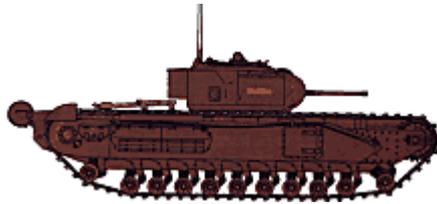


The Liberating Assault



A simulation of the Invasion of Normandy June-July 1944

"I have also to announce to the House that, during the night and early hours of this morning, the first of a series of landings in force upon the European continent has taken place. In this case, the liberating assault fell upon the coast of France."

Winston Churchill, House of Commons 6th June

Extract from Operation "Neptune" (map references adapted to this game)

C. INTENTION

26. The intention of the Joint Commanders-in-Chief is to assault simultaneously immediately North of the Carentan estuary, and between the Carentan estuary and the River Orne, with the object of securing as a base for further operations a lodgement area which will include airfield sites and the port of Cherbourg. . . .

F. THE ASSAULT PHASE

THE SEA PASSAGE

54. The Naval Assault Forces and the Naval Bombarding forces will sail as necessary in groups from their assembly points towards a general area South-East of the Isle of Wight. Naval escorts and minesweepers will accompany these groups, increased protection being given to first flight LCT and to LSI and APA.

55. The hours of daylight and the distance to be covered militate against the possibility of misleading the enemy as to the exact location of our assaults, but groups will be so routed during daylight on D - 1 that the chance of a correct enemy forecast is reduced so far as is possible.

56. On reaching the enemy mine barrier, minesweepers will sweep ten passages for the leading groups. Subsequent groups will follow the same channels, which will be marked. About seven miles off shore the LSI/APA will stop and lower their LCA. At this time they should be in close proximity to the first flight of LCT and support craft. All craft will then deploy for the assault, subsequently adjusting their movements so that the first wave of craft will beach at H Hour. Bombarding ships and support craft will take up their position to support the landings.

FIGHTER COVER

57. Fighters will give escort to Fighter/Bomber, Bomber and Airborne Forces and cover over shipping during the hours of daylight. Fighter cover will also be provided over the assault area at an average strength of ten squadrons (i.e. five squadrons each over British and United States Beach Areas) and approximately five squadrons over the convoys during the hours of daylight. The strength of our fighter patrols operating over the beaches and shipping lanes will, however, be varied by the Air Commander-in-Chief from time to time, dependent on the air situation. At least six squadrons of fighters will always be ready to meet emergencies.

H HOUR

58. H Hour, which is defined as the time at which the first wave of landing craft should hit the beach, will be about 1 1/2 hours after nautical twilight, and approximately 3 hours before high water, so as to allow a minimum period of thirty minutes daylight for observed bombardment before H Hour and to enable the maximum number of vehicles to be landed on the first tide. Should the operation be postponed from D Day, the time of H Hour on successive days may be extended to about 2 1/2 hours after nautical twilight.

59. As H Hour is related both to nautical twilight and high-water, D Day is therefore dependent on the phase of the moon. It is the present intention that D Day should be during the full moon period as opposed to the new moon period, which fixes D Day in first week of June. D Day and the time of H Hour for that day, and for successive days to which a postponement is possible, will be notified later. . . .

THE MAIN ASSAULT

63. The object will be to capture the towns of St. Mere-Eglise 0720, Carentan 0718, Isigny 0818, Bayeux 1117 and Caen 1315 by the evening of D Day.

64. *First United States Army* will assault with one regimental combat team between Quinville 0721 and the Carentan Estuary 0819 and two regimental combat teams between Vierville 1019 and St. Laurent 1018. The tasks of First United States Army in order of priority will be:

(a) to capture Cherbourg as quickly as possible; (b) to develop the Vierville - St. Laurent beachhead Southwards towards St. Lo in conformity with the advance of Second British Army.

65. *Second British Army* will assault with five brigades between Arramanches 1118 and Ouistreham 1416. The main task of Second British Army will be to develop the bridgehead South of the line Caen 1315 - St. Lo 0816 and South East of Caen in order to secure airfield sites and to protect the flank of First United States Army while the latter is capturing Cherbourg.

AIR OPERATIONS IN THE ASSAULT PHASE

66. The over-riding commitment in the assault phase will be the gaining and maintaining of air superiority. Subject to this, the maximum possible air effort will be made available during the period night of D - 1/D Day and D Day, and subsequently as necessary, for the vital tasks of assisting the Navy to neutralise the coast defences, help the land forces in their initial occupation of the bridgehead, and delay the arrival of the enemy's immediate reserves and reinforcements. These roles will call for night and day bombing.

67. Attacks on enemy reinforcements will require pre-arranged bombing of special key points, and in addition a proportion of the bomber effort will be held in readiness to engage opportunity targets. . . .

AIRBORNE OPERATIONS

69. One Airborne division under command of First United States Army will land in the area behind the Quinville 0721 - Carentan 0718 beaches with the main object of assisting the seaborne landing. Two Airborne brigades under command of Second British Army will land East of the River Orne with the objects of covering the left flank and delaying the arrival of the enemy reserve division from Lisieux. A further Airborne division under command of First United States Army, will be landed in the Cotentin peninsula late on D Day or early on D + 1. . . .

Introduction

This is a simulation of the military campaign in Normandy during the summer of 1944. We will take an entire day to go through this simulation in order to give you a feeling for the way that the campaign developed. When you visit the area, we would like to think that you will recognise some of the places, because you will have “fought” over them. We hope that you will understand the importance of locations such as Caen, Bayeux and St. Lo. We also hope that you will find the simulation both interesting and fun!

This simulation takes the form of a game that has been specially designed for you to use. Although we will all be playing a game, it represents a series of events that were deadly serious. On the Allied side, 7,000 ships and boats, 11,600 aircraft and 156,000 men were involved on D-Day alone. Even after 60 years, the size of the operation is awe-inspiring. Casualties were also high. Although a tiny fraction of the Russian front, the allies lost over 60,000 in June and the Germans lost 80,000 in a similar time. Each of these was a catastrophe for the people involved. So please enjoy the day, but bear in mind that this is the 60th anniversary year of a monumental event.

During the day, you will become very involved in the game. Do not let your enthusiasm override your courtesy to others. It can be rather easy to let game disagreements become personal – don’t.

The rules are intended to represent reality, but we will not have taken account of everything. There will be a team of umpires who will be constantly monitoring the game. If there is something that has not been allowed for, the umpires will tell you what happens. The umpire is always right – there are no exceptions to this. Umpires will be very busy, so if you need an umpire, raise your hand and be patient.

German units will be played by 6th form students. When it comes to resolving combat, they have been trained to decide most things, even when the rules are unclear. Display them courtesy and listen to them – if you still disagree with them, consult an umpire (but please note umpires are likely to penalise trivial requests).

D Boundy

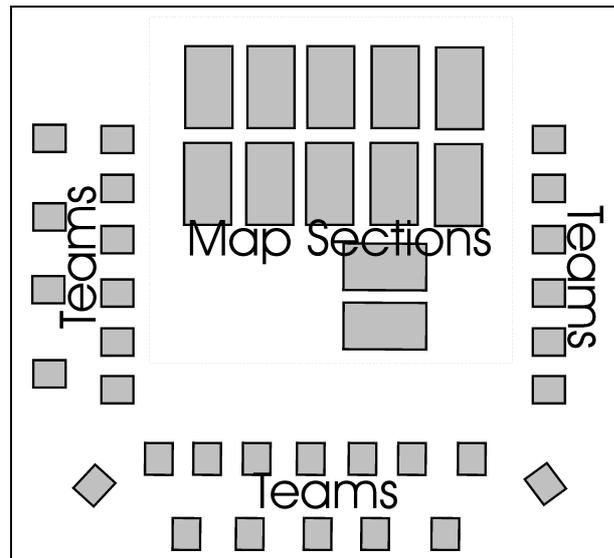
A Evans

J Wallman

Game Structure

You will be placed in a team. Most teams will take the role of Divisional HQ (a Division was about 10,000 men). Some of you will be in Corps teams – a Corp is in charge of a number of divisions. A few of you will be in Army teams – in charge of several Corps. A small, select, group will represent 21st Army Group – in charge of everything.

The Great Hall will have a large map of Normandy, in sections. Tables for Division teams will be placed in an arc around this map and then Corps, Army and Army Group tables will be behind them.



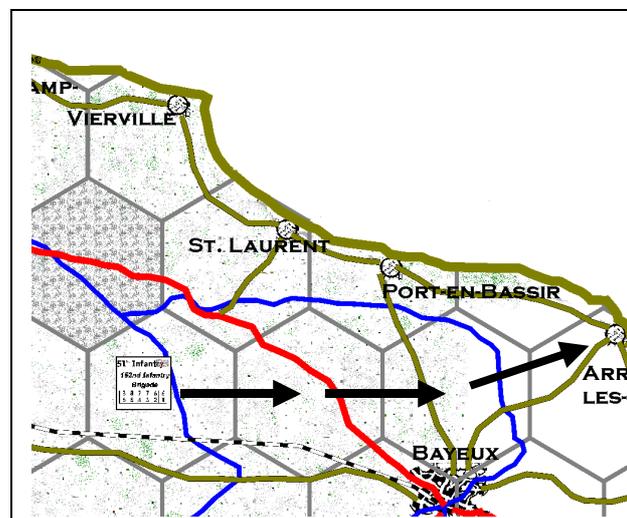
At the start of the game, not every team is involved in the fighting. If you are in a team that has to wait, then be patient – you will be arriving later with fresh troops and will be able to have a major impact on the battle. While you are waiting, there is plenty to do – watch carefully what is going on and plan exactly what you will do.

The Maps

Each team will be given a map of Normandy, with a normal grid reference system on it. When communicating with other teams, always use the grid reference. Most of the time, a four figure reference will be best (e.g. a Corps could instruct a division: “you are to take St. Lo at reference 0816”).

The main map does not have the grid reference on it. Instead, it has a “hex” grid. An example of this is shown here:

Each “hex” (a hexagon shape) is about 4 miles across and is the normal area of operations of a division. Movement is measured in “hexes”. One hex movement is a move to an adjacent hex. For the unit SW of St. Laurent to move to Arranches is therefore a move of 3 hexes.

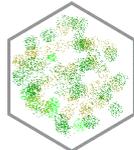


There are different features shown on the map. A hex can be clear, wooded, swamp or bocage. Bocage is peculiar to Normandy. It is the result of farming methods back to the middle ages. The bocage country comprises fields with substantial hedgerows as the boundaries and narrow sunken roads in between. This country is very helpful to a defender.

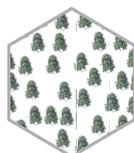
If a hex has all (or a substantial amount) shaded as shown, it gives different effects:



Swamp – armoured units (including Panzers, Armoured Brigades, Panzer Grenadiers and Armored Combat Groups) cannot attack into or through swamp



Bocage – adds 3 to the defence of the units in a bocage hex



Woods – adds 3 to the defence of the units in a woods hex. Reduces the effect of Tactical Air support from 2 to 1.

How does this game actually work?

Each game represents 3 days of fighting and should take about half an hour of real time. At the start of a turn, cards representing resources will be passed down the chain of command. One person from each division (the Operations Officer) will then move to the map with the resources for his division. He will allocate the resources and place markers showing the orders for the division. Any movement and combat will then be resolved and the turn will finish.

While this is going on, teams should be working out what they will be doing next. They should build a picture of the battle. The intelligence officer from a division may visit the map and divisions can find out what is going on by talking to other divisions. Corps, Armies and Army Group may not visit the map at this stage and they must find out what is going on by talking to their subordinate teams and to each other.

Teams should decide what (if anything) they need from their senior team. Senior teams need to listen to this and to work out what they will do next time. Senior command teams must make sure that subordinate teams know what their instructions are. The commander in each team will have the final say on what the team should do – he should listen to each member of the team, but make a decision (and often, he needs to make it quickly before the game carries on without him).

Resource Cards

The first steps of the turn involve resource cards. These cards represent all the things a Division will need to operate, as well as some extra support. The resource cards are:

Fuel: Fuel is necessary to operate motorised divisions – tanks, trucks etc.

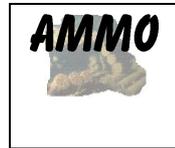
1 card on a division HQ allows movement or attacking by each unit in the division. Only required by motorised units. Not required on German infantry divisions and Allied airborne divisions

Lack of fuel means that no attacks are possible. Movement is limited to 1 hex.



Ammo: Ammunition is needed for artillery to be used.

Place cards on artillery to count as +3 each. Corps artillery is limited to 6 cards, Divisional artillery to 3 cards and German special types have different limitations.



Tactical Air: Fighter-bombers and 2-engined bombers are used to support ground forces.

Cards at +2 each (+1 if enemy in woods) are placed with Division counters in attack or defence



"Funnies": The British 79th Armoured Division had a number of specialist armoured vehicles, designed to assist the initial assault from the sea

Cards at +2 each in initial attacks are placed with the Divisional counters



Naval Bombardment: Naval forces are organised into bombardment groups A,C,D,E and K. Each of these is commanded by a battleship or a cruiser and has a number of ships at its disposal. Each bombardment group operated together.

Each group has 2 cards. A group is allocated to a Division by giving the cards to the Division team. Cards give +3 each in combat. Can only be used inside the marked naval bombardment zone.



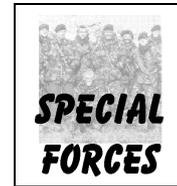
Strategic Bomber: Long range, 4-engined bombers are used to destroy enemy resources or block movement.

either: each card placed on a division removes 2 resource cards
or: each card placed on a road stops strategic movement through that road



Special Forces: Units such as the US Rangers and the British Commandos were used in the initial support to deal with the coastal defences.

Special Forces cards may be allocated to a division in the initial assault. Coastal defences will be represented by counters showing the strength of the defences in that hex. The defence counters will initially be face-down. Special Forces will negate the effect of a counter – otherwise the assaulting division will need to deal with the strength of that counter.



Each card negates the effect of a coastal defence counter in 1 hex.

French Resistance: French resistance fighters operated as military units and saboteurs, but were only loosely under Allied control.

Each card should be played by placing it on the north end of a map table. 1 card placed on the map table requires activation – when activated it removes 2 resource cards from a division on that table (stays until activated). The umpires will activate the cards on a table by rolling a die – 5 or 6 activates.



SOE: The Special Operations Executive was an allied organisation of saboteurs that operated effectively with French members. It is similar to a French resistance card, but more closely under allied control.

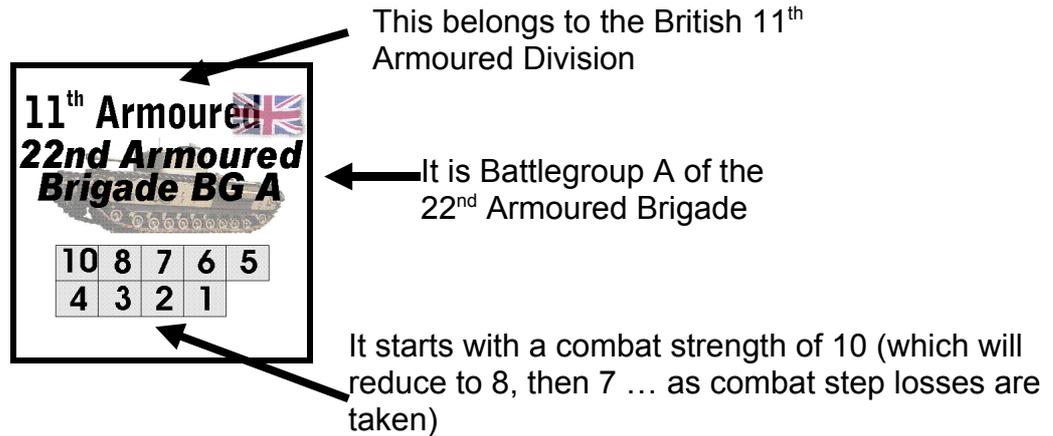
Each card should be played in the same way as for French Resistance, but it is activated immediately.



Game Counters

Counters

This is a typical British counter. It is based on a red block and has a label on the face showing the division, the brigade (regiment in the case of the US and Germany), the type of unit and its strength



US counters have blue bases, British/Canadian are red and German counters have olive green bases.

Main Sequence of Action

- Resource cards given to subordinate teams
- Resource cards placed on the map
- Take account of French Resistance, SOE and Strategic Bombing
- Place “orders arrows” on the map
- Decide which orders are effective
- Carry out attack orders
- Carry out exploit orders
- Carry out movement orders
- Give used ammo and fuel to the umpire
- Teams retrieve resource cards from the map and from subordinate teams

Resource cards given to subordinate teams

Fuel and Ammo is given to Army Group by the umpire. Army Group split it between the armies, who split it between Corps, who then split it between Divisions. This whole process takes place at the beginning of each turn.

Naval Bombardment Group cards and Tactical Air Support cards are given to divisions by Corps. Corps teams can decide to leave the cards with that division or to ask for them back at the end of the turn

Resource cards placed on the map

Army Group players are responsible for placing Strategic Bombing, SOE and French Resistance cards on the map. Divisional teams are responsible for placing all other cards.

A fuel card should be placed on the HQ of a motorised division that is to be moved. Lack of fuel means that no attacks can be made; it also limits movement to 1 hex.

Ammo cards should also be placed on artillery units at this stage (limited to 3 for Divisions and 6 for Corps)

Take account of French Resistance, SOE and Strategic Bombing

The Army Group players will take 2 resource cards from a German division where a Strategic Bombing card has been played. If the card is played near friendly divisions, the umpire is likely to apply the penalty to the friendly division instead.

SOE and French resistance cards will be taken into account by the umpire – assisted by the Army Group players. French Resistance cards will stay on a table until activated. They are activated by a roll of 5 or 6 on a die. All SOE and activated French Resistance will result in loss of 2 resource cards from one enemy division on that table.

Place “orders arrows” on the map

Order arrows are placed to indicate the orders for a Division:



This indicates the direction of an attack. It is a commitment to attacking a given target unit or hex. It can include up to 3 hexes movement to make contact with an enemy unit.



This indicates that the unit is ready to exploit a hole made by other units. It can include up to 3 hexes movement to make contact with an enemy unit. An exploiting unit can also fight if it encounters new enemy forces.



You can use several of these to indicate a route of movement. Move orders do not include combat – so if during the movement, your unit runs into enemy units, it must stop.

Decide which orders are effective

Any unit which is being attacked cannot exploit or move, so “exploit” and “move” arrows are removed from attacked units. The remaining attacks should then be resolved into different combats, each with an attacker. In general, if two units are attacking each other, then the unit with the largest force and the nearer HQ will be the attacker. If two units are next to each other and attacking another unit, then that should be resolved as one combat. If in doubt – consult an umpire.

Carry out attack orders

1. Move any attacking units up to 3 hexes, if required – if units are both moving, move them a hex at a time. Keep the attack arrows with them.
2. Move ammo cards from units controlled by the Division (the Divisional artillery and any Corps artillery where the Division has a permission card).
3. Play the tactical combat

Each side has a pack of six tactical cards. Each of these cards represents a tactical choice of operations in the 3days. Each side chooses a card and comparing the two gives a win, lose or draw result for the attacker.

3. Calculate strength of each side:

strength of all units (*note armoured counters cannot count strength when attacking into a swamp*)

add artillery (+3 per ammo card)

add tactical air (+2 per card - +1 in woods)

add naval bombardment (+3 per card)

add terrain defence of +3 if defending across river, in city, in bocage or in woods – note that only one bonus type counts for any hex, but the bonus is applied to each defending unit.

add any special resource cards available (initial assault only)

4. Subtract defender strength from attacker strength and consult results table

The table allows look up of a Win/Lose/Draw against the strength difference of the units.

5. mark counters with the effect and withdraw if required

The result can force the defender to withdraw. If that is the case, the attacker may move units into the hex vacated by the defender.

Carry out exploit orders

Exploit orders are essentially delayed attack orders. If forward units succeed, this allows rear units to follow-up and exploit the advantage obtained.

Carry out movement orders

Motorised units can move anywhere on the map as long as they are on a road. This strategic movement applies to motorised units (Allied infantry, Allied armour, German Panzer, German Panzer Grenadier). The equivalent for non-motorised units (German infantry and Allied Airborne) is 10 hexes. Strategic movement must not start, pass or stop adjacent to an enemy or through a hex which has been used for an attack.

Other (tactical) movement is 3 hexes for all units except motorised units that have no fuel – who cannot move.

Note that no more than 6 counters may be in a hex at the same time.

Give used ammo and fuel to the umpire

All used fuel and ammo cards should be given to the umpire. If a unit has not moved, it has not used its fuel. Ammunition, is only used if the unit has been in combat. Other resource cards are retrieved by the appropriate team (the Division or Army Group).

Tactics Cards

Each Divisional front line player has a small pack of *Tactics Cards*. The opposing players select a card each and compare tactics cards to see if they have gained an advantage or not. The *Tactics Cards* are:

- **Outflank** – use the ground to your advantage to find a way round the flanks of the enemy.
- **Rapid assault/counterattack** – attempting to gain advantage by catching the enemy off guard.
- **Creeping barrage/Defensive barrage** – using artillery to closely support an attack or defence. Can only be done if artillery units are present.
- **Dig in** – strengthen defences by digging in and maximising defensive opportunities. Can only be done if defending.
- **Combined arms** – maximising the use of tanks, infantry and artillery. Obviously you must have all three involved in the operation.
- **Infiltrate** – sneaking into enemy positions prior to a rapid assault. Must have infantry present and can only be done in the attack.

Compare the selected cards against this table (the results are also written on the cards for quick reference)

		Defender					
		<i>Outflank</i>	<i>Assault</i>	<i>Barrage</i>	<i>Dig In</i>	<i>Combined Arms</i>	<i>Infiltrate</i>
Attacker	<i>Outflank</i>	Draw	Lose	Win	Win	Lose	Win
	<i>Assault</i>	Win	Draw	Lose	Lose	Win	Lose
	<i>Barrage</i>	Lose	Win	Draw	Win	Lose	Win
	<i>Dig In</i>	Lose	Win	Lose	Draw	Win	Draw
	<i>Combined Arms</i>	Win	Lose	Win	Lose	Draw	Lose
	<i>Infiltrate</i>	Lose	Win	Lose	Draw	Win	Draw

The result is for the attacker.

Combat Result Table

The table is shown from the point of view of the attacker. The difference in combat strength is shown on the left. The result of the tactics battle (attacker Wins, Loses or Draws) is referenced with this to show the effect on the strength of the attacker and defender. If the attack is strong enough, then the defender may need to withdraw – the number of hexes to withdraw is shown.

		Win	Draw	Lose
18+	Attacker loss	-	1	3
	Defender loss	4	3	2
	Defender withdraw	2	1	1
12-17	Attacker loss	-	1	2
	Defender loss	3	2	1
	Defender withdraw	1	1	1
8-11	Attacker loss	-	1	2
	Defender loss	2	1	2
	Defender withdraw	1	1	-
0-7	Attacker loss	1	1	2
	Defender loss	2	1	1
Negative	Attacker loss	1	1	2
	Defender loss	1	-	-

LOSSES

Each unit takes losses by crossing off a box on each counter involved in the attack or defence – the current combat power of the unit is written inside the box, so losses reduce combat power. This deserves emphasis – each and every counter involved will take the losses, not just one of the counters.

Artillery only take losses if they were in direct contact with the enemy and unsupported by other units. If this happens, the Artillery is usually destroyed.

When all boxes are lost, the brigade is removed from play.

Artillery

Artillery is used to deliver ammo cards. Each artillery type has a different range and can deliver a different maximum number of ammo cards. Each ammo card delivered by artillery has a +3 combat.

The types are: German Werfer, German Flak, Field artillery (divisional artillery) and Medium artillery (US Corps artillery and British/Canadian AGRA)

Werfer

There are two German Nebelwerfer brigades – a type of multi-barrelled mortar. Each brigade can be attached to a division. They deliver up to 2 Ammo cards in support of a co-located unit (i.e. the range is 1 hex and a unit in an adjacent hex can be attacked)

Division

Each division has a counter showing the division's field artillery. Each of these deliver up to 3 Ammo cards at a range of 2 hexes (i.e. the attacked unit is 2 hexes away)

Corps

Each British AGRA (Army Group Royal Artillery – several regiments of medium and heavy artillery) or Canadian AGCRA is given a counter showing the controlling formation (normally a Corps). Each US Corps has an artillery counter. These can move in the same way as any motorised unit (with one fuel card on the Corps HQ) under Corps control. Each of these units has a card which is given to a division and gives permission for the AGRA/Corps artillery unit to be used in support of that division. These units deliver 6 Ammo cards at a range of 3 hexes (i.e. the attacked unit is 3 hexes away).

There are no German Corps units.

Flak

There are 4 Flak regiments – each part of the German III Flak Korps. These are equipped with 88mm anti-aircraft guns. These were found to be very effective against ground targets and were used on several important occasions to good effect against British armour. To use one of these units, it must be allocated to a division. These units can be used to cancel Tactical Air cards used in a combat with a unit in a co-located hex or they can be used to deliver 1 ammo card in support of a co-located unit. If used to deliver an ammo counter in order to defend against armour, one armoured brigade/regiment should take one loss before the combat results are worked out.

HQ

There are separate counters for Divisional HQ and Corps HQ on the Allied side. The German Korps are not played as such (there will be a loose arrangement of 2 or 3 German players allocating resources and co-ordinating activity). There are no counters for Army or Army Group HQ.

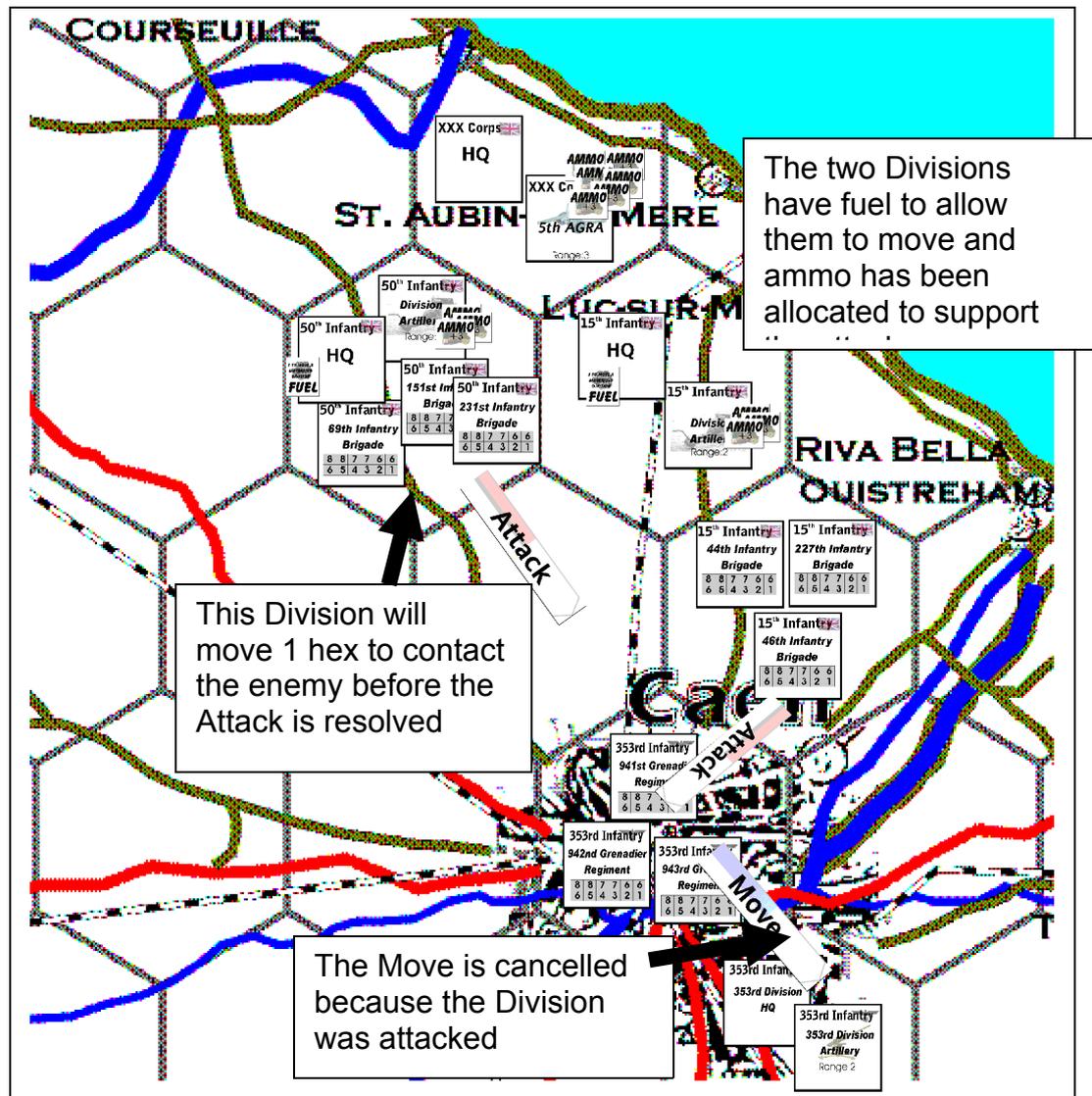
Divisional units that move more than 3 hexes from their Divisional HQ counter cannot receive orders properly, so will only defend if attacked. Divisional HQ counters that move more than 5 hexes away from their Corps HQ will not receive any resource cards.

If a Divisional HQ is attacked while it is more than 1 hex from a friendly unit, then it is forced back 2 hexes and no Divisional attacks are possible for the next turn.

If a Corps HQ is attacked while it is more than 1 hex away from a friendly unit, then it is forced back 2 hexes and the Corps team is not allowed to take any actions in the game for the next turn. All fuel and ammo for the Corps goes to the division(s) nearest the new position of the HQ.

Examples

Let us imagine that the German 253rd Infantry Division is defending Caen against an attack by two British Infantry Divisions (the 51st and the 15th). The Germans are short of ammunition, but the British have plenty, so decide to place 3 Ammo cards on each of the Divisional artillery and 6 on the AGRA (AGRA is artillery controlled by the Corps). The two Divisions decide to attack and the Germans decide to move away. This is the situation:



The British nominate the operations officer from 50th Infantry Division to decide their tactics. He chooses a *Barrage* and the German player chooses to *Dig In* (if he had tried to attack, he could not have chosen that option – the card says “only in defence”). The two cards are shown in the next diagram:

Attacker - British

BARRAGE

A creeping barrage
or defensive barrage

MUST HAVE ARTILLERY

OUTFLANK	ASSAULT	BARRAGE	DIG IN	COMBINED ARMS	INFILTRATE
Lose	Win	Draw	Win	Lose	Win

Defender - German

DIG IN

Strengthen defences by digging
fortifications and taking
defensive opportunities

ONLY IN DEFENCE

OUTFLANK	ASSAULT	BARRAGE	DIG IN	COMBINED ARMS	INFILTRATE
Lose	Win	Lose	Draw	Win	Draw

The Barrage beats the Dig In, so the British have won the tactical advantage

The total strength of the British is 84. This was calculated by looking at the strength on each of the brigade counters – 6 Brigades at 8 each, then adding the 12 ammo counters played at +3 each.

The Germans have three counters at 8 each and no ammo – a total of 24. However, they are defending Caen – a large city, so obtain a defensive bonus of +3 for each counter – an additional 9. Their total strength is therefore 33.

The difference in strength is 51 – a massive advantage.

		Win	Draw	Lose
18+	Attacker loss	-	1	3
	Defender loss	4	3	2
	Defender withdraw	2		1
12-17	Attacker loss	-	1	2
	Defender loss	3	2	1
	Defender withdraw	1	1	1
8-11	Attacker loss	-	1	2
	Defender loss	2	1	2
	Defender withdraw	1	1	-
0-7	Attacker loss	1	1	2
	Defender loss	2	1	1
Negative	Attacker loss	1	1	2
	Defender loss	1	-	-

The British advantage is therefore more than 18 strength and, as they won the tactical advantage, they look on the back of the tactic card and find that the British take no losses, the defender takes 4 step losses and has to withdraw 2 hexes.

353rd Infantry
941st Grenadier
Regiment

				6	6
6	5	4	3	2	1

353rd Infantry
942nd Grenadier
Regiment

				6	6
6	5	4	3	2	1

353rd Infantry
943rd Grenadier
Regiment

				6	6
6	5	4	3	2	1

The German counters are shown here as they would appear with the 4 step losses. Each of them now has a fighting strength of 6.

Initial Position and Assault

As you might expect, the initial assault, while using the same rules as the rest of the game, has some special aspects to it.

Coastal Defences

The German Coastal Defences – referred to as the Atlantic Wall – are represented by a Coastal Defence counter in each coastal hex. These defences are only effective against assaults from the sea. When an Allied unit lands, the counter is turned over to reveal the strength of the defences in that hex. Some defences will be unfinished, in which case they have no effect. Some will be lightly defended and some will be heavy fortifications. The strength of these counters, along with the tactic card they will play, is printed on the counter.

Initial Supplies

Each division starts with the Fuel and Ammo cards for turn 1. In every subsequent turn, the Fuel and Ammo cards will be given out at the beginning of the turn to Army Group.

On the initial turn, each Army team has naval bombardment cards, tactical air support cards, cards for “Funnies” and cards for Special Forces. Each of these has a helpful effect on the assault. The first job of the Army team is to hand these out to the Corps under their control as they wish. When the Corps receive these, they should immediately hand them out to their Divisions as they see fit.

British Independent Brigades

The British Army team will have some independent brigades. These counters will need to be allocated to the Corps (and by Corps to Divisions) as they wish. It is probably a good idea to attach these brigades to the Divisions that are going first.

What Army Group Should Do

Look at the map, talk to Army teams and decide where to play the Strategic Bombers, the SOE and the French Resistance. Find out from Armies where the assault will happen – exactly – and mark the map.

What Army Teams Should Do

Look at the map, talk to Corps teams and give out naval, tactical air, “Funnies” and Special Forces cards to the Corps.

The British Army team will have independent brigades – the 8th Armoured, 27th Armoured, 2nd Canadian Armoured and 56th Infantry Brigades. They should decide which Corps will have these and give the counters to that Corps. The 4th Armoured Brigade is also available, but will come along after the initial assault, so it should be given to the 7th Armoured Division.

The Army teams should ask Corps where exactly they will land and give the information to Army Group. Mark the map with this information.

What Corps Teams Should Do

Look at the map, talk to Divisional teams and decide exactly where the assault will happen. Each Corps will be allocated a length of coast where it can land and it will be given one or two assault divisions, as well as a follow-up division in most cases. This information will be on a sheet on the Corps desk. Corps should decide which part of the coast each division should assault. They should also talk to each Division and decide what the objectives for each Division are – where the division should aim to get to on turn 1 and where on turn 2. Mark all of this on the map and tell the Army team what is happening.

Corps teams will receive cards for naval bombardment, tactical air support, Special Forces and “Funnies”. These should be given out to Divisions – try to allocate the cards so that each Division has enough to do the job you have asked of it.

British Corps teams will also receive independent brigades from British 2nd Army team. These brigades will be counters that can be added to a Division’s counters. Write the Division name on the top of each counter and give it to to a Division.

What Division Teams Should Do

Look at the map, talk to Corps and advise them where you wish to assault. This will be one or two hexes on the coast, in your area. You can use all your units in one hex or you can split your units between two hexes – it is probably unwise to split them further.

You will have Fuel and Ammo counters. Talk to Corps and get as much extra support (tactical air, “Funnies”, Special Forces, naval bombardment) as you can. Play the cards – one Fuel on each motorised division HQ, up to 3 ammo on the divisional artillery and the other cards with the attacking units.

Make sure your unit counters are on the main map where they should be and place “Attack” orders if you are an assault Division or “Exploit” orders if you are a follow-up Division. Other Divisions will not be arriving until next turn, so observe what is going on and start planning. Mark the map and make sure that Corps know what is going on.

Assault Divisions are: British 49th Infantry, 50th Infantry and 51st Infantry; US 1st Infantry and 2nd Infantry. Follow-up Divisions are: British 7th Armoured, US 4th Infantry and 29th Infantry.

The Paratroop Divisions (the British 6th Airborne, the US 82nd and US 101st Airborne) will land behind the coast. The landings will take place before anything else. The teams for these Divisions should work out where they want to land and ask an umpire to tell them what happens. Once landed, they should place ammo cards and orders arrows as normal.

Army Group Team

The Army Group team is in overall command of the allied teams. It is responsible for giving orders to Armies and providing them with Fuel and Ammo. It is also responsible for operating the Strategic Bombers, French Resistance and SOE activity.

Players:

<i>Commander</i>	gives the team overall direction
<i>Intelligence Officer</i>	maintains a picture of what is happening throughout the game. The only player allowed to mark the map
<i>Supplies Officer</i>	receives Fuel and Ammo cards from the umpire, allocates them to Army teams.
<i>Air Commander</i>	receives requests for Strategic Bombing, decides where to play the Strategic Bombing cards, takes cards to the main map, plays them and resolves their effect
<i>Special Operations Commander</i>	receives requests and decides where to play SOE and French Resistance cards, takes cards to the main map, plays them and resolves their effect

If this team has additional players at any stage, then they should assist the commander. After a few turns, this team might be reduced to 4 players. If so, then the role of *Intelligence Officer* will then be combined with *Supplies Officer*. Team members should always help out if they can.

Specific Actions in a Turn:

- receive Fuel and Ammo cards from the umpire
- give Fuel and Ammo cards to Army teams. A division needs about 1 Fuel to keep going, but can use up to 3 Ammo cards if it is attacking
- when divisions have placed Fuel and Ammo on their divisions
 - take Strategic Bombing, SOE and French Resistance cards to the maps. Place them at the north end of the map tables where they are to have an effect.
 - for Strategic Bombing cards on divisions, ask the German player for two resource cards from their division
 - leave other Strategic Bombing cards on the table (they show a blocked road)
 - for SOE and French resistance, make sure an umpire has taken account of them
- after combat, retrieve all cards and return to the team table

Army Team

Each Army team is in command of a number of Corps and Division teams. It is responsible for giving orders to Corps and providing them with Fuel and Ammo. It is also responsible for allocating forces to Corps.

Players:

<i>Commander</i>	Gives the team overall direction , takes instruction from Army Group. For arriving units, decides which Corps to allocate them to.
<i>Intelligence Officer</i>	Maintains a picture of what is happening throughout the game. The only player allowed to mark the map
<i>Supplies Officer</i>	Receives Fuel and Ammo cards from Army Group, allocates them to Corps teams. Informs Army Group Supplies Officer if Fuel and Ammo allocation needs to be changed. Receives requests from Corps for Fuel/Ammo changes.
<i>Air and Naval Liaison Officer</i>	Monitors the use of Naval Bombardment and Tactical Air counters. Requests their return from Corps (if required) and decides their allocation to other Corps

If this team has additional players at any stage, then they should assist the commander. Team members should always help each other if they can.

Specific Actions in a Turn:

- Receive Fuel and Ammo cards from Army Group
- Receive notification from an umpire of any division arriving - tell the Corps to take command of that division
- Give Fuel and Ammo cards to Corps teams. A division needs about 1 Fuel card to keep going, but can use up to 3 Ammo cards if it is attacking
- Receive counters from the umpire for independent units (mainly the British and Canadian armies) – give these counters to Corps.

Corps Team

Each Corps team is in command of a number of Division teams. It is responsible for giving orders to Divisions and providing them with Fuel and Ammo. It is also responsible for allocating forces to Divisions.

Players:

<i>Commander</i>	Gives the team overall direction. Allocates any arriving independent units to Divisions. Gives Divisions permission to use Corps artillery
<i>Intelligence Officer</i>	Maintains a picture of what is happening throughout the game. The only player allowed to mark the map
<i>Supplies Officer</i>	Receives Fuel and Ammo cards from Army, allocates them to Division teams. Informs Army Supplies Officer if Fuel and Ammo allocation needs to be changed. Receives requests from Divisions for Fuel/Ammo changes.
<i>Air and Naval Liaison Officer</i>	Monitors the use of Naval Bombardment and Tactical Air counters. Requests their return from Divisions (if required) and decides their allocation to other Divisions

If this team has additional players at any stage, then they should assist the commander. Team members should always help each other if they can.

Specific Actions in a Turn:

- Receive Fuel and Ammo cards from the Army
- Receive notification from Army of any division being placed under the Corps control
- Give Fuel and Ammo cards to Division teams. A division needs about 1 Fuel card to keep going, but can use 3 Ammo cards if it is involved in combat.
- Receive counters from Army for independent units (mainly the British and Canadian armies) – decide which Division to give these to, write the Division name on the counter and give it to the player team.
- Decide where any Corps artillery is to be used (this includes AGRA and AGRCA). Give the artillery permission card to the lucky Division.
- Place a fuel counter on Corps HQ if Corps artillery is to be moved. Corps HQ can be moved without use of a fuel card.

Division Team

Each Division team is responsible for their counters on the map.

Players:

<i>Commander</i>	Responsible for making sure the team work together. He is also the person that takes the ultimate decisions on what the formation does in battle (though this is often after a discussion with his team).
<i>Intelligence Officer</i>	Maintains a picture of what is happening throughout the game. The only player allowed to mark the map.
<i>Liaison Officer</i>	Receives Fuel and Ammo cards from Corps. Deals with Corps to obtain Naval Bombardment and Tactical Air counters. Obtains Corps artillery permission cards from Corps.
<i>Operations Officer</i>	Takes the resource cards and additional counters to the map. Operates the map and combat system.

If this team has additional players at any stage, then they should assist the commander. A few teams might have only three people – in which case, the role of *Commander* and *Liaison Officer* will be combined.

Actions in a Turn:

- Receive Fuel and Ammo cards from the Corps
- Receive counters from Corps for independent units (mainly the British and Canadian armies) – take these counters to the map (they have arrived the turn before and can be added immediately to the division – place them with Division HQ).
- Operations Officer goes through combat system at the map:
 - Place resource cards on the map
 - Place “orders arrows” on the map
 - Decide which orders are effective
 - Carry out attack orders
 - Carry out exploit orders
 - Carry out movement orders
 - Give used ammo and fuel to the umpire.

Game Summary

Turn Sequence

- Resource cards given to subordinate teams
- Resource cards placed on the map
- Take account of French Resistance, SOE and Strategic Bombing
- Place “orders arrows” on the map
- Decide which orders are effective
 - remove “exploit” and “move” orders from attacked units
 - decide who is attacking whom where there are attacks on each other and attacks on the same units
- Carry out attack orders
 - if required, movement before attacking up to 3 hexes
 - move ammo cards from units controlled by the Division
 - each side plays a tactic card to decide tactical winner
 - calculate strength
 - strength of all units (*note armoured counters cannot count strength when attacking into a swamp*)
 - add artillery (+3 per ammo card)
 - add tactical air (+2 per card or +1 in woods)
 - add naval bombardment (+3 per card)
 - add terrain defence of +3 if defending across river, in city, in bocage or in woods for each defending regiment/brigade
 - add any special resource cards available
 - compare strengths and look at results table
 - mark counters with the effect and withdraw if required
- Carry out exploit orders – exactly as attack orders
- Carry out movement orders
 - anywhere on a road for allied units except airborne and for German Panzers
 - anywhere in 10 hexes for all others
- Give used ammo and fuel to the umpire
- Teams retrieve resource cards from the map and from subordinate teams

Artillery

- German Werfer
 - operate with a division, in the same hex
 - up to 2 ammo cards
- German Flak
 - operate with a division, in the same hex
 - can negate a tactical air card, or deliver 1 ammo card
- Division
 - up to 2 hexes range
 - up to 3 ammo cards
- Corps or AGRA/AGRCA – requires a permission card to count
 - up to 3 hexes range
 - up to 6 ammo cards

HQ

- Division HQ* - units more than 3 hexes away cannot attack or move strategically
- Corps HQ* - divisions with HQ more than 5 hexes away from Corps HQ will not receive any resource cards

Game Summary

Resource Cards

Card Type	Effect
<i>Fuel</i>	1 card on a division HQ allows movement or attacking by each unit in the division. Only required by motorised units.
<i>Ammo</i>	Place cards on artillery to count as +3 each.
<i>Tactical Air</i>	Cards at +2 each (+1 if enemy in woods) placed with counters in attack or defence
<i>“Funnies”</i>	Cards at +2 each in initial attacks
<i>Naval Bombardment</i>	Cards at +3 each within naval bombardment area
<i>Strategic Bomber</i>	either: each card placed on a division removes 2 resource cards or: each card placed on a road stops strategic movement through that road
<i>Special Forces</i>	1 card negates coastal defences in 1 hex
<i>French Resistance</i>	1 card placed on the map table requires activation – when activated it removes 2 resource cards from a division on that table (stays until activated)
<i>SOE</i>	1 card placed on the map table removes two resource cards from a division on that table

Movement

- Strategic Movement
 - requires roads
 - anywhere on the map for motorised units
 - Allied infantry
 - Allied armour
 - German Panzer
 - German Panzer Grenadier
 - 10 hexes for non-motorised units
 - German infantry
 - Allied Airborne
 - must not start, pass or stop adjacent to an enemy
 - must not start, pass or stop through a hex which has been used for an attack
- Tactical Movement
 - with fuel, motorised units can move 3 hexes
 - non-motorised units can move 3 hexes
 - without fuel, motorised units can move 1 hex

Organisation

- The umpires will allocate extra divisions to teams as the divisions arrive. Some teams will therefore end up with more than one division.
- Independent units will be allocated by Armies to a Corps team, who in turn will allocate to a division. The Corps team should write the division name on the counter in pencil.
- Army teams will be responsible for allocating divisions to Corps.
- Senior commanders may sack subordinates and replace them. This may only be done with very good reason and only with an umpire's agreement.

Game Summary

