The Greatest Day:
Utah Beach
Exclusive Rules

THE GREATEST DAY:
UTAH BEACH

Symbol and Picture Legend

German
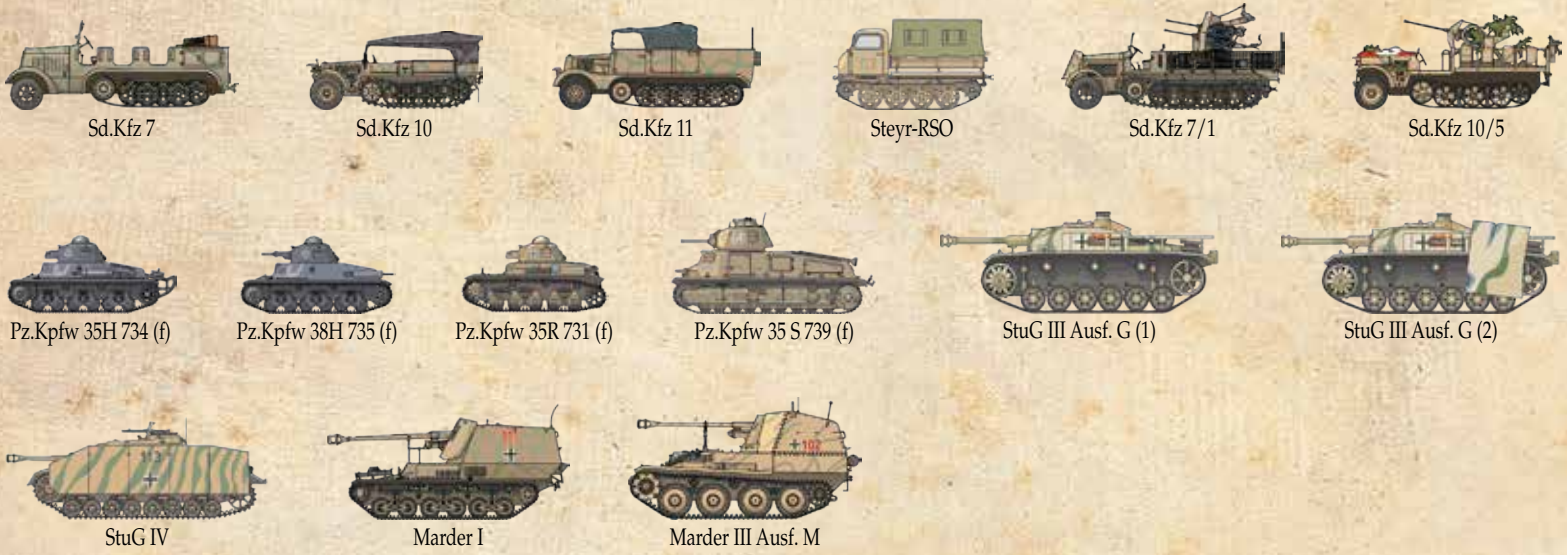
Leg Units

Infantry	Motorized Infantry	Bicycle	Fallshirmjäger	Ost Infantry (Russians)	Ost Infantry (Georgians)	Panzerschreck Infantry	Fallshirmjäger Panzerschreck
Infantry Nachhut/Platoon	AT Nachhut/Platoon	Horse Drawn	Engineer (*)	Bicycle Engineer (*)	Motorized Engineer (*)	Construction Engineer (*)	Fallshirmjäger Assault Pioneer (*)

Note (*): Can perform Engineer functions

Wheeled Units

Opel Blitz	Renault AGR	Schwimmwagen Typ 166	Renault Juvaquatre	Sd.Kfz 222	Sd.Kfz 231/8 rad

Tracked Units

Sd.Kfz 7	Sd.Kfz 10	Sd.Kfz 11	Steyr-RSO	Sd.Kfz 7/1	Sd.Kfz 10/5
Pz.Kpfw 35H 734 (f)	Pz.Kpfw 38H 735 (f)	Pz.Kpfw 35R 731 (f)	Pz.Kpfw 35 S 739 (f)	StuG III Ausf. G (1)	StuG III Ausf. G (2)
StuG IV	Marder I	Marder III Ausf. M			

Gun Units

Flak	Towed Flak	Towed AT Gun	Mortar	Bicycle Mortar	Towed Mortar	Infantry Gun	Towed Infantry Gun
Medium Howitzer	Medium Mountain Howitzer	Towed Howitzer	Field Gun	Towed Field Gun	Nebelwerfer (Exclusive Rule #16.7)	Towed Nebelwerfer	Towed AT Gun (Exclusive Rule #16.5)
Field guns in open prepared emplacements	Howitzers in open field emplacements	Field Guns under casemates	Field Guns under casemates (partially completed)	Field Guns in open field positions			

Gun Number Legend

Caliber — 15,2 | 38r — Origin | 6 — n° of guns

Western Allied

Leg Units

Infantry	Mechanized Cavalry	Machine Gun Air Defense	Armored Infantry	Parachute Infantry	Glider Infantry	Rearguard (platoon)	Para RG (platoon)
Engineer (*)	Airborne Engineer (*)	Glider Engineer (*)	Armored Engineer (*)				

Note (*): Can perform Engineer functions

Wheeled Units

Jeep Willys

Jeep Willys .50 cal. HMG

Chevrolet G-7107 1.5t Cargo

GMC CCKW-353 2.5t Dump

GMC CCKW-352 2.5t SWB Cargo

Corbitt 50 SD6 6t Cargo

GMC CCKW-353 2.5t Cargo Truck

M20 Armored Utility Car

M8 Greyhound

Tracked Units

M3A2 Half Track

M21 Mortar Carrier

M5 High-Speed Tractor

M8 (75mm)

M5A1 Stuart

M7 Priest

M4 Sherman Dozer (Exclusive Rule #10.3)

M4A1 DD (Skirts Lowered)

M4A1 DD (Skirts Raised)

M4A4 Sherman

M10

Gun Units

Mortar	Medium Mortar	Light Artillery	Medium Artillery	Light AT Gun	Light AT Gun Exclusive Rule (optional) #18.4	Medium AT Gun

Naval Units

Nevada Class Battleship

Erebus Class Monitor

Baltimore Class Cruiser

New Orleans Class Cruiser

Dido Class Light Cruiser

Hawkins Class Cruiser

Emerald Class Light Cruiser

DD Flotilla

Flores Class Gunboat

Landing Craft

LC, Support

LC, Rocket

Other Units

Bailey Bridge

Pontoon Bridge

P-51 Mustang

P-47 Thunderbolt

P-38 Lightning

B-26 Marauder

Bf 109 G

Bunker

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UTAH BEACH TABLE OF CONTENTS

INTRODUCTION

"This landing is but the opening phase of the campaign in Western Europe. Great battles lie ahead. I call upon all who love freedom to stand with us. Keep your faith staunch – our arms are resolute – together we shall achieve victory."

General Dwight D. Eisenhower

COMPONENTS

One full color Grand Tactical Series Rulebook 2.0c

One full color The Greatest Day: Utah Beach Exclusive Rules

Three The Greatest Day: Utah Beach Scenario Booklets

One GTS Rules Summary

Sixteen full color counter sheets (5/8" counters)

One full color half counter sheet (5/8" counters)

Two full color 22" x 34" map sheets

Two full color double-sided 22" x 34" map sheets

One full color 11" x 34" map sheet

One full color double-sided 11" x 17" map sheet

Three full color 8.5" x 11" maps/overlays

Two full color double-sided CRT/TEC Notes player aid cards

Two full color double-sided Terrain Effects Chart player aid cards

Twelve full color Division Displays

One full color Naval & Air Display

One full color Turn Record Chart

Four 10-sided dice

One 6-sided die

THE GREATEST DAY: UTAH BEACH EXCLUSIVE RULES

The following are the exclusive rules for use with *The Greatest Day: Utah Beach* game. This is the second in a series of three games on all of the D-Day landings at company level, covering the first 8 days of the Normandy invasion. The next game in the series will be *The Greatest Day: Omaha Beach*, which will cover the landings at that beach as well as rules to allow the linking of all three of The Greatest Day games.

The Greatest Day: Utah Beach uses the newest *Grand Tactical Series* (GTS) rules, version 2.0c. These were introduced in *The Greatest Day: Sword, Juno, Gold Beaches* as part of the Exclusive Rules. The standard rules included in *The Greatest Day: Utah Beach* incorporates the changes to the GTS 1.1 and are provided as the GTS Rules version 2.0c. *The Greatest Day: Utah Beach Exclusive Rules* make only minor modifications to the newest series rules to accommodate unique aspects of combat witnessed in the US Army's VII Corps area and on the Cotentin Peninsula. Any rule stated here takes precedence over any rule in the GTS Series rules, but if it is not directly addressed here, the GTS Series rule is in effect.

1.0 Night and Weather

1.1 Night

The Night turn begins the turn after the 2100 turn in this game.

There is no movement penalty for Night.

The maximum Line of Sight distance at Night is 3 hexes (if both Storm and Night, 2 hexes).

All Combat Strengths are reduced by 2 at Night (reduced by 3 if both Night and Storm).

All 101st and 82nd Airborne Division Units gain a +3 benefit on their Fire and Assault Rating while Assaulting during Night turns.

1.2 Weather

Only the weather states of Clear, Overcast and Storm can occur on the Weather table. Once determined, the weather stays the same for the entire day.

Here is a summary of the weather states' influence in the game:

Clear: no changes; 9 Fighter Bombers are available to the Allied Player (see 17.1)

Overcast: Like clear except that only 5 Fighter-Bombers are available to the Allied Player (see 17.1)

Storm: Maximum Line of Sight distance is 4 hexes (if Night and Storm, it is reduced to 2 hexes). Movement Point costs to enter a hex are doubled unless a Unit is in Column and moving along a Road/Railroad. The Allied Player does not receive any Fighter-Bombers for the day (see 17.1). All Fire Ratings are reduced by 2 (if both Storm and Night they are reduced by 3)

2.0 Terrain

There are two basic types of terrain in *The Greatest Day: Utah Beach*: In-hex Terrain and hexside terrain features. Note that some values have changed from earlier games in the system. The Terrain Effects Chart included with the game has all movement costs as well as other aspects of specific terrain listed.

2.1 In-Hex Terrain

In-hex terrain is described in full below. Each in-hex type is defined by the color of the dot in the center of the hex. For example, if a hex has a green center dot, then it is a Woods hex. Also, City and Fortified hexes have colored hexsides, and Woods hexes have white vertices to make them a bit easier to see.

Some hexes contain water features that have no effect. In other hexes, the water features do have an effect, and this is indicated by an Impassable portion (gray) in the hex.

Play Note: The map was drawn for realism so the terrain in certain hexes may not be obvious but the hex dot defines the type of terrain– even if that particular type of terrain isn't the prominent type displayed in the hex.

As an example of how Units move into hexes with Rivers, a Leg Unit can move from 28.048 to 28.049 and be in the Clear hex terrain. However, Units cannot move from 28.050 to 28.049 since the Unit would have to "go over" a grayed out portion of the hex.

The In-hex Terrain types are as follows:

Clear (2.1.1)	Beach (2.1.8)
Woods (2.1.2)	Hedgerow (2.1.9)
Village (2.1.3)	Hills (2.1.10)
Town (2.1.4)	Flooded (2.1.11)
Cities (2.1.5)	Orchard (2.1.12)
Fortified (2.1.6)	Sand Dunes (2.1.13)
Marsh (2.1.7)	Impassable (2.1.14)

2.1.1 Clear

Clear terrain has a white dot in the center of its hex and represents ground in which there is little or no cover. It is not blocking terrain and it does not modify the Fire Rating of Units firing into the hex.

2.1.2 Woods
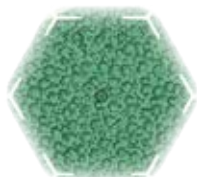
Woods terrain has a green dot in the center of its hex and represents ground in which there is extensive forest cover. We added white hex vertices to the Woods hexes to make Woods easier to see.

Wheeled and Tracked Units cannot enter or exit a Woods hex unless they are in Column and traveling along a Road (in which case they pay the Road movement cost). Woods are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -2. This modifier is ignored if the Fire Rating of the firing Unit is black, brown, orange, green or yellow.

A Wheeled or Tracked Unit in a Woods hex may not leave Column.

2.1.3 Village

Village terrain has a light brown dot in the center of its hex and represents a small number of buildings that would provide limited cover. Villages are not Blocking Terrain and modify the Fire Rating of Units firing into the hex at Unarmored Units by -1.

2.1.4 Town

Town terrain has a brown dot in the center of its hex and represents significantly more buildings that provide cover and limit fields of fire. Towns are Blocking Terrain. A Town hex modifies the Fire Rating of Units firing into it by -2 against Unarmored targets and -1 against Armored targets.

Wheeled and Tracked Units cannot enter or leave a Town hex unless in Column but they may exit Column in a Town hex. Note that to leave the hex, such Units will have to reenter Column.

2.1.5 City

City terrain has a black dot in the center of its hex and represents many buildings, often constructed of concrete, that provide excellent cover and greatly limit fields of fire. City hexes also have a white border around their hexes to see them more easily. Cities are Blocking Terrain and modify the Fire Rating of Units firing into them by -3 against Unarmored targets and -2 against Armored targets. City hexes may be rubbled (see 2.5).

Wheeled and Tracked Units cannot enter a City hex unless in Column and a Wheeled or Tracked Unit in a City hex may never leave Column.

2.1.6 Fortified

Fortified terrain has the same center dot as a City hex, but also has a gray border around the hex. Fortified hexes represent strong concrete buildings that offer great cover. Fortified hexes are Blocking Terrain and modify the Fire Rating of Units firing into them by -4 against Unarmored targets and -3 against Armored targets. Fortified hexes may be rubbled (see 2.5).

Wheeled and Tracked Units cannot enter a Fortified hex unless in Column and a Wheeled or Tracked Unit in a Fortified hex may not leave Column.

2.1.7 Marsh

Marsh terrain has a blue dot in its center and represents marshy, waterlogged terrain. Marsh is not Blocking Terrain and modifies the Fire Rating of Units firing into the hex by +1 against Unarmored targets and 0 against Armored targets.

Wheeled and Tracked Units cannot enter or exit a Marsh hex unless they are in Column and traveling on a Road (hence paying the Road movement cost) and may not leave Column in a Marsh hex.

2.1.8 Beach

Beach terrain has an orange dot in its center and represents sandy, open terrain but also covered with invasion obstacles. A Beach hex is not Blocking Terrain and modifies the Fire Rating of Units firing into the hex by +1 against Unarmored targets and 0 against Armored targets.

Beach hexes are present only on the Beach Overlays and the area they cover. All other Beach hexes on the map are Impassable terrain. When the Overlay is removed when a Beach is cleared, all Beach hexes on that Overlay are no longer passable hexes. German Units may not enter Beach hexes.

2.1.9 Hedgerow

Hedgerow terrain has a yellow circle with an aqua colored dot in its center and represents dense cultivated brush that p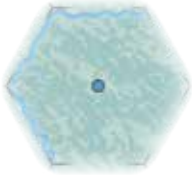rovides superior cover and fields of fire. Hedgerow is Blocking Terrain and modifies the Fire Rating of Units firing into the hex by -2 against Unarmored targets and -1 against Armored targets.

Hedgerow allows the Germans to enter a defensive position called "Bocage" which is covered in German Special Rule 16.3.

LOS to, Fire Zones, and Direct Fire attacks against Units in a Hedgerow hex are allowed normally, i.e. at normal ranges.

This is a change to the Hedgerow rules from *The Greatest Day: Sword, Juno, and Gold Beaches*. Players are free to apply this change to that game.

2.1.10 Hills

Hill terrain has a black triangle within a circle and is named "Hill #". These positions offer excellent lines of sight and were like magnets to the forces during this campaign. In addition, they offered excellent height advantages. Hills are Blocking Terrain. A Hill modifies the Fire Rating of a Unit firing into the hex by -1 against Unarmored targets and -2 against Armored targets. This is in addition to any in-hex or hexside terrain modifier but does not apply against Indirect Fire attacks.

A Unit in a Hill hex has a maximum daylight LOS range of 13 hexes and may trace LOS and fire through 3 blocking hexes or hexsides. Visibility to the Hill is reciprocal. This means that a player whose Unit can be seen from a Hill, using the LOS exceptions above, can in turn see the Hill itself and place a Barrage on that Hill, using the Indirect Fire rules. However, the Barrage would be the same as firing on an empty hex, no damage will be caused to the Unit occupying the Hill.

2.1.11 Flooded

A Flooded hex has a light blue dot in the center. This portion of land that was used for farming, but generally criss-crossed with irrigation ditches and canals. These ditches were too small to be replicated as streams in game terms, but this area was not as restrictive as the Marsh terrain type.

It does not block Line of Sight and has no combat modifiers, similar to clear terrain.

2.1.12 Orchard

Orchard terrain has a yellow circle in the center of the hex. This portion of land that was used mainly for apple orchards, and were usually bordered with terrain similar to hedgerows. However, the Germans cannot build Bocage markers in an Orchard hex.

An Orchard hex is Blocking Terrain and modifies the Fire Rating of a Unit firing into the hex by -2 against Unarmored targets and -1 against Armored targets.

2.1.13 Sand Dunes

Sand Dunes terrain has a white circle with an orange colored dot in its center.

Sand Dunes terrain is not Blocking Terrain and modifies the Fire Rating of Units firing into the hex by -1 against Unarmored and has no effect on fire against Armored targets.

2.1.14 Impassable

Impassable terrain is gray and/or a hex with no dot. If an entire hex is Impassable, it is entirely gray, or does not have a center dot; it cannot be entered by any Unit.

If only part of a hex is Impassable, the Impassable portion is gray, meaning that no Unit can enter and/or leave the hex by passing over the Impassable portion. An exception to

this is if a Road or Ferry is used to pass through Impassable terrain, in which case a Unit using the Road or Ferry legally can move through the Impassable hex portion. Impassable hex portions are most commonly seen in hexes containing Rivers. Impassable terrain has no effect on Line of Sight or fire combat.

2.2 Hexside Terrain Features

Hexside terrain features are ones that have been abstracted and made to conform to a hex grid superimposed on the map. These features are considered to run across the length of the hexside if they are more than 50% the length of the side even if the symbol ends before the actual grid ends.

The Hexside Terrain Features are as follows:

Crests (2.2.1)   Streams (2.2.3)

Ridges (2.2.2)   Rivers (2.2.4)

2.2.1 Crests

Crests are rises and falls in the ground large enough to block Line of Sight. They are most often caused by contours in the ground.

If a Line of Sight crosses a Crest hexside, that LOS is blocked. The only exception to this is if either the spotting Unit or the spotted Unit is adjacent to a Crest hexside and no more than one Crest hexside has been crossed when drawing the LOS between the two Units. (So, yes, LOS is blocked between two Units, both of which are adjacent to different Crest hexsides.) Also, LOS may not be traced along a Crest hexside.

Crest hexsides have no effect on movement or fire combat (other than LOS).

2.2.2 Ridges

Ridges are sharp rises in the ground that influence movement, combat, and Line of Sight. A Ridge hexside blocks Line of Site unless the Ridge hexside is part of the firing Unit's hex or the target Unit's hex. And, as with Crests, a Line of Sight may not be traced along a Ridge hexside.

The Fire Rating of a Unit firing into a hex across a Ridge hexside is modified by -1 against an Unarmored target and -2 against an Armored target. This is in addition to any In-hex Terrain modifier but applies only to Direct Fire and Opportunity Fire; it does not apply to Indirect Fire attacks.

Leg Units can cross a Ridge hexside, in Column or not, by expending all of their movement allowance. They must start adjacent to the Ridge hexside and perform a Movement Action – move the Leg Unit one hex over the Ridge hexside. Prolonging is not allowed over a Ridge hexside. Wheeled and Tracked Units may only cross Ridge hexsides if in Column and moving along a Road. When any Unit is in Column and using a Road to cross the Ridge hexside, then use standard Road movement rates.

2.2.3 Streams

Streams are thin blue lines that run along hexsides.

A Leg Unit that enters a hex across a Stream without using a Road pays 2 additional movement points if the Unit is not in Column, or 1 additional movement point if the Unit is in Column.

Wheeled and Tracked Units may not cross Streams except when using a Road (and must of course be in Column to do so). Note that the Roads that cross streams have map graphics showing bridges, but these are not considered bridges in game terms (i.e., they are not controlled, cannot be wired, cannot be blown) and are treated just like Roads. Only the Bridges that span River terrain features are Bridges in game terms.

2.2.4 Rivers

Rivers are wide blue lines, and can only be crossed at Bridges. If a single hex contains terrain on both sides of a river, one side will be marked as Impassable, and the terrain of the other side will determine the terrain type of the overall hex. A Unit can enter such a hex providing it does not do so via a hexside portion that has Impassable terrain. Rivers have no effect on Line of Sight.

2.3 Roads and Railroads

Roads and Railroads and their various types are special man-made features and are treated somewhat differently from other terrain.

The following are the various types of man-made transportation lines in the game.

Roads (2.3.1)   Embankment Roads/Railroads (2.3.4)

Railroads (2.3.2)   Sunken Roads/Railroads (2.3.5)

Raised Road/ (2.3.3)   Connecting Roads/Railroads (2.3.6)
Railroads

                 Causeways (2.3.7)

2.3.1 Roads
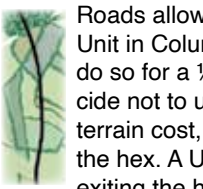
Roads allow Units in Column to move faster. Any Unit in Column that enters a hex along a Road can do so for a ½ movement point. The Unit can decide not to use the Road and instead pay the base terrain cost, as indicated by the dot in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a Road, must pay the base terrain cost.

Where two Roads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one Road to the other. The Roads have no effect on Line of Sight.

2.3.2 Railroads

Railroads allow Units in Column to move faster. Any Leg Unit in Column that enters a hex along a Railroad can do so for a ½ movement point. A Wheeled Unit in Column pays 2 movement points, and a Tracked Unit in Column pays 1 movement point. The Unit can decide not to use the Railroad and instead pay the base terrain cost, as indicated by the dot in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a Railroad, must pay the base terrain cost.

Where two Railroads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one Railroad to the other. Railroads have no effect on Line of Sight.

2.3.3 Raised Roads/Railroads

2.3.3(1) Raised Roads/Railroads Generally

Raised Roads/Railroads (white Roads; white Railroads) follow all the same rules for regular Roads/Railroads but as elevated terrain pose a significant hindrance to movement and also block Line of Sight.

Note: Raised Railroads are not used in *The Greatest Day: Utah Beach*.

2.3.3(2) Restrictions on Column Movement

A Unit in Column can enter a hex with a Raised Road or Railroad if there is no Roadblock in the Raised Roads/Railroad hex, and the Unit enters the Raised hex through a hexside that the Raised Roads/Railroad touches. Similarly, a Unit in Column can only leave the Raised Roads/Railroad hex through a hexside that the same Raised Roads/Railroad touches. This means that if there are two Raised Roads/Railroads running through the same hex and they do not cross, you must remember which one the Unit is on, because it cannot jump from one to the other.

2.3.3(3) Restrictions on Vehicle Units

A Vehicle Unit cannot exit Column formation while in a Raised Road/Railroad hex. If the Vehicle Unit is forced to retreat, it must follow the Raised Road/Railroad and if it cannot do so, it is eliminated. A Vehicle Unit suffers a terrain modifier of +2 when fired on, in addition to the +2 modifier for being in Column. If a Unit dismounts from its Organic Transport while it is on a Raised Road/Railroad, the vehicles are lost. Place an Abandoned Transport marker on the Unit after it dismounts. Note that Vehicle Units not in Column can never enter a hex with a Raised Road/Railroad.

2.3.3(4) Restrictions on Leg Units

A Leg Unit that is not in Column can enter a hex with a Raised Road/Railroad from any hexside (even if there is a Roadblock in the hex), but it must pay double the terrain cost of the other terrain in the hex; when not in Column the Leg Unit can leave the Raised Road/Railroad hex by any hexside. If fired on when not in Column, the Leg (and immobile) Unit suffers the +2 terrain modifier for the Raised Road/Railroad, and also benefits (or suffers) from the terrain modifier of the hex's original terrain. A Leg Unit not in Column in a Raised Road/Railroad hex may get in Column for 1 movement point.

A Leg Unit may get off a Raised Road/Railroad by exiting Column formation; this costs one movement point or the Leg Unit must take a Cohesion Hit. Once the Leg Unit is not in Column, it may leave the Raised Road/Railroad hex by any hexside. If a Leg Unit in Column is forced to retreat from a Raised Road/Railroad hex, it must follow the Raised Road/Railroad and if it cannot, the Leg Unit is eliminated. A Leg Unit in Column in a Raised Road/Railroad hex suffers a terrain modifier of +2 when fired on, in addition to the +2 modifier for being in Column.

2.3.3(5) Raised Roads/Railroads and Line of Sight

Raised Roads/Railroads create a special Line of Sight situation. A Raised Road/Railroad is Blocking Terrain, but only if the Line of Sight actually passes through the Raised Road/Railroad graphic. For this purpose, a Raised Road/Railroad in the same hex as a target Unit or a firing Unit is never blocking terrain.

2.3.4 Embankment Roads/Railroads

These are the yellow Roads/Railroads on the map. These work exactly like Raised Roads/Railroads in all respects and are presented for historical interest only.

2.3.5 Sunken Roads/Railroads

2.3.5(1) Sunken Roads/Railroads Generally

Sunken Roads or Railroads are the red Roads/Railroads; they are depressed Road and Railroad tracks that pose a significant hindrance to movement but, unlike the Embankment Road types, do not block Line of Sight.

2.3.5(2) Restrictions on Column Movement

A Unit in Column can enter a hex with a Sunken Road/Railroad if there is no Roadblock in the Sunken Road/Railroad hex, and the Unit enters the Sunken Road/Railroad hex through a hexside that the Sunken Road/Railroad touches. Similarly, a Unit in Column can only leave the Sunken Road/Railroad hex through a hexside that the same Sunken Road/Railroad touches. This means that if there are two Sunken Roads/Railroads running through the same hex and they do not cross, you must remember which one the Unit is on, because it cannot jump from one to the other.

2.3.5(3) Restrictions on Vehicle Units

A Vehicle Unit cannot exit Column formation while in a Sunken Road/Railroad hex. If the Vehicle Unit is forced to retreat, it must follow the Sunken Road/Railroad and if it cannot do so, it is eliminated. A Vehicle Unit gains a terrain modifier of -3 when fired on, in addition to the +2 modifier for being in Column. Note that Vehicle Units not in Column can never enter a hex with a Sunken Road/Railroad

If a Unit dismounts from its Organic Transport while it is on a Sunken Road/Railroad, the vehicles are lost. Place an Abandoned Transport Marker on the Unit after it dismounts.

2.3.5(4) Restrictions on Leg Units

A Leg Unit that is not in Column can enter a hex with a Sunken Road/Railroad from any hexside (even if there is a Roadblock in the hex), but it must pay double the terrain cost of the other terrain in the hex; when not in Column the Leg Unit can leave the Sunken Road/Railroad hex by any hexside. If fired on when not in Column, the Leg (and immobile) Unit gains a -2 terrain modifier for the Sunken Road, and also benefits (or suffers) from the terrain modifier of the hex's original terrain. A Leg Unit not in Column in a Sunken Road/Railroad hex may get in Column for 1 movement point.

A Leg Unit may get off a Sunken Road/Railroad by exiting Column formation; this costs one movement point or the Leg Unit must take a Cohesion Hit. Once the Leg Unit is not in Column, it may leave the Sunken Road/Railroad hex by any hexside. If a Leg Unit in Column is forced to retreat from the Sunken Road/Railroad hex, it must follow the Sunken Road/Railroad and if it cannot, the Leg Unit is eliminated. A Leg Unit in Column in a Sunken Road/Railroad hex gains a terrain modifier of -2 when fired on, in addition to the +2 modifier for being in Column.

Sunken Roads/Railroads do not block Line of Sight in any way.

2.3.6 Connecting Roads/Railroads

Connecting Roads are depicted in purple. They may be any type of Road or Railroad, and certain rules refer to them. There is no additional game effect of a Road or Railroad being purple.

Note: Connecting Roads/Railroads are not used in *The Greatest Day: Utah Beach*.

2.3.7 Causeways

Causeways are treated just as Roads in all respects. The distinction is provided for historical interest only. There is no additional game effect for a Causeway.

2.4 Bridges

Bridges in the game are indicated by a wider tan segment of a Road and a wider gray segment of a Railroad, where it crosses a River. Note that the graphics on the map for Roads that cross over streams are not considered Bridges for the purposes of the following rules.

Any Unit in Column in a hex with a Bridge hexside suffers an additional terrain modifier of +2 and ignores the hex's original terrain.

2.4.1 Crossing Bridges

A Unit must be in Column to cross a Bridge, and the cost is the same as for normal movement. This means only one Unit can Assault across a Bridge, and if a Unit not in Column is forced to run away, it cannot do so across a Bridge.

2.4.2 Roadblocks and Bridges

Roadblocks cannot be placed in any hex that has a Bridge hexside.

2.4.3 Railroad Bridges

Vehicles cannot cross Railroad Bridges unless the Railroad Bridge is "improved". To improve a Railroad Bridge, an Engineer Unit must pass a Troop Quality Check in one of the two hexes sharing the Railroad Bridge hexside (this is an Engineer Action, so no Command Points can be spent on it, the Engineer Unit can't be in Column, it triggers Opportunity Fire, and Men at Work markers can be placed).

If a Unit with Organic Transport crosses a Railroad Bridge that hasn't been improved, the Unit loses its transport capabilities, and an Abandoned Transport marker is placed on the Unit as a reminder.

2.4.4 Line of Sight and Bridges

Bridges block Line of Sight in the same way as Raised Roads (see 2.3.3(5)).

2.4.5 Control of Bridges

Why do you even want to control a Bridge? Well, you can't demolish it unless you wire it and you can't wire it unless you control it. See below for the demolition rules.

Either you control a Bridge, or your enemy controls the Bridge, or neither of you controls the Bridge, in which case the Bridge is "contested".

If you want to control a Bridge, one of your Units must have been the last to enter both of the two hexes that share the Bridge hexside, and neither of these two hexes can be in an enemy Fire Zone. Note that it doesn't have to be the same Unit that enters the hexes, and the Unit doesn't have to stay in the hex, nor do you have to move the Unit or Units through during the same activation. You can keep track of this with blank chits if you wish.

2.4.6 Bridge Demolition

You can only demolish a Bridge if you first wire it for demolition. There are two ways a Bridge is wired for demolition. The first is if the scenario rules tell you it is, in which case the rules will also say which side wired it. Remember, only the side that wired a Bridge can demolish it.

The second way a Bridge can be wired is by one of your Engineer Units. To do this:

You must control the Bridge (see above).

Your Engineer Unit must begin its Action in one of the two hexes that share the Bridge hexside.

Your Engineer Unit must pass a Troop Quality Check (no Command Point for an automatic pass here; the Unit cannot be in Column; a Men at Work marker may be placed in case of failure); this is an Engineer Action so it can trigger Opportunity Fire.

If your Engineer Unit passes the Troop Quality Check the Bridge is "wired" for demolition. Place a Wired marker on the Bridge.

Once you have a Bridge wired you may try to destroy it. This is an Engineer Action. You may attempt this whenever you have an Active friendly Unit adjacent to one of the hexsides of a wired Bridge. Roll a die. You need to roll a 6 or less if there are no enemy Fire Zones on either hex adjacent to the Bridge hexside and a 5 or less if there is one. Place a destroyed Bridge marker if you are successful. If you fail, the Bridge is now considered not wired and must be wired again before demolition is attempted again.

This is a change from *The Greatest Day: Sword, Juno, and Gold Beaches* where the paratroop infantry had the ability to wire and destroy a Bridge. Significantly more organized paratroop Engineers landed with the American Airborne divisions, so this capability is limited to Engineer Units.

2.4.7 Bridge Building

Only the Allied Player may build Bridges over Streams or Rivers in the game. To do so, the Allied player must move a Treadway Bridge or Ponton Unit to a hex adjacent to a River or Stream and dismount the Unit. There needn't be a demolished Bridge in the hexside to be bridged – any River or Stream hexside can be bridged. The Unit building the Bridge cannot be in a Marsh or Flooded hex, nor can it build into a Marsh or Flooded hex on the other side of the River/Stream. The one exception to this is if a destroyed Bridge on the map is being rebuilt, then the terrain is irrelevant. The Treadway Bridge or Ponton Unit is there for good now and may never move again. In subsequent activations, the Treadway Bridge or Ponton Unit (using its dismounted side) has to pass a TQ check to build the Bridge.

When building a Bridge, the Treadway Bridge or Ponton Unit can't be in Column (note that the Unit is considered immobile after it dismounts), it might trigger enemy Opportunity Fire, and Men at Work markers can be placed. If you fail the first check, place a Men at Work marker on the Treadway Bridge or Ponton Unit so you remember both to apply the modifier on the next attempt and that the Bridge isn't in place yet. If the Bridge is built, take the Men at Work marker off the Treadway Bridge or Ponton Unit. The Treadway Bridge or Ponton Unit now acts as a Bridge, but unlike a normal Bridge, it is a Unit and may be targeted by enemy fire. If the Treadway Bridge or Ponton Unit becomes Suppressed or takes a Cohesion Hit, it can-

not act as a Bridge until it Rallies. If the Treadway Bridge or Ponton Unit is eliminated, remove it from play.

All movement types may cross a Treadway Bridge. Only Leg and Wheeled movement types may cross a Ponton Bridge.

2.5 Rubble

City and Fortified hexes may be reduced to Rubble. If an artillery attack rolls a "0" when attacking a City or Fortified hex, place a Rubble counter on that hex. If the hex has an OP or Strongpoint, that OP or Strongpoint is eliminated. Similarly, any Road/Railroad in the hex no longer exists. Additionally, add one to the defensive terrain value of the hex. Note also that the cost to enter a Rubble hex is increased (see the Terrain Effects Chart).

Engineers may clear Rubble by being in the Rubble hex, performing an Engineer Action and passing a Troop Quality Check. Men at Work does apply. Any OP or Strongpoint is still considered to be destroyed even if the Rubble has been cleared. However, any Road can be restored by clearing the Rubble. Use the back of the Rubble counter to show this.

When fired at, a Unit in Rubble uses the Armored Target side of the Combat Results Table.

3.0 Paradrops and Glider Landings

Play note for veterans of GTS: the paradrop rules for The Greatest Day are much more dangerous but there is a recovery method to get back lost steps for troops dropped at night.

3.1 When to Drop

See the reinforcement schedule for when 101st and 82nd Airborne Division Units scheduled as reinforcements drop. The Units actually drop when the 101st or 82nd Airborne Division Activation chit is drawn.

3.2 Where to Drop

The map has the following fifteen airborne zones designated by shading and by letter/number. Not all drop/landing zones are used in a given scenario. Refer to the set-up and reinforcement schedules for a particular scenario to determine which zones are being used:

DZ A: should be in hexes 32.028, 33.027, 33.028, 34.027, 34.028, 34.029, 35.027, 35.028, and 36.028

DZ B: should be in hexes 38.038, 39.037, 39.038, 40.037, 40.038, 40.039, 41.037, 41.038, and 42.038

DZ C: should be in hexes 27.036, 28.036, 28.037, 29.035, 29.036, 29.037, 30.036, 30.037, and 31.036

DZ D: should be in hexes 24.045, 25.044, 25.045, 26.044, 26.045, 26.046, 27.044, 27.045, and 28.045

Alt DZ D: should be in hexes 31.041, 32.041, 32.042, 33.040, 33.041, 33.042, 34.041, and 34.042

LZ E: should be in hexes 29.037, 30.037, 30.038, 31.037, 31.038, 31.039, 32.037, 32.038, and 32.039

LZ W: should be in hexes 33.036, 33.037, 33.038, 34.036, 34.037, 34.038, 34.039, 35.035, 35.036, 35.037, 35.038, 35.039, 36.035, 36.036, 36.037, 36.038, 36.039, 37.034, 37.035, 37.036, 37.037, 37.038, 37.039, 38.035, 38.036, 38.037, 38.038, 38.039, 39.035, 39.036, 39.037, and 39.038

DZ O: should be in hexes 43.030, 44.030, 44.031, 45.029, 45.030, 46.030, 46.031, and 47.030

LZ O: should add the following hexes to DZ O – 42.030, 43.029, 44.029, 45.028, 46.029, and 47.029

DZ N: should be in hexes 52.037, 52.038, 53.036, 53.037, 54.036, 54.037, 55.036, and 55.037

DZ T: should be in hexes 49.031, 50.031, 50.032, 51.030, 51.031, 51.032, 52.031, 52.032, and 53.031

DZ 1: should be in hexes 77.041, 77.042, 78.041, 78.042, 78.043, 79.041, and 79.042

DZ 2: should be in hexes 85.044, 85.045, 86.044, 86.045, 86.046, 87.044, 87.045, and 88.045

DZ 3: should be in hexes 84.039, 84.040, 84.041, 85.038, 85.039, 85.040, and 86.040

LZ 4: should be in hexes 87.042, 88.042, 88.043, 89.041, and 89.042

LZ 5: should be in hexes 81.040, 81.041, 82.041, and 82.042

Some of these zones do overlap, so pay particular attention to the colored border around the overlapping zones or refer to the list above, if in doubt.

A Unit or Units that drop in the same hex on the same turn are defined as a "stick."

3.3 How to Drop

A. Place Rally Points

Rally Points are placed in any Hill, Bridge, Village or Town hex within 4 hexes of the Battalion's DZ.

B. Place Arriving Airborne Units

Simply place each arriving stick (as defined in the scenario book) in any hex of the designated DZ or LZ. Each arriving Unit must be placed in a separate hex from other sticks arriving during a given drop. Units cannot drop in Column but they can drop mounted. A drop does not trigger Opportunity Fire.

C. Place Glider/Paradrop Markers

After Drop One, a glider/paradrop marker is placed on top of each Unit that is dropped (not on each stick-—on each Unit in each stick). Units placed in Drop One do not receive a glider/paradrop marker unless noted specifically in the scenario. See 3.3.2.

D. Roll on the Drop Table and Immediately Apply the Results

See rule 3.3.1 for the Drop Table. Note that Units placed in Drop One do roll on the Drop Table.

3.3.1 The Drop Table

All Units that drop must have their fate decided with a die roll on the Drop Table. Roll for Units in Drop One at the start of play. Roll for Units in subsequent drops as they drop. The Drop Table has various results, which include elimination, creation of Rearguards, Step Loss, activation delays, and no effect.

Make one die roll on the Drop table for each stick, adding together all of the modifiers that apply to arrive at one die roll modifier; apply the result according to the results explanation.

Drop Table

Die Roll	Paratroops	Glider
0	NE	NE
1	1	1
2	1*	1
3	1*(D)	1*
4	1*(D)	1*
5	1*(DD)	1*(D)
6	R	1*(DD)
7	R(D)	R
8	R(DD)	R(D)
9	R(DD)	R(D)
10	E	R(DD)
11+	E	E

Drop Table Modifiers

+1 if landing in Hedgerow, Orchard, or Flooded

+2 if landing in Woods, or Village/Town/City

+3 if Marsh

+4 if Minefield

-3 if it is the Second Drop/Glider Landing or the Third Drop B/Glider Landing

-6 if it is the Third Drop A/Glider Landing

-8 if it is the Fourth Drop/Glider Landing

+1 for each German Unit inside the Drop Zone

+2 During a Day turn only, if at least one German Unit with an anti-air value projects a Fire Zone into the DZ or LZ. This range is the 8 hex AA range as per rule 17.1.

Drop Table Results Explanation

NE – No Effect

1 – One Unit in the stick loses a step (First drop only: add 1 to the corresponding Battalion Straggler Track)

1* – All Units in the stick lose a step (First drop only: add 2 to the corresponding Battalion Straggler Track for each Unit that lost a step)

D – Place a glider/paradrop marker on every Unit in the stick in addition to any already placed (First drop only: add 1 for each Unit in the stick to the corresponding Battalion Straggler Track)

DD – Place two additional glider/paradrop markers on every Unit in the stick in addition to any already placed (First drop only: add 2 for each Unit in the stick to the corresponding Battalion Straggler Track)

R – Replace all Units in the stick with Rearguards (First drop only: add 3 for each Unit in the stick to the corresponding Battalion Straggler Track); if no Rearguards are available, or at the Allied player's choice, treat as E. Any Leader landing in a stick replaced with Rearguards must be placed with one of the Readguard Units. Rearguard Units are placed via Airborne Drift.

Airborne Drift:

If the result of the Drop Table roll is R (all Units in stick become Rearguard), then airborne drift will occur. If a leader was with this stick, the Unit he is with must be declared before rolling for drift. His fate is tied to that new Rearguard. For each Rearguard Unit, roll a d6 and a d10. The d6 determines direction from the hex the Unit is in; 1 being north (up the hexrow) moving clockwise, and 4 being south (down the hexrow). The d10 determines the distance from the hex. If you roll a 0, the Unit stays in the original hex. If you roll a 9, roll again and add the numbers together. Another 9 will be another roll, etc… If the Rearguard moves off the map, into the ocean, or lands on a German Unit (Minefields do not constitute a Unit), the Rearguard is eliminated.

E – All Units in the stick are eliminated (First drop only: add 4 for each Unit eliminated to the corresponding Battalion Straggler Track); place the eliminated Units in the Straggler box on the parent Airborne Divisional Display. Any Leader landing in a stick that is eliminated is removed from play and returns at the end of the next division activation during leader movement.

Play Note: in cases where a result on a white- or black-striped Unit calls for an addition to the corresponding Battalion Straggler Track, select any Battalion that is dropping in the same DZ.

3.3.2 Glider/Paradrop Markers

Each glider/paradrop marker on a Unit takes the Unit one Action to remove. Removing a glider/paradrop marker is an Action but does not trigger Opportunity Fire. A Unit with a glider/paradrop marker on it may perform no other Actions, except Rally if it is Suppressed. A Suppressed Unit must Rally from the Suppression before it can remove its glider/paradrop marker. Note that the restriction against performing the same Action twice in a row as a Second Action does apply to removing a glider/paradrop marker.

3.4 Stragglers

Historical Note: During the night drop on June 5th, the 101st and 82nd Airborne Divisions were spread out over a wide area. Very few of the troops arrived where they were supposed to and it took time to gather the paratroopers into coherent Units. This rule addresses this. It is also how the Divisional Jeeps enter the game, as these Units are placed in the Straggler box when they arrive per the Reinforcement Schedule.

3.4.1 Straggler Generation

Only on the First Drop for the 101st and 82nd Airborne Divisions; Tracking Stragglers; Rally Points

Stragglers are generated from results on the Drop Table.

Stragglers are only generated on the First Drop. Both the 101st and 82nd Airborne Divisions accumulate Stragglers.

 Stragglers are tracked by battalion on the 101st and 82nd Airborne Division Displays, and each battalion has its own Straggler marker. Each Airborne Division Display also has a box for Units that are replaced by Rearguards or suffer elimination on the Drop Table, during the first drop; these Units are eligible to return to play per rule 3.4.3.

 Each battalion of the 101st and 82nd Airborne Divisions has a Rally Point. The Rally Point governs straggler recovery as explained below. If a German Unit ever enters a hex with a Rally Point, the Rally Point marker is permanently removed and that battalion's stragglers are lost and no more recovery rolls are made.

3.4.1.1 325th Glider Regiment Straggler Generation

Only on the Fourth Drop (7 June) for the 325th Glider Infantry Regiment, 82nd Airborne Division

This is an exception to the standard straggler generation rules solely for the 325th GIR which landed in Normandy on 7 June.

Stragglers are generated from results only on the Drop Table. The additional glider landing marker placed on any Unit landing after the first drop does not add to the straggler total.

Each battalion within this regiment may have stragglers generated and tracked with the straggler recovery rules; however, they will all be located at a single consolidated 325th Regimental Rally Point.

3.4.2 Straggler Recovery

Each time the 101st or 82nd Airborne Divisions Activation chit is picked from the Mug, and before he begins performing Actions with his Active Units, the active Division player MUST roll for straggler recovery for each battalion that still has a Rally Point and Straggler Points remaining (no rolls after the Straggler Points reach 0) according to the following procedure.

Pick a battalion and roll for it. If the roll is:

(i) Equal to or less than the number on the corresponding Battalion Straggler Track, and greater than Zero: one Straggler Recovery Point (see 3.4.3 below) is generated and the Battalion Straggler Track is reduced by one. Another roll is then made for this battalion up to the turn limits.

(ii) Greater than the number on the corresponding Battalion Straggler Track: No Straggler Recovery Point is generated, the Battalion Straggler Track is reduced by one and no more rolls for this battalion are possible until this Airborne Division's next Activation.

(iii) Nine or greater: No Straggler Recovery Point is generated, reduce the Battalion Straggler Track by one and no more rolls for this battalion are possible until this Airborne Division's next Activation.

(iv) Zero: one Straggler Recover Point (see 3.4.3 below) is generated. The Battalion Straggler Track is NOT reduced by one. Another roll is made for this battalion up to the turn limits.

The Battalion Turn limits are:

On Night, 5 June a battalion may not receive more than 4 Straggler Recovery Points per turn.

On 6 June, a battalion may not receive more than 2 Straggler Recovery Points per turn.

On 7 June a battalion may only receive 1 Straggler Recovery Point per turn.

No further Straggler Recovery is attempted on or beyond 8 June.

Note: This is slightly different from *The Greatest Day: Sword, Juno, and Gold Beaches* for the 6th Airborne Division straggler recovery. The US Airborne drops were more scattered and straggler recovery was much more difficult than the 6th Airborne Division at the British beaches. Players are free to use these adjusted straggler rules in *The Greatest Day: Sword, Juno, and Gold Beaches*.

The terrain and dispersed nature of the 101st and 82nd Airborne Division drops meant it was more difficult to rally stragglers earlier. Add 4 (+4) to your straggler recovery roll for the Night, 5 June turn. Rolls higher than 9 are treated as a roll of 9. Thus, roll a 5 (+4 is 9), and you no longer roll and lose one straggler. Starting on the 0700, 6 June turn, the modifier is +2. On 7 June, there is no modifier. Rolls of 0 are always treated as 0, no matter what the modifier.

Once you are done rolling to recover stragglers and have recorded the changes on the Airborne Division's General Markers track, you now proceed to using the Straggler Points to recover strength to Units.

3.4.3 How Stragglers Return to the Game

3.4.3(1) Timing of SRP Use

Generation of SRPs occurs after the 82nd or 101st Airborne Division Activation chit is pulled but before Units begin performing Actions. SRPs generated are spent during the Divisional Activation, at any time the Allied player wishes, in any combination.

3.4.3(2) How to Spend SRPs; Use of Rally Points; Battalion Restrictions

SRPs can be spent on Units on the map to bring two-step Units that have been reduced to one step back to full strength; in order to receive SRPs, such Units must be within 3 hexes of their battalion Rally Point. Terrain, weather and enemy Units have no effect on this type of SRP expenditure.

SRPs can also be used to bring Units from the Divisional Display Straggler box to the battalion Rally Point. To replicate the haphazard manner of recovery, each American 101st and 82nd Airborne Division Battalion's

Units must build to ½ strength (1 step) before any Unit in the Battalion is restored to full strength. This does not apply to Independent (white and black stripe) Units.

SRPs generated by a battalion may only be spent on Units of that battalion or on any black-striped or white-striped Units.

SRPs can be maintained from turn to turn. However, if the Rally Points are captured then all Straggler Recovery Points are forfeit and no longer available.

Note: This is slightly different from *The Greatest Day: Sword, Juno, and Gold Beaches* for the 6th Airborne Division straggler recovery.

3.4.3(3) SRP Exchange Equivalents

1 SRP: returns a one-step paratroop/glider infantry Unit from the Straggler box to the battalion Rally Point.

1 SRP: flips a one-step paratroop/glider infantry Unit on the map back to its full strength (two-step) side.

2 SRPs: returns a one-step non-paratroop, non-glider infantry (e.g., engineer, AT gun, mortar, etc…) Unit from the Straggler box to the battalion Rally Point.

2 SRPs: flips a one-step non-paratroop, non-glider infantry (e.g., engineer, AT gun, mortar, etc.) Unit on the map back to its full strength (two-step) side.

2 SRPs: generates one-step of Divisional Jeeps, by moving them from the Straggler box to the Division's available box.

2 SRPs: flips a one-step Divisional Jeep in the Division's available box to its full strength (two-step) side.

3.4.3(4) Straggler Recovery: Special Cases

A. More than one SRP can be spent on a given Unit during an Activation to bring it from the Straggler box to the map at reduced strength and then to bring it back to full strength, as long as all other Units in the battalion are at least at ½ strength.

B. Units from the Straggler box may be placed on the Rally Point mounted and/or in Column.

C. Units placed on the Rally Point from the Straggler box are eligible to perform an Action pursuant to the Division Activation at any point during the Division Activation.

D. SRPs may be spent to bring a two-step Unit back to full strength before, during or after that Unit's Division Activation, except while conducting a combat action (ie. not during the middle of an assault). This means, for example, that a Unit may move to within 3 hexes of its Rally Point, receive a SRP for a step, and then continue moving.

E. SRP expenditure and Unit placement on a Rally Point does not trigger Opportunity Fire.

F. Units eliminated in combat may not be brought back using the SRP mechanism. However, if a two-step Unit loses a step in combat, an SRP may be spent to bring it back to full strength pursuant to this rule.

G. If a leader does not have a valid Unit to stack with, per Series Rules 21.2 and 21.3, and still has Units in the Straggler Box, he is moved to the Straggler Box during the leader movement phase of an activation. He returns during a subsequent leader movement phase once there is a legal Unit to stack with on the map.

3.4.4 More Historically Accurate Drops (Optional)

Note: The 507th and 508th PIR were scheduled to drop to the west of the Merderet River. As these were the farthest west dropzones and the weather over the Cotentin Peninsula was partially cloudy, many of the airborne sticks from these Regiments dropped late and quite a few dropped on the east side of the Merderet River. This significantly hampered their ability to consolidate. Use the following rule to replicate this historical situation if you would like.

When rolling on the drop table all normal modifiers apply. However, the lowest result will be a 6. That means that if you roll a modified 3, it is treated as a 6. If you roll a 7, it is treated as a 7. This will reduce all Units of these two regiments to Rearguards at best.

If you roll an unmodified 9, then the Rally Point is moved to the nearest hex that meets the requirements for a Rally Point, on the east side of the Merderet River. This is the new Rally Point for that Battalion.

When rolling for Straggler Recover, the Battalion Turn Limits for Battalions within these two Regiments are as follows:

On Night, 5 June a battalion may not receive more than 2 Straggler Recovery Points per turn.

On 6-7 June, a battalion may only receive 1 Straggler Recovery Point per turn.

No further Straggler Recovery is attempted on or beyond 8 June

4.0 The Naval Invasion System

4.0.1 Overview of the Naval Invasion System (NIS)

The Greatest Day series is the first in the GTS family that has an opposed amphibious landing and, as such, these additional rules are needed to simulate the landing of Allied troops into France. The Naval Invasion System (NIS) simulates the ocean transport and amphibious landing of troops on a hostile shore, the defense of that shore, and the naval gunfire support given to the invading troops. Whenever possible, rules and concepts were ported directly from the GTS Series Rules, but it was also necessary to craft entirely new rules and also to modify some existing series rules. Whenever an existing GTS rule or defined (i.e., capitalized) term is used in the NIS, follow the GTS rule exactly as written unless otherwise noted.

4.0.2 Organization of the NIS Rules

This section 4.0 and section 4.1 provide an overview, definitions and some descriptions of key aspects of the NIS. Sections 4.2 through 4.6 present the entire NIS in a traditional case format. Section 4.6 is the Naval Sequence of Play (NSoP). Section 4.7 then presents almost every aspect of the NIS as a series of step-by-step procedures. So depending on how you prefer to learn, you could read sections 4.0 - 4.6 carefully and use 4.7 as a guide; or you could jump right into play by reading just 4.0 and 4.1 and then following 4.6 and 4.7, and use sections 4.2 - 4.5 for specific questions.

4.1 NIS Definitions & Descriptions

4.1.1 A Beach is one of the five code-named beaches OPERATION OVERLORD: Utah, Omaha, Gold, Juno or Sword. Each Beach has its own Beach Overlay.

4.1.2 A Sub-Beach is a division of the Beach. For example, Utah has two Sub-Beaches: Tare Green and Uncle Red.

4.1.3 A Beach hex is a hex terrain type just like Clear or Town.

4.1.4 The Beach Overlays

The Greatest Day NIS uses several small maps, called Beach Overlays, which begin the game on top of the larger game maps for all five beaches that were invaded in the campaign. One of the Beach Overlays (Utah) is used in this game. The Beach Overlays exist to regulate certain game functions that are specific to the initial landings, in particular the landing of Units onto the Beach hexes and the German defenses intended to stop the landings. Once certain conditions have been met, mostly with respect to reducing the Beach Defenses, a Beach is considered "Cleared", and the corresponding Beach Overlay is removed from play and all Beach hexes become out of play for all players. The invading player's reinforcements are simply placed on a reinforcement hex near the shore, their landing now handled behind the scenes.

The Beach Overlays are printed with all kinds of information that regulates the attack and defense of the beaches; they also depict the so-called Sub-Beaches, which further regulate and restrict the landing and movement of invading troops. The Beach Overlays include informational tracks representing abstractions of beach defenses, such as obstacles and machine-gun nests, the state of the sea, and boxes in which to place the assaulting Units, including amphibious tanks, Landing Craft and the troops on board the Landing Craft.

4.1.5 The Naval Displays

The Naval Display is used to organize the ships that are offshore supporting the landing, and the troops that are not yet aboard the Landing Craft bound for the Beaches (troops that are already aboard the Landing Craft and headed for the Beaches are moved to Landing Wave boxes on the Beach Display). Think of the troops on the Naval Display and the Beach Overlays as forming a conga line from England, to the ships, to the Landing Craft, to the beaches.

4.1.6 Ships

Ships are Units that operate on the Naval Display rather than on the game map and their movement and activation is handled differently from land Units (see 4.4.2).
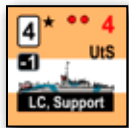
4.1.7 Landing Craft types

(a) Landing Craft, Rocket (LCR)

LCRs are single-use markers which may bombard Units on shore during Step 2 of the NSoP on the June 6, 0700 turn only (see 4.4.5). The only modifiers used are positive Indirect Fire modifiers—no negative modifiers apply. Once fired, LCRs are removed from play.

(b) Landing Craft, Support (LCS)

LCSs operate in the Close Range box of the Naval Display. They may fire at Units on shore and at German Beach Defenses (see 4.4.6). They remain in play until the Beach Overlay is removed. These Units may only fire at German Units they self-spot and they fire when Naval Ships fire at the shore.

(c) Landing Craft

Landing Craft are used to transport Units from the Landing Display onto the Beach Overlays. These are more like markers and there is an unlimited number available to the Allied Player. If you run short of these (but you shouldn't), you may make more as needed. When these are reused, they are always at 2-step strength. Any previous losses are ignored.

During the landing sequence, Landing Craft may be attacked by Beach Obstacles (see 4.2.1), Resistance Nests (see 4.2.2) and regular Opportunity Fire (see 4.2.3). Landing Craft can convert an S result to a C result by passing a Troop Quality Check or spending an available Command Point (no leader is necessary). A suppressed Landing Craft can still land its passengers.

Passengers landed by a Landing Craft on a Beach Overlay acquire all damage taken by the Landing Craft prior to their landing, howsoever inflicted. For example, if a Landing Craft takes a Step Loss and a Suppression, each and every passenger of that Landing Craft lands with a Step Loss and a Suppression.

After each landing sequence has been completed, the Landing Craft markers are removed from the Beach Overlay and are available to be reused.

4.1.8 The Naval Chit

The Naval Chit is always the first chit in play on the June 6, 0700 turn. After the first time it is played on the June 6, 0700 turn, the Naval Chit is placed back into the draw cup. After the June 6, 0700 turn, the Naval Chit is automatically placed into the draw cup in Step G of the Sequence of Play on every turn except night turns.

The Naval Chit kicks off the whole NIS sub-game, which includes loading troops from ships to Landing Craft; landing tanks and troops onto the beaches; the efforts of the sea itself, beach obstacles, and defenders to destroy and otherwise discomfit the invading troops; and the efforts of the invading troops and their supporting warships to destroy beach obstacles and defenders in order to bust off the beach. Once all the beaches are secure, i.e., all the Beach Overlays are removed, the Naval Chit procedure is greatly reduced.

For all Navy Ships and Landing Craft: All Ships and Landing Craft Markers are active when the Naval chit is pulled.

4.2 German Defense of the Beach Overlay

In addition to the German Units defending the Beaches, all of which move and fight normally unless otherwise noted herein, the Germans have at their disposal Beach Defenses that are abstract representations of natural and man-made obstacles and weapons. Beach Defenses are abstracted either because they would be too cumbersome to simulate explicitly or because what they represent is below the scale of the game. Each Beach Overlay has tracks for each type of Beach Defense for that Beach. The tracks show the current number for each type of Beach Defense; for some Beach Defenses, the number can be used to attack Allied Units. For all Beach Defenses, the number also represents, if you will, a "life points number" that can be attacked, and reduced, by Allied Units. Once a Beach Defense is reduced to 0, it can no longer attack. Reducing all of the Beach Defenses on a Beach Overlay to 0 is one of the requirements for Clearing the Beach and ultimately removing the Beach Overlay.

The types of Beach Defenses, all described in detail below, are: Beach Obstacles; Resistance Nests; and Gaps. Lumped in here with the Beach Defenses is also the Sea State, which represents the effect of a sometimes angry sea on amphibious tanks. While the Sea State does "attack" Allied Units, it cannot be attacked or reduced, nor does it affect the removal of the Beach Overlay. Also covered here is German Opportunity Fire as it pertains to defense of the Beach Overlay; the usual Opportunity Fire rules apply with some exceptions as to timing and modifiers.

4.2.1 Beach Obstacles on the Beach Overlay

Beach Obstacles are a type of Beach Defense representing mines and steel or wooden emplacements mounted in the sand on the various Beaches to prevent Allied Units from landing safely.

The Beach Obstacles start level is listed on each individual Beach Overlay.

As long as the Beach Obstacles track number on a Beach Overlay is greater than 0, the Beach Obstacles on that Beach Overlay will attack every Landing Craft that is landed on a Beach Hex on the same Beach Overlay. The attack is resolved as a Direct Fire attack on the White line of the Combat Results Table against the Landing Craft (an armored target) with Fire Strength equal to the current Beach Obstacles level. No modifiers apply to this attack.

If, when resolving a Beach Obstacle attack, a 9 is rolled, then drift occurs. Refer to the drift chart below.

Shift the Landing Craft based on looking at the landing area from the Allied offshore area. If the Landing Craft shifts outside of a landing hex, it is placed back in the Sub-Beach Landing Box and arrives again the next Naval Chit.

Utah – Actual Landing Area	
Tare Green	Uncle Red
No Shift	1 Left

Utah – Planned Landing Area	
Tare Green	Uncle Red
1 Left	1 Left

4.2.2 Resistance Nests on the Beach Overlay

Resistance Nests represent two things: mines and small concentrations of German forces that are below the scale of the game.

The starting level for Resistance Nests is listed on each individual Beach Overlay.

Resistance Nests attack under two distinct circumstances: a) against attempted landings, and b) against Units that have landed. In all cases, Resistance Nest attacks are made before any Opportunity Fire.

4.2.2(1) Resistance Nest Attacks against Landings

(a) Pre-Landing Resistance Nest Attack against Landing Craft

Whenever a Landing Craft leaves a Landing Wave box and is placed on a Beach hex to land its passengers, the German player may choose to attack the Landing Craft with the Resistance Nests on that Beach Overlay if the Resistance Nests track number on that Beach Overlay is greater than 0. This attack takes place immediately after the Beach Obstacle attack but before the Landing Craft unloads its passengers. The attack is resolved as a Direct Fire attack on the pink line of the Combat Results Table against the Landing Craft (an armored target) with a Fire Rating equal to the current Resistance Nest level. The only modifiers that apply are for mass and the defense rating of the Landing Craft. Count the mass of the Landing Craft and any other Units in the hex, but do not count the mass of the Landing Craft's passengers.

(b) Post-Landing Resistance Nest Attack against Just-Landed Units

If the German player chooses not to make a Resistance Nest attack against the Landing Craft, he may make a Resistance Nest attack against one of the Landing Craft's passengers immediately after it is unloaded onto the Beach hex. The current Resistance Nest number is used to attack the Unit on the pink line of the Combat Results Table. The following Direct Fire modifiers apply: mass, terrain and Defense Rating. Count the mass of all Units in the hex, but do not count the mass of the Landing Craft.

4.2.2(2) Resistance Nest Attacks against Landed Units

As long as the Resistance Nest number on a Beach Overlay is greater than 0, a Resistance Nest attack is made against every Unit on that Beach Overlay that is activated (note that this includes DD Tanks). The attack occurs after the Unit is activated but before it per-

forms its action. The current Resistance Nest number is used to attack the activated Unit on the pink line of the Combat Results Table. This is treated as a normal Direct Fire attack and all Direct Fire modifiers apply.

This resistance nest attack is applied each time an Allied Unit takes an action, as long as the Resistance Nest number is greater than 0. So, if a Unit takes two actions, it will be attacked twice, unless it is lucky enough to reduce the final resistance nest from 1 to 0 with its first action.

The result of a Resistance Nest attack is treated exactly as any other Direct Fire attack.

4.2.3 German Opportunity Fire on the Beach Overlay

German Units may conduct normal Opportunity Fire against Allied Units under the following circumstances, with any exceptions to normal Opportunity Fire rules noted:

(a) Pre-Landing Opportunity Fire against Landing Craft

Whenever a Landing Craft leaves a Landing Wave box and is placed on a Beach hex to land its passengers, the German player may choose to attempt Opportunity Fire against the Landing Craft with any eligible Units. This occurs after the Landing Craft has been placed on a beach hex but before the Landing Craft's passengers have landed, and after any Resistance Nest attacks on the Landing Craft. The Landing Craft is an Armored target; the +2 Fire Zone to Fire Zone modifier does not apply. Landing Craft passengers are not counted for the mass modifier but any other Units in the hex are.

(b) Post-Landing Opportunity Fire against Just-Landed Units

If the German player chose not to attempt Opportunity Fire against a Landing Craft, he may attempt Opportunity Fire against one of the Landing Craft's passengers immediately after it is unloaded on the Beach hex. The +2 Fire Zone to Fire Zone modifier does apply, as do all other Opportunity Fire modifiers. For the mass modifier, count the mass of all Units in the hex, but do not count the mass of the Landing Craft.

(c) Normal Opportunity Fire

In addition to the above, all other normal Opportunity Fire rules apply on the Beach Overlay.

The result of Opportunity Fire on the Beach Overlay is treated normally. In particular, Landing Craft can convert an S result to a C result by passing a Troop Quality Check or spending a Command Point (no leader is necessary).

4.2.4 Gaps on the Beach Overlay

The Gaps that are printed on each Beach Overlay, and the corresponding Gaps number track, are an abstraction of how difficult it is for the Allies to fight their way off the Beach and move inland. The Gaps themselves are physically represented on each Beach Overlay as arrows pointing to a hexside. As the Gaps number on a Beach Overlay is reduced, the Allies gradually gain mobility through

one or more Gap hexsides.

(a) Effect of Gaps Number Greater Than 2

When the Gaps Number on a Beach Overlay is greater than 2, no Allied Units may move or assault from any Beach hex to any non-Beach hex. The Gap hexsides on the Beach Overlay are closed for all Units.

(b) When the Gaps Number Becomes 2

When the Gaps Number on a Beach Overlay is reduced to 2, the German player immediately places a Gap Open marker on a Gap hexside of his choice on the same Sub-Beach as the Unit that caused the Gaps number reduction.

(c) When the Gaps Number Becomes 1 or 0

When the Gaps Number on a Beach Overlay is reduced to 1, and again when it is reduced to 0, the Allied player immediately places a Gap Open marker on a Gap hexside of his choice on the same Sub-Beach as the Unit that caused the Gaps number reduction. If all of the Gap hexsides on that Sub-Beach already have Gap Open markers, no marker is placed.

(d) Effect of a Gap Open marker

A Gap Open marker on a Gap hexside allows Allied Units in Column to move and assault through that hexside.

(e) Opening all the Gaps

The first time that the Naval Chit is drawn after the Gaps number on the Beach Overlay has been reduced to 0, all Gap hexsides on that Beach Overlay are considered open. Flip the corresponding track marker to indicate all Gaps are now open. Allied Units in Column may now move and assault through all Gap hexsides on the Beach Overlay.

4.2.5 The Sea State on the Beach Overlay

The Sea State number on a Beach Overlay affects only DD Tanks that are in the process of landing. The Sea State roll is made immediately after a DD Tank is placed on a Beach hex from a Landing Wave box. It is resolved as a Direct Fire attack on the Blue (Armor-Piercing) line of the Combat Results Table against an Armored target with Fire Rating equal to the current Sea State number. No modifiers of any kind (including defense strength) apply. Results are applied immediately.

If, when resolving a Sea State roll, a 9 is rolled, then drift occurs. Refer to the drift chart below.

Shift the DD Tank Unit based on looking at the landing area from the Allied offshore area. If the DD Tank Unit shifts outside of a landing hex, it is placed back in the Sub-Beach Landing Box and arrives again the next Naval Chit.

Utah – Actual Landing Area	
Tare Green	Uncle Red
No Shift	1 Left

Utah – Planned Landing Area	
Tare Green	Uncle Red
1 Left	1 Left

4.2.6 Firing at Beach Defenses on the Beach Overlay

With the exception of the Sea State number, the other German Beach Overlay defenses – Beach Obstacles, Resistance Nests and Gaps – must all be reduced to 0 by the Allies before the Beach is secured and the Beach Overlay can be removed. (In the short term, of course, the Allies also wish to reduce the various Beach Defenses to reduce casualties and increase mobility.) Reducing the Beach Defenses to 0 is accomplished by firing at them; they are not fired at individually, however, but as a whole, and the results are applied according to the Firing at Beach Defenses section of the Utah Naval & Air Display.

Any non-Suppressed Unit on a Beach that is eligible to perform an Action may fire at the Beach Defenses. This counts as a Fire Action during any activations with all corresponding constraints. The Allied player simply announces that a particular Unit will attack the Beach Defenses. This announcement first triggers a Resistance Nest attack (4.2.2(2)) if the Resistance Nest number on that Beach Overlay is greater than 0. Note that this Action does not trigger Opportunity Fire.

Some Allied Landing Craft may also fire at German Beach Defenses under this rule. See the specific rules for the timing of such attacks (4.4.6, 4.5.4(5)).

4.2.6(1) Firing at Beach Defenses—Procedure

If the Allied Unit survived any Resistance Nests attack and is unsuppressed, it may fire at the Beach Defenses. The Allied player rolls a die, applying the modifiers below, and consults the Firing at Beach Defenses section on the Utah Naval & Air Display, which is organized by the type of Unit that is firing, to wit; any Naval Combat Demolition Group (Beach Demo Teams); any Engineer Unit (including the En / 70 AR); any other Tank Unit (i.e., regular tanks or DD Tanks); any Landing Craft; and all other Units not in the other groups. Note that the results are applied as written, so the usual GTS rule that a 0 always hits and a 9 always misses does not apply here.

The following modifiers apply to die rolls when Firing at Beach Defenses. Note that modified rolls of greater than 9 are treated as 9.

A. The firing Unit has one step: +1

B. The firing Unit has 1 Cohesion Hit: +1

C. The firing Unit has 2 Cohesion Hits: +2

Modifier A is cumulative with modifier B or modifier C, so, for example, a one-step Unit with two Cohesion Hits would add 3 to its die roll. Modifiers B and C are exclusive of each other.

4.2.6(2) Firing at Beach Defenses—Results

A. Miss

Miss. The attack has no effect.

B. Reduce Nests by X

X=the amount by which the Resistance Nest number on the firing Unit's Beach Overlay is reduced.

C. Reduce Obstacles or Gaps by X

X=the amount by which the Beach Obstacles number or the Gaps number on the firing Unit's Beach Overlay can be reduced according to the Allied Player's choice. If X is 2, the possibilities are:

2 Beach Obstacles; or
2 Gaps; or
1 Beach Obstacle and 1 Gap.

Notes:

Results achieved after a particular Beach Defense number is 0 are lost.

Don't forget to follow rule 4.2.4 whenever the Gaps number is reduced.

4.2.6(3) Special Units

The Naval Combat Demolition Group (Beach Demo Teams) are Special Units for the American assault forces. Their sole purpose was to clear lanes in the beach defenses like Engineers, but without the combat power for extended operations. Therefore, they are a one-use Unit. Immediately after they fire at the Beach Defenses, they are removed from play. Before that action, they act like any other normal Unit that can be activated and take actions or spend Command Points.

4.3 Effects of an Uncleared Beach; Clearing a Beach; and Removing the Beach Overlay

4.3.1 The Uncleared Beach

Before a beach is cleared:

No Allied Units of the 4th Infantry Division may leave the Beach Overlay until the Beach has been cleared (not just leaders).

All Allied reinforcements enter play only on the draw of the Naval Chit and according to the Naval Chit procedure (4.6).

4.3.2 Clearing a Beach

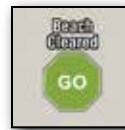A Beach is cleared the instant the following all apply:

The Resistance Nest value is 0

The Beach Obstacles value is 0

The Gaps value is 0

There are no German Units (including Wn or Stp) within 3 hexes of any reinforcement hexes on that Beach Overlay

There are no Allied Units in any Beach hex on that Beach Overlay

Immediately after the above conditions are met, the Beach Not Cleared! marker on that Beach Overlay is flipped over to its Beach Cleared! side.

4.3.3 Effects of a Cleared Beach

No Allied Unit may enter a Beach hex on a Beach Overlay with a cleared Beach.

At the very beginning of the turn after a Beach is cleared, the Beach Overlay for that cleared Beach is removed from play. Any Units on the Beach Overlay are simply transferred to the corresponding hexes on the map.

All normal (i.e., non-Naval chit) game rules are now in play on the map where the Beach Overlay was just removed. In particular:

1. Allied Units now enter play by being placed in their respective Reinforcement hex (or hexes) and normal GTS reinforcement rules apply going forward.

2. Units on the Naval Display that are in that Beach's Landing Wave boxes, Loading Onto Landing Craft boxes, and En Route from England boxes are placed in their corresponding Reinforcement boxes on the Divisional Display.

3. The landing and loading sequences (4.7.4) are ignored for this Beach.

4.4 Assault Forces

4.4.1 General Description
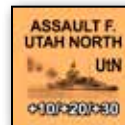
Each Naval Display is divided into various segments, including boxes for the various naval assault forces, each of which is assigned a letter designation (e.g. Assault Force Utah North – UtN); the assault force boxes are subdivided into "range" boxes. All ships live in an Assault Force Range box on the Naval Display; a ship is considered part of the assault force whose range box the ship occupies (ships can shift boxes and sometimes change assault force—see below). Each Assault Force has one Assault Force marker that is always on an Impassable hex on the Game Map or Beach Overlay. Each Assault Force Range box contains a number that represents the range from that box to the Assault Force Marker for that assault force. All of this governs which ships can fire at which targets.

Ships are always considered In Command.

4.4.2 Moving Ships on the Naval Display
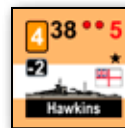
All ships have as their movement "allowance", either a letter, which corresponds to an assault force, or an asterisk, which denotes a "wild card". If a ship has a letter designation, it must stay with its assault force, but if it has an asterisk, it may be with any assault force. During Step 7 of the NSoP, ships may be moved about on the Naval Display. Lettered ships can be moved to any range box within their assault force, and asterisked ships can be placed in any range box of any assault force on any Naval Display, in accordance with Rule 4.6(8).

Play Note: once all Coastal Battery Units have been eliminated, there is no reason to have any ships in the long or medium range boxes.

4.4.3 Moving Assault Force Markers

Utah Beach has two Assault Force markers assigned to it. During Step 6 of the NSoP, the Allied player may move Assault Force markers within the limitation of this rule. Each Assault Force marker must stay in its assigned Sector listed below and can be placed in any Impassable hex that is adjacent to a hex that has a center dot along the coast. If the Beach Overlay is still in place, the Assault Force marker may also be placed in a Beach hex.

The Assault Force Utah – North (UtN) marker may be placed between hexes 29.017 and 44.002

The Assault Force Utah – South (UtS) marker may be placed between hexes 16.032 and 28.018

For example, the Assault Force Utah – South (UtS) marker may be placed in hex 17.029 (just off the map) or 18.027 (also just off the map) since these two hexes are both adjacent to playable (i.e. center dot) hexes in its sector.

4.4.4 Ships—Firing at Shore Targets

Ships on the Naval Display may fire at shore targets only during Step 2 of the NSoP. To fire at a shore target, a ship must be in range of the target and able to spot the target.

If a ship is eligible to fire at a target, it conducts normal Indirect Fire. Ships with two steps may roll for Company Bonus.

(a) Determining Ship to Target Range

To determine a ship's range to a target, count the number of hexes from the target to the Assault Force Marker for the ship's assault force, then add the range number for the ship's Assault Force Range box; if this number is equal to or less than the ship's range, the target is in range. (Note that a ship can never determine range using an Assault Force Marker belonging to a different assault force, but range from a target to an Assault Force Marker can be traced from one Beach Overlay to another.)

(b) Ships Self-Spotting Targets

Ships are able to self-spot against any Wn or Stp Unit that is in range (as determined above), and in the Line of Sight of a Beach hex as long as the Beach is not yet cleared (put another way, you can't spot from a Beach hex that isn't on a Beach overlay). In addition, a ship can always self-spot against a Coastal Battery (a Unit with a black Fire Rating) that is in range of the ship.

(c) Ships Spotting Targets—Using Spotters

Any non-American airborne, In Command Unit can spot for any ship. The spotting Unit must have a Line of Sight to the target, and the target must be in range of the ship (as determined above). The universal contact number for ships is 6. If 6 or less is rolled, the ship may fire at the target, otherwise, the ship may not fire and is done for this Naval Chit. Note that ships have

to roll for contact every time they fire (unless they are self-spotting, of course); ships never stay "in-contact" with spotter Formations the way artillery does.

4.4.5 Landing Craft, Rockets (LCRs)—Firing at Shore Targets

LCRs may fire at Units on shore during Step 2 of the NSoP on the June 6, 0700 turn only. Once fired, LCRs are removed from play. LCRs must self-spot to fire, they do not receive a company bonus. Just roll on the appropriate row on the Combat Results Table; the only modifiers used are positive Indirect Fire modifiers—no negative modifiers apply. Barrage markers are never placed. LCRs have a * as a range to remind you that they can fire at any target they can self-spot.

Note that LCRs can only fire at Units, not at German Beach Defenses.

4.4.6 Landing Craft, Support (LCSs)—Firing at Shore Targets

LCSs may fire at Units on shore during Step 2 of the NSoP. LCSs must self-spot to fire and may also choose to fire at the German Beach Defenses on the Beach Overlay (see rule 4.2.6 for the conduct of such an attack). LCSs fire at German Beach Defenses as a "Landing Craft". If firing at a German Unit, all normal Direct Fire modifiers apply except for range. LCSs live in the Close Range box on the Naval Display and remain in play until the Beach Overlay is removed. Note that LCSs have a * as a range to remind you that they can fire at any target they can self-spot or at the Beach Defenses but never at any other targets.

4.4.7 German Coastal Batteries

Coastal Batteries are the German Units with black Fire Rating. With a few exceptions, Coastal Batteries are just like orange Fire Rating artillery Units. The black Fire Rating is there as a reminder that during Step 3 of the NSoP, any Coastal Battery Unit that is not under a Barrage marker or adjacent to an enemy Unit may fire at any in-range ship on the Naval Display or at any in-range Landing Craft that is in a Landing Wave box. This only applies during Step 3 of the NSoP and for fire at ships on the Naval Display or Landing Craft. Step 3 of the NSoP is the only time Coastal Batteries can fire at Ships or Landing Craft in a Landing Wave box. Coastal Batteries may never fire at Landing Craft on the Naval Display. The NSoP Step 3 fire is a special function that does not affect the normal Activation of Coastal Batteries as Units at other times. The rules of this section apply only to this special function.

(a) Coastal Batteries—Range to Ships and Landing Craft

To determine the range from a Coastal Battery to a ship, count the number of hexes from the Coastal Battery to the ship's Assault Force Marker and add to that the range number from the range box the ship occupies. The range from a Coastal Battery to a Landing Craft that is in a Landing Wave box is the number of hexes from the Coastal Battery to the Assault Force Marker on the same Beach Display as the Landing Wave box.

(b) Resolving Coastal Battery Fire during Step 3 of the NSoP

Coastal Battery fire against ships and Landing Craft is handled as normal Indirect Fire with the following additions and changes:

1. All ships are Armored targets.

2. The only modifier applicable to ships is their defensive modifier.

3. Any Effective Fire (defined as: a failed S?, S, C, 1 or E) against a ship eliminates the ship from play.

4. Any Effective Fire (defined as: a failed S?, S, C, 1 or E) against a Landing Craft removes the Landing Craft (Landing Craft counters are recycled) and eliminates the Landing Craft's passengers from play.

5. This special type of fire does not create a Barrage marker.

Example: The St-Martin Bty is in hex 30.027 and the Assault Force marker for Assault Force Utah – South (UtS) is in hex 20.025 (although it could also fire at Assault Force Utah – North (UtN) whose Assault Force marker is in hex 37.010). It is the first turn so there are a bunch of Americans in the Landing Wave boxes, Destroyers in the Short Range box and Cruisers in the Medium Range box. The Landing Craft (Rockets) have already fired and have been removed so they can't be fired at. It is 10 hexes from the St-Martin Bty to the Assault Force marker and the range for the Unit is 40. The Coastal Battery could fire at any Landing Craft currently in the Landing Wave box of Utah Beach (range is 10), the Destroyers (range is 20), or the Cruisers (range is 30), or if there were ships in the Long Range box, at those too (range would be 40).

4.5 The Landing Subroutine

4.5.1 Generally

During NSoP Step 4 the Allied player may land all of his Units in Landing Wave boxes on to Beach hexes. There are two types of Units that are landed: Units that are loaded onto Landing Craft and DD Tanks. Different rules apply to the landing of Landing Craft and DD Tanks, but the basic procedure is for the Allied player to choose any Landing Craft or DD Tank, land it, suffer the wrath of the German defenders, complete all possible Actions, and then move on to the next Landing Craft or DD Tank. The Allied player may do this in any order he wishes, without regard to Beaches, Sub-Beaches or sectors.

Note that there is no stacking limit in any box on the Naval Display nor in the Landing Wave boxes on the Beach Overlays.

4.5.2 List of Landing Wave Boxes and Their Corresponding "Eligible" Beach Hexes

The following is a list of the Beach hexes that may be landed on from each Landing Wave box. Note that when the landing rules refer to "eligible' hexes, they are color-coded on the map for ease of play, and these are the hexes referred to:

Utah Beach (Planned):

    Tare Green: 22.023; 23.022

    Uncle Red: 21.023; 21.024

Utah Beach (Actual):

    Tare Green: 18.026, 19.025

    Uncle Red: 17.026, 17.027

4.5.3 Beach Landings, Leaders and Command

The scenario rules will tell you to place Leaders with their commands. It does not matter where you put Leaders until NSoP Step 3, when Units are placed in the Landing Wave boxes on the Beach Overlays. At this time, Leaders must be stacked with some Unit of their Command. Once stacked with a Unit, the Leader stays with the Unit while the Unit is landed on a Beach hex and while the Unit performs any Actions during the NSoP. After the Leader has landed during the NSoP, normal GTS Leader rules are in effect. Remember that attached Units also count as part of a leader's formation and can be used for this rule.

A Leader in a Landing Wave box is considered to have no Command Range. So until a Leader is landed on a Beach, all of his Units are considered Out of Command. Once the Leader is on the Beach, normal GTS Command rules are in effect. The practical effect of this rule is that landed Units will be Out of Command on the Beach until their Leader is landed and they are within his Command Range.

Note that a leader with a Unit eliminated in Combat during a landing is moved to another Unit of his command (owning player's choice) anywhere on the Beach Overlay or Naval Display.

4.5.4 Landing Craft Operations

4.5.4(1) Landing Craft Generally

Landing Craft counters are reusable markers, not Units, although Landing Craft do perform some Unit functions, notably Direct Fire. Landing Craft markers are used to land Units other than DD Tanks; once used or eliminated they are removed from play and are available for later use.

4.5.4(2) "Loading" Leaders and Units on to Landing Craft

During NSoP Step 5, Units are moved from the Loading into Landing Craft boxes on the Naval Display to the Landing Wave boxes on the Beach Overlays. Once in the Landing Wave boxes, Units are loaded onto the Landing Craft by placing a Landing Craft marker on one or more of the Units. Each Landing Craft is loaded with either one Independent Unit (i.e., with a black or white stripe) or all the Units of the same battalion. Leaders can be placed with any Units of their command.

4.5.4(3) Landing Craft, Landings and Combat

Landing Craft and their passengers land on any eligible Beach hex (see 4.5.2) during NSoP Step 4 by moving them from their Landing Wave box to the Beach hex. This landing triggers attacks by German Beach

Defenses (4.2.1 & 4.2.2) and Opportunity Fire (4.2.3). If a Landing Craft is eliminated, all its passengers are eliminated. If a Landing Craft suffers a combat result (a passed S? is not a combat result), each and every one of its passengers suffers the same combat result. A Suppressed Landing Craft may land its passengers. Eliminated Landing Craft are removed from play and are available for future use. Note that all Landing Craft have two Steps.

4.5.4(4) Effect of Unloading on Column and Mounted Status

Units that dismount from Landing Craft may do so in Column if normal stacking rules are observed, although such Units will suffer the adverse Column fire modifier if they are attacked after they unload. Units that dismount from Landing Craft may do so mounted if they possess organic transport.

4.5.4(5) Landing Craft Returning Fire

After a Landing Craft has landed its passengers, and before it is removed from the Beach hex, it may fire at the German Beach Defenses on the same Beach Overlay (4.2.6) or at any Wn, Stp, or Coastal Battery in range to which it has a Line of Sight.

4.5.4(6) Landing Craft Removal and Reuse

Once the landing procedure has been completed, the Landing Craft is removed from play and is available for reuse.

4.5.4(7) Just-Landed Units: Actions and Enemy Reactions

Units that have just been landed from Landing Craft may be the object of attacks from German Resistance Nests (4.2.2(1)(b)) and Opportunity Fire (4.2.3(b)). A Unit that has landed and survived any post-landing attacks may perform a non-Movement Action for the cost of one Command Point as long as it is In Command. This Action triggers a Resistance Nest attack (4.2.2(2)) that is performed after the Command Point is spent but before the Unit performs the Action.

4.5.5 DD Tank Landings

4.5.5(1) DD Tanks Generally

 DD Tanks are amphibious tank Units that swim ashore (or so one hopes). Note that our DD Tanks have both a skirt up and a skirt down side. This is purely for aesthetic interest and has no effect on play. You may use either side of the counter at any time. We like to swim them ashore using the skirts up side and then, once they hit a Beach hex, flip them to their skirt down side.

4.5.5(2) Landing DD Tanks & Leaders; Sea State Roll

A DD Tank Unit that is in a Landing Wave box on a Beach Overlay may land on any eligible Beach hex (4.5.2) during NSoP Step 4 by moving it from its Landing Wave box to the Beach hex. This landing triggers a

Sea State roll (4.2.5). If the DD Tank survives the Sea State Roll it is placed on the Beach hex. The DD Tank may not land in Column. If a Leader is stacked with the DD Tank, he lands with it and stays with it throughout the following steps.

4.5.5(3) Just-Landed DD Tanks: Actions and Enemy Reactions

A just-landed DD Tank that is not Suppressed may perform an Action. If it does perform an Action, the DD Tank must first survive a Resistance Nest attack (4.2.2(2)), followed by any Opportunity Fire (4.2.3) according to normal Opportunity Fire rules. Following performance of an Action, a just-landed DD Tank that is In Command and not Suppressed may perform a Second Action according to normal Second Action rules (including expenditure of a Command Point). If it does perform a Second Action, the DD Tank must again survive a Resistance Nest attack (4.2.2(2)), followed by any Opportunity Fire according to normal Opportunity Fire rules.

4.5.6 NSoP Steps 4 and 5: Getting Units to the Beach

It's best to think of the Units on board ships between England and the Normandy beaches as forming a conga line on the Naval Display and the Beach Overlays.

4.5.6(1) NSoP Step 5

In Step 5 of the NSoP all the Units from the Loading into Landing Craft boxes are moved to the corresponding Sub-Beach Landing Wave boxes on the Beach Overlay. Once in the Landing Wave Boxes, Units are "loaded" onto Landing Craft by having a Landing Craft marker placed on one or more Units. Each Landing Craft is loaded with either one Independent Unit (i.e., black or white stripe) or all the Units of the same battalion. Leaders can be placed with any Units of their command.

4.5.6(2) NSoP Step 6

In Step 6 of the NSoP, all Units in the "En Route from England" boxes are moved into the corresponding "Loading into Landing Craft" boxes. At this time, the Allied player may choose from available Sub-Beaches where to place Units.

4.6 The Naval Sequence of Play (NSoP)

Follow the steps below when the Naval Chit comes into play.

1. **Check Gaps Markers** (4.2.4(e)). Check the Gaps Number marker on the Beach Overlay. If it is 0, flip the Gaps marker for that Beach Overlay over from its All Gaps Not Open to its All Gaps Open side; remove the Gaps Number marker from play; remove the Gap Open markers as well.

2. **Ships Fire at Shore**. Follow the Naval Bombardment Procedure (4.7.1).

3. **Shore Fires at Ships**. Follow the Coastal Battery Defensive Fire Procedure (4.7.2).

4. **Landing of Units**. Follow the Beach Landing Procedure (4.7.3).

5. **Loading Box to Landing Wave Box**. Follow the Landing Forces Transport & Loading Procedure (4.7.4).

6. **En Route Box to Loading Box**. Follow the Landing Forces Transport & Loading Procedure (4.7.4).

7. **Move Assault Force Markers** (4.4.3). The Allied player may move each Assault Force marker within its boundaries to another Impassable hex that is adjacent to a hex that has a center dot along the coast. If the Beach Overlay is still in place, the Assault Force marker may also be placed in a Beach hex.

8. **Move Ships** (4.4.2). The Allied Player may move any of his ships on his Naval Display. Ships with a letter movement capability may be moved anywhere within their Assault Group on their Naval Display. Ships with an asterisk movement capability may be moved between the Utah South and Omaha Assault Groups.

   Note: The counters with asterisks are printed to allow The Greatest Day games to be combined. If playing *The Greatest Day: Utah Beach* only, these Units cannot move between Assault Groups.

9. If it is the June 6 0700 turn and this is the first play of the Naval Chit, put the chit back in the mug. If not, place it aside with the other played chits.

10. Draw the next chit and resume non-Naval Chit procedure.

Note that once the Beach Overlay is removed, steps 1, 4, 5 and 6 are ignored.

4.7 NIS Procedures

You should be able to jump into the NIS by following the NSoP (4.6) and using the below procedures, with reference to rules 4.1 - 4.5 as necessary.

4.7.1 Naval Bombardment Procedure

1. The Allied player may fire, in any order, the ships and Landing Craft (Support) (LCS) on his Naval Displays. If it is 0700 on June 6, he may fire his Landing Craft (Rockets) (LCR) as well.

2. To fire a ship, the Allied Player picks a ship on his Naval Display to fire with.

   a. The Allied player picks a target Unit in the firing ship's range to fire at. To calculate range, find the Assault Force Marker that is serving the firing ship's Assault Group and count the number of hexes from the Assault Force Marker counter to the target. Add this number to the range value printed in the firing ship's range box on the Naval Display to determine the final range.

   b. If the target is a Coastal Battery, the Allied Player now takes the shot, treating it as Indirect HE fire according to GTS rules.

   c. If the Beach Overlay being supported by the firing ship's Assault Group is still in play, and the target is in a hex that is in the Line of Sight of any Beach hex on that Beach Overlay, the Allied Player now

takes the shot, treating it as Indirect HE fire according to GTS rules.

   d. If neither of the conditions in b or c apply, the Allied player must find an In Command Unit to spot for the firing ship, rolling for contact against the universal ship contact number of 6. Roll a 6 or less, contact is made and the Allied Player may take the shot, otherwise, move on to the next ship. Contact must be rolled anew each time a ship fires.

   e. Landing Craft, Support (LCS) are treated like Direct Fire Units without the ability to project a Fire Zone and may only fire as long as their associated Beach Overlay is in play, during NSoP Step #2. To fire an LCS the Allied player picks an LCS on the Naval Display and decides whether to fire at the German Beach Defense Track or at an enemy Unit. If firing at the German Beach Defense Track, the Allied Player simply rolls on that table (4.2.6(2)). To fire at a Unit, the Unit must be in range and Line of Sight (all LCS are considered to be in the close range box on the Naval Display).

3. If it is the 0700 turn on June 6, and the first time the Naval Chit is in play, the Allied player may fire Landing Craft, Rockets (LCR) on the Naval Display.

   a. The procedure is the same as for LCS fire except that no negative fire modifiers of any kind apply, no company bonus is available, and no Barrage markers are placed. LCR have a * as a range to remind you that they can fire at any target they can self-spot but never at any other targets or Beach Defenses

   b. LCR are removed from play after they fire or, if they do not fire, before going to the next step in the Naval Chit procedure.

4.7.2 Coastal Battery Defensive Fire Procedure

1. Coastal Batteries are the German Units with black Fire Values. The German Player may use any of his Coastal Batteries to fire at any Landing Craft or DD Tanks that are in the Landing Wave boxes on any Beach Overlay, or at any ships on any Naval Display. All targets must be in range.

2. Calculate the range from the Coastal Battery to the target by counting the number of hexes from the Coastal Battery to the Assault Force Marker of the Assault Group containing the target ship. If firing at a Landing Craft the corresponding Assault Force Marker is Utah South. This is the range to any target in a Landing Wave box. For ship targets, add on the range corresponding to the range box the ship occupies.

3. Take the Coastal Battery shot using the Black line on the Combat Results Table. The only modifiers that apply are ship defensive ratings. Ships are Armored target types.

4. Any combat result other than S? eliminates the target (and all its passengers if it is a Landing Craft). A failed S? has the same result.

4.7.3 Beach Landing Procedure

1. The Allied Player must now land all Units in Landing Wave boxes on eligible Beach hexes (4.5.2). The Allied Player may land Units in any order he wishes, one Landing Craft or DD Tank at a time before proceeding to the next one. Landing Craft use the Landing Craft Landing Procedure (4.7.3(1)). DD tanks use the DD Tank Landing Procedure (4.7.3(2)).

2. Once all Landing Craft and DD Tanks have landed, proceed to step 5 of the NSoP.

4.7.3(1) Landing Craft Landing Procedure

1. The Allied Player chooses any Landing Craft in any Landing Wave box and places it on any eligible sub-beach Beach hex (4.5.2). A Leader stacked with the Landing Craft goes along for the ride.

2. If the current Beach Obstacles number is greater than 0, roll for the effect of Beach Obstacles and apply the results (4.2.1).

3. If the Landing Craft is eliminated, all of its passengers are also eliminated—move on to the next landing. Note that eliminated Landing Craft are recycled for later use.

4. If the Resistance Nest number on the Beach Overlay is greater than 0, the German player may fire at the Landing Craft with his Resistance Nests (4.2.2(1)).

5. Apply the result of any Resistance Nest attack to the Landing Craft. If the Landing Craft is eliminated, all of its passengers are also eliminated—move on to the next landing. Note that eliminated Landing Craft are recycled for later use.

6. The German player may conduct Opportunity Fire against the Landing Craft with any eligible Units (4.2.3(a)).

7. Apply the result of any Opportunity Fire to the Landing Craft. If the Landing Craft is eliminated all of its passengers are also eliminated—move on to the next landing. Note that eliminated Landing Craft are recycled for later use.

8. Land the Landing Craft's passengers by placing them on top of the Landing Craft. A Suppressed Landing Craft may land its passengers. Apply all combat results suffered by the Landing Craft to each of its landed passengers. The Allied player may land each passenger in Column or not and/or mounted or not in any combination. Normal stacking rules apply.

9. If the German player did not make a Resistance Nest attack against the Landing Craft he may now make a Resistance Nest attack against any one Unit that just landed (4.2.2(2)).

10. If the German player did not make an Opportunity Fire attack against the Landing Craft he may now make an Opportunity Fire attack against any one Unit that just landed (4.2.3(b)).

11. The Landing Craft may now fire at the German Beach Defense track or at any German Unit to which it has a Line of Sight. If firing at the German Beach Defense Track, the Allied Player simply rolls on that table (4.2.6(2)).

12. Remove the Landing Craft marker (but leave the landed Units on the Beach). The Landing Craft marker is now available for reuse.

13. The Allied player may now activate one or more of the just-landed Units, one at a time, if they are In Command (remember that Leaders in the Landing Wave boxes have a Command Range of 0). Follow the steps below for each Unit. When finished, move on to the next landing.

a. The Allied Player first expends a Command Point for the Unit he wishes to activate.

b. If the Resistance Nest number on the Beach Overlay is greater than 0, the German Player now performs a Resistance Nest attack on the activated Unit (4.2.2(2)).

c. If the Unit survives it may perform any non-Movement Action.

14. Move to the next DD Tank or Landing Craft in any Landing Wave box and repeat the steps as applicable.

4.7.3(2) DD Tank Landing Procedure

1. The Allied Player chooses any DD Tank in any Landing Wave box and places it on any eligible sub-beach Beach hex (4.5.2). A Leader stacked with the DD Tank goes along for the ride. The DD Tank may not land in Column.

2. The Allied Player now rolls against the Sea State number (4.2.5) and applies the result to the DD Tank.

3. If the DD Tank survived the Sea State roll and is not suppressed, the Allied Player may choose to perform one Action with it by proceeding to the next step; otherwise, move to the next DD Tank or Landing Craft in any Landing Wave box and repeat the steps as applicable.

4. Resolve Resistance Nest fire (4.2.2(2)) against the DD Tank.

5. A surviving, unsuppressed DD Tank may now perform any Action. This Action is subject to normal Opportunity Fire rules.

6. Following performance of this action, the DD Tank is eligible, assuming it survived any Opportunity Fire, is not suppressed, and is In Command, to perform a Second Action at the cost of one Command Point. If the Allied Player chooses to have the DD Tank perform this Second Action, proceed to the next step, otherwise, proceed to the next DD Tank or Landing Craft landing.

7. Resolve Resistance Nest fire (4.2.2(2)) against the DD Tank.

8. Assuming it survived the Resistance Nest attack and is not suppressed, the DD Tank now performs its Second Action. This Action is subject to normal Opportunity Fire rules.

9. Proceed to the next DD Tank or Landing Craft landing.

4.7.4 Landing Forces Transport & Loading Procedure (NSoP Step 5 & 6)

1. The Allied Player now transfers all Units in the Loading onto Landing Craft boxes on the Naval Display onto the corresponding Sub-Beach Landing Wave box on the Beach Overlay; the Allied Player then places a Landing Craft marker on top of each newly-placed stack as noted in the reinforcement schedule.

2. The Allied Player now transfers all Units in the En Route from England boxes onto the Loading into Landing Craft boxes of their choice, on the Naval Display.

4.7.5 Procedure for Cleared Beaches

1. At the moment all of these conditions are met on a Beach Overlay, that Beach is cleared:

   A. The Resistance Nest value is 0

   B. The Beach Obstacle value is 0

   C. The Gaps value is 0

   D. There are no German Units (including Wn and Stp) of any type within 3 hexes of any reinforcement hexes on the Beach Overlay

   E. There are no Allied Units in any Beach hex on the Beach Overlay

2. The moment a beach is cleared, do the following:

   A. Flip the Beach Not Cleared! marker on the Beach Overlay to its Beach Cleared! side

   B. Allied Units may NOT enter a Beach hex on a Beach Overlay that shows a Beach Cleared! marker.

   C. Move all Units in the En Route from England box bound for the cleared beach, any Units in the applicable Loading into Landing Craft boxes, and all Units in Landing Wave boxes for the cleared beach into the applicable Reinforcement Box on the Division Display.

3. At the beginning of every game turn while there are still Beach Overlays in play, take the following steps for each Beach Overlay showing a Beach Cleared! marker:

   A. Remove from play all of the Beach Overlay informational markers (e.g., Beach Obstacles, Beach Cleared!, etc.)

   B. Use a piece of scrap paper to record the locations of all remaining game pieces on the Beach Overlay.

   C. Remove the Beach Overlay from play.

   D. Place the removed game pieces onto their respective positions on the map.

5.0 Roadblocks and Rearguards (Sperren and Nachhuten)

Sperre (plural Sperren) and Nachhut (plural Nachhuten) are the German words for Roadblock and Rearguard. They are created in the same way as in the Series Rules for Roadblocks and Rearguards.

The number of Roadblocks and Rearguards available to a player is limited by the scenario instructions and is an absolute limit. Rearguards lost in combat and removed Roadblocks may be reused again later in the game. Place any Rearguards eliminated in any way from the map or removed Roadblocks back into the Available Rearguards and Roadblocks box on their Division Display. They may be continually reused throughout the game.

As an exception to the Series Rules, some Rearguards and Nachhuten now have movement allowances and can have Fire Rating strengths and ranges. They may move and activate like any other Units.

The German Independent Formations have their own Nachhuten. Their arrival will be listed in any scenario in which they participate. If the KG to which they belong (KG Heintz, KG Heydte, or KG Jäger) is cross-attached to another division, the corresponding Nachhut markers will transfer with the KG. If, however, only a battalion is cross-attached to another Formation, the Nachhut markers will remain with the KG. These German independent Kampfgruppen can also use Nachhuten from the Division to which they are attached, but other Units of the division cannot use these KG specific Nachhuten.

6.0 Random Events

During step 6 of the sequence of play (when you put the eligible chits into the mug to be drawn this turn), put the Event! chit into the Mug. If the Event! chit is the last one left in the mug at the end of the turn, it is considered a No Event, and it is not the first chit in play but rather you place it back in the mug and draw randomly to see which chit is first. Remember to put the Event! Chit back in the mug for the next turn.

Random Events occur when the Event! Chit is drawn from the Mug. Roll one die to see what happens:

Starting on 0700, 9 June, a roll of 0 for a Random Event is considered No Event.

Roll of 0 or 1 – Allied Commander is Seriously Wounded/Killed in Action.

Roll a subsequent die:

0–7 – a Battalion Commander is Seriously Wounded/Killed in Action. Reduce the Division's Command Points by 4. The German player chooses the Division.
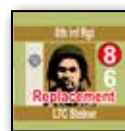
8–9 – a Formation Leader is Seriously Wounded/Killed in Action. The German player selects one Formation. Flip the Leader counter over to the replacement side. If it is already on the replacement side, it remains

there. Disregard a Formation Activation for the selected leader's formation for the remainder of the turn. This formation chit cannot be purchased for the next three turns or until the end of the next Night turn, whichever comes first. Place the Formation Activation chit on the turn record chart as a reminder when it is available again. Place any Contact markers on the leader back with the owning artillery Units on their Contact Pending sides.

Roll of 2 – Allied NCO Shows Initiative

Add 4 Command Points to any one Allied Division in play (Allied Player's choice)

Roll of 3 – German NCO Shows Initiative

Add 4 Command Points to any one German Division in play (German Player's choice)

Roll of 4 – Allied Naval Support.

The American airborne did not receive great support from the Navy. This is mainly due to lack of fire controllers, or their being lost during the drop. It did occur and on at least one occasion was devastating to a German attack, but this will allow the airborne an opportUnity to have naval support, just on a very sparse basis. If this event occurs, the airborne gets support from 2 Naval vessels that are in range. The Allied player chooses the 2 ships, which are automatically in contact and immediately fire at any German Unit in Line of Sight of an In Command, Airborne Unit, when this chit is drawn. This event can occur at Night as well, with the corresponding Night modifiers. Contact is lost after completion of the Naval fire.

Roll of 5 – German Delay tactics are employed

Place a German Minefield marker on any hex not in an American Fire Zone or adjacent to an American Unit. This is an actual Minen marker, unless using Optional Rule 18.5 German Decoy Mines, in which case the type of Minefield is determined randomly by the German player and the type is kept hidden from the American player by placing it on the "Achtung Minen" side of the counter.

Roll of 6 – Allied Troops are Lost

The German Player may choose any Unit or stack of Units not in an organized position (IP, Entrenchment, or Artillery Park) or a Reinforcement hex and immediately move them along a 5 hex path away from their current position. The final hex must not be in a German Fire Zone and must follow hexes that the Allied Unit could move to legally. The path can move out of and through Fire Zones without causing Opportunity Fire, but cannot move through a German Unit's hex. Place a Lost marker on the Unit or Units. This Unit (or Units) may not activate again until a Unit from either side moves adjacent to it. Once and immediately when that happens, remove the Lost marker and the Unit may activate normally when the Unit is active on a following activation. The countermix limits the number of Allied Troops Lost at any given time to only 3.

Roll of 7 – German Troops are Lost

The Allied Player may choose any Unit or stack of Units not in an organized position (IP, Entrenchment, Bocage, or Artillery Park) or a Reinforcement hex and immediately move them along a 5 hex path away from their current position. The final hex must not be in an Allied Fire Zone and must follow hexes that the German Unit could move to legally. The path can move out of and through Fire Zones without causing Opportunity Fire, but cannot move through an Allied Unit's hex. Place a Lost marker on the Unit or Units. This Unit (or Units) may not activate again until a Unit from either side moves adjacent to it. Once and immediately when that happens, remove the Lost marker and the Unit may activate normally when the Unit is active on a following activation. The countermix limits the number of German Troops Lost at any given time to only 3.

Roll of 8 or 9 – Special Event: Roll a subsequent die

0 – Allied Hero
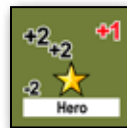
The Allied Player may place an Allied Hero counter on any Unit. This Unit has all the modifiers on the Hero marker (+2 Fire, +2 Assault, +1 Troop Quality, and -2 on Defense). Remove any Cohesion Hits and/or Suppressions that might be on this Unit. You may guarantee any roll against Troop Quality, to include a Bravery Check, by immediately expending the Hero counter (taking it off the Unit). This counter is removed the next time the Event Chit is drawn. While the marker is in play, this Unit is considered an Auto-Command Unit using Exclusive Rule 14.0.

1 – German Hero

The German Player may place a German Hero counter on any Unit. This Unit has all the modifiers on the Hero marker (+2 Fire, +2 Assault, +1 Troop Quality, and -2 on Defense). Remove any Cohesion Hits and/or Suppressions that might be on this Unit. You may guarantee any roll against Troop Quality by immediately expending the Hero counter (taking it off the Unit). This counter is removed the next time the Event Chit is drawn. While the marker is in play, this Unit is considered an Auto-Command Unit using Exclusive Rule 14.0.

2 – German Commander Seriously Wounded/Killed in Action - Roll another die:

0 - 6: Regimental/ Kampfgruppe Commander - The Allied player selects a Division and the German player then selects a Formation within that Division. Flip the Leader counter over to the replacement side. If it is already on the replacement side, it remains there. If available, an un-flipped "original" leader must be chosen.

Disregard a Formation Activation for the selected leader's formation for the remainder of the turn. This formation chit cannot be purchased for the next three turns or until the end of the next Night turn, whichever comes first. Place the Formation Activation chit on the

turn record chart as a reminder when it is available again. Place any Contact markers on the leader back with the owning artillery Units on their Contact Pending sides.

7 – 9: Division Commander - Roll another die:

0 – 4: 91LL Division

5 – 6: 709.ID

7 – 8: 243.ID

9: 17SS

Remove all currently saved CPs and DPs from the Division Display of the affected division.

If that division is not in play, ignore the event.

3 – 90th Infantry Division Command Issues – a commander is relieved. If the 90th Infantry Division is not in play, ignore the event:

Roll another die:

0 – 6: The Allied Player may chose a Regimental Commander in the 90th ID. Flip the Leader counter over to the replacement side. If it is already on the replacement side, it remains there. If available, an un-flipped "original" leader must be chosen.

Disregard a Formation Activation for the selected leader's formation for the remainder of the turn. This formation chit cannot be purchased until the end of the next Night turn. Place the Formation Activation chit on the turn record chart as a reminder when it is available again. Place any Contact markers on the leader back with the owning artillery Units on their Contact Pending sides.

7 – 9: 90th Infantry Division Commander is relieved. Remove all currently saved CPs and DPs from the Division Display. In addition, the 90th ID gets an extra Regimental Composition box to use on its Divisional Display.

4 – Allied Ship strikes a German naval mine. Roll a subsequent die:

Even roll: a random naval vessel is hit and either sinks or is damaged so badly that it returns to England. Remove a random Navy Combat Unit from the game immediately. This does not include Landing Craft.

Odd roll: a naval transport hits a mine and is destroyed. Remove one (German player's choice) Landing Craft load of Units from the Landing Wave boxes or on the Utah Naval & Air Display. Leg infantry Units return 24 hours later at the VII Corps Reinforcement Hex. Any other Units return 3 days later. If there is no Landing Craft in play, then the next Bn-sized reinforcement scheduled for a VII Corps Reinforcement Hex is affected.

5 – Local French guide

The Americans can remove any one German Minefield within 4 hexes of an American Unit and not adjacent to a German Unit.

6 – Allied General has a great plan

The Allied Player may add 4 Dispatch Points to any one Division (Allied Player's choice).

7 – Sneaky German officer

The German Player may add 4 Dispatch Points to any one Division (German Player's choice).

8 – French Resistance

All German Reinforcements scheduled to arrive this turn in any one Reinforcement Hex (Allied player's choice) are delayed until the next Night Turn. Place these reinforcements on the Night turn of the Turn Record Chart. This is to simulate the French Resistance actively blocking the routes German Units are taking to get to the beaches. Treat as No Event on all 6 June turns.

9 – German Air Strike

 If the weather is not currently Storm, the German Player may place 4 *JABO Support* markers on any Allied Units anywhere on the map and, after placing them, he may attack the Allied Unit underneath. More than one *JABO Support* marker may be placed in any hex. Conduct this as a normal 4 red attack (with all applicable modifiers). German Air Strikes at Night are still subject to the -2 Night penalty. If it is currently a Storm turn, treat as No Event.

7.0 Piggyback Mode

Infantry Units without Organic Transport may "piggyback ride" on Vehicle Units of their Formation.

7.1 Starting in Piggyback Mode

To mount up Piggyback, the two Units must start in the same hex and it takes an entire movement action by both Units to Piggyback. When a Unit starts in Piggyback mode, the two Units move as one, but only when the Vehicle Unit is activated.

7.2 Exiting Piggyback Mode

During the Vehicle (not the Infantry) Unit's activation, the two Units can exit Piggyback mode if the Vehicle Unit expends half of its printed movement allowance or less. The Infantry Unit is then dismounted and the Vehicle Unit completes its activation. The now dismounted Infantry Unit may not be in Column. Dismounting is a Movement Action performed by the Vehicle Unit and does trigger Opportunity Fire. The Opportunity Firing player gets to decide when to shoot, i.e., before or after the dismounting. If the Opportunity Fire takes place after dismounting, only the Infantry Unit is the target, otherwise the Vehicle Unit is the target and Rule 7.4 applies.

The Infantry Units being carried in Piggyback mode are never active. When the active Vehicle Unit dismounts the inactive Infantry Unit, the Infantry Unit cannot perform any Actions until its next Activation. The active Vehicle Unit may perform a Second Action if eligible, after the Infantry Unit dismounts.

7.3 Restrictions on Piggyback Mode

One Infantry Unit can Piggyback on one Vehicle Unit at a time.

A Vehicle Unit cannot carry an Infantry Unit unless the Vehicle Unit has at least as many Steps as the Infantry Unit. This vehicle Unit cannot have a dismounted side, i.e. you can't carry 2 Units for the price of one vehicle.

Vehicle and Infantry in Piggyback mode count as the number of steps in the Vehicle Unit only (you don't count the steps of the piggybacked Infantry) for stacking but you do include the Infantry in any applicable Mass Modifier to Fire.

Infantry Units in Piggyback mode can perform no Actions.

While in piggyback mode the Vehicle Unit cannot perform any Action other than move and dismounting the Infantry Unit (note that this restriction prohibits Assault and Opportunity Fire).

Infantry Units with Organic Transport can never Piggyback.

7.4 Piggyback Mode and Combat

When fired on by Direct or Indirect Fire (and airstrikes), Units in Piggyback mode both count for the mass modifier. Both the Infantry Unit and the Vehicle Unit suffer the same fire combat die roll as if they were fired on separately, i.e., just apply the roll first to one and then to the other. Any terrain modifiers or marker modifiers for the Vehicle Unit also apply to the Infantry Unit. If either Unit takes a fire result (remember that passing an "S?" is no effect), the Infantry Unit must dismount (this does not trigger Opportunity Fire) immediately, and the combat results are then applied. This mandatory dismount ends the Activation of the Vehicle Unit. The Infantry Unit may not be in Column when it dismounts.

If the Units are Assaulted, the Infantry Unit must dismount (and this does not trigger Opportunity Fire) when the Assault is declared, and then the Assault procedure is performed as normal.

If the Vehicle Unit in Piggyback mode is the target of Indirect Fire, and this causes a mandatory dismount, the Infantry Unit suffers the result of the Indirect Fire die roll along with the Vehicle Unit but does not also take the "S?" result that other Units in the hex have to take.

8.0 Special Historical Events

In most scenarios there are historical events or rules that will pertain to that scenario only. These rules take precedence over both Series and Exclusive Rules.

9.0 Variable Troop Quality

Divisions can have all of their Units' Troop Quality affected either positively or negatively through various events and actions. This is tracked on each Division's Display. Troop quality is never more than 2 down nor ever more than 1 higher than a Unit's printed TQ. If called on to reduce or increase it more than this, ignore the TQ change result.

10.0 Land Mines

Game Note: Mines in the game are not just actual mines but also reresent setting up fields of fire, registering artillery and such to create a more comprehensive defensive position. In addition, many positions that start the game are given higher defensive values to cover the use of mines not represented by markers. Note that the number of Minefield markers is not limited by the countermix. You may make more if needed.

10.1 Mine Placement

Minefields may be placed by Engineers and placing them is an Engineer Action. There is no roll to place them for a 2-step Engineer Unit. Just declare the action and place a Minefield marker in the hex the Engineer Unit occupies. If a 1-step Engineer Unit or Regimental AT Company (if using Optional Rule 18.4) is creating a Minefield, a 6 or less is needed to successfully place the marker. Only one Minefield marker may be in a hex. They can be placed in any hex the engineer can legally enter. Mines only affect the enemy player. You may freely move through your own Minefields.

10.2 Effect of Mines

A Unit must stop when entering a hex containing a Minefield marker. It's action does not end, but it cannot try to leave the hex on the same activation it enters the Minefield. If it wishes to leave the hex in a later movement, assault or retreat out of such a hex (and only if actually leaving the hex - note that Assaulting Units only leave a hex after the successful completion of an Assault), it must pass a Troop Quality check to do so (and then pass any other Troop Quality checks needed). If the Unit fails, it stays in the hex and is Suppressed. You may not spend a Command Point to ensure passing this check.

Assaulting a hex with a Minefield in it subtracts 2 from the defender's defense strength for the Bravery Check roll (only). If, however, you have a Sherman Dozer Unit (EN / 70 AR) in the Assaulting force, only 1 is subtracted from the Defender's defense strength. Note this benefit applies even if you use a defense value of a Unit not in the hex being assaulted.

The Minefield marker will cause a bravery check even if the Unit being assaulted is suppressed. In this case, the bravery check is only the assaulting Units TQ, its defensive value, and markers that effect the assaulting Unit, and a -2 (for the Minefield)

Note: This is a change to the Minefield rules from *The Greatest Day: Sword, Juno, and Gold Beaches*. Players are free to apply this change to that game.

10.3 Removing Mines

To remove a Minefield marker, move an Engineer Unit, a Sherman Dozer Unit, or a Regimental AT Company (if using optional rule 18.4) into the hex and in a subsequent activation, declare an Engineer Action. If the engineer is a 2-step Unit, remove the Minefield marker. If a 1-step Engineer Unit, a Sherman Dozer Unit, or a Regimental AT Company, a die roll of 6 or less is needed to remove the Minefield marker.

If the Unit passes the check, remove the Minefield marker. If the Unit fails the check, it is not suppressed, and Men at Work does apply. If the Unit leaves a hex containing a Minefield marker, they must pass a Troop Quality Check or be suppressed.

11.0 Ferries

Treadway Bridge, Ponton, and Engineer Units (**Ferry Units** for purposes of these rules) from both sides can allow Leg Units to move across River hexsides by using Ferries.

11.1 Creating a Ferry

You can create a Ferry in a hex that is not in an enemy Fire Zone. A Ferry Unit must begin its activation in any hex adjacent to a River. Announce that your Unit wants to create a Ferry. This is an Engineer Action. An Engineer Unit now rolls a Troop Quality Check (Command Point cannot be spent here). If it passes, it creates a Ferry – put a Ferry marker in the hex on the other side of the River from the Ferry Unit. A Treadway Bridge or Ponton Unit must remain mounted to create a Ferry – if they dismount, they can only create a Bridge. Both of these types of Units automatically create a Ferry – no TQ Check is required.

The Ferry Unit does not count towards the stacking limit of the hex now but does count against the mass modifier if the hex is fired upon. The Ferry Unit has now completed its Action for that activation and may begin moving Units across the River. If the Engineer Unit fails the TQ Check, it is done for the activation, and it doesn't create a Ferry; you may place a Men at Work marker instead. Your Engineer Unit may try again to create a Ferry during its next activation.

11.2 Using Ferries

Remember that only Leg Units may use a Ferry. A friendly Unit in Column in a hex containing a Ferry, or the Ferry Unit that created it, can move across the River between the two hexes for ½ its movement allowance, rounded up.

Note that when a Unit uses a Ferry it is not an activation for the Ferry Unit. The Ferry does not work if the Ferry Unit is Suppressed. However, it will still function, even if the Ferry Unit takes a Cohesion Hit.

If a Unit that has Organic transportation uses a Ferry, place an Abandoned Transport marker on the Unit.

You cannot use a Command Point to ferry a Unit (so no Second Action can be used for ferrying).

11.3 Removing a Ferry

A Ferry remains in place until the Ferry Unit moves, takes a Step Loss or Elimination result, or declares the Ferry is disbanded. An Engineer Unit may cross its own Ferry, but the Ferry is removed when it does.

If an enemy Unit enters the hex with the Ferry marker, the Ferry is removed.

If the Ferry Unit becomes Suppressed, the Ferry remains in place, but it cannot actually ferry Units until the Ferry Unit Rallies.

Ferry Units are extremely vulnerable and don't offer much defense while they are conducting ferry operations. If a Ferry Unit is Assaulted, it is eliminated at the same step in the Assault procedure when zero-step Units are eliminated.

11.4 Ferries and Opportunity Fire

If a Unit being ferried takes Opportunity Fire as it leaves its hex, it suffers a +2 modifier for being ferried (in addition to the +2 for being in Column). This fire does not affect the Ferry.

12.0 Divisional Trucks/Jeeps

There is a series of Units labeled Divisional Trucks or Jeeps and these appear at the start of play or as reinforcements. These are kept off the map on their respective Division Displays until used.

If In Command, a Leg Unit of the owning Division may use these assets. As an Action the Leg Unit may mount just as if it had Organic Transport. Take an available Divisional Truck or Jeep from the Unit's Division Display and place the Divisional Truck or Jeep on top of the Unit now mounted in the trucks. The Divisional Truck/Jeep is a white-striped Unit and the Unit loaded in it is inactive while it is loaded into the Divisional Truck/Jeep. When the loaded Unit dismounts, remove the Divisional Truck/Jeep from the map and put it back on its Division Display; it is kept off map until used again. The Unit may not be active during the activation it dismounts. If any Division Trucks are eliminated while in play, these assets are removed from the game permanently; otherwise, even if they suffered a step loss while in play, they return to the display at full strength and they can be reused an unlimited number of times.

Airborne Divisional Jeeps are an exception to this, as straggler rules determine how many you have and they will remain at the same size when used. If they lose a step, they are not reconstituted.

German Independent Flak Units have specifically designated transportation available to them that is used just like Divisional Trucks. The independent Tross (s.)/Flak 30 (SdKfz 7) transportation may be used to transport any of the German independent 88mm flak (fire power white 7) Units. The independent Tross (le.)/Flak 30 (Opel Blitz) transportation may be used for the German yellow fire power Independent Flak Units. They are kept off map like Divisional Trucks until used.

Divisional Trucks/Jeeps can only be placed on Units that are currently active but haven't performed any actions yet. If you place a Truck/Jeep on a one-step Unit, the Truck/Jeep is also placed as a one-step Truck/Jeep. You never "make change" with Trucks/Jeeps. If you pull a Truck/Jeep off the Division Display and place it on a one-step Unit, you don't leave a one-step Truck/Jeep on the Display. Zero-step Units may never use Divisional Trucks/Jeeps.

The counter mix is an absolute limit and players may not create more.

13.0 Formation and Battalion Attachment

There are several Formations and Battalions on both sides in the game that are "Independent" and are not organic to any Division. For the Germans, these are usually labeled German Independents and for the Americans, they are labeled VII Corps Assets. These Formations and Battalions must always be attached to a Division. You can tell which Formations and Battalions are Independent by the base color of the Units. The reinforcement schedule will state to which Division these Formations and Battalions are attached as they enter play. The Divisional Display has a box that shows this attachment. Just place the "Attached" marker provided for each Formation or the "Battalion" (American) or "Batallion" (German) marker provided for each Battalion level Units in the appropriate attachment box on the Division Display; that Formation or Battalion is now considered part of that Division in every way.

Additionally, Organic Battalions and Formations can be attached to another Division or Formation within a Division.

In general, it costs 2 Dispatch Points to transfer a Formation and 1 Dispatch Point to transfer a Battalion. This is paid by the losing Division for transferring Formations or Battalions between Divisions.

Note: If you look closely at the German Units within the formations, you will see many of them are from different Regiments. The Germans task organized, formed Kampfgruppen, as their Units were being committed to battle. In some cases this resulted in a pure organic structure, and in others a KG Commander would command none of his organic Units. For ease of use, the formation colors show the KGs as they were historically committed to battle. The following rules allow the players, especially the Germans, to organize according to the operational situation in which they were fighting, much as your real-life counterparts did.

13.1 Attaching Independent Formations and Battalions between Divisions

To attach an already attached Independent Formation or Battalion to another Division, during Step F of the Sequence of Play, pick up the Attachment marker and place it on the Regimental/Kampfgruppen Composition section of the receiving Division Display on its Pending side. Attachments are done at a cost of 2 Dispatch Points to transfer a Formation and 1 Dispatch Point to transfer a Battalion.

An Independent Battalion may be attached at the Division level or if the Units have a color stripe, may be directly attached to a Formation. If the Independent Battalion is attached at the Division level, the Units are activated normally as Divisional Independent Units. If the independent Battalion is attached directly to a Formation, the Units are no longer considered Independent Units and function like normal Organic Units.

Note there are maximum limits for all divisions as to how many Independent Formations and Battalions they may have attached and that number is both attached and pending attachments.

During Step F of the Sequence of Play, the player rolls for each Attachment marker that is on its Pending side. If the roll is less than or equal to the attachment value on the marker, then the attachment is completed. Each failed roll will generate a Men at Work marker to make the roll easier the next turn. A roll of 9 is always a failure. The first attempt to transfer attachment occurs on the same turn in which the DPs are spent.

During the Night turn, any pending attachments are automatically successful, no roll is necessary.

With a successful attachment roll, flip the Attachment Marker over and the Formation is now fully part of its new division.

While the marker is on its Pending side, no Units of the attaching Formation may perform any actions whatsoever.

Once you start the process and have an attached formation pending transfer, you have to continue the process until it attaches. You may not stop the process and move it to another Division during Step F of the Sequence of Play.

13.2 Attaching Organic Formations between Divisions

To attach an organic Formation (Regiment/Brigade/Kampfgruppe) to another Division, follow the procedures of 13.1.

For the Americans, only one organic Formation per Division may be attached away from its parent Division at any one time. The number of formations that may be attached to an American division is constrained by 13.4 Attachment Limitations.

Again, reflecting the more agile Kampfgruppe structure, for the Germans, there is no limit on the number of organic Formations that may be cross attached between Divisions but attachments must adhere to Attachment Limitations (13.4)

To reiterate the Attachment Limitations: The number of Formations that can be attached to a Division is determined by the number of Regimental/Kampfgruppen Composition boxes on the Division Display. This includes each Division's organic Formations.

13.3 Attaching Battalions between Formations within a Division

Each Division may attach one Battalion from one Formation to another, within the Division per turn without using 13.1 above. During Step F of the Sequence of Play, the player announces the attachment: designating the Battalion and identifying all the subordinate Units and its new parent formation. It costs 1 Dispatch Point to transfer a Battalion.

The attached Battalion in now commanded by the new parent formation leader and is activated with that Formation activation. No roll is required.

Place the Battalion's Attachment marker in the appropriate Regimental/Kampfgruppen Composition Box on the Divisional Display, as a reminder.

At any given time, a Formation must have at least as many organic Battalions as it does attached Battalions in its Regimental/Kampgruppen Composition Box.

13.4 Attachment Limitations

The Divisional Displays have Formation boxes (Regimental/Kampfgruppen Composition) to indicate the Formation and the Battalions assigned to the formation. In the case of Independent Battalions attached only at the Division level, they are placed in a formation box and the total is limited to five (5) battalions. A formation box may contain a Formation marker and the battalions assigned to that formation or Independent Battalions assigned at the Division level, not both.

The number of Battalions that can be attached to a Formation is limited to five (5). This includes each Formation's organic Battalions.

The number of Formations that can be attached to a Division is determined by the number of Regimental/Kampfgruppen Composition boxes on the Division Display. This includes each Division's organic Formations. For reference the limits are:

- 82nd Airborne Division: 4 organic formations + 1 attachment
- 101st Airborne Division: 4 organic formations + 1 attachment
- 4th Infantry Division: 3 organic formations + 2 attachments + VII Corps assets
- 90th Infantry Division: 3 organic formations (an additional box is available if the 90th ID Commander is relieved)
- 9th Infantry Division: 3 organic formations + 1 attachment
- V Corps Assets: 2 organic formations only

    V Corps Assets can only be attached within the Corps (ie. 29th ID and 2nd AD can attach their battalions to each other, but to no other Division)

- 709.ID: 3 organic formations + 1 attachment
- 91.LL ID: 2 organic formations + 2 or 3 attachments (scenario specific)
- 17th SS: 2 organic formations + 2 attachments
- 352.ID: 1 organic formations + 1 attachment
- 243.ID: 2 organic formations + 1 attachment
- 77.ID: 2 organic formations + 1 attachment

13.5 German Special Ability

The German Kampfgruppe structure was very flexible and allowed them to attach Units much more quickly than the Allies. The German players can use rule 13.3 to attach an organic Battalion from one Division to another, once per turn as well as attaching one Battalion from one Formation to another, within the Division. A Battalion attached between Divisions must be attached to a formation and must adhere to 13.4 Attachment Limitations.

13.6 Independent Artillery Units

Both American and German Corps Artillery Units are includ-

ed in the game as VII Corps or German Independent Units. These Units are auto-command while outside of artillery parks (the counters reflect this with a red TQ). When inside an artillery park they are treated as an organic Unit of the division that owns the park – thus there is no radio contact modifier for making contact with a leader of that division.

Note: This is different from Attachments in *The Greatest Day: Sword, Juno, and Gold Beaches*. Attachments were used considerably by both sides during this campaign. These rules are designed to give the players flexibility that their historic counterparts had, but not allow them to ahistorically throw Units anywhere on the map.

14.0 Auto-Command Units

Auto-Command Units have a red Troop Quality value. You may never spend Command Points nor use Dispatch Points on these Units. These Units are always considered In Command and may activate only at certain times as follows:

For all Navy Ships and Landing Craft: All Ships and Landing Craft Markers are active when the Naval chit is pulled. These Units all follow the Naval Sequence of Play as listed in 4.0. Note that Landing Craft are considered constituent Units of the 4th Infantry Division. Thus, they have their Troop Quality adjusted as required by Rule 9.0.

Corp-level Units (American VII Corps and German Independent as well as Hero markers from the Event List) with a red Troop Quality value and white-stripe are active when the Direct Command for their Side is pulled from the Mug. This includes Units arriving as reinforcements on a given turn, even those attached to a Division. Each of these Units may perform one Action of any type without any payment of Command Points. Units arriving as reinforcements must enter the map, even if it will cause opportUnity fire.

American Recon Units (Divisional and Corps) with a red Troop Quality value and black-stripe are active when the Allied Direct Command chit is pulled from the Mug. Each of these Units may perform one Action of any type without paying a Command Point. Also, as Black-Striped Independent Units, they are active under Series Rule 21.6.4 Activating Black-Striped Units, with the exception that they may not be given a movement action. This means they may only move during the Direct Command chit.

Auto-Command artillery Units that are placed in an Artillery Park function as if they were not Auto-Command Units (ie. they are now divisional white-striped Units). Once they leave the Artillery Park, they return to their Auto-Command status.

15.0 Abandoned Transport

Whenever a Unit with Organic Transport enters a hex that the transport side could not legally enter, in Column or not, place an Abandoned Transport Marker on that Unit.

If a Player wishes a Unit with an Abandoned Transportation marker to mount its organic transportation, he must be able to trace a path from the Unit, traversable by its organic transportation, to the nearest Road hex, then along a continuous path of at least 10 Road hexes toward the friendly board edge for the Germans (north, west or south board

edges) or to a Beach Reinforcement hex for the Americans. This path must be free of Enemy Units or Fire Zones. When the Unit can do this, remove the Abandoned Transport Marker. This check is part of the Movement Action to Mount and the Unit must be in terrain accessible by vehicle.

Note: Players are free to use these adjusted transport rules in *The Greatest Day: Sword, Juno, and Gold Beaches.*

16.0 German Special Rules

16.1 German Phone Lines

Infanterie-Regiment 919 of the 709.Infanterie-Division had extensive phone lines laid down to make communications easier for its far-flung forces. This is labeled on any Units with a telephone symbol. Leader Keil may command all Wn or Stp Units and all Coastal Batteries anywhere on the map that also have the telephone symbol, if he is stacked with a Unit that has a telephone symbol. These Units are In Command for all applicable rules. In addition, any KG Keil (red-striped) Units stacked with one of these Units that has not had its lines cut (Wn, Stp, or Coastal Battery Units) is also considered In Command.

 On the 0900 6 June turn and later, the Phone Lines to Units with a phone symbol on the Beach Overlay (only) can be cut. This cannot happen before the 0900 6 June turn. These lines are cut when an Allied Naval Unit with an Orange Fire Rating rolls a "0" when bombarding any hex on the overlay. If this happens, the phone lines to Utah Beach have been cut. If the phones are cut, Wn Units need to be within Leader Keil's range to be in command.

Coastal Batteries and all telephone symbol Units not on an overlay can never have their phones cut. If any Units are on the Beach Overlay and their Phone Lines have been cut, then the overlay is removed, their phones remain cut.

At the start of the 0700 turn on June 8th, all phone lines are considered cut and the Units must trace command normally.

16.2 German Beach Defense Units

The independent, white stripe, Wn and Stp Units MAY be activated during the Direct Command chit when In Command and by expending a Command Point normally.

16.3 Bocage

 Only German Units with a Fire Rating may enter Bocage (this is the "state of Bocage" and not a Hedgerow terrain hex) and they do so in a way that is similar to entering Entrenchments. To enter Bocage, a German Unit that is in or adjacent to any Hedgerow hex, and not currently in an Allied Fire Zone, may spend all of its movement points, move into that Hedgerow hex and have a Bocage marker placed on the Unit. The Hedgerow hex in which the German wants to enter Bocage cannot be in an Allied FZ either. If moving to an adjacent hex, the Unit must pass a TQ check (a CP can be spent to pass this check) to successfully enter Bocage. If it fails, it just moves into the adjacent hex and ends its movement – no Bocage. This is a movement action. A Unit in an Improved Position or Entrenchment cannot enter Bocage;

however, a Unit in Bocage can build an IP or have an Engineer Unit build an Entrenchment for it. Artillery parks cannot be placed in Bocage as this would constitute moving after being emplaced in firing position (DP spent to enter an Artillery Park). The Unit can also start the movement action in Column and/or mounted and dismount/exit column as part of this action, as long as it abides by all other rules governing movement. That Unit now has all the benefits of the Bocage marker in addition to any effects of the Hedgerow hex.

An Allied player may not look at a German Unit in Bocage under any circumstances unless there is an Allied Unit adjacent to the German Unit. Additionally, a German Unit in Bocage may Rally and remove Cohesion Hits if it is in a Fire Zone, by performing a Rally Action and passing a TQ check (a CP can be used).

To leave Bocage, move the German Unit normally out of the Hedgerow hex (there is no movement point cost to exit Bocage). The Bocage marker is removed when the Unit leaves the hex at no additional movement cost and, differently from other fortification markers, the moving Unit is considered to be under the Bocage Marker for all Opportunity Fire directed against it as it leaves the hex and enters another hex, to include during an assault. The Bocage marker remains in effect through step 3 of the Assault procedure.

Note: This is different from Bocage in *The Greatest Day: Sword, Juno, and Gold Beaches.* Players are free to apply this change to that game.

16.4 German Tank Recovery

The Germans were far better at recovering damaged tanks and vehicles during the campaign and this rule is to show how this works in the game.

The Germans may recover a lost step from any vehicle Unit with a Black stripe by performing a Rally action. This action is not automatic but needs the Unit to pass a Troop Quality check to be successful (Men Rallying does apply). In addition, the Unit may not be in an enemy Fire Zone, must be In Command and may not be Suppressed – but it may have Cohesion Hits. Just keep the same number of Cohesion Hits currently with the Unit but flip the Unit back to full strength if successful. A Command Point may be spent to pass the check.

Completely eliminated Units may never recover steps and are gone for good.

16.5 German Hunter Killer groups
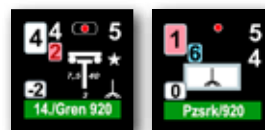
 The Panzerschreck Units: Pzsrk/894; Pzsrk/895; Pzsrk/896; Pzsrk/920; Pzsrk/921; Pzsrk/922; Pzsrk/984; Pzsrk/1049; Pzsrk/1050; Pzsrk/1057; Pzsrk/1058; 1. Pzsrk/FJR 6; and 2. Pzsrk/FJR 6 (13 Units total) are available to "ambush" Allied forces.

On the 0900 turn of June 6 or later, the German Player may place one or more of these Units on the map during a Division or Formation activation.

Creating a Panzerschreck Unit is an Engineer Action. Therefore, it is a First Action and a Command Point cannot be

spent to perform this Action or to pass the required Troop Quality Check. The parent Units (14./Gren 894; 14./Gren 895; 14./Gren 896; 14./Gren 920; 14./Gren 921; 14./Gren 922; 14./Gren 984; 14./Gren 1049; 14./Gren 1050; 14./Gren 1057; 14./Gren 1058; and 14./FJR 6 respectively) must be dismounted and not in Column to perform this action.

The Pzsrk Units must be placed in any non-clear terrain that is within 2 hexes of the parent Unit. If placed in Hedgerow terrain, they can immediately assume the Bocage effects, whether or not there is an Allied FZ.

There is no American Opportunity Fire when any of these Units are placed. They may immediately fire or assault (normal modifiers apply) when placed regardless of the chit in play and without spending any Command Points.

Once placed and after their "free attack" they are normal "in-play" Units for the remainder of the game. They are not recycled like a Nachhut Unit. If they are eliminated, they are removed from the game.

16.6 17.SS Procured Transportation

Many of the 17.SS Panzergrenadier Units "requisitioned" French vehicles to get to Normandy. Historically, these transports were abandoned south of the map edge. This optional rule is provided for players that would like to use them during the game. Specific 17.SS Units that have an underlined number of steps on the dismounted counter side and a French civilian vehicle image on their mounted counter side cannot remount once they have dismounted. Going in and out of column is allowed while mounted without giving up their transports. Effectively, once they dismount the Unit is treated as having a permanent "Abandoned Transport" marker. The underlined steps are there to remind you that the Unit does not have organic transport, despite what is on the back of the counter.

16.7 Wurfgerät 40 Units

These two Units were a grouping of 40 nebelwerfer rockets that had been emplaced in a fixed position, without the ability to resupply/rearm. As such, they are a one use Unit. Once fired, they are removed from play. Given their size and emplacement, they are not able to be targeted until an American Unit is adjacent to their respective hexes which is represented by the reticle symbol in the lower right portion of the counter.

17.0 Allied Special Rules

17.1 Allied Air Power

The Allies get a set number of Fighter Bomber counters to use each day depending on the current weather. Note that these are for use over the entire day – not per turn.

Clear: 9 Fighter Bombers

Overcast: 5 Fighter Bombers

Storm: No Fighter Bombers

The Allied player may use these in two general ways. At the start of the 0700 turn of June 7, during phase B of the Sequence of Play, and every 0700 turn thereafter, he may place up to 8 of the available Fighter Bombers in the Air Support section on each Allied Divisional Display, and he may place up to 4 (2 if the weather is Overcast) of them on interdiction on the Naval Display.

Any Fighter Bombers placed on a Divisional Display may be used when that Division Activation chit is drawn and may attack any German Unit which a Unit of that Allied Division has a Line of Sight to. Just place the number of Fighter Bomber markers you wish to use when the Divisional Activation is first drawn on the chosen target(s) and, after they have all been placed, attack a German Unit in that hex with a 7 White Fire Rating attack. All normal modifiers to Direct Fire apply.

Note that the allotment is for the entire day – not per turn. Planes can never fly at Night and planes not used are lost.

The Allied player may place as many as 4 Fighter Bombers (up to 2 on Overcast days) from his allotment for a day in the Interdiction box of the Utah Naval & Air Display. When the German places his reinforcements when a Division Activation chit comes out of the Mug, there is a chance they may not enter this turn. The Allied Player may roll for each Reinforcement Hex. If he rolls equal to or less than the number of Fighter Bombers he has on Interdiction, those German Units do not enter this turn. This applies to all the German Units entering at that Reinforcement Hex and you roll for each Reinforcement Hex that has Germans entering the map. If the reinforcements are "interdicted," then they can enter during the next turn at the same Reinforcement Hex, but the American player gets to roll for interdiction each turn until the German reinforcements enter the map. Note that since Planes don't fly at Night, all reinforcements may always enter during a Night turn.

Air Defense: The Germans have the opportUnity to make a Fighter Bomber abort its strike mission before it completes its attack. The following terrain has an inherent Air Defense Value in the hex and any hex adjacent to it. You may only make one roll but may choose the best Terrain to fire from for that Fighter Bomber Attack.

You may not attack Air Units on Interdiction with Air Defense in any way.

Fortified: 5

City: 4

Town: 2

In addition, both the Germans and the Americans have some Units with an Air Defense value (shown in a blue lettering below the Fire Rating). This value has a range of 8 hexes. Each Unit within range may fire in addition to the one allowed Terrain Air Defense roll. These Units are subject to the FZ restrictions from an adjacent enemy Unit and Barrage markers (ie. range is reduced to 1 hex) and also receive negative modifiers to their AA Fire Rating equal to the Firepower modifier on the following markers: Barrage, Cohesion, and Step-Loss.

If the Unit with an AA Fire Rating rolls that value or less with a D10, the Fighter Bomber has aborted its mission and does not attack. It is considered "used" and removed for the day, or the event.

Note: Players are free to use these adjusted Air Defense rules in *The Greatest Day: Sword, Juno, and Gold Beaches*

17.2 Night Turn Restrictions on the US Army (but not 101st and 82nd Airborne Divisions)

The Allied player may not purchase any Formation Activation Chits for any US Army Unit to play during a Night turn. If one of those chits is drawn as the last chit on a 2100 turn it is wasted and not played during the Night turn (and the first chit in play for that Night turn is the first chit drawn from the mug).

17.3 Allied Supply Limits

At the start of the 0700, 8 June game turn, and every 0700 turn thereafter, during Step A, the American player must designate 3 Divisions as "Supplied" for the day. Supplied Divisions activate and operate normally. Any Non-supplied divisions are restricted in their operations until the next day's 0700 turn. Any Division arriving is considered to be supplied on the first day of its arrival.

Non-Supplied Divisions may not purchase Formation chits. Division Activation chits for Non-supplied Divisions are still placed in the cup but when the Division Chit is drawn the Allied Divisions suffer a penalty when rolling for Command and Dispatch Points. For Command, do not add the Command Rating to the roll – the Division only gets half of what it rolls. For Dispatch, Non-supplied Divisions do not get the additional point for rolling under what they have on their card, nor do they get an additional Dispatch Point if they roll a "0" (in other words, they can only ever get 1 Dispatch Point per turn.) A Non-supplied Division does get the extra 2 DP during the 2100 turn, if the Division Activation chit is not the last chit in the mug.

Division Units are activated normally during the Division Activation and Direct Command Chits.

Non-supplied Divisions may still send and receive attachments as per 13.0.

If the 82nd Airborne used the hypothetical drop zones to the west of the Cotentin Peninsula, it cannot be chosen as a Supplied Division until Units from Utah Beach have linked up with them.

This rule does not apply to any Units in V Corps which are considered supplied at all times and don't count against the supply limit.

17.4 90th Infantry Division Deployment restrictions

Initially, attached to the 4th Division, the 359th Infantry Regiment, 90th Division was to go ashore as a US VII Corps reserve while it waited until the rest of the division arrived.

90th Infantry Division Units must move to their deployment area (as outlined on Map 6 – Isigny or the Ste-Mère-Église Scenario Map E) and remain in that area until 0700, 8 June.

While the 90th Infantry Division is restricted to its deployment area, it is treated as a Non-Supplied Division as per 17.3.

These restrictions are removed if any Unit of the 90th Infantry Division comes under Direct Fire attack.

17.5 Extra American Airborne Leaders

Each American Airborne Division has an extra formation Leader. The extra Airborne formation leaders may replace a regimental leader from the corresponding Airborne Division, including a replacement leader, for the cost of 1 DP. The Replaced Leader is permanently removed from the game.

17.6 82nd Airborne Division extended supply for hypothetical scenarios

Supply Drops take place during the Division Activation chit, when reinforcements are placed. If a German Unit occupies a hex in the Division's supply Drop Zone at the time of the supply drop, the Supply Drop Zone is closed. The Supply Drop Zone is also closed on any turn the weather is Storm or the Division Activation chit is not pulled.

When the Supply Drop Zone is closed, all Units of the 82nd Airborne Division have their Troop Quality Rating reduced by 1 until the next non-interdicted supply drop. This remains in effect until the next supply drop or there is a path of continuous Road hexes from the Supply Drop Zone to the Utah Beach Reinforcement hex (more commonly referred to as "link-up") during the Reinforcement Phase of the Division Activation chit.

The 82nd Airborne Division receives airborne supply drops into LZ 4 or 5, Allied player's choice on the schedule below:

Mission Indianapolis – Night, 7 June, which affects the 8 June turns.

Mission Jackson – Night, 8 June, affecting 9 June.

Mission Lubbock – Night, 9 June, affecting 10 June.

Mission Memphis – Night, 10 June, affecting 11 June.

If link up has not occurred by 0700, 11 June, then the overall TQ should drop to -2 until link up has occurred, as no additional supply was readily available. If a Storm occurs, then the supply missions get delayed a day. A total of 4 missions were planned with supplies stockpiled for these missions.

18.0 Optional Rules

18.1 Command Point conversion limits

Game Note: While there is a natural tradeoff between saving Command Points and being able to conduct actions during the Direct Command Chit, this optional rule ensures that saving Command Points cannot be abused.

Players are limited to converting no more than 4 Command Points to Dispatch Points each turn.

18.2 Alternate Artillery Resolution

Historical Note: Research shows that a typical German Artillery battalion target zone was about 300m x 200m. For the British, a battalion barrage zone was 400 - 520 yards and a battalion concentration was about 300 yards x 300 yards. So essentially the fires zone for a battalion of indirect fires, which most of the artillery Units are in GTS, is a hex.

To eliminate artillery fire targeting specific Units in a hex, Indirect Fire from two-step HE Indirect Fire Units always attacks the most vulnerable Unit (highest defensive modifiers, including terrain and any markers). Consider modifiers less than zero for this determination. If there is a tie for the highest defensive modifiers, the Attacker chooses the target.

If the fire is effective, any other Units roll the S? as per the GTS 2.0 Series Rules.

Indirect Fire from one or zero step HE Indirect Fire Units only attacks one Unit in the hex, Attacker's choice, with no effect on any other Units, even if the target Unit takes effective fire (don't apply any S? result to other Units in the hex).

18.3 Indirect Fire Scatter

Historical Note: What goes up, must come down. While rolling a 9 with an indirect fire attack already has a down side, (automatic miss, no Barrage marker, and loss of contact) this optional rule adds an additional complication for the miss and for firing at targets that are in close proximity to friendly Units.

In addition to the normal effects, rolling a 9 during an indirect fire (orange, black, brown, or green fire power) attack results in scatter. Place a Light Barrage one hex from the target hex. Determine the direction by rolling 1D6. No fire attacks are made, just place the Light Barrage marker.

18.4 US Army Regimental towed anti-tank Units

Historical Note: American Infantry Division towed AT Units: (example for the 4th Division: AT/22, AT/12, and AT/8) had a minelaying/mine-clearing platoon as part of their organization.

These Units are treated like engineers with respect to mines. They may both emplace and clear Minefields like a 1-step Engineer Unit (must roll for success). Due to their ability to prolong as a leg movement type, they are eligible to probe and clear German Decoy Mines (18.5) only when they are unmounted.

18.5 German Decoy Mines

Historical Note: There are some reports of the use of fake Minefields by the Germans as well as reports of fake or incomplete Minefields affecting the movement of some of the American Units in Normandy. These rules allow the simulation of that while giving the German player a slight edge in trying to slow down the Americans.

Each scenario will designate the number of German Decoy Mines that can be used, if they are available. They may also be generated by 6.0 Random Events – Roll of 5 – German Delay tactics are employed.

18.5.1 Effect of Decoy Mines

Decoy mines are treated just like real mines for placement, effect, and removal. The addition is that Leg Units may now Probe to detect the Minefield and forgo the combat and clearing effects and delays.

18.5.2 Probing Decoy Mines

Any leg Unit in a Minefield hex can "probe" a Minefield to determine if it actually exists or is a decoy. This is an Engineer Action. If it is determined to be a decoy Minefield, the counter is removed. The Unit may then take a second action if it meets all other command rules. If it is determined to be a real Minefield, the leg Unit now knows it is in a Minefield and must treat it as such.

If a Unit doesn't want to "probe" the Minefield or can't, due to its movement type, then it treats an Achtung Minen marker just like a real Minefield (rolling against its TQ to move out of the hex, suppression effects upon failure, etc...)

An Engineer Unit can "probe" a Minefield with an Engineer Action. If it is determined to be a decoy, then remove it. If it is determined to be a real Minefield, the engineer can take a "free" Engineer Action to attempt to remove the Minefield. After this action, or if the engineer does not wish to use the "free" action, it can conduct a second action as normal per series rules.

18.6 Roaming Units

Game Note: The following rule is suggested in order to keep Units from roaming around the battlefield, outside their leaderships influence, in an ahistorical manner.

Anytime a Unit is more than twice the range from a Leader that can Command it, the Unit must make a Troop Quality Check each activation it attempts to move to a hex that maintains or increases this distance. If the Unit fails the Troop Quality check it must move in a manner to decrease the range to a leader that can Command it.

This applies to Auto-Command Units as well.

18.7 Airborne Leader Losses.

Historical Note: With the scattered drops and aggressive actions by the American Airborne Divisions, they suffered very high leader casualty rates the first days of the invasion. This optional rule helps to reflect the impact of those leader losses.

During all 5, 6, and 7 June Game Turns, when the Division Activation chit is pulled for the 82nd and 101st Airborne Divisions add the following step.

After rolling for Command and Dispatch points normally, roll for the impact of Leader Losses.

- On 5 and 6 June, a roll of greater than 5 results in the loss of 2 Command Points

- On 7 June, a roll of greater than 7 results in the loss of 2 Command Points.

18.8 Assaults involving 0-Step Units

0-Step Units are small elements that bring some form of combat power to the game. During assaults they are removed from play during Step 4 of the assault sequence. This is accurate if they are alone in the hex. They are small enough and would either surrender or be overwhelmed by the assaulting Units. However, if they are supporting other Units, they would not just give up.

In a situation where a 0-step Unit is stacked with any non-0-step Unit and defending during an assault, the 0-step Unit is placed to the side during Step 5 Performing the assault round of play. They do not contribute to the assault. Their fate is linked to the fate of the other friendly Units in the hex. If a friendly Unit survives, the 0-step Unit survives. If all other friendly Units are destroyed, the 0-step Unit surrenders and is removed from play accordingly.

18.9 Alone and Afraid

Historical Note: When mounted Units or vehicles are without infantry support in close terrain, they tend to get very skittish. In Normandy, when tanks or vehicles would attack without infantry support, they would either receive the support quickly, or they would withdraw and give back the ground they recently gained.

A wheeled or tracked Unit that is defending during an assault, that cannot draw a Line of Sight to a friendly dismounted Leg Unit, will have its Firepower and Assault Rating reduced by 1 (-1), it's TQ reduced by 1 (-1), and its Defensive Rating increased by 1 (+1). This is replicated by an Alone and Afraid marker, which is only used from the declaration of the assault until the assault is concluded. This will include the Bravery Check for Units assaulting the "isolated" Unit.

18.10 Îles St. Marcouf Assault

Historical Note: The Îles St. Marcouf are situated in the Baie de la Seine. Napoleon ordered a fortress built on the larger island, aptly named the Île du Large, which was completed in 1812. The Germans captured the islands in 1940.

These two islands are approximately 8kms from the planned Utah invasion beach and only 3kms from the path the Landing Craft are scheduled to take while approaching that beach. Allied intelligence was unable to determine if the islands were occupied by German forces, but the American Commanders were not willing to risk this obstacle, almost directly in the invasion's path. At around 0430 on the morning of 6 June, the Allies assaulted the Îles St. Marcouf with elements from the 4th Cavalry Squadron.

The Cavalry troopers took the island, the first piece of French soil liberated by sea on 6 June. Although there were no Germans present, the Allies suffered 19 casualties to mines left in place. This delayed the arrival of these troopers on mainland France for 2 days.

To replicate this small action off the French coast, the German and American commanders will conduct a secret ballet to determine the outcome.

The German commander has 2 choices:

1. Occupy the Islands (this will cost the 709.ID, 2 x Nachhut markers permanently lost)
2. Mine the islands, but leave them unoccupied

The American commander also has 2 choices:

1. Assault the islands (this will delay the arrival of the American Cavalry Units for several days – see the Reinforcement schedule)
2. Gamble that these islands are unoccupied.

Results:

		German	
		Occupy	**Mine**
American	**Gamble**	Germans Permanently lose 2 x Nachhut markers from the 709.ID Germans get +1 indirect fire modifier to all artillery fire on the Beach overlay	B / 24th Cav and B / 4th Cav arrive as reinforcements on Utah Beach per the reinforcement schedule
	Assault	Germans permanently lose 2 x Nachhut markers from the 709. ID. Americans place B / 24th Cav and B / 4th Cav on the Île du Large and they arrive as reinforcements on Utah Beach on **8 June, 1900 turn** and **10 June, 0700 turn** respectively.	Americans place B / 24th Cav and B / 4th Cav on the Île du Large. / 24th Cav conducts a TQ check. If it fails, it is reduced a step. Both Units arrive as reinforcements on Utah Beach on **8 June, 1900 turn** and **10 June, 0700 turn** respectively.

Both sides secretly record their choice then simultaneously reveal their decisions to determine the outcome.

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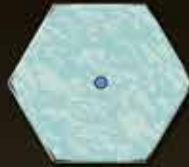
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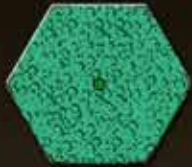
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Marsh Hex

Village Hex

Town Hex

City Hex

Fortified Hex

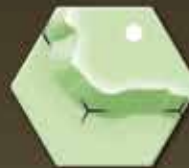Beach Hex

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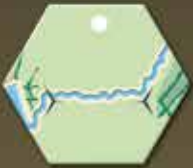
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Sunken Road

Sunken Railroad

Bridge