

D-DAY

INSTRUCTIONS—READ FIRST



An unforgettable day in history . . . the Allied invasion of Europe on June 6, 1944.

D-Day is actually two games in one: The Basic Game is designed to introduce the beginner to the new art of wargaming; the Tournament Game is designed for the true wargame aficionado . . . it is as challenging as Chess only more versatile.

BASIC GAME

MAPBOARD

The mapboard shows the entire theatre of operations. Terrain features are altered slightly to conform to hexagon patterns which are used to determine movement. Hereafter, these hexagons will be called squares. Terrain features are as follows:

CITY SQUARES: Any square containing black criss-cross lines.

FORTRESS SQUARES: Any city square outlined with a red border.

FORTIFIED ZONE SQUARES: Any pink-toned square.

MOUNTAIN SQUARES: Any brown square.

SEA SQUARES: Any blue toned square containing an unboxed red number and red arrow.

COASTAL SQUARES: Any land square to which a red arrow points.

RIVERS: Solid blue lines that run between the squares.

INLAND PORTS: City squares that boxed numbers point to, such as Antwerp, Rouen, etc.

INVASION AREAS: The 7 separate areas encompassed by red lines, each containing its own troop invasion table.

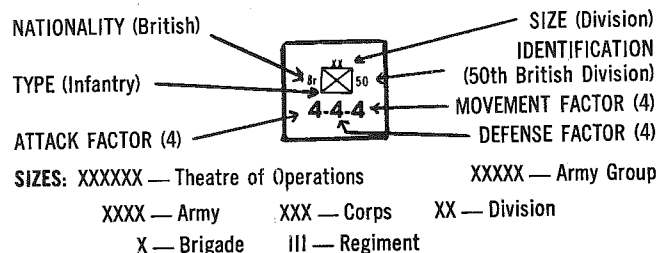
REINFORCEMENT CENTERS: Any square in Germany containing a red star.

GRID-COORDINATES: Lettered columns run east-west; numbered columns angle northwest-southeasterly to pinpoint locations. Examples: Dunkirk is M-22, Bordeaux is LL-44, Marseilles is TT-31.

BOXED RED NUMBERS: Supply capacity, pertinent in the *Tournament game* only

ORDER OF BATTLE UNIT COUNTERS

Now study the die-cut Order of Battle Counters. Blue are Allied; Red are German. These counters are your "chessmen". Hereafter, they will be called *Units*.



TYPES: Headquarters Static Infantry (German only) Infantry
 Armored Infantry (Panzer Grenadier) Parachute Armored or Panzer

NATIONALITY: provided for historical reference. When not indicated, they are U.S. (blue) and German (red).

ATTACK FACTOR: Basic fighting strength when attacking.

DEFENSE FACTOR: Basic fighting strength when attacked.

MOVEMENT FACTOR: Maximum number of squares a Unit may move in one Turn.

PREPARE FOR PLAY

STEP 1: Lay the mapboard out on a table. The Allied player sits on the western side; the German player sits on the eastern side.

STEP 2: Punch out the Order of Battle Counters (Units). Allied player places all blue Units in the section of the map marked *Allied Units Available in Britain*. The German player places all red Units as follows:

- All Static Units must be placed on Coastal Squares only.
- The 9th S.S. Panzer Division, 49th & 51st S.S. Panzer Brigades, 3rd, 15th, & 25th S.S. Panzer Grenadier Divisions and 106th Panzer Brigade must be placed on any of the Reinforcement (Star) Squares.
- All remaining Units may be placed anywhere including Coastal Squares.
- No Units may be placed in Switzerland, Spain, Sea Squares or X-marked Mountain Squares.

(e) Units may be stacked up to three deep on any square. *This preliminary action by the German player means he is committing his Units to receive the Allied invasion. The wisdom of such Unit placement may well determine whether he wins or loses the game.*

STEP 3: The Allied player selects one of seven invasion areas. He places his Units on the proper Sea Squares as instructed in the section headed *How to Invade*. No German movement is allowed.

HOW TO PLAY

The Allied player moves all of his Units, then resolves every battle—that is his Turn. The German player moves all of his Units, then resolves every battle—that is his Turn. Together these two Turns are measured as the passage of one week. Turn 1, the invasion week, is considered the first Turn of the game. The condensed routine of play is as follows:

STEP 1: The Allied player moves all Units on the continent he chooses to move. He then consults the Time Record Card and Troop Invasion Table and puts new Units into play. New Units can also be moved. No German movement is allowed. **STEP 2:** All battles caused by Allied movement are resolved one battle at a time.

STEP 3: The German player consults the Time Record Card and if he is due reinforcements he places them on the mapboard. He then moves all Units on board he chooses to move. No Allied movement is allowed.

STEP 4: All battles caused by German movement are resolved one battle at a time.

STEP 5: The German player checks off one Turn of the Time Record Card and players repeat Steps 1 through 5 for the remainder of the game.

HOW TO WIN

ALLIED player wins if he either eliminates all German Units from the continent *or* gets any 10 combat divisions across the Rhine-IJssel River line between D-10 and AA-16 inclusive.

GERMAN player wins if he eliminates all Allied Units from the continent (Units still in Britain would then be considered eliminated) *or* avoids the Allied conditions of victory by the 50th week.

HOW TO INVAD

Preliminary to play of the first week is the Allied player's selection of the invasion sight. He may choose any *one* of the seven invasion areas marked off on the mapboard. To invade, the Allied player takes Units from the D-DAY section of Britain and places them on the Sea Squares within his chosen invasion area.

1. Allied player has the choice of which Sea Squares to use and does not have to use all of them within the chosen invasion area.

2. Allied player may place up to 2 Units on a Sea Square although he can place just one. *Ignore the red numbers which apply in the Tournament game play only.*

3. Parachute Units may be placed on Sea Squares, or they may be dropped behind enemy lines as outlined in the section headed *Use of Parachute Units*.

4. Allied player cannot invade with more Units than allowed under "First Turn" of the respective Troop Invasion Table. He may invade with less if he wishes. Example: to invade Normandy; a maximum of 6 Infantry and 3 Parachute Units can be placed on any of 6 Sea Squares between R-31 and S-36 inclusive.

5. Units that are placed on Sea Squares whose arrows point to vacant Coastal Squares must be moved onto those Coastal Squares—even if such movement places them adjacent to German Units on other land Squares.

6. Inland movement in the invasion week is not allowed. Units may move no farther than the first Coastal Square they land on.

There is only one invasion in the Basic Game. Reference to a second invasion on the Time Record Card applies in the Tournament Game, only.

HOW TO MOVE UNITS ON LAND

1. In any Turn you may move all your Units on Board.

2. You may move each Unit any number of squares not exceeding its movement factor.

3. You do not have to move every Unit nor do you have to move any Unit in your Turn.

4. You may move Units in any direction or combination of directions you wish in the same Turn.

5. Unlike Chess and checkers you move all Units you choose to move before resolving any battles.

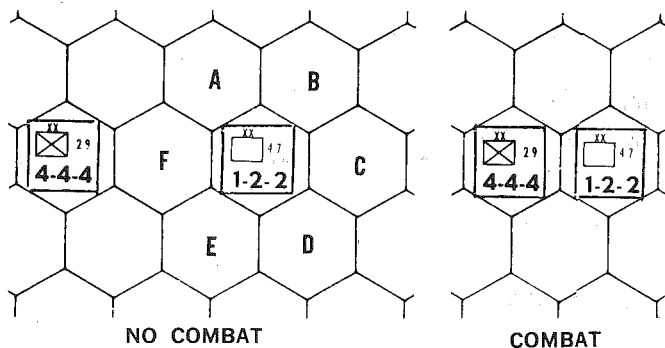
6. You may move Units over top of friendly Units but you are not allowed to move Units on top of or over opponent's Units.

7. Movement factors are not transferrable from one Unit to another nor can they be accumulated from one Turn to the next.

8. Movement along the eastern edge of the mapboard can be through whole squares only.

NOTE: The die is used only to resolve combat—it has nothing to do with movement.

HOW TO HAVE COMBAT



ZONE OF CONTROL: Every Unit's zone of control is normally its six adjacent squares (A-F). You automatically cause combat when you move a Unit into any one square of any enemy Unit's zone of control. The player moving his Units is always the attacker; his opponent is the defender. To determine battle odds, the attacker's attack factor is stated first and the defender's defense factor is stated second. For example; If the 29th Division (4) attacks the 47th Static Division (2) battle odds are 4 to 2 which reduces to 2 to 1. To resolve combat the attacker rolls the die once and matches up the die roll with the 2 to 1 odds column on the Combat Results Table.

ATTACKING:

1. An attacking Unit ends its Turn as soon as it enters the first enemy controlled square.

2. You are not allowed to move an attacking Unit through enemy controlled squares.

3. You may attack as many enemy Units as you can reach in the same Turn.

4. You may move as many Units into enemy zones of control as you are able before resolving combat.

5. You resolve all combat one battle at a time after moving all the Units you choose to move in your Turn.

6. The attacker has the choice of resolving battles in any order he chooses.

7. The attacker must resolve combat against every enemy Unit he has moved Units next to.
8. The attack factor of a Unit never changes regardless of the terrain it is attacking from.

INVASION ATTACK

1. Units on Sea Squares attack only those German Units on Coastal Squares the arrows point to. Example: let's assume there is one German Unit on R-35 and another next to it on S-35—an Allied Unit on Sea Square S-36 attacks *only* the German Unit on S-35.
2. Allied Units that are moved from a Sea Square to a vacant Coastal Square must attack all German Units whose zones of control they are in.
3. Allied player may attack a German Unit on a Coastal Square from both Sea Squares and Land Squares—resolving it as *one* battle.
4. An attack by two Allied Units on the same Sea Square against more than one German Unit on a Coastal Square must be resolved as one battle—it cannot be split into two battles.
5. Allied Units on Sea Squares that are required to retreat or find no place to go after combat has been resolved are eliminated instead.
6. Victorious assault Units must be moved onto vacant Coastal Squares of losing Units after combat in the same Turn.

DEFENDING:

1. The defending player is not allowed to move any Unit while his opponent is attacking.
2. A Unit's defense factor varies according to the terrain it is defending on. Examples are shown on the reverse side of the *Order of Battle Card*.

ALLIED REINFORCEMENTS

Sea Squares can be used only in the first week of play. On the second, and all succeeding weeks, reinforcements from Britain must be placed directly on vacant Coastal Squares.

1. Allied player cannot bring in more reinforcements than allowed by the respective Troop Invasion Table. Example: on the "Second Turn" at Normandy, a maximum of 2 Armor and 4 Infantry Divisions can be placed on any of the 6 Coastal Squares the arrows point to.
2. Reinforcements may be brought in only through controlled Coastal Squares of the invasion area. They may also be brought in through any controlled Inland Port anywhere on board. *Reinforcements through Bremen is not allowed.*
3. All reinforcements can be brought in through just one Coastal Square or Inland Port per Turn although the Allied player may use more than one if desirable.
4. Reinforcements may not be brought in through Coastal Squares of invasion areas other than the ones assaulted in the invasion Turn.
5. After placement on land squares, reinforcements may be moved inland according to their movement factors in the same Turn. For instance; a U.S. Infantry Unit brought in on S-35 can be moved as far as T-32.

MORE THAN ONE UNIT PER SQUARE

1. The Allied player may stack up to 2 Units of any kind, including HQ, on the same square anywhere on the continent. The German player, because the Germans were more tightly organized at this time, may stack up to 3 Units of any kind, including HQ, on the same square anywhere on the continent.
2. Stacked Units may stay together indefinitely or they may combine on one Turn and split up on the very next Turn.
3. Stacked Units may pass over squares containing other friendly Units.
4. The movement rate of stacked Units is that of the slowest Unit in the stack. Of course, the faster Units may continue on their way in the same turn after splitting away from the slower ones.

MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit the attack factors of the attacking Units must be totaled into one combined attack factor.
2. When one Unit attacks two or more defending Units the defense factors of the defending Units must be totaled into one combined defense factor.
3. When several Units attack several defending Units the attacker has the choice of dividing combat into more than one battle as long as:
 - (a) He battles every defending Unit that is in his attacking Units' zones of control, and
 - (b) He battles every defending Unit in whose zones of control he has attacking Units.
4. The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit.
5. Attacking stacked Units on one square may divide combat against defending Units on separate squares. (See *Invasion Attack* for exception).
6. The attacker is not allowed to split any one Unit's attack factor and apply it to more than one battle. Nor can a defending Unit's defense factor be likewise split.
7. The attacker may deliberately sacrifice one or more attacking Units at unfavorable odds in order to gain more favorable odds over remaining defending Units. This tactic is called *soaking off*. Example: Let's assume that 6 Allied infantry divisions (all 4-4-4 Units) engage the German 2SS, 9SS and 12SS divisions (all 6-6-4 Units). One Allied Unit soaks-off against the 2SS and 9SS Units at 4-12 odds. The remaining 5 Allied Units then attack the 12SS at 20-6 odds.
8. Soak-off odds cannot be worse than 1-6. Anytime the attacker finds one of his Units surrounded at odds of 1-7 or worse, he must either bring up enough Units in support to bring odds down to 1-6 or better, or eliminate it from the board before resolving any battles.
9. No Unit, attacking or defending, may fight more than one battle in any one player's Turn—even if it finds itself in enemy zones of control after combat has been resolved. In this event, the defending Unit must either attack or withdraw in its Turn. If it chooses to attack it may do so by staying where it is or by withdrawing from the enemy zone altogether and then re-entering by a different square. In this instance Units may not withdraw and re-enter by a route that would force them into or through zones of other enemy Units.

MOVEMENT AFTER COMBAT

Attacking Units are not allowed to advance in the same Turn after combat has been resolved. However, the attacker has the option to occupy the loser's square with his victorious Units in the following cases, only:

- (a) Attacking Units may cross a river and move onto squares vacated by a defeated enemy whose defense factor had been doubled,
- (b) Attacking Units may move onto City, Fortified Zone, Mountain or Fortress Squares vacated by the defeated enemy.

This also applies to surviving attacking Units in *exchanges*.

MOUNTAINS

1. Movement through Mountain Squares is naturally slower than normal. Thus all Units, regardless of their movement factors, move through Mountain Squares at the rate of 1 square per Turn.
2. All Units must end their Turn as soon as they move into a Mountain Square. They cannot proceed until their following Turn.
3. All Units may leave Mountain Squares at their normal movement rate.
4. No Units are allowed to move through or onto Mountain squares marked "X".

5. The defense factor of all Units doubles when attacked while on a Mountain Square.

FORTRESSES

1. There is no change in the movement rates of Units passing through Fortresses.
2. Differing from normal, Units in Fortresses have no zones of control over adjacent squares. Thus, enemy Units can pass right by without having to stop and attack.
3. The attacker may move Units next to a Fortress containing enemy Units without attacking—although he has the option to do so. If he does attack, all Units in the Fortress must be fought but he does not have to use all adjacent Units of his in the attack.
4. Units in Fortresses do not have to attack enemy Units left adjacent to them—although they have the option to do so. If he does so, the attacker must attack all adjacent enemy Units but does not have to use all of his Units in the Fortress in the attack.
5. Units adjacent to more than one Fortress may attack one without attacking the other.
6. The defense factor of all Units triples when attacked while in a fortress.

FORTIFIED ZONES

1. There is no change in the movement rates of Units when passing through Fortified zones.
2. The defense factor of all Units doubles when attacked while on a Fortified Zone Square.

RIVERS

1. There is no change in the movement rates of Units when crossing rivers.
2. Differing from normal, Units adjacent to a river have no zones of control over adjacent squares on the opposite side of the river. Thus, enemy Units can pass right by without having to stop and attack.
3. The attacker may move Units next to enemy Units separated by a river without attacking—although he has the option to do so. If he does attack, all adjacent Units across the river must be fought but he does not have to use all of his adjacent Units in the attack.
4. Units adjacent to more than one river line may attack across one without attacking across the other. For instance; A Unit on V-27 may attack a Unit defending on U-26 without having to fight a Unit defending on V-26.
5. The defense factor of all Units doubles when attacked from across the river except when attacked from the same side of the river at the same time, in which case the defense factor remains basic.

USE OF HEADQUARTERS UNITS

While rather large in manpower Headquarters Units had very little attack ability, thus they cannot attack. However, HQ Units have a zone of control and enemy Units must stop and attack just as if they were attacking regular combat Units. Eliminated German Headquarters Units may not be brought back as reinforcements.

USE OF PARACHUTE UNITS

At this point historically, German Parachute Units lacked the training necessary to perform as such—thus they cannot be used in any air drops. However, Allied Parachute Units can be used in air drops as follows:

- (a) Each Parachute Unit may be dropped twice per game.
- (b) Units must be dropped within 5 squares of the closest Allied Combat Unit. (Combat Units may be moved first to gain maximum range).
- (c) Units cannot be dropped directly onto an enemy controlled square.
- (d) Units cannot be dropped on Mountain or Sea Squares.
- (e) Allied player may drop more than one Parachute Unit

per Turn but they must be dropped simultaneously. He cannot drop a Parachute Unit, move it 3 squares and then drop another 5 squares from it.

Dropped Units may be moved their full movement factor in the same Turn. Once dropped, Parachute Units are treated the same as normal land Units. To perform an air drop of a Unit already on land, simply transfer it from its current location to any square on board you wish subject to above restrictions. The placement of a Parachute Unit on a Sea Square in the invasion Turn does not constitute an air drop.

REPLACEMENTS

1. From the 9th week on, the Allied player receives replacements from the dead pile. The replacement rate is 2 *attack factors per Turn maximum* and they may consist of Units of any kind except HQ and Parachute Units. Unused replacement allowances may be accumulated. Replacements are brought onto the continent in the same manner as reinforcements. Replacements plus reinforcements cannot exceed the maximums stated by the troop invasion tables.
2. From the 16th week on, the German player receives replacements from the dead pile. The German replacement rate is 5 *attack factors per Turn maximum*, and they may consist of Units of any kind except HQ and Static Units. Unused replacement allowances may be accumulated from Turn to Turn. Replacements can be placed on board at any time during the German player's Turn. He must place them only on red star squares not in enemy zones of control. Red star squares do not have to be garrisoned to receive replacements. Once on board replacements can be moved and used in combat in that Turn.

COMBAT RESULTS EXPLANATION

The method of resolving combat is explained on the *Combat Results Table* itself. The following explains the meanings of those combat results.

ELIM: All losing Units are eliminated from the board. "A" applies to all attacking Units and "D" applies to all defending Units.

BACK 2: All losing Units must be retreated by the winner the full 2 squares. Retreat can be through friendly Units, across rivers and over all playable terrain. However, retreating Units are eliminated if the only available retreat route forces them into or through enemy zones of control, or off the board, or into the Sea, or across more than one Mountain Square, or placed on friendly Units that would result in stacks exceeding the maximum. The winner cannot force losing Units into such blocking zones of control and terrain if alternate unblocked routes of retreat are available.

EXCHANGE: The defender removes all of his Units—the attacker removes a number of his Units whose combined attack factors total at least that of the defense factors removed by the defender. Sometimes an exchange does not work out even up in which event the attacker may have to remove Units whose combined attack factors total more than the defense factors removed by the defender. Defense factors are computed at value according to defensive position. Example: If the Allied 29th Division (whose defense factor is 4) is defending in a city, the attacker must remove 8 attack factors because the 29th's defense factor has been doubled to 8.

BATTLE MANUAL

You have finished reading the rules of the *Basic Game*. Examples of play and an Appendix of questions on play are included in the Battle Manual. The Battle Manual also contains complete instructions for the *Tournament Game* which adds greater realism and depth to the play of *D-Day*.

SEND STAMPED ENVELOPE

For general information about all Avalon Hill products, send a stamped, self-addressed envelope to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland.

D-DAY



BATTLE MANUAL



THE AVALON HILL GAME COMPANY
BALTIMORE, MARYLAND

Contents

	Page
Tournament Game	
How to Win.....	3
Second Invasion	3
Sea Movement	3
Supply	4
Isolation	5
Strategic Air Power	5
Diagrams of Play.....	6
Historical Commentary	10
Appendix	12

For general information about Avalon Hill's series of realistic games and their magazine, The Avalon Hill General, send a stamped, self-addressed envelope to: The Avalon Hill Game Company, Baltimore, Maryland.

TOURNAMENT GAME

For greater realism we suggest that you get into the play of the Tournament Game as soon as you have mastered the Basic Game. All of the Basic Game rules apply except where indicated in the following rules.

HOW TO WIN

ALLIED player wins if he accomplishes any one of the following conditions of victory:

- (a) destroys all German Units, or
- (b) maintains at least 10 combat Units anywhere east of the Rhine-Issel river line between D-10 and AA-16 inclusive for *four consecutive Turns*. If the number of Units drops below 10 during the four Turn span the Allied player must bring this total back up to 10 or more and maintain such for another four-Turn span.

GERMAN player wins if:

- (a) he has managed to keep Allied Units completely off the continent for 10 consecutive Turns, or
- (b) eliminates all Allied Units, or
- (c) avoids the Allied conditions of victory by the 50th Turn.

SECOND INVASION

In any Turn after the 8th Turn the Allied player has the option of conducting another invasion. The second invasion procedure is exactly the same as for the first invasion. The Allied player may assault the same area assaulted in the first Turn or he may choose another one of the seven invasion areas. Starting in the Turn following the second invasion Allied reinforcements may be brought in through both invasion areas for the remainder of the game. The Allied player is not required to make a second invasion and he may not launch more than two invasions in any game.

Thus, the German player's strategy must differ greatly from that of the Basic Game . . . he can no longer withdraw Units from all invasion areas after the first Turn.

SEA MOVEMENT

German Units cannot move anywhere by sea. However, any Allied Unit may move by sea:

- (a) from one previously assaulted invasion area to another previously assaulted invasion area — 10th Turn and thereafter,
- (b) from a previously assaulted invasion area back to Britain, or to an Inland Port.

- (c) from one Coastal Square to another within the same previously assaulted invasion area,
- (d) from one inland port to any other inland port,
- (e) from one inland port back to Britain or to any previously assaulted invasion area.

IMPORTANT: Sea movement is allowed only through captured Inland Ports and Coastal Squares of invaded areas not in enemy zones of control. Use of non-invaded areas for sea movement is not allowed.

Sea Movement procedure is as follows: In one Turn you move your Units to embarkation squares (Coastal Squares or Inland Ports) and then off the board. In the following Turn you place such Units at debarkation squares of your choice after which they may be moved in the same Turn. Units may debark directly onto enemy controlled squares in which event they must end their Turn and attack. Any number of Allied Units may embark and debark through the same square in any one Turn.

SUPPLY

It is assumed that the German supply capacity is great enough to sustain all of his units at anytime during the game. However, the Allied player is somewhat limited in supplies. He cannot have more Units (HQ and combat) on the continent than he can furnish supplies to — and he must be within 17 squares of his source of supplies at all times.

1. In this game, there are no supply counters as such. However, control of certain Coastal Squares and Inland Ports determines the number of Allied Units on the continent that can be supplied. Each Sea Square's red number indicates the number of Units on land that can be supplied through the Coastal Square the arrow points to — each boxed red number refers to the same thing for Inland Port Squares. Supply is allowed only when the Allied Player controls such squares:

- (a) to control Coastal Squares, the Allied player must keep them out of any German HQ or combat Unit's zone of control.
- (b) to control Inland Ports, German zones of control must be removed from every square around that port that contains a blue initial of the port (R for Rouen, etc.).

Example: Control of Rouen, and Coastal Squares R-34, S-35 means that the Allied player can supply a maximum of 17 Units on land per Turn.

- 2. Coastal Squares of non-invaded areas can be used for supply provided they have been captured by normal land attacks and are not in German zones of control. For instance, the Allied player can increase by 5 his supply capacity of the above example if he captures Avranches.
- 3. In cases when German Units have abandoned or not even defended squares of supply, the Allied player must pass through such squares before using them for supply. Garrisoning, however, is not necessary.
- 4. The Allied player cannot have more Units (HQ and combat) on the continent than he can supply through squares that he controls. If successful German counter-attack cuts the Allied supply capacity below the actual number of Allied Units presently on the continent then the Allied player must bring supply capacity back into balance by either:

- (a) increasing the supply capacity in his very next Turn, or
- (b) withdrawing to Britain, via *Sea Movement*, a number of units in his very next Turn so that the number on the continent is not greater than the reduced supply capacity.

If the Allied player cannot bring supply capacity back into balance by the end of his Turn, then all excess combat Units are automatically eliminated. Allied player has the choice of which combat Units to be removed.

5. No Allied Unit can be more than 17 Squares away from his source of supply, namely an Inland Port or Coastal Square he controls. Example: If the eastern most source of supplies is Inland Port Rouen, the closest any Allied Unit, combat and HQ, can be to the Rhine is row 18 that bisects Brussels and Sedan. None of the 17-square line can be in German zones of control. If the result of German attack finds an Allied Unit more than 17 squares away, he must get back to within 17 squares by the end of the 2nd Allied Turn of isolation or be eliminated. EXCEPTION: The 17-square rule does not apply to Units in Fortresses as it is assumed that there is an unlimited source of supply from within. However, Fortresses cannot be used as a source of supplies for Units *outside*.

ISOLATION

1. Any Unit, Allied and German, becomes isolated when it is surrounded by enemy zones of control, or a combination of enemy zones, the Sea, "X" Mountain Squares, neutral countries and board edge. Any Unit that is isolated for two consecutive Turns is automatically eliminated. Example: an Allied Unit that becomes isolated in the German player's 3rd Turn would be eliminated at the end of the Allied player's 5th Turn; and a German Unit that becomes isolated in the Allied player's 3rd Turn would be eliminated at the end of the German player's 4th Turn.
2. To avoid isolation a supply line must be created to the isolated Unit by the end of the 2nd Turn of isolation. A supply line is any line of squares one square wide (not under enemy zones of control) leading to a source of supplies subject, in the Allied case, to the 17-square supply rule.
3. The German source of supplies is any controlled square on the east side and adjacent to the Rhine-Issel river between squares D-10 and AA-16 inclusive; the allied source of supplies is any controlled Coastal or Inland Port Square.
4. Isolation does not apply to Units in Fortresses. Units surrounded in Fortresses can remain there indefinitely.

STRATEGIC AIR POWER

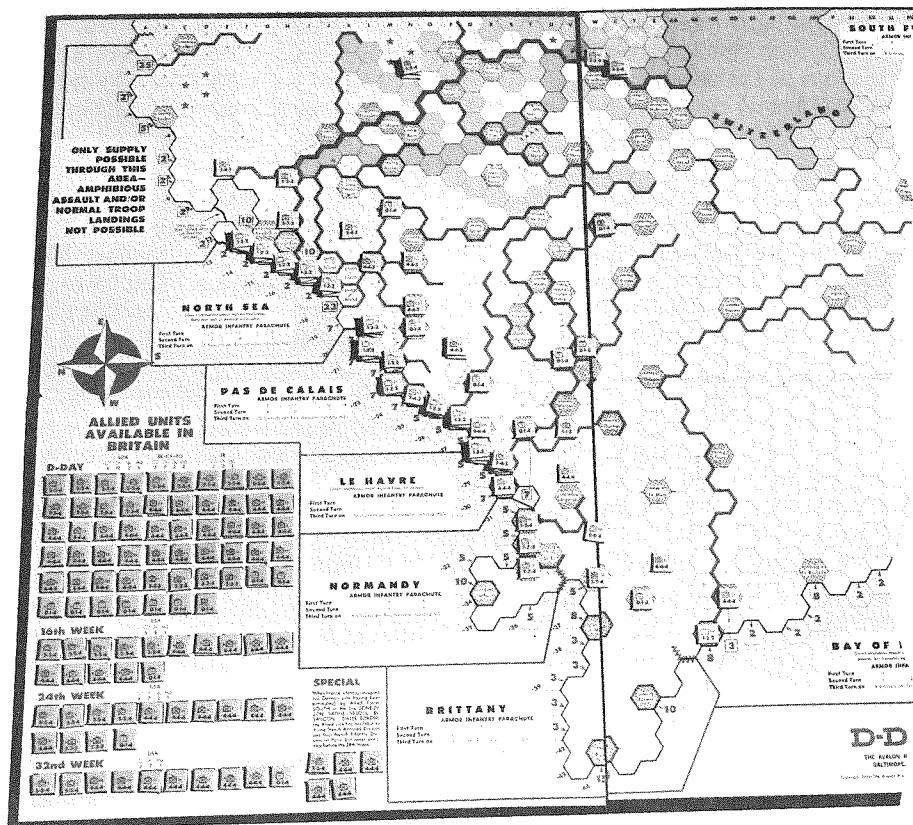
Beginning with the first Turn, the Allied player may use his strategic air capability. He can attack up to 2 squares a Turn by air but no more than 8 squares per game. Air attack takes place during the combat portion of the Allied Turn. The Allied player rolls the die once for each square being attacked and refers to the *table* for its effect.

DIE ROLL	
1 & 2	All German Units in the attacked square are eliminated.
3 & 4	Two German Units in the attacked square are eliminated; both must be Panzer or Panzer Grenadier if possible.
5 & 6	All German Units in the attacked square are immobilized and cannot move in their following Turn.

DIAGRAMS OF PLAY

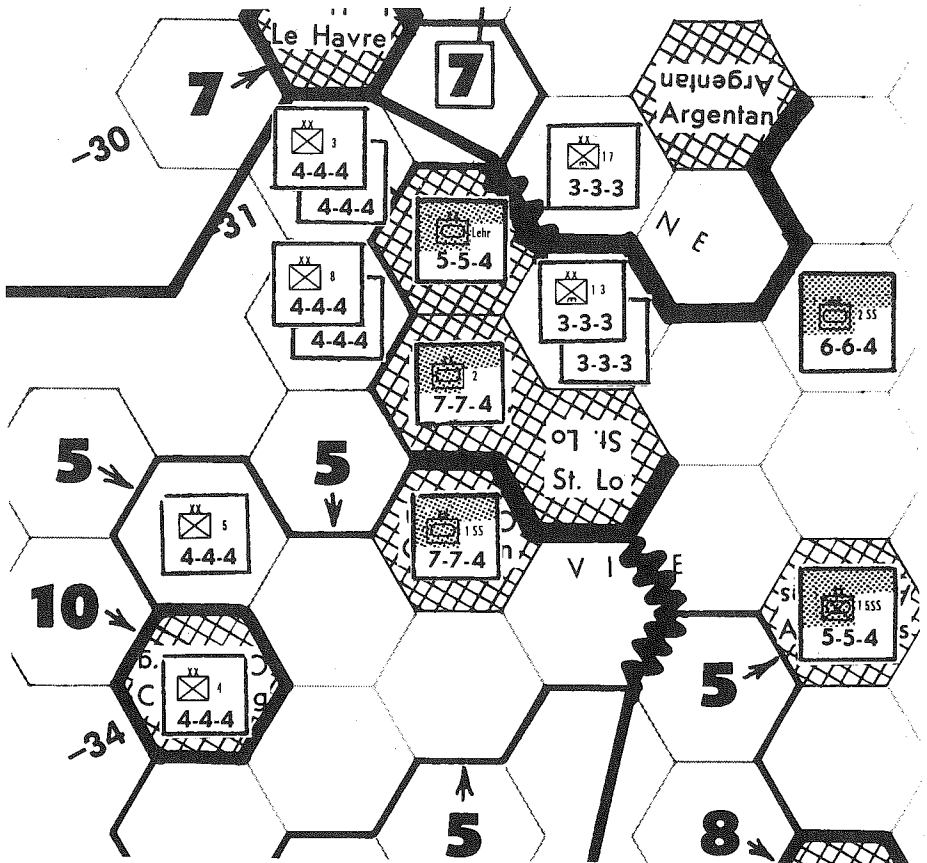
The diagrams shown on the reverse side of the Order of Battle Card should be studied first. They deal basically with defense situations involving attacks upon Units defending on varying terrain. Shown here are the more intricate situations which will give you a broader insight on methods of conducting combat.

PREPARE FOR PLAY



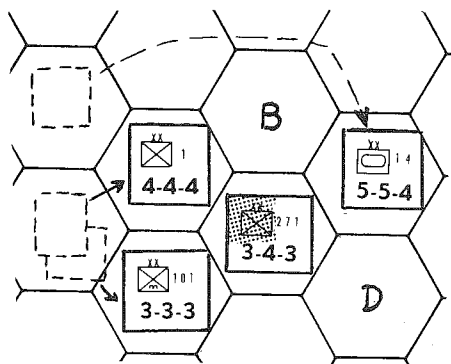
Here is what the board might look like after both players have placed their Units. The Allied commander merely places his Units in Britain. The German commander places his Units in defending positions he thinks will best repulse the Allied invasion. This German setup practically precludes any chance of Allied success when invading areas other than Brittany, Bay of Biscay and South of France. The German player has left these undefended in order to make North Sea, Pas de Calais and Le Havre impregnable. The German player does not worry about the undefended beaches because they are so far away from Germany that he would have plenty of time to form strong defensive lines after the Allied player has committed his attack to one of these areas. The closest the Allied player can attempt an invasion with a reasonable chance of success is at Normandy. Even this is ill advised but for illustrative purpose we shall select this area.

HOW TO INVADE:



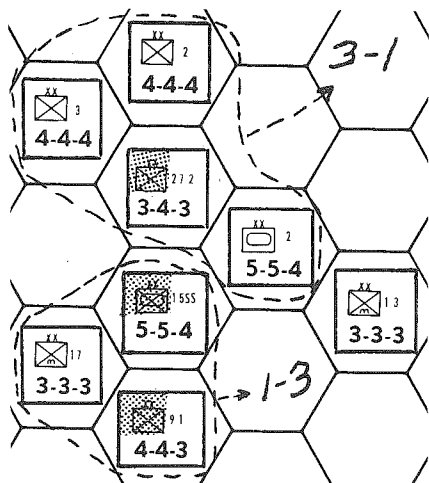
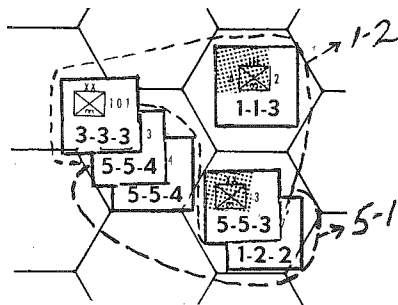
The Allied player must be bold; the conservative approach of landing all invasion Units on the undefended Coastal Squares will prove fatal because the German player will have an easy time sealing off the St. Lo-Bayeux bottleneck. Thus, the Allied player hopes to eliminate this possibility by dropping Parachute Units behind enemy lines. The three Parachute Units are dropped on Square U-33 which is not in any enemy zone of control — the adjacent German Unit at V-34 is on the opposite side of the river thus its zone of control does not extend across to U-33. The Allied player has landed two 4-4-4 Units on Sea Square R-31 and, along with the 17th Parachute, attacks German Lehr at 11-10 (1-1) surrounded. Chance of victory is only 33% although there is a 50% chance of eliminating the German Lehr Unit. Next, the Allied Units on Sea Square R-32 and the Parachute Units on T-33 attack the German 2nd at 14-14 (1-1). The remaining 1SS German Unit is not attacked. The remaining two Units allotted by the Troop Invasion Table are landed on Sea Squares P-32 and P-33. Since the Coastal Squares to which their arrows point are undefended they are moved directly onto those squares to establish the beachhead. Victory in one or both of the above attacks will put the Allied player in quite an advantageous spot: (1) he will have secured a firm beachhead relatively close to Germany and (2) he will have eliminated the only really strong German Units in the vicinity. However the risk is so great, especially to the tactically important Parachute Units (the two Parachute Units, however, have a retreat route to T-32 and U-33 which are on opposite sides of the river to adjacent enemy Units) that we recommend the assault be made instead at Brittany when faced with the above German defensive setup.

HOW TO HAVE COMBAT

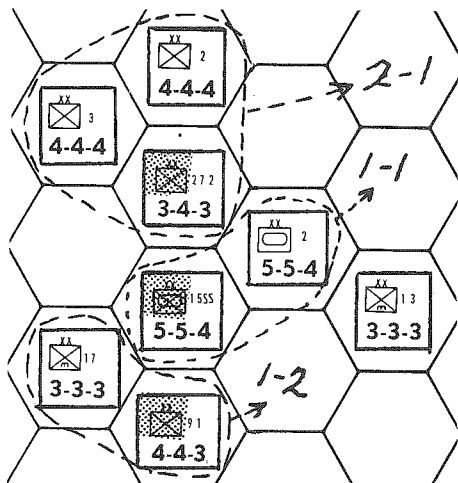


All three Allied Units are moved into German 3-4-3's zone of control. Notice that Allied 5-5-4 circled square "B" to gain an attack position that would leave German 3-4-3 surrounded by Allied zones of control. This means that German 3-4-3 would be eliminated even if the Combat Results Table calls for a retreat. However, had Allied 5-5-4 moved onto square "B" then German 3-4-3 would have a retreat route through square "D" which would be the only square not under Allied zones of control.

Allied 3-3-3 soaks off against German 1-1-3 and 5-5-3 at 3 to 6 odds. This gives Allied's remaining Units odds of 10-2 over remaining German 1-2-2 Unit. This tactic by Allied player forces surviving German Units to withdraw or counter-attack at relatively unfavorable odds.

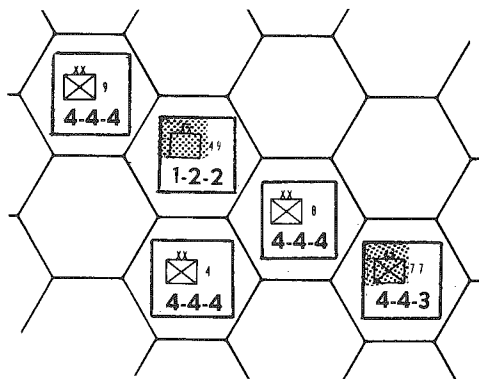


A



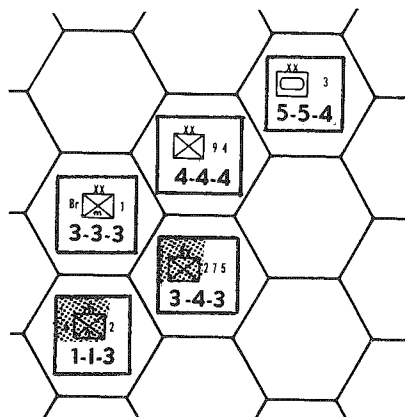
B

The attacker, Allied in this case, may divide combat in two ways. In (A) combat is resolved in two separate battles. In (B) combat is resolved in three separate battles. Notice that in dividing combat every German Unit that is in an Allied zone of control will be fought. Notice, too, that Allied 17th cannot battle German 272 because they are not in each other's zone of control. And Allied 13th is in no German Unit's zone of control so it cannot engage in combat at all.

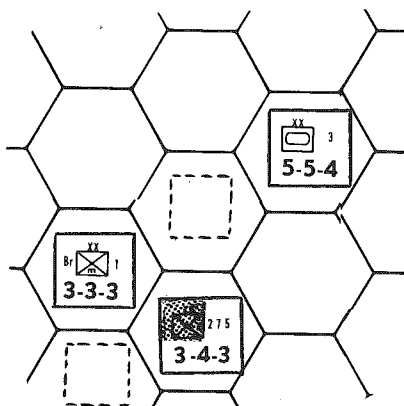


The result of an Allied attack has left German 1-2-2 with a forced soak-off situation. At first glance it would appear that German Units have Allied 8th surrounded. But a closer look finds that German 1-2-2 would have to soak-off at 1 to 8. Since this is greater than 1 to 6 it is not allowed. Therefore, if German player does not bring up enough additional Units to bring soak-off odds down to at least 1-6, then German 1-2-2 must be removed before resolving the 1 to 1 attack against Allied 8th.

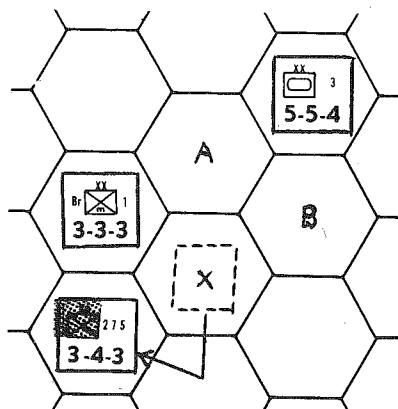
In (a) Allied player resolves combat in two battles. But in (B), the result of both battles leaves opposing Units still engaged. Therefore, German 3-4-3 must either withdraw or attack in his Turn. If he decides to counter-attack as in (C), he is allowed to withdraw from his previous position (square X) and re-enter Allied 3-3-3's zone. German 3-4-3 is not allowed to re-enter Allied 5-5-4's zone at square A because to do so would require moving to square B first—a square controlled by a different Allied Unit. Of course, German 3-4-3 has the option to counter-attack from his original defensive position, square X.



A



B



C

HISTORICAL COMMENTARY

GENERAL SITUATION: The Allied forces, although leading in number of units, combat power and mobility are severely pressed for time.

In order to win, Allied forces must breach the line Rhine-Ijssel in force by the 46th week after D-Day and maintain their bridgehead for 4 weeks without interruption. Because of the effects of the German replacement rate which begins at D-Day plus 16 weeks, however, the Allied forces must move with great speed and decisiveness in the early weeks of the campaign.

If Allied forces are not within striking distance of the Rhine by 16th week, the probability of victory swings to the German side.

Of course, it is an axiom of war that the first objective should be the destruction of the enemy's armed forces. Thus if the huge mass of German forces in the West could be destroyed or effectively neutralized, the Rhine can be breached with ease providing this can be accomplished before German replacements begin to be a factor.

Thus the Allied side is committed to a Strategic Offensive stance and the German side to a Strategic Defensive.

THE TERRAIN: The terrain of the theatre of operations, presented in most general terms, resembles a funnel with the widest part to the West and South and the narrowest to the East. Further, the Eastern constriction is clogged with easily defended mountains, north-south rivers and fortified areas.

THE BASIC ALLIED STRATEGY: In broad terms, the Allied problem can be stated as in two parts:

1. Getting and staying ashore.
2. Getting to the Rhine in force.

Allied forces have sufficient landing craft to attempt two separate invasions, but not simultaneously. Thus the second part of the problem — getting to the Rhine in force — affects the first part.

Overkommando West does not have sufficient forces to preclude a successful first invasion in more than five of the seven areas at best, and three of the seven areas at worst.

Thus the Allied commander must select the initial invasion area with two problems paramount — he must give himself every reasonable assurance of getting ashore, which implies striking the lesser defended areas, but in turn must be sure he has a good chance of reaching the Rhine in about 16-20 weeks, which implies using one of the areas closest to the Rhine but, assuming the German is competent, the very ones which will be stoutly defended.

The "easy" invasion areas should be (again assuming the German is competent) Brittany, Biscay, South France and possibly Normandy. The "tough" invasion areas should be North Sea, Pas de Calais, Le Havre and possibly Normandy. The "almost impossible" should be Pas de Calais and Le Havre.

The second invasion provides the Allied commander with great opportunities and, if handled properly, can give him the best of two worlds. For example, he might strike at an easy area, draw German mobile reserves to him and strike at a hard area later, outflanking the German and make him run like a wet hen between critical areas.

THE BASIC GERMAN STRATEGY: In broad terms, the German problem can also be stated as in two parts:

1. Crush the invasion very early.
2. Failing in that, fight a withdrawing battle to the Meuse, Moselle or, at worst, the Rhine.

The first part depends upon the generosity of the Allied commander. Since the German must, at all costs, stoutly defend North Sea, Pas de Calais, Le Havre and possibly Normandy, his chance of repulsing an invasion is determined by whether or not the Allied forces assault one of those areas.

Even if they do, however, victory is far from certain. The German side is blessed by a great many units, but few of them are mobile or of offensive worth.

Thus for the German to be caught on exterior lines — as counter-attack against any beachhead usually places him — is a thing of great peril and creates a “crust” situation. He must hold at all points or be caught in a debacle, as his “edge” units cannot outrun an enemy breakout.

In fact, the essence of German strategy is to remain on interior lines.

One would think that the German would be better off retreating to, say the Meuse and holding on until the 16th week. Yet it is on the beaches that the German can inflict the most casualties on the Allied forces. Further, an immediate withdrawal means abandoning the majority of the Static Divisions to their fate, and although this loss is hardly great in combat power, it leaves the remaining mobile divisions with the necessity of conducting a crust defense without sufficient reserves.

If the Allied commander selects a “hard” area, the German is usually wise in doing the following: counterattack vigorously, beat a fighting withdrawal when exterior lines become dangerous, maintain a solid mobile striking force to use in sudden thrusts during the withdrawal, form a line in the neck of the funnel, build a mobile reserve to counter Allied thrusts, wait for replacements and eventually smash the Allies in a vigorous counter-offensive. Be careful of being cut off!

If the Allied commander selects an “easy” area, the German should — depending upon his skill and the circumstances — try to create a mobile battle situation somewhere in central France while maintaining a strong barrier of Static divisions in the North Sea-Pas-Le Havre area to ward off or slow down the second invasion.

THE REAL CAMPAIGN: In real life, the German command concluded that the Pas de Calais and Le Havre areas would be invaded because of the proximity of these areas to Central Germany. Their 15th Army — the strongest by far — was placed in this area. Just before D-Day, their attention was attracted to Normandy and, at the last minute, certain improvements to their position there were made.

Of course, the invasion struck in Normandy. The German 7th Army fought a superb defensive battle and badly delayed the Allied buildup and beachhead expansion. But the German command, for six fatal weeks, regarded the Normandy invasion as a feint and kept the bulk of their forces north of the Seine.

When these forces finally moved south, they arrived in time to witness the Allied breakout and enveloping movement which shattered their front. The second Allied invasion in South France could not be seriously contested, and the shreds of the German Army in the West fled toward Germany.

In December, 1944, they even managed to mount a counter offensive in the Ardennes (Battle of the Bulge), but this was crushed and the end was in sight — Allied forces first closed to the Rhine and then breached it in many areas.

APPENDIX

The following is a series of questions and answers dealing with unusual situations that occur from time to time.

INVASION:

1. Suppose all Allied Units are eliminated in the first Turn, what happens?

Answer: In the Basic Game, the game is over. In the Tournament Game, players immediately proceed to the 9th Turn where the Allied player tries again. Complete elimination again means loss of the game to the German player.

ATTACKING:

1. Why does a combination cross-river and same-side-river attack wipe out the doubled defense factor?

Answer: It is assumed that attack from the same side would draw enough fire from the defender to make river crossing much easier.

2. If a stack of two Units has been surrounded with one eliminated but the other surviving, can the surviving Unit move one square to get better odds in his forced attack?

Answer: No. The only way he can move is if there is room to move out of enemy zones altogether and then re-enter a different square for the attack.

SUPPLY:

1. If a German Unit is next to, but not on, a square containing a letter of the Port, is the Port under Allied control?

Answer: No — for instance, if a German Unit is on any one of Z-41, Z-40, Z-39, Z-38, AA-38, BB-38, CC-39, DD-40, DD-41, DD-42 squares, the Allied player does not control Nantes.

2. Does the Allied player have to control all 17 squares of the supply line when his Units are the maximum distance away from the source of supplies?

Answer: Not exactly — it's just that there can be no German zones of control lapping over on any of those 17 squares. It is not necessary for every supply line square to be directly in Allied zones of control.

3. Can the Allied player land more Units than he is able to supply?

Answer: Yes . . . but he must have them in proper balance by the end of his Turn after combat has been resolved — as all excess Units become eliminated under the supply ruling.

REINFORCEMENTS:

1. Is the number of Units brought in through inland ports subject to the limitations of the troop invasion table.

Answer: Yes.

RETREATS:

1. An attacking Unit is forced to retreat through a square that is in the zone of control of both players. Does this fact neutralize that square allowing the retreating Unit to escape?

Answer: No — that Unit is eliminated. The overlap of a friendly Unit's zone of control does not neutralize such blocking squares.

2. A Unit is forced to retreat in an across-river attack. If it is forced to retreat past the attacking Unit through adjacent squares but still on the opposite side, is it eliminated instead?

Answer: No — since zones of control do not extend across rivers, even though a cross-river attack is made, retreated Units are not eliminated as long as the retreat occurs through squares on the opposite side of the river from the attacker. This also applies to Fortresses in like situations.

AIR DROPS:

1. The rule states that a Paratroop Unit cannot be dropped into an enemy zone of control. Does this mean that they cannot be dropped adjacent to enemy Units?

Answer: In most cases they cannot be dropped adjacent to enemy Units. However, they can be dropped directly adjacent to them in cases where enemy Units do not control those adjacent squares. Thus, if a fortress contains an enemy Unit, Allied Paratroop Units could drop directly onto adjacent squares. Also, they could be dropped adjacent to enemy Units opposite a river line.

D-DAY

1. INTRODUCTION

D-DAY was first published in 1961 and although the progressing "state of the art" of wargame design has left it in limbo it remains a staunch favorite of postal play enthusiasts who enjoy its classic approach devoid of complicated phases which dampen ease of postal play. It is to these dedicated gamers of the old school that we dedicate *D-DAY, 1977*—a rulebook revision which not only embraces the newest tenets of game design but also endeavors to rid the game of the ambiguities of its past editions while addressing play balance as an integral part of its makeup.

2. MAPBOARD

The Mapboard shows the entire theater of operations for the 1944-45 Battle for France from the Normandy beaches to the Rhine River. It includes most of France, Belgium, Holland, Luxemburg, and part of Germany. Terrain features are altered to conform to a hexagonal grid, which is used to determine movement and combat. We shall refer to hexagons as "hexes." Terrain features are as follows:

- 1) SEA HEX—Any blue hex.
- 2) LAND HEX—Any non-sea hex.
- 3) RIVERS—Solid blue lines running between land hexes.
- 4) CITY HEX—Any hex containing black criss-cross lines.
- 5) FORTRESS HEX—Any city hex outlined in red.
- 6) FORTIFIED ZONE HEX—Any pink hex.
- 7) MOUNTAIN HEX—Any brown hex.
- 8) IMPASSABLE MOUNTAIN HEX—Any mountain hex containing an "X".
- 9) NEUTRAL COUNTRIES — Gray areas (Switzerland and Spain).
- 10) COASTAL HEX—Any land hex (excluding inland ports) to which a red arrow points.
- 11) COASTAL PORT—Any coastal hex containing a city or fortress.
- 12) INLAND PORT—Any city hex wholly or partially surrounded by hexes containing the initial letter of the city (for example, "A" for Antwerp, "B" for Bordeaux, "B" for Bremen).
- 13) SUPPLY CAPACITY—Red numbers located in sea hexes, with arrows that point to coastal hexes or inland ports.
- 14) INVASION HEX—Any sea hex containing an unboxed supply capacity number.
- 15) INVASION AREAS—The seven areas of the coast that are separated by red lines running out to sea, each area containing its own Troop Invasion Chart (hereafter referred to as *TIC*).
- 16) GERMAN REPLACEMENT HEX—Any hex East of the Rhine River containing a red star.
- 17) DIKE—Black line running directly between hexes E12 and D10.
- 18) GRID COORDINATES—Lettered columns run east-west; numbered columns angle northwest-southeast. Every hex has a unique coordinate. Examples: Dunkirk is M-22, Bordeaux is LL-44, Marseilles is TT-31.

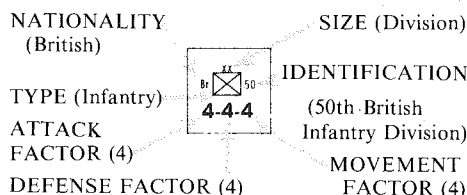
Partial hexes along the east and south edges of the board may not be used for any purpose; they are

considered off the board. Examples: L-6 is playable, L-5 is not playable nor is K-5.

3. UNIT COUNTERS

3.1 The die-cut cardboard counters represent the military formations which took part in the Invasion of France and the campaign that followed. Blue are Allied; Red are German.

3.2 Information on a unit counter:



SIZES:

xxxxxx—Theater of Operations
 xxxxx—Army Group
 xxxx—Army
 xxx—Corps
 xx—Division
 x—Brigade
 III—Regiment

TYPES:

Headquarters (HQ)

Static Infantry (German only)

Infantry

Panzer Grenadier (German only)

Tactical Air-Counters (Allied)

Airborne (Parachute)

Armored (Panzer)

Strategic Installations (German)

NATIONALITY: Provided for historical reference. When not indicated, units are American (Blue) or German (Red).

Br—British; **Ca**—Canadian; **Fr**—French; **Po**—Polish

IDENTIFICATION: Identifies unit for historical reference. **LW**—Luftwaffe ground support troops. **SS**—Schutzstaffel, German elite troops. **Lehr**—Armored Training Division.

ATTACK FACTOR—Basic combat strength when attacking.

DEFENSE FACTOR—Basic combat strength when defending.

MOVEMENT FACTOR—Maximum number of hexes a unit may normally move in one turn; however, see also 17., *Strategic Movement*.

4. PREPARE TO PLAY

4.1 Lay the mapboard out on a table or other flat surface. The Allied player sits on the Western side; the German player sits on the Eastern side.

4.2 The German player places all his units anywhere on the mapboard subject to the following restrictions:

4.21 All static divisions (1-2-2) must be placed on coastal hexes or inland ports.

4.22 9th SS Panzer Division (6-6-4), 49th and 51st SS Panzer Brigades (3-3-4), 3rd, 15th, and 25th SS Panzer Grenadier Divisions (5-5-4) and 106th Panzer Brigade (2-2-4), must be placed on any of the replacement hexes subject to normal stacking limits.

4.23 All remaining units may be placed on playable land hexes anywhere on the board.

4.24 No more than three units may be placed on the same hex.

4.25 No units may be placed in Neutral Countries, sea hexes, or impassable mountain hexes.

4.3 *Strategic Installations*—One German Strategic Installation counter must be placed in each of the three fortresses—Brest, Boulogne, and Rotterdam to represent the German sub bases (Brest), V-1 Missile sites (Boulogne), and V-2 rocket sites (Rotterdam). These counters do not count towards stacking limits.

4.4 The Allied player places all his units in the appropriate locations within the section of the mapboard marked "Allied Units Available in Britain." Units must be placed according to type, but do not necessarily have to be grouped by nation.

4.5 The Allied player selects one of the seven invasion areas and the game begins with the first invasion, on D-Day.

5. SEQUENCE OF PLAY

5.1 ALLIED TURN

5.11 *Allied Supply Phase:* The Allied player checks all his units for their isolation and supply status and inverts those that are unsupplied (see Section 16).

5.12 *Allied Invasion Phase:* If he is invading this turn, the Allied player places his invading units on invasion hexes (see Section 12 *INVASIONS*).

5.13 *Airborne Phase:* The Allied player places all his airborne divisions that are air dropping this turn (see Section 18).

5.14 *Allied Movement Phase:* The Allied player moves all of his units on the continent that he wishes, lands invading units that are unopposed, and lands reinforcements onto the continent from Britain. Reinforcements may also be moved on the turn of arrival.

5.15 *Allied Combat Phase:* The Allied player announces all his attacks, specifying Close Attack Support and Carpet Bombing. He then resolves the attacks one at a time in any order.

5.16 *Allied Tactical Air Phase:* The Allied player places all his remaining air counters that are engaged in River Interdiction, Unit Interdiction and Close Defensive Support.

5.2 GERMAN TURN

5.21 German Isolation Phase: The German player checks all of his units for isolation and inverts each unit that is isolated.

5.22 German Movement Phase: The German player now moves all of his units on the mapboard that he wishes, and places new units on replacement hexes if appropriate. New units may be moved on the turn of placement.

5.23 German Combat Phase: The German player announces all his attacks and then resolves them one by one.

5.3 The German player checks off one Turn on the Time Record Card and the players repeat steps 5.1 through 5.3 for the remainder of the game.

5.4 An Allied Turn and the following German Turn together represent one week. Turn 1, the first invasion turn, is the first turn of the game. The game ends at the end of Turn 50, or when one side has fulfilled its victory conditions or surrendered.

6. MOVEMENT

6.1 In the movement portion of your turn you may move as many of your own units as you wish; all, some, or none.

6.2 Units are moved one at a time in any direction or combination of directions up to the limit of their movement factors. The die has nothing to do with movement, it is only used to resolve combat.

6.3 Each unit may move any number of hexes up to its movement factor, subject to terrain, supply, and the presence of enemy units.

6.4 Movement factors are not transferable from one unit to another, nor can they be accumulated from one turn to another.

6.5 Units may move over or stack on top of friendly units, but may never enter a hex occupied by an enemy unit.

6.6 Units may never move into neutral countries, off the board, into sea hexes (*exception: 14. Sea Movement*), or into impassable (X-marked) mountain hexes.

7. STACKING

7.1 The German player may stack up to three units in a hex; the Allied player may stack two units in a hex, or three units in a hex *only if* one or more of the Allied units is a HQ unit.

7.2 Allied Tactical Air Counters and German Strategic Installation counters do not count toward stacking limits.

7.3 Units may move over friendly stacks, as long as at the end of the movement and at the end of combat no stack is in excess of the limits prescribed in 7.1.

7.4 Players may break up or recombine units into different stacks at any time during the movement phase or as a result of combat.

8. ZONES OF CONTROL

8.1 A unit's Zone of Control (ZOC) normally consists of its own hex and all six adjacent hexes.

8.2 A ZOC does not extend across river hex sides, into fortresses, out of fortresses, or out to sea.

8.3 A unit on an invasion hex has a ZOC consisting only of the land hex to which its red arrow points. The unit has no ZOC if its arrow points to a fortress hex.

8.4 A unit must end its movement as soon as it enters an enemy ZOC, even if that hex is also in the ZOC of another friendly unit.

8.5 Units starting their turn in an enemy unit's ZOC may not move directly to another hex in that same unit's ZOC. It may move to a hex free of enemy ZOC and then reenter that unit's ZOC.

8.6 A unit may move from a hex of an enemy unit's ZOC directly into a hex belonging to a second enemy unit's ZOC, providing that it does not remain in the ZOC of any unit whose ZOC it was in at the start of movement.

8.7 The presence of a friendly unit in a ZOC does not negate the ZOC of an adjacent enemy unit under any circumstances. The ZOC of the enemy unit still serves to block movement, retreat routes, and cut off supply lines.

9. COMBAT

9.1 Whenever units end the movement phase in an enemy ZOC they must attack. Units that are not in enemy ZOC may attack adjacent enemy units but do not have to attack. During each player turn the player moving his units is the attacker; his opponent is the defender.

9.2 Before resolving combat the attacker may move as many units as he wishes into attack positions, subject to stacking and movement restrictions. The attacker may make as many attacks as he wishes, but each attacking unit may only attack once per turn, and each defending unit may only be attacked once per turn.

9.3 After all movement is completed the attacker states which attacks he is making. He must commit himself for all attacks, including allocation of Carpet Bombing and Close Attack Support before any attacks are resolved.

9.4 The attacker resolves his attacks in any order he chooses, with the victorious side executing each advance or retreat as each attack is resolved. Thus, an advance resulting from one attack may serve to cut retreat routes in a subsequent attack.

10. MULTIPLE UNIT COMBAT

10.1 When two or more units attack one defending unit the attack factors of the attacking units are totaled into one combined attack factor.

10.2 When one unit attacks two or more defending units, the defense factors of the defending units are totaled into one combined defense factor.

10.3 When several units attack several defending units the attacker has the choice of how to divide combat, provided:

10.31 He attacks every defending unit in whose ZOC he has a unit.

10.32 All his units in enemy ZOC attack some enemy unit.

10.33 Each attacking unit is adjacent to the specific defending unit that it is attacking.

10.4 Attacking units in the same hex may make separate attacks against different defending units.

10.5 The attacker may divide combat against stacked units on the same hex into more than one attack, as long as he has more than one attacking unit (*Exception: see 12.*).

10.6 The attacker cannot split any one unit's attack factor and apply it to more than one attack. Similarly, a defending unit's defense factor cannot be split.

10.7 The attacker may deliberately sacrifice one or more attacking units at unfavorable odds in order to gain more favorable odds over other defending units. This tactic is called "soaking-off".

10.8 Odds may not be worse than 1-6. Any unit that is forced to attack at odds worse than 1-6 is eliminated before any attacks are resolved and does not constitute a soak-off.

10.9 No unit may attack more than once per turn. Similarly, no defending unit may be attacked more than once per turn. If a defending unit is in an enemy unit's ZOC at the end of combat, it must either attack or withdraw in its turn. If it chooses to attack it may either remain in place or exit from the enemy unit's ZOC and reenter it by a different hex, subject to other movement restrictions.

11. RESOLVING COMBAT

11.1 Once he has decided how to divide all combat, the attacker resolves each attack one at a time. The attacker totals the attack factors of all attacking units taking part in this attack; then he totals the defense factors of all defending units being attacked in that attack, including any adjustments to the defense strength due to terrain. Then the "odds" of the attack must be reduced to the basic odds shown on the Combat Results Table (CRT). To do this, divide the smaller factor total into itself and into the larger factor total. The resulting two numbers (one of which is "1") are expressed as a strength ratio, placing the number which represents the attacker first in the ratio. Fractions of any size are rounded either up or down to the whole number most favorable to the defender. For example: 12-4 becomes 3-1; 11-4 becomes 2-1; 4-12 becomes 1-3; 4-11 becomes 1-3.

11.2 The odds thus determined, the attacker rolls the die and cross-indexes the result with the proper odds column of the CRT to get the result of the attack.

11.3 The various combat results are explained below:

A Elim—All attacking units involved in the attack are eliminated.

D Elim—All defending units involved in the attack are eliminated.

A Back 2—All attacking units involved in the attack are retreated 2 hexes, as determined by the defender.

D Back 2—All defending units involved in the attack are retreated 2 hexes, as determined by the attacker.

Exchange: The side with the smaller total of factors in the battle is completely eliminated, with the other side losing *at least* as many factors from its total in the battle. The player with the larger total may choose exactly which units to remove from those participating in the attack, but he must remove *at least* as many factors as the opposing side lost in the attack; if he cannot remove units that equal the smaller total, then he must lose the extra factors. Total factors lost are calculated in the same way factors are calculated for odds—the attacker counts his attack factors (including any halving) and the defender counts his defense factors (including any doubling or tripling) to come up with their totals. For example, if an exchange were obtained against a 3-4-3 division, the attacker would ordinarily lose 4 factors but if the 3-4-3 were doubled due to defending in a city, the attacker would have to lose 8 factors.

11.4 Units may not retreat into or through enemy ZOC, impassable mountain hexes, sea hexes, neutral countries, or off the board. A unit may not end its retreat in violation of stacking limits, in a hex *yet to be attacked this phase*, or in its original hex. Units may retreat 2 hexes through mountains. Units must be retreated along a legal route if possible. Units that cannot retreat are eliminated.

11.5 If the defending units are doubled or tripled due to terrain, and if the defender's hex is vacated due to a combat result, surviving attacking units making that attack may advance into the defender's vacated hex immediately after the attack is resolved, providing stacking limits are not exceeded. Victorious units attacking from a sea hex may also advance into the defender's vacated coastal hex. The ZOC of defending units are ignored during advance after combat.

11.6 Units attacked at odds of 7-1 or greater are automatically D Elim.

12. INVASIONS

12.1 Twice per game the Allied player may make an amphibious invasion. The first invasion must be on the first turn of the game. The second invasion is optional and may be made on any turn between the 9th and 16th weeks, inclusive, at the Allied player's option.

12.2 The Allied player chooses one of the seven invasion areas for each invasion. The same area may be invaded twice.

12.3 To invade, the Allied player uses up to the number and type of units listed under "First Turn" on the appropriate *Troop Invasion Chart*. The numbers given are the maximum of each type of division available; he can invade with less if he wishes. Example: to invade Pas De Calais, the Allies may use up to 2 Armored Divisions, 7 Infantry Divisions, and 3 Airborne Divisions.

12.4 The invading units are placed on sea hexes which contain unboxed red numbers within the chosen invasion area. Sea hexes containing boxed numbers may not be used for an invasion. Up to two units may be placed on each sea hex. Units need not be placed on all sea hexes of the invasion area.

12.5 Airborne Divisions may be dropped in any playable land hex not occupied by German units (see 18). Airborne Divisions may be placed on sea hexes and invade like Infantry Divisions, but they count against the infantry maximum if used in this manner. Similarly, Infantry Divisions may be landed during the first or second turn of an invasion in place of authorized armor divisions.

12.6 Units that are placed on sea hexes whose arrows point to vacant land hexes must be moved onto those hexes, even if such movement placed them in German ZOC. They may attack any adjacent German units; they must attack if in German ZOC. They may not move farther inland on the turn of invasion.

12.7 Units placed on sea hexes whose arrows point to hexes occupied by German units must attack those German units. German units may be attacked simultaneously both from sea and land hexes, which would be resolved as one attack.

12.8 Combat may not be divided against a stack of German units if it is being attacked from a sea hex, even if it is simultaneously attacked from land hexes. The German units must be attacked together as one stack. Allied units advancing into a vacant coastal hex may divide combat against an adjacent coastal hex providing that coastal hex is not also being attacked from a sea hex.

12.9 Allied units attacking from sea hexes are eliminated if forced to retreat. Victorious units attacking from sea hexes must advance into the defeated units' hex after combat.

13. ALLIED REINFORCEMENTS

13.1 Sea hexes may be used only during an invasion turn. On all non-invasion turns Allied reinforcements from Britain may only be placed on

controlled coastal hexes, coastal port hexes, and inland port hexes.

13.11 Any coastal hex is controlled for reinforcement if it was successfully invaded by the Allies (an Allied unit advanced to that hex from a sea hex during an invasion), and never subsequently occupied by any German unit. Indicate a controlled coastal hex by placing a blank counter in the invasion hex corresponding to that coastal hex.

13.12 A coastal port is controlled if it is occupied by an Allied unit, and is not in a German ZOC. Note that a port which was successfully invaded may be controlled by 13.11 above even if in a German ZOC.

13.13 An inland port is controlled for reinforcement purposes if it is occupied by an Allied unit, and all hexes containing the blue initial of that port are unoccupied by German units. (Note that more than one port may have the same first initial. A lettered hex only corresponds to the closest inland port having that initial).

13.2 To be used for reinforcements a coastal port or inland port must be controlled during the Allied supply phase of that turn.

13.3 Reinforcements may be brought in through controlled coastal and inland ports anywhere on the board except Bremen and Emden.

13.4 After placement on land hexes, reinforcements may be moved inland in that turn subject to the limitation of their movement factors, prohibitive terrain, or the presence of enemy ZOC. Placement in the land hex counts as the first hex of movement. Reinforcements may use *Strategic Movement* (see Section 17).

13.5 Reinforcements placed directly in a German ZOC may not move but must attack.

13.6 The number of units that can be brought ashore in the coastal hexes and inland ports of an invasion area during one turn is indicated by the *Troop Invasion Chart* printed in that invasion area. These TIC limits apply whether the area was actually invaded, or troops are just being brought ashore in ports that were captured in that area. Units landing in an inland port count against the TIC limit for that area (units landing at Amsterdam count against the North Sea limit, Rouen counts against Le Havre, etc.).

13.61 On the turn of an invasion in an area, the "First Turn" row indicates the number of units that may invade or land in that area on that turn.

13.62 On the turn after an invasion in an area, the "Second Turn" row indicates the number of units that may be brought ashore in that area on that turn.

13.63 On all other turns the "Third Turn On" row indicates the number of units (including HQ) that may be landed in that area on that turn. Parachute units dropping by air do not count against this limit, however: (see the next rule).

13.64 PARACHUTE UNITS: During the first and second turns of an invasion in an area, the "PARACHUTE" column of the TIC limits the number of parachute units that can drop by air and count their 5-hex range from a ground unit that has taken part in that invasion. Parachute units that drop from the third turn on, or that count their 5-hex range from a ground unit that did not take part in the latest invasion, do not count towards any TIC limit. Parachute units that are landed by sea (that do not air-drop) count like infantry divisions towards the TIC limits. Example: The Allies invade Normandy and subsequently capture Avranches; a port in Brittany. No more than six units may land at Avranches because of the limitations of the Brittany TIC.

13.7 Units may be brought ashore through more

than one area during the same turn, up to a limit of 12 units per turn.

13.71 The number that can be brought ashore in each area is limited to the TIC limit in that area.

13.72 Parachute units that land by air drop do not count towards this 12-unit limit; air dropping parachute units have their own limit: no more than 3 units may air drop in any one turn. Parachute units that land by sea count towards the 12-unit limit, like infantry divisions.

13.8 The number of units that can be brought ashore is also limited by the Allied supply capacity (see 16.8, below).

13.9 Even though Bordeaux can be attacked from the sea, it must be controlled like an inland port to be used for supply, landing reinforcements, or sea movement.

14. SEA MOVEMENT

14.1 German units may not move anywhere by sea. Allied units may move by sea only between Britain and the Continent. Movement from Britain to the continent is governed by 13, *Allied Reinforcements*.

14.2 An unlimited number of Allied units on the continent may move to Britain by ending their movement on any controlled port or coastal hex (see 13.1). They are then immediately moved to Britain. Sending units to Britain does not affect the arrival of Allied reinforcements on the Continent.

14.3 Units beginning their movement on a controlled coastal hex (see 13.11) in German ZOC may move to Britain. Units moving into a controlled coastal hex in German ZOC must end their turn there and attack.

14.4 Units that move to Britain may land at a controlled port or coastal hex as reinforcements in a subsequent turn. Sea Movement from one invasion area to another on the same turn is not allowed.

15. REPLACEMENTS

15.1 On the 16th week and on every turn thereafter, the German player receives replacements from previously eliminated German units.

15.2 The German replacement rate is 5 attack factors per turn even if all replacement hexes are controlled by the Allies. Replacements may be taken from any type of unit except HQ units.

15.3 German replacements are placed on the board at no cost to Movement Factors at the start of the German player's turn. They may only be placed on replacement hexes not last occupied by Allied units. If placed in an Allied ZOC, they may not move but must attack. Otherwise they may move and attack normally on the turn of placement.

15.4 From the 9th week on, the Allies may receive replacements. They receive one attack factor per turn for each German Strategic Installation (Special units in Brest, Boulogne, Rotterdam) that they have captured. Captured installations do not increase the Allied replacement rate until the turn after capture.

15.5 German installations are placed at the start of the game and may not move. They do not count toward stacking, may not attack nor defend, do not affect Allied movement and are captured permanently when any Allied unit enters or passes through their hex.

15.6 Allied replacements may only be taken from eliminated Armor and Infantry Divisions. Replacement units are placed in Britain and may be used normally on the same turn.

15.7 Unused replacement factors may be accumulated from turn to turn. Record accumulated replacement factors in the appropriate column in the Time Record Card.

16. ISOLATION AND SUPPLY CAPACITY

16.1 ISOLATION: A unit that cannot trace an unbroken path of hexes from the unit back to a source of friendly supply is *isolated*.

16.12 The path cannot pass through any enemy zone of control, any sea hex, any impassable mountain hex, any neutral country, nor the edge of the board.

16.13 For the Germans, all supply lines must be traced to the east edge of the board *north* of Switzerland.

16.14 For the Allies, each supply line must go to some controlled coastal hex, controlled coastal port, or controlled inland port.

16.2 Special: German units in fortresses are automatically supplied—such units are automatically *not* isolated. Notice that the fortresses are not *sources* of supply lines—fortresses supply only those German units that are actually in the fortresses.

16.3 Special: Allied units on coastal hexes are automatically supplied and are not isolated, even if the coastal hexes are not “controlled”.

16.4 EFFECTS OF ISOLATION:

16.41 Units that are isolated at the beginning of their turn are automatically *out of supply* for the rest of that turn (see 16.6 below).

16.42 Units that are isolated both at the beginning and at the end of their turn for two consecutive turns are automatically eliminated at the end of their second turn of isolation.

16.5 SUPPLY CAPACITY: In addition to avoiding isolation, Allied units must also meet supply capacity limitations. (German units do not; German units need only avoid isolation).

16.51 Each source of Allied supply—each coastal hex, coastal port or inland port—has a red supply capacity number printed on the board, with an arrow pointing to the appropriate hex. This supply capacity number is the number of units (divisions or Allied HQs) that can be supplied by that source of supply.

16.52 At the beginning of each Allied turn the Allied player must trace the supply line of each Allied unit on the Continent, from that unit back to the source that is supplying it. The number of supply lines that can go to each supply source is limited by the capacity of that source—thus, only two units can trace a supply line to a source with a capacity of “2”. (Actually, the Allied player need not trace each supply line for most turns, since it will usually be clear that he is in supply. Whenever his lines become long, or whenever the German player challenges him, the Allied player must check to make sure he is not violating supply).

16.53 Each unit's supply line must be within a certain length, depending on the situation at the supply source.

16.531 If the supply source hex contains *three* headquarters units, each supply line to that hex can be no longer than 24 hexes.

16.532 If the supply source hex contains *two* headquarters, each supply line into that source can be no longer than 16 hexes.

16.533 If the supply source contains *one* headquarters, each supply line into that hex can be no longer than 8 hexes.

16.534 If a supply source was captured from the sea during an invasion turn (controlled via 13.11), each supply line into that hex may be up to 8 hexes long even if there is no HQ unit in that hex.

16.535 If a supply source was not captured from the

sea during the invasion, and it does *not* contain *any* headquarters, then it can supply only the units in its hex.

16.536 Units in the same hex with a supply source are automatically supplied, and automatically count towards the supply capacity of that hex. (*Special:* Notice that uncontrolled beach hexes are sources of supply for units in the same hex, as noted in 16.3 above; this is the only time controlled beach hexes can be used as a source of supply).

16.6 Units that cannot trace a supply line of the proper length to a supply source that has the capacity to supply them are *out of supply*. Units that are out of supply at the beginning of their turn (when supply lines are traced) have their *attack* factors halved for the rest of that turn, have a movement factor of 1 that turn, and cannot use strategic movement that turn. Invert unsupplied units to identify them.

16.7 Units that start a turn in Britain are automatically supplied for the rest of that turn, even if they air drop, invade or land on the continent.

16.8 The Allied player may not land a unit on the continent if next turn it would take the supply away from another unit already on the continent. In other words, the Allied player cannot bring a unit onto the continent if it would cause the number of Allied unsupplied units to increase (even if he anticipates losses during the upcoming combat phase).

17. STRATEGIC MOVEMENT

17.1 Supplied units may use strategic movement to *double* their movement rate, provided that they are not *adjacent* to enemy units at any time during the turn.

17.2 German units being *interdicted* (27.12) may not use strategic movement.

17.3 All Allied units may use strategic movement. Only German parachute, panzer, and panzer grenadier units may use strategic movement.

17.4 Units ending normal movement in a mountain hex or after crossing an interdicted river may not use strategic movement to continue moving in that turn.

17.5 Allied *reinforcements* may use strategic movement on the turn of landing; German replacements (parachute, panzer, panzer grenadier only) may also use strategic movement on the turn of placement.

17.6 *Invading* units *cannot* use strategic movement on the turn of invasion.

18. AIRBORNE UNITS

German airborne units at this stage of the war were airborne in name only—in actuality they had neither parachutes nor parachute training. On the other hand, Allied airborne divisions had very real airborne capabilities, as demonstrated at Normandy, Arnhem, South France and Wesel.

18.1 Allied airborne divisions *starting in Britain* may drop onto any hex on the Continent, within 5 hexes of a friendly infantry or armored division. Airborne divisions drop *before land movement*, but *after amphibiously invading units* are placed on sea hexes.

18.2 They may not drop onto hexes occupied by German units, mountain hexes, neutral countries, or sea hexes. *They may land in German ZOC.*

18.3 No more than 3 airborne divisions may drop in any one turn. On invasion turns and turns immediately following an invasion, the number is further limited by the appropriate TIC.

18.4 They may not move any farther on the turn of drop.

18.5 There is no limit to the number of drops an airborne division may make in a game.

18.6 An airborne division is considered supplied during the turn that it makes a drop.

19. HEADQUARTERS UNITS

19.1 While large in manpower, Headquarters Units had very little attack ability, and thus they cannot attack, or even enter an enemy ZOC. If a HQ begins its turn in an enemy ZOC it must withdraw or be automatically eliminated, regardless of the presence of friendly combat units.

19.2 HQ units have a ZOC and enemy units entering it must stop and attack them as if they were attacking regular combat units.

19.3 Headquarters units count as normal units for stacking. However, for the Allies up to 3 units may be in the same hex only *if* one (or more) of the units is an Allied HQ.

20. MOUNTAINS

20.1 Movement through Mountain hexes is naturally slower than normal. Thus all units, regardless of their movement factors, move through mountain hexes at the rate of 1 hex per turn.

20.2 All units must end their turn as soon as they move into a mountain hex. They cannot proceed until their following turn.

20.3 All units may leave mountain hexes at their normal movement rate.

20.4 No units are allowed to enter or move through impassable mountain hexes (marked with an “X”). Supply lines may not be traced through impassable mountain hexes.

20.5 The defense factor of all units doubles while on a mountain hex, even if attacked from another mountain hex.

21. RIVERS

21.1 Rivers do not affect movement in any way (*Exception: see 27.13 Interdiction of Rivers*).

21.2 ZOC do not extend across river hexsides. Thus, units may pass right by enemy units on the opposite side of a river without stopping.

21.3 Units are not required to attack enemy units across a river, although they have the option to do so. If a unit does attack across a river, all enemy units *in the ZOC* of the defending unit *and also adjacent to the attacking unit* must also be attacked.

21.4 The defense factor of a unit doubles when all attacking units are attacking across a river. If some units in an attack are attacking across a river and some are not, the defense factor remains basic.

21.5 The defensive benefits of terrain are *not* cumulative. A river can never be utilized to triple or quadruple a defense factor; even if the defender is also in a mountain, city, or fortified zone hex.

22. CITIES

22.1 Cities are treated as normal land hexes for movement purposes.

22.2 The defense factor of all units doubles when attacked while in a city.

23. FORTIFIED ZONES

23.1 Fortified Zones are treated as normal land hexes for movement purposes.

23.2 The defense factor of *German* units (*but not Allied*) doubles when attacked while in a fortified zone.

24. FORTRESSES

24.1 Fortresses are treated as normal land hexes for movement purposes.

24.2 ZOC do not extend into or out of fortresses. Thus units may pass right by enemy units in fortresses without stopping.

24.3 Units are not required to attack enemy units in a fortress, although they have the option to do so. If a unit does attack an enemy unit in a fortress, all enemy units in that fortress must be attacked.

24.4 Units in fortresses are not required to attack out of the fortress, although they have the option to do so. If a unit in a fortress does attack out, it must attack all enemy units whose ZOC it would be in if the fortress were a normal city hex. Some units may elect to attack out of a fortress while other units do not.

24.5 The defense factor of all units in the fortress triples if attacked while in a fortress hex.

24.6 German units starting their turn in fortress hexes are automatically supplied for the balance of that turn, even if they leave the fortress.

25. NEUTRAL COUNTRIES

25.1 Switzerland and Spain are neutral countries.

25.2 No units may enter or pass through neutral countries, whether during their movement phase or as a result of combat.

25.3 Supply lines may not be traced through neutral countries.

26. DIKE

26.1 The dike (E11) connecting D10 and F12 is not considered a hex. Units may cross it at the normal cost of moving into a hex but may not stop on it or attack from it. It costs two Movement Factors to move from D10 to F12. Therefore a unit may retreat across it but if forced to stop on it would be eliminated.

26.2 The ZOC of units on D10 and/or F12 extend onto the dike making the dike impassable to opposing units.

26.3 The dike hex cannot be selected as a "river interdiction hex".

26.4 Supply may be traced over the dike.

26.5 Airborne divisions may not be dropped on the dike, but the dike does count as one hex when tracing the five hex path for dropping airborne divisions.

27. TACTICAL AIR POWER

From D-Day to the end of the war, the Allies had almost complete mastery of the skies. The Luftwaffe was impotent to affect the course of battle. Consequently the Germans have no air power. The Allies have the following tactical air capabilities.

27.1 The Allies have six air factors that may be used in every turn. Each air factor may be assigned to one of four types of missions.

27.11 Close Attack Support—The Allies may add one factor to the attack strength of an attack. No more than one air factor may be added to each attack. Air factors do *not* undouble river lines, nor affect retreat.

27.12 Unit Interdiction—A German unit anywhere on the board may be interdicted. It may not use Strategic Movement for that turn. Normal movement, retreat, and advance after combat are not affected.

27.13 River Interdiction—A hex is selected as a river interdiction hex at the end of combat. All German units must stop immediately after crossing a river hexside of that hex. River Interdiction does not affect advances, retreats, or Allied movement.

27.14 Close Defensive Support—The Allied player may assign one air factor to a hex containing Allied

units. One factor is added to the total Allied defensive strength in each German attack on units in that hex in the subsequent German turn. The air factor is not doubled or tripled due to terrain. It may be applied to Allied units that advance after combat. No more than one air factor may give Close Defensive Support to the same hex.

27.2 Air factors are assigned missions independently at the beginning of the Allied combat phase for Close Attack Support missions, or during the Allied Tactical Air Phase for the other three missions.

27.3 Allied air factors are ignored in determining losses in an exchange. They cannot be destroyed, even in an A Elim or D Elim result.

27.4 Only one air factor may be assigned to Close Support one attack, interdict one particular unit, river interdiction one hex, or give Close Defensive Support to one hex. More than one air factor may be assigned to the same type of mission.

27.5 Use Allied Special counters to mark hexes in which air factors are being employed.

28. CARPET BOMBING

28.1 The Allied player is allowed to execute four carpet bombings per game.

28.11 No more than one carpet bombing may be executed in any one turn.

28.12 No carpet bombing may take place on the same turn that there is an invasion.

28.13 No carpet bombing may take place on the same turn that paratroops drop by air.

28.2 The Allied player executes each carpet bombing by indicating exactly which hex on the board is to be carpet bombed.

28.21 Only one hex can be attacked by each carpet bombing.

28.22 A hex can be carpet bombed only if it was attacked by one or more Allied units on the previous turn. If it was not attacked on the previous turn, that hex cannot be carpet bombed.

28.23 The Allied player must indicate which hex is to be carpet bombed at the start of his combat phase, before any Allied attacks are resolved.

28.3 THE EFFECT OF CARPET BOMBING: If an Allied attack is being made against German units that are *all* in a target hex being carpet bombed, then the Allied player may roll the die *twice* for that attack and choose which combat result to use. For example, if he were making a 1-1 attack against a target hex, he would roll twice for that attack. Say he rolled a 3(DR) and a 6(AE); he could then choose which roll to use to resolve the attack. Presumably he would choose the 3, and the defender would have to retreat. The roll of "6" would then be ignored.

28.31 Carpet bombing has no effect by itself, it merely affects normal attacks made against the target hex by allowing the Allied player to roll twice and choose his roll.

28.32 Carpet bombing affects an attack only if *all* the defending units in that attack are in the hex being carpet bombed. If some of the defending units are in the target hex and some are not, then the carpet bombing has no effect on that attack.

28.33 Carpet bombing affects every attack that is made against the target hex (provided all the defenders in each attack are in the target hex). Thus, if the Allied player executed three separate attacks against three units in the target hex, he would roll twice and choose separately for each attack.

29. HOW TO WIN

29.1 The ALLIED player wins if he either:

29.11 Eliminates all German units on the board, or

29.12 Maintains at least 10 supplied combat divisions (infantry, armored, or airborne) anywhere east of the Rhine-Ilssel River line between D-10 and AA-16, inclusive, for four consecutive turns. To be specific, at least 10 divisions must be east of the Rhine both at the start of the movement phase and at the end of the combat phase of four consecutive German turns.

29.2 The GERMAN player wins if either:

29.21 There are no Allied units on the Continent at any time after turn 9, or

29.22 The Allied player fails to achieve his victory conditions by the end of turn 50.

THIRD EDITION: This 1977 version of the D-Day rules supersedes all previous editions. When playing a new opponent it would be wise to ascertain that he also has the 3rd edition. If playing by mail you should also check to see that your opponent has the same edition mapboard. The 1st edition (circa 1961-64) mapboard is recognizable by the lack of grid coordinates and should be replaced. A current Replacement Parts Price List is available upon request from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214.

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HISTORICAL COMMENTARY

GENERAL SITUATION: The Allied forces, although leading in number of units, combat power and mobility are severely pressed by time.

In order to win, Allied forces must breach the line Rhine-Ijssel in force by the 46th week after D-Day and maintain their bridgehead for 4 weeks without interruption. Because of the effects of the German replacement rate which begins at D-Day plus 16 weeks, however, the Allied forces must move with great speed and decisiveness in the early weeks of the campaign.

If Allied forces are not within striking distance of the Rhine by 16th week, the probability of victory swings to the German side.

Of course, it is an axiom of war that the first objective should be destruction of the enemy's armed forces. Thus if the huge mass of German forces in the West could be destroyed or effectively neutralized, the Rhine can be breached with ease providing this can be accomplished before German replacements begin to be a factor.

Thus the Allied side is committed to a Strategic Offensive stance and the German side to the Strategic Defensive.

THE TERRAIN: The terrain of the theatre of operations, presented in most general terms, resembles a funnel with the widest part to the West and South and the narrowest to the East. Further, the Eastern constriction is clogged with easily defended mountains, north-south rivers and fortified areas.

THE BASIC ALLIED STRATEGY: In broad terms, the Allied problem can be stated as in two parts:

1. Getting and staying ashore.
2. Getting to the Rhine in force.

Allied forces have sufficient landing craft to attempt two separate invasions, but not simultaneously. Thus the second part of the problem — getting to the Rhine in force — affects the first part.

Oberkommando West does not have sufficient forces to preclude a successful first invasion in more than five of the seven areas at best, and three of the seven areas at worst.

Thus the Allied commander must select the initial invasion area with two problems paramount — he must give himself every reasonable assurance of getting ashore, which implies striking the lesser defended areas, but in turn must be sure he has a good chance of reaching the Rhine in about 16-20 weeks, which implies using one of the areas closest to the Rhine but, assuming the German is competent, the very ones which will be stoutly defended.

The "easy" invasion areas should be (again assuming the German is competent) Brittany, Biscay, South France and possibly Normandy. The "tough" invasion areas should be North Sea, Pas de Calais, Le Havre and possibly Normandy. The "almost impossible" should be Pas de Calais and Le Havre.

The second invasion provides the Allied commander with great opportunities and, if handled properly, can give him the best of two worlds. For example, he might strike at an easy area, draw German mobile reserves to him and strike at a hard area later, outflanking the German and make him run like a wet hen between critical areas. But, then again, he runs a decided risk of defeat in detail if the German can crush his first strike in a mobile battle — at which the German is good.

THE BASIC GERMAN STRATEGY: In broad terms, the German problem can also be stated as in two parts:

1. Crush the invasion very early.
2. Failing in that, fight a withdrawing battle to the Meuse, Moselle or, at worst, the Rhine.

The first part depends upon the generosity of the Allied commander. Since the German must, at all costs, stoutly defend North Sea, Pas de Calais, Le Havre and possibly Normandy, his chance of repulsing an invasion is determined by whether or not the Allied forces assault one of those areas.

Even if they do, however, victory is far from certain. The German side is blessed by a great many units, but few of them are mobile or of offensive worth.

Thus for the German to be caught on exterior lines — as counter-attack against any beachhead usually places him — is a thing of great peril and creates a "crust" situation. He must hold at all points or be caught in a debacle, as his "edge" units cannot outrun an enemy breakout.

In fact, the essence of German strategy is to remain on interior lines.

One would think that the German would be better off retreating to, say, the Meuse and holding on until the 16th week. Yet it is on the beaches that the German can inflict the most casualties on the Allied forces. Further, an immediate withdrawal means abandoning the majority of the Static Divisions to their fate, and although this loss is hardly great in combat power, it leaves the remaining mobile divisions with the necessity of conducting a crust defense without sufficient reserves.

If the Allied commander selects a "hard" area, the German is usually wise in doing the following: counterattack vigorously, beat a fighting withdrawal when exterior lines become dangerous, maintain a solid mobile striking force to use in sudden thrusts during the withdrawal, form a line in the neck of the funnel, build a mobile reserve to counter Allied thrusts, wait for replacements and eventually smash the Allies in a vigorous counter-offensive. Be careful of being cut off!

If the Allied commander selects an "easy" area, the German should — depending upon his skill and the circumstances — try to create a mobile battle situation somewhere in central France while maintaining a strong barrier of Static divisions in the North Sea-Pas-Le Havre area to ward off or slow down the second invasion.

THE REAL CAMPAIGN In real life, the German command concluded that the Pas de Calais and Le Havre areas would be invaded because of the proximity of these areas to Central Germany. Their 15th Army — the strongest by far — was placed in this area. Just before D-Day, their attention was attracted to Normandy and, at the last minute, certain improvements to their position there were made.

Of course, the invasion struck in Normandy. The German 7th Army fought a superb defensive battle and badly delayed the Allied buildup and beachhead expansion. But the German command, for six fatal weeks, regarded the Normandy invasion as a feint and kept the bulk of their forces north of the Seine.

When these forces finally moved south, they arrived in time to witness the Allied breakout and enveloping movement which shattered their front. The second Allied invasion in South France could not be seriously contested, and the shreds of the German Army in the West fled toward Germany.

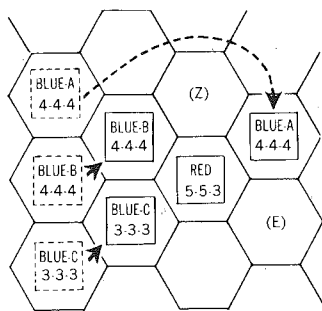
DESIGN DEPARTMENT

We will answer questions about the play of this game at no charge but only if you enclose a stamped, self-addressed envelope with your query. Before writing to us however, we suggest thoughtful reference to the rules which should

answer any questions and save you time and postage. For a current replacement parts price list send a stamped, self-addressed envelope to: The Avalon Hill Co. / 4517 Harford Rd. / Baltimore MD 21214

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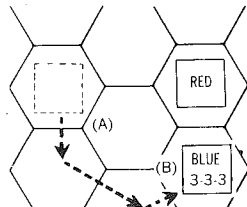
HOW TO HAVE COMBAT



CORRECT

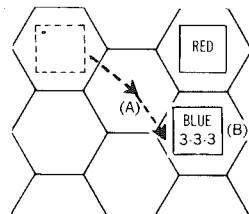
Blue must circle the zone of control to reach Square (B). This action uses up the full movement factor of 3.

In attack, you may move as many Units as you are able into a Defending Unit's zone. All 3 BLUE Units are moved into RED's zone of control. Notice that BLUE-A circled the RED controlled square (Z) to gain a better attack position. RED is completely surrounded by BLUE zones of control, therefore, RED would be eliminated even if the Combat Results Table calls for a retreat. Had BLUE-A moved into the square marked (Z), RED would have had an escape route through (E). Battle odds are 11-5, which reduces to 2-1.



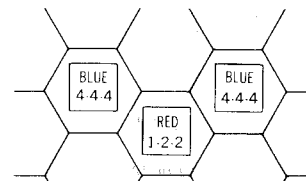
INCORRECT

Blue is not allowed to short-cut its approach to Square (B) by passing thru Square (A). Blue must stop on Square (A) and fight there.



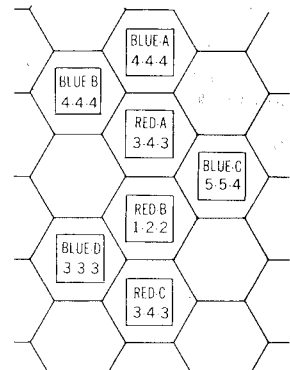
In this situation, Red-A, only, had engaged Blue in battle. Blue cannot retreat because it is surrounded by Red zones of control indicated by letter.

MULTIPLE UNIT BATTLES



When two or more Units attack one defending Unit, the factors of the attacking Units are totalled into one combined attack factor. Blue attacks at 8-2 (4-1).

When one Unit attacks two or more defending Units, the factors of the defending Units are totalled into one combined defense factor. Blue attacks at 4-4 (1-1).

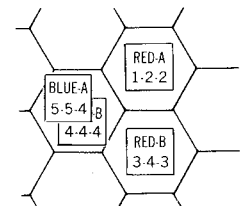


When several Units attack several defending Units, the attacker has the choice of dividing combat into more than one battle. Blue has the choice of dividing combat two different ways:

a. Two battles: Blue-A, B and C attack Red-A at 13-4; Blue-D attacks Red-B and C at 3-6.

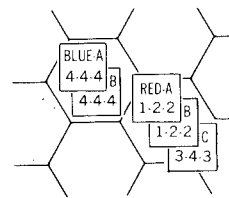
b. Three battles: Blue-A and B attack Red-A at 8-4; Blue-C attacks Red-B at 5-2; and Blue-D attacks Red-C at 3-4.

Blue-A and B are not in Red-B and Red-C's zones. Therefore, combat cannot exist between these Units. The same applies between Blue-C and Red-C; between Blue-D and Red-A.



Stacked Units that are attacking from one square may divide combat against defending Units on separate squares. Blue has the choice of combat in three ways:

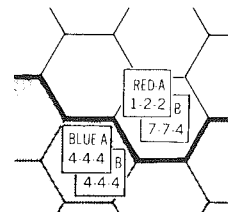
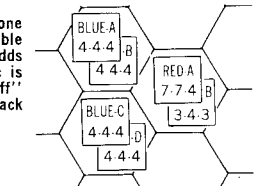
a. One battle: Blue attacks Reds at 9-6.
b. Two battles: Blue-A attacks Red-A at 5-2; Blue-B attacks Red-B at 4-4.
c. Two battles: Blue-A attacks Red-B at 5-4; Blue-B attacks Red-A at 4-2.



The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit. In both examples above, Blue has the choice of combat in three ways:

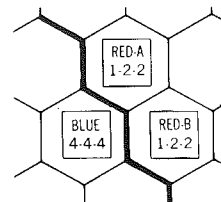
a. One battle: Blues attack Red-B and C at 8-8.
b. Two battles: Blue-A attacks Red-A at 4-2; Blue-B attacks Red-B and C at 4-6.
c. Two battles: Blue-A attacks Red-A and B at 4-4; Blue-B attacks Red-C at 4-4.

The attacker may deliberately sacrifice one or more attacking Units at unfavorable odds in order to gain more favorable odds over other defending Units. This tactic is called "soaking-off." Blue-A "soaks-off" on Red-A at 4-7. Blue-B, C and D attack Red-B at 12-4.



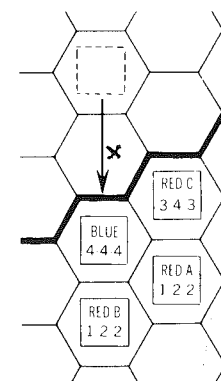
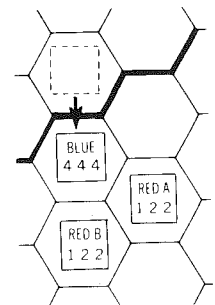
"Soaking-off" is not allowed when attacking from sea squares. Blue must attack at 8-9. Two battles are not allowed here.

RIVER COMBAT



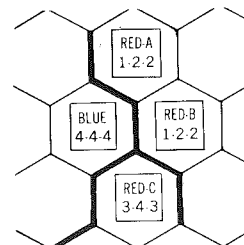
Blue is not required to attack Red Units. However, if it elects to do so, it must attack both Red-A and B at 4-8.

If the attacker (Blue) crosses a river line before entering any enemy zone of control, it is not considered engaged in river combat. Therefore, Blue attacks Red at 4-4. Red's factor does not double since Blue is on the same side of the river when attacking.



Since Units do not control squares across river lines, Blue is allowed to cross the river and attack. Red-C does not control square "X," so Blue may pass through it. Odds will be 4-8. Red's factor does not double since Blue is on the same side of the river when attacking.

Blue may attack Red-A without attacking Red-B. Odds would be 4-2.



Since two river lines are involved, Blue may attack Red-A and B at 4-8 or attack Red-C only at 4-8. Blue is not required to attack Red-A, B and C in the same turn, though he may if he wishes.

COMBAT RESULTS TABLE															
DIE ROLL	ODDS	1—6	1—5	1—4	1—3	1—2	1—1	2—1	3—1	4—1	5—1	6—1	ODDS	DIE ROLL	
	1	A elim	A elim	A back 2	A back 2	D back 2	D elim	D elim	D elim	D elim	D elim	D elim	D elim		1
	2	A elim	A elim	A elim	A back 2	Exchange	Exchange	Exchange	Exchange	Exchange	D back 2	D back 2	2		
	3	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	D elim	D elim	3		
	4	A elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	4		
	5	A elim	A elim	A elim	A elim	A elim	A elim	Exchange	Exchange	D back 2	D elim	D elim	5		
	6	A elim	A elim	A elim	A elim	A elim	A elim	A elim	D elim	D elim	D elim	D elim	6		

Odds greater than 6 to 1 or 1 to 6 mean automatic elimination.

HOW TO RESOLVE COMBAT

STEP 1: Refer to the Chart below to reduce battle odds to a basic odds comparison shown on the Combat Results Table. To do this simply cross-index the attacker's factor (vertical column) with the defender's factor (horizontal line). For example, battle odds of 30 to 9 breaks down to 3 to 1. (When a dash (—) appears the weaker Units are automatically eliminated.)

STEP 2: The Die is rolled once by the attacker.

STEP 3: The Die roll is matched up with the basic odds comparison to get the result of combat. For example, at 3 to 1 a Die roll of 6 means that all defending Units are eliminated. Repeat STEPS 1 through 3 for each separate battle.

[illegible]

D-DAY TIME RECORD CARD

	GAME 1		GAME 2		GAME 3		GAME 4		GAME 5		GAME 6		GAME 7		GAME 8		GAME 9		GAME 10	
	ACCUM. GER. REPL.	✓	ACCUM. ALL. REPL.	ACCUM. GER. REPL.	✓	ACCUM. ALL. REPL.	ACCUM. GER. REPL.	✓	ACCUM. ALL. REPL.	ACCUM. GER. REPL.	✓	ACCUM. ALL. REPL.	ACCUM. GER. REPL.	✓	ACCUM. ALL. REPL.	ACCUM. GER. REPL.	✓	ACCUM. ALL. REPL.	ACCUM. GER. REPL.	✓
1																				
2																				
3																				
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9*																				
10																				
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50																				

* Second Invasion possible (Tournament Game, only). Also begin Allied replacement rate.

** Allied reinforcements available — see Board. Also begin German replacement rate.

*** Allied reinforcements available in Britain — see Board.

**** Possible French reinforcements available at Paris — see Board.

***** Allied reinforcements available in Britain — see Board.

ALLIED ORDER OF BATTLE

35 4-4-4	29 4-4-4	84 4-4-4	75 4-4-4	102 4-4-4	79 4-4-4
87 4-4-4	104 4-4-4	89 4-4-4	4 4-4-4	99 4-4-4	70 4-4-4

30 4-4-4	95 4-4-4	83 4-4-4	78 4-4-4	9 4-4-4	76 4-4-4	69 4-4-4
1 4-4-4	2 4-4-4	97 4-4-4	5 4-4-4	90 4-4-4	26 4-4-4	65 4-4-4

80 4-4-4	71 4-4-4	66 4-4-4	106 4-4-4	94 4-4-4	28 4-4-4
44 4-4-4	100 4-4-4	63 4-4-4	3 4-4-4	42 4-4-4	45 4-4-4

8 4-4-4	103 4-4-4	36 4-4-4	Br 50 4-4-4	Br 52 4-4-4	Br 53 4-4-4	Br 3 4-4-4
Br 43 4-4-4	Br 51 4-4-4	Br 49 4-4-4	Ca 2 4-4-4	Ca 3 4-4-4	Fr 1 4-4-4	Fr 9 4-4-4

2 5-5-4	8 5-5-4	3 5-5-4	6 5-5-4	20 5-5-4	9 5-5-4
16 5-5-4	4 5-5-4	11 5-5-4	13 5-5-4	5 5-5-4	7 5-5-4

Fr 14 4-4-4	Fr 2 4-4-4	Fr 3 4-4-4	Fr 4 4-4-4	Fr 27 4-4-4	Br 1 3-3-3	Br 6 3-3-3
32 3-3-3	101 3-3-3	13 3-3-3	17 3-3-3	Fr 1 5-5-4	Fr 2 5-5-4	Fr 5 5-5-4

10 5-5-4	14 5-5-4	12 5-5-4	Br 79 5-5-4	Br 71 5-5-4	Br 6 5-5-4
Br 7 5-5-4	Br 64 5-5-4	Po 1 5-5-4	Ca 4 5-5-4	Ca 5 5-5-4	SHAEF 0-1-4

1 0-1-4	9 0-1-4	3 0-1-4	7 0-1-4	15 0-1-4	Br 2 0-1-4	Ca 1 0-1-4
Fr 1 0-1-4	21 0-1-4	12 0-1-4	6 0-1-4	 	 	

SPARE SPARE SPARE

I	II	III	IV	V	VI
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VII	VIII	IX	X	XI	XII	XIII
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GERMAN ORDER OF BATTLE

16 LW 1-2-2	17 LW 1-2-2	18 LW 1-2-2	47 1-2-2	48 1-2-2	49 1-2-2
189 1-2-2	242 1-2-2	244 1-2-2	265 1-2-2	266 1-2-2	243 1-2-2

165 1-2-2	182 1-2-2	158 1-2-2	159 1-2-2	148 1-2-2	719 1-2-2	157 1-2-2
245 1-2-2	347 1-2-2	326 1-2-2	344 1-2-2	348 1-2-2	346 1-2-2	319 1-2-2

343 1-2-2	338 1-2-2	708 1-2-2	709 1-2-2	716 1-2-2	711 1-2-2
331 3-4-3	275 3-4-3	276 3-4-3	272 3-4-3	277 3-4-3	271 3-4-3

712 1-2-2	84 4-4-3	85 4-4-3	77 4-4-3	91 4-4-3	352 4-4-3	353 4-4-3
3 5-5-3	5 3-3-3	2 1-1-3	2 7-7-4	9 4-4-4	11 4-4-4	Lehr 5-5-4

21 4-4-4	116 4-4-4	106 2-2-4	155 7-7-4	255 6-6-4	1255 6-6-4
1 0-1-4	1 0-1-4	7 0-1-4	19 0-1-4	15 0-1-4	8 0-1-4

9 SS 6-6-4	49 SS 3-3-4	81 SS 3-3-4	170 SS 5-5-4	3 SS 5-5-4	155 SS 5-5-4	25 SS 5-5-4
6 0-1-4	8 0-1-4	I	II	III	 	

SPARE SPARE

- 1) Abbreviations: Br-British, Fr-French, Ca-Canadian, Po-Polish, LW-German Luftwaffe Ground Divisions, SS-Schutzstaffel (special German Units)
- 2) Allied Units not otherwise identified are United States Army Units
- 3) German Units not otherwise identified are Wehrmacht (regular army) Units.
- 4) Named Units; Guards Armored (British), Panzer Lehr (German).

LOCATION OF UNIT:

DEFENSE FACTOR IS:

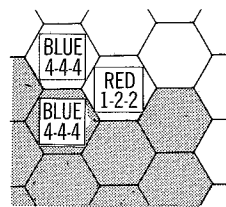
EXAMPLES:

1. Plain Square

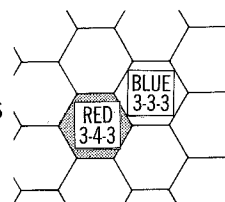
...attacked from
any square

Normal

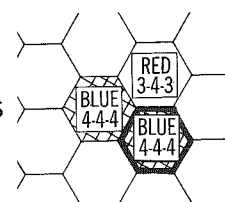
BLUE
attacks
at 8-2



RED
attacks
at 3-3



BLUE
attacks
at 8-4

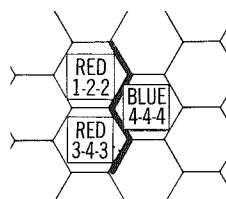


2. Plain Square on river

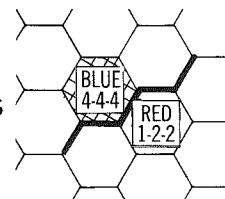
...attacked from
any square on
opposite side
of river

Doubled

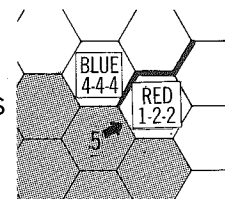
RED
attacks
at 4-8



BLUE
attacks
at 4-4



BLUE
attacks
at 4-4

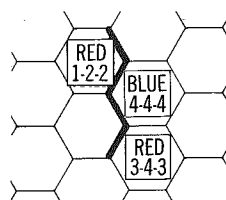


3. Plain Square on river

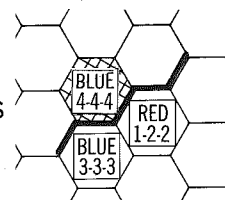
...attacked from
squares on opposite
and same sides
of river

Normal

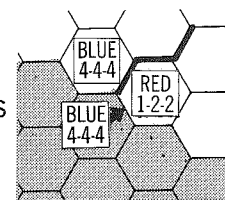
RED
attacks
at 4-4



BLUE
attacks
at 7-2



BLUE
attacks
at 8-2

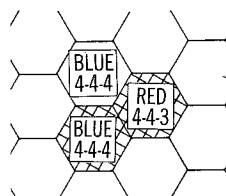


4. City Square

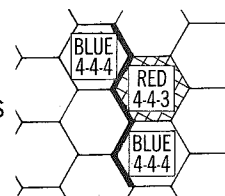
...attacked from
any square

Doubled

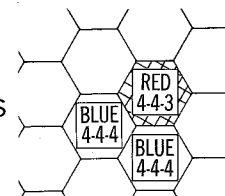
BLUE
attacks
at 8-8



BLUE
attacks
at 8-8



BLUE
attacks
at 8-8

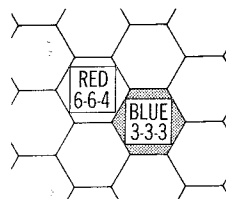


5. Fortified Zone (pink) Mountain Square (brown)

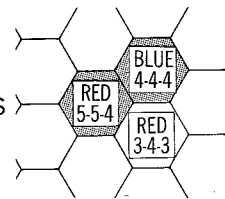
...attacked from
any square

Doubled

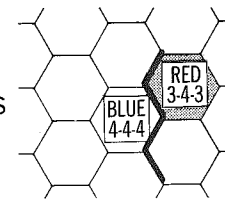
RED
attacks
at 6-6



RED
attacks
at 8-8



BLUE
attacks
at 4-8

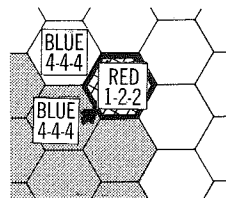


6. Fortress (red encircled)

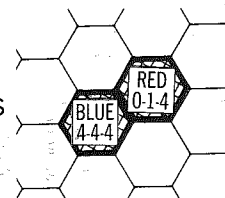
...attacked from
any square

Tripled

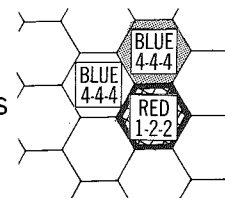
BLUE
attacks
at 8-6



BLUE
attacks
at 4-3



BLUE
attacks
at 8-6



NOTE: In Cities, Fortified Zones, Mountains and Fortresses—across-river attack does NOT further increase the defense factors of Units on these squares.

COMBAT RESULTS TABLE													
ODDS		1—6	1—5	1—4	1—3	1—2	1—1	2—1	3—1	4—1	5—1	6—1	ODDS
DIE ROLL	1	A elim	A elim	A back 2	A back 2	D back 2	D elim	D elim	D elim	D elim	D elim	D elim	1
	2	A elim	A elim	A elim	A back 2	Exchange	Exchange	Exchange	Exchange	Exchange	D back 2	D back 2	2
	3	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	D elim	D elim	3
	4	A elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	4
	5	A elim	A elim	A elim	A elim	A elim	A elim	Exchange	Exchange	D back 2	D elim	D elim	5
	6	A elim	A elim	A elim	A elim	A elim	A elim	A elim	D elim	D elim	D elim	D elim	6

Odds greater than 6 to 1 or 1 to 6 mean automatic elimination.

HOW TO RESOLVE COMBAT

STEP 1: Refer to the Chart below to reduce battle odds to a basic odds comparison shown on the Combat Results Table. To do this simply cross-index the attacker's factor (vertical column) with the defender's factor (horizontal line). For example, battle odds of 30 to 9 breaks down to 3 to 1. (When a dash (—) appears the weaker Units are automatically eliminated.)

STEP 2: The Die is rolled once by the attacker.

STEP 3: The Die roll is matched up with the basic odds comparison to get the result of combat. For example, at 3 to 1 a Die roll of 6 means that all defending Units are eliminated. Repeat STEPS 1 through 3 for each separate battle.

	DEFENDER'S FACTOR
--	-------------------

[illegible]

To get a basic odds break down from a battle odds situation not covered in this Chart, simply divide the defender's factor into the attacker's factor and round off any fraction in favor of the defender. For examples: If battle odds are 64 to 20, 64 divided by 20 = 3-1/5 to 1 or 3 to 1; or, if odds are 20 to 64 (soak-off), 20 divided by 64 = 1 to 3-1/5 or 1 to 4.

ALLIED ORDER OF BATTLE

35 4-4-4	29 4-4-4	84 4-4-4	75 4-4-4	102 4-4-4	79 4-4-4
87 4-4-4	104 4-4-4	89 4-4-4	4 4-4-4	99 4-4-4	70 4-4-4

30 4-4-4	95 4-4-4	83 4-4-4	78 4-4-4	9 4-4-4	76 4-4-4	69 4-4-4
1 4-4-4	2 4-4-4	97 4-4-4	5 4-4-4	90 4-4-4	26 4-4-4	65 4-4-4

80 4-4-4	71 4-4-4	66 4-4-4	106 4-4-4	94 4-4-4	28 4-4-4
44 4-4-4	100 4-4-4	63 4-4-4	3 4-4-4	42 4-4-4	45 4-4-4

8 4-4-4	103 4-4-4	36 4-4-4	50 4-4-4	52 4-4-4	53 4-4-4	3 4-4-4
43 4-4-4	51 4-4-4	49 4-4-4	2 4-4-4	3 4-4-4	1 4-4-4	9 4-4-4

2 5-5-4	8 5-5-4	3 5-5-4	6 5-5-4	20 5-5-4	9 5-5-4
16 5-5-4	4 5-5-4	11 5-5-4	13 5-5-4	5 5-5-4	7 5-5-4

14 4-4-4	2 4-4-4	3 4-4-4	4 4-4-4	27 4-4-4	1 3-3-3	6 3-3-3
82 3-3-3	101 3-3-3	13 3-3-3	17 3-3-3	1 5-5-4	2 5-5-4	5 5-5-4

10 5-5-4	14 5-5-4	12 5-5-4	79 5-5-4	91 5-5-4	6 5-5-4
7 5-5-4	6d 5-5-4	6 5-5-4	4 5-5-4	5 5-5-4	0-1-4

1 0-1-4	9 0-1-4	3 0-1-4	7 0-1-4	15 0-1-4	2 0-1-4	1 0-1-4
1 0-1-4	21 0-1-4	12 0-1-4	6 0-1-4	0-1-4	0-1-4	0-1-4

SPARE SPARE SPARE

I	II	III	IV	V	VI
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VII	VIII	IX	X	XI	XII	XIII
-----	------	----	---	----	-----	------

GERMAN ORDER OF BATTLE

16 LW 1-2-2	17 LW 1-2-2	18 LW 1-2-2	47 1-2-2	48 1-2-2	49 1-2-2
189 1-2-2	242 1-2-2	244 1-2-2	265 1-2-2	266 1-2-2	243 1-2-2

165 1-2-2	182 1-2-2	158 1-2-2	159 1-2-2	148 1-2-2	719 1-2-2	157 1-2-2
245 1-2-2	347 1-2-2	326 1-2-2	344 1-2-2	348 1-2-2	346 1-2-2	319 1-2-2

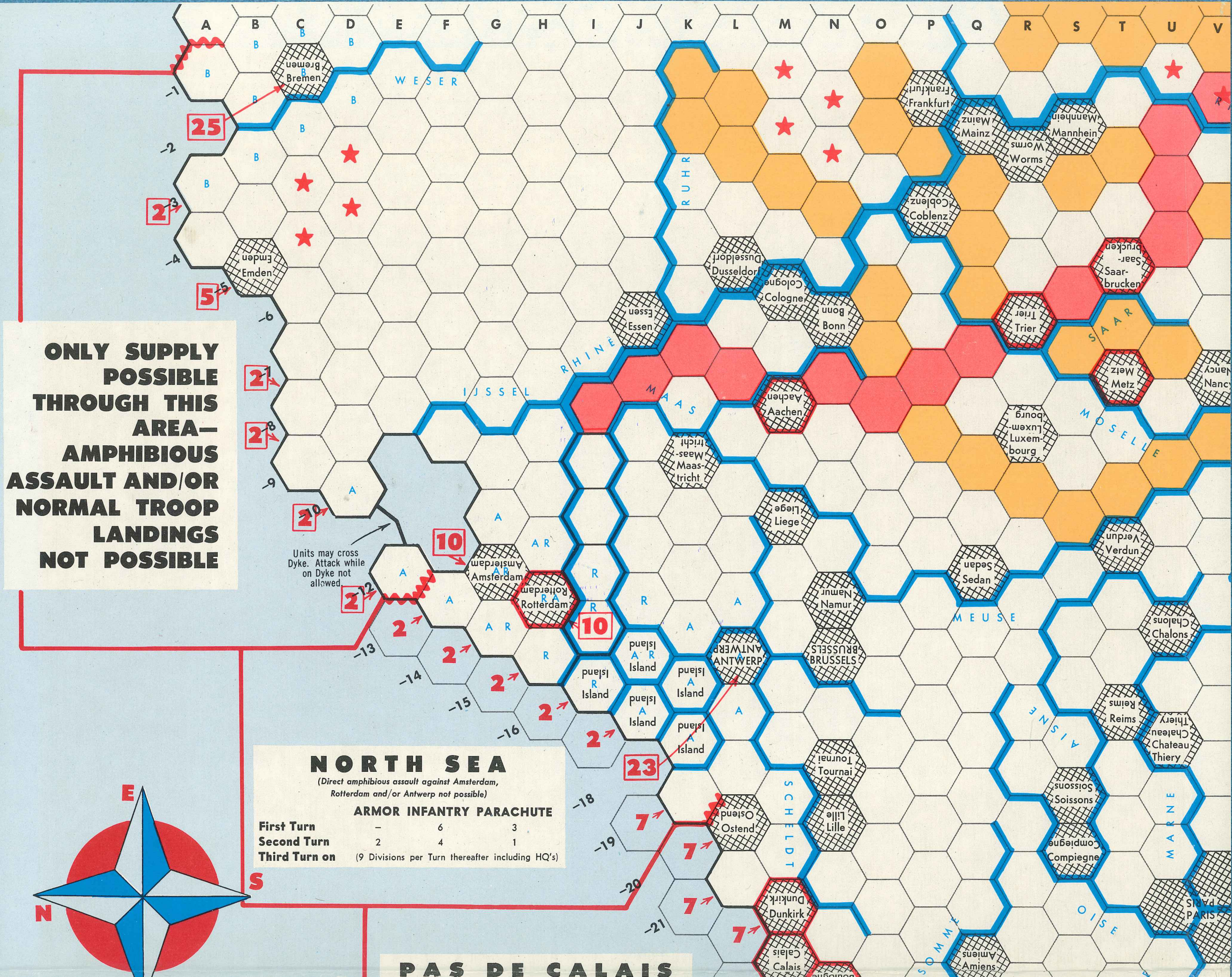
343 1-2-2	338 1-2-2	708 1-2-2	709 1-2-2	716 1-2-2	711 1-2-2
331 3-4-3	275 3-4-3	276 3-4-3	272 3-4-3	277 3-4-3	271 3-4-3

712 1-2-2	84 4-4-3	85 4-4-3	77 4-4-3	91 4-4-3	352 4-4-3	353 4-4-3
3 5-5-3	5 3-3-3	2 1-1-3	2 7-7-4	9 4-4-4	11 4-4-4	Lehr 5-5-4

21 4-4-4	116 4-4-4	106 2-2-4	155 7-7-4	255 6-6-4	1255 6-6-4
Neth 0-1-4	1 0-1-4	7 0-1-4	19 0-1-4	15 0-1-4	B 0-1-4

955 6-6-4	4955 3-3-4	5155 3-3-4	1755 5-5-4	355 5-5-4	1555 5-5-4	2555 5-5-4
G 0-1-4	WEST 0-1-4	I 0-1-4	II 0-1-4	III 0-1-4	0-1-4	0-1-4

SPARE SPARE



**ONLY SUPPLY
POSSIBLE
THROUGH THIS
AREA—
AMPHIBIOUS
ASSAULT AND/OR
NORMAL TROOP
LANDINGS
NOT POSSIBLE**

Units may cross
Dyke. Attack while
on Dyke not
allowed

NORTH SEA
(Direct amphibious assault against Amsterdam,
Rotterdam and/or Antwerp not possible)

	ARMOR	INFANTRY	PARACHUTE
First Turn	—	6	3
Second Turn	2	4	1
Third Turn on	(9 Divisions per Turn thereafter including HQ's)		

PAS DE CALAIS

W

ALLIED UNITS AVAILABLE IN BRITAIN

D-DAY

USA
4 18 2 5

BR-CA-PO
8 9 2 3

FR
2 3 1

				X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	HQ	HQ
HQ	HQ	HQ	HQ	HQ	HQ	HQ			

16th WEEK

USA
5 9 1

					X	X	X	X	X
X	X	X	X	HQ					

24th WEEK

USA
4 7 2 1

				X	X	X	X	X	X
X	X	X	HQ						

32nd WEEK

USA
2 7 1

		X	X	X	X	X	X	X	HQ
--	--	---	---	---	---	---	---	---	----

ARMOR INFANTRY PARACHUTE

First Turn	2	7	3
Second Turn	4	5	-
Third Turn on	(12 Divisions per Turn thereafter including HQ's)		

LE HAVRE

(Direct amphibious assault against Rouen not possible)

ARMOR INFANTRY PARACHUTE

First Turn	-	6	3
Second Turn	2	5	-
Third Turn on	(10 Divisions per Turn thereafter including HQ's)		

NORMANDY

ARMOR INFANTRY PARACHUTE

First Turn	-	6	3
Second Turn	2	4	-
Third Turn on	(9 Divisions per Turn thereafter including HQ's)		

SPECIAL

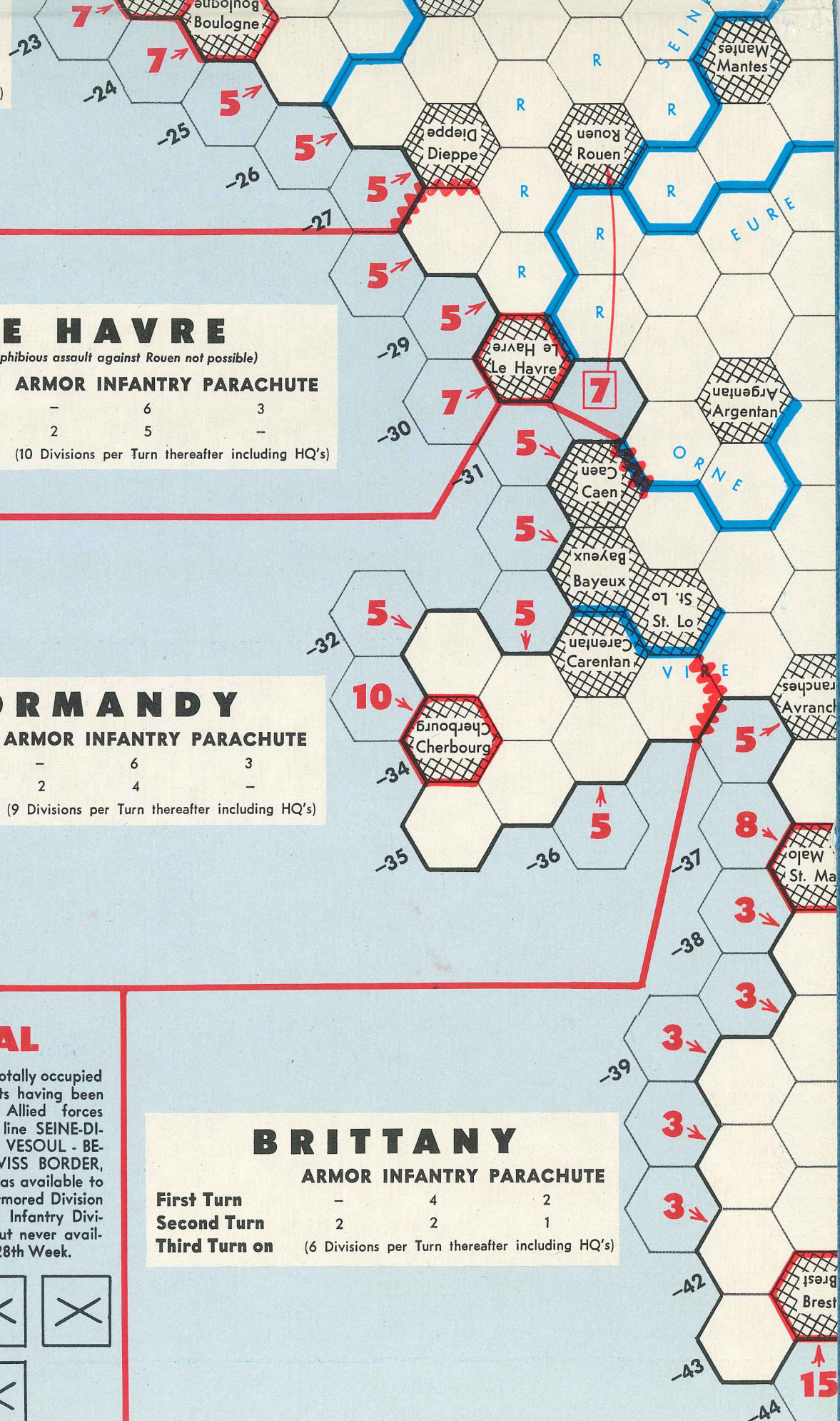
When France is totally occupied (all German units having been eliminated) by Allied forces SOUTH of the line SEINE-DIJON - SAONE - VESOUL - BESANCON - SWISS BORDER, the Allied side has available to it one French Armored Division and four French Infantry Divisions at Paris, but never available before the 28th Week.

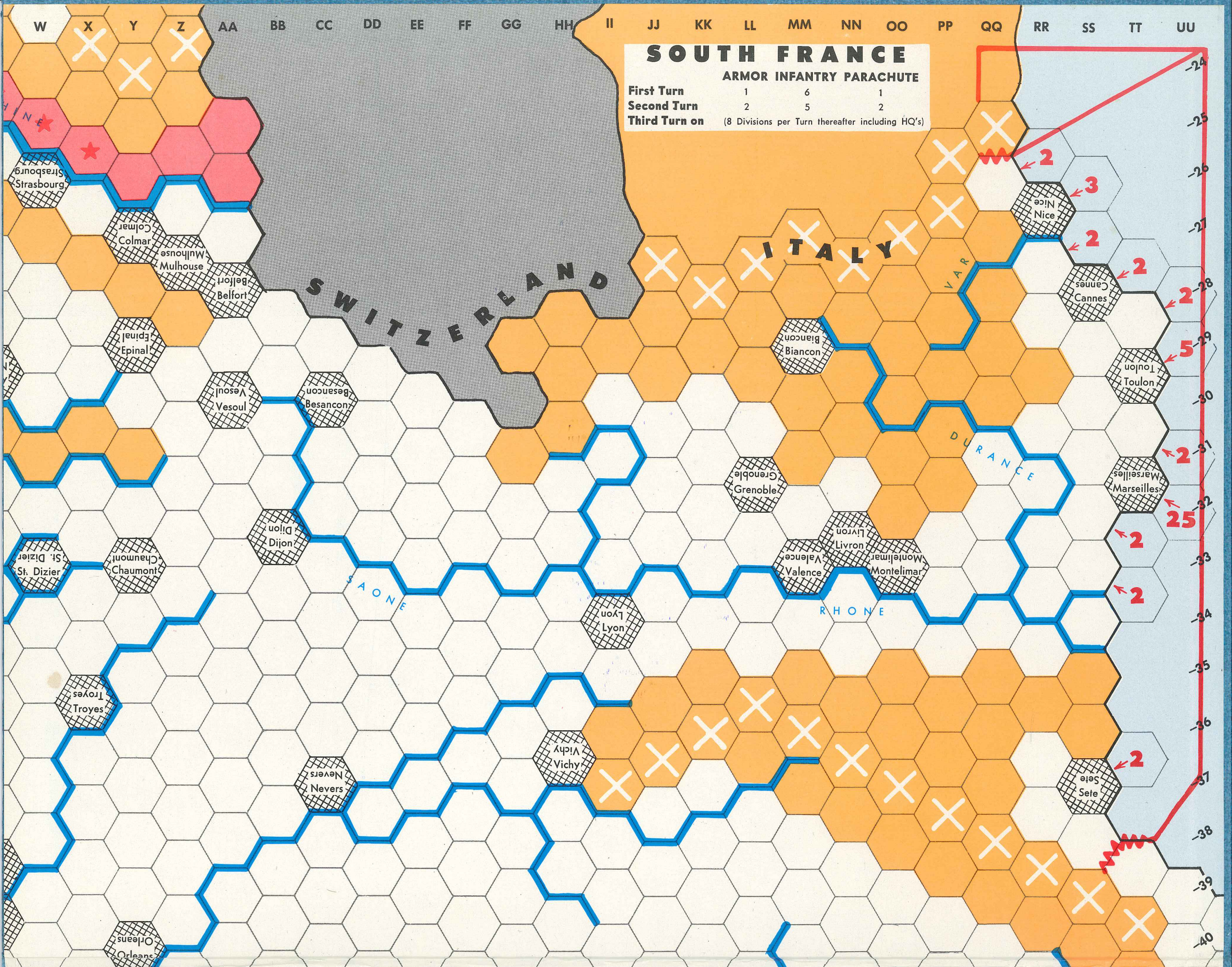
	X	X
X	X	

BRITTANY

ARMOR INFANTRY PARACHUTE

First Turn	-	4	2
Second Turn	2	2	1
Third Turn on	(6 Divisions per Turn thereafter including HQ's)		

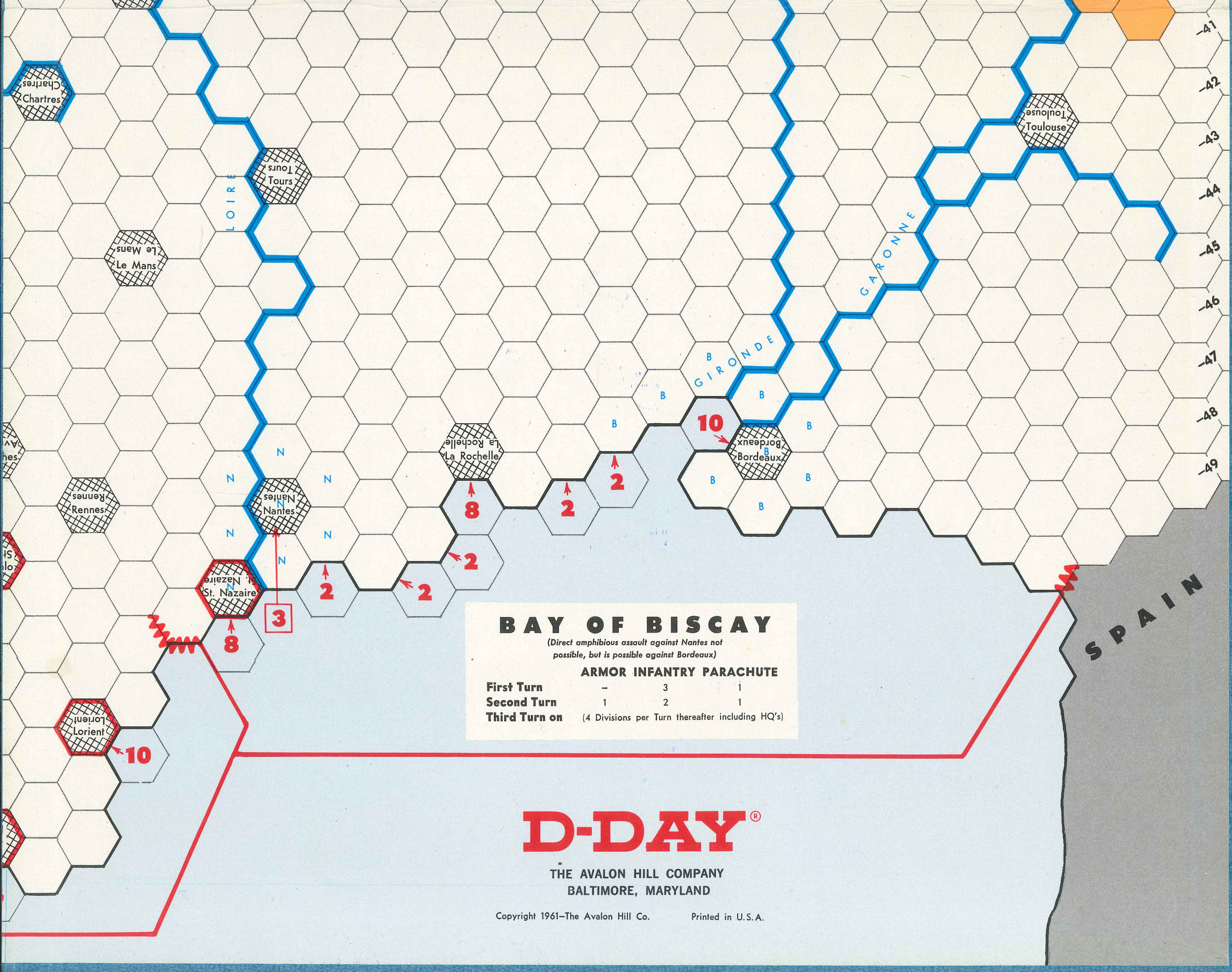




SOUTH FRANCE

ARMOR INFANTRY PARACHUTE

First Turn	1	6	1
Second Turn	2	5	2
Third Turn on	(8 Divisions per Turn thereafter including HQ's)		



BAY OF BISCAY

(Direct amphibious assault against Nantes not possible, but is possible against Bordeaux)

ARMOR INFANTRY PARACHUTE

First Turn	-	3	1
Second Turn	1	2	1
Third Turn on	(4 Divisions per Turn thereafter including HQ's)		

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