

The Dark Summer

N O R M A N D Y , 1 9 4 4



RULES OF PLAY



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Game Components

The game comprises the following:

- One map sheet (22" × 34")
- Two countersheets, each of 192 $\frac{9}{16}$ " counters
- Three player aid cards (2 × PAC1, 1 × PAC2)
- This rulebook
- One playbook
- One six-sided die
- One game box

CREDITS

Designer: Ted S. Raicer

Developer: Ivan Blair

Counters & Map: Charles Kibler, Chad Jensen

Manuals & Player Aid Cards: Charles Kibler

Playtesters: Christian Diedler, William Doyle,
Bodo Drews, John Robinson

Proofreaders: Christian Diedler, Peter Gibson,
Hans Korting, Jim McFetridge, Jonathan Squibb,
Dave Stiffler

Playtest VASSAL module: Joel Toppen

Production Coordination: Tony Curtis

Producers: Tony Curtis, Rodger MacGowan, Andy
Lewis, Gene Billingsley & Mark Simonitch

1.0 Introduction

The Dark Summer: Normandy 1944 (TDSN) covers the Allied invasion of northern France from June 6, 1944 to August 21, 1944 at the regiment/brigade level. A two-player game, it also plays very well solitaire.

TDSN is based on the chit-draw system used in *The Dark Valley: The East Front Campaign, 1941-45*, but there have been changes to capture the different nature of the campaigns (see the Designer's Notes). For the benefit of players familiar with the earlier game, differences in Combat resolution that might easily be overlooked are pointed out in 11.3.9.

Each turn the players receive a variable number of Action chits. Most chits are placed in the Action Cup and drawn randomly, one at a time, allowing the owner to move and/or attack with his units. The following chits are never placed in the Action Cup: the German Reaction chits, which give the German player some ability to respond to Allied actions, and the chit that the Allied player chooses as his Initiative chit, which is played during the first Action Round of the turn.

2.0 Components

The following sections describe the game's components and explain game terms and abbreviations.

2.1 The Map

The game map represents the areas of Normandy in France over which the campaign was fought. The map is divided into hexagons (hexes), which are used to regulate movement and unit positioning. Terrain, both in-hex and hexside, is identified on the map's Terrain Key. The light blue hexes connected to each other and to the Beaches by chevrons represent the offshore assembly areas for the Allied forces conducting the amphibious assault, organized into three Waves. The hexes labeled "1st Wave," which connect to the Beach hexes, are known as the Beach Approach hexes. The two light green hexes labeled "Airfields in England" represent the assembly areas for the airborne component of the 3rd Wave of the Allied assault.

The hexes on the edge of the map labelled "C," "W," "S," "E" and "(E)" are used to enter Reinforcements and move units between the map and the three off-map boxes. These hexes are known as "Lettered map-edge hexes" or just "Lettered hexes."

In addition to the Terrain Key the map sheet contains the following tracks and boxes used to facilitate play:

- Turn Record Track (TRT): Indicates the current game turn
- Action Round Track (ART): Tracks the play of Action Rounds each turn
- Current Weather Track: Indicates the Current Weather
- Victory Point Track: Indicates Allied and German VP totals
- Cherbourg Box: Represents the port of Cherbourg and surrounding defenses
- Brittany Box: Holds US units that have entered Brittany

- Eastern Exit Box: Holds Allied and German units that have exited for VPs

Occasionally, when the meaning is clear, the Brittany Box is referred to as "Brittany" and the Cherbourg Box is referred to as "Cherbourg."

Throughout these rules "River" includes both Major Rivers and Minor Rivers, and "Road" includes both Major Roads and Minor Roads.

2.2 Counters

There are four main types of counter.

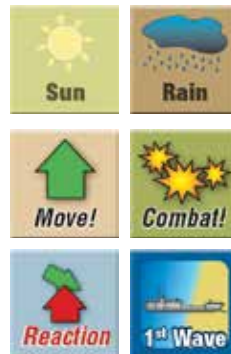
2.2.1 Combat Units



Combat units comprise infantry, mechanized, armor, armored cavalry, paratrooper, glider, special forces, *Flak*, garrison and Strongpoints. These units have either one or two steps and may attack or defend in Combat. [Exception: Units with an Attack factor of 0 may attack only in conjunction with other units.] Some units have separate Attack and Defense factors; others have a single Combat factor that is used both attacking and defending. Most Combat units exert a Zone of Control (6.0).

2.2.2 Weather and Action Chits

These two sets of chits are placed in separate opaque cups for drawing randomly.



Weather chits determine the Weather for a turn (7.0). Weather has a significant effect on each player's capabilities (7.2).

Action chits determine and track the sequence of Action Rounds during a turn's Action Phase (9.0). During Action Rounds players move and/or attack with their Combat units. German Reaction chits are not drawn randomly, but allow the German player to respond to Allied actions.

2.2.3 Combat Support Markers

These represent supporting air, naval and ground forces, and comprise the following:



British Bomber Command and US 8th Air Force (providing Carpet Bombing)

British and US Tactical Air Support (usually abbreviated to "Tac Air Support")

British and US Naval Support

US Tank Destroyer Support

German *Nebelwerfer* Support

German Artillery Support



German Assault Gun Support (optional)

2.2.4 Game Markers

Game markers are used to keep track of various game events, functions, and information.



The Game Turn marker indicates the current turn on the Turn Record Track.



The Current Weather marker indicates the turn's Weather on the Current Weather Track.



Combined Action markers on the Action Round Track indicate British and US Combined Action Rounds (9.3.3).



Prepared Offensive markers on the Action Round Track indicate British and US Prepared Offensives (7.2.3).



Victory Point markers indicate Allied and German VP totals. The reverse of the German VP x1 marker shows "VP +1/2". Players use this side of the marker to record an additional one half VP for the German player.



Open Beach and Closed Beach markers indicate the status of the Beaches (9.4, 11.9).



Allied and German Control markers may be used to indicate Allied or German control of a hex or the Cherbourg Box.



The Cherbourg Captured marker indicates when the Allies gained control of Cherbourg. The reverse is the Cherbourg Isolated marker (11.7, 13.5).



The No Entry to Brittany marker indicates US units may no longer leave the map and enter Brittany (10.4.4).



US and British Exit markers (printed "US Exit" on one side and "BR Exit" on the other) indicate E Lettered map-edge hexes from which US or British units have exited (10.4.5).

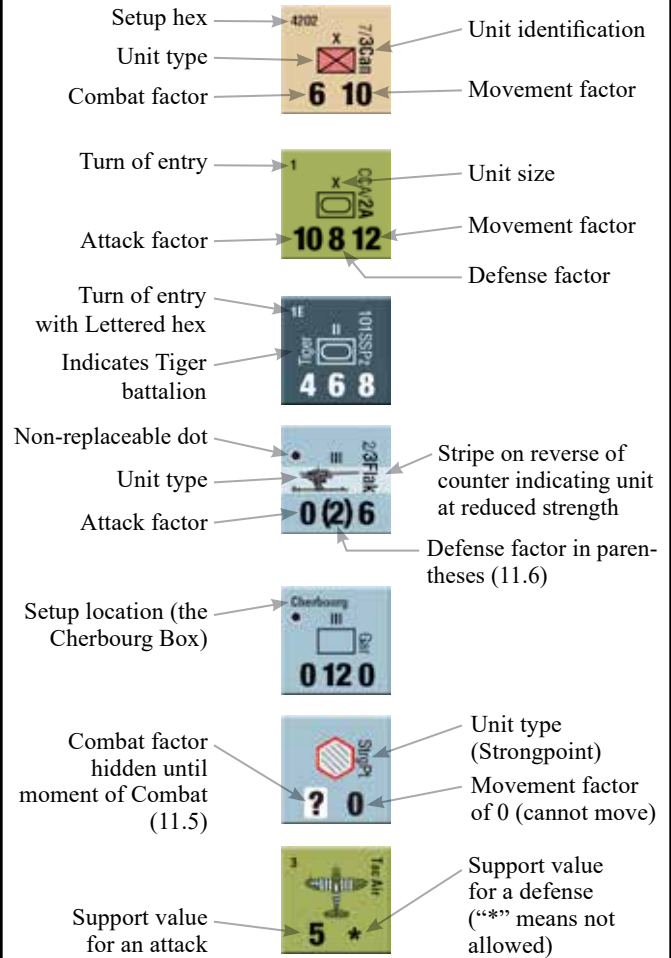


Augmented Omaha Defense markers represent reinforced German Strongpoints on Omaha Beach (11.4.1).



Active markers indicate units that are activated for a German Reaction Round (9.3.4).

How to Read the Counters



Unit Type Symbols


- Infantry
- Paratrooper, *Fallschirmjäger*
- Glider
- Special forces (US Ranger battalion, British Special Service brigade)
- Armor, German *Panzer* and Tiger
- Armored cavalry
- Mechanized (German *Kampfgruppen*, *Sturm* battalion)
- Garrison (Cherbourg Garrison, *Ost* battalion)
- German *Flak*
- Strongpoint

Unit Size Symbols

Combat units come in the following sizes:

- X** Brigade
- III** Regiment
- II** Battalion
- KG** *Kampfgruppe*

Nationality Colors

US:		Green
British:		Khaki
Canadian:		Red on khaki
French:		Light blue on green
Polish:		Orange on khaki
German:		Field gray
German SS:		Dark blue-gray

Historical Unit ID Abbreviations

- A:** Armoured (of British, Canadian or Polish division or brigade)
- AF:** Air Force
- CC:** Combat Command
- Fr:** French
- Füs:** *Füsilier*
- GdA:** Guards Armoured
- Gd Tk:** Guards Tank
- LW:** German *Luftwaffe* Field division
- Po:** Polish
- Pz:** German *Panzer*
- Rng:** Ranger
- SS:** Special Service (British), *Schutzstaffel* (German)
- Tk:** Tank

Note on spelling: The British spelling of “Armoured” is adopted in British and Canadian unit identifications, for example “the Guards Armoured Division.” The American spelling is used for general references, even when referring to British units, such as “British armored brigades.”

2.3 Player Aid Cards

The player aid cards contain the following charts and tables:

- Terrain Effects Chart
- Combat Results Table
- Cherbourg Combat Table
- Weather Effects on Movement and Combat Table
- Replacements Table
- Rebuilding Units Table
- Action Chit Availability Table
- Sequence of Play Chart
- Sudden-Death Victory and Victory Point Tables
- General Rule Reminders

General Rule Reminders are reproduced on the back page of this rulebook along with D-Day Rule Reminders.

2.4 Terms and Abbreviations

While the following list consists mostly of game terms, which are identified by initial capitals whenever they occur in these rules, it also explains a few general terms that are not capitalized.

1st Wave: Refers to certain Allied units, setup hexes, and the first Action Round of Turn 1, which represents the first wave of the Allied amphibious assault on D-Day.

2nd Wave: Refers to certain Allied units, setup hexes, and the third Action Round of Turn 1, which represents the second wave of the Allied amphibious assault on D-Day.

3rd Wave: Refers to certain Allied units and setup hexes. Represents the landings occurring on D-Day +1.

Action chit: Either the Initiative chit, a chit that is drawn from the Action Cup, or a Reaction chit. Action chits are played to the Action Round Track during the Action Phase, and allow the owning player to conduct an Action Round (9.2).

Action Cup: An opaque container from which Action chits are drawn at random.

Action Phase: Part of the Sequence of Play; when players conduct Action Rounds.

Action Round: The players move and/or attack with their Combat units in a sequence of Action Rounds each turn.

Active player: The player whose Action chit has just been drawn from the Action Cup at the start of a new Action Round, and who moves and/or attacks with his units during that Action Round. In the first Action Round of a turn, the Allied player is the Active player and plays his Initiative chit. [*Exception: There is no Initiative chit on Turn 1 (9.4).*] When the German player plays a Reaction chit, he becomes the Active player for that Action Round.

Airborne: An Allied paratrooper or glider Combat unit.

Airfields in England hex: One of the light green hexes representing the assembly areas for the airborne component of the 3rd Wave of the Allied assault. Two glider units set up and remain in these hexes until they are placed in their landing hex in their nationality’s 3rd Wave Round.

Allied Operational Boundary Line: The line printed on the map between hex rows 35xx and 36xx that divides the map into the US Zone to the west and the British Zone to the east.

Amphibious Assault Round: There are two Amphibious Assault Rounds that take place at the start of the game: the 1st Wave Round and the 2nd Wave Round (9.4).

Attrition: The loss of a step by Out of Supply units during the Attrition Phase. The Germans always suffer attrition; the Allies only suffer attrition in Rain and Storm Weather (14.0).

Beach Approach hex: One of the light blue offshore hexes labeled “1st Wave” that connect to the Beach hexes or to Pointe du Hoc.

Beach hex: One of the eight hexes containing a Beach (see the Terrain Key on the map) in which the Allied amphibious assault takes place. A Beach hex containing an Open Beach

marker is referred to as an “Open Beach.” A Beach hex containing a Closed Beach marker is referred to as a “Closed Beach.”

British Zone: The area to the east of the Allied Operational Boundary Line, in which British, Canadian and Polish units operate.

Closed Beach: *see Beach hex.*

Combat Strength: Usually equal to a unit’s printed Combat factor, this is a measure of a unit’s ability to prevail in Combat. Some units have separate Attack and Defense factors instead of a single Combat factor. Use the relevant factor to obtain the unit’s Combat Strength.

Combat Support: Supporting air, naval and ground forces are represented in the game by Combat Support markers.

Combined Action Round: An Action Round, which only the Allies can conduct, in which there is limited Movement followed by Combat with an adverse column shift on the CRT (9.3.3).

Control: *see Hex Control.*

Emergency Withdrawal: A two-hex displacement of a unit or stack that cannot move because of enemy units and ZOCs (10.3).

Fallschirmjäger: German paratroopers, fighting as infantry in this campaign.

First Wave: *see 1st Wave.*

Formation: Each division is considered a Formation, as is each individual non-divisional unit. The units of the German III Flak Corps are also considered a single Formation. Formations are important for both Reinforcement entry and activation in a German Reaction Round.

Formation Entry die roll: The die roll that a player makes at the beginning of a Move Round when determining how many reinforcing units may enter (8.1.1).

Gold Beach: Hexes 4003 and 4102.

Hex Control: A hex is controlled by the player owning the unit which currently occupies or last passed through the hex. At the start of the game the German player controls all (land) hexes except those containing Allied airborne units. Hex Control is relevant only for Victory purposes.

Impassable Terrain: A Flooded hex is Impassable. An all-Sea hexside or the side of a Flooded hex is Impassable.

Initiative chit: The Action chit selected by the Allied player at the start of the Action Phase to be played during the first Action Round (except on Turn 1).

Juno Beach: Hexes 4203 and 4302.

Kampfgruppe: A German battle group (plural *Kampfgruppen*). All German mechanized Combat units that are part of a *Panzer* or *Panzer Grenadier* division are *Kampfgruppen*.

Lettered map-edge hex: Often abbreviated as “Lettered hex,” these are the map-edge hexes containing a large letter “C,” “E,” “S,” “W” or “(E)” that are used to enter Reinforcements and move units between the map and the three off-map boxes (10.4).

Mandatory Attack: An attack that the Active player must make, because, whenever an enemy stack is attacked from

more than one hex, all other enemy units in the ZOCs of any of the attacking units must be, or must already have been, attacked in the same Round (11.2).

Naval Gun Line: A line that delineates the area around the Beaches in which Allied units can receive Naval Support (see the Terrain Key).

Nebelwerfer: German rocket artillery.

Omaha Beach: Hexes 3203 and 3303.

Open Beach: *see Beach hex.*

Ost battalion: A unit in the German Army made up of personnel from within the Soviet Union, used for coastal defense and rear area duties.

Phase: Each turn consists of a sequence of phases, as specified by the Sequence of Play.

Prepared Offensive: A Prepared Offensive, representing massive artillery support, may be declared in certain Allied Combat Rounds (7.2.3).

Reduced unit: A two-step unit that has lost one step, indicated by turning the unit over so that its reverse (reduced) side is uppermost.

Second Wave: *see 2nd Wave.*

Stack: One or more Combat units in a single hex.

Support: *see Combat Support.*

Sword Beach: Hex 4603.

Third Wave: *see 3rd Wave.*

Tiger battalion: A unit counter representing a battalion of Tiger tanks, identified by “Tiger” printed to the left of the unit type symbol.

US Zone: The area to the west of the Allied Operational Boundary Line, to which US and French units are restricted until after the Round in which a US unit enters Brittany (15.0).

Utah Beach: Hex 2403.

Weather Cup: An opaque container from which Weather chits are drawn at random.

Zone of Control: The hexes adjacent to a unit, in which it is able to affect enemy operations (6.0).

The words “friendly” and “enemy” have their common meaning. There are two sides in *TDSN*, Allied and German. Things on the same side are friendly; anything on the other side is enemy.

The game uses the following abbreviations.

AG: Assault Gun

Arty: Artillery

BR: British

Can: Canadian

CRT: Combat Results Table

dr: Die roll (all die rolls use one six-sided die)

DRM: Die roll modifier

EW: Emergency Withdrawal

FJ: *Fallschirmjäger* (German paratroopers)

GE: German

KG: *Kampfgruppe* (German battle group)

MP: Movement Point
OOS: Out of Supply
SP: Strongpoint
TD: US Tank Destroyer
TDSN: *The Dark Summer: Normandy 1944*
TEC: Terrain Effects Chart
TRT: Turn Record Track
VP: Victory Point
ZOC: Zone of Control

2.5 Game Scale

Each hex is approximately 2¼ miles across. Combat units are usually regiments, brigades, or regiment-sized combat commands or *Kampfgruppen*. Exceptions include the US Ranger battalions, German Tiger battalions, *Ost* battalions, Strongpoints and five other German battalions that start the game in the area. Each turn represents one quarter of a month.

3.0 Setup and Victory

The Dark Summer: Normandy 1944 consists of a single Campaign Scenario. One player takes the Germans, the other takes the Allies (US, British, Canadians, French and Poles). The variability in the Weather means there may be considerable variation in how the campaign plays out. For a variant, there is an optional rule for more historically accurate Weather (7.3). Two other optional rules (10.3.2 and 12.7) may be used if players find the German side difficult to play and want to provide some help.

3.1 Setup

Combat units are printed with either their setup location (a hex number or Cherbourg) or turn of arrival as a Reinforcement. [Exception: Strongpoints and *Ost* battalions are deployed randomly.] Combat Support markers are printed with their turn of arrival (or Action Round in the case of the two Allied Naval Support markers).

Both players set up the Combat units available to them at the start of the game in land hexes on the map, in the light blue offshore hexes, in the light green Airfields in England hexes, and in the Cherbourg Box. The German 914th Regiment of the 352nd Infantry Division that sets up in hex 3207 begins the game on its reduced side.

The Terrain Key on the map shows the symbols used to designate the setup hexes for German Strongpoints and *Ost* battalions. These units are randomly deployed in the hexes containing their setup symbol (and in the Cherbourg Box) with their “?” side face up. Neither player is aware of the actual Combat factors of these units until they are involved in Combat (11.5). Place an Augmented Omaha Defense marker on each Strongpoint on Omaha Beach (hexes 3203 and 3303).

Sort Reinforcements according to their turn of arrival. Reinforcements may be placed on the Turn Record Track in the space corresponding to their turn of arrival.

Place the nine Weather chits in the Weather Cup in preparation for drawing randomly from Turn 2. The Action chits are set aside until the beginning of the Turn 1 Action Phase.

Place the Game Turn marker in the Turn 1 (June II) space of the Turn Record Track, the Current Weather marker in the Showers space of the Current Weather Track, and the Allied and German Victory Point markers in the 0 space of the Victory Point Track. Place other markers within easy reach.

Play starts with the Turn 1 Action Phase (9.4).

3.2 Victory Conditions

Either player may win a sudden-death Victory. Otherwise the winner of the game is determined at the end of Turn 10 by comparing the VP totals of the two sides (3.2.3).

3.2.1 Sudden-Death Victory

The game ends *immediately* in a German Victory if one of the following occurs:

- The German player captures (thus closing) three or more Beach hexes, at least two of which must be contiguous. The German player still wins on the capture of the third Beach hex, even if he has lost control of one or both of the first two Closed Beaches.
- The German player controls Cherbourg at the end of Turn 7.
- The German player controls Avranches (hex 2726) at the end of any Round after any US unit has entered Brittany.

The game ends *immediately* in an Allied Victory if:

- There are no Supplied German units on the map at any point up to the end of Turn 9.

Design Note: The first German Victory condition represents either the Germans crippling Allied logistics or, if it occurs on Turn 1, the failure of the Allies to gain a sufficient lodgement on D-Day. The second means that the Allies cannot ignore Cherbourg. The third is designed to encourage the historic Hitler counterattack at Mortain, even though by that stage of the campaign a temporary interruption of Allied supply to forces off the map would have had only limited effects. The Allied Victory condition prevents the Germans from simply abandoning Normandy, which Hitler would never have allowed, absent the front’s collapse.

3.2.2 Scoring Victory Points

The German player controls all (land) hexes at the start of the game except for those containing Allied airborne units. Hex Control changes the instant a friendly unit enters an enemy-controlled hex: the unit does not have to stop in the hex. In general, hexes can change hands at any time during the game. The German player controls the Cherbourg Box until the Allies gain control as a result of Cherbourg Combat (see 11.7 and the Cherbourg Combat Table).



Each player scores Victory Points as described on the Victory Point Tables. References to a division scoring VPs refer to *all* the units of the division, so if one unit in a division is eliminated, that division

cannot score VPs. However, units do not have to be at full strength to score VPs.

The reverse of the German VP x1 marker shows “VP +½”. Use this side of the marker to record an additional one half VP for the German player.

3.2.3 Winning on Victory Points

If neither player wins a sudden-death Victory, compare the Allied and German VP totals at the end of Turn 10. The Allied player wins if he has more VPs than the German player. Otherwise the German player wins. There is no draw.

4.0 Sequence of Play

The game turn is divided into Phases, in which players conduct specific actions. Most game activity occurs in the Action Phase, which consists of a sequence of Action Rounds. Once a player has finished his actions for a given Phase or Round, he may not go back to perform a forgotten action unless his opponent permits it.

On Turn 1 the first three Phases are skipped.

1. Turn Marker Advance Phase

One player advances the Game Turn marker into the next space on the Turn Record Track.

2. Weather Phase

One player draws a Weather chit at random from the Weather Cup to determine the turn’s Weather. He places the chit in the current space on the Turn Record Track and marks the Weather on the Current Weather Track with the Current Weather marker.

3. Replacement Phase

The players consult the Replacements Table to see the number and type of Replacements they receive this turn. First the Allied player, then the German player, spends Replacements to bring reduced units back up to full strength. Unused Replacements are lost.

4. Action Phase

The players consult the Action Chit Availability Table to see how many Action chits are available to them this turn. The Allied player chooses his Initiative chit and the others (excluding German Reaction chits) are placed in the Action Cup.

In the first Round the Allied player is the Active player and plays his Initiative chit by placing it in the first space on the Action Round Track and then taking the appropriate actions with his units. In subsequent Rounds one player draws a chit at random from the Action Cup. The owner of the chit becomes the Active player, plays it to the Action Round Track, and takes the appropriate actions with his units. After each Allied Round, including the first, the German player has the option to play a Reaction chit (if available).

On Turn 1 the Allied player does not choose an Initiative chit and the sequence of chits for the first four Rounds is fixed (9.4).

5. Attrition Phase

The German player checks his units for Supply every turn. The Allied player checks his units for Supply only on Rain and Storm turns. Units that are Out of Supply lose one step.

6. Clean-Up Phase

The Allied player moves US units in the Just Entered section of the Brittany Box to the May Leave section. The players remove Action chits, Combined Action markers and Prepared Offensive markers from the Action Round Track. Reinforcements that failed to enter may be placed on the Turn Record Track in the space for the next turn.

7. Victory Check Phase

The players check to see if they have gained any Victory Points this turn.

On Turn 10, if neither player has won a sudden-death Victory, determine the winner on Victory Points (3.2.3).

5.0 Stacking

Stacking is the placing of one or more Combat units in a single hex. The term “stack” denotes all the Combat units in a hex. A single unit alone in a hex is a stack. Players may examine each other’s stacks.

British, Canadian and Polish units may stack together freely, as may US and French units. British, Canadian and Polish units may never stack with US or French units. Allied units may never stack with German units.

Combat Support markers and Game markers never count for stacking purposes.

5.1 Stacking Limit

A player may stack up to four Combat units in a single hex, but no more than one division may be present per hex. Thus, a divisional unit can stack with other units from its own division and/or with non-divisional or independent units, but not with a unit from another division.

Note the following exceptions:

- Allied paratrooper and glider units and German III Flak Corps regiments are treated as non-divisional units for the purpose of this rule.
- Strongpoints and battalion-sized units do not count towards the stacking limit, so any number of these may stack for free (including the two German battalions that have a divisional affiliation).
- Allied 2nd Wave units may over-stack when placed as Reinforcements, though no more than four units may attack out of an over-stacked hex. The stacking limit must be observed by the end of the Round or the excess units are eliminated.

Examples: One or more regiments of the US 90th Infantry Division can stack with one or more regiments of the US 82nd and 101st Airborne Divisions (up to four units total). One brigade

of the Canadian 3rd Infantry Division can stack with up to three British or Canadian independent armored brigades, but not with a brigade of the British 50th Infantry Division. Finally, the following is a legal stack: the two KG of the German 17th SS Panzergrenadier Division, one regiment of the III Flak Corps, the 6th Fallschirmjäger Regiment (an independent unit), the 100th Panzer Battalion, and one Ost battalion.

5.2 When the Stacking Limit Applies

The stacking limit is enforced at these times:

- after the placement of Reinforcements [*Exception: the Allied 2nd Wave Round*]
- at the end of the Movement portion of any Action Round allowing Movement
- at the *end* of retreat
- after advance after Combat.

If a hex is found to be over-stacked at any of the above times, the *opposing* player immediately eliminates units of his choice to bring the hex within the stacking limit. [*Exception: If the over-stacking results from retreat, the player who owns the units removes units of his choice.*] At all other times any number of units may enter or pass through a hex.

5.3 Cherbourg Box

German and US units may coexist in the Cherbourg Box (the only place where enemy units can occupy the same “space” at the same time). Any number of units can be in the Cherbourg Box.

5.4 Brittany Box

Only US units may enter the Brittany Box, which has two sections. The Just Entered section holds units that have entered the box in the current Action Phase. The May Leave section holds units that entered the box before the current turn. Any number of units can be in either section.

5.5 Eastern Exit Box

Allied and German units may enter the Eastern Exit Box and they each have their own section. Any number of units can be in either section.

6.0 Zones of Control

Most Combat units are able to influence enemy operations in adjacent hexes, which is represented in the game by the projection of a Zone of Control (ZOC) into the six surrounding hexes. All regiment-, brigade- and *Kampfgruppe*-sized Combat units project a ZOC. Strongpoints and battalion-sized units do not project a ZOC. If at least one unit in a stack projects a ZOC, the entire stack projects a ZOC. Note that a German *Flak* unit does project a ZOC, but a Tiger battalion does not.

ZOCs affect only enemy units and operations. ZOCs may be canceled or affected in various circumstances, as described below.

6.1 Terrain Effects on ZOC

Terrain affects the projection of a ZOC as follows:

- ZOCs do not extend into Impassable hexes, nor across Impassable hexsides.
- ZOCs do not extend into City hexes, but do extend out of City hexes.
- ZOCs do not extend across Major River hexsides, even where a bridge exists, but do extend across Minor River hexsides.
- Allied ZOCs do not extend into hexes containing Strongpoints.
- German ZOCs do not extend into Open Beaches.

6.2 Negating ZOCs

A friendly Combat unit of any type or size negates the enemy ZOC in the hex it occupies for the following purposes:

- when tracing a Supply Line
- during retreat
- for the second hex of advance after Combat during the Allied 2nd Wave Round of Turn 1 (9.4.3)
- when tracing a continuous path of hexes from an OOS German unit to a C Lettered map-edge hex (11.3.7, 13.5).



Figure 1: Projecting and negating ZOC

Example: Referring to Figure 1, the 501st Regiment of the 101st Airborne Division projects a ZOC into four of the six surrounding hexes. It does not project a ZOC into the Impassable (Flooded) hex A, nor across the Major River hexside into hex B (Isigny-sur-Mer). The German unit in hex C does not prevent the US regiment from projecting a ZOC into that hex, although it does negate the ZOC for certain purposes, as listed above.

6.3 ZOC Effects on Movement

A unit or stack must stop moving upon entering a hex in an enemy ZOC and may move no farther that Round. A unit beginning Movement in an enemy ZOC may move, provided the first hex entered is free of an enemy ZOC, after which it may continue moving until it either exhausts its Movement Allowance or enters a hex in an enemy ZOC. No unit may ever move directly from one enemy ZOC to another.

6.4 ZOC Effects on Combat

When a player attacks from multiple hexes, Mandatory Attacks may be required against certain units of the defending player (11.2). Other than this requirement for Mandatory Attacks, ZOCs do not force Combat.

Units may not retreat into or through hexes in enemy ZOCs unless negated by a friendly unit.

Units advancing after Combat ignore enemy ZOCs. *[Exception: Units may not ignore enemy ZOCs when advancing the second hex in the Allied 2nd Wave Round of Turn 1, but note that a friendly unit negates an enemy ZOC for this advance (6.2, 9.4.3).]*

7.0 Weather



There are five Weather conditions: Sun, Cloud, Showers, Rain, and Storm. The Weather condition is determined in the Weather Phase and lasts for the entire turn. Weather determines the Replacements and Action chits received, and affects Movement, Combat (including the availability of Support markers) and attrition.

7.1 Determining the Weather

There are nine Weather chits: two Sun, two Cloud, three Showers, one Rain, and one Storm. On Turn 1 (June II) the Weather is Showers. Starting on Turn 2, at the beginning of the Weather Phase, one player draws a Weather chit at random from the Weather Cup to determine the turn's Weather. He places the chit in the current space on the Turn Record Track and marks the Weather on the Current Weather Track with the Current Weather marker.

Weather chits are never returned to the Weather Cup after being drawn.

7.2 Weather Effects

The Weather has the following effects.

7.2.1 General

Weather determines the number and type of Replacements each side receives, starting Turn 2. See the Replacements Table.

Weather determines the number of Action chits each side receives, starting Turn 2. See the Action Chit Availability Table. On Turn 1, the players receive the Action chits for Showers Weather, but there are four additional Action chits that are played as the first four Action Rounds of the turn. See 9.4 for details.

7.2.2 Weather Effects on Movement

On Sun and Cloud turns German units may not use Road MP costs. *[Exception: German Reinforcements may use Road MP costs in the Round they enter.]* On Rain and Storm turns the MP cost of Clear Terrain for German units is reduced from two to one.

7.2.3 Weather Effects on Combat

Weather restricts the availability of the Allied Carpet Bombing, Tac Air and Naval Support markers and the German Artillery and optional Assault Gun Support markers. See 12.0 for details.

On Sun and Cloud turns all Allied units get a one-column shift in their favor on defense (only), representing the effect of Allied air power.



On Sun and Cloud turns the Allied player may launch up to two Prepared Offensives, one US and one British. A Prepared Offensive may be launched only in each nationality's first Combat Round of the turn. It may not be launched in a Combined Action Round, nor if its nationality took a Combined Action Round earlier in the turn. A Prepared Offensive provides a one-column shift to the right on the CRT for all attacks that Round (excluding Cherbourg Combat). This represents the effect of massive artillery support. Place the appropriate Prepared Offensive marker on the Action Round Track on top of the Action chit as a reminder.

7.2.4 Weather and Attrition

Allied units are subject to attrition on Rain and Storm turns only. German units are subject to attrition every turn. See 14.0 for details.

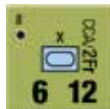
7.3 Historical Weather (Optional)

For those who want more historically accurate Weather (while still leaving some variability), initially place only one Sun, one Cloud, the Rain and the Storm Weather chits in the Weather Cup. Add the remaining five Weather chits to the Weather Cup after the Rain and Storm chits have both been drawn.

8.0 Reinforcements & Replacements

Reinforcements are new Combat units and Support markers entering the game. Replacements are troops and equipment used to rebuild eligible reduced units during the Replacement Phase.

8.1 Reinforcements



Reinforcements become available on the turn printed on the counter (their scheduled turn of entry). The entry of Combat units may not be delayed intentionally, but may be delayed by circumstances. Reinforcements that cannot enter when scheduled become available again the following turn.

Reinforcements enter at the beginning of Move Rounds (only). *[Exception: If the Allied player plays a Move chit as a Combined Action Round (9.3.3), he may still enter Reinforcements in that Round.]* US and French Reinforcements enter in any US Move Round. British, Canadian and Polish Reinforcements enter in any British Move Round. German Reinforcements enter in any German Move Round.

Combat Support markers received as Reinforcements are just placed where they can be reached easily by the owning player.

8.1.1 Determining Which Reinforcements May Enter

With the exception of the Allied 3rd Wave Reinforcements, the procedure for all Combat units is as follows. The player entering Reinforcements rolls one die and may enter *either* that number of Formations (2.4) *or* one half the number of Formations currently available and awaiting entry (rounded down). He may make this decision after he sees the die roll.

[Exceptions: On the Storm turn (only) the Allied player subtracts two from all Formation Entry die rolls and must use the modified die roll, losing the option to take half of the available Formations. A modified die roll of less than one is treated as one. On both Sun turns (only) the German player must do the same.]

Having determined how many Formations may enter, the player chooses that number of Formations from those currently available. The only constraint on his choice is that he must choose Formations scheduled to enter on earlier turns before he can choose any Formation scheduled to enter on the current turn. However, a Formation from an earlier turn that cannot be placed in any of its entry hexes (for whatever reason) is disregarded and does not prevent the selection of Formations scheduled to enter on the current turn. If the available Formations include Formations scheduled to enter on more than one *earlier* turn, and the Formation Entry die roll is not sufficient to enter all of *these* Formations, the player can choose freely from these earlier turn Formations.

Example: *On the first German Move Round of Turn 1, the German player rolls a single die for a result of three. He may enter and move any three Formations out of the seven scheduled for Turn 1. (If he chose to enter one half of the Formations available that would still be three: one half of seven rounded down.) He will then have four Formations available for entry on his next Move Round. If on that Round he rolls a two, two Formations would enter and two would be pushed back to enter on Turn 2, where they must be chosen before any Reinforcements scheduled for Turn 2. If he rolled a one he could still enter two Formations (one half of four). If he rolled a four or more, he could enter all four remaining Formations.*

8.1.2 Placing Reinforcements

Allied Reinforcements must be placed in an Open Beach of the appropriate nationality (that is, a US Beach for US and French units, a British Beach for British, Canadian and Polish units).

German Reinforcements must be placed in a Lettered map-edge hex that matches the letter printed on the counter beside its turn of entry. German Reinforcements may be placed in an Allied-controlled hex and/or in a hex in an Allied ZOC, but not in a hex occupied by an Allied unit, nor in a hex containing a US or British Exit marker. German Reinforcements may not be placed in Alençon (hex 6028). German infantry with “E” printed on the counter, but not Tiger battalions, may be placed in the (E) Lettered hex (hex 5400).

Note that German “E” Reinforcements cannot enter if all E Lettered hexes either contain a US or British Exit marker or are occupied by an Allied unit. Circumstances may change, allowing these Reinforcements to enter later; otherwise they take no part in the game.

All Reinforcements entering in a given Move Round must be placed on the map before any Movement occurs. The stacking limit must be observed, but the player is otherwise free to allocate units among the eligible hexes, as specified above. *[Exception: Reinforcements may over-stack in the Allied 2nd Wave Round. Note also that Allied 3rd Wave Reinforcements*

may displace units one hex if necessary: see 8.1.3.] Placement costs no Movement Points, and reinforcing units are eligible to move normally that Round, including US and British 3rd Wave Reinforcements. German Reinforcements may use Roads in the Round they enter, even on Sun or Cloud turns (7.2.2).

8.1.3 Allied 1st, 2nd and 3rd Assault Waves

Allied 1st and 2nd Wave units begin the game in their offshore setup hexes and enter using the special procedures of the Allied Amphibious Assault Rounds (9.4).

In the first US and British Move Rounds of Turn 1, all the respective 3rd Wave Reinforcements enter without a Formation Entry die roll. The seaborne units are placed in an Open Beach hex at their assigned Beach (Utah, Omaha, Gold, Juno, or Sword), as indicated by the chevrons printed on the map, so some units may have a choice of Beach hex. Unlike the 2nd Wave Round, the stacking limit must be observed; however, to avoid over-stacking, arriving 3rd Wave Reinforcements may displace as many units as necessary from one hex (only). Units are displaced one hex inland or along the coast, provided the displaced units could legally move into those hexes. Only 3rd Wave Reinforcements can displace units in this way. If there are no Open Beach hexes at their assigned Beach, they become available as Reinforcements on Turn 2, when they enter automatically. They are not selected by the normal process involving a Formation Entry die roll.



Figure 2: Displacing units to allow Allied 3rd Wave Reinforcements to enter

Example: *Referring to Figure 2, all three hexes at Omaha Beach and Pointe du Hoc were captured in the 1st Wave Round, with units advancing a second hex inland (9.4.1). In the 2nd Wave Round, the 2nd Wave units were placed in their assigned Beach hexes, but without adjacent German units no Combats were possible (9.4.3). It is now Round 5 and a US chit has just been drawn from the Action Cup. The Allied player decides to play it for a Move Round, making this the US 3rd Wave Round (9.4.5). At the beginning of the Round the arriving 3rd Wave Reinforcement*

at Omaha Beach, the 2nd Division, must be placed in an Open Beach, observing the stacking limit. Since the division cannot stack with units of the 1st or 29th Divisions, it will displace the regiment from one of those divisions. The Allied player chooses to enter the 2nd Division in hex 3303, and the 1st Division regiment in that hex is displaced one hex to hex 3304.



The two airborne units in the 3rd Wave are placed as follows. The US 325th Glider Regiment of the 82nd Airborne Division is placed in any hex containing a unit of the 82nd Airborne (within the stacking limit). The British 6th Airlanding Brigade of the 6th Airborne Division is placed in hex 4704. In each case, if the stacking limit does not allow the unit to be placed or hex 4704 is German-occupied, the unit is automatically placed in an Open Beach of the appropriate nationality in a second Move Round (if there is one), otherwise it is available as a Reinforcement on Turn 2, when it enters automatically. It is not selected by the normal process involving a Formation Entry die roll.

Each Allied nationality's first Move Round (its 3rd Wave Round) cannot be used to enter that nationality's Turn 1 Reinforcements. Instead these Reinforcements enter in each nationality's second Move Round (if there is one) using the normal procedure, including a Formation Entry die roll (8.1.1). If an Allied nationality does not take a second Move Round, then its Turn 1 Reinforcements become available again in Turn 2 and must enter before any Turn 2 Reinforcements (8.1, 8.1.1).

8.2 Replacements

The number and type of Replacements received is determined by the turn's Weather (see the Replacements Table). The Replacement Phase is skipped on Turn 1.

Eliminated units may not be rebuilt, which means that no single-step unit is eligible to receive Replacements. The following are also ineligible to receive Replacements: Allied paratrooper, glider and Special Service units, all French and Polish units, and German *Flak* units. All these units have a dot on the counter signifying step losses are non-replaceable (see the side box "How to Read the Counters" on page 4).

8.2.1 Restrictions by Unit Type

Replacements for the three main nationalities are one of three types: Infantry, Mechanized, and Armor. The Canadian Replacements are generic. With the exception of US armored cavalry units, rebuilding a given eligible unit requires a specific type of Replacement, as set out in the Rebuilding Units Table.

8.2.2 Rebuilding Reduced Units



The Allied player spends Replacements to rebuild his units first. Unused Replacements are lost at the end of the Replacement Phase.

Units must be In Supply to receive Replacements. One Replacement of the required type rebuilds one reduced unit. Simply flip the unit over to its full strength side in its current location. The unit may be in an enemy ZOC.

8.3 Allied Withdrawals



Allied paratrooper, glider, Ranger and Special Service units may be withdrawn up to the end of Turn 5. Withdrawal is optional, but the German player scores Victory Points for each of these units on the map or in any off-map box at the end of Turn 5, as well as any that have been eliminated. See the German Victory Point Table.

Eligible units may be withdrawn at the beginning of any Move Round of the unit's nationality, or at the beginning of any Combined Action Round declared when a Move chit of the unit's nationality is played. Simply remove the unit and set it aside. A unit is eligible if it could move to any Open Beach of its own nationality given an unlimited number of Movement Points (in other words, the unit's path to the Beach is not blocked by Impassable Terrain, enemy units, or enemy ZOCs).

Withdrawals may not take place during the single Storm turn, nor after Turn 5. A unit that has been withdrawn cannot return to the game.

9.0 Action Rounds

Most activity in the game takes place during the Action Phase, which consists of a series of Action Rounds in which one player moves or attacks with his units, and sometimes both. Each Action Round requires the play of an Action chit.

9.1 Preparing the Action Cup

At the beginning of the Action Phase the players consult the Action Chit Availability Table to see how many Action chits are available to them that turn, as determined by the Current Weather. The other chits are not used that turn. *[Exception: On Turn 1 there are four additional chits. See 9.4 below for the procedure to follow on Turn 1.]*

The Allied player has the Initiative throughout the game. Except on Turn 1, he chooses one of his Action chits as the Initiative chit to be played during the first Action Round. The remaining chits, excluding the German Reaction chits, are placed in the Action Cup. The German player retains his available Reaction chits for playing after Allied Rounds at his discretion (9.3.4). On Showers turns, including Turn 1, the Allied player informs the German player which combination of British Action chits he placed in the Action Cup.

9.2 Drawing and Playing Action Chits



In an Action Round one player – the Active player – plays an Action chit into the next available space on the Action Round Track and takes any actions allowed by that chit.

In the first Round the Allied player is the Active player and plays his Initiative chit by placing it in the first space on the Action Round Track and then taking the appropriate actions with his units. *[Exception: For Turn 1 see 9.4.]* In subsequent Rounds

one player draws a chit at random from the Action Cup. The owner of the chit becomes the Active player, plays it to the Action Round Track, and takes the appropriate actions with his units. After each Allied Round, before the next chit is drawn from the Action Cup, the German player has the option to play a Reaction chit (if available) and conduct a Reaction Round. Play continues in this manner until all chits have been drawn. If the final chit drawn is Allied, the German player may play a final Reaction chit (if available) after the Allied Round.

The Allied player has separate US and British Action chits. US and British units activate separately, except during the two Allied Amphibious Assault Rounds of Turn 1.

British Action chits are marked either Move or Combat, specifying the type of Round that the player takes. German and US Action chits are marked Move on one side and Combat on the other. Whenever one of these is drawn from the Action Cup, the owning player decides whether to play it as a Move Round or a Combat Round, within the following restrictions:

- Except on the single Storm turn, the German player must choose two Move and one Combat Rounds each Action Phase. On the single Storm turn he may choose *either* two Move and one Combat Rounds *or* one Move and two Combat Rounds.
- The Allied player may never choose more than two Move or two Combat Rounds for the US per Action Phase. On Rain and Storm turns he must choose one Move Round and one Combat Round.

In addition to the chits drawn from the Action Cup, the German player also has one or more Reaction chits that allow him to take Reaction Rounds.

9.3 Action Round Types

There are four types of Action Round, not counting the two special Allied Amphibious Assault Rounds on Turn 1.

9.3.1 Move Round



The Active player may move all, some, or none of his units on the map as explained under 10.0. Only units of the appropriate nationalities are Active and may move: German units in a German Move Round, US and French units in a US Move Round, and British, Canadian and Polish units in a British Move Round.

9.3.2 Combat Round



The Active player may attack adjacent enemy units with all, some, or none of his units on the map as explained under 11.0. Only units of the appropriate nationalities are Active and may attack: German units in a German Combat Round, US and French units in a US Combat Round, and British, Canadian and Polish units in a British Combat Round.

In some Combat Rounds the Allied player can declare a Prepared Offensive (7.2.3).

9.3.3 Allied Combined Action Round



Starting on Turn 2, the Allied player may play an Action chit (either Move or Combat) to take a Combined Action Round with the nationality in question. He may play a total of two Action chits, one US and one British, in this manner each turn. Place the Combined Action marker of the appropriate nationality on the Action Round Track on top of the Action chit to signify a Combined Action Round.

In a Combined Action Round all units of the appropriate nationalities (US/French or British/Canadian/Polish) are Active. They first conduct a modified Move action, then a modified Combat action, as follows:

- **Move:** Units may not move more than one hex (or two hexes by Road). Otherwise all Movement rules apply normally.
- **Combat:** All attacks suffer a one-column shift to the left on the CRT. Otherwise all Combat rules apply normally.

Design Note: A Combined Action Round represents an element of manoeuvre followed by combat, and gives the Allied player a counter to the German strategy of simply pulling the front back one hex whenever the chit sequence allows, in order to avoid Allied attacks.

Example: The Allied player is in position to attack with the British and hopes for a British Combat chit to be drawn next, but a British Move chit is drawn. The Allied player decides to declare a Combined Action Round. After entering any Reinforcements, he may move the British, Canadian and Polish units one hex (two hexes by Road). He then conducts his attacks, accepting that there is an additional 1L column shift for all Combats.

The Allied player may enter Reinforcements or make Withdrawals when he plays a Move chit as a Combined Action Round. For the US, how the Action chit is played, as either Move or Combat, still counts towards the limit for that type of Round (one on Rain and Storm turns, two on all other turns). For all other purposes the Round is neither a Move Round nor a Combat Round.

9.3.4 German Reaction Round



Each Action Phase the German player receives between one and four Reaction chits, depending on the Weather. Reaction chits never go into the Action Cup. Instead, the German player may play one Reaction chit (only) after any Allied Round. He is not forced to play a Reaction chit after an Allied Round, but any Reaction chits left over at the end of the Action Phase are lost.

In a Reaction Round the German player may activate *either* one stack *or* one Formation (2.4). Units in the Cherbourg Box may be activated by Formation (they do not count as a stack). Active units may conduct a normal Movement action. Active units in a stack may move independently (one unit must finish moving before another unit starts moving). No other German units may move or attack. Active *Kampfgruppen* and Tiger battalions (only) may, in addition, attack one hex after all Movement is complete. This is a maximum of one attack in total for the Round.

All normal Movement and Combat rules apply. *[Exception: There are restrictions on the first German Reaction that follows the Allied 1st Wave Round: see 9.4.2 below.]* As there can be only one attack, Active *Kampfgruppen* and Tiger battalions may not attack from multiple hexes if this would require Mandatory Attacks (11.2).

The German player may, if desired, use the Active markers provided to mark German units that have been activated. Remove Active markers at the end of the Round.

9.4 Amphibious Assault Rounds

On Turn 1, instead of choosing an Initiative chit, the Allied player has two special Action Rounds, the 1st and 2nd Wave Rounds, which represent the Allied amphibious assault on D-Day. Each of these Rounds is followed by a German Reaction Round.

At the beginning of the Action Phase on Turn 1, the players place the Action chits available on a Showers turn, excluding the Reaction chits, in the Action Cup (nine chits in total). The German player retains the two Reaction chits available to him in Showers Weather for later play. The Allied player then takes the two Wave chits, the German player takes the two remaining Reaction chits, and these four chits are played as the first four Rounds of Turn 1, as follows.

9.4.1 Allied 1st Wave



The Allied player places his 1st Wave chit in the first space on the Action Round Track to signify the 1st Wave Round. All Allied (US, British and Canadian) 1st Wave units attack their assigned Beach hex as indicated on the map by means of a chevron on the intervening hexside. The US 2nd Ranger Battalion participates in both this Round and the 2nd Wave Round, even though Pointe du Hoc is not a Beach. No other Combats are allowed. No Combat Support markers are available. Each Combat must be fully resolved before proceeding to the next one.

Units that eliminate the Strongpoint opposing their landing advance after Combat into the Beach hex. Place an Open Beach marker in the Beach hex. Note that, since the Pointe du Hoc hex is not a Beach hex, if the US 2nd Ranger Battalion is victorious, no Open Beach marker is placed in that hex. The Allied player may, if he wishes, immediately advance some or all of these units one additional hex, ignoring enemy ZOCs, before proceeding to the next Combat.

Units that do not eliminate the Strongpoint remain in their Beach Approach hex.

9.4.2 First German Reaction



After the Allied 1st Wave Round is complete, the German player places a Reaction chit in the second space on the Action Round Track to signify the first German Reaction Round. All normal Reaction Round rules apply, except that the Movement Allowance of Active units is halved and units may not use the Road Movement rate.

9.4.3 Allied 2nd Wave



The Allied Player now places his 2nd Wave chit in the third space on the Action Round Track to signify the 2nd Wave Round. Each 2nd Wave unit has an assigned Beach hex as indicated on the map by means of chevrons leading from the unit's setup hex to the Beach Approach hex and from there to the Beach hex. All 2nd Wave units are placed in Open Beaches or Beach Approach hexes before any Combat takes place.

If their assigned Beach hex is Open, 2nd Wave units are placed there at the start of the Round, ignoring stacking restrictions, and up to four units may attack any adjacent German units.

If their assigned Beach hex has not been captured, 2nd Wave units join any surviving 1st Wave units in the Beach Approach hex, ignoring stacking restrictions, and up to four units attack the Beach hex. If the attack is successful, all units advance after Combat and an Open Beach marker is placed in the Beach hex.

Friendly 1st and 2nd Wave units that have landed at an Open Beach may attack any adjacent German units (including joining attacks against Beach hexes that were not captured during the 1st Wave Round). Naval Support markers are available, starting this Round.

As in the 1st Wave Round, units that capture a defending hex may immediately advance a second hex. This second hex must be one the unit could legally move into (so armor cannot advance across a Major River without a bridge, for example). Unlike the 1st Wave Round, units may *not* ignore enemy ZOCs when advancing this second hex. If the defender's hex *is not* in an enemy ZOC, units *may* advance a second hex into an enemy ZOC. If the defender's hex *is* in an enemy ZOC, units *may not* advance a second hex into an enemy ZOC, but *other* friendly units already in the second hex would negate the ZOC, allowing the advance. The decision to advance a second hex must be made before proceeding to the next Combat.

At the end of the 2nd Wave Round place a Closed Beach marker beneath the German Strongpoint in each Beach hex that remains in German hands. Any Allied survivors in the Beach Approach hex become available as Reinforcements on Turn 2. If the US 2nd Ranger Battalion survives the two Amphibious Assault Rounds without capturing Pointe du Hoc, it too becomes available as a Reinforcement on Turn 2.

The stacking limit must be observed at the end of the Round.

Note that Allied airborne units may not attack in the 1st or 2nd Wave Rounds.

9.4.4 Second German Reaction



After the 2nd Wave Round is complete, the German player places a Reaction chit in the fourth space on the Action Round Track to signify the second German Reaction Round. All normal Reaction Round rules apply: Active units have their full Movement Allowance and benefit from the Road Movement rate.

9.4.5 Continuing Action Rounds

After this second German Reaction Round, draw an Action chit at random from the Action Cup and proceed normally (9.2). *[Exception: The first British Move Round and the first US Move Round are considered their respective 3rd Waves. All 3rd Wave Reinforcements (only) of appropriate nationality enter without a Formation Entry die roll (8.1.3).]* Note that the German player still has two Reaction chits that he can play later in the turn.

10.0 Movement

Most Movement occurs during Move Rounds, but Allied Combined Action and German Reaction Rounds allow limited Movement. Retreat and advance after Combat, which take place during Combat resolution, are not considered Movement.

Movement is affected by Terrain, enemy units, enemy ZOCs, US and British Exit markers, and Supply.

10.1 Movement Procedure

At the start of its Movement a unit receives a number of Movement Points (MPs) equal to its printed Movement factor. This Movement Allowance is reduced to three if the unit is Out of Supply.

Units move individually or in stacks from hex to adjacent hex, paying varying MP costs depending upon the Terrain (10.2). The presence of friendly units does not affect the MP cost of entering or exiting a hex.

Movement is governed by the following:

- A unit may not move more than once per Action Round.
- The Movement of one unit or stack must be completed before that of another begins.
- Units may not enter a hex occupied by an enemy unit.
- Units must stop upon entering a hex in an enemy ZOC (6.3).
- Units may not exceed their Movement Allowance, but may stop before expending all available MPs.
- Units cannot accumulate MPs from one Round to another, nor lend them to another unit.
- Even if it lacks sufficient MPs, a unit may always move one hex, Terrain and enemy ZOCs permitting, provided the unit moves only this one hex.

British, Canadian and Polish units cannot enter a hex containing a US Exit marker, nor can US or French units enter a hex containing a British Exit marker.

German units may not end a Movement or Reaction Round in C, W, or S Lettered map-edge hexes. They must avoid ending retreat in these hexes if possible (but retreating in the direction of the nearest Supply Source takes priority). German units that retreated into these hexes and cannot exit during their next Move Round or when activated in a Reaction Round because of Allied units or ZOCs, may still remain in these hexes until they can leave or are eliminated in Combat. If a German unit is in one of these hexes when the German player takes a Reaction Round, he does not have to activate the unit's Formation in

order to move the unit out of the hex. There are no restrictions on German units stopping in E Lettered hexes.

10.2 Terrain

The cost of moving from one hex into an adjacent hex depends upon the Terrain in the hex entered and the hexside crossed. Terrain costs are cumulative: a unit must pay the costs of both the hex and the hexside. *[Exception: A lack of Movement Points does not prevent a unit from moving just one hex.]* These costs are listed on the Terrain Effects Chart (TEC). Units usually pay reduced costs when moving from hex to hex along a Road.

Note that Movement costs sometimes vary depending on the Weather and which player is moving (see 7.2.2 and notes to the TEC).

Bridges are not marked on the map as such, but exist wherever a Road crosses a River. Bridges negate the MP cost of crossing River hexsides and cannot be destroyed. Armored, armored cavalry, *Flak* and mechanized units cannot cross a Major River without a bridge, but can cross a Minor River without a bridge.

10.3 Emergency Withdrawal

During a friendly Move Round (only), a unit unable to move because of enemy units and ZOCs may be able to conduct an Emergency Withdrawal (EW) instead.

10.3.1 Procedure

In an Emergency Withdrawal the unit withdraws (displaces) two hexes away from its current hex, ignoring enemy ZOCs and Terrain costs, but not enemy units nor Impassable Terrain. An armored, armored cavalry, *Flak* or mechanized unit may not cross a Major River without a bridge. After withdrawing, the unit must be farther from the nearest enemy Supply Source (withdrawing player's choice when two or more are equally near) and not adjacent to an enemy unit. In calculating distance from an enemy Supply Source, simply count the number of hexes in the most direct route irrespective of the Terrain.

A unit must be able to withdraw in accordance with these requirements or it cannot conduct an Emergency Withdrawal.



Figure 3: Emergency Withdrawal

Example: Referring to Figure 3, the German player wishes to conduct an Emergency Withdrawal with the 1058th Regiment of the 91st Infantry Division in hex A. The unit cannot withdraw to hex D because, although it is two hexes away from the unit's

current hex and not adjacent to an enemy unit, it is not farther from the nearest enemy Supply Source (Utah Beach, hex 2403). Hexes B and C, however, satisfy the criteria for where the unit can end its withdrawal, and the German player could choose either hex.

10.3.2 Emergency Withdrawal during Reaction (Optional)

Players may use this optional rule if they wish (it provides a slight benefit to the German side). Eligible Active German units may conduct an Emergency Withdrawal during a German Reaction Round.

10.4 Movement To and From Off-Map Boxes

This section relates to the *Movement* of units between the map and the three off-map boxes via the C, W, S, and E Lettered map-edge hexes. Regarding the *placement* of German Reinforcements in Lettered map-edge hexes, see 8.1.2.

Allied units may move between the map and allowed off-map boxes in both Move and Combined Action Rounds. German units may move between the map and allowed off-map boxes in both Move and Reaction Rounds.

10.4.1 Entering Off-Map Boxes

After entering an appropriate Lettered hex (or starting in it), units pay one additional Movement Point to enter an off-map box. If the Lettered hex is in an enemy ZOC, units must start there to enter the off-map box. Out of Supply units may use their reduced Movement Allowance of 3 MPs to enter off-map boxes, except that OOS Allied units may not enter the Eastern Exit Box (10.4.5).

In a Combined Action Round, Allied units starting in an appropriate Lettered hex can use their one hex of Movement to enter an off-map box that they could legally enter in a Move Round. Allied units starting on a Road can move one hex along the Road into an appropriate Lettered hex and then use their second hex of Movement to enter an off-map box that they could legally enter in a Move Round.

Units cannot use Emergency Withdrawal to enter an off-map box.

10.4.2 Leaving Off-Map Boxes

Units pay one Movement Point to enter an appropriate Lettered hex from an off-map box and may continue moving, if otherwise allowed, by paying normal Movement costs thereafter. The Lettered hex may not be occupied by an enemy unit. It may be in an enemy ZOC, in which case the units entering the map must stop there. Out of Supply US units in the Cherbourg and Brittany Boxes may use their reduced Movement Allowance of 3 MPs to leave their respective box and re-enter the map.

In a Combined Action Round, US units can use their one hex of Movement to leave the Cherbourg or Brittany Boxes and enter the map at a C or S Lettered hex respectively. If that hex contains a Road, such units may continue along the Road for their second hex if otherwise allowed.

10.4.3 Cherbourg Box

German and US units may enter the Cherbourg Box from any C Lettered hex (hexes 1200 to 2000 inclusive). They may do so when enemy units are present in the Cherbourg Box. Units must stop upon entering the Cherbourg Box, even if they have Movement Points remaining. German units may not enter the Cherbourg Box after the Allies gain control of Cherbourg, even if all US units have left. German units may also be relocated directly into the Cherbourg Box if Cherbourg is Isolated (13.5).

German or US units may leave the Cherbourg Box through any C Lettered hex, provided there are no enemy units in the Cherbourg Box. However, German units may not leave when Cherbourg is Isolated.

10.4.4 Brittany Box

US units (only) may enter the Brittany Box from any W Lettered hex (hexes 2628, 2727 and 2828). Units that enter Brittany are placed in the Just Entered section of the Brittany Box, and are only moved to the May Leave section in the Clean-Up Phase. Only units in the May Leave section can leave the Brittany Box. Thus, units may not leave the Brittany Box on the same turn that they enter it.

Units in the May Leave section of the Brittany Box may re-enter the map through any of the S Lettered hexes (five hexes along the south map edge, including Alençon, hex 6028). Units may not re-enter the map, move to an E Lettered hex, and enter the Eastern Exit Box in a single Movement action.



The turn in which a unit first leaves the Brittany Box and re-enters the map is the last turn that units may enter the Brittany Box. As a reminder that units may no longer enter Brittany, when a unit first re-enters the map, place the No Entry to Brittany marker on the Turn Record Track in the space corresponding to the next turn. (When the Game Turn marker is moved into this space at the beginning of the next turn, players may wish to move the No Entry to Brittany marker to the Just Entered section of the Brittany Box.) Units in the Brittany Box may still leave in later turns.

Note that the Allied player scores VPs for US divisions in the Brittany Box at the end of Turn 10.

10.4.5 Eastern Exit Box



Once US and French units are allowed to move into the British Zone (see 15.0), they may enter the Eastern Exit Box from any E Lettered hex that is not occupied by a British, Canadian or Polish unit and both does not contain a British Exit marker and is not north of an E Lettered hex containing a British Exit marker, provided they are In Supply in the E Lettered hex as they exit the map. Place a US Exit marker in the hex if it does not have one.



Starting the turn the Allies first control all three hexes of Caen (and regardless of whether they currently control all three hexes of Caen), British, Canadian and Polish units may enter the Eastern Exit Box from any E Lettered hex that is not occupied by a US or French unit and both does not contain a US Exit marker and is not south of an E Lettered hex containing a US Exit marker,

provided they are In Supply in the E Lettered hex as they exit the map. Place a British Exit marker in the hex if it does not have one.

Once placed in a hex, US and British Exit markers remain there for the rest of the game.

German units may enter the Eastern Exit Box from any E Lettered hex that does not contain either a US or British Exit marker.

Neither side may enter the Eastern Exit Box through the (E) Lettered hex (hex 5400).

Units *never* leave the Eastern Exit Box.

11.0 Combat

Combat may occur during Combat Rounds, Allied Combined Action Rounds, the two Allied Amphibious Assault Rounds, and German Reaction Rounds. The Active player is always the attacker and the other player is the defender, irrespective of the overall situation on the map.

In Combat Rounds and Allied Combined Action Rounds, all Active friendly Combat units may attack. In the two Allied Amphibious Assault Rounds, only seaborne units may attack (see 9.4 for details). In German Reaction Rounds, only Active *Kampfgruppen* and Tiger battalions may attack (9.3.4).

Allied units must be In Supply in order to attack.

11.1 In General

Units may attack adjacent enemy units across all hexsides except Impassable hexsides. Each Combat consists of units in one or more hexes attacking all the units in one defending hex. Attacking is voluntary, except as noted below under 11.2 (Mandatory Attacks).

The following rules apply to all Combats:

- No unit may attack more than once per Action Round.
- No hex may be attacked more than once per Round.
- Attacking units in the same hex do not have to attack together; some units may attack a different hex, or may choose not to attack at all.
- If a hex is attacked, all units in the hex defend together.
- A unit's Attack factor cannot be divided and applied to more than one Combat.
- All Terrain effects on Combat are cumulative (see the Terrain Effects Chart).
- Strongpoints may attack, but may never advance after Combat.
- German units may not attack Allied units in C, W, or S Lettered map-edge hexes.

There is no limit to the number of attacks that a player may make, provided he adheres to these conditions.

11.2 Mandatory Attacks

Units in different hexes may combine in an attack on enemy units in a given hex *only if* all other enemy units in the ZOCs of the attacking units have been, or will be, attacked in that same Round.

[Exceptions: A stack consisting entirely of battalion-sized units does not force a Mandatory Attack upon it. Also, German units may not attack Allied units in C, W, and S Lettered hexes, so these hexes do not force a Mandatory Attack.] Note that:

- Allied and German ZOCs do not extend into City hexes, nor across Major River hexsides.
- Allied ZOCs do not extend into hexes containing Strongpoints.
- German ZOCs do not extend into Open Beaches.

In these situations the player is not required to attack the hexes in question under this rule.

No Mandatory Attacks are required when only a single stack is attacking. Other enemy units in the ZOC of the single attacking stack need not be attacked.



Figure 4: Mandatory Attacks

Examples: See Figure 4. During a British Combat Round the Allied player wishes to attack the strong German infantry unit in hex B. If he attacks with only the stack in hex Z, there are no Mandatory Attacks, since a single attacking stack does not give rise to Mandatory Attacks. If the Allied player expands the attacking force to include the British units in hexes X and Y, then Mandatory Attacks are required against all other German units in a ZOC of any of the three attacking British stacks. In the situation shown in the figure, the Allied player would have to assign at least one unit in hex Z to attack the German unit in hex D. There are no Mandatory Attacks against hexes A or C because Allied ZOCs do not extend into a hex containing a Strongpoint, nor into City Terrain.

11.3 Combat Resolution Procedure

Designate and resolve Combats one at a time. The Active player need not declare all Combats in advance; he may designate and resolve them in any order he wishes. However, each Combat must be completely resolved before proceeding to the next.

Use the following procedure to resolve each Combat (excluding Cherbourg Combat, 11.7).

11.3.1 Designate Defending Hex and Attacking Units

The attacker designates the defending hex and which units are attacking.

Add together the Combat Strengths of all attacking units and all defending units to obtain provisional values for the respective totals. The Combat Strength of a Supplied unit is equal to its printed Combat factor. If a unit has separate Attack and Defense factors, use the relevant one. The Combat Strength of an Out of Supply unit is half its printed Combat factor, rounded down. If several OOS units are involved, this halving is performed on a hex by hex basis: add the Combat factors of all units in the same hex together, halve the result, and then drop any fraction, but the minimum Combat Strength in a hex is 1.

The only effect of Terrain on Combat Strength is that the defender's total in Woods is increased by one.

Units that were attacked earlier in the current Round, and that retreated to the defending hex, add nothing to the defense of the hex, but do suffer all Combat results normally.

11.3.2 Announce Combat Support

First the attacker, then the defender, announces any Support markers being committed to this Combat. Place Support markers in the defender's hex. Note that most Support markers have restrictions on when they can be used (see 12.0 for details).

Except for Allied Carpet Bombing, Support markers contribute additional Combat Strength equal to their printed Support value [*Exception: Tac Air (12.2)*]. Add any additional Combat Strength from Support markers to the provisional attacking and defending totals to get final values for the respective totals.

11.3.3 Calculate the Combat Odds

Divide the attacker's total Combat Strength by the defender's total Combat Strength to obtain the ratio, and round in favor of the defender to obtain the Combat odds. For example, an attacking total of 33 divided by a defending total of 10 would be 3-1 odds.

Attacks at greater than 6-1 odds start out on the 6-1 column of the CRT before applying any column shifts. Attacks at less than 1-3 odds are allowed, irrespective of whether the attacker has a column shift in his favor. The columns on the CRT are considered to extend off to the left of the CRT at increasingly worse odds, 1-4, 1-5 and so on, so that 1-5 odds with one column shift to the right does not end up on the 1-3 column. If the final odds are still less than 1-3, the result is automatically AL2 (attacker loses two steps).

Design Note: So, if an attack you would like to make is going to trigger one or more Mandatory Attacks, ensure you have sufficient strength for those Mandatory Attacks.

The attacker cannot voluntarily lower the odds to roll on a different column of the CRT.

11.3.4 Apply Column Shifts

One or more of the following column shifts may apply:

- **Terrain:** Combats may receive one or more column shifts to the left, depending on the Terrain in the defending hex and the hexsides across which the attack is conducted (see the Terrain Effects Chart).

- **US or British Combined Action Round:** *all* Combats receive a one-column shift to the left.
- **US or British Prepared Offensive:** *all* Combats (excluding Cherbourg Combat) receive a one-column shift to the right.
- **US or British Carpet Bombing:** the Combat in question receives a one-column shift to the right.
- **German Combat or Reaction Round on a Sun or Cloud turn:** *all* Combats receive a one-column shift to the left.

All column shifts are cumulative. Calculate and apply the net column shift. The final column may never be shifted above 6-1 or below 1-3: resolve on those columns instead.

11.3.5 Determine the Result

Roll one die and refer to the Combat Results Table. There are no DRMs. The result may include step losses, retreat, and/or advance after Combat. See the notes to the CRT for a full explanation of the possible results.

11.3.6 Apply Step Losses

Certain Combat results require that one or more step losses be applied to one or both sides. Step losses are always applied by the player owning the units (defender first). No unit may be eliminated until all friendly involved two-step units have been reduced. Otherwise step losses may be distributed as desired. If the Combat result calls for more step losses than can be absorbed, the excess losses are disregarded.

11.3.7 Conduct Retreat

Certain Combat results require defending units to retreat two hexes away from the defending hex. Units may not retreat:

- into Impassable hexes nor across Impassable hexsides
- into or through hexes occupied by enemy units
- into or through hexes in enemy ZOCs unless negated by a friendly unit
- into an off-map box.

Armored, armored cavalry, *Flak* and mechanized units cannot retreat across a Major River without a bridge. When more than one unit must retreat, they need not all retreat to the same hex. Units must observe the stacking limit at the end of retreat, and must be two hexes from the defending hex.

Units must retreat in the direction of the nearest Supply Source if at all possible, but may retreat in other directions if not. If two or more Supply Sources are equally near, the retreating player chooses which Supply Source will be used for both hexes of the retreat. If possible, each hex of the retreat must take the unit closer to the Supply Source (measured by counting hexes). [*Exception: Until the Allies gain control of Cherbourg, OOS German units may retreat toward any C Lettered hex if they can trace a continuous path of hexes of any length free of Allied units and non-negated ZOCs to that hex.*] Note that although US units that re-enter the map from Brittany via S Lettered hexes may trace Supply through any of those hexes, these S Lettered hexes are not Supply Sources, and *all* US units must try to retreat northwards towards the US Beaches if they can.

Allied units that retreat one hex into an Open Beach can ignore the second hex of the retreat, but must observe the stacking limit in the Beach hex.

Strongpoints never advance or retreat. If forced to retreat they are eliminated. They may sometimes ignore DR results during the Allied Amphibious Assault Rounds (see 11.5.1 for details).

A unit that cannot retreat in accordance with these conditions is eliminated.

A unit that has retreated may be attacked again in its new hex in a later Combat (but adds nothing to the defense), and may retreat a second time if required by the Combat result.

11.3.8 Conduct Advance

If all defending units are eliminated or retreat, surviving attacking units may advance after Combat into the defender's hex (only). Advancing units ignore enemy ZOCs, but the stacking limit must be observed. Armored, armored cavalry, *Flak* and mechanized units cannot advance after Combat across a Major River without a bridge (even though they can attack across a Major River without a bridge).

[Exceptions: Units may advance two hexes in each of the two Allied Amphibious Assault Rounds. In the 2nd Wave Round units may not ignore enemy ZOCs for the second hex of advance after Combat. Also in the 2nd Wave Round units may over-stack in the defender's hex before some or all of them advance a second hex. See 5.1, 9.4.1 and 9.4.3.]

11.3.9 Differences from *The Dark Valley*

Players who are familiar with *The Dark Valley* should note the following differences in Combat resolution in *TDSN*:

- The Combat Strength contributed by Combat Support markers may exceed the Combat Strength of the attacking or defending units.
- When applying the net column shift on the CRT, the final column may never be shifted below 1-3.
- If units that have previously retreated are attacked again, they suffer all Combat results normally, and may retreat a second time if called for by the Combat result.

11.4 Allied 1st and 2nd Wave Rounds

The general course of these Rounds is described in detail in 9.4. The following has particular reference to Combat during these Rounds.

Only in these two Rounds is a second hex of advance after Combat allowed.

11.4.1 Omaha Beach



The two Strongpoints on Omaha Beach had been reinforced by elements of the 352th Infantry Division, represented in the game by the two Augmented Omaha Defense markers. These have the following effects. Firstly, they add three to the Combat Strength of each Strongpoint when defending during the 1st and 2nd Wave Rounds. Secondly, these two Strongpoints treat a DR* result as an Exchange, and are considered to have two steps for the purpose of determining Allied losses in an Exchange. A result of

BL1 still eliminates the Strongpoint. These effects cease at the end of the 2nd Wave Round.

11.4.2 Pointe du Hoc



The US 2nd Ranger Battalion that assaults Pointe du Hoc treats printed EX and BL1 results as DE during the 1st Wave Round (only).

11.5 Strongpoints and *Ost* Battalions

Strongpoints and *Ost* battalions start the game on their “?” side. They are randomly deployed in their various setup hexes and the Cherbourg Box, with neither player aware of their actual Combat factors. When an attack is declared against them or they choose to attack, they are flipped to their known side, where they remain for the rest of the game. If a SP or *Ost* battalion that is still on its hidden side is eliminated due to attrition, its Combat factor is revealed to both players.

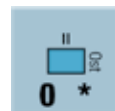
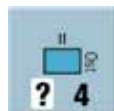
11.5.1 Strongpoints



Strongpoints represent units deployed in fortified, static positions. If required to retreat they are eliminated. However, Strongpoints ignore DR (not DR*) results during the Allied 1st and 2nd Wave Rounds *if they are attacked only from the Beach Approach hex*. They may not ignore DR results during the 2nd Wave Round if the attackers include 1st or 2nd Wave units that have landed at an Open Beach. However, Omaha Beach effects (11.4.1) may still apply.

Strongpoints may attack normally, but may never advance after Combat.

11.5.2 *Ost* Battalions



When the *Ost* battalion with a Combat factor of 0 is revealed it is immediately removed from the game. If it was defending alone in a hex the attacker may advance after Combat.

11.6 *Flak* Units



German *Flak* units have a Defense factor of 4 (at full strength) or 2 (reduced) only if the Allied attacking force includes at least one Allied armored brigade, armored combat command, armored cavalry regiment, Tac Air Support marker or Tank Destroyer Support marker. If the Allied attacking force contains none of these types, *Flak* units have a Defense factor of 1. As a reminder, the Defense factor is printed in parentheses.

Flak units always have an Attack factor of 0. Though they may not attack alone, and add nothing when they attack with other units, they are eligible to take a step loss when attacking and they may advance after Combat with other attackers. A *Flak* unit may be the sole attacking unit in its hex. A *Flak* unit that is the sole unit not attacking across a River prevents the defender from receiving the River bonus.

11.7 Cherbourg Combat

Cherbourg Combat represents the battle for control of the port of Cherbourg. Only the Allied player may initiate Cherbourg Combat and the German player is always the defender. This Combat may occur once per US Combat Round, and may be resolved at any point during the Round. It may not occur in a US Combined Action Round.

Cherbourg Combat is resolved as a single Combat involving all units on each side in the Cherbourg Box. To initiate Cherbourg Combat, the Allied player must be able to achieve at least 1-1 odds and US units must be In Supply. The Allied player *must* initiate Combat if he has sufficient Combat Strength in the Cherbourg Box to generate at least 1-1 odds and his units are In Supply.

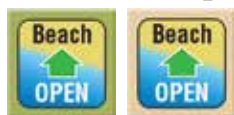
Compare the total US Attack Strength to the total German Defense Strength. There are no Terrain effects. Only US Tac Air and Tank Destroyer Support markers can be added (one of each maximum). Calculate the odds, refer to the corresponding column of the Cherbourg Combat Table, and roll one die. There are no column shifts. See the notes to the Cherbourg Combat Table for a full explanation of the results.

11.8 Bocage and City

German units defending in Bocage and City hexes must ignore DR results and, when two or more steps are defending, they must treat DR* results as BL1. If a single defending step receives a result of DR*, it retreats. These effects do not apply to a stack consisting solely of *Flak* units, *Ost* battalions, and/or a Strongpoint.

In Bocage this effect lasts for Turns 1 to 6 (June II to July III) inclusive. In City hexes this effect lasts for the entire game.

11.9 Allied Open Beaches



When defending alone Open Beaches have a Combat Strength of one and consist of a single step. They ignore DR results, but are eliminated by DR* results and any result requiring a step loss (flip them to their Beach Closed side, provided at least one German unit advances after Combat into the Beach hex). They may receive Naval (but not Tank Destroyer) Support, adding six to the Open Beach's Combat Strength of one.

When Allied units are defending in an Open Beach, the Open Beach contributes nothing to the Defense Strength and ignores all Combat results other than DE (when it becomes Closed, provided at least one German unit advances after Combat into the Beach hex). Units in an Open Beach suffer all Combat results normally. If such units are forced to retreat and have nowhere to retreat to, they are eliminated, but the Open Beach is not captured.

Open Beaches are not Combat units and may not attack. Allied units that retreat one hex into an Open Beach can ignore the second hex of retreat, but must observe the stacking limit in the Beach hex. Note also that German units may never simply move into an Open Beach.



Once Closed, a Beach remains Closed for the rest of the game, even if recaptured by the Allies.

12.0 Combat Support Markers

Both players have Combat Support markers, which represent supporting air, naval and ground forces. Usually they are referred to simply as "Support markers".

The players start the game with no Support markers available. Each Support marker enters as a Reinforcement on the turn printed on the marker, but the availability of some markers depends on the Current Weather.

Except for Allied Carpet Bombing, Support markers contribute additional Combat Strength equal to their printed Support value [*Exception: Tac Air (12.2)*]. The Combat Strength contributed by Support markers may exceed the Combat Strength of the attacking or defending units. For example, an Open Beach defending alone and receiving Naval Support would have a Defense Strength of $1 + 6 = 7$ (1 for the Open Beach, 6 for Naval Support). Support markers are never affected by the Combat result.

Some kinds of Combat Support require the supported units to be In Supply. For others the Supply state of the units being supported is irrelevant. For most types of Support marker the details are below, but in the case of Allied Carpet Bombing and Tac Air, note that these markers can only support Allied attacks, and attacking Allied Combat units will necessarily be In Supply (13.4).

12.1 Allied Carpet Bombing



On Sun and Cloud turns, the Allied player may assign the British Bomber Command or the US 8th Air Force to Carpet Bomb a German-occupied hex being attacked by British or US Combat units respectively during a Combat Round (*not* during a Combined Action Round).

Each Carpet Bombing marker may be used only once per turn and twice per game. Both markers may be used in the same turn. Flip the marker to its reverse side after the first use, and remove it from the game after the second. Carpet Bombing may not be combined with Tac Air or Naval Support, but Carpet Bombing by the US 8th Air Force may be combined with Tank Destroyer Support.

When resolving Combat in a hex being Carpet Bombed, ignore all in-hex Terrain effects on Combat except for the case of a defender in a City hex, and shift the combat odds one column to the right.

Examples: German defenders in a Bocage hex being Carpet Bombed lose both the 2L shift for Bocage and the requirement to convert DR and DR* results (Turns 1-6), plus suffer the 1R shift. German defenders in a City hex being Carpet Bombed retain both the 2L shift for the City and the requirement to convert DR and DR* results, but do also suffer the 1R shift.

Design Note: The bombing of Caen did very little to help the Allies.

12.2 Allied Tac Air Support



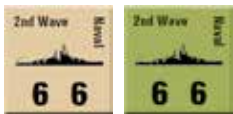
On Sun and Cloud turns, each Allied Tac Air Support marker may be used once in every Combat or Combined Action Round of its respective nationality. On

Showers turns each marker may be used once per turn. On Rain and Storm turns they are not available and may not be used.

Only one Tac Air Support marker may be used per Combat, and adds its printed Support value to the attacker's total. *[Exception: Woods and Forest Terrain in the defender's hex reduce the Support value of the marker – see the TEC.]* It may be combined with Naval and (if US) Tank Destroyer Support. These markers may not be used on defense (Allied air on defense is incorporated into the Weather effects rule, 7.2.3).

One US Tac Air Support marker may be committed to Cherbourg Combat.

12.3 Allied Naval Support



There is one US and one British Naval Support marker. These markers are available on Sun, Cloud and Showers turns, starting with the 2nd Wave Round of Turn

1. The US Naval Support marker can support only US and French units. The British Naval Support marker can support only British, Canadian and Polish units.

In every Allied Combat or Combined Action Round, the Active nationality's Naval Support marker may support one attack. In the 2nd Wave Round of Turn 1, each marker may support one attack by units of eligible nationality. In every German Combat or Reaction Round, each marker may be used once to support defending units or an Open Beach marker of eligible nationality. Supporting a Combat in one Round does not prevent a Naval Support marker from supporting a Combat in a later Round of the same turn.

For an Allied attack to receive Naval Support, the hex being attacked must be Clear Terrain or a Town (Open and Closed Beaches both count as Clear Terrain). On defense the Allies must be defending in Clear Terrain or a Town. Defending units may be supported even when Out of Supply. In all cases the hex must lie within the area delineated by the Naval Gun Line (see the Terrain Key printed on the map).

Simply add the marker's printed Support value to the Allied total. Naval Support may be combined with Tac Air Support and (if US) Tank Destroyer Support.

12.4 US Tank Destroyers



Available US Tank Destroyer (TD) Support markers may be used to support *Supplied* US units once per turn on either attack or defense in any US or German Round allowing Combat. They may be combined

with Carpet Bombing by the US 8th Air Force, and Tac Air and Naval Support markers. They are never affected by the Weather.

Simply add the marker's printed Support value to the US total. No more than one TD Support marker may be used in a single Combat. TD Support markers may not support Open Beaches that are defending alone (11.9).

One TD Support marker may be committed to Cherbourg Combat.

12.5 German Nebelwerfer



Starting on Turn 2 the German *Nebelwerfer* Support marker is available once per turn on either attack or defense, in any Combat Round, Allied Combined Action Round or German Reaction Round. It is never affected by the Weather. Units must be In Supply to receive *Nebelwerfer* Support. Some attackers could be OOS, provided at least one attacking unit is In Supply.

Simply add the marker's printed Support value to the German total. It may be combined with the German Artillery Support marker and the optional Assault Gun Support marker, if in use.

12.6 German Artillery



Starting on Turn 3 the German Artillery Support marker is available during Rain and Storm turns (only). When available it may be used once per turn on either attack or defense, in any Combat Round, British Combined Action Round or German Reaction Round, in a Combat not involving any US or French units. Units may be supported even when Out of Supply.

Simply add the marker's printed Support value to the German total. It may be combined with the German *Nebelwerfer* Support marker and the optional Assault Gun Support marker, if in use.

12.7 German Assault Gun (Optional)

If players feel the German side needs a little help, this optional rule provides additional Support on defense.



Starting on Turn 2 the German Assault Gun Support marker may be used once per turn in Sun Weather, and twice per turn in all other Weathers, in any Allied Round allowing Combat. It can only be used to support a German defense. Units must be In Supply to receive Assault Gun Support.

Simply add the marker's printed Support value to the German total. It may be combined with the German *Nebelwerfer* and Artillery Support markers.

13.0 Supply

In *TDSN* Combat units do not have an enduring Supply *status* that persists throughout the turn. Rather, a unit's instantaneous Supply *state* is checked at certain points in the turn or when the unit attempts certain actions, as follows:

- when a unit attempts to receive Replacements (8.2)
- at the start of the unit's Movement

- at the instant of Combat, both attacking and defending
- when a unit attempts to enter the Eastern Exit Box (Allied units only; see 10.4.5)
- when Cherbourg becomes Isolated (German units only; see 13.5)
- in the Attrition Phase (14.0).

Units are judged to be either In Supply or Out of Supply (OOS). A unit is In Supply (the term “Supplied” is also used) if it can trace a Supply Line to a friendly Supply Source. Otherwise a unit is Out of Supply [*Exception: automatically Supplied units (13.3)*].

Units may move or advance after Combat into a hex where they are Out of Supply, even though this may mean they suffer attrition in the Attrition Phase later in the turn.

13.1 Supply Sources

Units draw Supply from Supply Sources. The hexes that function as Supply Sources for each side are as follows.

13.1.1 German Supply Sources

German Supply Sources at the start of the game are all W, S, and E Lettered hexes, including the (E) Lettered hex. All W Lettered hexes stop being Supply Sources once the first US unit enters the Brittany Box. All S Lettered hexes stop being Supply Sources once the first US unit in Brittany re-enters the map through any S Lettered hex. An E Lettered hex stops being a Supply Source once it receives a US or British Exit marker. Note that the C Lettered hexes are not German Supply Sources.

In all cases a particular Lettered hex may not be used as a Supply Source if it is occupied by an Allied unit or if an Allied unit projects a non-negated ZOC into it.

13.1.2 Allied Supply Sources

US Open Beaches are Supply Sources for US and French units (only). British Open Beaches are Supply Sources for British, Canadian and Polish units (only).

13.2 Supply Lines

A Supply Line is a continuous path of hexes of any length from the unit’s hex (exclusive) to a friendly Supply Source hex (inclusive). Supply Lines cannot be traced across Impassable hexsides, nor into or through a hex containing either of the following:

- an enemy unit
- an enemy ZOC that is not negated by a friendly unit.

Supply Lines *can* be traced through vacant enemy-controlled hexes (any Terrain). They can be traced across a Major River without a bridge.

Any number of units can trace Supply to a single Supply Source.

13.2.1 German Supply Lines

German Supply Lines cannot be traced through:

- an Open Beach, even if vacant and not in an Allied ZOC
- an E Lettered map-edge hex containing a US or British Exit marker.

In addition, German Supply Lines cannot be traced into the Cherbourg Box and out again via C Lettered hexes, then to a Supply Source.

13.2.2 Allied Supply Lines

US and French units may trace Supply Lines through hexes in the British Zone. British, Canadian and Polish units may trace Supply Lines through hexes in the US Zone.

US units can trace Supply Lines into, out of, and through off-map boxes as follows:

- US units in the Cherbourg Box are In Supply if a Supply Line can be traced from any C Lettered hex to a US Open Beach.
- US units in the Brittany Box are In Supply if a Supply Line can be traced from any W Lettered hex to a US Open Beach.
- US units that have re-entered the map through S Lettered hexes may trace Supply to *any* S Lettered hex, and are then considered to be supplied via Brittany. They have the same Supply state as units in Brittany. Alternatively, of course, they may trace a Supply Line on the map directly to a US Open Beach. Only units that have re-entered the map from the Brittany Box can trace Supply through Brittany in this manner.

These Supply Lines may not be traced from, into or through C, W and S Lettered hexes that contain either German units or non-negated German ZOCs.



Figure 5: Tracing Supply Lines

Examples: Consider Figure 5, where we shall suppose that a German unit is In Supply if it can trace a Supply Line to the hexes along the bottom of the figure. The German unit at A is Out Of Supply, because it is completely surrounded by enemy units, enemy ZOCs and Impassable Terrain (the Flooded hex). The German unit at B is In Supply, since it can trace a Supply Line through hex C (the US 2nd Ranger Battalion at D does not exert a ZOC into hex C). Finally, the German unit at E is In Supply, since it can trace a Supply Line through hex F (the friendly unit in F negates the enemy ZOC in that hex).

13.3 Automatically Supplied Units

The following units are automatically In Supply and do not trace a Supply Line:

- German Strongpoints, but not units stacked with them, on Turns 1 and 2 (only)
- all German units in the Cherbourg Box, irrespective of whether Cherbourg is Isolated (but the Cherbourg Box is not a German Supply Source)
- Allied units in Open Beaches
- all Allied and German units in the Eastern Exit Box, irrespective of the situation on the map.

13.4 Out of Supply Effects

A unit that is found to be Out of Supply at the relevant time suffers the following effects:

- It cannot receive Replacements (8.2.2).
- Its Movement Allowance is reduced to three.
- Its Combat Strength is halved, rounded down, on both attack and defense. If several OOS units are involved, this halving is performed on a hex by hex basis: add the Combat factors of all units in the same hex together, halve the result, and then drop any fraction, but the minimum Strength in a hex is 1.
- It may not receive some kinds of Combat Support (12.0).
- Allied units that are OOS may not attack, including initiating Cherbourg Combat. (OOS German units may attack.)
- During the Attrition Phase German units that are OOS lose a step. Allied units that are OOS on Rain and Storm turns lose a step (14.0).

An OOS unit with a printed Defense factor of 1 defending alone in Woods Terrain would be halved to $\frac{1}{2}$, then increased to the minimum of 1, after which the +1 modifier for Woods would be applied, to give a defending Combat Strength of 2.

13.5 Isolating Cherbourg

Cherbourg Isolated

Cherbourg is Isolated when none of the C Lettered hexes (1200 to 2000 inclusive) is able to trace a Supply Line (as if it were a unit) to a German Supply Source. Otherwise Cherbourg is not Isolated. When tracing this Supply Line, the Lettered hex itself must also be free of Allied units and non-negated Allied ZOCs.

Players check the status of Cherbourg at the start of every German Action Round until Cherbourg is Captured. The status of Cherbourg could theoretically switch back and forth between Isolated and not Isolated. The reverse of the Cherbourg Captured marker is the “Cherbourg Isolated” marker, which players may wish to place in or near the Cherbourg Box when Cherbourg is Isolated as a reminder.

The Isolation of Cherbourg has the following effects:

- All German units that are OOS but can trace a continuous path of hexes of any length free of Allied units and non-negated Allied ZOCs to any of the C Lettered hexes are immediately relocated into the Cherbourg Box. [*Exception: Strongpoints*

that meet this criterion are never relocated. Treat them as any other OOS Strongpoint.] This relocation is performed even if US units are present in the Cherbourg Box, and even if Cherbourg Combat has taken place previously.

- No German unit in the Cherbourg Box can leave during a German Round that begins with Cherbourg Isolated.

14.0 Attrition

The German player always checks his units for Supply during the Attrition Phase. The Allied player checks his units for Supply on Rain and Storm turns (only). A unit that is Out of Supply loses a step. If already reduced or consisting of a single step, a unit is eliminated. Note that Allied airborne units, like all other Allied units, must be able to trace a Supply Line to an Open Beach of their own nationality or suffer attrition.

On Rain and Storm turns the players check for attrition losses simultaneously. Thus, in the situation where two reduced or single-step units, one belonging to each player, are both OOS and such that the elimination of either one would open a Supply Line to the other, both units would suffer attrition and be eliminated.

15.0 Allied Operational Boundary



The Allied Operational Boundary Line is printed on the map between hex rows 35xx and 36xx. The US Zone is west of this Boundary, while the British Zone is east of it.

British, Canadian and Polish Combat units may never move into nor attack hexes that are more than one hex west of this Boundary Line. That is, they may attack enemy units in hex row 35xx, they may move or advance after Combat into hex row 35xx, and their ZOCs will then extend into hex row 34xx, but they may not move into, nor attack enemy units in, hex row 34xx. Initially US and French Combat units may not move into nor attack hexes that are more than one hex east of this Boundary Line. That is, they may attack enemy units in hex row 36xx, they may move or advance after Combat into hex row 36xx, and their ZOCs will then extend into hex row 37xx, but they may not move into, nor attack enemy units in, hex row 37xx.

After the end of the Round in which a US unit first enters the Brittany Box this Operational Boundary restriction is lifted for US and French Combat units (not for British, Canadian or Polish units), but they may still not stack or activate with British, Canadian or Polish units.

The ZOCs of Allied units extends into hexes on the other side of the Operational Boundary Line that those units cannot enter.

Units may retreat into hexes across the Boundary Line that they cannot move into if no other retreat path is possible. When they next have an opportunity to move, they must move back into their own Zone, or at least move as close to it as possible.

General Rule Reminders

Stacking limit: A maximum of four Combat units from at most one division. Treat Allied airborne and German *Flak* units as independent units. Strongpoints and battalions do not count. (5.1)

Formation Entry die roll: On the Storm turn, the Allied player applies a -2 DRM and must use the modified die roll. On both Sun turns, the German player applies a -2 DRM and must use the modified die roll. (8.1.1)

Bridges: The following units may not cross a Major River without a bridge: armor, armored cavalry, *Flak* and mechanized. (10.2)

C, W, and S Lettered hexes: German units may not stop in these hexes, nor attack Allied units in them. (10.1, 11.1)

Allied Operational Boundary Line: US and French units can only cross this line after the end of the Round in which a US unit first enters the Brittany Box. (15.0)

Exchange result on CRT: German attacker consisting solely of KG/Tigers can treat as BL1.

Bocage and City Terrain: German defenders in Bocage (Turns 1 to 6) and in City (Turns 1 to 10) ignore DR and, when two or more

steps are defending, treat DR* as BL1. A single defending step retreats on a DR* result. These effects do not apply to a stack consisting solely of *Flak* units, *Ost* battalions, and/or SP. (11.8)

Open Beaches: When defending alone they have a Combat Strength of one and ignore DR results, but are eliminated by DR* results and any result requiring a step loss. When Allied units are defending in an Open Beach, the Open Beach contributes nothing to the Defense Strength and ignores all Combat results other than DE. Allied units that retreat one hex into an Open Beach hex can ignore the second hex of retreat. (11.9)

OOS effects: Cannot receive Replacements. Movement Allowance is reduced to 3. Combat Strength is halved (rounded down). May not receive some kinds of Combat Support. Allied units may not attack. German units always suffer attrition, Allied units suffer attrition only on Rain and Storm turns. (13.4)

Cherbourg Isolated: OOS German units may be relocated into the Cherbourg Box. German units in Cherbourg cannot leave during a Round that begins with Cherbourg Isolated. (13.5)

D-Day Reminders

Strongpoints: If required to retreat they are eliminated. They ignore DR (not DR*) results during the Allied 1st and 2nd Wave Rounds *if they are attacked only from the Beach Approach hex*. They may not ignore DR results during the 2nd Wave Round if the attackers include 1st or 2nd Wave units that have landed at an Open Beach. (11.5.1)

Omaha Beach: The Augmented Omaha Defense markers add three to the Combat Strength of each Strongpoint when defending during the 1st and 2nd Wave Rounds. Also, these Strongpoints treat a DR* result as an Exchange, and are considered to have two steps for the purpose of determining Allied losses in an Exchange. A result of BL1 still eliminates the SP. These effects cease at the end of the 2nd Wave Round. (11.4.1)

Pointe du Hoc: The US 2nd Ranger Battalion that assaults Pointe du Hoc treats printed EX and BL1 results as DE during the 1st Wave Round (only).

Allied 1st Wave:

All US, British and Canadian 1st Wave units attack their assigned Beach hex. No other Combats are allowed. No Combat Support markers are available.

Units that eliminate the SP advance into the Beach hex, receive an Open Beach marker, and may immediately advance one additional hex, ignoring enemy ZOC. Units that do not eliminate the SP remain in their Beach Approach hex.

First German Reaction:

All normal Reaction Round rules apply, except that the Movement Allowance of Active units is halved and units may not use the Road Movement rate.

Allied 2nd Wave:

If their assigned Beach hex is Open, 2nd Wave units are placed there, ignoring stacking restrictions, and up to four units may attack any adjacent German units.

If their assigned Beach hex has not been captured, 2nd Wave units join 1st Wave units in the Beach Approach hex, ignoring stacking restrictions, and up to four units attack the Beach hex. If the attack is successful, all units advance after Combat and an Open Beach marker is placed.

1st and 2nd Wave units that have landed at an Open Beach may attack adjacent German units. Naval Support markers are now available.

Units that capture a defending hex may immediately advance a second hex, but may not ignore enemy ZOC unless it is negated by a friendly unit (see 9.4.3 for details).

At the end of the Round place a Closed Beach marker in each Beach hex that remains in German hands. Any Allied survivors in the Beach Approach hex become available as Reinforcements on Turn 2.

The stacking limit must be observed at the end of the Round. Allied airborne units may not attack in the 1st or 2nd Wave Rounds.

Second German Reaction:

All normal Reaction Round rules apply.

Allied 3rd Wave Reinforcements:

In the first US and British Move Rounds of Turn 1, all the respective 3rd Wave Reinforcements enter without a Formation Entry die roll. The seaborne units are placed in an Open Beach hex at their assigned Beach, observing the stacking limit. They may displace as many units as necessary one hex inland or along the coast. One US glider unit (325/82) is placed in any hex containing a unit of the 82nd Airborne (within the stacking limit). One British glider unit (6/6) is placed in hex 4704. (8.1.3)



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308