaches are considered PSS. Once placed corps HQ may trace to any beach within that AG's area.

- Utah Beach: US VII Corps
- Omaha Beach: US V Corps
- Gold Beach: CW XXX Corps
- Juno Beach: CW I Corps.

If additional corps HQ arrive prior to the activation of an army HQ, the new corps HQ is placed as outlined above at any beach area in its AG area. If players wish to activate the corps HQ they may do so, however fuel points and AmP must be divided between all activated corps HQ.

15.7.0 June 11 to Army Activation

All of the procedures listed in AW 15.6.0 remain in force, except;

- Corps HQ may move normally.
- GenS path from a PSS to a corps HQ may be no longer than 4 Mech MP.
- Airborne divisions no longer trace to their DZ; they are treated as any other formation.
- ATP may be allocated to deliver AmP and/or FP directly to each national group (AW 20.5.2c)

15.8.0 Army HQ Activation

Army HQs do not arrive via the naval transport system. In each Transport and Logistics Phase during the depot placement segment, starting on June 12 GD, each AG determines if it has met the army activation requirements in AW 15.8.1 & 15.8.2. If met, the army HQ is placed on the Battlefield Map. Once an army HQ is activated there is no longer a requirement to continue to meet the army activation conditions. In the Transport and Logistics Phase after an army HQ is on the Battlefield Map and until that army activates its first depot, the following applies:

- Each Army HQ has an ADV of 3.
- Use the amphibious procedures in AW 15.2.0, ignore AW 15.2.3. Fuel and AmP are now handled at the army level (GOSS 16.3.0 & 16.4.0).
- Army HQ may stockpile up to 20 AmP and 20 FP. AmPs and FPs are no longer stockpiled at the corps level. Any stockpiles at the corps level are transferred to their superior army HQ.
- The army HQ has 3 TP. These TP may only be used to motorize units. TPs assigned to corps HQs are no longer available.
- Divisions can utilize their inherent truck point. Engineer and AT units retain their self-motorization capability.
- Army HQ may not move until a depot has been activated for that army. Extended GenS may not be used. Trace GenS as follows:
 - PSS to army HQ can be of any length along a primary or secondary road.
 - Army HQ to corps HQ can be no more than 9 Mech MP.
 - Corps HQ to subordinate HQ can be no more than 6 Mech MP.
 - HQ to subordinate units can be no more than 9 Mech or 12 Leg MP.

15.8.1 US Army Activation

15.8.1a US 1st Army Activation

The 1st US Army HQ may be placed in either Isigny or Carentan if:

- Omaha and Utah are linked by an Allied controlled primary or secondary road.
- No portion of the road is within seven hexes of a non-isolated German unit.

Note: This does not mean a German unit cannot be within seven hexes of a beach area as long as at least one beach area is at least seven hexes from an un-isolated German unit.

- Both Isigny and Carentan must be Allied controlled and a non-isolated German unit may not be within seven hexes of either city.
- 1st Army PSS is any US Beach Sub-Area Marker on Omaha Beach not adjacent to an enemy unit.

15.8.1b US 3rd Army Activation

The 3rd US Army HQ and one depot may be placed in any town or city hex that is within 18 Mech MP of Cherbourg (A3709) if:

- The US 1st Army has an active depot.
- Cherbourg is operational (AW 1.2.6f).
- No portion of the road between Cherbourg and the hex the 3rd Army HQ will be placed is within seven hexes of a non-isolated German unit.
- 3rd US Army PSS is Cherbourg.

15.8.2 CW Army Activation

15.8.2a British 2nd Army Activation

The 2nd British Army HQ may be placed in any hex in Bayeux or Caen if:

- All three CW beaches (Sword, Juno, & Gold) are linked by an Allied controlled primary or secondary road and no portion of the road is within seven hexes of a non-isolated German unit.

Note: This does not mean a German unit cannot be within seven hexes of a Beach Area, however at least one Beach Area Marker on each beach must be at least seven hexes from an un-isolated German unit.

- All hexes of Bayeux or Caen must be Allied controlled and a non-isolated German unit may not be within seven hexes of the city chosen to place the HQ.
- 2nd Army PSS is any CW Beach Sub-Area marker not adjacent to an enemy unit. The army must identify which beach it is using for its PSS (either Gold or Juno).

15.8.2b Canadian 1st Army Activation

The 1st Canadian Army HQ and one depot may be placed in either Caen or Bayeux if:

- The 2nd British Army has an active depot.
- All city and town hexes of both Caen and Bayeux are Allied controlled.
- The II Canadian Corps and one British corps must be assigned to the 1st Canadian Army.
- The city chosen for placement may not be the same city the 2nd British Army HQ currently occupies.
- Each army may use either Gold or Juno as their PSS. Only one army can use a beach area.

15.9.0 Depot Activation

Each Allied army HQ may have up to two

depots in its GenS path (GOSS 15.8.0). A location on the Strategic map is treated as a hex for depot placement. Depot activation is conducted in the depot placement segment of the Transport and Logistics Phase.

- When placing an army's first depot, apply GOSS 15.8.2. Do not deduct the required TPs and ignore the GD delay.
- An army may not activate a second depot until seven GDs have elapsed since activating its first depot.
- GOSS 15.8.2 applies when activating a second depot and when relocating depots.
- Beginning the first Transport and Logistics Phase after an AG's first depot has been activated:
 - All armies subordinate to that AG have an ADV of 4.
 - The AG does not use the amphibious logistic procedures (AW 15.2.0). GOSS 15.0 & 16.0 apply. In addition to the GOSS Logistical DRMs, modify the DR for the weather sector the PSS is located:
 - -1: Overcast with rain condition.
 - -2: Storm condition.
 - The DR may be modified if using the optional "Early Activation rule."
 - The AG has 10 TP available. The first GD that an AG has two active army HQs it has 20 TP. These TP may be divided between each army as desired. Each army must have at least one TP assigned to deliver fuel, and for each supported corps subordinate to an army there must be one TP assigned to AmP delivery.
 - An army HQ with at least one active depot may stockpile up to 40 AmP and 40 FP.
 - Use standard GOSS GenS paths (GOSS 15.0). Extended supply paths may be used.

15.9.1 US Depot Activation

- The 1st US Army depot may not be activated until Landefront Cherbourg has been declared. All requirements for army HQ activation (AW 15.8.1a) must also be met at this time.
- The 3rd US Army automatically (no FP required) activates one depot when the army HQ is activated (AW 15.8.1b).

15.9.2 CW Depot Activation

- The 2nd British Army depot may not be activated until all Caen town and city hexes north and west of the Orne River, are Allied controlled. All requirements for army HQ activation (AW 15.8.2a) must also be met at this time.
- The 1st Canadian Army automatically (no FP required) activates one depot when the army HQ is activated (AW 15.8.2b).

16.0 GERMAN FULL LOGISTICS

The procedures in 16.0 are used when

playing any scenario with the full logistic rules.

German Logistical Overview:

The German logistical system is affected by Allied airpower and the French Resistance. The longer the campaign goes on the harder it will be for the German side to maintain a reasonable ammunition and fuel level. Most of this affect is shown by a gradual lowering of the German ADV and number of trucks available to transport ammunition and fuel.

16.1.0 Primary Supply Sources

- German PSS are:
 - St. Lo (B5627)
 - Caen (C4522)
 - Falaise (F3414)
 - Avranches (E2929)
 - Alencon (F2-5257).
 - Any South or East primary road hex.
- The on map locations function as PSS until occupied by an Allied unit.
- To function as a PSS, the Battlefield Map locations must be connected by a primary road, of any length, to a hex on the south or east side of the map. An Allied unit may not be on or adjacent to any hex used to trace this path.

16.1.1 LXXXVI Corps

The LXXXVI Corps was historically assigned to the 15th Army, for game purposes it may be assigned to either the 7th Army or PG West. Use the below procedures for the LXXXVI Corps:

- PSS for the corps is any east edge map hex on a primary road. The corps HQ does not have to trace from an army HQ.
- A maximum of six corps asset units, two infantry formations and one Mech formation may be subordinate to the corps.
- Corps ADV is handled normally, however the corps does not count against the number of corps supported by its superior army (7th or PG West).
- The corps HQ is automatically in a "low fuel" status (no FP required). The corps HQ may be placed in "normal" fuel by allocating one-half a FP.
- Subordinate Mech formations receive fuel from its superior army HQ (7th or PG West).

16.2.0 June 6 Game Day

- All German units are in GenS. HQ and units cannot be isolated, and do not check for GenS.
- German ADV is 7. No adjustments are made to this value. StP and WN do not check for ammunition depletion.
- All formations have normal fuel.
- The 7th Army has three TP available for motorization only.
- The 7th Army begins with 8 FP and 8 AmP in stockpile. German armies may stockpile up to 20 AmP and 20 FP.

16.3.0 June 7 Game Day

All of the procedures listed in AW 16.2.0 remain in force, except;

- German ADV is 5. No adjustments are made to this value. StP and WN do not check for ammunition depletion.

16.4.0 June 8 through June 11

Begin using the standard GOSS logistic rules with the additions listed below.

- German ADV is 4. StP and WN do not check for ammunition depletion.
- Six TP are available for army logistics (GOSS 16.0). One additional TP is available for motorization of units on the Strategic Map. Units using these TP may continue to use them after entering the Battlefield Map until they start a friendly Movement Phase within six hexes of an enemy unit.
- Standard GOSS fuel requirements apply. Use the procedures outlined in GOSS 16.4.0 and, if using the Strategic Map, AW 27.3.2b to allocate available FPs.
- If the Allied side does not assign a minimum of 32 AP to Strategic Interdiction a +1 DRM is applied to both logistic DRs that GD.
- One FP is available each GD, for use on the Strategic Map only (AW 27.3.2a). This FP may not be stockpiled and may only be used to fuel units that start the GD on the Strategic Map.
- One FP is added to one army's stockpile if the atmospheric condition in the eastern weather sector is clear or POvr. If the atmospheric condition is Ovr or Storm, add two fuel points. FPs may be split between armies.
- Standard GOSS GenS path must be traced from a valid PSS to 7th Army HQ or directly from a PSS (AW 16.1.0) to a corps HQ. GenS is then traced normally in accordance with GOSS. **Exception:** Landefront Cherbourg.
- Corps HQ that trace directly from a Battlefield Map PSS are still subordinate to an army HQ when determining ADV and fuel allocations.
- Replacements are received starting June 8.

16.5.0 June 12 through July 1

All of the procedures listed in AW 16.4.0 remain in force, except;

- German ADV is 3. StP and WN now check for ammunition depletion and must trace GenS (AW 4.5.9 & 4.5.10).
- One AmP is added to one army's stockpile unless the atmospheric condition in the eastern weather sector is Storm.
- If Storm, add two AmP. AmPs may be split between armies.

16.6.0 July 2 through July 31

All of the procedures listed in AW 16.5.0 remain in force, except;

- German ADV is 4.
- TP may be divided between 7th Army and PG West in any manner the German player wishes. Each army must have a minimum of two TP assigned.
- For every eight, or fraction thereof, of HB that conduct a CB mission, a +1 DRM is applied to both logistics DRs for that GD and the following GD. If a CB mission is delayed due to weather, the DRM is taken each day of delay imposed by weather (this is in addition to the day of the mission and the day after).

16.7.0 August 1 to End of Game

All of the procedures listed in AW 16.6.0 remain in force, except;

- German ADV is 2.
- Five TP are available for army logistics. The additional TP used for motorization on the Strategic Map is no longer available.
- Additional AmPs that were added to army's stockpile are no longer available.
- The additional one FP for use on the Strategic Map is no longer available.

Designer's Note: Yes, I know Panzer Group West existed prior to July 2 and that it was renamed 5th Panzer Army. Due the historical destruction of most of Panzer Group West's Headquarters on June 10th and the resultant command problems suffered by the Germans, it was decided to not have the army HQ show up until July 2nd and to just keep one counter with the name PG West.

17.0 ENGINEERS

17.3.3c ET-3 Construction

Beginning the June 8 AM GT, both sides may construct ET-3s.

- Each side may replace one ET-2 marker with an under construction ET-3 marker at the beginning of a friendly Construction Phase.
- ET-3 can only be placed in hexes that are in GenS and contain a village, town, or city.
- The ET-3 is completed at the beginning of the next friendly Construction Phase.
- Each side may only place one ET-3 every three GDs.

Example: The German player replaces an ET-2 marker with an ET-3 marker in any GT on June 8. The German side may not place another ET-3 until the June 11 GD (any GT).

- Each side has 10 ET-3 available in the counter mix. They may recycle those ET-3 counters for their side, but may not have more than 10 ET-3 on the Map at any one time.
- On GDs in which an ET-3 may be placed, a player may instead remove a completed ET-3, and substitute it with a completed ET-2 marker. The ET-3 marker is returned to the counter mix

and may be placed in three GDs.

18.0 UNIT BREAKDOWN

18.2.0 Units Allowed to Breakdown

In addition to the restrictions listed in GOSS 18.0, the following are in effect.

- Some one-step Coys are depicted with a Z-step unit on the back side of the counter and others do not. If a Z-step unit exists in the counter mix, a Coy may breakdown into two Z-step units, even if the not back printed with a Z-step.
- Parachute, Airborne Eng, and Glider Btms once formed into Btms, use Infantry/engineer breakdown Coys.
- The CW Z-step Art/AT units not displayed on the Airborne Display may be used as breakdowns for like units. Historical affiliations do not need to be followed.
- In some cases Polish, Canadian, French breakdown Coys were not included in the counter mix, those Btms may use CW (French use US) breakdown Coys.
- The 17th MG and Sturm Btms may not breakdown.

19.0 WEATHER

Due to the size of the campaign area and the differing weather possible over the scope of the maps, the weather rules have been modified to reflect these conditions.

19.2.0 How Weather is Determined

There are no historical weather conditions in the campaign games except for June 6 and 7. After these two days, the weather is determined at the start of each GT using the weather table DRs; one for each weather sector. Additional DRs may be required to check for the possibility of rain.

Note: Specific scenarios may require the use of historical weather only. Those weather conditions are listed in each scenario.

19.2.1 Historical Weather

In the campaign or in any scenario beginning on June 6, the following weather conditions are in place. These conditions are for both weather sectors.

June 6 GD: Partial overcast with dry ground conditions.

June 7 AM GT: Overcast with dry ground conditions.

June 7 PM and Night GT: Clear with dry ground conditions.

19.2.2 Variable Weather

19.2.2a Weather Sectors

The Battlefield Map has two weather sectors; an eastern and a western sector. The weather boundary is printed on the Battlefield map. The weather must be determined for each sector at the beginning of every GT (including night turns). The western sector weather is always determined first.

19.2.2b Weather Table

The weather table has two sections, one for each weather sector. Each sector has a DR column and a weather column. The DR column displays 2d10 results from 00-99. To the right of the DR result range, is an atmospheric condition. The Allied side makes a DR for each sector (Western Sector first) and applies all applicable DRMs (consult the table for DRMs). **Note:** Previous turn's weather, weather patterns, and GD can affect the current weather.

19.2.4 Weather Patterns

To prevent one side or the other from having a long string of favorable weather, if the same weather conditions persist after two consecutive GDs (in all GTs) the DR is modified by a DRM of plus or minus 15. **Example:** On the June 9 and June 10 GDs (all GTs) the weather condition is overcast with no rain. On the June 11 AM GT, apply a -15 DRM (overcast conditions favor the German side). If during the same time period the weather condition was clear, the DRM would be +15 (clear conditions favor the Allied side).

19.3.0 Atmospheric Conditions

There are four atmospheric conditions in Atlantic Wall: Clear, Partial Overcast, Overcast, and Storm. Until the June 12 AM GT Weather Determination Phase, all DRs resulting in a storm condition, are treated as overcast with rain (no rain DR is required).

19.3.4a Storm Patterns

A long stretch of storm (or no storms at all) can severely affect play balance, therefore;

- No more than one storm can be generated per calendar month, if another storm is rolled; it is treated as overcast with rain.
- Once a storm condition has been generated, it will automatically persist until the next AM GT. Do not make any further weather condition DRs in that sector that GD.
- In the GT after a Storm has been generated in either sector, both sectors are automatically Storm.
- In the Weather Determination Phase of the AM GT after a Storm has been generated, the Allied side must determine the number of GDs that will pass before the storm ends.
 - Roll 1d10; halve the result (round up). If the DR is zero "0," the result is automatically one. The number generated is the number of GDs that pass before the Allied side can attempt to end the storm (including the current GD).
 - On the AM GT of the GD determined above, the Allied side rolls 1d10, a result of 0-6 the storm ends and the

weather condition is set to overcast with no rain in both sectors. If the DR result is 7-9 storm condition remains in effect the remainder of the GD in both sectors.

- Each successive AM GT after the first storm end check, apply a -2 DRM for each GD.

19.4.0 Rain Conditions

If scenario rules, or when playing any campaign game, the Allied side will be required to make a separate DR to determine if rain conditions exist.

19.4.1 Determining Rain Conditions

After determining the atmospheric condition for a weather sector, if the atmospheric condition is POvr or Ovr, that sector's rain condition must be determined.

- Roll 1d10 and consult the Rain Determination Table. Apply the DRMs listed next to the table. If the modified DR falls within the listed DR range, rain condition exists in that sector for that GT.

19.5.0 Ground Conditions

There are three ground conditions in Atlantic Wall: Dry, Wet, and Mud. The ground condition is dependent upon the previous GT's ground condition and the rain condition for both the previous and current GTs. Always determine rain condition in each sector prior to determining ground conditions.

- The current rain condition (rain or no rain) is listed on the left of the Ground Condition Matrix.
- The previous GD's rain condition and the previous GD's ground condition are listed on the top of the Matrix.
- Cross reference the current rain condition with the previous GD's rain and ground condition to determine the current GD's ground condition.

19.6.0 Weather Effect on Beaches

The Allies ability to continue to unload combat units and supply over the beaches was significantly reduced due to inclement weather.

- During Overcast with rain GTs:
 - The capacity of each beach area marker is five.
 - After an army group has an active army HQ and depot all logistic DR receive a -1 DRM.
- During Storm GTs:
 - The capacity of each beach area marker is three.
 - After an army group has an active army HQ and depot all logistic DR receive a -2 DRM.

19.7.0 Weather Effects on Strategic Map

Allied interdiction DRM on the Strategic Map is affected by weather conditions on the Battlefield Map.

- Sector A is effected by conditions in the

eastern weather area.

- Sector B is affected by conditions in the western weather area.
- Sectors C and D are not affected by weather.
- Weather DRMs are:
 - +1: Partial Overcast
 - +2: Overcast
 - +3: Storm

20.0 AIRPOWER

In Atlantic Wall, ground interdiction and carpet bombing missions have been modified for the unique conditions of the Normandy campaign. Allied airpower also has a great effect on German Strategic Map movement.

20.1.0 AP Availability

The US and CW forces each operate with their own allocation of AP. CW AP represent the Air Defense of Britain, 2nd Tactical AF, and Bomber Command. US AP represents the IX and XIX TAF, plus the air units of Eighth AF. The few German APs represent aircraft assigned to *Luftflotte 3*.

- Scenario instructions will describe AP availability.
- Consult the Air Point Availability Chart (printed on Map D) to determine the number of AP available for campaign games.
- Under certain conditions, the number of available AP may be increased (AW 20.1.1c).
- Carpet bombing mission will reduce the number of AP available (AW 20.8.6).
- Atmospheric conditions affect the AP usage (GOSS 19.3.0) on the Battlefield Map. It does not apply on the Strategic Map (do not adjust the number of AP assigned to any mission on the Strategic Map).
- German AP may only be assigned to GS missions. Each AP is subject to an abort procedure. Roll 1d10 for each AP attempting to conduct a GS mission, on a DR of 0-8 the AP aborts. Aborted AP may not attempt another mission that GD.

20.1.1 Assignment of AP

Each AM GT all available AP are assigned to specific missions. The number of AP assigned to each type of mission in each sector can be recorded on the AP Record Track using the appropriate mission markers.

20.1.1a Battlefield Map Air Sectors

Each AG has two air sectors on the Battlefield Map: the northern sector and the southern sector.

- US sectors: The northern sector includes all hexes west of the AG boundary and on or north of the xx14 hex row (near Falaise). The southern sector which

includes all hexes west of the AG boundary and south of the xx14 hex row. Only US AP can be assigned to the above sectors.

- CW sectors: The northern sector, which includes all hexes east of the AG boundary and along the same east/west line as the US sectors. Only CW AP can be assigned to these sectors.

20.1.1b Strategic Map Air Sectors

Each Strategic Map air sector is defined by the dashed lines on the strategic map.

- **Sector A** is to the east southeast of the Battlefield Map, south of the Seine River (except it does include the Amiens and Rouen location boxes). Only CW AP can be assigned to sector A. US AP may be assigned to this sector when the US player has captured Rennes and Laval location boxes.
- **Sector B** is to the south and south east of the Battlefield Map (it includes the Brittany Peninsula). Only US AP may be assigned to sector B.
Note: Sector B is divided into two areas for interdiction DR purposes, however AP assigned to sector B are used in both areas.
- **Sector C** includes the area north of the Seine River, excepting the Amiens and Rouen location boxes. CW and US AP may only be assigned to sector C if more than two location boxes in sector A are occupied by Allied units (of any nationality).
- **Sector D** includes the Biscay, Nantes and South of France boxes. CW and US AP may only be assigned to sector D if an Allied unit occupies any location box adjacent to sector D.

20.1.1c Allied Air Effort

In the campaign games, during the Air Allocation Phase, both AGs may increase their available AP.

- The US player automatically increases his total available AP by 16 on the AM GT after Cherbourg is fully operational. This is a permanent increase with no penalties.
- On August 1 through August 15 GDs, the total available AP available for the US player is reduced by 20. This applies to the total US AP, including additions.
- The US player may increase his total available AP by 32 at any time, if the following conditions are met.
 - The 3rd Army is active.
 - There are no German units on Map B.
 - Each GD that the US player uses these AP the total number of TP available to the 12AG is reduced by four.
- The CW player may increase his total available AP by 30, if the following condition is met.
 - The 1st Canadian Army is active.
 - There are no German units west of hex

row 59xx on Map C.

- Each GD that the CW player uses these AP the total number of TP available to the 21AG is reduced by four.

20.2.1 Conducting GS Missions

All GOSS rules referencing GS missions are in effect, except:

- GS missions may be flown with maximum strength of three AP.
- Aug 1 GD, US maximum increased to four AP.

Note: Do not forget to adjust for atmospheric conditions (19.3.0). The above maximum strength is number of AP after adjustment for weather.

Designer's note: *The maximum number of AP that can be committed to a GS mission has been reduced from previous games in this series. At this point in the campaign, air to ground close air support was in its infancy, and had not yet reached the level of cooperation experienced later in the war.*

20.2.2e GS on the Strategic Map

APs may be assigned to GS missions on the Strategic Map (AW 27.4.1).

20.3.0 Ground Interdiction (GI)

The Allied player may assign AP to GI missions against sectors on the Battlefield and Strategic Maps.

- No more than 32 AP may be assigned to one Battlefield Map Sector.
- No more than 64 AP may be assigned to one Strategic Map Sector.

20.3.1e Strategic Map GI Missions

German Movement on the Strategic Map is outlined in AW 27.0. The DRMs listed below are used to modify the movement DRs.

- -1 DRM for every 16 AP assigned to a GI mission in that sector.
- +1 DRM for every eight (or fraction thereof) HB that are committed to a carpet bombing mission.

A DRM track is printed on the Strategic Map to denote interdiction and weather DRM.

20.4.0 Supply Interdiction (SI) Missions

SI missions are conducted in accordance with GOSS procedures with the following exceptions:

- A maximum of two SI missions can be flown against each German army.
- The weather in the western sector is used when US AP are conducting SI missions and the weather in the eastern sector is used when CW AP conduct the mission.

20.5.0 Air Supply Missions

Beginning the June 11 AM GT, the Allied side has six air transport points (ATP) available each GD.

Designer's Note: *Until June 10th the Allied ATP capability is busy supporting the Allied airborne bridgeheads.*

20.5.2c AmP & Fuel

In addition to the GOSS rules pertaining to air drops, ATP may be allocated to deliver AmP and/or FP directly to each national group.

- Missions are flown during the Transport and Logistic Phase.
- ATP conducting this mission are not available for standard air supply missions during the Administrative Phase.
- Atmospheric condition must be clear or POvr.
- Allied player must declare which AG each ATP is supporting and if fuel or AmP is being carried.
- Each ATP may transport 0.5 FP or 1 AmP.
- Roll 1d10 for each ATP, if the result is 0-7, the cargo is delivered to the AG.
- +1 DRM is applied to the DR if the current weather is POvr.
- If successful the AmP and or FP are added to any corps or army stockpile associated with that AG.

20.6.0 Air Superiority (ASup)

Ignore GOSS 20.6.0 and all references to air superiority. If conducting a SI mission, the Allied side can commit AP assigned to ground support to provide Flak suppression as outlined in GOSS 20.7.2. A maximum of four AP can be assigned to each SI mission as escorts.

20.8.0 Carpet Bombing Missions

Carpet bombing (CB) missions involve the use of HB AP as a form of ground support.

20.8.1 CB Mission Planning

In order to conduct a CB mission, the Allied player must plan the CB attack four GDs in advance. Note the planned mission GT, the target hex, nationality (CW or US), and number of HB committed on a piece of paper.

- A minimum of three HB point must be committed to a CB mission.
- The mission may be canceled at any time prior to the planned mission date, however, any change to the planned mission results in a four-day delay between planning and mission execution (i.e. you must start the cycle all over).

20.8.2 CB Mission Limits

Beginning on the July 1 GD, the Allied side may conduct one CB mission per week in each AG area.

- CB missions may be planned four days prior to the July 1 GD.
- Missions can be conducted in either the AM or PM GT.
- CW and US HB AP can participate in the same CB mission or they may conduct CB missions separately.
- The weather on the GT of the mission must be clear. If the weather is not clear, the mission can be postponed until the

next GT (those postponed on a PM GT will move the next AM GT) this delay may be taken until the weather is clear.

- HBs awaiting clear weather are considered committed to the CB mission.

20.8.3 CB Mission Conduct

Each mission is resolved in the Allied player turn during the Offensive Air Support sub-segment of the Combat Phase prior to any other GS mission.

- GS and naval missions cannot be conducted in the hexes that are targeted by carpet bombing.
- Each HB AP assigned to the CB mission, allows the Allied side to conduct a CB mission against one hex. Place a blue spade marker in the planned target hex (AW 20.8.1). The hex does not have to be observed.
- For each additional HB committed to the CB mission, one additional marker can be placed. The second marker must be placed in a hex adjacent to the planned target hex. The third and any additional markers must be placed in a hex adjacent to at least two other CB target hexes.
- For each CB target hex, three volleys are conducted. The only DRMs to these FS missions are:
 - -3, if the hex contains an ET, WN, or is a Cherbourg fortified area hex.
 - -6, if a STP is in the hex.
 - -1, if a pure AFV unit is in the hex.
 - Density DRMs apply.

20.8.4 CB Volley Strength

The strength of each volley against a target hex is dependent upon the total number of prior CB missions conducted (i.e. 1st, 2nd, 3rd CB mission conducted). These strengths are listed on the Carpet Bombing Table.

20.8.5 CB Mission Resolution

- All units in each target hex suffer one AS hit in addition to normal mission results. Maximum of one AS hit still applies.
- Target units may not retreat.
- Max step loss does not apply. Target units must take all numerical hits as step losses.
- If there are more units than there are hits, the German player must randomly determine which units suffer step losses.

20.8.6 CB Missions & AP Availability

On the GD that a CB mission is conducted, the number of available Allied AP is halved for both AG.

Designers Note: *These planes are busy flying AA suppression for the carpet bombing mission.*

21.0 REINFORCEMENTS

Unlike most of the other games in the GOSS series, the arrival of reinforcements during the campaign scenarios is somewhat flexible, with each side

managing the journey for practically all units committed to Normandy. Allied units are sent across the channel from England and have to wait to unload. German units must traverse the Allied air gauntlet on the roads to Normandy.

21.1.3 German Reinforcements

Units enter the Battlefield Map at a map edge hex that contains a road or railroad line. See AW 27.0 for Strategic Map procedures.

21.1.3a Map Entry on Roads

Some road links from the Strategic Map location boxes are labeled with a fractional value of two-thirds or three-quarters.

- Units entering on these roads must expend that fractional amount of their full MA to prior to entering the Battlefield Map.
- If the road link is not labeled with a fractional value, the unit is considered to have expended one-half of its current MA to enter at that road link.

21.1.3b Map Entry via Railroad

A unit entering by railroad is placed on the Battlefield Map in the terminus hex (shown on the Strategic Map). Follow the procedures in AW 27.3.1d for movement after detraining. Normal stacking restrictions do not apply until the GT after the units enter the Battlefield Map.

21.1.4 Allied Reinforcements

Allied reinforcements begin in England and those that are not being air transported will arrive at one of the invasion beaches.

Note: Smaller scenario reinforcements sometimes have fixed dates of arrival and may appear at a specific location or map edge as specified in the scenario rules.

21.3.0 Activation Lists

Each side has an activation list. When playing a campaign game (from any start point) both sides refer to the appropriate Activation List. In either case, the lists show when and where units are available. Additionally, the activation list gives a GT of arrival for units moving to Normandy. Those GTs are only used when not playing the full logistic rules. A player may choose not to activate a unit and may withhold it past its historical Normandy arrival date. The unit can be released any time after the activation date.

21.3.3 Allied Activation Lists

There are two Allied Activation Lists, one for US and one for CW forces. Units are listed with a specific date of activation, name of the unit or formation/sub-formation and the historical beach that they landed on. Units are available on the AM GT of their activation date and remain eligible for embarkation from that GT until the end of the game. If using the optional Early Activation rule, Allied divisions may

be activated up to five days early (corps/army assets and independent units are activated on the date given).

Note: The rules for embarkation and moving reinforcements from England are covered in AW 21.6.0.

21.3.4 German Activation List

German reinforcements generally start scattered throughout France and Western Europe before being activated for movement to Normandy. Certain conditions or optional scenario rules may accelerate or delay the activation of a German unit. Once activated, German units are placed on the Strategic Map and may begin moving to the Battlefield Map. The German Activation List notes the location box in which unit appears. These locations and rules pertaining to their movement are explained in the Strategic Map rules section (AW 27.0).

21.3.5 15th Army Activation

If any one of the following conditions are met, units of the German 15th Army and OKW panzer reserves may be activated early.

- An Allied unit (not a FoW unit) ends any GT east of the Dives River on map C.
- A location box in sector A on the Strategic Map is Allied occupied before the July 15 GD.
- An Allied airborne unit (not a FoW unit) ends a June 6 or June 7 GT in a hex, in or adjacent to any Caen or Falaise town or city hex.

If any one of the above conditions is met, divisions listed in AW 26.5.2 may activate up to 10 GDs early.

- Ignore divisions that have already been activated.
- Any division that is already within the 10 GD period activates the GT the condition is met.
- Pz divisions listed in AW 26.5.2a activate on the early activation date given in that section. No DR is required; ignore all other conditions of AW 26.5.0.

21.4.0 Withdrawal of US Airborne

Unless otherwise noted in the scenario, the Allied side must conduct the following withdrawals during the timeline listed.

- 101st Airborne Division must begin withdrawing on the June 27 GD. Withdrawal must be complete no later than the June 29 AM GT.
- 82nd Airborne Division must begin withdrawing on the July 9 GD. Withdrawal must be complete no later than the July 11 AM GT.
- If Cherbourg is not Allied controlled (all city and town hexes) either or both of the above divisions may delay their withdrawal until Cherbourg has been occupied. If this option is used, two GDs after the capture of all Cherbourg city

and town hexes, any division that was previously scheduled to withdraw must withdraw.

21.4.1 Withdrawal Procedure

- On the GD that withdrawal begins, no unit of the affected division may move adjacent to an enemy unit if it not already adjacent.
- If a unit is not adjacent to an enemy unit, players may simply remove the unit from the Map.
- All units must be removed by the end of the friendly Movement Phase on the GT withdrawal is scheduled to be complete.

21.5.0 Scenario Reinforcements

In some scenarios players may be instructed to ignore the Activation Lists and simply put units into play at a given location. The Strategic Map and Naval Transit Displays may not be required to play such scenarios. The same scenarios may allow players to start the campaign game on dates after June 6. In both cases, if the full Logistic and reinforcement rules are not used, the Strategic Map and Naval Transit Displays will not be used. Instructions in each scenario will detail how and when units arrive.

21.6.0 Allied Naval Transit System

Because the shipment of units is closely tied into the naval transit and beach capacity mechanism, the rules for those systems are presented here in the order in which the individual actions are taken during the GT. All actions except moving onto beach landing hexes takes place during the Naval Transit Segment of the Transport and Logistics.

21.6.1 Transit & Embarkation Boxes.

Movement on the Naval Transit Display is conducted in the following order:

Step 1: Units in the transit box are divided into groups of six. If there are less than six units after grouping they form one group of less than six. Roll 1d10 for each group.

- DR 0-4: Group is placed in the AM GT Anchorage Box.

- DR 5-9: Group is placed in the PM GT Anchorage Box.

Step 2: Units in the Embarkation Box are moved into one of the Transit Boxes corresponding to a specific beach area.

Note: Except for units starting June 6 on the Naval Transit Display, players are free to choose which beach a unit lands on.

Note: Units may not be placed in the Anchorage Boxes on Sword Beach beginning the June 10 AM GT.

Step 3: Consult the US and CW Activation Lists to determine which units are eligible for activation. Units are placed in the Activated Units Box. US units are placed on the US Naval Transit

Display and CW units are placed on the CW Naval Transit Display.

Step 4: Units in the Activated Units Box may be moved into the Embarkation Box. Units are not required to be moved from the Activated Units Box, they may remain there indefinitely.

- Count the number of steps being embarked.
 - Leg movement class steps count as one step.
 - Each non-artillery Mech step counts as two steps.
 - Each artillery type step (including SP) count as three steps.
- Add the number of steps embarked to the total Embarked Units on the Embarked Units track.
- A limited number of steps may be embarked each GD.
- **Jun 7 to Jun 14:** a maximum of 150 steps may be embarked by each AG.
- **Jun 15 to the end of the campaign:** a maximum of 100 steps may be embarked by each AG.

21.6.2 Landing Sequence

During the Allied Movement Phase on AM and PM GTs only, after all other on-map movement is complete, the Allied player conducts the landing sequence in the following order:

Exception: Units may land on the June 6 Night GT.

Step 1: Move the maximum allowable steps from the in the “In the Que” Box to the associated “Landing Box.”

- Steps are counted as in AW 21.6.1. Maximum allowable steps are:
 - Storm GT: 3
 - Overcast with rain GT: 5
 - All other Conditions: 6
- Units may be broken down to meet the maximum step limits.
- One unit (no matter stacking cost) can always land at each beach sub-area.

Step 2: Move units from the Anchorage Box (AM during AM GT, PM during PM GT) to the associated beach’s “In the Que” Box. Units may be divided between any sub-area beaches.

- There is no limit as to the number of steps that may occupy an “In the Que” Box.
- Units moved to the “In the Que” Box are no longer embarked. Reduce the number of embarked steps by the number of steps moved to the box.
- If each associated Landing Box does not have the maximum number of steps, units may be moved from the “In the Que” Box to their associated Landing Box. Maximum steps in a Landing Box still apply.
- Units in either Anchorage Box are not required to move onto the Battlefield Map.
- During the PM GT, after units have

moved to the “In the Que” Box, any remaining units in the Anchorage Boxes may move to another beach on the same Naval Transit Display. Units in the AM Box move to another AM Box and units in PM box move to another PM Box. These units are eligible to land on the next GD.

Step 3: Move units from the Landing Box to their associated Sub-Area Beach Markers. Units may be placed in any landing hex (hex marked with a triangle) adjacent to the Sub-Area Beach Marker.

- Units may remain in the Landing Box, if they do, they must be the first units to land on the next eligible GT.
- Units in landing hexes may then move using tactical road movement or tactical movement (not Strat movement).
- Mech units may only expend no more than one-half of their MA.

Exception: Follow the procedures outlined in AW 42.0 for units that land from the Beach Displays.

Example: (refer to Battlefield Map C, Juno Beach & Naval Transit Display). At the beginning of the AM GT Allied Movement Phase there are the following number of units waiting to land:

In the Queue Box, sub-area 1: 1 Inf Btn, 1 Art Btn, and 2 Tk Btns.

In the Queue Box, sub-area 2: 1 HQ, 1 Tk Btn, and 1 Art Btn.

In the Queue Box, sub-area 3: No units.

AM Juno Beach Anchorage Box: 3 Inf Btns, and 2 Recon Btns

Step 1: The CW player:

- **Sub-area 1:** Moves 1 Inf Btn (3 steps) and 1 Art Btn (3 steps) to the sub-area 1, into the Landing Box.
- **Sub-area 2:** Moves the HQ (4 steps), and then breaks down the tank Btn, moving 1 Tk Coy (2 steps) into the Landing Box.
- **Sub-area 3:** There are no units in the “In the Que” Box, so there is no movement.

Step 2: The CW player

- **Anchorage Box:** Moves 2 Inf Btns and 2 Recon Btns into the “In the Que” Box on Sub-Area 3.
- Since there are no units in the Landing Box in that sub-area, both Btns may be moved directly to the Landing Box.
- The remaining Inf Btn is moved to the “In the Que” Box on Sub-Area 2.

Step 3: Since all Landing Boxes are at their maximum step limits all movement from one box to another is complete.

- The CW player may now move units from the Landing Box to the associated landing hexes.
- After placing them on their hexes, the units may move normally (Mech units are restricted to one-half of their MA).

22.0 REPLACEMENTS

22.1.1 Replacement Table

There are separate sections for German,

US and CW forces.

- Roll 1d10 for each of the three groups.
- RePs received are tracked for each national group.

22.1.3 Recycling Step Losses

Each scenario will state if players can recycle step losses. Use the values in GOSS 22.1.3. Step losses are tracked beginning June 6. Both sides may not cull or receive RePs until June 8.

22.1.6 Allied Daily ReP Limits

RePs for the separate nationalities within the CW and US forces are built into the Replacement Table, however certain nationalities are limited by how many replacements they can receive each GD.

Canadian units; Use CW Inf and armor RePs. They may receive a maximum of two Inf ReP each GD.

Polish units; Use CW Inf and armor RePs. They may receive a maximum of one Inf ReP each GD.

French 2nd Armored Division; Use US Inf and armor RePs. They may receive a maximum of one Inf ReP each GD.

There are no limits to the number of armor RePs the above nationalities can receive.

22.1.7 Luftwaffe

Luftwaffe units (FJ, LW, and Flak units); receive one Inf ReP per GD in addition to the normal replacement rate. The Luftwaffe Inf ReP may simply be taken by any Luftwaffe Inf type unit; these RePs cannot be accumulated.

22.1.8 Replacement Restrictions

In addition to RE units, the following units do not add points to the loss total.

- 17th MG Btn, Sturm Btn, and any unit not specifically listed on the Replacement Table.

22.6.0 German Divisional Refit

22.6.3 Refit Benefits

Ignore GOSS 22.6.0 refit ReP benefits. Divisional formations in refit receive the following ReP in addition to the normal RePs:

- Infantry divisions: one Inf ReP per GD.
- Pz or PzGd divisions: one Inf Rep and one-half armor ReP per GD.

22.6.4 Refit Restrictions & Release

- An army may have no more than one formation per subordinate corps in refit at any given time.
- If an Allied unit ends movement closer than 20 hexes from any unit of the formation, the German player may attempt to release the formation early. At the start of each German Movement Phase, the German player rolls 1d10. If the roll is 8 or higher, the division is released. DRMs are:
 - +3, if the enemy unit is between 10 and 14 hexes away.

+6 if the enemy unit is between five and nine hexes away

- If an enemy unit is within four hexes the division is automatically released.

23.0 LEADERS

23.2.1 Formation Leader Benefits

In addition, (this means they retain the GOSS benefits) to the standard formation leader benefits listed in the 23.2.1, the below formation leaders have the following benefits.

Note: Remember only one leader can provide combat benefits to GA.

Subordinate units are those units assigned or attached to the listed formation.

Note: Unless stated otherwise in the scenario instructions, leaders always arrive with their HQ or formation. All leaders are automatically activated the GD of arrival.

23.2.1d Allied Formation leaders

Frost (British, 1st Airborne Div): if stacked with subordinate units, he awards two additional MP to those units. Subordinate units stacked with Frost receive one shift in their favor and may ignore one discretionary hit if defending against a GA in a town or city. This shift is awarded in addition to his normal formation leader shift.

Gale (British, 6th Airborne Div): if stacked with the 6th AB Div HQ, he awards up to three defensive combat shifts per combat phase and two offensive shifts per combat phase to any subordinate units. No more than two such shifts may be applied to any one combat.

Gavin (US, 82nd Airborne Div): If stacked with subordinate units, he awards two favorable combat shifts to those units. This is in place of the normal one shift. When stacked with subordinate leg class units, he awards two additional MP to those units.

Ridgeway (US, 82nd Airborne Div), if stacked with the 82nd Div HQ, one subordinate sub-formation has its PR values raised one point (maximum of nine).

Roberts (British, 11th Armored Div), if stacked with 11th Arm Div HQ, he awards a one hex bonus advance after GA to all units subordinate to the 11th Arm Div.

Robertson (US, 2nd Infantry Div), if stacked with the 2nd Inf Div HQ, all the division's attached units may perform their movement in any order they wish.

Taylor (US, 101st Airborne Div) awards a one-point increase to PR values (both offensive and defensive) to any units subordinate to the 101st AB Div that he is adjacent to or stacked with (maximum of nine).

23.2.1e German Formation leaders

Meyer (12th SS Pz Division), if stacked with the 12SS Pz Div HQ, Meyer:

- If stacked with or adjacent to a unit assigned to the 12SS Div, he awards up to two favorable combat shifts instead of one to those units. Shifts may be split between two different GAs.
- Negates multi-formation combat penalties for the stack, when stacked with at least one unit assigned to the 12SS Pz Div.
- Pure AFV units stacked with Meyer may advance one additional hex after a GA and may ignore all movement halts generated by enemy units.
- If he is stacked with any unit assigned to the 12SS Pz Div, that unit and all units in the stack may conduct one overrun during a regular friendly Movement Phase. The units must be in tactical mode.

Wunsche (12th SS Pz Division)

- If he is stacked with any unit subordinate to the 12SS Pz Div, one unit of that stack may advance one extra hex after a GA.

23.2.2 Corps & Army Leaders

23.2.2a Allied Corps/Army Leaders

Collins (US VII Corps): If he is stacked with a Div HQ subordinate to the VII Corps, all of that division's attached units may perform their movement in any order they wish.

Horrocks (British XXX Corps), if stacked with XXX Corps HQ, he allows one Inf Div and one Arm Div subordinate to the XXX Corps to negate the multi-formation combat penalty. Those divisions may observe for FS missions for each other.

Simonds (II Canadian Corps), if stacked with II Canadian Corps HQ, he allows:

- Up to two formations assigned to the II Canadian Corps to negate Allied night GT restrictions. The two formations must use the German procedures for determining which GT will be a rest turn (GOSS 3.5.0). Starting on the Aug 1-night GT, night attacks may be supported with a carpet bombing attack.
- Any stack(s) accompanied by Flail or AVRE AFVs to ignore movement halts generated by enemy units and the night advance restriction.
- Two defensive combat shifts during night GTs only.

Patton (US Third Army), if stacked with a corps HQ assigned to the 3rd Army, Patton allows:

- One Div subordinate to that corps to perform overruns during the regular Movement Phase. A maximum of two stacks may conduct overruns.
- Units of that same Div increase their advance after GA by one hex.

23.2.2b German Corps/Army Leaders

Eberbach (Pz Grp West), if stacked with a panzer corps HQ, he allows all formations subordinate to that corps to attack without being subject to the multi-division attack penalty. He also awards one attack combat shift for up to two panzer divisions (each division gets one shift). This is in addition to any formation leader shifts.

Marcks (LXXXIV Corps), if stacked with the LXXXIV Corps HQ, he awards two defensive combat shifts to any units subordinate to that corps. The shifts may both be given to one GA, or split between two GAs. This is in addition to any formation leader shifts.

vLuettwitz (XLVII Pz Corps), if stacked with any Div HQ subordinate to that corps, he awards one favorable combat shift to one GA to any units subordinate to that division. This is in addition to any formation leader shifts.

Meindl (IIFJ Corps), if stacked with the corps HQ, he awards one favorable combat shift to one GA to any units subordinate to the corps. This is in addition to any formation leader shifts.

25.0 ARMY RESERVE

Beginning on the June 12 AM GT, both sides may create a hidden reserve. GOSS 25.0 is modified as follows.

25.1.0a Allied Reserve

- A maximum of two formations may be armored.
- Each formation must be allocated four FP prior to entering reserve.
- Independent BG must be allocated two FP prior to entering reserve.

25.1.0b German Reserve

- A maximum of three divisions may be Pz or PzGd divisions.
- Mech Formations must be allocated four FPs and two AmPs prior to entering reserve.
- Independent Mech BG must be allocated two FP and one AmP prior to entering reserve.
- Leg formations or sub-formations must be allocated one AmP prior to entering reserve.

26.0 OPTIONAL RULES

Prior to starting a campaign game, both sides need to agree on which if any of the optional rules will be in effect.

26.5.0 Variable Division Activation

26.5.1 Allied Early Activation

Allied divisions may be activated up to five GDs early.

- Early activations may not be conducted prior to the June 10 AM GT.
- For every GD that a division is activated early that national group (either US or

CW) receives a -1 DRM on both logistic DRs.

- A maximum total of -9 DRM is allowed.
- On each GD prior to deciding to activate a division early, the Allied side reduces the current early activation DRM by one (move the marker on space to the left).

Example: On the June 14 AM GT the US player decides to activate the 83rd Division, which normally would be available on June 19. Since June 14 is five GDs prior to the 83rd's normal activation of 19 June, the US player places a marker in the "-5" box on the "Total DRM" track of the US Transit Naval Display. The US player would receive a -5 DRM to both his fuel and AmP DRs that GD. On the June 13 AM GT, the US player would move the DRM marker one space to the left reducing the DRM for that GD to -4. The US player could activate another division early as long as the total DRM (the current -4 DRM plus the DRM for the next early activation) does not exceed -9 DRM.

26.5.2 German Early Activations

The German side may attempt early activation starting with the June 10 GD.

- Only those divisions listed below may attempt early activation.
- The German side may attempt early activation of one division every three GDs.
- A division may attempt early activation up to 10 GDs before it was historically activated.
- The divisions must be taken in the order they appear below.
- During each Command Phase, the German side rolls 1d10 to attempt to activate one division early.
- The next division in line cannot be rolled for until the one above it has been activated.

The first column contains the division name; the second column is the actual date the division was activated. The third column is the DR needed for early activation.

Division	Historical Date	DR
16LW	6/20	0-4
266	6/22	0-4
276	6/23	0-4
277	6/23	0-4
272	7/2	0-5
271	7/4	0-5
331	7/4	0-5
326	7/14	0-5
363	7/20	0-5
89	7/30	0-5
84	8/2	0-6
85	8/4	0-6
344	8/8	0-6
17LW	8/14	0-7
18LW	8/15	0-7

If the German side activated any division early, beginning the Command Phase of the July 1 GD and continuing every other

GD until the July 30 GD, conduct the following procedure:

- Roll 1d10 for each division that was activated early.
 - Example:** If two divisions have been activated early, the German player would roll 2d10.
- For each result of 0-1, one division, starting with the 331st is removed from the order of battle and thus not available for activation.
 - Example:** On the July 1 GD, the German side has previously activated two divisions early. The German player rolls 2d10 with a "1" and a "0" results. The 331st and the 326th Divisions would no longer be available for activation.
- If a division that is removed from the order of battle is already in play, remove the next inactive division below it on the list.
- If all divisions are already in play, one division must be withdrawn from the Battlefield or Strategic Map. Start with the 331st Div and then move down the list.
- If a division is on the Battlefield or Strategic Map and all units of that division are more than three hexes from an Allied unit or, if on the Strategic Map, not in the same Location Box as an Allied unit simply remove all units assigned to the division.
- If any of the assigned units of the division are within three hexes of an Allied unit or in the same Location Box, those units must be immediately moved to a position that meets the above distance from an Allied unit.

Note: If a division has not activated by the time of its historical activation, it is automatically activated.

Designer's Note: *Activating formations early creates the risk of the German high command using later reinforcing divisions on the eastern front instead of in the west, as they have become convinced that Normandy is the real invasion and can use 15th Army as a resource for both fronts.*

26.5.2a Early Activation of Pz Divisions

The Germans may also attempt to activate Pz divisions for early commitment to Normandy. Using the nearly the same procedure as above, the following panzer divisions may attempt early activation:

Division	Date	Date	DR
2 Pz	6/9	6/11	0-4
1SS Pz	6/20	6/30	0-2
116 Pz	7/7	7/20	0-3
9 Pz	7/20	8/2	0-2

The above list differs from the previous list in that the first column is the earliest date that activation may be attempted and the second column is the historical activation date. The activation DR needed for each formation is in the fourth column.

- For each Pz Div that is activated early,

the German player rolls 1d10, if the result of the DR is 0-3, the next complete infantry division eligible for activation is withdrawn and may not be activated.

- If there are no more infantry divisions available for activation, then one Pz Div (starting with the 9th Pz and working up the list) from the above list is withdrawn and may not be activated.

Note: If a division has not activated by the time of its historical release, it is activated on its printed date.

Example: All infantry divisions have been activated. The German player activates the 116th Pz Div on the July 18 GD. The 9th Pz is withdrawn and not available for activation.

26.5.2b Gross Deutschland Pz Division

The German players may choose to take this formation as part of the OKW reserve. This decision must be made before the start of the game. If it is taken, the unit's location is randomly determined after the conclusion of the June 6 AM GT. The locations are listed below, roll 1d10:

DR	Location
0-2	Germany Location Box
3-4	Benelux Location Box
5-6	Pas de Calais Location Box
7	Rennes Location Box

For all of the above results, the Recon Btn and one PzGd Rgt activate on the Jun 7 PM GT, with the remaining units activating on Jun 8 AM GT.

8: Within three hexes of Alencon, entire division activates June 6 night GT.

9: Within six hexes of St Lo. The Recon Btn and one PzGd Rgt activate on the June 6 AM GT. The remainder of the division activates on the June 6 PM GT.

If the Gross Deutschland Div is activated, conduct the following procedure:

- Beginning on the June 25 AM GT and continuing each GD, until the July 2 AM GT, the German player rolls 1d10.
- The first time a 0-2 is rolled, the 9SS Pz division is withdrawn and does not activate, or if already active, is withdrawn.
- The second time a 0-2 is rolled, the 10SS Pz Div and the IISS Pz Korps HQ are withdrawn and do not activate, or if already active, are withdrawn from the Map.
- The third time a 0-2 is rolled the Gross Deutschland Div is withdrawn.

Note: Follow the procedures in AW 26.5.2 when withdrawing active divisions.

26.5.2c 2nd FJ & 708th Divisions

If Avranches (D2929) is still German controlled on the August 2 AM GT, and a continuous German frontline exists from there to Tinchebray (E3524) the German player may activate the 2nd FJ division at

Brest. The 708th Division may activate two GDs prior to its activation date.

27.0 STRATEGIC MAP

The Strategic Map has 57 location boxes that are each individually named and linked to other boxes by lines representing road and rail connections. The outline of the Battlefield Map is shown on the Strategic Map along with the Battlefield Map entry location hexes used by both sides to move between the Battlefield and Strategic Maps. German depot locations and fortified cities are also found in some location boxes.

Note: Most location boxes contain a town or city. Those locations that have a direct link to the Battlefield Map have a four-sided star symbol.

27.1.0 Stacking on the Strategic Map

A side may never have more than 48 units in a location box.

- Players may not attempt to move units into a location box that would violate the above stacking limit.
- If at the end of a Strategic Movement Segment a location box is found to be overstacked, the opposing side selects which units are considered in violation of stacking and moves those units one location box until all overstacks have been corrected.

Exception: The German side may violate stacking limits when placing activated units. No other units may enter that location box until the over stack is corrected.

27.2.0 Strategic Map Sectors

There are four sectors on the Strategic Map, labeled A, B, C, and D. Sector B is divided into two sub-sectors with the western sub-sector representing the Brittany area of France. Each sub-sector has its own interdiction values. APs assigned to Sector B are considered to be in both sub-sectors.

27.3.0 Strategic Map Movement

With the exception of units leaving the Battlefield Map, all Strategic Map movement is conducted in the AM GT of each GD only.

Exception: When German units activate, they may be eligible for limited movement that GT. Consult the German Activation List for instructions.

- Units move from location box to location box using the transportation lines that link them together.
- German units may use leg, Mech or rail movement.
- Allied units may use leg or Mech movement.
- Units moving on the Strategic Map (including those exiting the Battlefield Map) are divided into movement groups.

Each movement group must consist of units conducting the same type of movement (leg, movement, or rail).

- Each group may contain no more than six units. Groups of less than six units are still counted as one movement group.
- Movement groups can be reformed each Strategic Movement Segment as long as all of the units are located in the same box.

Note: Capacity and air interdiction may restrict movement for German units. Fuel considerations may restrict Mech movement for both sides.

27.3.1 German Rail Movement

German units may move by rail using the crosshatched rail transportation lines on the Strategic Map.

- Units may not entrain while on the Battlefield Map, they must first move to a location box on the Strategic Map that contains a rail line.
- Units moving by rail may not enter a location box that contains enemy units.
- If Allied units move into a box containing entrained German units, the units are detrained at the moment of combat in the Strategic Combat Segment. They defend at half strength.

27.3.1a Rail Movement Groups

Count Mech and artillery Btns as two units when creating rail movement groups. Mark each rail group with a red Ace of Spades marker.

Example: There are eight units in a location box within sector B. Two of the units are Mech Btns, one is Mech two-step Coy, one is an Art Btn, and four are leg Inf Btns. The German player wishes to rail move all these units.

- He creates one group containing both Mech Btns (2 Mech Btns x 2 = 4 units) and two leg infantry units (2 leg Inf Btns x 1 = 2); a total of (4 + 2 = 6) six units.
- He then creates a second group consisting of the Art Btn (2 units), the two-step Mech Coy (non-Btn Mech units equal 1 unit) and the two remaining leg units (any size) for a total of five units.

27.3.1b Rail Capacity

To move by rail, units must first entrain. Units are entrained prior to any movement groups (all types) being moved. The total number of entrained groups on the Strategic Map at any one time is limited. Maximum groups are:

- June: 12 groups.
 - July: 10 groups.
 - August: 8 groups.
- Each Strategic Map Sector has a maximum number of groups that may be entrained at any given time in that sector. Sector capacity is shown on the Strategic Map and like the total capacity it is reduced over time.

- The number of groups allowed in each sector may be exceeded, as long as the total number of groups for the Strategic Map is not exceeded.
- Apply a -1 DRM to all German logistic DR for each group that exceeds a sector's rail capacity.

Example: In June the German player may entrain a total of 12 groups on the Strategic Map. He could entrain 4 (max of 4) in sector A, 5 (max of 4) in sector B, and 3 in sector C (max of 6). He could not entrain any more groups as he has reached his maximum total groups for the Strategic Map. He has exceeded his capacity in sector B by one, so he would apply a -1 DRM to his Logistic DRs.

27.3.1c Rail Movement Procedure

Rail movement groups may make four movement attempts. Each successful attempt allows the group to move from one location box to another or from a location box to the Battlefield Map. A group may make four attempts to move even if one or all of the first three attempts fail.

27.3.1d Entering the Battlefield Map

A rail movement group that enters the Battlefield Map is placed on a rail line at the named location (terminus) on the Battlefield Map that shows a connection to the rail line on the Strategic Map.

- Units entering may move no further until the next friendly Movement Phase.
- Prior to moving on the Battlefield Map, those units may be placed on the closest road hex to the terminus. They begin their movement from that hex. Stacking limits do not apply until the end of that Movement Phase.

27.3.1e Rail Movement Restrictions

The Seine River has only one rail crossing point (Paris to Versailles).

- To cross the Seine River using rail movement, groups must begin the Strategic Movement Segment in either Paris or Versailles, and use their full rail movement to cross the Seine River. They may make up to four attempts, but may move no further than one location box (from Paris to Versailles or Versailles to Paris).
- Groups that start in the South of France Box may only move one box, to the Biscay, Orleans, or Tours Location Box. They may make four attempts to enter one of those boxes. To move to the South of France Box, units must start in one of the above locations.
- Once an Allied unit enters a Strategic Map Sector (A, B, C, or D) the German rail capacity for that sector is lost and may never again be utilized. The total rail capacity for the Strategic Map does not change.

27.3.2 Mech Movement

Both sides can use Mech movement on the Strategic Map. Movement groups may enter and or exit the Battlefield Map using Mech movement.

27.3.2a Mech Movement Groups

Each Mech movement group can consist of up to six units of any size. All units count as one unit.

Note: GOSS 6.1.2 thru 6.1.4 do not apply.

- The German side has one truck point available for use on the Strategic Map. Units motorized by this TP may continue to use the TP on the Battlefield Map. When the units using the TP dismount, the TP is available for use on the Strategic Map on the AM GT of the next GD.
- Leg units wishing to use Mech movement must be transported by motorization TP allocated from any army HQ or the Strategic Map TP listed above.
- Leg units are motorized at the beginning of the Strategic Movement Segment.
- Mech units can be assigned to a leg movement group, however they then move as a leg unit.
- Players may create a Mech movement group of less than six units, however that group still counts as one group for fuel purposes.
- Mark Mech movement groups with a blue spade marker.

27.3.2b Fuel Requirements

- Each Mech movement group requires one-half a FP.
- Mech movement groups that do not receive the required amount of FP move as a leg movement group.
- Players may allocate FP to a Div (use the Battlefield Map fuel requirements).
 - The division must be allocated enough FP to be in a “Normal” fuel state.
 - All Mech movement groups containing only units subordinate to that division may move as a Mech groups.
- Units belonging to a Mech groups that were fueled on the Strategic Map are considered in a “Normal Fuel” state for the entire GD when entering the Battlefield Map.
- If a division has assigned units on both the Strategic and Battlefield Maps at the start of the AM GT, the German player must allocate fuel as if the whole formation was on the Battlefield Map.
 - If the formation is not allocated enough FP to be in a normal fuel state, those units still on the Strategic Map must move as leg movement groups.
 - The German player could establish independent BG(s) for those units on the map. Fuel would be handled as normal for each BG on the Battlefield and for each movement group on the

Strategic Map.

- Fuel points used on the Strategic Map may be drawn from either German Army.
- The German side receives one FP for use on the Strategic Map each GD. This FP can only be used on the Strategic Map and may not be accumulated from GD to GD. Divisions that are present on the Battlefield and Strategic Map, being fueled as a division may use this FP.

Example 1: The Pz Lehr Division consists of 22 Mech units. Four units have already entered the Battlefield Map. The German player could expend one and one-half FP (one-half for each Mech group) to fuel the 18 units on the Strategic Map, and then designate the four units on the Battlefield Map as in independent BG. He could then allocate fuel to that BG separately.

Example 2: Using the same situation in example 1, the German player could fuel the Lehr division as a division, but because part of the division is still on the Strategic Map, the division would have to be allocated enough FP to achieve a normal fuel status (i.e. two FP).

27.3.2c Mech Movement Procedure

Mech movement groups may make two movement attempts. Each successful attempt allows the group to move from one location box to another or from a location box to the Battlefield Map. A group may make two attempts to move even if the first attempt fails.

- Mech groups may use any transportation line on the Strategic Map.
- Mech groups may enter enemy occupied location boxes.

27.3.2d Entering the Battlefield Map

- Mech groups that begin the Strategic Movement Segment in an entry location box (those locations with a four pointed star symbol) and who pass their interdiction DR are placed in the corresponding entry hex and may immediately move, using no more than one-half of their MA.
- Mech groups that start the Strategic Movement Segment not in an entry location box, but who manage to move onto the Battlefield Map must stop at the Battlefield Map entry hex. They may not move any further that Movement Phase.
- Mech units that exit the Battlefield Map and enter the Strategic Map must stop at the first location box and may move no further that GD.

Note: Some entry locations have MA reductions marked along the line entering the map. Use that reduction rather than the standard one-half for other locations when entering the Battlefield Map.

27.3.2e Mech Movement Restrictions

Mech groups may cross the Seine River at any transportation line.

- To cross the Seine River Mech groups must begin the Strategic Movement Segment in a location box adjacent to the Seine River and use their full Mech movement to cross the Seine River. They may make up to two attempts, but may move no further than one location box.
- Groups that start in the South of France Box may only move one box, to the Biscay, Orleans, or Tours Location Box. They may make two attempts to enter one of those boxes. To move to the South of France Box, units must start in one of the above locations.

27.3.3 Leg Movement

Both sides can use leg movement on the Strategic Map. Movement groups may enter and or exit the Battlefield Map using leg movement.

27.3.3a Leg Movement Groups

Any unit may be assigned to a leg group. No more than six units of any size or type may be assigned to a leg movement group. Each unit counts as one unit for leg movement. Mech movement groups that are not allocated fuel move as leg groups.

27.3.3b Leg Movement Procedure

Leg groups may use any transportation line on the Strategic Map. There is no need to place a marker on leg groups. Groups without a marker are assumed to be a leg group.

- Leg groups may make one attempt to move per Strategic Movement Segment.
- Leg groups may enter enemy occupied location boxes.

27.3.3c Entering the Battlefield Map

Leg groups that enter the Battlefield Map during the Strategic Movement Segment may move up to one-half of their full MA on the Battlefield Map.

Note: Some entry locations have MA reductions marked along the line entering the map. Use that reduction rather than the standard one-half for other locations when entering the Battlefield Map.

27.3.3d Leg Movement Restrictions

Leg groups may not move to and from the South of France Box. Leg units in sector D must be assigned TP and moved as Mech groups or entrained and move as a rail group.

27.3.4 German Interdiction Values

Each time a German movement group wishes to move on the Strategic Map, it must check for interdiction. Roll 1d10 for each movement group attempting to move. The modified result must be higher than the interdiction level for that type of movement group. Each sector has a set of interdiction numbers printed on the Strategic Map. Sector B is divided into two sub-areas with different interdiction values for each sub-area.

- There are two interdiction values for each area. The value to the left of the slash is the interdiction value for leg and Mech groups, the value to the right of the slash is the interdiction value for rail groups.
- To successfully leave a box, the DR must be greater than the interdiction value for that type of group. When crossing from one sector to another use the interdiction values for the sector the group is entering.
- Weather conditions on the Battlefield Map modify interdiction DRs. Sector B is affected by the weather condition in the western weather area and sector A is affected by the weather in the eastern weather area. Sections C and D are not affected by weather. The DR modifiers are printed on the Strategic Map.
- Allocation of Allied APs to Strategic Map interdiction will also affect the DR (AW 20.3.0 and the Strategic Map).

27.3.5 Allied Interdiction Values

Allied movement groups are subject to a reduced interdiction value. This value simulates minor German garrisons and the infrastructure damage caused by Allied bombing.

- Each movement group rolls 1d10 and on a DR of 1-9 the units succeed in moving to an adjacent location box.
- DRMs awarded to the German side to due to weather are subtracted from the DR rather than added to the DR.
- Allied units may not move into Honfleur, Lisieux, and Amiens location boxes.

Designer's note: *The 15th German Army was located in those areas and if any Allied units had attempted to the 15th Army would have defended those areas.*

27.3.6 Movement Restrictions

Mech and leg movement groups may enter boxes containing enemy units.

- Groups entering an enemy occupied location box must then halt their movement in that box.
- If a group starts a Strategic Movement Segment in a box with enemy units, those friendly units may only move to a box that does not contain other enemy units.

27.3.7 Exiting the Battlefield Map

Units exit the Battlefield Map using the same access hexes that groups do when they enter the Battlefield Map. Units may exit during their regular or Exploitation Movement Phases if they have at least half of their MA remaining. Units must halt their movement when entering the first location box and may not move until the next Strategic Movement Segment. All rules pertaining to strategic movement apply at that time.

27.4.0 Strategic Map Combat

Combat on the Strategic Map is handled in

an abstract manner.

- Combat occurs in each friendly Movement Phase, once per GD between opposing units in the same location box.
- Units can only initiate combat during their friendly Strategic Movement Segment after all of that side's movement is complete.

27.4.1 Combat Procedure

If both sides have at least one group in the same location box, combat must occur. The side that is conducting their Movement Phase is the attacker.

Exception: If Allied units move into a location box that contains a fortress symbol, and there are German units occupying that location, The German units may withdraw into the fortress. Once they do so, the Allied player may declare a siege and remain in the location box without attacking.

27.4.1a Combat Strength

- Combat is resolved one location box at a time. Each side totals the combat strength of all units in the location box.
- The attacker uses his unit's offensive current unit combat strength and the barrage strength of all artillery units.
- The defender uses his unit's defensive current unit combat strength and the barrage strength of all artillery units.
- The attacker and defender may use APs that were allocated to the GS role. A maximum of eight AP may be committed to one location box. Each AP committed adds two points of combat strength to the owning side.
- The combat strength of HQs is not counted unless they are the only type of units in the location box.
- Current combat strengths of all units are modified as follows:
 - Mech units that are part of a leg movement group have their current combat strengths halved.
 - Units that are in a OoS status have their current combat strength halved.
 - Units in rail groups halve their current combat strength. (they may not attack). After completion of the combat, they are immediately detrained.
 - If the defending units occupying a location box with a town symbol multiply their total strength by 1.5.
 - If the defending units occupy a location box with a city symbol multiply their total strength by 2.

Note: All of the above are cumulative. Fractions are rounded up after computing the total combat strength.

27.4.1b Final Combat Value

After determining combat strength, add the following to appropriate side's combat strength.

- +2 to the larger force if it is at least twice

the combat strength of the other.

- +4 to the larger force if it is at least three times the combat strength of the other.
- +6 to the larger force if it is at least four times the combat strength of the other.

Note: The above modifiers are not cumulative.

- Both sides choose a lead PR and each side adds that value to their combat strength.
- Both sides choose their armor or AT lead unit. The attacker can only choose an AT value if none of his units have an armor value and the defender is using an armor value. Add the armor or AT value of each side.
- +1 to either side with at least one active leader in the box.
- +1 to the defender if that side occupies a location box with a city.
- +2 to the defender if that side occupies a location box with a fortress.
- Each side then rolls 1d10 and adds DR to the total combat strength.

27.4.2 Combat Resolution

After both sides total the factors in AW 27.4.1b, the side with the smaller combat strength subtracts their value from the larger; the result is the combat value.

- If the combat value is one or less the combat is considered a draw, and each side takes one step loss, and neither side retreats.
- If the combat value is greater than one, the side with the lower combat strength is considered the loser.

27.4.2a Losing Side Results

The losing side determines if his units will retreat or remain in the current location box.

- If the losing side elects not to retreat or does not have a valid path of retreat (27.4.2c), the combat value becomes the number of step losses that side must incur.
- If the units have a valid path of retreat (27.4.2c) the losing side may retreat one location box, or if no other path is available and the entry hex(s) are not enemy occupied, he may retreat back onto the Battlefield Map.
- He then divides the combat value by two (rounding fractions up) the resulting number is the number of step losses the retreating units incur.
- Defending German units occupying a location box containing a fortress symbol have their losses halved and are not required to retreat.

No unit can take more than one step loss until all units on the losing side have taken at least one loss. Artillery and HQ units cannot take losses until all other types of units have taken at least one step loss.

27.4.2b Winning Side Results

After the loser has satisfied his results, the winner of the combat must now do the same. The winning side never retreats.

- If the loser retreated, the winner divides the combat value by three (round up), the resulting number is the number of step losses the attacking units incur.
- If the loser does not retreat (no matter the reason) the winning side suffers step losses equal to one-half the combat value.

27.4.2c Strategic Map Combat Retreats

When a side retreats it must displace at least one box towards a friendly supply source. It may not retreat into an enemy occupied box unless a friendly group already occupies that box. If there are no eligible boxes to retreat into, the losing side remains in the box, and takes the steps losses required. Units that do not have a valid path of retreat are marked OoS at this time.

27.5.0 Strategic Map GenS

German units on the Strategic Map prior to any Allied unit entering the Strategic Map are always considered in GenS. Once an Allied unit enters the Strategic Map both sides must determine GenS. There is no requirement to roll for ammunition depletion.

27.5.1 German PSS

The following locations are PSS for Axis units.

- Any location in Sector C.
- Any Location Box with a depot symbol, if that location is friendly occupied with no Allied units present in the location.
- A location with a fortress symbol. A fortress symbol only provides GenS for German units in that location.

27.5.2 Allied PSS

Allied GenS paths are traced from PSS detailed in AW 15.2.4a. If a GenS path can be traced from a PSS via depots or army HQ to the edge of the Battlefield Map, then the location box that is connected to that point on the Battlefield Map is a PSS for HQ on the Strategic Map.

Example 1: The US 1st Army HQ can trace a GenS path to the south edge of map D. Any subordinate corps HQ could then trace GenS beginning in a location box adjacent to map D.

Example 2: The US 1st Army HQ is in the Ernay Location Box on the Strategic Map. It has a GenS path from its PSS to the south edge of Map D, thus it is considered in GenS.

27.5.3 Tracing GenS

- GenS cannot be traced through a location containing enemy units.
- GenS may be traced from and/or into a location containing enemy units.
- Any unit that is unable to trace a GenS

path is marked with an OoS marker. OhS does not apply on the Strategic Map.

- GenS path lengths are counted by location boxes in the same manner as counting hexes.
- PSS to army depot or army HQ: Each leg may contain three intervening location boxes.
- Army HQ to corps HQ: Three intervening location boxes.
- Corps HQ to formation HQ: One intervening location box.
- HQ to assigned units: Same location.
- Either side may extend the HQ to HQ range by one box for every TP the army expends that GD. The TP is not available to conduct any other action.

30.0 SCENARIOS

Atlantic Wall is a big game. In its entirety, it covers the complete Normandy campaign from the initial airborne assaults and amphibious invasions on June 6th, to the final desperate escape of the remnants of two German armies from the cauldron of the Falaise Pocket. The full campaign game covers all of those operations and the numerous intervening battles. As such, it is a long and detailed game that would be best played with a team of gamers taking each side.

Learning to play GOSS is best accomplished by starting with the six smaller scenarios and playing them in the order they are presented. Each of the first three scenarios require only a limited use of rules and does not require the more detailed supply and command rules to play; these scenarios also use a simplified sequence of play. Additionally, these smaller scenarios can all be played using one map sheet or less, and use far fewer counters. They are also very amenable to solitaire play.

As play progresses to the more detailed and larger scenarios (scenarios 4 through 7), more and more rules are layered onto the system, ending with the 6 June full campaign scenario including the Airborne Assault/Amphibious Invasion Modules. A player may always choose to use a more streamlined version of supply and reinforcement for any of the campaign games.

The final four large scenarios require the use of three to six maps and can be played out beyond the scenario end date and to the final day of the campaign. They may also be split into two smaller scenarios involving either the US or the CW versus one of the German armies.

The Airborne Assault Module and Amphibious Invasion Stage Modules are mini-games in their own right. The Amphibious Invasion Module is meant to be played in solitaire mode.

30.1.0 Scenario Presentation

Each scenario is a self-contained game. The scenario rules are all generally presented in the same general format. The playing area and duration of the scenario is given first, followed by the initial weather conditions for the first game turn (or possibly beyond). Next, the scenario will list special rules applying to just that scenario. Scenarios 1 through 3 are introductory scenarios and as such have specific special sequences of play and rules that simplify both the GOSS rules. Scenarios 4 through 7 may be played as separate scenarios, or may be played as the starting point for the full campaign game.

30.2.0 Scenario Diagrams

Scenarios have a set-up diagram that details the initial command boundaries and general start locations for all units and formations. Some of the diagrams show the actual setup for individual units.

Note: If the scenario diagram and set up instructions in the rules differ, the set up instructions are used.

Developer's Note: The set up diagrams are not included in this update. Use the set up diagrams from the original published AW rules.

The scenario rules will explain this further. The frontline is always shown in solid orange. US forces are printed in blue. CW forces are printed in red, while the German forces and boundaries are printed in black.

31.0 INTRODUCTORY SCENARIOS

The first three scenarios are designed to introduce players to the basic game concepts. Many game functions are either not used or are modified to facilitate ease of play. If there is any conflict between a rule in either rulebook and those presented here, the rules presented in the scenario take precedence. All references to; Maneuver Reserve, fuel, ammunition points, extended night activity and bridge collapse are ignored.

31.1.0 Sequence of Play (SoP)

Ignore GOSS 3.2.0 thru 3.5.0 and 9.0. Much of the activity of a regular GT has been abstracted out of the introductory scenarios. The regular SoP has been modified with some phases deleted entirely. The below sequence of play is used in the first three scenarios.

31.1.1 Game Turn Sequence

The following Phases are not used in scenarios 1, 2, & 3. Air Point Allocation Phase, Weather Determination Phase, Transport & Logistics Phase, Command Phase, Mode Determination Phase, both Exploitation Phases and the Construction Phase. Phases and segments must be conducted in the following order.

31.2.0 Allied Player Turn

Allied player conducts his player turn. In some cases, functions that would normally occur in their own separate phase have been included in the Movement Phase.

31.2.1 Allied Movement Phase

Ignore GOSS 5.3.0 thru 5.5.0, 6.2.1, 7.7.0, & 7.9.5. Ignore all rules pertaining to Strat Movement and Maneuver Reserve. Only the Allied side conducts activities during this phase.

Air point Allocation Segment:

Ignore 20.0. AP allocation is set according to scenario rules.

Weather Segment:

Ignore all rules pertaining to weather, except, GOSS 19.3.1 thru 19.3.3 & 19.4.1 thru 19.4.3. Weather determination is made in accordance with scenario rules.

Supply Determination Segment:

Ignore GOSS 15.0 & 16.0. If required by scenario instruction, determine the supply status of all HQ and subordinate units.

Construction Segment:

The Allied player conducts the following actions in the order given. Scenario rules may preclude demolition or construction.

Movement Segment:

The Allied player conducts the following actions in the order given. Each action is voluntary and may be skipped if the player does not wish to conduct that action. Unless directed by scenario rules disregard all fuel restrictions when moving units. **Note:** Scenario rules may prohibit some of the below actions.

- Flip all artillery units to their in-battery side.
- Mark units wishing to conduct a prepared assault with a PA marker.
- Mark eligible infantry Btms wishing to enter Combat Reserve (CR), with a CR marker (GOSS 7.9.1 & 13.7.3).
- Mark mech units that are not adjacent to an enemy unit and that wish to enter Exploit mode with an Exploit marker.
- Move all eligible units. Units marked with a Combat Reserve or Exploit marker may not move. Units may move in any order desired (Ignore GOSS 7.2.2) however any unit using tactical road movement must pay one extra MP when entering any hex already occupied by a friendly unit. Artillery units are flipped to their out-of-battery side prior to movement.
- Units marked with a PA marker may move as follows (GOSS 7.5.0 applies):
 - Leg units may move one hex
 - Mech, ranger, and commando units may move up to two hexes.
- Units may breakdown or recombine. Units that do so reduce their MA by one-half (GOSS 18.0). Unless specifically stated in the scenario rules, units may not mount or dismount.

After all desired movement is complete, and if a unit is not adjacent to an enemy unit it may:

- Consolidate with other units (GO SS 22.5.0)
- Receive RePs.

Construction Completion Segment:

Eligible construction may be completed.

Designer's Note: The intent here is to make using these modes easier for players new to the system. In simple form, you don't have to preplan your mode assignments; you just have to abide by the restrictions imposed upon units that would normally be in these modes.

31.2.2 Allied Combat Phase

FS missions are conducted in accordance with GOSS 11.0. Ignore 11.2.2a, 11.2.2b, 11.2.4, 11.2.5, 11.3.2, 11.4.1b, 11.4.1d, and 11.4.1f. In addition, ignore all references that separate GS, naval and artillery FS missions.

• Attack Designation Segment

The Allied player designates units that will conduct tactical assaults.

• German FS Mission Segment

The German player conducts defensive FS missions.

• Allied FS Mission Segment

The Allied player conducts offensive FS missions. If the target hex is vacated of all enemy units, attack designated friendly units may advance into the target hex in accordance with GOSS.

• Attacker Adjustment Segment

The Allied player may remove attack designation markers (GOSS 12.0).

• Allied Ground Assault Segment

The Allied player conducts all ground assaults (GOSS 13.0)

• Allied Exploitation Segment

Mech units in Exploit mode may move and conduct overruns (GOSS 7.11.0).

31.2.3 Allied Administrative Phase

The Administrative Phase consists of the following segments:

• Ammo Replenishment Segment

If required, replenish depleted artillery units.

• Fatigue Recovery Segment

Allied units that are not adjacent to enemy units may recover one fatigue hit.

31.3.0 The German Player Turn

The German player turn is conducted in the same order and manner as that of the Allied player turn, the roles are simply reversed.

31.4.0 Game Turn Indication Phase

After the last turn in the scenario is finished the game is over. Determine who has won using scenario victory conditions. If the scenario being played has sudden death victory conditions, these conditions should be checked at this time. Otherwise the GT marker is advanced to the next turn

and a new GT begins.

31.5.0 Exploitation Movement

At the beginning of a friendly Movement Phase, Mech units may be placed in Exploit mode. Ignore all references to Exploitation Phases, Maneuver Reserve Mode, and Exploit Mode.

- Units in Exploit mode may not move in the Movement Phase.
- In the Combat Phase after all GAs have been resolved, Units in Exploit mode may move up to one-half of their printed MA and if able conduct an overrun attack (GOSS 7.11.0).
- Remove the Exploit marker once the unit has completed movement and overruns.
- Units in Exploit mode do not pay the extra MP for moving adjacent to enemy units, unless there is no movement covering terrain in that hex.

31.6.0 Night Game Turns

During night GTs the following applies:

- Units may not enter PA or Exploit mode.
- Unless noted in scenario rules, AP and naval gunfire points are not available.
- Units are restricted to one-half their MA, unless the unit begins a friendly Movement Phase within six hexes of an enemy unit.
- All FS missions are considered unobserved unless there are attack designated units in the target hex, or the target hex is adjacent to attack designated units.

31.7.0 Ground Interdiction (GI)

The Allied side has a limited ability to conduct ground interdiction against German units. GI missions do not use AP.

- GI missions can only be conducted during AM and PM game turns.
- Atmospheric conditions must be clear or partial overcast with no rain.
- A German unit that expends more than one-half of its MA and that at any time during the Movement Phase was more than six hexes from an Allied unit, can be subject to a GI mission.
- When a German unit completes its move and all of the above requirements have been met, the Allied player may conduct a GI mission against that unit.
- Execute the GI mission as follows:
 - Roll 1d10 and apply applicable DRMs.
 - -1 if the target is pure AFV unit.
 - -2 if there is a Flak unit or HQ within two hexes of the hex the unit currently occupies.
 - -2 if atmospheric condition is POvr.
 - +1 if the unit used road movement.
- Implement the below results:

0-3	No Result
4-5	Fatigue 1
6-7	Fatigue 2
8-9	1 step loss and Fatigue 2

31.8.0 Movement Halts

Ignore GOSS 7.3.3a & 7.3.3b, movement halts occur when:

- A unit in PA mode moves adjacent to an enemy unit.
- A unit enters a hex that is adjacent to an enemy unit and the hex does not contain movement covering terrain.

Movement halts generated by Forts and ETs are still in effect (GOSS 7.3.3c).

Designer's Note: in the more advanced rules, the requirement for artillery is back in effect. I wanted to initially simplify the creation of a movement halt in these easier scenarios—besides most hexes would be in range of artillery in these situations anyway.

31.9.0 Fire Support (FS) Missions

Unlike in the standard GOSS rules FS mission types are consolidated into one FS mission for each target hex. Only one FS mission is allowed in a single target hex.

Each mission may consist of multiple volleys. Ammo depletion DRs only effect artillery mission point availability.

- Coy sized units may only observe for one FS mission.
- Btn sized units may observe for two FS missions.
- Air, naval and artillery mission points are totaled into one mission. This total is used to determine the strength and number of volleys in each mission.

31.9.1 Ground Support

Air points (AP) may contribute mission points to a FS mission. The number of APs available and any additional restrictions on their use is detailed in each scenario.

- APs are available for use during the AM and PM GTs only.
- AP do not have a range; they may be used anywhere on the game map.
- Each AP may be used once per GD.
- AP can contribute mission points to a FS mission conducted against any observed enemy occupied hex.
- A maximum of eight APs may be assigned to one FS mission.
- One AP equals one FS mission point when the atmospheric condition is clear.
- Two AP equal one FS mission point when the atmospheric condition is partial overcast.
- Four AP equal one FS mission point when the atmospheric condition is overcast.

31.9.2 Artillery Groups

The use of divisional and corps/army artillery is abstracted to reduce counter clutter and aid players in learning the game. As such, most of the artillery units and naval gunfire support have been condensed into just a few counters.

31.9.2a Artillery Group Stacking

Artillery groups may not stack with any

other unit, although units may freely move thru the hex the group is located. If at the end of any Phase an artillery group is stacked with another unit, that group must move to an unoccupied hex and loses all available mission points for that GT. If unable to relocate due to enemy units or prohibited terrain the group is eliminated.

31.9.2b Movement of Artillery Groups

- Artillery groups have a MA of six and cannot move and fire in the same player turn.
- Division HQ, when acting as artillery groups, have a MA of six (Ignore the printed MA of all HQ units). If a HQ unit moves, its FS mission strength is halved until the beginning of the next GT.
- German NW and Flak units move normally.

31.9.2c Artillery Groups & Combat

Artillery groups and Division HQ may not engage in any type of offensive GA.

- If forced to defend against a GA, artillery groups automatically retreat one hex permanently losing one half of their FS mission points. Attacking units may advance into the vacated hex. A half strength artillery group that is forced to defend against a GA is eliminated and permanently removed from the scenario.
- An artillery group may be the target of a FS mission. If any step losses are incurred, permanently reduce the total number of mission points available for that unit by one for each step loss. If a group sustains losses equal to its original mission points, it is eliminated and removed from the scenario.
- Division HQ defend normally (use their printed defense strength and PR), but if a step loss is called for (either in a GA or as a result of a FS mission), one half of their FS mission points are permanently lost.

31.9.3 Naval Gunfire

Naval gunfire mission points abstractly represent the ability of the Allies to use their off-shore naval units in supporting ground operations.

- Each scenario will detail the number and range of naval gunfire mission points available.
- Naval mission points are available during AM and PM GTs only.
- Naval mission points may only be used in a FS mission if, the mission is observed by a unit in PA mode or in an ET-2/3.
- No more than eight naval mission points may participate in a single FS mission.

31.9.4 FS Mission Points

The maximum number of FS mission points (points from artillery, air and naval) that can be allotted per FS mission is

limited:

- 8 mission points if the target hex is unobserved.
- 16 mission points if the target hex is observed.
- 24 mission points if the target hex is observed by a unit in PA mode or in an ET-2/3.

31.10.0 Fieldworks (FW)

Initial scenario setup will detail where FW are placed at the beginning of the scenario, and may include ET-3s. All rules pertaining to the construction and benefits of FWs are in effect.

Exception: ET-3s may not be built.

31.11.0 Logistics

Ignore all references to ammunition and fuel unless stated otherwise in the scenario instructions. Scenario rules will describe if and how to trace GenS. HQ and units unable to trace GenS are marked with an “on hand supply” (OhS) marker. The unit retains the “OhS” marker until the unit:

- Is able to trace GenS path of the appropriate length.
- Uses more than one half of its MA in one Movement Phase.
- Contributes FS mission points to a FS mission.
- Participates as an attacking unit in a GA.
- Participates as a defending unit in a GA and does not halve its current combat strength.

If a unit marked with an “OhS” marker does any one of the above, it is immediately marked with an “out of supply” (OoS) marker.

Units that are OoS are affected as follows:

- Units may not enter PA or Exploit mode.
- Unit's MA is halved.
- Units may not contribute FS mission points to a FS mission.
- Units participating in a GA (attacking or defending) have their current combat strength halved.

32.0 SCENARIO ONE: OPERATION GOODWOOD “THE WHOLE FRONT IN FLAMES”

This scenario is the first of three introductory scenarios. It is a quarter map scenario and depicts Monty's mid-July battle to capture Caen, and drive towards Falaise. The scenario is confined to the area on map “C” shown by the thick dashed line on the scenario diagram. Units that retreat out of this area may not reenter play.

32.1.0 Scenario Length

The scenario begins on the July 18 AM GT and ends with the completion of the July 19 PM GT or the July 20 Night GT. All special scenario rules apply no matter which scenario end point is chosen. If players choose the shorter version, ignore

the German reinforcements listed for the July 19 PM GT. Playing time for the short version is approximately two to two and one-half hours, for the longer version approximately three to four hours.

32.2.0 Air Points (AP)

Only the Allied side has AP available. In addition to GS and GI missions, the Allied side has a special Carpet Bombing mission that is made prior to starting the scenario. Carpet Bombing does not require the use of AP.

32.2.1 Available Air Points

Beginning the July 18 PM GT, the Allied side has 32 AP available each GD.

Designer's note: Allied AP are factored into the carpet bombing sequence on July 18 AM GT.

32.2.2 Carpet Bombing Mission

Prior to beginning the July 18 AM GT, the Allied side conducts a special carpet bombing mission. All German units within the area bounded by 5120-5125 to 5625-5620 (inclusive) are attacked by this mission.

- Each German occupied hex within the above area receives one AS hit (mark with blue AS marker) and is affected as follows:
 - Roll 1d10 for each German-occupied hex, apply applicable DRMs, and implement the results. All DRMs are cumulative:
 - -1, if there are two or less steps in the hex.
 - -1, if at least one pure AFV unit is in the hex.
 - -1, if there is an ET-2 in the hex
 - -2, if there is an ET-3 in the hex.

Cross reference the modified DR below and apply the results noted to the right.

- | | |
|-------|-------------------|
| • 0 | No effect |
| • 1-3 | one-step loss |
| • 4-6 | two-step losses |
| • 7-9 | three-step losses |
- All units that suffered the carpet bombing attack (even if no step losses were suffered) are affected as follows:
 - Units in that hex do not generate movement halts (even if in an ET-2 or ET-3).
 - Any unit that moves out of one of the effected hexes retains the blue AS marker and has their MA halved.
 - At the end of the July 18 AM German Player Turn the German player conducts a defensive PR check for each unit with a blue AS marker. Units that pass may remove the marker.
 - All remaining AS markers from this attack are removed at the end of the July 18 PM German Player Turn.

32.3.0 Naval Gunfire Support

Naval Gunfire is factored into the available artillery mission points. There are no specific naval FS mission points available.

32.4.0 Weather Conditions

Atmospheric and Ground conditions for each GT are as follows:

- July 18 AM, PM & Night: Clear and dry.
- July 19 AM, PM & Night: POvr and wet.
- July 20 AM: Ovr and wet.
- July 20 PM and Night: Ovr and mud.

32.5.0 Artillery

32.5.1 Allied Artillery Groups

The Allied side receives four artillery groups that represent the four AGRAs and all the naval gun fire support committed to this battle. Allied divisional artillery is represented by the divisional HQ units.

Two of the artillery groups can only support units of the II Canadian Corps, and the other two can only support units of the I or VIII Corps. The Allied player should designate which groups are supporting which corps. These designations may not change during the course of the scenario. **Note:** Players should use two-artillery Btn counters from four AGRAs provided with the game and one-artillery Btn from each division. One-artillery Btn represents the AGRA on the map and the other is placed on the army track to represent the number of FS mission points available to that AGRA. The divisional artillery Btn is used on the track in the same manner as the AGRA Btn.

32.5.1a Allied FS Mission Points

All Allied FS mission points are available each GT. Reset the number of available mission points at the beginning of each GT. Each group is assigned a number of mission points and a range.

- Each Artillery group: 16 points, range 7.
- Each division HQ: 12 points, range 6.

32.5.2 German Artillery Groups

The German Player receives two artillery groups representing the ISS Pz/86th Corps artillery and the IISS Pz Corps artillery. German divisional artillery is represented by the division headquarters units. **Note:** Use the ISS and IISS Corps HQ counters, and the two SS corps artillery Btns to represent and track the corps artillery. Use artillery Btn from each division to represent these units as outlined above.

32.5.2a German FS Mission Points

All German FS mission points are available each GT. Reset the number of available mission points at the beginning of each GT.

- On the first GT (July 18 AM GT) the two corps artillery groups have a strength of zero.
- Divisional and nebelwerfer points are

available at the start of the scenario.

Each group is assigned a number of mission points and a range.

- ISS Pz/LXXXVI Corps: 16 points, range 7.
- IISS Pz Corps: 12 points, range 7.
- 272nd, 346th, and 16th LW divisions: 4 points, range 6.
- 21st Pz, 1st SS Pz, and 12th SS Pz divisions: 6 points, range 6.

32.5.2b Nebelwerfer (NW) Units

NW units may fire once per GD, using their printed barrage strength and range. The DRMs for NW units are in effect.

- They may contribute to or initiate a FS mission in support of any unit.
- They may be in or out of battery and operate in all other aspects as regular artillery units.

Note: Players should mark these units with "ammo depletion" markers when they participate in a barrage, remove the marker at the beginning of the AM GT.

32.5.2c German Heavy Flak Units

German heavy flak Coys may contribute mission points to a FS mission.

- Each Coy has 1 point and a range of 4.
- Heavy Flak Coys may fire once each player turn.

32.6.0 Bridges

Except as noted below, bridges may not be demolished or constructed. Ignore all rules pertaining to heavy bridges or bridge collapse.

32.6.1 Bridge Construction

At the end of the July 19 AM GT (only), if a hex south of the Orne River is occupied by an Allied unit and if that hex began the scenario occupied by a German unit, the Allied player may place a bridge across one river hexside at that location. This means that no more than one bridge can cross the Orne River into a single hex, however as many bridges as there are hexes on the south side of the river, and that meet the criteria above can be placed.

32.7.0 Movement

There are no transport points (TP) available. Allied divisions do not have the inherent TP capability nor may units mount or dismount (7.8.0 does not apply). Neither side may use Strat Movement.

32.7.1 Allied Movement Restrictions

Units of the 2nd Canadian Division, the 2nd Canadian Armored Brigade and the two artillery counters representing II Canadian Corps artillery may NOT voluntarily move east of the 2nd Canadian division boundary shown on the scenario diagram. If these units are forced to retreat east of the line, they must move back to their operating area in next Allied Movement Phase. They may not enter PA mode or be designated to make a tactical assault until such time as

they are east of the designated line.

32.7.2 German Movement Restrictions

There are no restrictions.

32.8.0 Leaders

Ignore all GOSS and AW rules pertaining to leaders. There is only one leader in the scenario. Wunsche is a formation leader for the 12th SS Division and arrives on the July 18 Night GT. Wunsche is activated when he enters and remains active for the entire scenario. He has 12 MP and moves using Mech or Leg movement. Wunsche has the following abilities if stacked with units of the 12th SS division he:

- Awards a two column favorable shift when conducting an offensive GA.
- Awards a one column favorable shift when defending against a GA.
- Adds one MP to their MA.
- Increases maximum advance by one hex.

32.9.0 Logistics

Ammunition and fuel are not used in this scenario; ignore all rules pertaining to ADV and fuel. A unit is in supply if a path of hexes, of any length, can be traced from a friendly PSS to the unit.

32.9.1 Allied PSS

CW units trace GenS to any hex north or west of the Orne River. The path traced must not contain enemy units and no more than two hexes of the path may be adjacent to an enemy unit. Units may not purposely move out of supply.

32.9.2 German PSS

German units trace GenS to any scenario boundary hex on the west, south or east side of the playing area. The path traced must not contain enemy units and no more than two hexes of the path may be adjacent to an enemy unit. Units may not purposely move out of supply.

32.10.0 Replacements

There are no replacements in this scenario. GOSS 22.5.0 (Unit Consolidation) applies.

32.11.0 Starting Units

Units are setup according to the diagram for scenario 1. German units may break down. These breakdown Coys must be set up in the same hex as the parent unit, however stacking rules may not be violated. The numbers in parentheses indicate the number of step losses a unit has at the beginning of the scenario.

32.11.1 CW Starting Units

All CW units are at full strength.

VIII Corps:

Two artillery groups; 11th Arm Div; 2x Flail Coy; 1x AVRE Coy; Guards Arm Div, Attached: Ins of Court Recon Rgt.

I Corps:

3rd British Inf Div (minus the 9th Bde); Attached: 152nd Bde (from 51st Div) & 33rd Arm Bde (minus one tank Btn); 1x AVRE

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Coy; 1x Flail Coy.

II Canadian Corps:

Two artillery groups; 3rd Can Inf Div; Attached: 27th Arm Bde; 2nd Can Inf Div (only the 5th and 6th Bdes) Attached: 2nd Can Arm Bde.

32.11.2 German Starting Units

C4424: ET-2; 1x 75AT Coy; I/981/272 Inf Btn.

C4523: ET-2; 272nd 75AT Coy; 1x 2-2-6 Inf Coy.

C4525: 1x 88Flak Coy; 272nd HQ

C4624: 272/272 Pio Btn

C4626: ET-2; 1x 88Flak Coy

C4722: ET-2; I/980/272 Inf Btn

C4825: ET-2; 12Flak/12SS Btn (-1)

C4827: ET-3; 1x 88Flak Coy

C4831: ISS Pz Corps HQ (artillery group)

C4922: ET-2; 1x PzGd Coy

C4923: ET-2; I/192/21 PzGd Btn (-2); 1x 88AT Coy

C4927: 3.4/21 Aufkl Coy

C4928 (within 3 hexes): 9NW Bde (all six Btns).

C5021: ET-2; I/32/16LW Inf Btn; Fus/16LW Inf Btn (-1)

C5025: ET-2; 4/200/21 StG Coy; 1x 88AT Coy

C5026: ET-2; II/192/21 Mot Inf Btn (-1); 1x 88Flak Coy

C5028: ET-3; 1.2/21 Pio Coy (-1); 1x 88Flak Coy

C5120: ET-2; II/32/16LW; 16LW AT Coy; 16LW Pio Coy (-1)

C5122: ET-3; 2/200/21 StG Coy; 1x PzGd Coy

C5125: ET-2; 3/200/21 StG Coy; 1x PzGd Coy

C5130: IISS Corps HQ (artillery group)

C5223: ET-2; 1/200/21 StG Coy; 1x PzGd Coy

C5320: ET-2; I/46/16LW Inf Btn (-1); 1x 75AT Coy

C5321: ET-2; 1x 1-2-6 Inf Coy; 1x PzGd Coy

C5325: ET-3; 1x 88AT Coy

C5326: ET-2; 1x 88Flak Coy; 21Pz HQ

C5424: ET-3; I/125/21 PzGd Btn (-2); 1x 88AT z-step

C5520: ET-2; II/46/16LW Btn; 1x 75AT Coy

C5521: ET-2; 1x 88AT z-step; 1x 2-2-6 Inf Coy

C5522: ET-2; 1./503 MkVI Coy; 1x 88Flak Coy

C5523: ET-2; 2.I/100/21 MkIV Coy; 1x PzGd Coy

C5524: 1x 88Flak Coy

C5620: ET-2; 857/346 Inf Rgt, 2 Btns (-3)

C5622: II/125/21 Mot Inf Btn (-1); 1x 88AT Coy

C5624: 2./503 MkVIb Coy

C5626 (within 2 hexes): 7NW Bde (all six Btns)

C5721: 858/346 Inf Rgt, 2 Btns (-3)

C5722: 1.I/100/21 MkIV Coy

C5724: 3./503 MkVI Coy

C5821: 346VG HQ

C5823: ET-2; 16LW HQ; 1x 88Flak Coy

32.12.0 Reinforcements

32.12.1 Allied Reinforcements

July 18 PM:

C5419: 7th Arm Div (all units).

32.12.2 German Reinforcements

July 18 PM:

East edge of playing area: 1039/OKW AT Coy

July 18 Night:

Between C5828 & C5830, inclusive

I/26/12SS Mot Inf Btn (-1); III/2612SS PzGd Btn (-1); 1.2/12SS PzJ IV Coy; 2x 12SS Aufk Coys (one step each);

1.I/12SS Pz MkV Coy; 5.II/12SS Pz MkIV Coy; 6.II/12SS Pz MkIV Coy;

12SS Div HQ; Wunsche (leader); 1x 2-2-12 PzGd Pio Coy.

July 19 AM:

C5034: I/1/1SS Mot Inf Btn (-1);

II/1/1SS Mot Inf Btn; (-1); 4./1SS PzGd Pio Coy; 1.I/1SS Pz MkV Coy; 2.I/1SS

Pz MkV Coy; 5.II/1SS Pz MkIV Coy; 6.II/1SS Pz MkIV Coy

July 19PM:

C4428: 2./I/3/ 2Pz MkV Coy; 1x PzGd Coy

July 19PM:

C4431: I/2/1SS Mot Inf Btn (-2);

II/2/1SS Mot Inf Btn (-1); 1./3/1SS Hvy Flak Btn (-1); 3.I/1SS Pz MkV Coy;

4.II/1SS Pz MkIV Coy, 1SS HQ

32.13.0 Victory Conditions

32.13.1 Scenario ending July 19 PM GT

32.13.1a Allied Victory Conditions

The Allied side wins a:

- **Major victory if:** Troarn city hex and more than half of the Caen city/town hexes south and east of the Orne River are Allied occupied and there is an Allied unit on or south of hex row xx27 in GenS.
- **Operational victory if:** Troarn city hex and more than half of the Caen city/town hexes south and east of the Orne River are Allied occupied and there is NOT an Allied unit on or south of hex row xx27 in GenS.

32.13.1b German Victory Conditions

The German side wins a

- **Major victory if:** The Allied player has not met any of the victory conditions listed above
- **Operational victory if:** More than half of the Caen city/town hexes south and east of the Orne River or Troarn are German Occupied and there is NOT an Allied unit on or south of hex row xx27 in supply.
- **Draw if:** neither side wins a major or operational victory.

32.13.2 Scenario ending July 20 Night GT

32.13.2a Allied Victory Conditions

The Allied side wins a;

- **Major victory if:** All Caen and Troarn city/town hexes are Allied occupied and there is an Allied unit on or south of hex row xx30 in GenS.
- **Operational victory if:** Only two out of the three conditions listed above are reached.
- **Marginal victory if:** The Allies hold all hexes of Caen.

32.13.2b German Victory Conditions

The German side wins a;

- **Major victory if:** If the Germans prevent the Allies from fulfilling any of their victory conditions and there is no Allied unit south of hex row xx27
- **Operational victory if:** Troarn and at least one Caen city/town hex is German occupied and there is not an Allied unit on or south of hex row xx30.
- **Marginal victory if:** If the Germans can hold Troarn and keep Allied unit north of xx27 (this is the historical result).

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO ONE!!

33.0 SCENARIO TWO: OPERATION EPSOM “THE HILL OF DEATH”

This quarter map scenario depicts Monty’s late June attempt to take Caen by a flanking maneuver that would take the commanding height of Hill 112. Hill 112 eventually became known as the “Hill of Kalvarienberg” to the Germans, among other names used to signify the horrific combat occurring on this position. The German command viewed this position as the lynchpin of the defense of Caen and the road to Falaise. The scenario is confined to the area on map C shown by the thick dashed line on the scenario diagram. The eastern, southern, and western edges of the play area are all German-controlled. Units that retreat out of this area may not re-enter play.

33.1.0 Scenario Length

The scenario begins on the June 25 AM GT and lasts until the end of the June 30 Night GT. Playing time for Scenario Two is approximately four hours.

33.2.0 Air Points (AP)

Only the Allied side has AP available. They have 24 AP available from the start of the scenario.

33.3.0 Naval Gunfire Support

The Allied side has the use of one BB and one CA.

- The BB has eight FS mission points.
- The CA has six FS mission points.
- Only one naval unit may participate in a

single FS mission

- Each Naval unit is available once each GD (AM or PM GT).
- Any hex within five hexes of C3620 is within range of either naval unit.

33.4.0 Weather Conditions

Atmospheric and Ground conditions for each GT are as follows:

- June 25 AM, PM & Night: POvr and dry.
- June 26 AM, PM & Night: POvr and wet.
- June 27 AM: POvr and dry.
- June 27 PM & Night: clear and dry.
- June 28 AM, PM & Night: POvr and dry.
- June 29 AM, PM & Night: clear and dry.
- June 30 AM: clear and dry.
- June 30 PM & Night: POvr and wet.

33.5.0 Artillery

33.5.1 Allied Artillery Groups

The Allied side receives one artillery group to represent the British VIII Corps Artillery. Use the VIII Corps HQ counter to represent the group on the map. The VIII Corps ADV marker can be used to track FS mission points available.

33.5.1a FS Mission Point Availability

Allied FS mission points are available each player turn. Reset the number of available mission points at the end of a player turn. Each group is assigned a number of mission points and a range.

- VIII artillery group: 16 points, range 6.
- Division HQ: 12 points, range 6.

33.5.2 German Artillery Groups

The German side does not use artillery groups or divisional HQ to represent their artillery.

33.5.2a German FS Mission Points

Each German artillery unit may conduct one FS mission each GT. When an artillery unit fires, place an “Ammo Depleted” marker on the unit. Remove all Ammo Depleted markers at the end of the GT.

- Artillery units can only move if out-of-battery and only fire if in-battery.
- Artillery units use their printed barrage and MA.
- Nebelwerfer FS mission DRMs are in effect.
- German Heavy AA Coys may conduct FS missions.

33.6.0 Bridges

Bridge demolition is conducted at the end of the friendly Movement Phase or as a result of hasty demolition (17.3.3a & 17.3.3b). Ignore all rules pertaining to heavy bridges or bridge collapse.

33.6.1 Bridge Construction

At the beginning of any GT that the Allied side has a unit on the south side of the Odon River, he may:

- Place one bridge marker in one Allied occupied hex on the south side of the Odon River.

- The Allied player may place up to three such bridges, however only one bridge may be place each GT.

33.7.0 Movement

There are no transport points (TP) available. Allied divisions do not have the inherent TP capability nor may units mount or dismount (7.8.0 does not apply). Neither side may use Strat Movement.

33.7.1 Allied Movement Restrictions

- All units of the VIII Corps are inactive until the June 26 AM GT. No unit of the VIII Corps may move, perform construction, observe for or conduct a FS mission, or conduct an offensive GA. Beginning the June 26 AM GT all units operate normally.
- Except for the 15th Infantry Division, no unit of the VIII Corps may move west of the 49th Infantry Division boundary.
- 49th Infantry Division may not move east of the division boundary line shown on the scenario diagram.

33.7.2 German Movement Restrictions

Only those German units west of the 49th British Division eastern boundary may move or conduct offensive GAs. If attacked they defend normally and may observe for and conduct FS missions. Pz Coys of the 12th SS Division are exempt from the above restrictions.

33.8.0 Leaders

There are no leaders in this scenario.

33.9.0 Logistics

Ammunition and fuel are not used in this scenario; ignore all rules pertaining to ADV and fuel. GenS paths are traced as follows:

- From a friendly PSS to a formation HQ along a path of any length.
- From a formation HQ to a subordinate unit along a path no longer than 6 hexes.
- Any part of the path that is traced along a primary or secondary road hex counts as one-half a hex.
- The path may not be traced thru enemy occupied hexes and no more than two hexes of the path may be adjacent to an enemy occupied hex unless the hex is occupied by a friendly unit. Units may not purposely move out of supply.
- Independent, army/corps assets, or units with no formation HQ present may trace from any on map friendly formation HQ.

33.9.1 Allied PSS

Allied PSS is any road hex on the edge of the playing area that is north of the Allied start line depicted on the scenario diagram. Odon River unbridged hexsides block supply paths. An Allied unit in a hex adjacent to Odon River is considered in GenS if a supply path can be traced to an adjacent hex on the north side of the river.

33.9.2 German PSS

Any road hex on the edge of the playing area that is south of the Allied start line depicted on the scenario diagram is a German PSS.

33.10.0 Replacements

There are no replacements in this scenario. GOSS 22.5.0 (Unit Consolidation) applies.

33.11.0 Starting Units

Units are setup according to the diagram. Units may be broken down.

33.11.1 CW Starting Units

XXX Corps

49th Inf Div, attached, 8th Arm Bde (-Mech Inf Btn); 195/196/73 XXX AT Rgt.

VIII Corps

15th Inf Div, attached, 31st Arm Bde, 3x Flail Coy; 43rd Inf Div, attached, 4th Arm Bde; 11th Arm Div

33.11.2 German Starting Units

German set up is as follows:

C3023; ET-2; 26/16/12SS Pio Coy; 8/II/12SS MkIV Coy

C3025; IP; 1x 88Flak Coy

C3122; ET-2; III/26/12SS PzGd Btn

C3125; 1x Aufkl Coy

C3224; ET-2; 6/II/12SS MkIV Coy

C3225; 1/I/12SS MkV Coy; 2/I/12SS MkV Coy

C3226; 1x Aufkl Coy

C3325; 3/I/12SS MkV Coy

C3326; IP; 1x 88Flak Coy

C3423; ET-2; II/26/12SS Mot Inf Btn

C3424; 5/II/12SS MkIV Coy

C3425; IP; I/12/12SS Art Btn

C3522; ET-2; 3/12/12SS Pio Coy

C3524 (in or adj); 83/7NW Bde (3 Btns)

C3525; 1x 88Flak Coy

C3629; 3/101/ISS MkVI Coy

C3721; ET-2; I/26/12SS Mot Inf Btn

C3722; IP; 7/II/12SS MkIV Coy

C3724; IP; II/12/12SS Art Btn

C3825; IP; 1x 88Flak Coy

C3829; 12SS HQ

C3921; ET-3; 1/I/12SS MkIV Coy

C4024; IP; 1x 88Flak Coy

C4031; 1/101/ISS MkVI Coy

C4125; III/12/12SS Art Btn

C4228; 2/101/ISS MkVI Coy

C4328 (in or adj); 84/7NW (3 Btns)

33.12.0 Reinforcements

33.12.1 Allied Reinforcements

The Allies do not receive any reinforcements.

33.12.2 German Reinforcements

June 26 PM GT:

C2928: 1x MkV Pz Coy (2nd Pz Div); 8th NW Brigade (all units)

C3921 to C4226: 2/200/21 PzJ Coy

June 27 PM GT:

C2928: I/3/2SS & II/3/2SS Mot Inf Btns; I/2/2SS Art Btn

June 27 Night GT:

C3921 to C4226: 1x MkV Pz Coy; 1x MkIV Pz Z-step (1st SS Pz Div); I/1/1SS & II/1/1SS Mot Inf Btns; 1x MkIV Coy (21st Pz Div).

June 28 AM GT:

C2933: 9SS Pz Div (all units)

June 28 PM GT:

C3434: 10SS Pz Div (all units)

33.13.0 Victory Conditions

33.13.1 Allied Victory Conditions

The Allied side wins a:

- **Major victory if:** Hill 112 (C3927), Esquay (C3828) are occupied by an Allied unit and the Allied side has any unit in GenS on the south side of the Odon River.
- **Operational victory if:** There is an Allied unit in GenS on the south side of the Odon River and one of the other two objectives is Allied occupied.
- **Marginal victory if:** Both Hill 112 and Esquay are Allied occupied, but there is not an Allied unit in GenS on the south side of the Odon River.

33.13.2 German Victory Conditions

The German side wins a:

- **Major victory if:** The Allied side did not meet any of their objectives.
- **Operational victory if:** There is not an Allied unit in GenS on the south side of the Odon River and only one of the other two objectives are Allied occupied.
- **Marginal victory if:** There is an Allied unit in GenS on the south side of the Odon River and only one of the other two objectives are Allied occupied.

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO TWO!!

34.0 SCENARIO THREE: THE BATTLE FOR CHERBOURG

This scenario represents the VII US Corps' ten-day long battle to clear the Cherbourg Peninsula and capture the vital port of Cherbourg. The US First Army has just cut the Cotentin Peninsula the day before and the stage was now set for the drive north. The scenario is played on map A. The area north of the red start line is under German control. The area on or south of the line is US controlled.

34.1.0 Scenario Length

The scenario begins on the June 19 AM GT and ends with the completion of the June 30 Night GT. Playing time for Scenario Three is approximately four to five hours.

34.2.0 Air Points

Only the Allied side has AP available.

34.2.1 Available Air Points

The Allied side has 36 AP available each GD.

34.3.0 Naval Gunfire Support

The Allied Side has one BB, one CA, two CL, and three DD available. GOSS 11.3.2, 11.4.2 & AW 11.9.0 apply with the following exceptions:

- Each Naval unit is available during each AM and PM GT. Do not roll for Ammo Depletion.
- Range is traced from any full sea hex.
- Naval units are able to support FS missions as detailed in AW 31.9.0 & 31.9.3.
- If the Allied side allocates one naval unit to a German WN or StP with barrage capabilities, that WN or StP FS mission points are reduced to zero for that GT.

34.4.0 Weather Conditions

The weather on the June 19 AM, PM and Night GTs is POvr with dry ground conditions.

Starting with the June 20 AM GT the Allied side must determine atmospheric and ground conditions each GT. Roll 1d10 to first determine the atmospheric condition.

- 0-4, atmospheric condition is clear.
- 5-6, atmospheric condition is POvr.
- 7-9, atmospheric condition is Ovr.

If the result indicates either POvr or Ovr, roll a second 1d10 to determine ground condition.

- 0-3 ground condition is dry.
- 4-6 ground condition is wet.
- 7-9 ground condition is mud.

34.5.0 Artillery

Artillery groups are not used. Both side's artillery units are now used. See AW 4.5.9 & 4.5.10 for rules regarding StP and WN. AW 31.9.4 applies for determining FS mission capacity.

34.5.3 Ammo Depletion

GOSS 11.8.0 Applies; ignore all rules pertaining to ammo points, split fire, NW and Flak ammo depletion rules in GOSS or AW. Ignore all rules pertaining to ADV modification.

34.5.3a Allied Ammo Depletion

US side has an ADV of six.

34.5.3b German Ammo Depletion

German ADV varies depending on GD.

- Start to the June 20 Night GT: 4
- June 21 AM to the June 24 Night GT: 3
- June 25 AM GT to end: 2

34.6.0 Bridges

All rules pertaining to bridges (except bridge collapse) are now in effect.

34.7.0 Movement

There are no transport points (TP) available. Allied divisions do have their inherent TP capability. Neither side may use Strat movement.

34.7.1 Allied Movement Restrictions

There are no restrictions.

34.7.2 German Movement Restrictions

Due to the Allied ground interdiction capability; that is out of the scope of this scenario, German movement is restricted as follows:

- During all Night GTs or any GT in which the atmospheric condition is overcast, German units may move up to their full MA.
- During AM and PM GTs if the atmospheric condition is partial overcast all German Mech units subtract two from their MA and German Leg units subtract one.
- During AM and PM GTs if the atmospheric condition is clear, all German unit's MA is reduced by one-third.

34.7.3 Cherbourg Morale

See AW 1.2.6e for effects of Cherbourg morale.

34.8.0 Leaders

There are no leaders in this scenario.

34.9.0 Logistics

AmP and fuel is not used in this scenario, ignore all rules to their use. ADV is determined by AW 34.5.3. GenS paths are traced as follows:

- From a friendly PSS to a formation HQ along a path of any length.
- From a formation HQ to an attached unit along a path no longer than six hexes.
- Any part of the path that is traced along a primary or secondary road hex counts as one-half a hex.
- The path may not be traced thru enemy occupied hexes and no more than two hexes of the path may be adjacent to an enemy occupied hex unless the hex is occupied by a friendly unit. Units may not purposely move out of supply.
- Independent, army/corps asset, and units without a formation HQ may trace from any on map friendly formation HQ. German units may also treat Cherbourg (C3609) as a formation HQ.

34.9.1 Allied PSS

The US PSS is any primary or secondary road hex on the south edge of map A.

34.9.2 German PSS

The German PSS is Cherbourg (C3609).

34.10.0 Replacements

GOSS 22.5.0 (Unit Consolidation) applies. WN and StP may not be consolidated into infantry or artillery units.

34.10.1 Allied Replacements

At the start of any one AM GT, the US side may declare a one GD lull. The lull goes into effect immediately and lasts until the beginning of the next AM GT. Lull

effects are as follows:

- Allied units may only move one hex each GT.
- German units may move up to one-third of their printed MA.
- Units that start adjacent to an enemy unit may only move so as to move closer to their source of GenS.
- Neither side may initiate any type of combat.
- All US Btns that have at least one step loss may replace one step. Players should keep all units (including breakdown Coys) separate as Btns that have been fully broken down and then taken a Coy/step loss can replace that Coy breakdown or re-constitute a fully broken down Btn with one step.

Note: The US player cannot end up with more steps of any type than was present at the beginning of the scenario.

34.10.2 German Replacements

The German side receives six replacement steps of infantry on the GD that the Allied side declares a lull. These replacements can be absorbed by any reduced German unit on the map that can be rebuilt using Inf RePs. No more than one step may be replaced in each reduced German unit. Eliminated units may not be brought back into play.

34.11.0 Starting Units

Units are setup according to the diagram. All units used in the scenario are shown on the setup diagram.

34.11.1 Allied Starting Units

The Allied player sets up second. All units of the US divisions shown on the setup diagram are in play and are setup within the boundaries shown. Every unit belonging to VII Corps is also set up anywhere south of the frontline. Divisional and corps artillery units may not be set up in any front line hex (those hexes adjacent to the red line). Rgts noted as reserve must be set up at least two hexes from the front line (front line hex and one more). Each Rgt may consist of that Rgt and any or all divisional asset units attached to the regiment's Div HQ. Units may start the scenario broken down.

- 4th Inf Div; attached 70 Tk Btn, 801 TD Btn; 22nd Rgt is in reserve.
- 9th Inf Div; attached 746 Tk Btn, 899 TD Btn; 47th Rgt is in reserve.
- 79th Inf Div; attached 749 Tk Btn, 813 TD Btn; 314th Rgt is in reserve.
- 4th Cav Grp (2 Btns + 2x M5 Coy)

VII Corps Units:

237, 238, 297, 298 CE Btns
183, 951, 957, 987, 188, 980, 981 FA Btns
58, 87 AFA Btns

34.11.2 German Starting Units

The German player sets up first. German forces are placed as shown on the scenario

diagram and as listed below. All WN and StP are placed as shown on the scenario map. The Germans start with 8 ET-2 and 8 IP. These markers must be placed on the front line. Every hex of the frontline must be within one hex of a German unit when play begins. Units may start the scenario broken down.

Army Units:

May be placed in any hex within five hexes of the front line: 3x 88Flak Coy; 1x 88AT Coy; 101 NW Btn; 102 NW Btn; 103 NW Btn; 7A Sturm Btn (-2); 17MG Btn (-1); 6x 75AT Coy.

Cherbourg Garrison:

A4810; 1./I/30/7A Flak Coy
A3509; 653/30/7A Flak Btn
A4709; 152/30/Ch Flak Btn
A3710; 153/30/Ch Flak Btn
A3810; Fest A/Ch Btn
A3610; Fest B/Ch Btn
A3414; 1A,E/II FJK Inf Btn
A3010; 1./206 Pz Coy

Division units: All units except artillery units must be placed in front line hexes. Artillery units may be placed anywhere in their divisional sector as long as they are in range of the Allied side of the front line.

709 Div: 729 Rgt (3 Btns) (-4); 739 Rgt (2 Btns) (-2); I/919Bn (-1); 1x Pio Coy; II/1709Art Btn; IV/1709Art Btn; 709th Div HQ (-1).

91 Div: 1057 Rgt (3 Btns) (-2); 1x Pio Coy; III/191Art Btn; 91st Div HQ (-1).

77 Div: 1049 Rgt (3 Btns) (-2); 1050 Rgt (3 Btns) (-3); 1x Pio Coy; 1x 2-2-6 Inf Coy; I/77Art Btn.

243 Div: 920 Rgt (2 Btns) (-2); 921 Rgt (3 Btns) (-3); 1x Pio Coy; 1x 2-2-6 Inf Coy; II/243Art Btn; 561st Ost Btn; 243rd Div HQ (-1).

34.12.0 Reinforcements

There are no reinforcements.

34.13.0 Victory Conditions

34.13.1 Allied Victory Conditions

The Allied side wins a:

- **Strategic victory if:** All German units have been eliminated or surrendered at the end of the June 26 Night GT.
- **Operational victory if:** By the end of the scenario, all German units have been eliminated or have surrendered.
- **Tactical victory if:** At the end of the scenario, all Cherbourg town and city hexes are Allied controlled, but there is at least one German unit on the map.

34.13.2 German Victory Conditions

The German side wins a:

- **Strategic victory if:** At the end of the scenario, All Cherbourg city and town hexes are German controlled.
- **Operational victory if:** At the end of the scenario, Cherbourg hex C3906 is occupied by at least one German unit.
- **Tactical victory if:** At the end of the

scenario, at least one Cherbourg city or town hex is German controlled.

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO THREE!!

35.0 INTERMEDIATE SCENARIOS

The Intermediate scenarios incorporate most of the rules in the GOSS and AW booklets. They are structured to allow players to play the game without the using the Allied Naval Transit Display, the Strategic Map, and the full logistical rules. When playing without the full logistic and strategic rules, the below rules take precedence.

35.1.0 Sequence of Play

35.1.1 Game Turn Sequence

When playing the intermediate scenarios, all phases of the SoP are used however some sub-phases may be skipped or modified. Changes to the GT sequence are noted below.

35.2.0 Transport & Logistics Phase

35.2.1 Allied Naval Transit Segment:

Ignore all references to this segment.

35.2.2 Truck Point Assignment Segment:

Truck points are for motorization of units. They have no effect on logistics.

35.2.3 Ammo & Fuel Delivery Segment:

Ignore all references to this segment.

35.2.4 Allied Movement Phase

35.2.5 Strat Movement Segment (AM):

Ignore this segment. Ignore all references to the Strategic Map and Allied Naval Transport Display.

- Allied reinforcements are placed on the landing boxes associated with the beach of arrival at the beginning of the Allied Movement Phase.
- German reinforcements are placed on the Battlefield Map at the beginning of the German Movement Phase. Each reinforcement group on the activation list gives the month/day and GT (AM, PM, or Night) and hex that the group historically arrived on the Battlefield Map.

35.3.0 Reinforcements

When using the intermediate rules do not use the Strategic Map or Naval Transit Display. All sub-area beaches are active.

- Allied units arrive two GDs later than listed on the Activation List (the list was designed to be used with the full strategic rules).
- Units are placed on any Landing Box of the beach designated on the Activation List at the beginning of the AM GT.

Note: Units may only arrive at their pre-designated beaches; however, they may

land at any sub-area within that beach.

- On AM and PM GTs only, the Allied side may move those units onto the map. Units may not land during night GTs.
- Each beach sub-area is able to land six steps of units each GT. Mech steps count as two and all artillery steps count as three.
 - If atmospheric condition in the weather sector is Ovr with rain, each beach sub-area may only land five steps.
 - If storm conditions exist in the weather sector, each beach sub-area may only land three steps.
 - In either of the two above cases, a single unit may always land in the beach sub-area, regardless of stacking.
- Units may only expend one-half their MA and may not use Strat road movement the GT they land.
- When not using map A, units scheduled to arrive at Utah, arrive at any primary or secondary road map edge hex on the north map edge of map B. These units arrive three GDs after their GD of activation.

35.3.1 Random Arrival

By mutual consent, players may choose to use the random arrival procedure to determine if reinforcements arrive one GD early or up to two GDs late.

Note: Random Arrival should always be used for the Allied side.

If using random arrival follow the below procedures. One GD before the historical day of arrival, roll 1d10 and apply any applicable DRMs for each named unit or formation on the activation list.

Example: Consult the Activation List for the CW. On the June 8 GD there are five Art Btms that are scheduled to arrive. The Allied player would roll 1d10 for each unit. On the 12 June GD, the 11th Armored Division and the 33rd Armored Brigade are scheduled to arrive. The Allied player would roll 1d10 for each of those formations, not each unit of those formations.

Allied DRMs: If the below weather conditions exist on the GD that the DR is made apply the following DRM:

- -2: Clear
- +4: If overcast with rain.
- +6: If storm conditions exist.

German DRMs: The German player will be required to check each GT to determine when scheduled reinforcement arrives. If the below weather conditions exist on the GD that the DR is made apply the following DRM:

- -1: If partial overcast with rain
 - -2: If overcast with rain
 - -3: If storm conditions exist
 - +2: If clear conditions exist
- Units arrive according to the following modified DRs:
- 0-1: Arrives one GD early.

- 2-6: Arrives on their historical GD
- 7-8: Arrives one full GD late.
- 9 or higher: Arrives two GDs late.

35.4.0 Air Points & Naval Units

Each Scenario will outline the use and availability of APs and naval units.

35.5.0 Logistics

Each Scenario will list logistic rules that apply, however in all intermediate scenarios or in all campaign games that players do not use the full logistic rules; apply the below rules. In all cases, GOSS GenS rules apply unless specifically stated otherwise.

35.5.1 Allied Fuel

Allied Mech unit printed MA is reduced as follows:

- June 7 AM to June 11 AM GT: -4.
- June 12 AM to July 2 AM GT: -2.
- July 3 AM GT to end of scenario: all Mech units have their full printed MA.

Note: Reduce unit MA for ground conditions, GenS status and Exploit movement after reducing for the above.

35.5.2 German Fuel

The following movement restrictions are in effect for both the friendly Movement and Exploitation Phases.

- Beginning on the June 9 AM GT the German side must secretly designate one GT as a "low fuel" GT. On that GT, German Mech units subtract two from their printed MA.
- During the remaining two GTs of that GD all Mech units may move a maximum of one-half their printed MA and may only move one hex while in PA mode.
- Each GD the German side may select a number of formations or BG to operate with their full MA.
- Until the July 3 AM GT, one formation, or four Independent BGs may operate with their full MA.
- Beginning the July 4 AM GT, two division formations or eight independent BG may operate with their full MA.

Note: Reduce unit MA for ground conditions, GenS status and Exploit movement after reducing for the above.

35.5.3 Ammo Depletion

Scenario instructions will outline each side's ADV. Adjust army and corps ADV for supported corps/formations as outlined in GOSS 16.3.2a. AmP arrival is dictated in each scenario's rules. Do not use the Logistics Table.

35.5.4 Depots

Depots may be moved and/or new depots may be activated. On the GD and for the two following GDs, that a depot is moved and/or activated; all Mech units subordinate to that army reduce their printed MA by two. Use the procedures

outlined in GOSS 15.8.2 & AW 15.9.0.

Exception: Ignore TP and FP requirements.

36.0 SCENARIO FOUR: BATTLE OF THE HEDGEROWS; BATTLE FOR CAEN

This scenario depicts the attempt by both the US and British AGs to expand their invasion lodgments and capture the key communication centers of St. Lo and Caen. All of the beachheads have been joined together in one continuous front and Cherbourg has been captured. All maps except for map A are used.

36.1.0 Scenario Length

The scenario begins on GT 79 (July 2 AM GT) and ends on GT 131 (July 19 PM GT) and is 53 turns long. The scenario may be split with players just playing one or the other of the Allied AG.

36.2.0 Air Points

GOSS & AW rule 20.0 applies.

Exception: Ignore all rules applying to Strategic Map assignment, air supply mission, and Strategic Interdiction. Use the sequence of play outlined in AW 35.0.

36.2.1 Available Air Points

- US receives 44 AP each GD.
- CW receives 40 AP each GD.
- The Allied player may not increase his air effort (AW 20.1.1c).
- There are eight HB points available to conduct one CB mission for each AG. These missions may not be conducted on the same GD. Both CB attacks are conducted as the first attack. All available APs for both AG are halved the GD of the CB mission. The Allied side may pre-plan their Carpet Bombing mission prior to the start of play.
- German side receives 6 APs each GD. Use the abort procedure listed on the Air Point Availability Table.

36.3.0 Naval Gunfire Support

All rules pertaining to Naval Gunfire Support apply. Additionally:

- The Western TF may only roll for DD; no other type naval unit is available.
- Beginning on the July 8 GD, the Eastern TF may have a maximum of 1 BB or 1 Mon, 1 CA, 2 CL and 4 DD. The CW player rolls normally, however Eastern TF may not have more naval units than listed above.

36.4.0 Weather

The weather on the first GT of the scenario is POvr with rain. The ground is wet. On the second GT begin rolling for variable weather.

36.5.0 Logistics

Use the rules outlined in AW 35.0 and follow the below procedures. The British 2nd Army and US 1st Army have one depot

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each. The 3rd US Army and the 1st Canadian Army may not activate in this scenario. Additional depots may not be activated.

Designer's note: The 1st Canadian Army activated on 23 July and the 3rd Army activated on 1 August.

36.5.1 PSS

- British 2nd Army's PSS is either Gold or Juno beach.
- US 1st Army's PSS is Omaha Beach.
- German PSS is the same as AW 16.1.0.
- Ignore all references to the Strategic Map, Embarked Units, and Landfront Cherbourg.

36.5.2 ADV

- Allied ADV for each is five.
- German ADV for each army is three.

36.5.3 AmP

- Each Allied army has five AmPs in stockpile and receives three AmPs each AM GT.
- Each German army has two AmPs in stockpile. The German side receives the following AmP each AM GT.
 - One AmP each AM GT.
 - If the atmospheric condition in the Eastern Sector is overcast with rain or storm the German side receives two AmPs each AM GT.

36.5.4 Fuel

Use the procedures in AW 35.51 & 35.5.2.

36.5.5 Truck Points

TP are only used in this scenario to motorize leg units.

- Each Allied army has three TPs available for motorization. Allied inherent division transport is available.
- The German side has two TPs available. These points may be assigned to either army at the beginning of each AM GT.

36.6.0 Replacements

A simple form of replacements is used for this scenario. Use GOSS 22.1.3.

36.6.1 Allied Replacements

- 21st AG receives three Inf and three armor ReP each AM GT.
- 12th AG receives four Inf and four armor ReP each AM GT.

36.6.2 German Replacements

- The German side receives one Inf and one armor ReP each AM GT.

36.7.0 Starting Units

The starting forces for both sides are listed below. Placement is shown on the scenario diagram.

36.7.1 Allied Set Up

The Allied side sets up second. Formations and units should be placed within their operational boundaries as shown on the diagram.

- If using the random arrival rule (AW 35.3.1) roll 1d10 to determine the arrival date of those reinforcements scheduled to arrive on the July 3 GD.
- All frontline hexes (those on the Allied side of the front line) must be occupied by or adjacent to an Allied unit.
- Once all front line hexes are covered, other units subordinate to a formation or BG may be set up anywhere in its operational area no more than five hexes from the frontline.
- Units may begin the scenario broken down.
- All leaders assigned to HQ listed are present.

36.7.1a Prior Losses

Some Allied formations have suffered casualties prior to the start of this scenario. In each formation, no unit of the listed type may start with more than one step loss unless all units of that type have suffered one step loss.

36.7.1b Fieldworks

FW must be set within five hexes of the frontline.

- The US player may place up to 20 ET-2 and 20 IP within the 12th AG area.
- The CW player may place up to 30 ET-2 and 25 IP.
- ET-3 may be placed starting July 3.

36.7.1c US Starting Forces

1st Army

Asset Units: Anywhere in 1st Army area: 1A HQ & Depot; 58/1A AFA; 62/A AFA; 65/1A AFA; 87/1A AFA; 153/1A FA; 551/1A FA; 552/1A FA; 51/3A CE; 759 Lt Tk Btn; 744 Lt Tk Btn.

VIII Corps

Asset Units: Anywhere in corps' area unless stated otherwise: VIII HQ; 333/VIII FA; 559/VIII FA; 207/VIII CE; 300/VIII CE; 803 TD Btn; VIII CavGrp {2x Btn} within 2 hexes of B1605.

79th Inf Div: All units; Attached 749th Tk Btn; 813th TD Btn.

82nd AB Div: All units.

90th Inf Div: All units; Attached 712th Tk Btn; 607th AT Btn.

VII Corps

Asset Units: Anywhere in corps' area: VII HQ; 87C/VII FA; 172/VII FA; 183/VII FA; 188/VII FA; 195/VII FA; 951/VII FA; 957/VII FA; 961/VII FA; 980/VII FA; 981/VII FA; 987/VII AFA; 237/VII CE; 238/VII CE; 297/VII CE; 298/VII CE; 4/VII CavGrp {2x Btn}.

83rd Inf Div: All units; Attached 774th Tk Btn; 802nd AT Btn.

4th Inf Div: Within 3 hexes of B4403: All units (-2 Inf); Attached 70th Tk Btn; 801st AT Btn.

9th Inf Division: Off map, enters on any primary road hex north edge on map B, on or after July 4 AM GT; All units (-2 Inf); Attached 746th Tk Btn; 899th TD Btn.

XIX Corps

Asset Units: Anywhere in corps' area unless stated otherwise: XIX HQ; 203/XIX FA; 793/XIX FA; 959/XIX FA; 963/XIX FA; 967/XIX FA; 978/XIX FA; 979/XIX FA; 246/XIX CE; 247/XIX CE; 295/XIX CE; 113/XIX CavGrp {2x Btn.

30th Inf Div: All units; Attached 743rd Tk Btn; 823rd AT Btn.

29th Inf Div: All units (-2 Inf); Attached 747th Tk Btn; 821st AT Btn.

3rd Arm Div: Within 3 hexes of B6511: All units.

V Corps

Asset Units: Anywhere in corps' area, unless stated otherwise: V HQ; 186/V FA; 187/V FA; 190/V FA; 200/V FA; 941/V FA; 953/V FA; 955/V FA; 997/V FA; 20/1A CE; 254/V CE; 146/V CE; 234/1A CE; 102/V CavGrp {2x Btn}.

1st Inf Div: All units (-2 Inf); Attached 745th Tk Btn; 634th TD Btn.

2nd Inf Div: All units (-3 Inf); Attached 741st Tk Btn; 612th AT Btn.

2nd Arm Div: Within 3 hexes of C1419: All units (-2 steps in any two Hybrid units).

36.7.1d CW Starting Forces

2nd Army:

Asset Units: Anywhere in 2nd Army area, unless noted otherwise: 2A HQ & depot; 86RHA/2A; 6RA/3; 13RA/3; 59RA/3; 67RA/3; 72RA/3; Army Eng {2x Btn}; 79th Arm Div: All units {9x Coy}.

Guards Arm Div: Within 3 hexes of C3015: All units (-1 Inf and 32nd Bde).

59th Inf Div: Within 3 hexes of C3714: All units.

53rd Inf Div: Within 3 hexes of C2614: All units.

XXX Corps

Asset Units: Anywhere in corps' area: XXX HQ; 4RHA/5; 7RA/5; 52RA/5; 64RA/5; 84RA/5; 121RA/5; 73RA TD {2x Coy}; 11HUS Recce; Corps Eng {2x Btn}.

50th Inf Div: All units (-3 Inf); Attached 34th Arm Bde {3x Btn} (-2 Arm).

49th Inf Div: All units (-4 Inf); Attached 8th Arm Bde {4x Btn} (-2 Arm; -1 Mech Inf).

7th Arm Div: All units (-1 Mech Inf; -2 Inf).

VIII Corps

Asset Units: Anywhere in corps' area, unless otherwise noted: VIII HQ; 15RA/8; 25RA/8; 59RA/8; 63RA/8; 77RA/8; 61RA/8; 91RA TD {2x Coy}; 2HH Recce; Corps Eng {2x

Btn}.

11th Arm Div: Within 3 hexes of C3620:

All units (-3 Arm; -1 Mech Inf; -3 Inf).

15th Inf Div: All units (-4 Inf); Attached 31st Tk Bde {2x Btn} (-1 Arm).

43rd Inf Div: All units (-5 Inf); Attached 4th Arm Bde: {4x Btn} (-2 Arm; -1 Mech Inf).

I Corps

Asset Units: Anywhere in corps' area:

I HQ; 51RA/4; 53RA/4; 65RA4/; 68RA/4; 79RA/4; 150RA/4; 1Can/2 RA Btn; 3Can/2 RA Btn; 4Can/2 RA Btn; 7Can/2 RA Btn; 62RA TD {2x Coy}; Inn Ct Recce Btn; Corps Eng {2x Btn}

6th AB Div: All units (-6 Para; -3 Glider); Attached 1st & 4th Special Service Bdes {9x Btn} (-2 Cdo).

3rd Can Div: All units (-2 Inf); Attached 2nd Can Arm Bde {3x Btn} (-1 Arm).

3rd Inf Div: All units (-5 Inf); Attached 33rd Arm Bde: {3x Btn} (-2 Arm).

51st Inf Div: All units (-3 Inf); Attached 27th Arm Bde {3x Btn} (-2 Arm).

36.7.2 German Set up

The German side sets up first. Formations and units should be placed within their operational boundaries as shown on the diagram.

- All German frontline hexes (those on the German side of the front line) must be occupied by or adjacent to a German unit.
- Once all front line hexes are covered, other units subordinate to a formation or BG may be set up anywhere in its operational area no more than 5 hexes from the frontline.
- Units may begin the scenario broken down.
- All leaders assigned to HQ listed here are present except for Marcks (LXXXIV Corps).

36.7.2a Eliminated units

Units that are assigned to formations listed below that have been eliminated will not appear in the "at start" units or reinforcement list. Place all such units in the German eliminated Box.

36.7.2b Fieldworks

IP and ET are set up within five hexes of the frontline.

- PG West may have a maximum of 25 IP, 35 ET-2, and 6 ET-3.
- 7th Army may have a maximum of 25 IP, 25 ET-2, and 2 ET-3.
- ET-3 may be placed starting July 4.

36.7.2c German Starting Forces

7th Army

Asset units: Anywhere in army area unless stated otherwise: 7A HQ; 3x 88Flak Coy; 2x 75AT Coy; 1x 88AT Coy; 456/7A Art; 763/7A Art; 457/7A Art; 1193/OKW Art; 797/752 Ost Btn; 635/752 Ost Btn within 3 hexes of

B4328.

LXXXIV Corps

Asset units: Anywhere in corps area:

LXXXIV HQ; 628/OKW Art within 3 hexes of B4321; 1194/OKW Art within 3 hexes of B5118; 902/OKW StG Btn within 3 hexes of B2610.

353rd Division: All units within 3 hexes of B2715; Inf (-2); 353Pio Btn (-1); 353AT z-step.

17SS PzGd Division: 17SS HQ; All Inf Btms (-7 Inf); I/6FJ/91 Btn (-2); III/6FJ/91 Btn (-1); 17SS Pio Btn (-1); 17SS Flak Btn (-1); 17SS StG Btn (-1); 17SS Art {3x Btn}; 2./17/17SS PzJ Coy.

KG 265: II/895/265 & III/894/265 Inf Btms (-3); 265AT z-step; 265 Pio Coy; I/265 Art Btn.

KG Koenig: 91 HQ (-1); I/1058/91 Inf Btn (-1); I/1050/77 Inf Btn (-1); 2x Coy 17SS Aufkl (each Coy at 1 step); 1x StG Coy.

KG Heinz: I/984/275 Inf Btn (-1); II/984/275 Inf Btn (-1); Fus/275 Btn (-1); 275 AT Coy; 1x Pio Coy; 439/352 Ost Btn; I/275 Art Btn; 7Angers Pio Coy; 439/352 Ost Btn {shown on map as 639}.

77th Division: 77 HQ (-1); II/1050/77 Inf Btn (-1); III/1050/77 Inf Btn (-1); III/77 AT Coy (-1); 77 Pio Coy (-1); I/77 Art Btn.

243rd Division: 243 HQ (-1); I/921/243 Inf Btn (-1); II/921/243 Inf Btn (-1); 2/1243/243 StG Coy; 243 Pio Coy (-1); III/243 Art Btn.

IIFJ Korps

Asset Units: Anywhere in corps area: IIFJ HQ; 12FJ/IIFJ Aufkl Btn {2x Coy}; 12FJ/IIFJ StG {2x Coy}; Lehr/8NW/OKW NW Btn {3x Btms} within 3 hexes B5424.

KG vBohm: Fus/353 Btn (-1); III/9/3FJ Inf Btn (-1); II/914/352 Inf Btn (-1); 1x I-2-6 Inf Coy.

KG 266th Division: I/897/266 Inf Btn (-1); II/897/266 Inf Btn (-1); 266Pio (z-step); 266AT (z-step); I/266 Art Btn.

3FJ Division: 3FJ HQ; All Inf Btms {except III/9/3FJ} (-7); 3/3FJ Pio Btn (-1); 3FJ AT Coy (z-step); 3FJ Flak Coy; I3/3FJ Art Btn.

352nd Division: 352 HQ (-1); I/914/352 Inf Btn (-1); I/915/352 Inf Btn (-1); Fus/352 Btn (-1); 352Pio Btn (-1); IV/352 Art Btn.

2SS Pz Division: Within 3 hexes of B5234: 2SS HQ; 3./I/2SS Pz Coy; 6./II/2SS Pz Coy; 7./II/2SS Pz Coy; I/4/2SS Mot Inf Btn; II/4/2SS Mot Inf Btn; I/3/2SS Mot Inf Btn; 1.2/2SS PzGd Pio Coy; 16./2SS PzGd Pio Coy; 1.3./2SS Flak Btn; 2Aufk/2SS Btn (-1); 2/2SS PzJ Btn; II/2SS Art Btn; III/2SS Art Btn.

Pz Group West

Asset Units: Anywhere in army area unless stated otherwise: PG West HQ; 4x 88Flak Coy; 2x 88AT Coy; 3x 75AT Coy; 1198/OKW Art Btn; 555/OKW Art Btn; 101/ISS Pz Btn {2x Coy}; 657/OKW AT Btn; 654/OKW PzJ Btn {2x Coy} (both z-step); III Flak Corps (14x Coy).

LXXXVI Korps

Asset Units: Anywhere in Corps area: LXXXVI HQ; 1151/OKW Art Btn; 1053/OKW PzJ AT Btn; All WN and StP east of the Orne River.

711th Division: 711 HQ; I/744/711 Inf Btn; II/744/711 Inf Btn; III/744/711 Inf Btn (-1); 781/711 Ost Btn; 1./711/711 AT Coy; 711/711 Pio Coy (-1); I/711 Art Btn; II/711 Art Btn.

346th Division: 346 HQ; All Inf Btns {except 639 Ost Btn} (-4); 346/346PzJ Btn {2x Coy}; 346/346 Pio Btn (-1); 346/346 Art Rgt {3x Btns}.

ISS Panzer Korps

Asset Units: Anywhere in Corps area: ISS HQ; 101/ISS Art {2x Btn}; 7/OKW NW Bde {6x Btn}; 101/ISS Pz Coy (z-step)

21st Panzer Division: {up to 3 units attached to & in 16LW Div area}; 21Pz HQ; I/100/21Pz Btn x3; I/125/21 PzGd Btn (-1); II/125/21 Mot Inf Btn (-1); I/192/21 PzGd Btn (-1); II/192/21 Mot Inf Btn (-1); 200/21StG Btn {4x Coy}; 1.2/220/21 Pio Coy; 3./220/21 Pio Coy; 220/21 AT Btn (-1); 1.2./21 Aufkl Coy; 1.2/21 Flak Coy; II/155/21 Art Btn; III/155/21 Art Btn; 10/155/21 NW Btn.

16LW Division: {up to 3 units attached to & in 21Pz Div area}; All units (-2 Inf).

12SS Panzer Division: 12SS HQ; 1./I/12SS Pz Coy; 2./I/12SS Pz Coy; 7./II/12SS Pz Coy; 8./II/12SS Pz Coy; 25/12SS Inf Rgt {3x Btn} (-2); 26/12SS Inf Rgt {3x Btn} (-4); 1./2/12SS Pio Coy (-1); 1.3/12SS Flak Btn (-1); 3/12SS AT Coy (-1); 2x Coy 12SS Aufk (each Coy with one step); I/12/12SS Art Btn; III/12/12SS Art Btn; IV/12/12SS Art Btn.

KG, 1SS Panzer Division: I/1/1SS Mot Inf Btn (-1); II/1/1SS Mot Inf Btn; III/1/1SS PzGd Btn (-1); 1x Pio Coy; 1x 88Flak Coy; II/1/1SS Art Btn.

IISS Panzer Korps

Asset Units: Anywhere in Corps area: IISS HQ; 9/OKW NW Bde {6x Btn}; 102/IISS Pz Btn {3x Coy} (1x z-step).

KG 2SS Panzer Division: I./I/2SS Pz Coy; 2./I/2SS Pz Coy; 5./II/2SS Pz Coy; III/4/2SS PzGd Btn; 2.3./2SS Mot Pio Coy; I/2/2SS Art Btn.

10SS Panzer Division: 10SS HQ; 5/II/10SS Pz Coy; 6/II/10SS Pz Coy; 7.8/10SS Pz Coy; 21/10SS Inf Rgt {3x

Btn} (-2); 22/10SS Inf Rgt {3x Btn} (-4); 1.2/10SS Pio Coy; 1.3/10SS Flak Btn (-1); 10SS AT z-step; I/10/10SS Art Btn; III/10/10SS Art Btn.

9SS Panzer Division: 9SS HQ; I./I/9SS Pz Coy; 2./I/9SS Pz Coy; 3./I/9SS Pz Coy (z-step); 5./II/9SS Pz Coy; 6./II/9SS Pz Coy (z-step); 8.9/II/9SS Pz Coy (z-step); 19/9SS Inf Rgt {3x Btn} (-3); 20/9SS Inf Rgt {3x Btn} (-2); 9SS Pio Btn (-1); 3/9SS Pio Coy; 9SS Aufk Btn (-1); 1.3/9SS Flak Btn; 9SS Art Rgt {3x Btn}.

XLVII Panzer Korps

Asset Units: Anywhere in Corps area; XLVII HQ; 460/OKW Art Btn; 2/8NW Bde {3x Btn}; 1192/OKW Art Btn; 992/OKW Art Btn; 1x PzGd Coy.

276th Division: All units (-1 Inf).
Pz Lehr Division: Lehr HQ; I/6Lehr Pz Coy; 2./I/6/Lehr Pz Coy; 3./I/6/Lehr Pz Coy; 5./II/6/Lehr Pz Coy; 6./II/6/Lehr Pz Coy; 8./II/6/Lehr Pz Coy; 901/Lehr PzGd Rgt {2x Btn} (-2); 902/Lehr PzGd Rgt {2x Btn} (-2); 130/Lehr PzJ Btn {3x Coy}; 130/Lehr Pio Btn (-1); 311/Lehr Flak Btn (-1); 1.3/Lehr Aufk Coy; 130/Lehr Art Rgt {3x Btn}.

2nd Panzer Division: 2Pz HQ; 1./I/3/2 Pz Coy; 2./I/3/2 Pz Coy; 3./I/3/2 Pz Coy; 5./II/3/2 Pz Coy; 6./II/3/2 Pz Coy; 8./II/3/2 Pz Coy; 2/2 Inf Rgt {2x Btn} (-1); 304/2 Inf Rgt {2x Btn} (-2); 1./38/2 PzJ Coy; 2./38/2 PzJ Coy; 1.2./38/2 Pio Coy; 3./38/2 Pio Coy; 1.2./273/2 Flak Coy; 1.3/2 Aufk Coy; 74/2 Art Rgt {3x Btn}.

36.8.0 Reinforcements

AW 35.3.0 applies.

36.8.1 Allied Reinforcements

US reinforcements on the Activation List for June 30, July 1, and July 2 arrive on any primary or secondary road hex on map B as noted below. Consult the Activation List beginning July 3. All other reinforcements for both the US and CW listed during the time frame of the scenario arrive two GDs later than listed.

- June 30 units arrive the July 2 AM GT
- July 1 units arrive on the July 3 AM GT.
- July 2 units arrive on July 4 AM GT.

CW units arrive on Juno, or Gold (Sword was not used during this period). US units arrive on Omaha or Utah.

36.8.2 German Reinforcements

German reinforcements enter the map according to the Activation List starting on the July 3 AM GT. The following formations and units arrive as noted below (do not roll for delayed entry).

KG 5FJ Division: July 2 AM; D1042; 1x Inf Rgt; 1x Pio Coy; 1x Art Btn.

1SS Pz Division: July 3 AM; C7027; Remainder of division.

36.9.0 Splitting the Scenario

This scenario can be split into two smaller, more manageable scenarios. The 12AG/21AG boundary marks the dividing line for these split scenarios.

36.9.1 21st Army Group (Scenario 4A)

The first scenario involves only the 2nd British Army and the German forces opposite that army.

- The scenario ends on the July 10 PM GT.
- The CW side receives all the CW APs and the CB attack listed in AW 36.2.1.
- The German side has three AP.
- The German side has one TP.
- The German side receives one Inf and one Arm ReP every other GD beginning July 3.
- German reinforcements scheduled to arrive on the east map edge and those entering on the south map edge within the original 21st AG area are received as outlined.
- All other rules and victory conditions from the CW and German portion of the front remain in effect.

36.9.2 12th Army Group (Scenario 4B)

The second scenario represents the American effort west of the AG boundary.

- The US side receives all the US APs and the CB attack listed in AW 36.2.1.
- The 1st US Infantry Division set up is ignored; it does not appear in this scenario.
- The German side has three AP.
- The German side has one TP.
- The 2nd Panzer Division set up is ignored, it does not appear in this scenario.
- The German side receives one Inf and one Arm ReP every other GD beginning July 3.
- German reinforcements scheduled to arrive on the southeast map edge and those entering on the south map edge within the original 12th AG area are received as outlined.
- On the July 9 AM GT, the Pz Lehr Div enters on the east map edge of the playing area on any primary road hex south of the current front line. The Pz Lehr Div consists of the same units as listed in Scenario 4, with the following exceptions:
 - Reduce the number of MkIV and MkV Pz Coys by one each.
 - Increase the number of step losses to the two Inf Rgts by one each.
- All other rules and victory conditions from the CW and German portion of the front remain in effect.

36.10.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to have different results in each sector. Victory is determined at the end of the scenario.

36.10.1 CW Victory Conditions

Strategic Victory: The German side does not have a continuous front line and the Allied side has at least one division (all assigned/attached units except HQ and artillery at least six hexes south of the breakthrough).

Operational Victory: All Caen town/city hexes, Hill 112 (C3927), and Villiers Bocage (C2530, must be in Allied GenS.

Tactical Victory: All Caen town/city hexes are in Allied GenS.

36.10.2 US Victory Conditions

The US side's objectives are St. Lo (B5656), Periers (B3519), Lessay (B2716), and Coutances (B3232).

Strategic Victory: The German side does not have a continuous front line and the Allied side has at least one division (all assigned/attached units except HQ and artillery at least six hexes south of the breakthrough).

Operational Victory: If any three of the above objectives are in Allied GenS.

Tactical Victory: All St Lo town/city hexes are in Allied GenS.

36.10.3 German Victory Conditions

Each Allied sector is judged separately.

Strategic Victory: The Allied side did not achieve at least a Tactical Victory.

Operational Victory: The Allied side achieved only one Tactical Victory.

Tactical Victory: Neither Allied AG achieved a Strategic Victory.

36.10.4 Continuous Line

A continuous line is defined as having at least one non-HQ/non-artillery unit in every third hex along the front line stretching from one end of the playing area to the opposite end. Players should use reason here; the idea is that with a continuous line the Allied side has failed to achieve a significant breakthrough.

36.11.0 Campaign Game

Players may begin the full campaign game from this start point. They may choose to play either the simplified logistic and reinforcement rules or they may play the full logistic and strategic rules.

Designer's Note: *There is no requirement to set up map A. Continue to use the rules pertaining to Allied arrival as written in the scenario.*

36.11.1 Simplified Rules

Use the simplified logistic and reinforcement rules listed in AW 35.0 & 36.0, adjust as follows.

- 1st Canadian Army and one depot activate on the July 23 AM GT. The army has 3 TP available for motorization.
- The US 3rd Army and one depot activate on the August 1 AM GT. The army has three TP available for motorization.
- The Allied side may not increase the

number of AP.

- On the August 2 AM GT all Allied armies have an ADV of five.
- On the August 2 AM GT German armies have an ADV of two.
- Reinforcements are received in accordance with AW 35.0.
- Adjustments to naval unit availability is in accordance with AW 11.9.0.

36.11.2 Full Logistic & Strategic Rules

Use AW 15.0 & 16.0 for logistic values and procedures. Use the sequence of play detailed in AW 3.3.0.

36.11.2a Army Activation

- 1st Canadian Army activates on July 23.
- US 3rd Army activates on August 1.

36.11.2b Air & Naval Availability

All AP (for both sides), including HB and ASP are available.

- The US player receives the AP increase for controlling Cherbourg on the August 1 AM GT.
- Naval units are available in accordance with AW 11.9.0.

36.11.2c Stockpiles

- 2nd British Army has five AmP and four FP in stockpile. The army has six Inf and six Arm ReP available.
- 1st US Army has four AmP and four FP in stockpile. The army has five Inf and four Arm ReP available.
- Each German army has two AmP and one FP in stockpile. The German side starts with two Inf and one Arm ReP that may be divided in any manner between the two German armies.

36.11.2d Allied Reinforcements

If using the Naval Transit Display, Allied units are placed as follows. Units in the Transit Box may be placed in any beach area appropriate to their nationality. The US July 2 reinforcements are placed in the Activated Units Box.

Embarked Box: 174/VIII AFA; 559/VIII FA; 61/3A CE; 3C/2AGRA RA; 4C/2AGRA RA; 7C/2AGRA RA

Transit Box: 561/VIII FA; 86C/VIII FA.

If using Map, A: The US 9th Inf Div begins the game within 8 hexes of any Cherbourg city hex.

36.11.2e German Reinforcements

If using the Strategic Map, the below units/formations are placed in the noted location boxes on the Strategic Map. Beginning the first GT, activate units as indicated on the German Activation List.

St Malo: III/898/343 Inf Btn.

Laval: 276 Inf Div; all units.

Angers: 277 Inf Div; all units.

Pas De Calais: 1SS Pz Div, remainder of division; 625 AT Btn; 1041 Art Btn.

36.12.0 Victory Conditions

Victory conditions for the full campaign

game are noted in AW 39.3.0.

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO FOUR!!

37.0 SCENARIO FIVE: JULY 25, COBRA

This scenario highlights Omar Bradley's set-piece operation to finally break out of the hedgerows and set Patton loose behind German lines. The operation began with a massive carpet-bombing mission that annihilated large sections of the German frontline units, allowing two armored divisions and two infantry divisions to break into the thick of German defenses and grind their way through. On the British front, the 7th Armored Division and the Canadian corps fought ferociously to crack the ridgeline near Verviers and drive beyond down the road to Falaise. After just several days of action, Monty was forced to redirect his attacks elsewhere as this front was just too strongly held. All maps except for map A are used.

37.1.0 Scenario Length

The scenario begins on GT 146 (July 25 AM GT) and ends on GT 171 (August 2 PM GT) and is 55 GTs long. The scenario may be split with players just playing one or the other of the Allied armies.

- Use the sequence of play outlined in AW 35.0.
- In both the full scenario and scenario 5B the US 1st Army has just cancelled a lull (side one).

37.2.0 Air Points

GOSS & AW rule 20.0 applies.

Exception: Ignore all rules applying to Strategic Map assignment, air supply mission, and Strategic Interdiction.

37.2.1 Available Air Points

- US receives 44 AP each GD.
- CW receives 40 AP each GD.
- The Allied player may not increase his air effort (AW 20.1.c).
- There are eight HB points available to conduct one CB mission for each AG. These missions may not be conducted on the same GD. Both CB attacks are conducted as the third attack. All available APs for both AG are halved the GD of the CB mission.
- German side receives 6 APs each GD. Use the abort procedure listed on the Air Point Availability Table.

37.3.0 Naval Gunfire Support

All rules pertaining to Naval Gunfire Support apply. Additionally:

- The Western TF may only roll for DD; no other naval units are available.
- The Eastern TF has a maximum of 1 BB or 1 Mon, 1 CA, 2 CL and 4 DD. The

CW player rolls normally, however Eastern TF may not have more naval units than listed above.

37.4.0 Weather

The weather on the first two GTs of the scenario is clear and dry. On the third GT begin rolling for weather.

37.5.0 Logistics

Use the rules outlined in AW 35.0 and follow the below procedures. All Allied armies have one depot each. The 2nd British, 1st Canadian, and 1st US Armies are active. Each army has one depot. HQ and depot may be placed as players' desire as long as all are in GenS.

37.5.1 PSS

- CW armies use either Gold or Juno beach. Only one army may trace from each beach.
- US 1st Army's PSS is Omaha Beach.
- When 3rd Army moves on to Map B, the 3rd Army HQ and one depot is placed on a primary road hex within 24 hexes of B2701. The depot may never move. The HQ may move then next GT.
- German PSS is the same as AW 16.1.0.
- Ignore all references to the Strategic Map, Embarked Units, and Landefront Cherbourg.

37.5.2 ADV

- Allied ADV for each is five.
- German ADV for each army is three.

37.5.3 AmP

- Each Allied army has seven AmPs in stockpile and receives four AmPs each AM GT.
- Each German army has two AmPs in stockpile. The German side receives the following AmP each AM GT.
 - One AmP each AM GT.
 - If the atmospheric condition in the Eastern Sector is overcast with rain or storm the German side receives two AmPs each AM GT.

37.5.4 Fuel

Use the procedures in AW 35.51 & 35.5.2.

37.5.5 Truck Points

TP are only used in this scenario to motorize leg units.

- Each Allied army has three TPs available for motorization. Allied inherent division transport is available.
- The German side has two TPs available. These points may be assigned to either army at the beginning of each AM GT.

37.6.0 Replacements

A simple form of replacements is used for this scenario.

37.6.1 Allied Replacements

- 21st AG has five Inf and five Arm ReP available. It receives three Inf and three armor ReP each AM GT.

- 12th AG six Inf and six Arm ReP available. It receives four Inf and four armor ReP each AM GT.

37.6.2 German Replacements

The German side has one Inf and one Arm ReP available and receives one Inf and one armor ReP each AM GT. These may be distributed to either army.

37.7.0 Starting Units

The starting forces for both sides are listed below. Placement is shown on the scenario diagram.

37.7.1 Allied Set Up

The Allied side sets up second. Formations and units should be placed within their operational boundaries as shown on the diagram.

- If using the random arrival rule (AW 35.3.1) roll 1d10 to determine the arrival date of those reinforcements scheduled to arrive on the July 3 GD.
- Formations that are on the front line, must place at least two thirds (round down) of their units within four hexes of the front line, as marked on the diagram.
- Units may begin the scenario broken down.
- All leaders assigned to HQ listed are present.

37.7.1a Prior Losses

Some Allied formations have suffered casualties prior to this scenario. In each formation, if there are step losses, no unit of that type may start with more than one step loss unless all units of that type in that formation have suffered one step loss.

37.7.1b Fieldworks

FW must be set within five hexes of the frontline.

- The US player may initially place up to 20 ET-2 and 20 IP.
- The CW player may place up to 30 ET-2 and 25 IP.
- The Allied side may begin placing ET-3 on the July 3 AM GT.

37.7.1c US Starting Forces

1st army

Asset units: Anywhere in 1st Army area: 1A HQ; Depot; 18/1A AFA; 58/1A AFA; 62/1A AFA; 65/1A AFA; 87/1A AFA; 258/1A AFA; 153/1A FA; 551/1A FA; 552/1A FA; 578/XV FA; 51/3A CE;

VIII Corps

Asset units: Anywhere in VIII Corps area: VIII HQ; 744 Lt Tk Btn; 774Tk; 802AT; 148/VIII CE; 207/VIII CE; 300/VIII CE; 196/VIII FA; 202/VIII FA; 204/VIII FA; 333/VIII FA; 559/VIII FA; 561/VIII FA; 733/VIII FA; 969/VIII FA; 174/VIII AFA; 106/VIII Cav Grp {2x Btn}.

79th Div: All units; attached, 749 Tk Btn; 813 TD Btn.

8th Div: All units; attached, 709 Tk Btn; 644 TD Btn.

90th Div: All units; attached, 712 Tk Btn; 607 AT Btn.

83th Div: All units; attached, 774 Tk Btn; 802 AT Btn.

4AD Div: All units; Div is green.

VII Corps

Asset units: Anywhere in VII corps area: VII HQ; 987/VII AFA; 991/VII AFA; 87C/VII FA; 172/VII FA; 183/VII FA; 188/VII FA; 195/VII FA; 951/VII FA; 957/VII FA; 961/VII FA; 980/VII FA; 981/VII FA; 49/VII CE; 237/VII CE; 238/VII CE; 294/VII CE; 297/VII CE; 298/VII CE; 635AT; 4/VII CavGrp {2x Btn}.

9th Div: All units (-1 Inf); attached, 746 Tk Btn; 899 TD Btn.

30th Div: All units (-2 Inf); attached, 743 Tk Btn; 823 AT Btn.

The following divisions are placed within six hexes of B5316, and are in Hidden Reserve. They are eligible for MR Bonus beginning July 26 AM GT.

1st Div: All units; attached, 745 Tk Btn; 634 TD Btn.

4th Div: All units; attached, 70 Tk Btn; 801 AT Btn.

2AD Div: All units.

3AD Div: All units.

XIX Corps

Asset units: Anywhere in XIX Corps area: XIX HQ; 203/XIX FA; 228/XIX FA; 793/XIX FA; 959/XIX FA; 963/XIX FA; 967/XIX FA; 974/XIX FA; 975/XIX FA; 978/XIX FA; 979/XIX FA; 82/XIX CE; 246/XIX CE; 247/XIX CE; 295/XIX CE; 113/XIX CavGrp {2x Btn}; 759/1A Lt Tk Btn.

29th Div: Anywhere in XIX Corps area, no closer than 10 hexes from enemy unit: All units (-5 Inf); attached, 747 Tk Btn; 821 AT Btn.

35th Div: All units (-2 Inf); attached, 737 Tk Btn; 654 TD Btn.

V Corps

Asset units: Anywhere in V Corps area: V HQ; 81C/V Chm; 186/V FA; 187/V FA; 190/V FA; 200/V FA; 941/V FA; 953/V FA; 955/V FA; 989/V FA; 997/V FA; 20/1A CE; 146/V CE; 234/1A CE; 254/V CE; 102/V CavGrp {2x Btn}.

2nd Div: All units (-3 Inf); attached, 741 Tk Btn; 612 AT Btn.

5th Div: All units (-2 Inf); attached, 735 Tk Btn; 818 TD Btn.

Third Army: All units assigned to the 3rd Army may not move onto map B until Avranches is Allied controlled. All attached units and formations are considered one hex off any primary or secondary road hex on the north edge of map B. When able they enter map B in the same manner as reinforcements entering

the map.

Asset units: 3A HQ; 400/3A AFA; 690/3A FA; 695/3A AFA; 696/3A AFA; 629 TD Btn; 705 TD Btn; 2/XII CavGrp {2x Btn}.

XV Corps

Asset units: XV HQ; 177/XV FA; 208/XV FA; 693/XV FA; 999/XV FA; 83.1A AFA; 182/XV FA.

6th Arm Div: All units; Div is green.

5th Arm Div: All units; Div is green.

28th Div: All units; Div is green; attached, 630 AT Btn.

37.7.1d CW Starting Forces

2nd Army:

Asset units: Anywhere in 2nd Army area: 2A HQ; Depot; 86RHA/2A; 79th Arm Div units {9x Coy}; 1st & 4th Special Service Bdes {9x Btn} (-4 Cdo) 2nd Army Eng {2x Btn}.

XXX Corps

Asset units: Anywhere in XXX Corps area: XXX HQ; 4RHA/5; 7RA/5; 52RA/5; 64RA/5; 84RA/5; 121RA/5; 73/XXX TD Coy {2x Coy}; Corps Eng {2x Btn}; 11Hus/XXX Recce Btn.

59th Div: All units (-3 Inf); attached, 6th Gds Tk Bde {3x Btn} (-1 Tk).

15th Div: All units (-2 Inf); attached, 8th Arm Bde {4x Btn} (-3 Tk) (-1 Mech Inf).

50th Div: All units (-2 Inf); attached, 34th Arm Bde {3x Btn} (-1 Tk).

XII Corps

Asset units: Anywhere in XII Corps area: XII HQ; 15RA/8; 25RA/8; 59RA/8; 63RA/8; 77RA/8; 61RA/8; 9RA/9; 10RA/9; 11RA/9; 107RA/9; 146RA/9; 86/XII TD {2x Coy}; Corps Eng {2x Btn}; 1RoyDr/XII Recce Btn.

11th Arm Div: All units (-2 Tk) (-2 Inf).

53rd Div: All units (-4 Inf); attached, 31st Tank Bde {2x Btn} (-1 Tk).

43rd Div: All units (-5 Inf); attached, 4th Arm Bde {4x Btn} (-3 Tk) (-1 Inf).

VIII Corps

Asset units: Anywhere in 21 AG area, at least 12 hexes from enemy unit: VIII HQ; Corps Eng {2x Btn}; 91/VIII TD Coy {2x Coy}; 2HHC/VIII Recce Btn.

49th Div: All units (-4 Inf).

1st Canadian Army

Asset units: 1CA HQ; Army Eng {2x Btn}; Dutch Inf Btn; Belgian Inf Btn.

2nd Canadian Corps

Asset units: IIC HQ; 1CRA/2; 3CRA/2; 4CRA/2; 7CRA/2; 19CRHA/2; 191CRA/2; 6/II TD Coy {2x Coy}; Corps Eng {2x Btn}; 12MDrng/II Recce Btn.

Gds Arm Div: All units (-2 Inf).

7th Arm Div: All units.

2nd Can Div: All units; attached, 2nd Can Arm Bde {3x Btn}.

3rd Can Div: All units.

I Corps

Asset units: I HQ; 6RA/3; 13RA/3;

59RA/3; 67RA/3; 72RA/3; 51RA/4; 53RA/4; 65RA/4; 68RA/4; 79RA/4; 150RA/4; 62/I TD Btn {2x Coy}; Corps Eng {2x Btn}; Inns of court/I Recce Btn.

6th AB Div: All units, except 22Path & GP (-4 Para) (-2 Glider Inf).

3rd Div: All units (-5 Inf); attached, 33rd Arm Bde {3x Btn} (-2 Tk).

51st Div: All units (-4 Inf); attached, 27th Arm Bde {3x Btn} (-2 Tk).

37.7.2 German Set up

The German side sets up first. Formations, BG, and units should be placed within their operational boundaries as shown on the setup diagram.

- All German frontline hexes (those on the German side of the front line) must either contain or be adjacent to a German unit.
- Once all front line hexes are covered, other units assigned or attached to a formation may be set up anywhere in its operational area no more than 5 hexes from the frontline.
- Units may begin the scenario broken down.
- All leaders assigned to HQ listed here are present except for Marcks {LXXXIV Korps} and Meyer {12SS}.

37.7.2a Eliminated units

Units that are assigned to formations listed below that have been eliminated will not appear in the "at start" units or reinforcement list. Place all such units in the German eliminated Box.

37.7.2b Fieldworks

IP and ET are set up within five hexes of the frontline.

- PG West may place up to 25 IP, 35 ET-2 and 7 ET-3.
- 7th Army may place up to 25 IP, 25 ET-2 and 3 ET-3.
- The remaining ET-3 may be placed starting the July 4 GD.

37.7.2c German Starting Forces

7th Army

Asset Units: Anywhere in 7A area: 7A HQ; 1193/OKW Art Btn; 763/OKW Art Btn; 456/7A Art Btn; 457/7A Art Btn; 752/7A Ost Btn {2x Btn}; 3x 88Flak Coy; 2x 75AT Coy; 1x 88AT Coy.

LXXXIV Corps

Asset Units: Anywhere in LXXXIV Corps area: Corps HQ; 628/OKW Art; 1041/OKW AT Coy; 1x Pio Coy.

243 BG: I/921/243 Inf Btn (-1); II/921/243 Inf Btn (-1); 243 Pio Coy (-1); III/243/243 Art Btn.

91 Div: 91 HQ (-1); I/1058/91 Inf Btn (-1); II/1058/91 Inf Btn (-1); 1x StG Coy.

77 Div: 77 HQ (-1); II/1050/77 Inf Btn (-1); III/1050/77 Inf Btn (-1); III/177/77 AT Coy (-1); 177/77 Pio

Coy (-1); I/177/77 Art Btn.

265 BG: All units (-4 Inf).

353 Div: Within four hexes of B4234: All units (-5 Inf); 353 Pio Btn (-1); 353 AT Coy (z-step); 353 MIII Coy (e).

2ss Div: 2SS HQ; 1./I/2P/2ss;

3./I/2P/2ss; 6./II/2P/2ss; 4/2ss Inf Rgt {3x Btn} (-3); I/3/2ss Mot Inf Btn (-1); 1./2/2ss Pio Coy; 2.3/2/2ss Pio Coy (-1); 1.3/2/2SS Flak Btn; 2/2ss StG Btn (-1); 2/2ss Aufk Btn (-1); 2/2ss Art Rgt {3x Btn}; attached, I/6FJ/91 Btn (-1); III/6FJ/91 Btn (-2).

17ss Div: 17SS HQ; 37/17ss Inf Rgt {3x Btn} (-1), 17/17ss Pio Btn (-1); 1.3/17/17ss Flak Btn (-1); 17/17ss StG Btn (-1); 1x 17ss Aufk Coy; I/17ss Art.

5FJ Div: 5FJ HQ; 13/5FJ Rgt {3x Btn} (-5); 14/5FJ Rgt {3x Btn} (-4); 15/5FJ Rgt {3x Btn} (-2); 5/5FJ Flak Btn (-1); 5/5FJ Pio Coy; 1./5/5FJ AT Coy; I/5/5FJ Art Btn.

Pz Lehr Div: Lehr HQ; 1./I/6P/Lehr Pz Coy; 2./I/6P/Lehr Pz Coy; 5./II/6P/Lehr Pz Coy; 6./II/6P/Lehr Pz Coy; 901/Lehr PzGd Rgt {2x Btn} (-3); 902/Lehr PzGd Rgt {2x Btn} (-3); 130/Lehr PzJ {2x Coy}; 130/Lehr Pio Btn (-1); 311/Lehr Flak Btn (-1); 1.3/I/Lehr Aufk Coy; 130/Lehr Art Rgt {3x Btn}.

275 BG: 984/275 Inf Rgt {2x Btn} (-3); 275/275 Fus Btn (-2); 275/275 AT Coy; I/275/275 Art Btn; 1x Pio Coy; remainder of Div on Strategic Map.

IIFJ Corps:

Asset units: Anywhere in IIFJ Corps area: IIFJ HQ; 1.12/IIFJ StG Coy; 1./12/IIFJ Aufk Coy; 657/OKW AT Btn; 1194/OKW Art Btn; 2x 1-2-6 Inf Coy; Angers/7A Pio Coy.

352 Div: 352 HQ (-1); I/914/352 Inf Btn (-1); II/914/352 Inf Btn (-1); 352/352 Pio Btn (-1); IV/1352/352 Art Btn; Attached: III/898/343 Inf Btn (-1).

3FJ Div: All units (-7 Inf); 3/3FJ Pio Btn (-1); 1.3/3FJ Flak Coy (z-step); attached, 266 BG: All units (-3 Inf).

Panzer Group West

Asset Units: Anywhere in PG area: PG West HQ; 4x 88Flak Coy; 3x 88AT Coy; 3x 75AT Coy; 555/OKW Art Btn; K625/OKW Art Btn; 1198/OKW Art Btn; 1140/OKW Art Btn; 1039PzJ/OKW Coy; 1040PzJ/OKW Coy; 600/OKW Pio Btn; 217/OKW Sturm Pz {2x Coy}; 654/OKW Pz {2x Coy} (one is z-step); 503/OKW Pz {3x Coy} (one is z-step); III/Flak Bde {8x Coy}.

LXXXVI Corps:

Asset Units: Anywhere in LXXXVI Corps area: WN & StP are placed as marked on counter; Corps HQ; StP33G; WN36G; WN9; WN06G; WN02; StP01 Merville (no Art); 1151/OKW Art Btn; 1053/OKW AT

Coy.

711 Div: 711 HQ; 744/711 Inf Rgt {3x Btn}; III/731/711 Inf Btn; 781/711 Ost Btn; 711/711 Pio Coy; 1./711/711 AT Coy; 1711/711 Art Rgt {2x Btn}.

346 Div: All units (-5 Inf) (except 630 Ost Btn); 346/346 Pio Btn (-1).

16Lw Div: All units (e).

21Pz Div: 21Pz HQ; 1.2/21 Aufk Coy; 1./100/21 Pz Coy; 2./100/21 Pz Coy; I/125/21 PzGd Btn (-1); II/125/21 Mot Inf Btn (-1); I/192/21 PzGd Btn (-2); II/192/21 Mot Inf Btn (-1); 1./200/21 PzJ Coy; 1.2/220/21 Pio Coy (-1); 3/220/21 Pio Coy; II/155/21 Art Btn; III/155/21 Art Btn; 10/155/21 NW Btn; 1.2/305/21 Flak (z-step); 200/21 AT Coy (-1).

ISS Pz Korps

Asset units: Anywhere in ISS Corps area: Corps HQ; 101/ISS Pz {3x Coy} (one is z-step); 101/ISS Art {2x Btn}; 7NW/OKW Bde {6x Btn}.

12ss Div: 12ss HQ; 1./I/12P/12ss Pz Coy; 2./I/12P/12ss Pz Coy; 7./II/12P/12ss Pz Coy; 25/12ss PzGd Rgt {3x Btn} (-2); 1./12/12ss Pio Coy (-1); 16/25/12ss Pio Coy; 1.3/12/12ss Flak Btn (-1); 1./2/12ss PzJ Coy (-1); 3./2/12ss PzJ Coy (-1); 1x 12ss Aufk Coy (-1); I/12/12ss Art Btn; III/12/12ss Art Btn; IV/12/12ss NW Btn.

1ss Div: 1ss HQ; 1./I/1P/1ss Pz Coy; 2./I/1P/1ss Pz Coy; 5./II/1P/1ss Pz Coy; 6./II/1P/1ss Pz Coy; I/1/1ss Mot Inf Btn (-1); II/1/1ss Mot Inf Btn (-1); III/1/1ss Inf Btn; I/2/1ss Mot Inf Btn (-1); II/2/1ss Mot Inf Btn (-1); III/2/1ss PzGd Btn (-1); 16./1/1ss Pio Coy; 1/1ss StG Btn (-1); 1/1ss Aufk Btn (-1); 1/1ss Art Rgt {4x Btn}; 1x 88Flak Coy; 1x PzGd Coy.

272 Div: All units (-2 Inf); 1x Pio Coy.

IISS Pz Korps

Asset units: Anywhere in IISS Corps area: Corps HQ; 102/IISS Pz {3x Coy} (one unit is z-step); 9NW/OKW Bde {6x Btn}.

271 Div: All units (-1 Inf); 1x Pio Coy.

277 Div: All units (-1 Inf); 1x Pio Coy.

10ss Div: Div may be placed anywhere in 277 or 271 Div areas, no more than five hexes from front line: 10ss HQ; II/10/10ss Pz Btn {3x Coy}; 21/10ss PzGd Rgt {3x Btn} (-3); 22/10ss PzGd Rgt {3x Btn} (-5); 2.3./10/10ss Pio Coy (-1); 1./10/10ss Pio Coy; 1./3/10/10ss Flak Btn (-1); 10/10ss At Coy; 10/10ss Aufk Btn (-2); 10/10ss Art Rgt {3x Btn}.

XLVII Pz Korps

Asset units: Anywhere in XLVII Corps area: Corps HQ; 992/OKW Art Btn; 460/OKW Art Btn; 1192/OKW Art Btn; 8NW/OKW Bde {6x Btn}; 1x PzGd Coy.

9SS Div: 9SS HQ; 1./I/9P/9ss Pz Coy; 2./I/9P/9ss Pz Coy; 3./I/9P/9ss Pz Coy (z-step); 5./II/9P/9ss Pz Coy; 6./II/9P/9ss Pz Coy (z-step); 7.8./II/9P Pz Coy (z-step); 19/9ss PzGd Rgt {3x Btn} (-3); 20/9ss PzGd Rgt {3x Btn} (-2); 9/9ss Pio Btn (-1); 3./9/9ss Pio Coy; 1.3/9/9ss Flak Btn; 9/9ss Aufk Btn (-1); 9/9ss Art Rgt {3x Btn}.

276 Div: All units (-3 Inf).

326 Div: All units (-3 Inf).

2Pz Div: 2Pz HQ; 1./I/3/2 Pz Coy; 2./I/3/2 Pz Coy; 5./II/3/2 Pz Coy; 6./II/3/2 Pz Coy; 2/2 PzGd Rgt {2x Btn} (-2); 304/2 PzGd Rgt {2x Btn} (-2); 1./38 PzJ IV Coy; 2./38 PzJ IV Coy; 1.2/38/2 Pio Coy (-1); 1.2/273/2 Flak Coy (-1); 1.3/2/2 Aufk Coy; 74/2 Art Rgt {3x Btn}.

37.8.0 Reinforcements

There are no reinforcements.

37.9.0 Splitting the Scenario

This scenario can be split into two smaller, more manageable scenarios. The 12AG/21AG boundary marks the dividing line for these split scenarios.

37.9.1 21st Army Group (Scenario 5A)

The first scenario involves only 21 AG and the German forces opposite them.

- The CW side receives all the CW APs and the CB attack listed in AW 37.2.1.
- The CW side has four TP.
- The German side has three AP.
- The German side has one TP.
- The German side receives one Inf and one Arm ReP every other GD.
- CW force involves only the forces that are east of the Orne plus the 43rd Division and 4th Arm Bde. It does not include the area from 3rd Division north on up to the sea.
- The German forces are the ISS Pz Corps and all of the 271st Division plus a BG from 10ss Pz Div (pick two Pz Coys and one PzGd Rgt and an Art Btn from the Div; it is attached to 271 Div).
- There are no reinforcements.
- All other rules and victory conditions from the CW and German portion of the front remain in effect.

37.9.2 12th Army Group (Scenario 5B)

The second smaller scenario represents just the American effort west of the AG boundary.

- The US side receives all the US APs and the CB attack listed in AW 37.2.1.
- The US side has six TP.
- The German side has three AP.
- The German side has one TP.
- The German side receives one Inf and one Arm ReP every other GD.
- The US V Corps and German 3FJ Div and 15FJ Rgts are not used.
- The grouping of five German Div remnants next to St Lo are always in

GenS and command if they can trace to the east edge of Map D or C.

- There are no reinforcements.
- All other rules and victory conditions from the CW and German portion of the front remain in effect.

37.10.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to have different results in each sector. Victory is determined at the end of the scenario.

37.10.1 CW Victory Conditions

The CW player has one simple goal; drive down the primary road from Caen to Falaise as far as possible.

- At the end of the scenario, the CW player counts how many primary road hexes beyond the original frontline he has captured. Captured road hexes are those primary road hexes that can trace a standard GenS path along the same primary road back to the CW scenario start line.
- For each such hex the CW side receives one victory point.
- The German side receives one victory point for every primary road hex along the same route that is not capable of tracing Allied GenS.
- The side with the higher number of victory points wins.
- If the number of victory points is equal, the game is a draw.

37.10.2 US Victory Conditions

The US player's objectives are Avranches (D2929), Villedieu les Poeles (D4017), Brecey (D4327), and Granville (D1416).

- Avranches and Brecey are each worth three victory points.
- Villedieu les Poeles and Granville are each worth two victory points.
- Each side totals the number of victory points they hold and the side with the higher number wins.
- If both side's total points are equal the game is a draw.

37.10.3 German Victory Conditions

- If the German side loses or gains a draw against one of the Allies, but wins against the other, the result is a draw.
- If at the end of the scenario the German side does not have a continuous front line (AW 36.10.4), reduce the combined German victory level as follows:
 - German victory becomes a draw.
 - A draw becomes an Allied victory.
 - Allied victory becomes a strategic victory (i.e., the Allies have done better than they did historically).

37.11.0 Campaign Game

Players may begin the campaign game from this start point. They may choose to play either the simplified logistic and

reinforcement rules or they may play the full logistic and strategic rules.

Designer's Note: *There is no requirement to set up map A. Continue to use the rules pertaining to Allied arrival as written in the scenario.*

37.11.1 Simplified Rules

Use the simplified logistic and reinforcement rules listed in AW 35.0 & 37.0, adjust as follows.

- US 3rd Army activation procedure is outlined in AW 37.7.1c
- Each army has three TP available for motorization.
- All armies begin with one depot each. Additional depots may be activated.
- The Allied side may not increase the number of AP.
- On the August 2 AM GT all Allied armies have an ADV of five.
- On the August 2 AM GT German armies have an ADV of two.
- Reinforcements are received in accordance with AW 35.0.
- Adjustments to naval unit availability is in accordance with AW 11.9.0.

37.11.2 Full Logistic & Strategic Rules

Use AW 15.0 & 16.0 for logistic values and procedures. Use the sequence of play detailed in AW 3.3.0.

37.11.2a Army Activation

- US 3rd Army activation procedure is outlined in AW 37.7.1c.
- All armies begin with one depot each. Additional depots may be activated.

37.11.2b Air & Naval Availability

All AP (for both sides), including HB and ASP are available.

- The US player has already received the AP increase for controlling Cherbourg. No other increase is allowed.
- Naval units are available in accordance with AW 11.9.0.

37.11.2c Stockpiles

- The 21 AG has 10 AmP and 16 FP in stockpile. It has six Inf and six Arm ReP available. Points may be divided between the two armies as desired.
- 1st US Army has 14 AmP and 18 FP in stockpile. It has five Inf and four Arm ReP available.
- The German side has Six AmP and six FP in stockpile. It has two Inf and one Army ReP available.

37.11.2d Allied Reinforcements

- The CW player begins receiving reinforcements on the July 30 AM GT.
- The US player begins receiving reinforcement on the August 1 AM GT.

37.11.2e German Reinforcements

If using the Strategic Map, the below formations are placed in the noted location boxes on the Strategic Map. Beginning the

first GT, activate units as indicated on the German Activation List.

Rouen: 116th Pz Div.

Amiens: 363 Inf Div.

37.12.0 Victory Conditions

Victory conditions for the full campaign game are noted in AW 39.3.1.

ATTENTION: YOU HAVE READ ALL RULES REQUIRED FOR SCENARIO FIVE!!

38.0 SCENARIO SIX: D-DAY, THE SIXTH OF JUNE

Well, you finally reached it, the Invasion scenario. The Americans storm ashore on Utah and Omaha beaches after dropping two airborne divisions on the Cotentin Peninsula. The Commonwealth forces land at three nearly adjacent beach areas: Gold, Juno, and Sword, with an airdrop of the 6th Airborne Division just to the east of the Orne River.

38.1.0 Scenario Length

The scenario begins on the June 6 AM GT and ends on the June 12 night GT. The June 6 AM GT begins with the Airborne Assault Segment. The scenario may be split with players just playing one or the other of the Allied armies. Maps A, B and C are needed for this scenario.

- Use the sequence of play outlined in AW 35.1.0 and the Airborne Assault and Amphibious Modules.
- After completing the Airborne Assault Stage and the AM Amphibious Assault Stage, normal GT play starts on the June 6 AM GT.
- Unless noted in the scenario all GOSS and AW rules are in effect.

38.2.0 Air Points

Ignore all rules applying to Strategic Map assignment, air supply mission, and Strategic Interdiction.

38.2.1 Available Air Points

- On the June 6 GD the US player has 18 AP available. Beginning the June 7 GD he has 44 AP available each GD.
- On the June 6 GD the CW player has 16 AP available. Beginning the June 7 GD he has 40 AP available each GD.
- Do not use HB or ATP ignore all rules pertaining to these points.
- The German side does not have any AP available on the June 6 GD. Beginning the June 7 GD he has six APs available each GD. Use the abort procedure listed on the Air Point Availability Table.

38.3.0 Naval Gunfire Support

Naval units are not available on June 6 (they are supporting the landings).

- Starting June 7 AM GT or on the first GT after all beaches are cleared use AW 11.90.
- If any beach is not cleared of German

units on the June 7 AM GT, the AG that has any beach that is not cleared does not roll for naval units. Each GT until all beaches are cleared, that AG NGS support on any not cleared beach uses the same procedures as called for in AW 42.0, the June 6 PM GT. NGS is not available on the June 6 Night GT.

38.4.0 Weather

Use the historical weather listed in AW 19.2.1. Beginning the June 8 AM GT begin rolling for random weather conditions.

38.5.0 June 6 Special Rules

38.5.1 Allied Traffic Jams

All Allied Mech movement allowances are halved. Strat Road movement is not allowed.

38.5.2 Allied Movement Halts

During the June 6 AM GT, Allied units ignore all movement halts generated by German leg units. The MP cost to move adjacent to German leg units is ignored.

38.5.3 Allied PA Restriction

The Allies may not enter PA mode or conduct PA attacks on June 6.

38.5.4 Allied Commandos

Commando special assaults may be used (AW 4.5.6a).

38.5.5 June 6 Landing Sequence

Use the procedures outlined in AW 42.0 and AW 21.6.2.

38.5.6 German Activation

Units are activated either by proximity to Allied units or on a timed basis. Refer to the German Activation List for restrictions on individual units and or formations.

38.5.7 German MA on June 6

On the June 6 AM and PM GTs, all German units that begin a friendly Movement Phase within six hexes of a Beach landing hex (hexes with triangle) halve their MA.

38.6.0 Logistics

All of the rules pertaining to GenS are in effect (AW 15.0 & 16.0). The logistic procedures in AW 35.0 are used.

Exception: Ignore all references to the Strategic Map and Embarked Units.

38.6.1 Ammo Delivery Value

The ADV for each side is listed below. Adjust army and corps ADV based on the number of formations assigned and the use of AmP. Do not use the Logistic Table.

38.6.1a Allied ADV & AmP

- June 6 GD the ADV for each Allied corps is five.
- June 7 GD, until the end of the scenario, the ADV for each Allied corps is three.
- The British 6th AB Div, US 82nd and

- 101st AB Div each has an ADV of two.
- Each AG receives two AmPs each GT. They may be divided between the corps as desired.

38.6.1b German ADV & AmP

- June 6 ADV is seven. WN, and StP are exempt from ammo depletion throughout the scenario.
- Beginning on the June 7 AM GT the German ADV is five.
- The German side has two AmPs in stockpile. The German side receives the following AmP each AM GT.
 - One AmP each AM GT.
 - If the atmospheric condition in the Eastern Sector is overcast with rain or storm the German side receives two AmPs each AM GT.

38.6.2 Fuel

Use the procedures in AW 35.51 & 35.5.2.

38.6.3 Truck Points

TP are only used to motorize leg units in this scenario.

- The Allied side has 1 TP per AG.
- The German side has two TPs available.

38.7.0 Replacements

Replacements are not received until the June 8 AM GT. Neither side has any ReP in stockpile. AW & GOSS 22.0 applies.

38.8.0 Starting Units

The starting forces for both sides are listed below.

38.8.1 Allied Set Up

Allied units do not begin the game on the map. The Allied side sets up the Airborne Assault Display and the Allied Landing Diagram. Units listed as being set up on the Naval Transit Display arrive beginning the June 7 AM GT.

Note: The 2nd British Army Landing Diagram is incorrect. Change the sub-area labeled "Nan White" to read "Mike Red" and the sub-area labeled "Nan Green" to read "Mike Green."

38.8.2 German June 6 Placement

The Germans are setup exactly as indicated below and on the Beach Displays.

- If a unit is not preceded by a hex number, that unit sets up in the same hex as the unit above it on the list.
- No additional breakdowns or FWs are allowed until after play commences.
- All WN and StP are placed in accordance with the hex numbers printed on the counters.
- Units shown as setup on Battlefield Maps D, E, & F, and the units shown as setting up at Lisieux on the Strategic Map are not placed. They are listed as reinforcements.
- The negative number behind a unit in parenthesis (-#) signifies the unit partially broken down. There are some

artillery Btms that also show step reductions.

- Instead of a hex number, some units have "Bkn" printed next to them. Place these units in the German Breakdown Box.

B5426: 460/OKW Art Btn
B5627: LXXXIV HQ (Marcks)
C3712: 989/7A Art Btn
A4123: 456/7A Art Btn
A3323: 457/7A Art Btn
A5613: 101/101/7A NW Btn
A2419: 102/101/7A NW Btn
A2408: 103/101/7A NW Btn
B3333: 513/Sch/7A Inf Btn
B3231: 517/Sch/7A Inf Btn
B3431: 518/Sch/7A Inf Btn
E2116: 635/752/7A Ost Btn
B3232: 797/752/7A Ost Btn
A2208: 17/7A MG Btn
A5413: Sturm/7A Inf Btn
A3010: 1/206/7A Pz Coy
 2/206/7A Pz Coy
D1516: 521/7A Sec Btn
B5526: II/193/7A Sec Btn
F1505: II/195/7A Sec Btn

21st Panzer Division

F4603: 21Pz HQ (V. Luck)
 1.2/305/21P Mot AA z-step
C4112: 1x 88Flak z-step
F4207: 1./I/100/21 Pz Coy
 2./I/100/21 Pz Coy
F4104: 3./I/100/21 Pz Coy
F3609: 4./I/100/21 Pz Coy
F3914: 5.6./II/100/21 Pz Coy
 7.8./II/100/21 Pz Coy
C5721: I/125/21 PzGd Btn (-2)
C5832: 1x PzGd Coy
C5533: 1x PzGd Coy
C5021: II/125/21 Mot Inf Btn (-2)
C5823: 1x Mot Inf Coy
C5522: 1x Mot Inf Coy
C3924: I/192/21 PzGd Btn (-2)
C4022: 1x PzGd Coy
C4125: 1x PzGd Coy
C4017: II/192/21 Mot Inf Btn (-2)
C4618: 1x Mot Inf Coy
C4219: 1x Mot Inf Coy
C5325: I.2./220 AT Coy (-1)
C4719: 1x 88AT z-step
C3217: 1x 88AT z-step
C2815: 1x 88AT Coy
C3619: 1x 88AT z-step
Lisieux: 1./200/21 PzJ Coy
 2./200/21 PzJ Coy
 3./200/21 PzJ Coy

These units activate June 7 AM GT.

C4518: 4./200/21 PzJ Coy
F3005: 1.2/220/21 PzGd Eng Coy
C3512: 3./220/21 Mot Eng Coy
E4717: 1.2./21 Aufk Coy
 3.4./21 Aufk Coy
C4515: I/155/21 Art Btn
C4429: II/155/21 Art Btn
C5028: III/155/21 Art Btn
C5129: 10/155/21 NW Btn

711th Infantry Division

C7010: I/744/711 Inf Btn
C6413: II/744/711 Inf Btn (-1)
C5913: 1x 1-2-6 Inf Coy
C6416: III/744/711 Inf Btn
C6911: II/1799/711 Art Btn

716th Infantry Division

C4321: 716 HQ
Bkn: I/726/716 Inf Btn
C5713: 1x 1-2-6 Inf Coy
C5818: 1x 1-2-6 Inf Coy
B5904: 1x 1-2-6 Pio Coy
C3111: II/726/716 Inf Btn (-2)
C5413: 1x 1-2-6 Inf Coy
B6003: III/726/716 Inf Btn (-2)
B6603: 1x 1-2-6 Inf Coy
Bkn: I/736/716 Inf Btn
C5417: 1x 1-2-6 Inf Coy
C5513: 1x 1-2-6 Inf Coy
Bkn: II/736/716 Inf Btn
C1909: 1x 1-2-6 Inf Coy
C2310: 1x 1-2-6 Inf Coy
C1606: 1x 1-2-6 Inf Coy
C4712: III/736/716 Inf Btn (-2)
C3411: 1x 1-2-6 Inf Coy
Bkn: 441/716 Ost Btn
C3911: 642/716 Ost Btn (-1)
 2./716/716 AT Coy
C5419: 716/716 Pio Coy (-1)
C4818: 1./716/716 PzJ Coy
C4314: I/1716/716 Art Btn (-2)
C3309: II/1716/716 Art Btn (-2)
B6306: III/1716/716 Art Btn (-2)
C5517: 3./I/1716/716 Art z-step
C4113: 6./II/1716/716 Art z-step

352nd Infantry Division

C1115: 352 HQ
B5108: I/914/352 Inf Btn
B5805: II/914/352 Inf Btn
C2319: I/915/352 Inf Btn
C3514: II/915/352 Inf Btn
C2810: I/916/352 Inf Btn (-2)
C2907: 1x 2-2-6 Inf Coy
C2214: 1x 2-2-6 Inf Coy
B7007: II/916/352 Inf Btn (-2)
C1208: 1x 2-2-6 Inf Coy
B5308: 439/352 Ost Btn
C2824: 352/352 Fus Btn
C1423: 352/352 Ersatz Btn
B6615: 352/352 Pio Btn (-1)
B5608: 1x 1-2-6 Pio Coy
B6410: 1./352/352 PzJ Coy
B6311: 2./352/352 PzJ Coy
C1509: 3./352/352 AT Coy
C1508: I/1352/352 Art Btn
B5704: II/1352/352 Art Btn
C2510: III/1352/352 Art Btn (-2)
C2813: 7./III/1352/352 Art z-step
C2711: 8./III/1352/352 Art z-step
B6704: IV/1352/352 Art Btn (-1)
B6806: 12./IV/1352/352 Art z-step

91st Infantry Division

A4233: 91 HQ
B4411: I/6FJ/91 FS Btn
B2817: II/6FJ/91 FS Btn
B2909: III/6FJ/91 FS Btn

B2610: 16./6FJ/91 FS Coy
15./6FJ/91 Pio Coy
B2708: I/1057/91 Inf Btn
A3726: II/1057/91 Inf Btn
A3534: III/1057/91 Inf Btn
A5024: I/1058/91 Inf Btn
A4823: II/1058/91 Inf Btn
B4506: III/1058/91 Inf Btn
A4834: 91/91 Fus Coy
A4734: 191/91 Pio Coy
B3607: A&E./100/91 Pz Coy
A4133: 191/91 AT Coy
A4633: I/191/91 Art Btn
A5025: II/191/91 Art Btn (-2)
A5632: 5./II/191/91 Art z-step
A6133: 6./II/191/91 Art z-step
B3908: III/191/91 Art Btn

709th Infantry Division

A4622: 709 HQ
1./1709/709 PzJ Coy
A5711: I/729/709 Inf Btn
A5815: II/729/709 Inf Btn
A5408: III/729/709 Inf Btn (-1)
A5927: 1x 1-2-6 Inf Coy
A3710: II/739/709 Inf Btn
A3414: III/739/709 Inf Btn
A6029: ET-2
1/919/709 Inf Btn (-1)
A6234: 1x 1-2-6 Inf Coy
A5725: II/919/709 Inf Btn (-1)
A5823: 1x 1-2-6 Inf Coy
A5420: III/919/709 Inf Btn
B4903: 795/709 Ost Btn (-1)
A5931: 1x 1-2-6 Inf Coy
A4807: 649/709 Ost Btn
A4522: 2./709/709 AT Coy
A5224: 709/709 Pio Btn (-1)
A4220: 1x 1-2-6 Pio Coy
A2609: I/1709/709 Art Btn
Bkn: II/1709/709 Art Btn
A3913: 6.II/1709/709 Art z-step
A2809: 7.II/1709/709 Art z-step
A6130: 8.II/1709/709 Art z-step
A5107: III/1709/709 Art Btn
A3413: IV/1709/709 Art Btn
A4213: 561/739 OST Btn

243rd Infantry Division

A3525: 243 HQ
A2210: I/920/243 Inf Btn
A2217: II/920/243 Inf Btn
A2830: I/921/243 Inf Btn
A3034: II/921/243 Inf Btn
A3028: III/921/243 Inf Btn
A2223: I/922/243 Inf Btn
A2325: II/922/243 Inf Btn
A3326: III/922/243 Inf Btn
A2319: 243/243 Ersatz Btn
A2320: 243/243 Pio Coy
A3027: 243/243 At Coy
A3730: 1./243/243 PzJ Coy
2./243/243 PzJ Coy
A2822: I/243/243 Art Btn
A2519: II/243/243 Art Btn
A2511: III/243/243 Art Btn
1/III LW Flak Corps

B6809: 1./I/1LW Flak Coy
B6607: 2./I/1LW Flak Coy
C1811: 3./I/1LW Flak Coy
B5807: 1./II/1LW Flak Coy
B5609: 2./II/1LW Flak Coy
B6303: 3./II/1LW Flak Coy
B4509: 4./II/1LW Flak Coy

Cherbourg Garrison

A4810: 1./I/30/7A Flak Coy
A3509: 653/30/7A Flak Btn
A4710: 152/30/Ch Flak Btn
A3710: 153/30/Ch Flak Btn
A3810: Fest A/Ch Btn
A3610: Fest B/Ch Btn
A3511: 1A.E/IIFJ K Inf Btn

38.9.0 Reinforcements

AW 35.0 applies. Do not use Allied early arrival. The reinforcements listed here are for the June 6 scenarios only, do not use for the campaign game.

38.9.1 Allied Reinforcements

Consult the US and CW Activation Lists. The Allied reinforcements are available as follows. Units arrive on the Battlefield Map, in the "In the Que Box."

- On the June 6 AM, PM, and Night GTs, the Allied side may land units on the Battlefield Map after each Amphibious Assault Phase (AW 42.0).
- The Allies may land units on the June 6 night GT.

June 7 AM: All units listed in the Transit Box on the Transit Naval Display.

June 8 AM: All units listed in the Embarkation Box on the Transit Naval Display.

June 9 AM: All units scheduled to activate on the June 7 GD.

June 10 AM: All units scheduled to activate on the June 8 GD and all four Corps HQ.

38.9.2 German Reinforcements

Units that start the scenario on the Battlefield Map activate as detailed in the German Activation List. Reinforcements for this scenario are listed below.

- Do not use Random Arrival.
- Units appear at a map edge indicated by the Battlefield Map letter on any secondary or primary road hex.
- The number of MPs remaining from the unit's MA is indicated by a value followed by "MP".
- "DR = #" indicate that a player must make a DR check to see if the unit arrives.

June 6 AM:

- DR 0-2: 1.2./21 & 3.4/21 Aufk Coy, south edge C, 6MP.
- I/100/21 (4x Coy); II/100/21 (2x Coy); south edge C, 6MP.
- DR of 0: 25ss PzGd Rgt (3x Btn & 1x SS Eng Coy); I/12ssArt Btn; east edge C, 6MP.

June 6 PM:

- If 25ss PzGd Rgt did not arrive in AM GT: DR 0-4: 25ss PzGd Rgt (3x Btn & 1x SS Eng Coy); I/12ssArt Btn; east edge C, 6MP.
- DR 0-4: 26ss PzGd Rgt (3x Btn & 1x SS Pio Coy); II/12ss Art Btn; 3./12ss PzJ Coy; east edge C, 6MP.
- If did not arrive in AM GT: 1.2./21 & 3.4/21 Aufk Coy; south edge C, 6MP.
- 1.2./220/21 Pio Coy; 1.2/305/21 Flak Coy; 21P HQ; south edge C, 8MP

June 6 Night:

- 12ss Pz Div, all units not previously activated, except: I/12ssPz Btn (4x Coy) & 1.2./12ss PzJ Coy; east edge C, 7MP.
- Fus Btn/346; east edge C, 4MP
- 30 Schnell Bde (3x Btn); south edge map B, 4MP.

June 7 AM:

- 1./200/21 PzJ Coy; 2./200/21 PzJ Coy; 3./200/21 PzJ Coy; east edge map C, 10MP.
- 635/752/7A Ost Btn; 797/752/7A Ost Btn; II/521/7A Sec Btn; II/195/7A Sec Btn, south edge map B, 4MP.

June 7 Night:

- 346th Division, all units except the OST Btn; east edge C, 4MP.
- I SS Pz Corps HQ; south edge C, 6MP.

June 8 AM:

- LXXXVI Corps HQ; east edge C, 6MP.
- I/12ssPz Btn (4x Coy); east edge C, 6MP.

June 8 PM: 7th Army HQ; south edge map C, 8MP.

June 8 Night: Pz Lehr Div, all units; south edge C, 6MP

June 9 AM: III Flak Corps (15x Coy); east edge C, 6MP.

June 9 PM: LXVII Pz Corps HQ; south edge map C, 6MP.

June 10 PM:

- 3FJ Division, all units; south edge map B, 5MP.
- 17ss Division, all units; south edge map B, 8MP.
- II FJ Corps HQ; 12/IIFJ StG Btn (2x Coy); 12/IIFJ Aufk Btn (2x Coy); south edge B, 8MP.

June 10 Night: 77th Division, all units; south edge B, 6MP.

June 11 PM: 7NW Bde (6x Btn); south edge C, 6MP

38.10.0 Splitting the Scenario

This scenario can be split into two smaller, more manageable scenarios. The 12AG/21AG boundary marks the dividing line for these split scenarios.

38.10.1 21st Army Group (Scenario 6A)

The first scenario involves only 21 AG and the German forces opposite the British AG.

- The CW side sets up all units called for on the Amphibious Assault and Airborne Assault Displays.

- The German side sets up all units on map C.
- Refer to AW 38.2.1. Use CW AP and one-half the available German AP.
- The CW side has two TP.
- Refer to AW 38.8.0. CW RePs are received normally. One-half of available German RePs are available (round up).
- The German side has three AP.
- The German side has one TP.
- The CW side receives all CW reinforcements listed in AW 38.10.1. The German side receives reinforcements listed in AW 38.10.2 that arrive on map C.
- All other rules and victory conditions from the CW and German portion of the front remain in effect.

38.10.2 12th Army Group (Scenario 6B)

The second smaller scenario represents just the American effort west of the AG boundary.

- The US side sets up all units called for on the Amphibious Assault and Airborne Assault Displays.
- The German side sets up all units on map A & B.
- Refer to AW 38.2.1. Use US AP and one-half the available German AP.
- The US side has two TP.
- Refer to AW 38.8.0. US ReP are received normally. One-half of available German RePs are available (round up).
- The German side has three AP.
- The German side has one TP.
- The US side receives all US reinforcements listed in AW 38.9.1. The German side receives reinforcements listed in AW 38.9.2 that arrive on map B.
- All other rules and victory conditions from the US and German portion of the front remain in effect.

38.11.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to play to draw in one sector and have different results in another.

38.11.1 CW Victory Conditions

The CW player's objectives are Caen, Bayeux, and joining the CW beaches into one beachhead.

- **Strategic Victory:** All Bayeux town/city hexes and all Caen town and city hexes north of the Our River must be Allied controlled. All US and CW beach areas must be linked. Linking up is defined as being able to establish a supply path via a primary or secondary roads between at least one sub-area landing box in each beach area (i.e., all three beach areas must be linked). This path may be of any length.
- **Operational Victory:** All Bayeux town and city hexes must be Allied controlled and all beach areas must be linked.

- **Tactical Victory:** All beach areas must be linked.

38.11.2 US Victory Conditions

The US player's objectives are to join up the US invasion beaches and link up with the British.

- **Strategic Victory:** All beach areas must be linked (i.e., Must be able to trace a supply path of any distance to both US and CW beach areas.). At least one St. Lo town or city hex must be US occupied. The German side has been forced to declare Landefront Cherbourg (AW 1.2.6d).
- **Operational Victory:** US beach areas must be linked. The German side has been forced to declare Landefront Cherbourg.
- **Tactical Victory:** US beach areas must be linked.

38.11.3 German Victory Conditions

- **Strategic Victory:** One or both Allied AG fails to obtain a Tactical Victory.
- **Operational Victory:** The German side controls all Caen town and city hexes and at least one town or city hex of Bayeux. The US beaches are not linked. Landefront Cherbourg has not been declared.
- **Tactical Victory:** The Allied side is prevented from achieving a Strategic Victory.

39.0 CAMPAIGN GAME

This is the whole shebang!!! All five Battlefield Maps are used. Players may choose to use the full logistic and strategic rules, or may choose to use the simplified rules.

39.1.0 Game Length

The campaign game begins on the June 6 AM GT and ends on the Aug 22 PM GT. The June 6 AM GT begins with the Airborne Assault and Amphibious Assault Segment of the SoP. It is highly recommended that players use the full Logistic and Strategic rules.

39.2.0 Simplified Rules

The simplified logistic rules for the full campaign were never fully play tested, so beware that play balance could be affected. For those players who choose not to use the full logistic and strategic rules, use the sequence of play and logistic rules outlined in AW 35.0. Ignore all references to the Strategic Map, Naval Transit Displays, Logistic Table, and procedures for determining fuel/AmP unless mentioned below. All remaining GOSS and AW rules apply, except as follows:

39.2.1 Air & Naval Availability

AW 38.2.0 & 38.3.0 apply. Each GD a carpet bombing mission is conducted, Allied AP availability is zero. ATPs are available for standard GOSS resupply

starting June 12 AM GT. The Allied side may increase AP availability but may only be changed using the below two methods.

- The US player automatically increases his total available AP by 16 on the AM GT after Cherbourg is fully operational. This is a permanent increase with no penalties.
- On August 1 through August 15 GDs, the total available AP available for the US player is reduced by 20. This applies to the total US AP, including additions.

39.2.2 June 6 Special Rules

AW 38.5.0 applies.

39.2.3 Logistics

Use AW 15.0 & 16.0 for GenS path lengths and activation of Allied army HQ and depots. Use AW 35.5.0 for determining fuel restrictions. ADV is adjusted for support and creating or expending ADV only. Ignore all rules pertaining to the Naval Transit Display, Strategic Map, and Logistic Table. ADV, AmP, and TP values are given below.

39.2.4 ADV, AmP, & Trucks

39.2.4a German

June 6 GD:

- ADV is seven.
- Start with two AmPs in stockpile.
- One TP is available for motorization.

June 7 GD:

- ADV is five.
- Two TP are available for motorization.

June 8 GD:

- ADV is four.
- One AmP is received each AM GT. If the atmospheric condition in the Eastern Sector is overcast with rain or storm two AmPs are received each AM GT.
- Three TP are available for motorization.
- GenS rules are in affect.

July 1 GD:

- ADV is five.
- Two AmPs are received each AM GT. If the atmospheric condition in the Eastern Sector is overcast with rain or storm three AmPs are received each AM GT.
- Three TP are available for motorization.

August 1 GD:

- ADV is three.
- AmP may only be gained by lowering army ADV.
- Two TP are available for motorization

39.2.4b Allied

June 6 GD

- ADV is five.
- No AmP in stockpile.
- No TP available for motorization.

June 7 GD:

- ADV is three. Airborne Divisions have an ADV of two.
- Each AG receives two AmPs.
- Each Corps has one TP available for motorization.

June 11 GD:

- Same as June 7, except, Airborne Divisions are assigned to corps.
- Values do not change until an AG has an active army HQ, then that AG uses the below values.

Army HQ Activation

- ADV is 5.
- Each active army HQ receives three AmPs each AM GT.
- Each active army HQ has three TPs available for motorization.
- Values do not change until an AG has an active depot, then that AG uses the below values.

Depot Activation

Each army HQ with an active depot:

- has an ADV of six.
- Receives four AmPs each AM GT.
- Has three TPs available for motorization.

39.3.0 Reinforcements

AW 35.0 applies. Use the arrival schedule in 38.8.0 for Allied reinforcements from June 6 to June 10. Use the Allied Activation Lists (AW 40.0) beginning June 11. German units activate using AW 40.3.0. Use the random arrival rule (AW 35.3.1).

39.4.0 Full Logistic & Strategic Rules

All rules GOSS and AW Logistic/Strategic Rules are in effect.

39.4.1 June 6 GD Special Rules

AW 38.5.0 applies. Each Allied AG has one-half of their total AP available. The German do not have any AP available.

39.4.2 Logistics

All GOSS logistic and GenS rules apply except as modified by AW 15.0 & 16.0.

39.4.3 Set Up

Allied set up is in accordance with the Amphibious Assault Display, Airborne Assault Display, and the Allied Activation List (AW 40.0). German forces are set up in accordance with AW 38.8.2.

39.4.4 Reinforcements

Consult the appropriate Activation List (AW 40.0) for each national force.

39.5.0 Victory Conditions

There are two sets of victory conditions for the Allied side and one for the German side. It is possible to play to draw in one sector and have different results in another.

39.5.1 CW Victory Conditions

The CW player wins a:

- **Strategic Victory:** If at any point in the game there are no German units on the Battlefield Map in GenS west of a north/south line running thru Falaise. When playing the full logistic and strategic rules, the following location boxes must be occupied by CW forces.
 - Gace, Moragne, Nugent le Rotreu, Vereux, and Dreux.
- **Operational Victory:** If Falaise is Allied

occupied. When playing the full logistic and strategic rules, at least one of the above location boxes must be occupied by CW forces.

- **Tactical Victory:** If Falaise is occupied by CW forces.

39.5.2 US Victory Conditions

The US player wins a:

- **Strategic Victory:** If at any point in the game there are no German units on the Battlefield Map in GenS west of a north/south line running thru Falaise. When playing with the full logistic and strategic rules, all location boxes on the Strategic Map located in area B must be occupied by US forces.
- **Operational Victory:** If all location boxes in area B (Brittany Area) are occupied by US forces or are cut off from Germany or Southern France. Cutoff is defined as not being able to trace a transport route of any kind to either Southern France or Germany.
- **Tactical Victory:** If the US player has been able to exit at least three US divisions off the south side of the Battlefield Map. The divisions must be in GenS when they exit the map and must contain all assigned/attached units.

Note: It can turn out that one Allied AG can obtain a victory with the other AG losing to the German side.

39.5.3 German Victory Conditions

The German side wins a:

- **Strategic Victory:** If German forces have a continuous front line across the Battlefield Map and neither Allied AG has been able to exit units off the Battlefield Map.
- **Operational Victory:** If neither Allied AG achieved a Tactical Victory.
- **Tactical Victory:** If there are German units west of the north/south Falaise line in GenS, and less than three Allied divisions have exited the Battlefield Map.

39.6.0 Optional Airborne Drops

The below optional rules have not been play tested and could significantly imbalance play; however, having said that, they do show some options that the Allies considered.

39.6.1 1st British & 1st Polish AB

The Allies may use 1st British AB Division and the 1st Polish AB Brigade in an alternative D-Day airdrop.

- The Allied side may substitute both of the above formations for one US AB division. The US AB division chosen does not execute its planned June 6 drop, but may be available for a later drop.
- The Allied player then chooses a landing area for the 1st British AB, and the 1st Polish AB.
- The landing area consists of 3 DZ, one of which must be declared the main DZ.

- Each DZ must be within four hexes of two of the other DZ.
- One of the DZ must be within 12 hexes of a CW beach area. It must be at least four hexes from any Caen town or city hex.
- All parachute units arrive in the first Allied Airborne Assault Segment. All glider units arrive during the Glider Landing Segment.

39.6.2 Second Airborne Assault

The withdrawn US AB division or, if the planned drops were not executed the formations not used on June 6 may make an additional airborne assault.

- Whatever division isn't dropped on June 6 can execute an airborne assault between the July 1 AM GT and the August 2 AM GT.
- The drop must be planned no later than the June 20 AM GT. The Allied side writes down the hex number of the main DZ and the AM GT that the drop is planned for. If the atmospheric conditions on the planned GT are overcast or storm, the drop may be delayed until the first AM GT that the atmospheric condition is clear or partial overcast. The drop may also be cancelled at any time prior to starting the Airborne Assault Module for this assault.
- The main DZ for the drop must be within 24 hexes of an in GenS Allied unit. All other restrictions (except for the distance from British beach areas) listed in AW 40.4.1 are in effect.
- On the first AM GT after the second drop is made, the German side may activate (if not already activated) the 116th and 9th Pz Divisions. All other German activations are advanced one GD.

40.0 ACTIVATION LISTS

Unit Type Abbreviations

- (#): Indicates number of step losses
- AA:** Anti-Air
- AFa:** Armored Field Artillery (SP)
- Arm:** Armored, AFV (tank)
- AT:** Anti-tank towed
- Aufk:** Aufklärung (Recon)
- Cdo:** Commando
- CE:** Combat Engineer
- Chm:** Chemical Mortar Btn.
- Cav Grp:** Armored Cavalry Group
- FA:** Field Artillery
- FF:** Free French
- Gld Inf:** Glider Infantry
- Gld Art:** Glider Artillery
- Gld AT:** Glider Anti-Tank
- HQ:** Headquarters
- Inf:** Infantry
- Lt Tk:** Light Tank
- MG:** Machinegun
- NW:** Nebelwerfer
- Ost:** Eastern front Btn
- Pio:** Pionere (German Engineer)

PR Art: Parachute Artillery
PR Inf: Parachute Infantry
Pz: Tank
PzGd: Panzer grenadier
PzJ: Panzerjaeger (Anti-tank)
Rngr: Ranger
RA: Royal Artillery
Rece: Recon (Arm Car)
RHA: Royal Horse Artillery (SP)
SP: Self Propelled
StG: Sturmgeschutz (assault gun)
Sturm: Assault unit
TD: Tank Destroyer (SP)
Tk: Tank

Command Abbreviations

AG (12AG): Army Group
A (1A): Army
Roman Numerals: Corps
AB: Airborne Division
AD: Armor Division
Arm Bde: Armored Brigade
BG: Battle Group
Bde: Brigade
Btn: Battalion
Can: Canadian
Coy: Company
Cav Grp: Cavalry Group
Div: Division
FJD: Fallschirmjager Division
ID: Infantry Division
KG: Kampfgruppe
LW: Luftwaffe
PzD: Panzer Division
PzK: Panzer Corps
Rgt: Regiment
RM: Royal Marine
Tk Bde: Tank Brigade

Note: CW regiments are the same size as battalions, therefore the term Btn will be used.

German Breakdown counters:

88Flak Coy: 2-3(6)-12
75AT Coy: 1-2(4)-9
75Mot AT Coy: 1-2(4)-12
88AT Coy: 2-3(7)-12
Aufk Coy: 2(2)-3-12
Mot Inf Coy: 2-2-12
PzGd Coy: 3-3(1)-12
PzGd Eng Coy: 2-3(1)-12
Eng Coy: 1-2(1)-6
Mot Eng Coy: 2-2(1)-12
Inf Coy: 2-2-6/1-2-6

40.1.0 US (12th AG)

Unless stated otherwise, leaders always arrive with the HQ or formation as noted on the leader counter. Leaders are automatically activated the GD of arrival.

40.1.1 Strategic & Logistic Rules

When playing the full logistic and strategic rules, beginning the June 7 GD; players may ignore specific beach area instructions when placing activated units on the Transit Naval Display.

40.1.2 US June 6 at Start Placement

Airborne Display:

- 82nd AB; 101st AB.

Landing Diagram:

- 1st ID; 29th ID; 4th ID; 359/90 Inf Rgt {3x Btn}; 915/90 FA Btn; 90 HQ; 327/101 Gld Rgt {2x Btn}; 1/401/101 Gld Btn; 321/101 Gld Art Btn; 907/101 Gld Art Btn; B/326/101 Eng Coy; 81/101 AT Coy (-1)

Errata:

- Remove the 801st AT Btn from the Landing Diagram, it activates June 13.
- A/326/101 Eng Coy is incorrectly shown on the Airborne Display as being placed on the Landing Diagram. It is placed as listed in the Transit Box.
- 81b AT Coy on the Landing Diagram is one step, not two.
- 58/1A AFA Btn; 62/1A AFA Btn; 65/1A AFA Btn; 76/3A AFA Btn.
- 70TK Btn; 741Tk Btn; 743Tk Btn; 745Tk Btn; 746Tk Btn; 899TD Btn
- 20/1A CE Btn; 49/VII CE Btn; 112/V CE Btn; 146/V CE Btn; 237/VII CE Btn; 238/VII CE Btn; 299/V CE Btn; 300/VIII CE Btn; 1340/1A CE Btn.
- 2/1A Rngr Btn; 5/1A Rngr.

Transit Naval Display (In Transit Box)

- Utah: All remaining units 90th ID; 980/VII FA Btn; 987/VII AFA Btn; 234/1A CE Btn; A/326/101 Eng Coy; 4/VII CavGrp {2x Btn}.
- Omaha: 747Tk Btn; 635AT Btn; 81/V Chm Btn; 190/V FA Btn; 187/V FA Btn; 200/V FA Btn.

Transit Naval Display (Embarked Box)

- Utah: 87/VII Chem Btn; 291/3A CE Btn.
- Omaha: 2nd ID; 612AT Btn; 203/1A CE Btn; 294/VII CE Btn.

40.1.3 US Activations

June 7

- Utah: 297/VII CE Btn.
- Omaha: 102/V Cav Grp {2x Btn}; 186/V FA Btn; 254/V CE Btn.

June 8

- Utah: 9th ID; 87/1A AFA Btn.
- Omaha: 2nd AD; 298/VII CE Btn.

June 10

- Utah: VII Corps HQ; 188/VII FA Btn; 951/VII FA Btn; 148/VIII CE Btn.
- Omaha: V Corps HQ; 30th ID.

June 11

- Omaha: 246/XIX CE Btn; 247/XIX CE Btn.

June 12

- Utah: 961/VII FA Btn; 981/VII FA Btn.
- Omaha: 953/V FA Btn; 957/VII FA Btn; 803TD Btn.

June 13

- Utah: 172/VII FA Btn.
- Omaha: 79th ID; 749TK Btn; 941/V FA Btn; 801AT Btn.

June 14

- Utah: VIII Corps HQ; 183/VII FA Btn.

June 15

- Utah: 195/VII FA Btn.

- Omaha: 955/V FA Btn.

June 16

- Utah: 82/XIX CE Btn.
- Omaha: 207/VIII CE Btn.

June 17

- Utah: 607AT Btn; 295/XIX CE Btn.
- Omaha: 759LtTk Btn.

June 18

- Omaha: XIX Corps HQ; 83rd ID; 802AT Btn; 99/1A Inf Btn.

June 21

- Omaha: 3rd AD; 203/XIX FA Btn; 823AT Btn.

June 24

- Omaha: 959/XIX FA Btn; 813TD Btn.

June 26

- Utah: 153/1A FA Btn; 793/XIX FA Btn.
- Omaha: 963/XIX FA Btn; 967/XIX FA Btn; 978/XIX FA Btn; 821AT Btn. 551/1A FA Btn

June 27

- Utah: 92C/XIX Chm Btn;
- Omaha: 979/XIX FA Btn; 997/V FA Btn; 51/3A CE Btn; 893TD Btn.

June 28

- Omaha: 228/XIX FA Btn; 296/XII CE Btn.

June 29

- Utah: 712Tk Btn; 634TD Btn; 552/1A FA Btn.
- Omaha: 106/VIII CavGrp {2x Btn}; 744LtTk Btn; 333/VIII FA Btn.

June 30

- Utah: 561/VIII FA Btn; 86/VIII Chm Btn.
- Omaha: 629TD Btn.

July 1

- Utah: 174/VIII AFA Btn; 559/VIII FA Btn; 61/3A CE Btn.

July 2

- Utah: 258/1A AFA Btn; 733/VIII FA Btn; 18/1A FA Btn.
- Omaha: 8th ID; 709Tk Btn; 644TD Btn.

July 3

- Utah: 202/VIII FA Btn.
- Omaha: 113/XIX CavGrp {2x Btn}.

July 4

- Utah: 266/1A FA Btn; 150/XV CE Btn.

July 6

- Omaha: 35th ID; 737TK Btn; 654TD Btn.

July 8

- Utah: 196/VIII FA Btn.
- Omaha: 690/3A FA Btn.

July 9

- Omaha: 5th ID; 735Tk Btn; 818TD Btn; 969/VIII FA Btn.

July 11

- Utah: 4th AD.
- Omaha: 991/VII AFA Btn.

July 14

- Omaha: 693/XV FA Btn; 974/XIX FA Btn; 989/V FA Btn.

July 16

- Omaha: 208/XV FA Btn.

July 17

- Utah: 177/XV FA Btn; 400/3A AFA Btn; 578/XV FA Btn; 687/V FA Btn; 975/XIX FA Btn; 999/XV FA Btn.

- Omaha: 705TD Btn.

July 19

- Utah: 6th AD; 204/VIII FA Btn.
- Omaha: 2/XII CavGrp {2x Btn}.

July 22

- Omaha: 28th ID; 630AT Btn.

July 24

- Utah: 250/3A FA Btn; 269/3A FA Btn; 270/3A FA Btn; 965/VIII FA Btn.

July 25

- Utah: 5th AD.
- Omaha: XV Corps HQ (not activated until 3rd Army is activated). 83/3A AFA Btn; 182/XV FA Btn

July 27

- Utah: 695/3A AFA Btn; 696/3A AFA Btn.

July 29

- Omaha: XX Corps HQ (not activated until 3rd Army is activated).

August 1 (July 19th end)

- Utah: 2nd FF AD.

August 2

- Utah: 80th ID; 702Tk Btn.
- Omaha: 6/XV Cav Grp {2x Btn}.

August 3

- Omaha: XII Corps HQ (not activated until 3rd Army is activated).

August 5

- Utah: 945/XII FA Btn; 949/XX FA Btn.

August 7

- Utah: 256/3A FA Btn; 736/3A FA Btn; 943/XX FA Btn.

August 8

- Utah: 773TD Btn; 774Tk Btn.

August 9

- Utah: 7th AD; 283/XX FA Btn.

August 10

- Utah: 282/XX FA Btn; 740/XII FA Btn.
- Omaha: 3/XX CavGrp {2x Btn}; 738/XII FA Btn.

August 12

- Utah: 557/XII AFA Btn.
- Omaha: 558/XII AFA Btn.

August 13

- Utah: 191/XX FA Btn.
- Omaha: 255/3A FA Btn.

Note: The 272/3A FA Btn and 244/XV FA Art Btn counters are not used.

40.2.0 CW (21st AG)

Unless stated otherwise, leaders always arrive with the HQ or formation as noted on the leader counter. Leaders are automatically activated the GD of arrival.

40.2.1 Strategic & Logistic Rules

When playing the full logistic and strategic rules, beginning the June 7 GD; players may ignore specific beach area instructions when placing activated units on the Transit Naval Display.

40.2.2 CW June 6 at Start Placement

Airborne Display

- 6th AB

Note: c.d/12Dev/6AB Gld Inf Coy is

placed on the 2nd British Army Landing Diagram. The 210/53AL/AB Gld Art Z-step and 211/53AL Gld Art Z-step activate June 14. There are three unused 6th AB Z-step counters.

Landing Diagram:

- 3rd ID; 3rd Can ID; 50th ID; 154/51 Inf Bde {3x Btn}; 126/51 RA Btn; 51/51 CE Btn; 56th Inf Bde {3x Btns}.
- 27th Arm Bde {3x Btn}; 2nd Can Arm Bde {3x Btn}; 8th Arm Bde {4x Btn}; 79th AD {9x Coy}.
- 3Cdo Btn; 4Cdo Btn; 6Cdo Btn; 41RM Btn; 45RM Btn; 46RM Btn; 47RM Btn; 48RM Btn; 10FF Cdo Coy; I Corps Eng {2x Btn}; XXX Corps Eng {2x Btns}; c.d/12Dev/6AB Gld Inf Coy.
- 6/3 RA Btn; 19Can/2 RHA Btn; 191Can/2 RA Btn; 86/2A RHA Btn;

Transit Naval Display (In Transit Box)

- Sword: 79/4 RA Btn.
- Juno: Remainder 51st ID; 53/4 RA Btn.
- Gold: 49th ID; 22/7AD Arm Bde {4x Btn}.

Transit Naval Display (Embarked Box)

- Juno: 62/I AT {2x Coy}.
- Gold: Remainder 7th AD; 4th Arm Bde {4x Btn}; 73/XXX AT {2x Coy}; 7/5 RA Btn; 65/4 RA Btn; 68/4 RA Btn; 84/5 RA Btn.

40.2.4 CW Activations

Note: Corps HQs are placed directly on the Battlefield Map; do not place them on the Naval Transit Display.

June 7

- Gold: 11Hus/XXX Recon Btn; 150/4 RA Btn.

June 8

- Gold: 4/5 RHA Btn; 51/4 RA Btn; 52/5 RA Btn; 64/5 RA Btn; 121/5 RA Btn.

June 10

- Juno: I Corps HQ; InsofCt/I Recon Btn.
- Gold: XXX Corps HQ.

June 12

- Gold: 11th AD.

June 14

- Sword: 210/53AL/AB Gld Art Z-step; 212/53AL Gld Art Z-step.
- Juno: 15th ID.

June 15

- Juno: VIII Corps HQ; 2HHC/VIII Recon Btn; 91/VIII AT {2x Coy}; VIII Corps Eng {2x Btn}.

June 18

- Juno: XII Corps HQ; 31st Tk Bde {2x Btn}; 1RoyDrg/XII Recon Btn; 86/XII AT {2x Coy}; XII Corps Eng {2x Btn}.

June 23

- Juno: II Can Corps HQ; 12ManDrg/II Recon Btn; 6Can/II Can AT {2x Coy}; II Can Corps Eng {2x Btn}.

June 24

- Gold: 43rd ID.

June 25

- Gold: 53rd ID.

June 26

- Juno: 13/3 RA Btn; 59/3 RA Btn; 67/3 RA Btn; 72/3 RA Btn.

- Gold: 59th ID.

June 28

- Gold: Gds AD; 34th Arm Bde {3x Btn}.

July 1

- Juno: 1Can/2 RA Btn; 3Can/2 RA Btn; 4Can/2 RA Btn; 7Can/2 RA Btn;
- Gold: 33rd Arm Bde {3x Btn}.

July 7

- Juno: 2nd Can ID; 1st Can Army Eng {2x Btn}.

July 11

- Juno: 9/9 RA Btn; 10/9 RA Btn; 11/9 RA Btn; 146/9 RA Btn; 107/9 RA Btn; 61SH/2A RA Btn.

July 20

- Gold: 6th Gds Tk Bde {3x Btn}; Belg/2A Inf Btn; Dutch/2A Inf Btn.

July 22

- Gold: 15/8 RA Btn; 25/8 RA Btn; 61/8 RA Btn; 63/8 RA Btn; 77/8 RA Btn; 59/8 RA Btn.

July 30

- Gold: 1st Pol AD.

July 31

- Juno: 4th Can AD.

40.3.0 German

Some units have special activation requirements.

Cherbourg Garrison: Fest A & B, 1./30 Flak, II./30 Flak, 1./1/30 Flak, and any unit assigned to the 709th ID that starts in any Cherbourg town or city hex is considered part of the Cherbourg Garrison.

711th ID: Beginning the June 7 AM GT, units of this division that are not initially placed on Battlefield Map may activate if a non-Fog of War Allied unit ends any GT adjacent to the Dives River. These units enter on any map edge road hex on Map C (east edge).

40.3.1 Intermediate Rules

See AW 35.3.0. Arrival on the Battlefield Map is noted as below.

Sector A: Map C (east edge) to F1-6139.

Sector B: F1-6139 to F1-6152.

Sector C: F1-6152 to F2-5258.

Sector D: F2-5258 to F2-4158.

Sector E: F2-4158 to D4352.

Sector F: D4352 to D1042

GT: Month/GD/GT

40.3.2 Strategic & Logistic Rules

When playing the full logistic and strategic rules units are placed in the Strategic Map Location Box noted on the AM GT of the GD listed.

Note: On the June 7 AM GT, unless noted in the below activation list, all units on the Strategic Map, including those placed on the June 7 AM GT are considered active and move normally.

40.3.3 German June 6 at Start

Refer to AW 38.8.2 for Battlefield Map unit placement. Units are placed in the hex noted. All units listed are placed including those listed as starting on Maps D, E, & F.

40.3.4 German Activations

If a KG is called for, it is composed of one Inf Rgt, one Pioneer Coy, one-artillery Btn, and one AT Coy.

Note: Not all divisions have all of the above components; ignore those units when there is not an assigned unit of that type. Pioneer and AT units must be broken down to provide a single Coy sized unit to a KG.

Activation notes:

• Some divisions or units are noted as follows:

** OKW Pz Reserve.

* Division eligible for early activation

These designations are used with Optional Rule AW 26.5.2.

• Beach area hexes are those hexes in a beach area marked with an asterisk “*”.

• Some activated units have their movement restricted; they are noted as [Half].

• Unless stated otherwise, leaders always arrive with the HQ or formation as noted on the leader counter. Leaders are

automatically activated the GD of arrival.

June 6 AM GT

- All units activated during the Airborne Assault Module may move up to their full MA.
- 243rd ID: 1 x KG.
- DR 0-2: 6FJ/91 Rgt {5x units}
- 709th ID: Any units within 2 hexes of an Allied unit or beach area hex [Half].
- 915/352 Inf Rgt {2x Btn}; 352 Fus Btn; 352 Pio Btn; 352 PzJ Btn {1x Coy only} [Half].
- 716th ID: Any units within two hexes of an Allied unit or beach area hex [Half]. **Note:** 192/21Pz PzGd Rgt {2x Btn plus 4x breakdown Coys} is attached to the 716th ID on June 6 and thus is eligible for activation.
- 711th ID: Any unit within two hexes of an Allied unit [Half].
- 21st Pz Div: 125 PzGd Rgt {2x Btn plus 4x Breakdown Coys}; MkIV Pz Coy {x1}; Art Btn {x1}; PzJ Coy {x1}. Any other unit that begins the Movement Phase adjacent to an Allied unit (not FoW) may move up to two hexes. DR 0-2: 21Pz Aufk Btn {2x units}.
- *Honfleur (6/6/Night Sector A):* DR 0-4: 857/346 Inf Rgt {2x Btn}; Art Btn {x1}; Pio Coy {x1}. **Note:** OST/346 Btn is not used in the game.
- *Lisieux (6/6/Night Sector A)* 12SS Aufk Btn {2x Coy} activates and enters Battlefield Map on DR 0-6 [half]; 25/12SS PzGd Rgt {3x Btn, 1x Pio Coy} I/12/12SS Art Btn activates and enters the Battlefield Map on DR 0 [half].

June 6 PM Game Turn

- 243rd ID: 1 x KG.
- If the 6FJ/91 Rgt {5x units} did not activate in AM GT, activate now.
- 91st ID: DR 0-2: 1x KG.
- 709th ID: All units within 22 hexes of Ste.Mere Eglise.
- 352 ID: All units, units within 2 hexes of an Allied unit [Half].
- 716th ID: All units [Half].
- 711 ID: Any unit within three hexes of an Allied unit.
- 21st Pz: All units on Battlefield Map.
- 30 Schnell Bde {3x Btn}; 101NW Rgt {1x Btn}; 7Sturm Btn; 456/7A Art Btn; 457/7A Art Btn; 989/7A Art Btn; 206/7A Pz Btn {2x Coy}; 17MG Btn
- *Honfleur (6/6/Night Sector A):* If 857/346 Inf Rgt {2x Btn}; Art Btn {x1}; Pio Coy {x1} did not enter Battlefield Map on AM GT, DR 0-7.
- *Lisieux (6/6/Night Sector A)* If 12 SS Aufk Btn did not activate on the AM GT, it activates and enters the Battlefield Map on DR 0-8 [half]. If 25/12SS PzGd Rgt {3x Btn, 1x Pio Coy}; I/12/12SS Art Btn did not activate on the AM GT, it activates and enters the Battlefield Map on DR 0-4 [half]. 26/12SS PzGd Rgt {3x Btn, 1x Pio Coy}; II/12/12SS Art Btn;

Pio Coy {x1} activates and enters the Battlefield Map on DR 0-4 [half].

- *Nogent le Rotreux 6/8/PM Sector A or B)* DR 0-2: Lehr PzD: PzGd Rgt {2x Btns}; MkIV Pz Coy {x1}; III/130 Art Btn; Pio Coy {x1} if activated may move one Location Box.

June 6 Night GT

- 91st ID: All units active.
 - 352nd ID: All units active.
 - 709th ID: All units not part of Cherbourg Garrison active.
 - 716th ID: All units active.
 - 711th ID: All units on Battlefield Map active.
 - I/III Flak Corps {7x Coys} All units active.
 - *Honfleur (6/6/Night Sector A)* All units 346th ID, Units not on Battlefield Map may enter at C7014 [Half].
 - *Pas de Calais (6/9/AM Sector A)* III Flak Corps {x18 Coy}. On a DR 0-5 all units may move one Location Box.
 - *Lisieux (6/6/Night Sector A)* Except for MkV Pz Btn {4x Coy} and 1.2/12/12SS PzJ Coy, all units of 12SS Div not on the Battlefield Map activate and enter the Battlefield Map [half]. 1./200/21 PzJ Coy, 2./200/21 PzJ Coy, & 3./200/21 PzJ Coy activate and enter the Battlefield Map [half].
 - Falaise F3414: ISS Pz Corps HQ.
 - *Nogent le Rotreux 6/8/PM Sector A or B)* If Lehr PzD: PzGd Rgt {2x Btns}; MkIV Pz Coy {x1}; III/130 Art Btn; Pio Coy {x1} did not activate on the PM GT, it is now activated, it may move one Location Box.
 - *Derval (6/9/PM Sector E)* 17/17SS Aufk Btn {2x Coy}. DR 0-2 may move one Location Box.
 - *Nantes (6/9/PM Sector E)* 17SS PzGd Div: all units except PzJ Btn {2x Coy} (-17/17SS Aufk Btn). DR 0-2 all units may move on Location Box.
- #### June 7 AM Game Turn
- All units on the Strategic Map move normally (AW 27.0).
- Except for the Cherbourg Garrison, all units on the Battlefield Map are active.
 - Alencon (F2-5257): XLVII Pz Corps HQ.
 - *Honfleur (6/8/AM Sector A)* LXXXXVI Corps HQ.
 - *Lisieux (Sector A):* 12SS MkV Pz Btn {4x Coy} activates and enters the Battlefield Map on DR 0-8 [Half].
 - *Nogent le Rotreux 6/8/PM Sector A or B)* Lehr PzD: All units active, except II/130 Art Btn.
- #### June 7 PM Game Turn
- *Lisieux (Sector A):* If 12SS MkV Pz Btn {4x Coy} did not activate on June 7 AM GT, it activates and enters the Battlefield Map [Half].
- #### June 8
- Alencon (F2-5257): 7th Army HQ.
 - *Pontivy (6/10/AM Sector E or F)* II FJK

Corps HQ.

- *Pontivy (6/12/AM Sector E or F)* 1./12FJ/IIFJK LW Aufkl Coy; 1./12/IIFJK LW StG Coy; 2./12/IIFJK StG Coy; 2.3./12FJ/IIFJK LW Mot Inf Coy.
- *Quimper (6/9/AM Sector E or F) 5/3FJ Rgt {3x Btn}; 1.3/3FJ PzJ Coy; 15./5/3FJ Pio Coy.*
- *St Malo (6/8/AM Sector F) 77th ID: 1x KG*
- *Angers (6/10/AM Sector D or E) 7NW Bde {6x Btn}.*
- *Paris (6/10/AM Sector A, B or C) 101/ISS Pz Btn {3x Coy}.*
- *Tours (6/10/AM Sector C or D) 902nd StG Btn.*
- *Pas de Calais (6/10/AM Sector A) 1151/OKW Art Btn.*
- *South of France (6/10/AM Sector D) 992/OKW Art Btn.*

June 9

- *Quimper (6/9/AM Sector E or F) 3FJD* Remainder of division.
- *St Malo (6/8/AM Sector F) 77th ID:* Remainder of division
- *St Briuec (6/12/AM Sector F) II/895/265 Inf Btn; III/894/265 Inf Btn; I/265/265 Art Btn; 265PzJ/265 Z-step; 265/265 Pio Coy*
- *St Briuec (6/11/AM Sector F) 275th ID: 1x KG; 275Fus/275 Btn*
- *Angers (6/11/AM Sector D or E) Angers/7A Pio Coy.*

June 10

- *Rouen (6/12/PM Sector A or B) **2 PzD:* All units, except: 3/2Pz Rgt {8x Coy}; 1/74/2Pz Art Btn.
- *Germany (6/20/AM Sector A or B) 8NW Bde {6x Btn}.*

June 11

- *South of France (6/18/PM Sector C or D) III/4/2SS PzGd Btn; MkV Pz Coy {x2}; MkIV Pz Coy {x1}; 2/2SS NW Btn; I/2SS Art Btn; 16./2SS PzGd Pio Coy.*

Note: all units of 2SS PzD are part of the OKW Pz reserve.

- *Rouen (6/15/AM Sector A or B) **3/2Pz Rgt {8x Coy}; 1/74/2Pz Art Btn.*
- *Benelux (6/17/AM Sector A or B) 1040/OKW AT Coy; 657/OKW AT Btn.*

June 13

- *St Briuec (6/18/AM Sector F) 943/353 Inf Rgt {2x Btn}; Art Btn {x1}; Pio Coy {x1}; 353PzJ/353 AT Coy.*
- *Benelux (6/17/AM Sector A or B) 555/OKW Art Btn.*
- *Biscay (6/12/PM Sector C, D, or E) 763/OKW Art Btn.*

June 15

- *St Briuec (6/18/AM Sector F) 353rd ID:* remainder of division
- *South of France (6/20/AM Sector C or D) 1194/OKW Art Btn.*

June 20

- *Nogent le Rotreu (6/8/PM Sector B or C) II/130/Lehr Pz Div Art Btn*

- *St Briuec (6/22/AM Sector F) LXXIV* Corps HQ.
- *Benelux (6/30/AM Sector A, B or C) *16LW Div:* All units.
- *Germany (6/25/AM Sector A or B) 9NW Bde:* All units {6x Btn}.
- *Germany (6/29/PM Sector A or B) 654/OKW PzJ Btn {2x Coy}.*
- *Pas De Calais (6/25/Night Sector A or B) 1053/OKW PzJ AT Coy.*

June 22

- *Jugon (6/24/AM Sector E or F) *266th ID: 1x KG {5x units}.*
- *Brest (6/28/PM Sector E or F) III/898/343 Inf Btn.*
- *Benelux (7/3/Night Sector A, B, or C) 102/IISS Pz Btn {3x Coy}.*
- *South of France (6/24/AM Sector C, D or E) 1192/OKW Art Btn.*

June 23

- *Biscay (6/30/AM Sector C, D or E) *276th ID:* All units.
- *South of France (7/15/AM Sector C, D, or E) *277th ID:* All units.

June 24

- *Benelux (6/28/PM Sector A or B) 1/ISS PzGd Rgt {3x Btn}; II/1/ISS Art Btn; 4./1SS PzGd Pio Coy; StG Coy {x1} (Breakdown Coy from the 1PzJ/ISS Btn).*
- *Paris (6/28/PM Sector C) 101/ISS Art {2x Coy}*

Note: all units of 1SS PzD are part of the OKW Pz reserve.

June 25

- *Paris (6/27/PM Sector A or B) IISS Pz Corps HQ; 10SS PzD:* All units.
- *St Malo (6/26/AM Sector F) 15/5FJ Rgt {3x Btn}; I/5/5FJ Art Btn; 1./5/5FJ At Coy; Pio Coy {x1}*

Note: All of the 5th FJD is eligible for early activation.

- *South of France (6/30/AM Sector C, D, or E) 1193/OKW Art Btn.*

June 26

- *Paris (6/28/AM Sector A or B) 9SS PzD:* All units.
- *South of France (6/30/AM Sector C, D, or E) 1198/OKW Art Btn*

June 27

- *South of France (7/5/AM Sector C, D, E) 2SS PzD:* remainder of division except II/3/2SS PzGd Btn, & III/3/2SS PzGd Btn.

Note: all units of 2SS PzD are part of the OKW Pz reserve.

July 1

- *Benelux (7/3/AM Sector A or B) **1SS PzD:* Remainder of division (1PzJ/ISS Btn (-1)).

July 2

- *South of France (7/14/AM Sector C, D, or E) *272th ID:* All units.
- *Pas De Calais (7/5/PM Sector A or B) K625/OKW Art Btry; 1041/OKW AT Coy.*
- *Lisieux (Sector A):* PG West Army HQ

(unit automatically enters the Battlefield Map).

July 4

- *South of France (7/18/AM Sector C, D, or E) *271st ID:* All units.
- *Germany (8/2/AM Sector A, B, or C) *331st ID:* All units.
- *Benelux (7/6/AM Sector A or B) 628/OKW Art Btn.*
- *Paris (7/10/AM Sector A or B) 600/OKW Pio Btn.*

July 7

- *Rennes (7/14/AM Sector D, E, or F) 5th FJD:* remainder of division.
- *Germany (7/10/AM Sector A, B, or C) 503/OKW Pz Btn {3x Coy}.*

July 10

- *Nantes (7/15/AM Sector C, D, or E) 275th ID:* remainder of division.

July 14

- *Pas De Calais (7/19/AM Sector A or B) *326th ID:* All units.

July 17

- *Germany (7/21/AM Sector A, B, or C) 217 Sturm Pz Btn {2x Coy}; 1.2./12/12SS PzJ Coy.*

July 20

- *Pas De Calais (7/24/PM Sector A, B, or C) **116th PzD:* All units; 1039PzJ AT Coy.
- *Amiens (7/27/AM Sector A or B) *363rd ID:* All units.

July 28

- *South of France (8/1/AM Sector C, D, or E) II/3/2SS PzGd Btn; III/3/2SS PzGd Btn; 341/OKW StG Btn.*

July 30

- *Tours (8/1/AM Sector C or D) LVIII Pz Corps HQ.*
- *Pas De Calais (8/4/AM Sector A, B, or C) *89th ID:* All units.
- *Bourgeil (8/3/AM Sector D, E, or F) 394/OKW StG Btn.*
- *Amiens (8/5/AM Sector A or B) 1348/OKW StG Coy.*

August 1

- *Brest:* If at least one, in GenS Allied unit has moved on to the Strategic Map, the 2nd FJD with all units activates in Brest. If the above is not true, and Avranches is not Allied controlled, the division activates in Avranches (E2929).

Errata: The counters marked 1./2FJ/IIFJ and 2./2FJ/IIFJ are incorrectly marked. They should read 1./2/2FJ & 2./2/2FJ and are part of the 2FJ Div

- *Amiens (8/3/AM Sector A or B) *84th ID:* All units.

August 2

- *South of France (8/6/AM Sector C, D, or E) **9th PzD:* All units.
- *Pas De Calais (8/7/AM Sector A or B) 668PzJ/OKW AT Btn.*

August 3

- *Biscay (8/5/AM Sector D or E) 708th ID:* All units.

August 4

- *Pas De Calais (8/8/AM Sector A or B)*
*85th ID: All units.

August 8

- *Pas De Calais (8/12/AM Sector A or B)*
*344th ID: All units.

August 14

- *Amiens (8/15/AM Sector C or D)* *17th
LW Div: All units.

August 15

- *Pas De Calais (8/16/AM Sector A or B)*
*18th LW Div: All units.

Note: The 937/OKW, Auton/OKW, and Suips/OKW Art Btn counters are not used. These units were incorporated into other units.

AIRBORNE MODULE

41.0 AIRBORNE ASSAULT STAGE

The D-Day Airborne Assault is simulated by the Airborne Assault Stage that occurs immediately before the beginning of the June 6 AM GT. The Airborne Assault Stage is not a solitaire exercise, both sides conduct activity during this stage. The charts and tables required for this module are found on the Airborne Assault Tables Card. There are 11 segments in this stage and they are conducted in the following order:

1. Drop Zone Placement Segment
2. Airborne Drop Segment
3. 1st Allied Movement Segment
4. Glider Landing Segment
5. 1st Allied Combat Segment
6. 1st German Movement Segment
7. 1st German Combat Segment
8. 2nd Allied Movement Segment
9. 2nd Allied Combat Segment
10. 2nd German Movement Segment
11. 2nd German Combat Segment

41.1.0 Segment 1: Drop zone Placement

Before airborne units can start landing, players must establish Drop zones (DZs) for each airborne division. All DZs remain on the Battlefield Map until the June 10 AM GT.

41.1.1 Pegasus Bridge Mission

The Allied player conducts this mission prior to any other activity. The object of the mission is the capture of the two bridges over the Orne River at hex C5217. The one-step Ox&Buck Coy displayed on the Airborne Display is used

Chart Errata: The display incorrectly shows the Coy as a “2-2-6” use the “1-1-6” Coy.

Conduct the mission as follows:

- Place the Coy in hex C5217.
- The Allied player rolls 1d10.
 - Result of 0-8; The Orne River Bridge is captured.
 - Result of 9; reduce the Coy (flip it to its z-step side). The German player then rolls 1d10, if the result is 0-4; the bridge is destroyed.
- The Allied player rolls a second 1d10 using the procedure above to determine the status of the Orne Canal Bridge. On a result of 9, reduce the glider Coy to a z-step, or if already a z-step, eliminate it.
- Each must be repaired separately prior to being able to use the road crossing hex C5217 to C5317.

41.1.2 DZ Placement

The Allied player places each DZ marker in its designated target hex. Target hexes are listed next to each DZ on the Airborne Display. Players should have a piece of paper available to track the status of each

DZ.

Errata: Ignore the hex numbers printed on the DZ counters, use the hex numbers printed on the Airborne Display.

Each DZ marker is then checked for scatter using the DZ placement Table.

- Roll 1d10 and consult the Drop Zone Scatter Table. Cross-index the DR with the Divisional ID of each DZ.
- NS (no scatter): The DZ remains in its target hex. Note the result on a piece of paper.
- S1 or S2 (scatter 1 or 2): Note the result on a piece of paper, and then consult the Scatter Diagram to determine the hex where the DZ actually landed.
- When determining scatter for DZs both S1 and S2 results are always handled as a S1 (a DZ may only scatter a maximum of one hex). The S2 result is only used to determine the DZ status.
- If a DZ scatters into a hex with a German unit the DZ is placed in the hex. As units land in the DZ follow the procedures in AW 41.2.3b for each unit. If at the end of the 2nd German Combat Segment, a German unit is in a hex with a DZ, remove the DZ.
- Find the ring of hexes labeled with the scatter result received above (i.e., S1, S2, and so on).
- Roll 2d10; in the ring determined above, start in the hex directly north of the center hex. Moving clockwise, move the unit to the first hex reached that the DR falls within the set of results.
Note: The top of the scatter diagram is north.

Example: DZ “O” has a target hex of A5432. The Allied player rolls 1d10 and receives a result of “2”. Cross referencing the DR with the 82AB column the DZ receives a “S1” result. The Allied player then locates the ring of hexes on the Scatter Diagram that are labeled “S1” and rolls 2d10 with a result of (28). The hex due north of the center hex is labeled (00-16), with the next hex (moving clockwise) being labeled (17-32) since the DR falls within those numbers, the unit is placed in that hex.

41.1.2a Division DZ Scatter

Airborne division’s main DZ will not physically scatter. Make all required DRs, but do not actually scatter the DZ. The scatter DR is used to determine DZ status only. The main DZ for each division is:

- British 6th AB: “N” and “W”
- US 82nd AB: “W”
- US 101st AB: “E”

Designer’s note: The pathfinders for these drop zones would not have set up in certain types of terrain.

41.1.2b 6th Airborne DZ W

DZ W is not placed until the Movement Phase of the June 6 PM GT.

41.1.3 Drop Zone Status

The Status of a DZ is determined immediately after the DZ has been placed. The DZ Status is a measure of how effective the Pathfinders were in establishing the DZ. For each DZ, the Allied player rolls 1d10 and applies the following modifiers:

- +1: If any German unit is adjacent to the DZ (maximum of +1).
- +2: If at least one of the adjacent units is a AA unit (maximum of +2).
- Only one of the above DRMs can apply.
- +1: If the DZ is in a Woods, or Marsh hex.
- +2: If the DZ is in a City, Town, Bocage, or Forest hex.
- Only one of the above DRMs can apply.
- One adjacent unit and one terrain DRM can apply.

Consult the Drop Zone Status Table and cross-reference the modified DR result with the result obtained in AW 41.1.2 (NS, S1, or S2). The result is a DZ Status letter code ranging from A through E, with E being the least effective status. Record the DZ Status for each DZ on a piece of paper.

41.2.0 Segment 2: Airborne Drop

The Allied player begins airdropping his paratroop (Para) units onto the map at their respective DZs. All Para units are dropped as Coys, while HQs, artillery and air landing/Glider infantry land as Btns or half Btns. In each segment, conduct the full landing procedure for each DZ prior to moving to the next DZ.

41.2.1 Para Units

Each Para Coy has a normal Coy sized unit printed on the front of its counter and a Fog of War (FoW) image on the reverse side. A number of Dummy markers with US and CW FoW symbols on one side and the words “Dummy” are provided. These dummies will be mixed in with real units to create and maintain a degree of uncertainty as to what airborne units are real and which are not.

41.2.2 Generating Dummy Units

Before landing Para units on the map, the Allied player determines the number of dummy units that are to be mixed in with the FoW units. For each DZ conduct the following:

- Note the number of Btns landing this segment and then place the para Coys into an opaque container. Leaders or units without a FoW side scheduled to land on that DZ are set aside and not placed in the container. Para Btn counters are left on the Airborne Display.
- For each Btn roll 1d10 and consult the Unit Scatter Table. Cross reference the DR result (do not apply any DRM) with the selected DZ status obtained in AW 41.1.3 (A, B, C, D or E).
- If a parenthesized value exists for that

DR, then a number of dummy units equal to that value are added to the container.

41.2.3 Drop Procedure

All landing units follow the below procedure.

- Leaders may be attached to either non-FoW or FoW units. A leader must be attached to unit prior to that unit rolling for scatter. The leader suffers any result obtained. If the leader survives the landing procedure, it is placed with the unit in an active state.
- Land non-FoW units. Players may select these in any order desired. Conduct scatter (AW 41.2.3a) and conduct combat due to enemy occupied hexes (AW 41.2.3b) for each unit, prior to landing the next unit.
- Land FoW units. Randomly select one FoW counter from the container and place it FoW side up on the DZ (do not look at the front side of the counter). Conduct scatter (AW 41.2.3a) and combat due to enemy occupied hexes (AW 41.2.3b) for each unit, prior to landing the next unit.

Note: Do not reveal eliminated FoW units. The identity of eliminated FoW units remains a secret until all FoW units have been regrouped.

41.2.3a Unit Scatter

Roll 1d10, apply the DRMs listed in AW 41.1.3, and then consult the Unit Scatter Table. Cross-reference the modified DR with the DZ status obtained in AW 4.1.3. Possible results are NS and S1 through S6, and ES. FoW are always placed FoW side up.

- **NS:** No Scatter, the unit remains in the DZ. Determine terrain affects as below.
- **S1 through S6:** Follow the procedures in AW 4.1.2, except use the full scatter result (i.e., S-1 thru S-6).
 - Place the unit in the designated hex.
 - If the hex contains any of the below terrain, roll 1d10 and apply the result:
 - Woods or Town hex:** DR 9; the unit is eliminated.
 - City, Bocage, Marsh or Forest hex:** DR 6-7; place the unit on the ES track (AW 41.2.3c).

DR 8-9; unit is eliminated.

All Water hex: Unit is eliminated.

If, after determining scatter and terrain affects, a unit lands in a hex containing any German unit, conduct the procedures in AW 41.2.3b.

- **ES (Extended Scatter):** Roll 1d10, if the result is 1-9, place the unit FoW side up, in the ES Box corresponding to the DR (top row of numbers in the box). If the result is "0" eliminate the unit.

41.2.3b Enemy Occupied Hexes

Conduct the following procedures prior to

landing the next unit, if the current unit lands in a hex with a German unit.

- Each German unit, except for WN/STP, in the hex must conduct a separate defensive PR check. Units that fail the check must retreat using the procedure in AW 41.2.3d. German non-SP in-battery artillery units forced to retreat are eliminated. If all German units retreat from the hex, the Allied unit remains in the hex.
- If a German unit remains in the hex, the Allied unit must attack all German units in the hex. Only units in the hex may participate. Use the procedure outlined in AW 41.5.0. FoW units have the following ratings:
 - Attack strength of one.
 - PR of six.

41.2.3c Extended Scatter Units

Beginning the June 7 AM GT during Airborne Re-Group Segment of the Allied Administrative phase, each unit on the Extended Scatter Track (ES) may be moved into the next lower numbered box (top number) on the ES track. Start with the lowest numbered box occupied by a FoW of unit, moving to higher numbered boxes until all units have moved.

- Move each unit and then roll 1d10. If the DR is within the range of the values in that box (second row), the unit is eliminated.
- If a unit starts in the "1" Box, the unit is placed FoW side (do not examine the unit) up on any DZ of the same nationality. The unit may not voluntarily move until it is re-grouped (AW 41.3.5).

41.2.3d Airborne Retreat

Units of both sides may be required to retreat due to airborne combat results and/or a failed morale check.

- Retreating units must retreat one hex into any hex not occupied by an enemy unit.
- With the above exception enemy units have no effect on retreat.
- Units cannot retreat into or across prohibited terrain. Units can only retreat over a river at an intact bridge.
- If a unit is forced to retreat into a hex in violation of stacking limits, that unit must continue its retreat until it is not overstacked.
- Units that cannot retreat due to the presence of enemy units or prohibited terrain are eliminated.

41.3.0 Segment 3: 1st Allied Movement

The Allied movement segment is conducted in the following order:

- Para Coy reorganization
- FoW unit re-group
- Movement.

41.3.1 Stacking

Normal stacking rules apply (GOSS 6.0). In addition, the Allied player may stack up

to four FoW units in the same hex.

Stacking applies at the end of each Allied Airborne Movement Segment and at the end of any normal GT.

Exception: FoW units that land (not move into) a DZ may remain in the hex in violation of the four FoW stacking restriction.

41.3.2 FoW Units

FoW units:

- May not attack.
- Exception:** AW 41.2.3b.
- Do not block enemy units from entering the hex that the FoW unit occupies.
- Have a defensive strength of one and a PR of six.
- Are considered one-step units for combat loss purposes.

41.3.3 FoW Units & Standard GTs

FoW units may move during the Allied Movement Phase. FoW units:

- Have a MA of three.
- May only move one hex if they cross an un-bridged river or enter a Marsh, Bocage, or Forest hex and are not following some type of road.
- Are not required to stop when encountering a movement halt.
- They may not enter an enemy occupied hex.
- May not move so as to be further away from a DZ than when they started the movement phase. The distance does not have to measure from the same DZ.
- Have attack strength and offensive PR of zero, thus they may not conduct an offensive GA. They have a defensive strength of one, and a defensive PR of six. They may not be the lead unit unless they are the only unit in the hex.
- Count as one-step point Coy for all purposes.
- May not observe for FS missions.
- Do not inhibit movement of enemy units, or the tracing of enemy GenS. Enemy units may move thru hexes containing FoW units. Enemy units may not end their movement in a hex with a FoW unit.

41.3.4 Reorganization

A Para Coy (not FoW units) that begins a movement segment stacked with another Coy of the same Btn may re-organize into their Btn counter. Re-organization does not affect a unit's ability to move.

- Two Coys of the same Btn can re-organize into the Btn (with one step loss).
- Three Coys of the same Btn may re-organize into the full strength Btn.
- After all FoW units have regrouped and all units have been cleared off the ES Track (AW 41.4.3) any Btn that has only one Coy remaining may re-organize into their component Btn, with one step remaining.

Note: Regrouped Para Coys may reform

(reorganize) into their parent Btns normally beginning the June 6 AM GT.

41.3.5 Regrouping FoW Units

Once all re-organization is complete, the Allied side may attempt to re-group FoW units. FoW units are eligible to re-group if stacked with a DZ marker or a leader counter. Roll 1d10 for each FoW unit attempting re-group.

- Units stacked with a DZ marker re-group on a DR equal to or less than the DZ's re-group number (the number in parenthesis next to the DZ status on the Unit Scatter Table). If a leader is stacked in the hex add one to the DZ's re-group number.
- Units that are not stacked with a DZ, but are stacked with a leader may also attempt to re-group. In this case all leaders have a re-group number of three.
- Re-grouped FoW units are flipped to their normal Coy side and may move in the same movement segment. FoW units that are revealed as a dummy unit are removed from the map.
- FoW units that fail their re-group attempt remain on their FoW side.
- FoW units and leaders may move after attempting regroup.

41.3.6 Regroup During Normal GTs

FoW units that have failed to re-group during the Airborne Assault Stage can attempt to re-group starting on the June 7 AM GT during the Airborne Re-Group Segment of the Allied Administrative Phase. Use the same procedures outlined in AW 41.3.5. Apply a -1 DRM to the attempt for each GD after June 6. Leader DRM also applies.

Example: On the June 7 GD apply a -1 DRM. On the June 8 GD apply a -2 DRM.

41.3.7 Allied Movement

The Allied player may move some or all friendly airborne units. Movement is in hexes not movement points. During the first Allied movement segment, units may:

- FoW units may move up to two hexes, however FoW units must move toward a DZ or a bridge hexside that it will attempt to destroy.
Note: This means a FoW unit cannot leave one DZ and move to another DZ.
- All other airborne units (including leaders) may move up to three hexes in any direction desired.
- Allied unit movement is restricted as follows:
 - Units may not end their movement more than six hexes from a DZ.
 - Units may not cross an un-bridged river hexside.
 - Units that start the movement segment in a Marsh hex that does not contain a road or trail may not move. If the hex contains a road or trail, the unit may

move one hex along that road or trail.

- Units that enter a Marsh or Forest hex; or cross a stream and does not do so along a road or trail, must stop its movement, and move no further that segment.

41.3.7a Movement & Enemy Units

Re-grouped units may not enter enemy occupied hexes; however, all normal movement halts are ignored. FoW units may attempt to pass thru an enemy occupied hex. The enemy occupied hex must be the first hex the FoW unit moves into and the unit must be eligible to move two hexes. FoW units may not end their movement in an enemy occupied hex.

- The German player conducts a defensive PR check using one German unit in the hex (German player's choice).
- If the unit fails the PR check, the FoW may move thru the hex.
- If the German unit passes its PR check, the FoW unit may not enter the hex, and must remain its current hex.

41.3.7b Bridge Blowing Missions

During the Airborne Assault Stage, all Allied non-HQ and non-artillery type units that end an Allied Movement Segment adjacent to a bridge over a river (not streams) may attempt to blow that bridge. Only one attempt per bridge may be made in each Allied Movement Segment.

- Each unit may make one attempt in each Allied Movement Segment. Roll 1d10, if the result is 6-9 the attempt fails and nothing further happens. If the result is 0-5 apply the following:
 - If the attempting unit is not a FoW unit, the bridge is destroyed.
 - If the attempting unit is a FoW unit, flip the unit over and if it is a dummy unit, remove the dummy unit. The bridge is not destroyed. If the FoW is a Para Coy, place a destroyed bridge marker and the Coy stays on its re-grouped side.

41.4.0 Segment 4: Glider Landing

The Allied side now lands all scheduled Glider units on their respective DZs. Glider units do not have a FoW side and are always considered re-grouped.

Note: Some of the units show a "para" symbol. Treat all units scheduled to land during the Glider Segment as glider units.

41.4.1 Merville Battery Mission

One Glider step (marked as "Merville") lands on the Merville Battery (C5614) during the Glider Landing Segment. Do not roll for scatter (the unit automatically lands in the hex). To conduct the assault, roll 1d10.

- If the result is 3-9, the glider unit is eliminated.
- If the result is 0-2, the unit lands successfully on the battery.

- During the 1st Allied Combat Segment, if the battery is attacked by other Allied units, the attack receives a +2 bonus. If no other Allied units attempt an attack roll 1d10 for the unit. If the result is 0-2, the battery's guns are destroyed and the StP is flipped to its non-gun side. The attacking unit must move to any adjacent hex that is not German occupied. If the result is 3-9, the attacking unit is eliminated.

41.4.2 Glider Landing Procedure

Follow the scatter procedure outlined in AW 41.2.3a. Ignore all references to FoW units and the ES Table. Apply a -3 DRM to each unit's scatter DR and modify the terrain effects in AW 41.1.3 as follows:

- **Woods or Town hex:** DR 9; the unit is eliminated.
- **City, Bocage, Marsh, or Forest hex:** DR 7-9; the unit is eliminated.
- **All Water hex:** unit is eliminated.
- Conduct AW 41.2.3b as written, except; if the German unit passes its PR check, any Allied artillery or AT type unit that landed in the hex are eliminated.
- After conducting terrain effects and combat generated by landing on enemy units, each surviving glider unit may displace to an adjacent hex.

41.5.0 Segment 5: 1st Allied Combat

The Allied player may conduct attacks using any non-FoW units that are adjacent to enemy units. FoW units may not participate in an attack, however they do defend normally.

- Each German occupied hex may be attacked once per Allied Airborne Combat segment.
- A German occupied hex can be attacked from one friendly occupied hex only (i.e., Allied units from different hexes may not attack the same hex).
- In-battery artillery units that are adjacent to an enemy unit may add their barrage strength to the attack; however, the one attacking stack rule still applies.
- Each Allied unit may attack only one enemy occupied hex per segment.
- A unit cannot attack into or across prohibited terrain.
- Units may not attack across un-bridged river hexsides.
- All units in a hex must defend as one force (any overstacked units are ignored-owner's choice).
- All units in a hex do not have to attack, nor must they attack the same enemy hex.

41.5.1 Airborne Combat Procedure

Ground combat during the Airborne Stage is handled differently than normal combat. The procedure is the same for both the German and the Allied sides. Follow the below steps:

Step 1: Each side totals up its Attack or

Defense strengths. Current combat strength for units is determined as outlined in GOSS 13.0 with the following exceptions:

- FoW units have a defensive strength of one.
- Allied in-battery airborne artillery units use their barrage strength as their attack strength and their normal defensive strength when defending. Out-of-Battery artillery units may not attack and defend with their normal defensive strength.
- AFV units double their combat strength (both attack and defense) if stacked with any type of infantry unit and that stack is located in a clear terrain hex (the hex may contain a Locations or Village).

Step 2: Each side selects a lead PR unit. Add one-half (round up) of that unit's PR to the attack or defense strength (the attacker uses his attack PR, and the defender his defensive PR). FoW units have a defensive PR of six.

Step 3: Add the applicable modifiers to the above total:

- +1 to a side's total if a leader is stacked with the attacking or defending side. Only one leader on each side applies.
- The defender receives the following modifiers if in the listed terrain (only one may apply).
 - +1: Marsh, Woods, or Hedgerow.
 - +2: Forest, Bocage, Town, or if a WN is in the hex.
 - +2: If being attacked across a bridge.
 - +3: City, or if a StP is in the hex.

Step 4: Each side rolls 1d10 and adds the result to above total for their side.

Step 5: Apply the results in AW41.5.2.

41.5.2 Airborne Combat Resolution

Compare the two totals obtained in Step 4 above; the side with the higher total is the winner. Subtract the lower total from the higher total.

- If the difference is zero, there is no effect.
- If the difference is greater than zero but less than the loser's PR, the loser retreats one hex (AW 41.2.3d).
- If the difference is equal to or greater than the loser's PR, the loser retreats one hex and loses one step. Except for SP artillery, all IB artillery units that are forced to retreat are eliminated.
- If the attacker was the winning side, participating units may advance into the defender's hex.

41.6.0 Segment 6: 1st German Movement

German units have a limited ability to move during the Allied Airborne Stage.

41.6.1 German Movement

The German side may activate and move a limited number of units.

- German units that were attacked in any manner are automatically activated. This includes those units that retreated due to a PR after an Allied unit landed on them.
- German units that begin the segment adjacent to an Allied unit (including FoW units) or were activated as above may move up to two hexes.
- German units that begin the segment within two hexes of an Allied unit (one intervening hex) may move one hex.
- A unit may not enter or cross any type of terrain that it would be prohibited from crossing or entering during standard game movement.
- If a unit enters a Marsh or Forest hex or crosses any kind of stream/ river and doesn't do so thru a road/bridge hexside, it must stop its movement and move no further that segment.
- German units may attempt to enter a hex containing Allied FoW units. If there are any other types of Allied unit, the German unit may not enter the hex.
 - Prior to entering the hex occupied by a FoW unit, the German unit must pass an offensive PR check.
 - If the result of the PR check DR is "0" the FoW units in the hex must displace one hex. The German unit may move into the original hex and one additional hex. The additional hex does not count towards the German unit's total movement and could be occupied by the same or different FoW units (make another PR check). If the German unit attempts to enter a second FoW unit occupied hex, the "0" DR bonus is ignored.
 - If the unit passes the PR check but does not roll a "0," the FoW units are displaced one hex and the German unit may enter the original hex and end its movement.
 - If the unit fails the PR check, it must halt in its current hex and move no further that segment.

41.6.2 Additional German Units

The German player may activate and move additional units as listed below.

21st Pz Div: The German player rolls 1d10; halve the result (round up). The number obtained is the number of 21st Pz Div units that activate. 21st Pz Div units west of the Orne River can only be activated if there are Allied units west of the Orne River.

Note: The 921/21P PzGd Rgt (2x Btns and 4x Coy) are attached to the 716th Div on June 6th and are not eligible for activation during the Airborne Stage.

- A maximum of two MkIV Pz Coys may be activated this segment.
- Activated units must end their movement closer to a CW airborne unit than it began its movement segment.
- Activated units may move up to their

full printed MA, however when entering a hex within three hexes of an Allied unit, multiply all MP costs by two.

- If a 6AB non-FoW unit is in or adjacent to any hex of Caen, there is no activation DR required. All units of the 21st Pz Div are activated and may move their full MA. In addition, all units of the 716th Infantry Division within 6 hexes of Caen are activated and may also move their full MA. In this case German units west of the Orne may be selected to move.
- 91st and 709th Divisions:** Any six units, assigned to the 91st or 709th Divisions that are within six hexes of a US unit may be activated.
- Activated units may move up to their full printed MA, however when entering a hex within three hexes of an Allied unit, multiply all MP costs by two.
 - Activated units must end their movement closer to a US airborne unit than it began its movement segment.

41.7.0 Segment 7: First German Combat

The German player may conduct attacks against Allied units. The procedure is identical to the one listed in AW 41.5.0.

41.8.0 Segment 8: 2nd Allied Movement

The Allied player may conduct movement using the same procedures outlined in the First Allied Movement Segment (AW 41.3.0).

Exception: Units starting the movement segment in a Marsh hex may move one hex if not moving along a road.

41.9.0 Segment 9: 2nd Allied Combat

The Allied player may conduct combat using the same procedures outlined in the First Allied Combat Segment (AW 41.5.0).

41.10.0 Segment 10: 2nd German Move

The German player may move any unit activated in the First German Movement Segment.

- Activated units may move up their full printed MA, however when entering a hex within three hexes of an Allied unit, multiply all MP costs by two.
- The German side may activate two additional units that are within six hexes of a CW unit and two units that are within six hexes of a US unit.

41.11.0 Segment 11: 2nd German Combat

The German player may conduct attacks against Allied units. The procedure is identical to the one listed in AW 41.6.0.

41.12.0 Standard GTs

Starting with the June 6 AM GT, the Airborne Assault Segment is complete and all rules associated with it are suspended.

Exception: AW 41.2.3a (Extended Scatter Units) AW 41.3.3 (FoW Units & Standard GTs), and AW 41.3.6 (Re-group during Normal Game Turns).

AMPHIBIOUS MODULE

42.0 AMPHIBIOUS ASSAULT STAGE

The Amphibious Invasion Stage is conducted prior to the June 6 AM GT, and then prior to the start of each GT thereafter until all beaches are fully cleared. There are three sub-phases in each stage.

42.1.0 Beach Displays

There are five Invasion Beaches (Sword, Juno, Gold, Omaha, and Utah). Each beach is represented by its own Beach Display. Beach Displays will be referred to as "Display."

42.1.1 Beach Boxes

Each Display is composed of boxes that represent different parts of the Invasion Beach. Each box is a playing space that functions much like the squares on a checkerboard.

- A unit will always be in one particular box at any given time.
- Units may move from a box to adjacent boxes across boundaries (horizontally, vertically, and diagonally).
- Adjacent boxes are defined as those boxes that share a common vertical, horizontal, or diagonal boundary.

42.1.2 Rows

Each Beach Display, except Omaha, is organized into five horizontal rows of boxes. They are from bottom to top: **Sea Box Row** represents the area where units are unloaded from their landing craft. Each Sea Box is labeled with the corresponding Beach Area Marker and the Battlefield Map hex number where the Beach Marker is placed. Inside each Sea Box is a box labeled with a number. These boxes are used to track the obstacle level in each sub-sector.

Note: On most beaches more than one Sea Box is marked with the same Beach Area Marker. This is intentional.

- Units are placed in this row when moving from the Landing Diagram to the Display.
- German Defensive fire cannot be directed into this row.
- Units remain in these boxes until obstacle casualties and drift is determined, they are then moved into the Beach Box Row (prior to German fire).

Beach Box Row represents the area of beach that units had to cross prior to reaching the high tide point in the shingle area.

- Units are moved to this row after obstacle casualties and drift are determined (this includes pinned units).
- German Defensive Fire can be directed into this row.
- Units remain in this row until moved during the Allied Movement Segment or Pin Recovery Segment.

Shingle Box Row represents the area that was above the high tide line and was adjacent the ever present sea walls. Units cannot move to the next row of boxes until the seawall has been breached.

Pavilion Box Row (Omaha only) represents the area between the seawall and the bluff/cliffs that existed on Omaha Beach. Vehicular units cannot move to a Coastal defense box from a Pavilion Box unless using Draw.

Coastal Defense Box Row represents the area of the beach that is above the shingle and where the primary German defenses were located. In the case of Omaha Beach this row represents the area on the upper slope or top of the bluffs and cliffs.

To accurately reflect the German defensive system at Omaha Beach, the Coastal Defense Boxes are sub-divided in many of the sub-areas and do not always lay within one beach sub-area. If any part of a Coastal Defense Box boundary falls within a sub-sector's left and right black boundary line, it is considered part of both sub-sectors.

Example: Coastal Defense Box Cabourg 2 is part of both Fox Red and Fox Green. Cabourg 1 is only part of Fox Red, as its boundary falls completely inside of the Fox Red beach sub-area.

• **Beach Exit Box Row** represents the area directly behind the main German defenses. It typically was where Allied units re-grouped after getting thru the beach defenses and prior to moving inland. Each box is printed with the Battlefield Map hex number that corresponds to that exit box. These hexes are noted on the Battlefield Map with a "*" in the hex. Units in that Beach Exit Box are considered to be in those hexes on the Battlefield Map when leaving the Display.

Errata: Omaha Exit Box near Vierville-Sur-Mer should read C1004 or B7004. Queen Green Sea Box should read 4911.

Note: The number of steps that can land in each sub-sector is based on the beach area marker, not the number of exit hexes.

Example: On Juno Beach, Nan Green 2, the beach landing marker is placed on hex C4208, however when units actually land (i.e., move to the Battlefield map) they are placed in hex C4209.

42.1.3 Columns

Each Beach Display is vertically organized into a number of columns. These columns are referred to as sub-sectors.

- Each sub-sector (except those on Omaha) contains one box from each of the five (there are six rows on Omaha) horizontal rows.
- Each sub-sector is identified by a name, followed (in some cases) by a number.

42.1.4 Omaha Beach Draws

Omaha Beach contains Draws, which are a

terrain feature unique to this beach. The Draws are considered to be boundaries between Coastal Defense Boxes. Draws function as channels for movement from the Pavilion Boxes to the Beach Exit Boxes and are described in more detail in the amphibious movement rules.

42.2.0 Invasion Units

Many of the counters used during on the Beach Displays are only used during the Amphibious Invasion Stage and are called Invasion units.

Note: Invasion units have a white or orange stripe across the top half of the counter.

42.2.1 Unit Types

For the purpose of the Amphibious Invasion Stage, there are five types of units. Some standard Battlefield Map units (these units will be called standard units for brevity) are also used during the Amphibious Stage. For purposes of the Amphibious Assault they are divided into the same five types.

42.2.1a Armor Vehicular Units

Armor/tank units are vehicular units and have a MA of four. The following types of units are considered Armor Units:

- Invasion units with the NATO "tank" symbol, including DD Tanks.
- AVRE and Centaurs (Cent) invasion units.
- Standard AFV and Recon units.

42.2.1b Weapon Vehicular Units

Weapon Units are vehicular units and have a MA of four. There are no invasion weapon units. Standard weapon units are:

- Towed Artillery
- Self Propelled Artillery
- Towed AT

42.2.1c Personnel Units

Most Personnel Units have a MA of two. Commando and ranger units have a MA of three. The following types of invasion and standard units are considered Personnel Units:

- Infantry, Mechanized Infantry, Commando, and Ranger units.
- Engineer units; however, they are called out separately when resolving German Defensive Fire.

42.2.1d German Defense Units

There are three types of German Defense Units.

- **Widerstandnesten (WN):** A static unit identified with a starburst symbol, unit ID and dots representing number of steps.
- **Heavy AT:** A static unit, identified with an AT symbol and unit ID.
- **Inf units:** These units operate the same as Allied Infantry invasion units.

42.2.1e Leader Units

Allied (US only) Leader units have a MA

of four. Leaders:

- Pay one MP to move into any box.
- Ignore all restrictions listed in AW 42.11.3.
- Cannot be selected as a target for any type of fire and are not affected by combat results.
- Do not check for obstacle clearance or drift.
- Remove pin results from other units (AW 42.11.2).

42.2.2 Invasion Units & Steps

Invasion Units possess a number of steps equal to the number of diamonds printed on their counter. When a unit takes step losses, they are recorded as follows:

- Units with four or more steps, use a blue spade marker under the unit for each step loss until the unit has lost fifty percent of its total steps at which time the unit is flipped over, and blue spade markers are used again to denote the number of steps taken until all steps have been lost, the unit is then eliminated.
- A two-step unit is simply flipped over to its reverse side after losing its first step and eliminated after losing its second step.

42.2.2a Standard Units

- Artillery Btms have three steps while on the Display.
- Non-artillery Btms or Coys have the same number of steps as the invasion units would when converted (42.2.3).
- Each hit against a standard unit eliminates one invasion step.

Example: A M-4 Btm has 24 invasion steps. An Inf Btm has 6 invasion steps.

42.2.3 Conversion to Standard Units

Invasion Units are converted to standard units prior to exiting the Beach Display. Invasion units convert to standard units as follows:

- Two invasion steps of Inf, CDO, or Eng converts to one step of a standard Btm/Coy of the same unit type.

Note: To accurately portray where the engineer invasion units were extracted. The following Div Eng Btms are placed on the Landing Diagram with the below step losses (the steps are shown as invasion units). If after converting the corps' engineer Btms, there are invasion units remaining these step losses may be converted.

- Sword Beach: 3rd Div Eng Btm (-1).
- Juno Beach: 3rd Can Div Eng Btm (-2).
- Gold Beach: 50th Div Eng Btm (-2).
- Three invasion steps of Rangers convert to one step of a Ranger Btm.

Designer's Note: Yes, I know there are twenty steps of ranger invasion units. Due to their ability to survive and keep fighting, there was an extra step given to these units.

- Eight invasion steps of armor convert to one step of a M-4 or M4 Firefly Btm.

Exception: AVRE and Cent armor units do not convert. They are simply removed and replaced with the standard full strength AVRE, Flail, and Flame Tank Coys.

Designer's note: On each beach the later waves are not broken down into invasion units. In most cases by the time they arrive the beach will be cleared and it will have no effect on the game. Omaha Beach may be the exception, and players are free to use invasion units that are no longer needed for other beaches to represent those units as they enter.

42.2.4 Invasion Unit Capabilities

Each Allied invasion unit has an assault factor, fire factor, and MA printed on its counter.

- Some units are capable of conducting breach attempts against seawalls and obstacles, those units are marked with a breaching value.
- Each unit also has an Assault value which are noted as either dot(s) or a triangle in its upper left corner.
- German WN and Hvy AT units do not have their assault or fire factors printed on the counter. The number of steps in such a unit determines their assault strength. They are not mobile and may not move. German Heavy AT units have the capability to direct fire against Allied armor units.

42.2.5 Beach Display Stacking

The Allied and German players may voluntarily place as many units as they wish in any Beach Display Box. If any given type of unit exceeds that type's stacking limit, the excess units are immediately pinned (owning player's choice). Stacking is by unit, not steps. Each side may stack up to the number of units in a box. The stacking limit for each type of unit is:

- Four Armored invasion units
 - Six Personnel invasion units
 - One Weapons unit
- Standard units are counted for stacking as follows:
- A One or two-step Coy counts as one invasion unit.
 - Artillery and AT units count as one.
 - Other Btms count as three units.

Example: A player may have up to four armored units, six personnel, and one weapon unit in a box. If the player moved an additional personnel unit into the box, one personnel unit would immediately become pinned.

42.2.6 Pinned Units

Units are pinned as a result of combat, breaching actions, or obstacle casualties. Pinned units:

- Cannot conduct any type of activity.

- May be used to satisfy step losses.
- May not be used to satisfy additional pin results.

42.3.0 Beach Display Set Up

42.3.1 Allied Invasion Forces

Consult the Allied Landing Diagram for each beach. This diagram lists the units that are scheduled to land in each Invasion Stage (GT) and which sub-phase within that Stage. The units are organized into their separate landing waves and sub-sectors. Units listed in the Assault Unit Boxes are standard units that have been broken down to form the invasion units. **Note:** On each beach there are some standard units that land in later waves.

42.3.2 German Beach Defense Forces

The German units are placed in the appropriate boxes on the Beach Display. Both WN and Hvy AT units have their ID printed on the counter.

- WN and Heavy AT are placed in the boxes on the Display that are marked with the correct symbol (WN and/ AT) and matching ID.
- Inf units are identified by their formation ID and these units are placed the corresponding box matching their ID and number of steps. Some Inf units on Omaha beach do not start in a box. They are placed at the top of the display and may arrive as reinforcement.

42.3.3 Beach Obstacles

Sub-sector Obstacle Markers must be placed in the Obstacle Marker square of each Sea Box (this includes all sub-sectors on Utah Beach Display). The marker is placed with the starting value printed in the box face up and topmost (towards the beach). As obstacles are removed, this counter will be rotated or flipped to record the current Obstacle Value for that sub-sector.

42.3.4 Tide Markers

Tide markers are placed in the appropriate Tide Marker Square, one marker will be placed for the CW beaches, and one for the US beaches.

- The starting Tide condition is printed in the notes near the Tide Marker Squares.
- Tide markers are moved at the end of each sub-phase. Markers are moved from low to medium, to high and then from high to medium and low.

42.4.0 Sequence of Play

Normally there will be two Amphibious Invasion Stages, the June 6 AM GT and the June 6 PM GT. If all beaches are not cleared by the end of the June 6 PM GT, continue conducting Amphibious Invasion Stages each successive GT until all beaches are cleared. There are three Invasion Sub-phases in each Amphibious Invasion Stage. A sub-phase consists of

eight segments conducted in the following order:

1. Landing Segment
2. German Fire Segment
3. Allied Fire Segment
4. Allied Movement segment
5. German Movement Segment
6. Assault Segment
7. Demolition Segment
8. Pin Recovery Segment

In the first sub-phase of the June 6 AM GT there are three additional segments conducted prior to the Landing Segment (Pointe du Hoc Assault, Utah Beach Drift, and DD Tank Segments).

42.5.0 Pointe du Hoc Assault

The US player places the Pointe du Hoc assault force (two ranger invasion units denoted on the Amphibious Assault Diagram) in hex C6402.

- To determine if the guns are actually in place, the German side rolls 1d10.
- If the result is greater than “zero,” the StP is flipped over to its reverse side (without the guns).
- If the result is “zero” the guns are in place and the StP is treated normally.
- During the June 6 AM GT Allied Movement Phase, the rangers must assault the StP.
- The US player rolls 1d10 for each step of rangers (each ranger unit has two steps).
- For each result of 0-3, the StP takes one hit. If the StP guns are in place, one hit destroys the guns (flip the StP to its reverse side) and a second hit eliminates the StP. If the guns are not in place, one hit eliminates the StP.
- The German side then rolls 1d10 for each step of rangers.
- For each result of 0-2, one step of rangers is eliminated.
- If the StP survives the assault, the US player may make a second assault with any surviving ranger steps during the June 6 PM GT.
- If the StP survives both assaults, the ranger units are eliminated.
- If the StP is eliminated in either GT, the ranger units remain in the hex. They may not conduct any action except defend. Each surviving step counts as one standard step and has a defensive strength of one, and a PR of eight. They cannot convert discretionary hits into retreats, nor can they retreat after a FS mission.
- If a US unit of any size enters the hex, the units are immediately removed. The US player receives one step of Rangers that may be added to any on map Ranger Btn or used to reconstitute an eliminated Ranger Btn with one step. The replacement step arrives during the next Friendly Replacement Segment.

42.6.0 Utah Beach Drift Segment

Units landing on Utah Beach are not subject to the normal drift procedure. The Allied side rolls 1d10; if the result is 8-9 the sub-sectors marked as “planned” are used. On any other result the sub-sectors marked as “actual” are used. This DR is only made one time, for all units.

Note: Sub-sector Tare White does not have any units scheduled to land on it.

42.7.0 DD Tank Segment

The Allied player places all DD Tank units that will “swim” to the beach in the Beach Boxes of the sub-sectors they are scheduled to land on. Those chosen not to swim will enter normally in the immediately following Landing Segment.

42.7.1 Required DD Tank Use

On all beaches except Omaha, at least one DD tank unit on each beach (i.e. one each on Sword, Juno, Gold, and Utah) must be selected to swim ashore. On Omaha Beach, the 741st Tank Btn (Easy Red 1 and Easy Red 2) must swim ashore. The remainder of the DD units on Omaha may attempt to swim ashore or land normally; the choice is left to the Allied player.

42.7.2 DD Tank Survival

The Allied player determines the survival of DD Tanks chosen to swim ashore.

- Roll 1d10 for each DD step (not unit) swimming ashore.
- Consult the DD Tank Survival Table and apply the applicable DRMs.
- If the result is equal to “0” zero, the step survives. On any other result the step is eliminated.

Note: DD tank units that swim ashore do not check for obstacle clearance.

42.7.3 DD Tank Drift Checks

One of the unexpected results of the tidal currents and heavier than expected obscuration of landmarks, was units landing on the wrong beach areas. To simulate this problem, tank units that survived the heavier than expected seas, must also check for drift.

- Units landing on Utah do not check for drift. Move the units from the Sea Box to the Shingle Box in the sub-sector they were originally placed.
- For all other beaches, roll 1d10 for each unit (each unit not each step) and consult the Beach Drift Table.
- The Beach Drift Table is divided into two sections; Omaha Beach and all British Beaches.
- Cross reference the DR with the result. Results indicate the direction of drift (L or R) and the number of sub-sectors the unit drifts (1 or 2).
- If the indicated shift causes a DD tank unit to drift off the left or right side of the Beach Display, that unit is eliminated.
- Once all DD tank drift has been resolved,

move surviving DD tank units from the Sea Box to the Shingle Box in the sub-sector they now occupy.

42.8.0 Segment 1: Landing Segment

Place all units scheduled to land during the current sub-phase on the Display in the Sea Boxes of the sub-sector they are scheduled to land in.

42.8.1 Beach Obstacle Clearance

Units must check for any casualties that might occur due to beach obstacles.

- Determine the current obstacle level for the sub-sector the unit is located (AW 42.3.3) and consult the Obstacle Results Table. The first column is the obstacle level (1 thru 6). The second column is the DR range that would inflict a pin result. The third column is the DR range that would inflict a step loss and a pin result.
- Roll 1d10 for each unit in a Sea Row Box and apply tide condition DRMs. Results consist of step losses and/or pinned results. Pinned units are recorded by placing them beneath a red spade marker.

Errata: The Tide Condition notes on the original Amphibious Charts are incorrect, use the below modifications.

- **Low Tide:** only vehicular units check for obstacle clearance. Vehicular units suffer step losses on a DR of ‘0’ only.
- **Medium Tide:** all units check for obstacle clearance. Apply a +1 DRM.
- **High Tide:** all units check for obstacle clearance. Do not modify the DR.

Example: Juno Beach, sub-sector Nan White; the CW player has three infantry units and one tank unit. Tide level is low and the current obstacle level is five. The three infantry units do not check for obstacle clearance. The CW player rolls 1d10 with a result of zero. He then cross references the “5” line with the pinned column resulting in the armor unit being pinned. Since the DR result was zero, the tank unit also suffers one step loss.

42.8.2 Drift Determination

Drift Determination is only conducted in the first sub-phase of the June 6 AM GT Amphibious Invasion Stage.

- All units scheduled to land check for drift. Drift checks are resolved using the same procedure as outlined in (AW 42.6.3) except:
 - Units that drift off the display are not eliminated. Instead, they are set aside and reenter the Beach Display during the same sub-phase landing segment of the next GT. They are placed in the beach sub-sector on the side they drifted off.
 - Units that overstacked due to drift are immediately pinned (AW 42.2.5 & 42.2.6).
 - After drift determination is complete, all

units (including pinned units) are placed in the Beach Box Row.

Example: An infantry unit drifts off the right side of the Juno Beach Display (Mike Green) on the first sub-phase of the AM GT, it re-enters the Juno Beach Display, on Mike Green, during the first sub-phase of the PM Amphibious Stage.

42.9.0 Segment 2: German Fire Segment

German Fire is resolved against each 'in range' box containing an Allied unit. Fire is resolved in the following sequence:

- Each Allied occupied box may only be fired on once per sub-phase.
- Each German unit may fire at every Allied occupied box that is in range of the unit.
- All German units that can fire into an Allied occupied box must combine their fire strength into one fire.
- Start in the Beach Box Row, working across each beach, until all eligible units in the Beach Box Row have been fired upon.
- Then move up one row, to the Shingle Box Row, moving across each beach until all eligible units in the Shingle Box Row have been fired upon.
- Continue this process (moving up one row) until all eligible Allied units have been fired upon.

42.9.1 German Fire Restrictions

Heavy AT and Inf units have a range of zero, and may only fire at Allied units in the same box as the German unit. WN may Fire into any boxes in the same or adjacent sub-sector unless one of the below apply.

- WN may not fire into a box in a higher row (away from the beach).
- WN may not fire from one Coastal Defense Box into another Coastal Defense Box.
- WN in the Beach Exit Row may not fire outside the box the WN occupies.
- If the box the WN occupies contains an Allied unit, the WN may only fire at those units. It may not fire outside its own box. Eligible WN in other boxes may fire into that box.
- If the box in the immediately lower row (towards the beach) in the same sub-sector is Allied occupied, the WN may only fire into boxes adjacent to the WN or into any lower box in the same sub-sector as the WN. They must still comply with all of the above restrictions.

Note: Use the fire diagram to determine WN fire factors and ability to fire at specific boxes. It does not list all combinations; however, it does give examples of all of the above situations.

42.9.2 German Unit Fire Strength

Heavy AT and Inf units always fire with a strength of one. The Fire Strength of a WN is calculated by multiplying the number of

current steps it possesses by a fire factor of one or two. Use a fire factor of two when:

- The Allied unit is in the same box as the WN.
- The target box is adjacent to the WN in the same sub-sector as the.

Example: See fire example diagram, WN65N (in Easy Red 1) fires on the Allied unit in the Shingle Box in Easy Red 1. WN65N would have a fire factor of 2.

- The target box is in the same sub-sector and the box in the immediately lower row is not occupied by Allied units.
- Example:** Using WN62N again. If the Shingle Box in Easy Red 2 is not occupied by an Allied unit, WN62N uses a fire factor of two when firing at the Beach Box Row in Easy Red 2 sub-sector.

- The target box is adjacent to the WN but not in the same sub-sector, and the box in the immediate lower row in the same sub-sector as the WN is not occupied by an Allied unit.

Example: Using Omaha Beach, Easy Green sub-sector, Pavilion Box, WN66N. The shingle box in Easy Green is not Allied occupied. WN66N could fire into the Easy Red 1 Pavilion and Shingle Boxes; Easy Green Pavilion, Shingle, Beach Boxes; and the Dog Red Shingle and Pavilion Boxes with a fire factor of two.

42.9.3 Calculating Fire Value

German fire value is calculated as follows:

- Total all fire strengths directed against each target box. The maximum Fire Strength is seven. Excess fire strength is ignored (a box can only be fired on once each sub-phase).
- Consult the Fire Value Table. The top row is the total fire strength. The first column is the DR ranges.
- Roll 1d10; apply all applicable DRMs (listed to the right of the Fire Value Table).
- Cross reference the fire strength with the modified DR. The result is a letter-coded fire value for the current fire.
- A modified DR of less than zero is treated as a zero and a modified DR greater than nine is treated as a nine.
- There is one result that does not have a fire value; in that case the fire has failed to achieve a result.

42.9.4 Resolving Fire

Consult the Fire Results Table. It is divided into five vertical columns, each depicting one of the fire values from the Fire Value Table. Each column is divided into four sub-columns showing the types of units (AW 42.2.1).

- Roll 1d10; apply applicable DRMs:
 - -1: There are no Allied armor units in the target box.

- +1: There are three to four Allied armor units in the target box.
 - +2: There are five or more Allied armor units in the target box.
- Locate the fire value determined in AW 42.9.3 and cross reference that column with the modified DR (located in the left most column) to yield a Fire Result for each type of unit in the box.

42.9.5 Applying Fire Results

Each Fire Result is composed of four sub-columns. Each sub-column gives the fire result for each possible type of unit. Read the results as follows:

- A single number is the number of step losses that type of unit suffers. Losses may be taken from units that are already pinned. Within each type, the Allied player may always choose which units take losses.
- A number followed by the letter "P" indicates that a number of units equal to that number must be pinned. The Allied player may choose which unit(s) of that type is pinned. Units previously pinned may not be selected to fulfill a pin result. If a result calls for more units to be pinned than exist in the box, the excess results are ignored.
- Some results incur step losses and pin results. The number to the left of the slash is the step losses incurred and then number to the right (followed by the P) is the number of units that are pinned.
- Step losses are always incurred first. A unit can incur a step loss and if it is not eliminated, it can then absorb a pin result (it is pinned).

42.9.6 German Heavy AT Fire

Heavy AT units may conduct AT fire after all other German fire is complete.

- AT units may have fired previously in the same segment.
- AT fire may be conducted against Allied armor units in the same or adjacent box. Adjacent boxes must be in a lower row.
- If Allied units occupy the same box as the AT unit, the AT unit may not fire outside its own box.
- Roll 1d10 for each AT unit firing, result of 0-3 eliminates one armor type step.

42.10.0 Segment 3: Allied Fire Segment

The Allied player conducts Naval Gun Fire (if available) and then any eligible unit fire.

42.10.1 Naval Gunfire

Each Beach Display has a naval gunfire value associated with it. It is listed as NG Value with an AM and then a PM row. Each row has a set of three numbers separated by a slash, representing the naval gunfire value for the first, second and third sub-phase of each GT.

- The number for the first sub-phase of the June 6 AM GT is set at zero for all beaches; naval gunfire cannot be used in

that sub-phase.

- In all subsequent sub-phases the Allied player rolls 1d10 for each beach. Compare the result to the NG value on the Display.
- If the DR is greater than or equal to the NG Value, the NG Value is the number of naval gunfire attacks the Allied player may conduct on that beach area during that Allied Fire Segment.
- If the DR is less than the NG Value, the DR is the number of naval gunfire attacks the Allied player may conduct on that beach area during the current Allied Fire Segment.
- If the DR is less than one-half the NG Value, the Allied player may still conduct a number of naval gunfire attacks equal to one-half the NG Value.
- A Naval gunfire may be directed against any German unit located in the Coastal Defense Box row or below. NG may be directed against boxes occupied by both Allied and German units.
- Naval gunfire may only be directed against German units in the Beach Exit Box Row, if an unpinned Allied unit is present in the same box as the target unit.
- Any number of naval gunfire attacks may be directed against a single German occupied box. If the box is occupied by more than one German unit, the Allied player must declare which unit is being attacked. Each attack is conducted separately and must be resolved prior to conducting another attack.
- Roll 1d10 for each attack. Results are:
 - Against a WN or armor unit: DR of 0-2 inflicts one step loss.
 - Against personnel or weapon unit: DR of 0-2 inflicts two step losses and a DR of 3-5 inflicts one step loss.
- Naval gunfire may not be used during a night GT.
- If a beach has not been cleared on the June 7 AM GT, the Allied player receives the same NG value as on the June 6 PM GT. In this case, the AG associated with the beach does not receive any naval units for use on the Battlefield Map on June 7.

42.10.2 Unit Fire

Unpinned Allied armor and weapon units may make one fire attack for each step they currently possess.

- Each step of a unit may fire at a different target.
- Each attack is conducted individually.
- The target of each attack is declared just prior to the DR (i.e., fire does not have to be designated in advance).
- Armor and AT units may fire at enemy units in the same or adjacent boxes.
- Invasion armor units have their fire value printed on the counter.
- Standard armor units have a fire value of three. Each step in a standard unit may

fire once.

- AT units have a fire value of one. Each step in a standard unit may fire once.
- Artillery units have a range of two (one intervening box).
- Artillery units have a fire value of two per step. AW 42.2.2a applies.
- Towed artillery units cannot fire if in the Beach or Shingle Box Row. Self-propelled artillery may fire from any box.
- Roll 1d10 for each attack. If the DR is equal to or less than the unit's Fire Value one step is eliminated from the target unit.
- Units conducting an attack are immediately pinned.

Note: Artillery Btms are considered in-battery when firing, and out-of-battery when moving. There is requirement to switch units from in to out of battery.

42.10.3 Tracking Invasion Unit Losses

When an invasion unit is eliminated, the Allied player must designate the standard unit that has suffered the loss. The below process is conducted on a beach by beach basis (i.e., losses do not transfer between beach areas).

- Place eliminated invasion units on a standard unit in the Assault Units Box on the Landing Diagram, corresponding to the type of unit (i.e., infantry on infantry, engineer on engineer, etc.).
- Once there are enough eliminated invasion units stacked with the standard unit to equal one step of the standard unit (AW 42.2.3), remove the invasion unit(s) and show the standard unit with the appropriate number of step losses. Eliminated standard units are placed in the Eliminated Units Box.
- No standard unit of a specific type can receive a step loss until all units of that type have suffered an equal number of step losses.
- Standard units that were divided into invasion units after the start of Amphibious Stage must be the last units assigned a step loss.
- Artillery units that suffer a step loss are denoted by placing a blue spade marker under the unit on the Beach Display.

Designer's Note: This is a change from the original version of AW and reflects a more accurate distribution of losses.

42.11.0 Segment 4: Allied Movement

Unpinned Allied units may move from box to box on the Displays. Units may move from one box to an adjacent box (AW 42.1.0). The movement may be through horizontal, vertical, and diagonal boundaries. The movement allowance for all units is described in AW 42.2.1.

42.11.1 Movement Point Costs

A unit expends one MP to move from one box to an adjacent box. Exceptions:

- Vehicular units that enter a Beach, Shingle, or Pavilion box pay: two MP.
- All units pay one MP to move diagonally through a vortex that joins one box to another box (this is in addition to the cost of the box the unit enters).
- Entering a draw costs one MP.
- Units pay the normal MP cost for entering a box when exiting a draw.
- Personnel units may cross bluff boundaries. Crossing a bluff expends a unit's entire MA. Exception: Ranger and CDO units expend one additional MP to cross a bluff boundary.
- Ranger or CDO units may cross cliff boundaries by expending their full MA. No other type of unit may cross a cliff boundary.

42.11.2 Leader Benefit

Each Leader may remove one pin from one unit during an Allied Movement Segment.

- The unit must be in the same box as the leader and the leader may not move after unpinning a unit. The Leader may already have moved in that segment.
- An unpinned unit is free to move in the same movement segment that it was unpinned.

42.11.3 Movement Restrictions

- A unit must stop moving as soon as it enters an enemy occupied box
 - Units may not cross a seawall boundary or enter a draw until the boundary has been breached.
 - A unit may not move from an enemy occupied box directly into another box that is also enemy-occupied.
 - Any unit that creates an over stack is immediately pinned.
 - A unit that enters a Shingle or Pavilion Box must halt its movement as soon as it moves adjacent to an enemy unit. This applies even if there are Allied units in the same box as the German units.
- Note:** Units eligible to make a breach attempt may still do so, even when entering a Shingle or Pavilion Box.

Special Terrain Note: On Gold Beach, sub-sector King White, no unit may move to/from the Coastal Defense Box and the Beach Exit Box.

42.11.4 Omaha Beach Draws

The four Draws on Omaha Beach are a special terrain feature that allows movement to and from the Pavilion Box Row and the Beach Exit Box Row. Each draw may be entered on the low side from the sub-sector on either side of the boundary the draw is on.

Example: The draw on the boundary of Fox Green and Easy Red 2 may be entered from either sub-sector.

- Draws may not be used for movement until a breach has been obtained at its

lower end.

- Vehicular units adjacent to a breached draw entry may enter the draw and then exit it to enter either Beach Exit Box that the draw's upper arrows point to. The unit only pays the cost to enter the draw and enter the Beach Exit Box.
- Vehicular units may not move horizontally across the Coastal Defense Box Row on Omaha Beach. Vehicular units may cross to and from Beach Exit Box row and the Coastal Defense Box Row.
- Personnel units may enter a breached draw and then enter either the Beach Exit Boxes or the Coastal Defense Boxes adjacent to the draw. The unit pays the one MP cost for the draw and the one MP cost for the box it enters.
- Allied units may not enter a draw if both of the Coastal Boxes adjacent to the draw contain a German unit. This restriction is removed if one or both of the adjacent German occupied boxes also contain an Allied unit.

42.11.5 Seawall & Draw Obstacles

Each draw and Shingle/Coastal Defense or Shingle/Pavilion boundary (the horizontal red lines between rows) blocks movement until the obstacles have been breached. Seawall boundaries requiring breaching are marked on the beach display by a thin red boundary. The Shingle/Coastal Defense or Shingle/Pavilion boundaries are collectively referred to hereafter as "Seawalls."

- On Omaha Beach there is also a red line along the bluff and cliff boundaries between the Pavilion and Coastal Defense Rows. These boundaries cannot be breached. Vehicular units may never cross these boundaries.
- Draws and Seawalls start with two steps of obstacles.
- Rangers and Commandos may only breach the first step of a draw or seawall obstacle.
- Engineers and AVRE units may breach both steps of a draw or seawall obstacle. But each step requires a different attempt.

Note: To cross a vertex from one box to another, the seawall must be breached on both sides of the vertex.

42.11.6 Breach Attempts

AVRE and Ranger units (not CDO) make breach attempts during the Allied Movement Segment. Eng and CDO units make breach attempts during the Demolition Segment. In either case, the following procedures are used when making breach attempts.

- Pinned units may not make breach attempts.
- To breach a Seawall, the attempting unit must be in a box with the Seawall as one its boundaries.

- To breach a Draw, the attempting unit may be in either sub-sector that shares its boundary with the draw's lower opening.

Exception: On Omaha Beach the Shingle Box on Easy Red 2 is adjacent to two different Pavilion Boxes. The Allied side must declare which Pavilion Box the breach attempt is being made. Each Pavilion Box boundary must be breached separately.

Example 1: An engineer unit in the Shingle Box Row of Easy Red 1 may make a breach attempt against the seawall in Easy Red 1 only.

Example 2: There are Allied engineer units in the Pavilion Boxes of both Easy Red 1 and 2. Both units could make breach attempts on the draw that shares the two sub-sector boundaries.

- Ranger and CDO units may make one breach attempt per unit.
 - AVRE and Eng units may make one breach attempt for each step they currently possess.
 - Ranger units may move before and after making a breach attempt. The breach attempt does not have to succeed for the unit to continue movement.
 - Ranger and CDO may only make the first breach (i.e., they cannot open a breach for vehicular units).
 - One Breach attempt by an AVRE unit expends all of that unit's remaining MP. When an AVRE has resolved all of its allowed breach attempts, the unit is pinned.
- Example:** An AVRE unit (4 steps) moves from a Beach Box to a Shingle Box. The AVRE declares it is making a breach attempt, it may move no further this Movement Segment. The AVRE may make up to four breach attempts against the Seawall. If two of the four attempts succeed, the Seawall is breached in that sub-sector, and all units may cross the boundary.

42.11.6a Breach Attempt Procedures

Roll 1d10 for each breach attempt and apply the following DRMs:

- DRMs do not apply when a Ranger unit attempts a breach. They succeed on a DR 0-3.
- +3 DRM if any German unit could direct defensive fire into the breaching unit's box.
- -1 DRM for each unpinned Allied tank unit in the same box (other than the AVRE unit making the attempt) as the unit attempting the breach.

A breach attempt is successful if the modified DR is equal to or less than the unit's Breach Value. An unmodified DR of zero always succeeds and an unmodified DR of 9 always fails.

42.11.6b Breach Effects

Each Seawall and Draw requires two

successful breaches. The first breach allows personnel units to cross the seawall or enter the draw. The second breach allows all unit types to cross the seawall or enter the draw.

- A breach takes effect immediately, thus if an AVRE or Ranger unit successfully create a breach during the Movement Segment, the Ranger unit or other units that have not yet moved could take advantage of the newly made breach in the same movement segment.
- The first breach against a seawall or draw is signified by placing a Tactical Attack marker in on the affected boundary.
Example: An engineer unit successfully creates the first breach in the draw between Fox Green and Easy Red 2. The Allied player would place a Tactical Attack marker in either the C1406 or C1305 Beach Exit Boxes.
- The second breach means that the obstacle is completely cleared and open to all types of units. Flip the Tactical Attack marker over to its PA side.

42.11.7 Exiting the Beach Display

Units may only exit the Display from Beach Exit Boxes. Prior to exiting the Display, assault units must be converted to standard units (AW 42.11.7a).

- Units may not exit the Display if the Beach Exit Box they occupy is also occupied by an enemy unit.
Designer's Note: This is a change from the original AW designed to slow down the landing process to more accurately reflect beach conditions.
- Units may exit to the Battlefield map at the beginning of the Allied Movement Segment prior to any movement. Units may not be pinned. Assault units must consolidate and convert into Battlefield units prior to moving off the display.
- CDO/Ranger units may exit the Display at any time during the Allied Movement Segment. They may move prior to exiting the Display as long as they have at least one MP remaining after entering the Exit Box Row. Any MP remaining to the original assault unit after moving on to the map may be used at that time.
Example: Two CDO invasion units (both with two-steps) start the Allied Movement Segment in the Coastal Defense Box. The units expend one MP to move to the Beach Exit Box and convert to a standard two-step CDO Btn. Since the units still have two MP remaining, they may exit the Display, expending one MP. They enter the appropriate landing box on the Battlefield Map with one MP remaining.
- Units that exit are moved to the corresponding landing boxes on the Battlefield Map.
Note: If a unit is in a Beach Exit Box that could exit to two different beach

landing areas, the Allied player is free to choose which beach landing area the unit is placed.

- Any number of units may exit to each beach landing area.
- During the Amphibious Stage, units are placed as follows:

Battlefield Map Errata: The British beach landing boxes on the Battlefield Map are incorrectly numbered. All beach landing boxes should be numbered from east to west (i.e., one being the eastern most landing box).

First Sub-Phase: Units that exit during the first sub-phase are placed in the corresponding “Landing” Box.

Second Sub-Phase: Units that exit during the second sub-phase are placed in the corresponding “In the Queue” Box.

Third Sub-Phase: Units that exit during the third sub-phase are also placed in the “In the Queue” sub-box, but they are marked with a Red Spade marker to differentiate them from group two above.

- AVRE and Centaur units may not exit the Beach Display until the June 7 AM GT. Remove the AVRE and Centurion assault units and replace them with the three 79th Armored Coys shown on the Landing Diagram in the Assault Units Box. During the Allied Movement Phase of the 7 June AM GT, place the three Coys on any landing box in the corresponding beach area. These units do not count against the stacking restrictions for the sub-area marker on which they land.
- Corps and army Eng Btns (those Eng Btns marked with a corps/army symbol) do not exit the Beach Display via movement. Once converted these units remain off map until the June 7 AM GT, at which time they are placed in one of the landing boxes of the beach they assaulted. They do not count against the stacking restrictions for the sub-area marker on which they land.

Designer’s Note: *Most of the corps engineers remained on the beaches clearing landing lanes and sweeping for mines. Likewise, the “funnies” were re-grouped overnight and didn’t begin moving inland until June 7th.*

42.11.7a Conversion of Invasion Units

Note: The below procedures have changed from the original AW.

Determine if the beach area has been cleared. A beach area is cleared if there are no German units present on the. All Seawall and Draws do not have to be breached.

Beach Area Not Cleared:

The Allied player may consolidate any units in Beach Exit Boxes regardless of which box they physically occupy.

Exception: Units that are separated by a

German unit in a Beach Exit Box may not consolidate.

- Combine all invasion units of the same type that have suffered step losses into as many full strength invasion units as possible.
- Select a standard unit from the Assault Unit holding box on the Landing diagram. Units must be selected from those that began the Amphibious Stage there first. Remove the number of invasion units in the box to equal the number of steps remaining in that standard unit. Once all of those units have been converted players are free to select standard units that were added later.
- Repeat the above process until all units eligible have been converted in each Exit Box.

Example: The Allied player has four infantry invasion units in a Beach Exit Box. There is one infantry Btn that has suffered two step losses and one Btn that has suffered one step loss. Selecting the Btn with two step losses, he removes one infantry invasion unit (two invasion steps equal one standard step) and places the infantry Btn in that Beach Exit Box. He then selects the Btn with one step loss and removes two infantry invasion units and also places that Btn in the same Beach Exit Box. If there are still remaining standard infantry Btns in the Assault Units Box, he would leave the fourth invasion unit in the Beach Exit Box until there are enough invasion units in adjacent Beach Exit Boxes to completely rebuild the next standard unit.

Beach Area Cleared:

The Allied player combines and then converts units as outlined above, except, units in all boxes may be handled as one group. Converted units may be placed in any Beach Exit Box.

42.11.7b Special Conversions

- Ranger/CDO units may exit after moving into the Beach Exit Box. These units regroup to the maximum extent possible when entering the Beach Exit Box and then may exit the display.
- Artillery units that have suffered step losses may not exit the Display until it has been determined if they can consolidate with other artillery Btns of the same type to create full a strength unit. Artillery Btns that still have step losses after all consolidations have been made are handled as follows:
 - If an artillery unit has taken one step loss, roll 1d10. The result is the number of GDs that the unit must refit prior to entering the Battlefield Map. June 7 is counted as the first GD of refit.
 - If the artillery Btn has two step losses, it is eliminated.

- If all invasion units that equal a standard coy/step have been converted to standard units, all remaining invasion units of the same type that cannot convert to a full coy/step are eliminated.

Example: There are 3 M-4 invasion units with a total of 5 steps remaining, still on the Display. Since it requires 8 armored invasion steps to equal one standard Coy, the 3 units are eliminated and one step loss is suffered by a M-4 Btn.

- As standard units exit the Beach Display note the step losses on the CW or US step loss track as appropriate.

Note: Hvy AT and WN units never convert; they remain in place until destroyed by Allied actions.

42.11.7c Entering the Battlefield Map

On the June 6 AM, PM and Night GTs each Beach Landing Area Marker has an increased capacity. There are three landing segments in each of the above GTs. During each of these landing segments up to six steps of units may exit the landing boxes and be placed on the hex grid of the Battlefield Map.

- Prior to placing the first unit on the hex grid, place the corresponding Beach Area Marker in the numbered hex matching the marker’s number.
- Any hex marked with a triangle that is adjacent to and including the hex where the Beach marker is placed is considered an exit hex for that Beach Area.
- Each step of a Mech unit count as 2 steps.
- Each Art Btn counts as 3 steps.
- Each step of a leg unit counts as 1 step.
- After all units that began the GT on the Battlefield Map hex grid have moved, the Allied side may begin moving units in the landing boxes onto their exit hexes. The below steps are conducted during the AM, PM and Night GT of June 6.

Step 1: Up to six steps of units (counted as above) in each Landing Box are placed in any Battlefield map hex containing an exit triangle that is in or adjacent to that Landing Box’s Beach Sub-area marker. These units may then move up to two-thirds of their MA (Mech units may only move up to one-half their MA).

Step 2: After all the above units have moved, another six steps of units from the landing box are moved as noted above, except these units may only move up to one-half of their MA. If all the units in the Landing Box have moved ashore, up to six steps of units in the “In the Que” Box which are not marked with a red spade marker may be moved onto an exit hex. They may be moved up to one-half of their MA. The total number of steps that may land on each sub-area beach marker during this segment is six.

Step 3: After the units in step two have moved, another six steps of units from

the “in the Que” Box are moved as noted above, however these units may only move up to one-third of their MA. After all units in the “in the Que” box that were not under a red spade marker have moved ashore, up to six steps of units may be selected from the “in the Que” Box that were under a red spade marker may be selected and move up to one-third of their MA. The total number of steps that may land on each sub-area beach marker this segment is six steps.

Units that are scheduled to land on the June 7 AM GT may not exit a landing box that has units still waiting to land. All units transferred from the Beach display must have moved from the landing boxes to the Battlefield Map prior to any of the June 7 AM GT arrivals being able to exit the landing box.

42.12.0 Segment 5: German Movement

German infantry units on the Display must be checked for activation.

- German infantry units in Beach Display Boxes are considered active if they have conducted either defensive fire, assault fire, or been fired on in any way (including assault and or naval gunfire).
- Certain Beach Displays start with German units not yet on the Display but ready to enter depending upon a reaction DR for each unit. Each Display has an image of a German unit that may enter (this image is printed next to the Exit Boxes the unit is placed in) and the DR needed for it to be activated. No reaction DR is made on the AM Invasion Stage First or Second Sub-phase.
- If the German player moves other German units (other than the above units) onto the Display, then the solitaire mode for that display ends and the German player becomes active. He is then free to move his own units without regard to the restrictions in AW 42.12.1.
- If activated, the German player may voluntarily withdraw units from the Beach Displays if they are in Beach Exit Box. Convert each unit to a breakdown 1-2-6 infantry Coy and place it on the Battlefield Map in the hex noted on the Beach Exit Box they occupy.

42.12.1 Entering Beach Displays

Units (normally this would be German units) on maps A, B or C may move onto a Beach Display if the amphibious invasion module has not yet been concluded for that beach. During a regular friendly movement phase, a unit that moves into a landing hex (those hexes marked with an asterisk) for a particular beach can be moved into the corresponding exit box on the beach display. It may not move any further that phase. The next GT, during the amphibious invasion stage, the unit may move normally during the invasion

movement sub-phases. Units entering the beach display have the same movement allowance as normal beach assault units.

42.12.2 Solitaire Invasion Stage

Prior to activation, German infantry units are moved by the Allied Player as follows:

- If already on the Beach Display, they must move toward the nearest box containing a WN.
 - If two boxes are the equal distance away, the unit will move to the closest WN in the Shingle Box Row.
 - If there is more than one choice, or if there is no WN in the Shingle Box Row, use a DR in some fashion to randomly determine which box the unit moves to.
- If there are no WNs remaining on a Display, they must move so as to attempt to occupy all Exit Boxes.
- If, in the unlikely event, all exit boxes are occupied by German units, then all German units are free to move anywhere on the Display.

42.13.0 Segment 6: Assault Combat

If enemy units occupy the same box, assault combat must take place. If solitaire mode is still in place, the Allied player will conduct both the Allied and German assault fire. Each assault must be fully resolved before an assault in another box can be initiated. All fire is simultaneous. Do not inflict step losses or retreats until both sides have resolved their fire.

42.13.1 Allied Assault Procedure

Conduct the following procedure:

- Weapon units and pinned units cannot conduct assaults; however, they can be the subject of an enemy assault.
- If the only units able to conduct an assault are armor units, only one of those armor units may participate in the assault. Additional armor units are affected by the result.
- Choose a lead unit. Determine its printed assault value. This number will be used to determine the total assault value.
- If the lead unit has “Assault Dots,” multiply the number of assault dots, by the number of steps remaining in the unit. Add the result to the assault value.

Example: A full strength four step Centaur unit is the lead unit. The Centaur has an assault value of two and two assault dots. (4) Steps x (2) assault dots equal (8). Add the unit’s assault value of the Centaur (2) + (8) equals (10). The assault value for the lead unit is (10).

- If the lead unit has an assault triangle, add one to its assault value. This is for the unit, not the number of steps.
- Determine other units which will participate in the assault, they are the supporting units.
- For non-AVRE supporting units (not

steps) add one to the lead unit’s modified assault value for each unit.

- If AVRE units are supporting the assault, and there is a WN in the box, add two for each step of AVRE. If a WN is not present, add one for each step of AVRE.

Example: A four step AVRE unit is supporting the assault and there is a WN defending. The AVRE would contribute eight to the total assault value (2 x 4 = 8). If a WN had not been present, the AVRE would have contributed four to the total. Continuing from the above example, The Centaur assault value of (10) with the AVRE supporting would have an assault value of (18).

- Roll 1d10; if an armor unit is the only unit conducting the assault, double the DR.
- Subtract the DR from the total assault value.
- If the modified DR is equal to or greater than the total assault value, there is no result.
- If the modified DR is less than the total assault value, divide the result by three (round down).
- The defending units suffer a number of hits equal to this result.

Example (Continuing from above two examples): There are also two infantry units present in the box, supporting the assault, those two units each have an assault triangle therefore an additional (2) is added to the assault value. The total assault value is now (20). There is a WN and a one-step Infantry unit in the box. The Allied player DR is (5). Subtract the DR (5) from the total assault value (20). The result is (15). Divide that result by (3), which gives a result of (5). Apply five hits to the German units.

42.13.2 German Assault Procedure

German assault fire is resolved as follows:

- Total the assault value of all German units in the box. Units have the following assault values:
 - WN: 3 for the first step, 2 for each step after the first.
 - Infantry and Heavy AT: 1 per unit.
 - Armor units: 1, per step.
- Roll 1d10. Double the DR if an armor unit is the only unit conducting the assault.
- If the modified DR is equal to or greater than the total assault value, there is no result.
- If the modified DR is less than the total assault value, subtract the modified DR from the total assault value.
- Divide the result by three (round down).
- The defending units suffer a number of hits equal to this result.

Example: A WN with three step dots conducts an assault against an Allied unit. The WN has an assault value of seven. The DR result is (1), which results in two hits

(7 - 1 = 6 divided by 3 = 2).

42.13.3 Assault Resolution

For each hit result, one hit is inflicted on one unit. Hits are inflicted in the following order:

- Heavy AT unit
- WN
- All other types of units.
- If all units have received at least one hit, then any unit with a MA must retreat to an adjacent box or, if a German unit, onto the Battlefield Map. Each unit that retreats reduces the number of hits remaining by one.
- If there are hit results remaining after all units capable of retreating have retreated, and there is still a WN in the box; the WN takes one step loss for every hit remaining.
- If all units have retreated and any WN in the box has been eliminated, the remaining hits are ignored.

42.13.4 Assault & Retreat

If a unit is forced to retreat, it cannot enter a box on the Beach Display that is solely occupied by enemy units. It may enter a box if it is occupied by both friendly and enemy units. If all adjacent boxes are occupied solely by enemy units, the retreating unit is eliminated.

- German units that are in a Beach Exit Box must retreat off the Beach Display and onto the Battlefield Map. Such units are placed in the hex noted in the Beach Exit Box. If that hex is enemy occupied, the unit is eliminated.
- German units on the Beach Display but not in a Beach Exit Box must attempt to retreat toward the closest WN. If there are not any WN remaining on the beach, retreated units must retreat towards the Beach Exit Row Boxes.
- Units that are forced to retreat onto the Battlefield Map may not move or initiate combat (including observing for FS missions) during the current GT.

42.14.0 Segment 7: Demolition

The Allied player attempts to clear beach obstacles and breach Seawalls/Draws.

42.14.1 Clearing Beach Obstacles

The Allies had many small specialized groups that were tasked with clearing obstacles on the landing beaches that are not depicted in the game. To reflect this, conduct the below procedure for each sub-sector that has remaining obstacles.

- Roll 1d10; apply the following DRMs:
 - -1: if there is at least one unpinned Allied armor unit in the sub-sector.
 - +1: for each WN that can direct defensive fire into the Beach Box of that sub-sector.
 - +1: if the tide condition is medium.
 - +2: if the tide condition is high.

Errata: The original Amphibious Chart

is incorrect use the above modifiers.

- Subtract the modified DR from 9 and halve the result (round up).
- If the above result is greater than zero, that result is the number of obstacles removed.
- Record the new obstacle level by reducing the value on the Obstacle Value marker for that sub-sector by rotating or flipping the obstacle level marker so that the current obstacle value is displayed at the top. Once the obstacle level reaches zero or less, remove the marker. That sub-sector is cleared of obstacles and units in the Sea Box are no longer required to check for obstacle casualties.

42.14.2 Engineers & Demolition

Engineer units that are not pinned may attempt to clear beach obstacles or make breach attempts. A single engineer unit cannot attempt to clear obstacles and make breach attempts in the same Demolition Segment.

- Eng units must be in the Shingle Box of the sub-sector that it is attempting to clear obstacles.
- Eng units must be adjacent to a seawall or draw boundary to make a breach attempt.
- Eng units may make personnel and vehicular breaches.
- Use the procedures outlined in AW 42.11.6 when making breach attempts and attempting to destroy obstacles.
- Each Eng unit (not step) may make one obstacle clearance DR.
- Each Eng step may make one breach attempt.
- Each successful attempt reduces one level of beach obstacle or opens one breach level.

42.15.0 Segment 8: Pin Recovery

Pin markers are removed from all units (both sides) at this time. During medium and high tide conditions, pinned units occupying a Beach Row Box do not remove their pin marker; instead they keep the marker in place and immediately move from the Beach Box Row into the Shingle Box Row of the same sub-sector.

42.16.0 Beach Area Clearance

At the beginning of each sub-phase the Allied player determines if a beach is cleared. A beach is considered cleared if:

- There are no German units on the Beach Display.
 - All obstacles have been cleared.
- If cleared, the Amphibious Invasion Stage Module is complete for that Beach. All Allied units remaining on that Beach Display may immediately move to the Beach Exit Box Row and are eligible to move to the Battlefield Map at the beginning of the next Amphibious Sub-phase.

GAME TURN SEQUENCE

3.2.0 Sequence of Play

3.2.2 Airborne Assault Stage

June 6 AM GT, the Allied side conducts the planned airborne landings.

3.2.3 Amphibious Assault Stage

The Allied side conducts the Amphibious Assault Stage. This Stage is conducted at the beginning of each GT until all beaches are cleared (AW 42.0).

3.3.0 Game Turn Sequence Outline

3.3.1 Air Allocation Phase (AM)

- Both sides determine the number of APs available for the entire GD (AW 20.0).
- Both sides assign available APs to missions.

3.3.2 Weather Determination Phase

Weather Segment: Determine the atmospheric, ground, and precipitation conditions for the current GT (AW 19.0).

Ground Interdiction Value Segment:

Allied air interdiction values are determined (AW 20.3.1).

Naval Unit Assignment Segment:

The Allied side determines the number of naval units available (AW 11.9.0).

Lull Determination Segment: (24.0)

3.3.3 Command Phase (AM)

Command Segment

- The Axis side designates GT.
- Both sides may change command assignments and boundaries (GOSS 9.0 & AW 9.2.5a).
- Both sides determine the supply status of all HQ (GOSS 15.0).

Leader Activation Segment: Both sides attempt to activate leaders (GOSS 23.1.0).

Surrender Segment: Both sides determine if isolated units surrender (GOSS 15.7.0 & AW 1.2.6d & e).

3.3.4 Transport & Logistics Phase (AM)

Naval Transit Segment:

- Units in the Transit & Embarked Boxes are moved forward one box.
- Allied side checks Activation Lists (AW 40.0). Activated units are placed in the Activated Units Box.
- Activated Units may embark.

Truck Point Assignment Segment:

Air Supply Segment: Allied side allocates ATP to deliver FP and/or AmP (AW 20.5.2c).

Ammo Delivery Segment: Determine the ADV for each army.

Fuel Delivery Segment: Determine the number of FPs received by each army (GOSS 16.2.0 & AW 15.0). Assign FP to HQ (GOSS 16.4.0).

Depot Placement Segment: Move or place depots (GOSS 15.8.0 & AW 15.9.0).

Replacement Point Segment: Both sides

cull & receive RePs (GOSS & AW 22.0).

3.3.5 Allied Player Turn

3.3.5a Allied Mode Determination Phase

- Determine the effect of low or no fuel (GOSS 16.4.5).
- Determine the mode of units (GOSS 5.0).
- Place Art in-battery or out-of-battery (GOSS 5.6.0).

3.3.5b Allied Construction Phase

- Complete eligible FW and bridges.
- Advance the construction of bridges.
- Start construction of bridges and FWs.

Demolition Segment: Attempt to destroy bridges (GOSS 17.3.2).

3.3.5c Allied Movement Phase

Strategic Movement Segment (AM): The Allied side conducts movement and combat on the Strategic Map (AW 27.0).

Combat Reserve Designation Segment: Movement Segment:

- Units in Tactical Mode (GOSS 5.1.0)
 - Strategic road movement (GOSS 7.7.0)
 - Tactical road movement (GOSS 7.6.0)
 - Tactical movement (GOSS 7.4.0)
- Units in PA mode (GOSS 7.5.0)
- Units in Beach Landing Boxes move into Beach Sub-Area Landing hexes and move inland.
- Units in Anchorage Boxes unload into "In the Que Boxes" (AW 21.6.0).

Quick Construction Segment: The Allied side may finish FWs eligible to be completed (GOSS 17.3.3).

3.3.5d Axis Exploitation Phase

- Axis units in MR mode may enter exploit mode (GOSS 5.4.5).
- Axis units in exploit mode move up to one-half of their MA, and may conduct overruns (GOSS 7.3.1b & 7.11.0).
- Exploit units may be subject to GS and if conducting an overrun to artillery FS missions (GOSS 20.2.2 & 7.11.0).

3.3.5e Allied Combat Phase

Attacker Designation Segment: Allied side designates units for tactical assaults (GOSS 10.2.0) and attempts to remove delay markers (GOSS 7.9.5c).

Replacement Segment: Allied units may receive RePs (GOSS 22.0).

Fire Support (FS) Segment:

Offensive Air Support: The Allied side conducts GS missions.

Defensive Support: The Axis side conducts Art, then GS missions.

Offensive Support: The Allied side conducts Art, then naval missions.

Attacker Status Adjustment Segment:

The Allied side may remove attack designation (GOSS 12.0).

Ground Assault (GA) Segment: The Allied conducts GA (GOSS 13.0). Hasty demolition (GOSS 17.3.2b) and collapse (GOSS 17.3.2c) of bridges may occur. Isolated defenders may surrender (GOSS

15.7.2).

3.3.5f Allied Exploitation Phase

- Allied formations in MR may enter exploit mode (GOSS 5.4.5).
- Allied units in Exploit mode move up to one-half of their MA, and conduct overruns (GOSS 7.3.1b & 7.11.0).
- Exploit units may be subject to GS attacks and if conducting an overrun to artillery FS missions.

3.3.5g Allied Administrative Phase

Air Resupply Segment (AM and PM):

The Allied side may conduct standard air supply missions (GOSS 20.5.0).

Supply Determination Segment: Supply status of Allied units is checked (GOSS 15.0).

Mutual Ammo Replenishment Segment:

The Allied side may replenish AD Art by DR or expending AmP. The Axis side may replenish Art by expending AmP (GOSS 16.3.4b).

Fatigue Recovery Segment: Allied units may remove fatigue (GOSS 14.0).

Airborne Re-Group Segment: Beginning the June 7 AM GT, Allied side may attempt to regroup friendly airborne units. Then Allied units in the extended scatter box, move to the next lower box and then roll 1d10 to determine survival.

3.3.6 Axis Player Turn

The Axis player turn is identical to the Allied player turn, with all roles being reversed.

Historical US Divisional Attachments

1ID: 745Tk, 634TD

2ID: 741Tk, 612TD

4ID: 70Tk, 801AT

5ID: 735Tk, 818TD

8ID: 709Tk, 644TD

9ID: 746Tk, 899TD

28ID: 630TD

29ID: 747Tk, 821AT

30ID: 743Tk, 823AT

35ID: 737Tk, 654TD

79ID: 749Tk, 813TD

80ID: 702Tk

83ID: 774Tk, 802 AT

90ID: 712Tk, 607TD

2AD: 702TD

3AD: 703TD

4AD: 704TD

5AD: 628TD

6AD: 603TD

7AD: 814TD

Unassigned: 803T, 635TD, 705TD, 893TD, 629TD, 773TD

Designer's Note: During most of the campaign the above units were attached to these formations, there were changes and adjustments throughout the campaign and the decision was made to allow players to assign these units as they wished.

DZ Scatter Table			
DR	82nd	101st	6AB
0	NS	NS	NS
1	S1	NS	NS
2	S1	NS	NS
3	S2	S1	NS
4	S2	S1	NS
5	S2	S2	NS
6	S2	S2	S1
7	S2	S2	S1
8	S2	S2	S1
9	S2	S2	S1

DZ Status Table			
DR	NS	S1	S2
0	A	A	B
1	A	B	B
2	A	B	C
3	A	C	C
4	B	C	D
5	B	C	D
6	C	D	D
7	C	D	D
8	C	D	E
9	D	E	E

Unit Scatter Table					
DR	A(7)	B(6)	C(4)	D(3)	E(2)
0	NS	NS	NS	NS	NS
1	NS(1)	NS(1)	NS(1)	S1(1)	S1(1)
2	NS	NS	S1(1)	S2(1)	S2(1)
3	NS(1)	NS(1)	S1(2)	S2(1)	S2(2)
4	NS	NS(1)	S2(1)	S3(2)	S3(1)
5	NS(1)	S1(1)	S2(2)	S3(2)	S4(3)
6	NS(1)	S1(1)	S2(1)	S4(2)	S4(2)
7	S1(1)	S2	S3(2)	S4(2)	S5(2)
8	S1	S2(1)	S3(1)	S5(2)	S6(2)
9	S2(1)	S3(2)	S4(2)	S6(3)	ES(3)

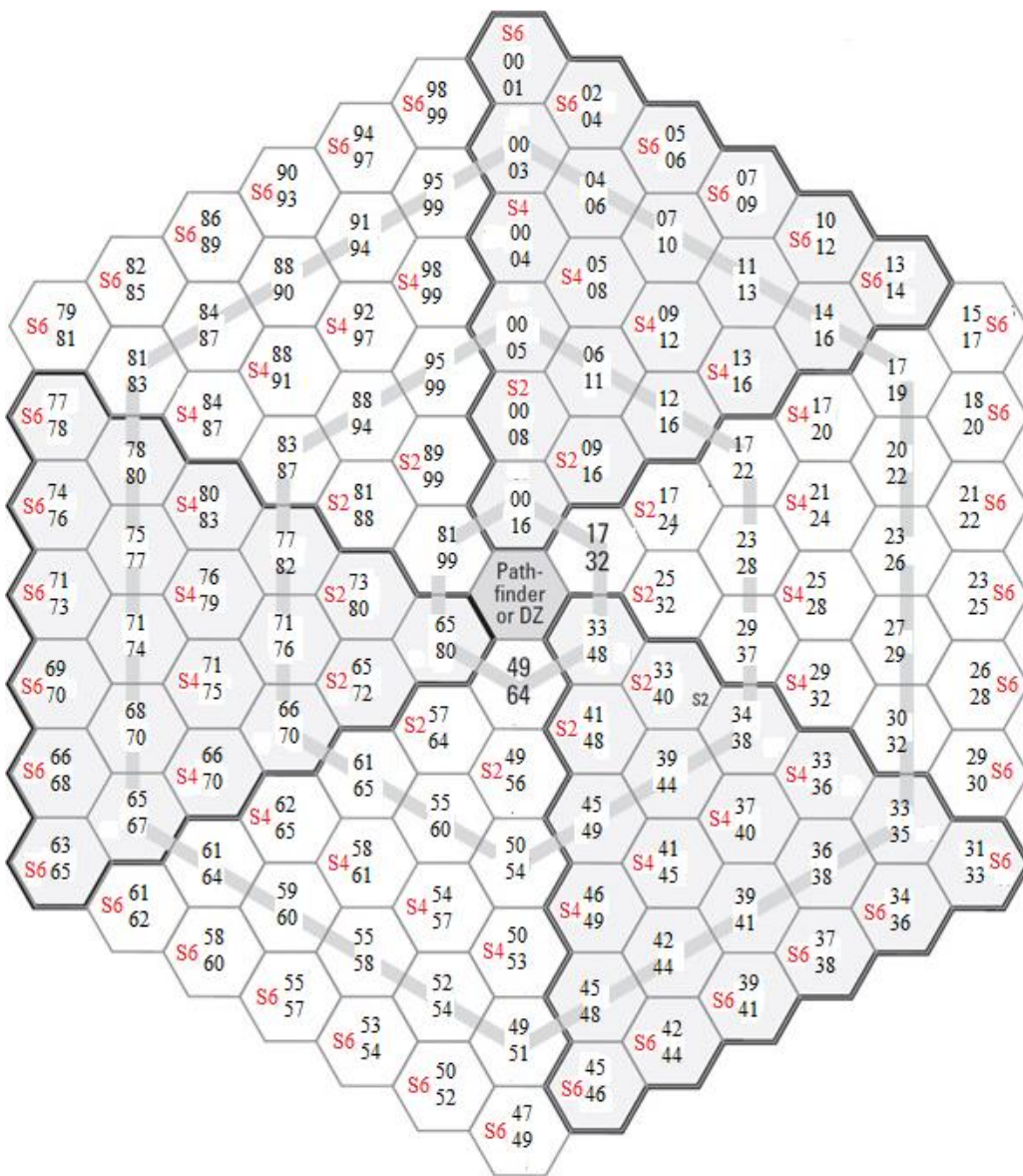
DZ scatter only 1 hex
 Main DZ do not scatter
 82nd Main DZ "W"
 101st Main DZ "E"
 6th Main DZ "N & W"

+1 Adj to German unit
 +2 Adj German Flak
 Only 1 of above
 +1 Marsh & Woods
 +2 City, Town, Bocage
 Use Higher Terrain DRM

SCATTER PROCEDURES
 After determining distance from DZ, roll 2d10,

Use DZ status DRMs to determine unit scatter. Apply a -3 DRM to all Glider units.
 Units eliminated if the unit lands in:
 Woods & Town on DR 9
 Forest, Marsh, City, Bocage on DR of 8-9
 FoW unit to ES boxes if it lands in;
 Forest, Marsh, City, Bocage on DR of 6-9
 Glider units eliminated on DR of 7-9 in Forest, Marsh, City or Bocage.

- Sequence of Play**
Pegasus Bridge Mission
- Drop Zone Placement Segment
 - Airborne Drop Segment
 - 1st Allied Movement Segment
 - Glider Landing Segment
 - 1st Allied Combat Segment
 - 1st German Movement Segment
 - 1st German Combat Segment
 - 2nd Allied Movement Segment
 - 2nd Allied Combat Segment
 - 2nd German Movement Segment
 - 2nd German Combat Segment



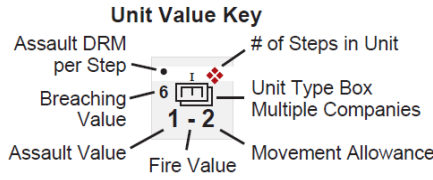
- Airborne Stage Combat**
 Each side totals the following:
- Combat Strength, (Def AFV x2 if in clear hex and stacked with Inf type).
 - One-half the PR of lead unit (round up)
 - +1 if any leaders stacked with units.
 - Result of 1d10
- Defender Adds the following:
- +1 If in marsh, woods, hedgerow or bocage
 - +2 if in town, forest or WN is in hex, or if being attacked across bridge
 - +3 if in city or StP is in hex

Combat Resolution
 Higher total is winner, subtract lower total from higher

- If the difference is zero there is no effect
- If the difference is greater than zero but less than the loser's PR, loser retreats one hex
- If the difference is equal to or greater than the loser's PR, loser retreats 1 hex and loses 1 step.

- DD** Half-Size Armor Co DD Tanks
1-0-4
- Armor Platoon (Omaha only)**
1-0-4
- Engineer Co (Omaha only)**
1-2
- Leader Unit**
Roosevelt
- German Reaction Unit**
1-2
- German AT (88mm AT Gun)**
[3]⁸⁸
- German WN (Wiederstandnest)**

- Armor Company**
4-3-4
- AVRE Unit (CW Only)**
1-0-4
- Centaur Unit (CW only)**
2-1-4
- Companies (CW only)**
1-2
- Commando Ranger Units**
1-3
- Allied Infantry Company**
1-2



Obstacle Casualty Table

# Obstacles	Pin	Step Loss
1	0-1	--
2	0-2	--
3	0-3	--
4	1-3	0
5	2-4	0-1
6	3-5	0-2

High Tide: All units check no DRM

Medium Tide: all units check for obstacle clearance. Apply a +1 DRM.

Low Tide: only armor and weapon units check for obstacle clearance. Armor and weapons units suffer step losses on a DR of '0' only.

Obstacle Demolition Table

Each Sub-sector, roll 1d10, modify by:

- +1 If Tide is Medium
- +2 If Tide is High
- +1 Per WN that can fire on Bch Box
- 1 if at least 1 unpinned Armor in box

Subtract modified DR from 9.
If result is a positive divide by 2
Reduce Obstacles by result
Unmodified DR of 0 always reduces obstacle by 1

DD Tank Survival

Each DD Step must roll 1d10, modified result of zero or less, DD step survives.
At Omaha all of the 741st Tk Btn must swim to the beach. On all other beaches at least 1 unit must swim ashore

All British beaches have DRM of -7
Utah Beach has DRM of -8

Beach Drift Table

DR	Omaha	DR	British Bch
0-1	--	0-7	--
2-5	1L	8	1R
6-8	2L	9	1L
9	1R		

Utah roll for entire landing, if DR is 8-9 use planned beaches, if not use Actual

Breach Attempts

Eng/CDO attempt in Demo Segment.
AVRE/Rgrs attempt in Move Segment.
Must be in box with Seawall boundary.
In subsector with draw's low opening.
Ranger/CDO make 1 attempt per unit.
AVRE/Eng make 1 attempt per step.
Rangers may move before & after.
AVRE expends all MP. Pin the unit.
Ranger/CDO only make first breach.
Roll 1d10 for each attempt
Rgr succeed on DR 0-3, No DRMs.
+3 If German could fire into unit's box.
-1 per unpinned Tk in box (not AVRE).
Success if Mod DR < or = Unit's Breach Value
DR of 0 succeeds. DR of 9 fails.

Sequence of Play

- Pointe du Hoc Assault*
- Landing Segment
First Sub-Phase only: DD Tank Segment
DD Survival
DD Drift Checks
First Sub-Phase only: Unit Drift
 - German Fire Segment
 - Allied Fire Segment
 - Allied Movement segment
 - German Movement Segment
 - Assault Segment
 - Demolition Segment
 - Pin Recovery Segment

Naval Gunfire

Each beach lists its naval gunfire values. Example NG Value: AM: 0/4/6 PM: 7/7/8.
Values represent the NG available in each of the 3 sub-phases
Roll 1d10, result is the number of NG available that sub-phase. Number may not exceed the value listed. Minimum number of NG is half the value, no matter the DR.
Roll 1d10 for each attack, target is designated at time of DR. Each hit inflicts 1 step loss. DR = 0-2 versus WN/Armor and 3-5 versus Personnel/Weapons units inflict 1 step loss. DR = 0-2 versus Personnel/Weapons results in two step lossess.

Fire Value Table

DR	Fire Value						
<=0	C	B	B	A	A	A	A
1-2	C	C	C	B	B	A	A
3-4	D	C	C	C	B	B	A
5-6	E	D	C	C	C	B	B
7-8	E	E	D	D	C	C	B
>=9	-	E	D	D	D	D	C

Fire Value DRMs (against Allied units)

Low Tide (Beach Boxes only) -1
First Sub-phase (AM GT) -1

Target is:

- Any Box with Unpinned Armor Unit +1
- Adjacent Box in same sub-sector +1
- Beach Exit, Coastal Defense, or Pavilion Box +1
- Shingle Box +4

Fire Results Table

DR	E				D				C				B				A				DR	
	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn	Arm	Inf	Eng	Wpn		
<=0	--	1/1P	1	--	--	1/2P	1	--	--	1/2P	1P	1	1P	2/1P	1	1P	1P	2/2P	1/1P	1	<=0	
1-2	--	1	--	1	--	1P	1P	1P	1P	1/1P	1	1P	1	1	1/2P	1P	1	1	1/2P	2P	1P	1-2
3-4	1P	1P	--	--	1P	1P	--	1	1	1P	1P	1	1/1P	1/1P	1P	1	2P	1/1P	1/1P	1/1P	3-4	
5-6	--	--	--	1P	1P	--	--	1P	2P	1	--	1P	1	1P	1/1P	1	1	1/1P	1	1P	5-6	
7-8	1P	1P	--	--	1P	1P	1P	1P	1/1P	1P	1	--	2P	1P	1	1P	1/2P	1	1P	1	7-8	
>=9	1	--	1P	1P	1/1P	--	--	1	1/1P	--	1P	1	1/2P	1	1P	1	2/1P	1P	1P	1/1P	>=9	

-1 No Armor or Weapons units in Box
0 1 - 2 Armor or Weapons units in Box
+1 3 - 4 Armor or Weapons units in Box
+2 5 or more Armor or Weapons units in Box

Atlantic Wall Weather & Interdiction Track

DRMs to Weather Determination

June	0
July	-10
August	-25
If previous turn was Clear	-5
If previous turn was Ovr	+5
*If West Sector is Clear this turn	-5
*If West Sector is Ovr this turn	+5
Either Sector is storm, both are storm	
2 GDs with the same weather condition	
apply a +/-15DRM	

Weather Determination Table

Western Sector	*Eastern Sector	Atmospheric Condition
00-29	00-35	Clear
30-49	36-60	Partial Overcast
50-90	61-95	Overcast
91-99	96-99	Storm
Until June 12 GD, a Storm result automatically converts to Ovr with rain		
July & August unmodified DR 96-99 is Storm (if permissible)		

Rain Determination

Till Jul 14 DRM	+1
Partial Overcast	0-1
Overcast	0-6
Storm	0-7

Ground Condition Matrix

	Previous GT Conditions				
Current GT	No Rain	No Rain	Rain	Rain	Rain
	Dry	Wet	Dry	Wet	Mud
Rain	Dry	Mud	Wet	Mud	Mud
No Rain	Dry	Dry	Dry	Wet	Wet

Weather Effects on BH

Normal	6 SP
Ovr with Rain	5 SP
Storm	3 SP

Storm Determination

Once a Storm has been generated, it will persist until the next AM GT

Next GT, Check how many GDs pass before a DR can be made to end storm

Roll 1d10, divide the result by two (round down).

Result is number of GD before player can roll to end the storm (count current day)

On AM GT of GD determined, roll 1d10 if the result is 0-6 the storm ends

-2 DRM for each GD after the first GD a DR is made.

On AM GT storm ends the atmospheric condition is overcast for the entire GD

Only one storm per month, if another storm is rolled, treat as Ovr with rain.

June 6th & 7th Weather

June 6 AM GT: POv & Dry

June 6 PM GT: POv & Dry

June 6 night GT: POv & dry

June 7 AM GT: Ovr & Dry

June 7 PM GT: Clear & Dry

June 7 night GT: Clear & Dry

Ground Interdiction Track

US Northern Sector	2	3	4	5	6	7	8	9	10	11
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US Southern Sector	2	3	4	5	6	7	8	9	10	11
--------------------	---	---	---	---	---	---	---	---	----	----

CW Northern Sector	2	3	4	5	6	7	8	9	10	11
--------------------	---	---	---	---	---	---	---	---	----	----

CW Southern Sector	2	3	4	5	6	7	8	9	10	11
--------------------	---	---	---	---	---	---	---	---	----	----

Atlantic Wall German Daily AmP and Fuel

Jun 12 to Aug 1	1 AmP, if storm 2 AmP
Jun 8 to end, eastern sector clear or Povr	1 FP
If weather in eastern sector Ovr, or storm	2 FP
June 8 to Aug 1	1 FP on Strat Map
This FP cannot be stockpiled or used on Battlefield Map	

Atlantic Wall German Modifiers

Min of 32 Allied AP not assigned to Strat (max 2)	+1
Every 8 HB or fraction thereof on CB mission (max 2)	+1
Every RR marker greater than # allowed in Sector	+1

Amphib GenS (prior to depot) (AW 15.0)

PSS to Div HQ (June 7, 1 hex)	6 Mech
PSS to Corps HQ (June 10, 1 hex)	4 Mech
PSS to Army HQ	18 Mech
Army HQ to Corps HQ	9 Mech
Corps HQ to formation HQ	6 Mech
Formation HQ to units	6 Mech/9 Leg
Main DZ to AB Div HQ	1 Hex
AB Div HQ to unit	6 Leg or Mech

Allied Amphib Logistic TP Mods (AW 15.2.1)

+1 TP	If there are no units are embarked
-1 TP	For every multiple of 50 embarked steps
-2 TP	If Storm conditions exist in weather sector
-1 DRM	Early activation of each Allied Div (optional)

AW Allied Continental DRM (AW 15.8.0)

-1 DRM	If overcast with rain conditions exist
-2 DRM	If storm conditions exist
-1 DRM	Early activation of each Allied Div

Max steps per Landing Hex (AW 21.6.2)

Storm GT: 3	Overcast with rain GT: 5
All other Conditions: 6	

Atlantic Wall Charts

Naval Unit Availability Table

DR	Ship Type					
	W/E	W/E	W/E	W/E	W/E	DR
0	--/--	--/--	1/--	1/--	2/2	0
1	--/1	--/--	--/1	--/1	2/3	1
2	--/1	--/1	1/--	1/1	2/3	2
3	1/1	--/1	1/--	1/1	3/3	3
4	1/1	--/1	1/1	1/2	3/4	4
5	1/1	--/1	1/2	2/2	4/4	5
6	1/1	--/1	1/2	2/2	4/4	6
7	1/1	1/1	2/1	2/2	4/4	7
8	1/1	1/1	2/1	2/2	4/4	8
9	2/2	1/1	2/1	2/3	4/4	9

Beginning July 1, the Western TF loses all naval units except for DD.

Beginning July 8, the Eastern TF Max is 1 BB or 1 Mon, 1 CA, 2 CL & 4 DD. Roll normally, but TF may not have more naval units

Carpet Bombing Table (clear only)

Missio ns	# Volleys & Strength	Resolution DRMs
1st*	3 x 4	Any Armor -1 DRM
2nd*	3 x 5	ET in Hex -3 DRM
3rd	3 x 6	Fort In Hex -6 DRM
4th	3 x 8	
5th**	3 x 8	

* Max of 8 HB APs
** May be night mission

Air Supply of Beachheads (Povr & Clear)

Must be clear or Povr
Each ATP may transport 0.5 FP or 1 AmP
Roll 1d10 if result 0-7 cargo delivered
If Povr +1 DRM

Air Point Availability Table

Allied AP Availability

Type	US	CW
AP	76	72
HB	8	8
ATP	3	3

German AP Availability

The German side has six AP each day starting Jun 7 AM GT (Ground Support only)
For each AP assigned to a GS roll 1d10 if result is 0-8 AP abort
Each AP can only attempt one mission per day.

Allied Air Effort (AW 20.1.1c)

US AP: AM GT after Cherbourg is operational: permanent increase of 16 AP. (no penalty)
US AP: Aug 1 to Aug 15; total (total includes increase from above) reduced by 20 AP
US AP: 3rd Army Active & No Germn units on Map B: may be increase by 32 AP.
This increase reduces total TP available to 12th AG by 4
CW: 1st Can Army active & No German unit west of hexrow C59xx: may increase up to 30 AP
This increase reduces total TP available to 21st AG by 4

German Replacements (AW)

	DR	0-2	3-5	6-7	8-9
June & July	Infantry	2	2	2	3
	Armor	0	1	1	2
August	Infantry	2	3	3	4
	Armor	0	1	2	3

Luftwaffe receives 1 additional Inf ReP per GD, must be used that GD.
Refit of Leg Division receives 1 additional Inf ReP per GD
Refit of Mech Division receives 1 additional Inf ReP & 0.5 Arm ReP.

Allied Replacements (AW)

Month	DR	Infantry RePs			Armor RePs
		0-2	3-7	8-9	
June	US	3	4	5	3
	British	2	3	4	3
July	US	4	4	5	4
	British	1	2	3	3
August	US	3	3	4	4
	British	0	1	2	3

Canadians may receive maximum of 2 CW Inf ReP per GD
Polish may receive maximum of 1 CW Inf ReP per GD
French may receive maximum of 1 US Inf ReP per GD
No limit on armor RePs for any of the above.