

Storm Over Normandy

1.0 Introduction

Storm over Normandy is a two-player wargame simulating the Allied landing in Normandy from June 6th to June 13th, 1944. One player controls the combined forces of the American, British, and Canadian armies, and the other player controls the German forces. The game is 8 turns long, at the end of which time the winner is determined. The game uses a simplified version of the Area Impulse system first introduced with Multi-Man Publishing's *Storm over Stalingrad*.

2.0 Components

The game contains the following components:

- Rules
- Map
- 1 Countersheet
- 54 cards

Players will also need at least two 6-sided dice.

2.1 Counters

The game contains two types of counters: units and markers.

2.1.1 Units

All the units are either regiment/brigade (5/8" counters) or battalion (1/2") sized units. Each unit has a front side

(fresh) and a back side (spent). You can differentiate these two as the back side is a paler color than the front side. A unit with its face side up is in its fresh state and can still perform an action that turn (see 7.1). A unit with its back side up is in its spent state and can no longer perform actions that turn.

On the front of each unit are 3 numbers going across the bottom. These values represent the unit's firepower, defense, and movement. On the back of the counter, there is only one number, which represents the unit's defense. (Units cannot fire or move when they are in their spent state.) German strongpoints only have 2 numbers, representing firepower and defense, as these units cannot move.

The nationality of a unit is shown by the color of the counter. Green is American, tan is Commonwealth, and grey (light and dark) is German.

The symbols in the center of the counter show the type of unit (infantry, motorized infantry, armor, etc.). Airborne units (including airlanding) have their symbols colored blue (this is important for movement restrictions and victory point calculation). Units may also have a colored stripe above the symbol to show which division it belongs to (see 9.3.2). For example all the units of the American 4th Infantry Division have a dark green stripe. Independent units and Allied airborne units have no division stripe.

Units

American
Fresh Unit



Commonwealth
Fresh Unit



German
Fresh Units



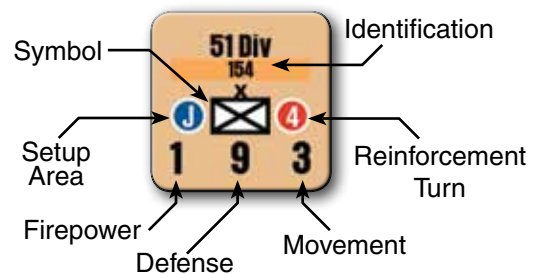
American
Spent Unit



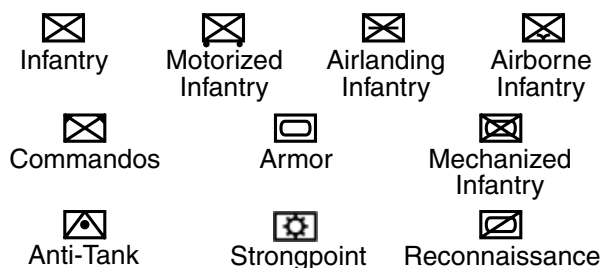
Commonwealth
Spent Unit



German
Spent Units



Symbols



If there is a letter or number enclosed in a circle to the left of the unit's symbol, this is the set up identification letter for the location the unit is placed (see 3.0). If there is a number enclosed in a circle to the right of the unit's symbol, this is the turn number in which turn the unit will arrive as a reinforcement (see 12.0).

Two German units (Götz Recon and Composite Force) have no set-up information. These two units are placed on the map through German card play.

2.1.2 Markers

There are four types of markers in the game:

Control Markers: if during play the control of an area changes from the side that controlled the area at the start of the game to the other side, place one of these markers in the control box of the area (with the appropriate symbol shown to indicate which side now controls this area).

Support Points: these markers are used to show how many Support Points the Allied player has available to him in the current turn.

Turn Marker: this marker is placed on the game turn Track to indicate the current turn.

Victory Point Marker: there are two markers to show the total number of accumulated Allied victory points. The front side is the positive value while the back of the counters indicate negative values. These markers are placed on the Victory Point Track.



2.2 Game Map

The game map is printed on 22" x 34" mapsheet and should be laid out on a flat surface so that the entire map is accessible to both players.

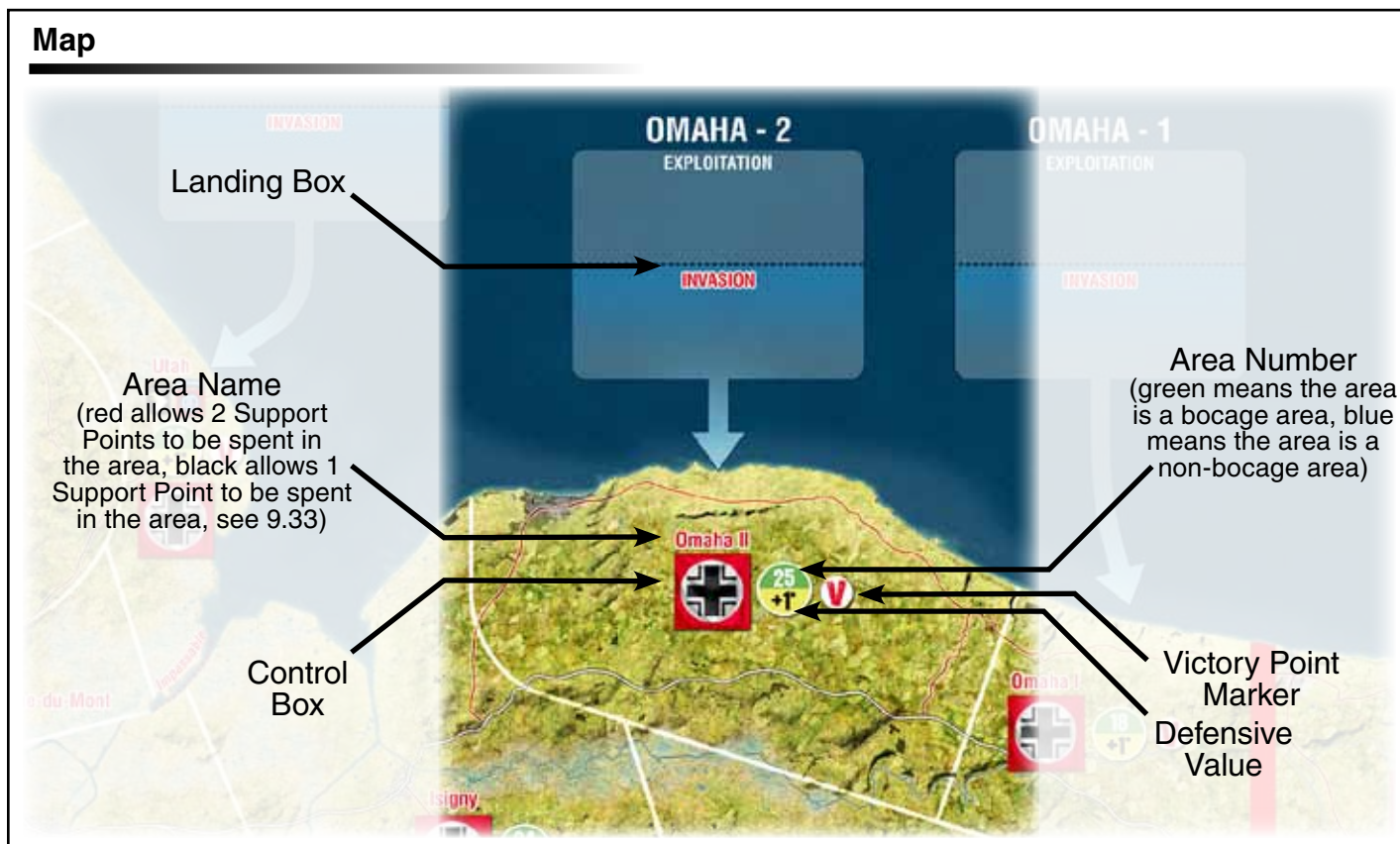
2.2.1 Areas

The game map is separated into multiple areas. There are three types of areas represented on the map; general areas, Landing Boxes and Reinforcement Boxes.

General Areas: The general areas contain the names for each area (in either black or red, see 9.3.3), an area control box showing the side that controls the area at the start of the game, and a circle divided into two parts. The bottom half of the circle gives the area Defensive Value while the top half is the area number which is used in game setup. If the Defensive Value for an area is +1*, then the Defensive Value is +2 if the area contains at least one strongpoint. In addition the top half of the circle may be colored green, and if this is the case the area is considered a "bocage area". If it is colored blue then the area is a "non-bocage area". Two areas, *Caen* (area 5) and *Bourguébus* (area 7) allows the side that controls both of them to receive an extra Tactical Card if there are no enemy units in either of the two areas (see 6.1).

The six areas that the Landing Boxes point to are the beach areas.

Landing Boxes: The Landing Boxes are the starting location for the Allied units and are the areas where the non-airborne Allied reinforcements are placed



when they arrive (see 12.3), and point to the beach area that the units will land on. The boxes are split into two sections, one called Invasion and the other called Exploitation. These two areas are only used on turn 1 set-up, and all reinforcements are placed in the Invasion section. The landing boxes are named for which beach units in the box will arrive. Units may always Assault from a Landing Box without discarding a card (see 11.0).

Reinforcement Boxes: These boxes are where the German reinforcements are placed when they arrive. Allied units may enter these boxes during a turn in order to score Victory Points but once an Allied unit enters, it may not leave. These boxes are labeled Zone A through Zone E.

2.2.2 Tracks

Game Turn Track: The turn marker is placed here to show the current turn number (see 4.0).

Victory Point track: This is where the Victory Point Markers are placed and Victory Points are tracked.

2.3 Tactical Cards

The deck of 54 cards contains 27 German tactical cards and 27 Allied tactical cards. All are separated into two stacks, one with all the German cards and the other with all the Allied cards. You can differentiate the cards by the colors on the back of the cards. (The German cards have red backs, the Allied cards have green backs).



3.0 Setup

Determine which player will play which side. The German player places his units face up either in the area corresponding to the one given on the counter, or if the unit will be arriving as a reinforcement, on the turn number in which it will arrive. Place all the German strongpoint units in an opaque container.

The German randomly draws and places three strongpoint units in each beach area face up. There are 6 beach areas (Sword, Juno, Gold, Omaha-1, Omaha-2, and Utah) so there will be a total of 18 strongpoint units placed in this manner. After placing the strongpoints both players may inspect them. Unplaced strongpoints are discarded. The German player then places his other units on the map in their indicated setup area.

Next the Allied player places his units without reinforcement turns on them into the appropriate Landing Box (each box is named after a beach and only units assigned

to that beach may be placed in that invasion box. Note that Omaha Beach has two boxes, and units arriving at Omaha Beach may be placed in either box). The Allied player further separates these units in each Landing Box to either Invasion section or Exploitation section by placing them in the appropriate area in each Landing Box. At least one unit, but no more than six, must be placed in each Invasion section of each Landing Box. The Allied player then places his Airborne units on the map in the areas indicated on the counter.

Each player shuffles their cards and places them face down in front of themselves.

Finally, place the turn marker on the turn 1 (June 6) space of the Game Turn Track and place the Victory Point markers on the "0" and "00" spaces.

4.0 Special Invasion Phase (Turn 1 Only)

Turn 1 does not follow the normal sequence of play. There is a special *Invasion Phase* which takes place before the rest of the turn takes place. After completion of this turn, the normal sequence of play is followed (see 5.0)

For each area with at least one American (not British) Airborne unit in it, roll one die. If a 1 or 2 is rolled, all units land fresh, if a 3 or 4 is rolled one unit is flipped to its spent side; if a 5 or 6 is rolled two units are flipped to their spent side (if there is only one airborne unit in the area it becomes spent).

The Allied player takes 24 Support Points and assigns them to at least two beach area, with a maximum of 12 being applied to a single beach area. Not all beach areas have to have Support Points applied to them. These attacks (by just the Support Points) are then resolved against the beach areas (see 9.0).

The Allied player next moves all his units in each Invasion section of the Landing Boxes onto the corresponding beach area, and these units remain fresh. Units in the Exploitation section remain in the Landing box.

The German player must now attack the Allied units that just landed with his strongpoint units (only) in each beach area. Even if the sum of the firepowers of the strongpoints is zero, the attack takes place. The strongpoint units now all become spent. If forced to retreat, the Allied Player must retreat units back into the Landing Box they came from. The order of these attacks is determined by the Allied player.

Allied units that just landed (only, not any airborne units) and are still fresh may now attack. Follow the attack procedure (see 9.0) for each beach area that contains fresh Allied units. Damage is first applied to the strongpoints in an area. Once all the strongpoints in an area are eliminated, any excess damage is assigned to other German units that may be in the area. The Allied units become spent if they attack.

Finally, the German player draws three cards (two plus one for control of Areas 5 and 7) into his hand while the Allied player draws two cards plus one card per beach area that he now controls, up to a maximum of 7 (see 13.0).

Normal impulses now begin (see 7.0), with the Allied Player taking the first impulse, and the turn continues as a normal turn with alternating impulses.

The end phase is a normal game turn end phase (see 5.1).

5.0 Sequence of Play (Turns 2–8)

For each turn after turn 1 the following sequence is performed:

The Allied player draws enough cards to fill his hand. His hand limit is two cards plus one card per beach area that he currently controls up to a maximum of 7. The German player draws until he has 5 cards. Control of Areas 5 and 7 with no enemy units in either area provides an additional card to the controlling player (see 6.1). Even with the bonus card, the Allied player is still limited to 7 cards. The German player may draw 6 cards if he gets the bonus card for control of Areas 5 and 7.

The Allied player then draws Support Points until he has four.

Both players perform alternating impulses (see 7.0). Normally, the Allied player takes the first impulse each turn (through card play, the German player may go first).

A player may “pass” if he does not wish to perform any actions for his impulse. If a player has no units that can perform actions and does not have any cards remaining in his hand, he automatically passes.

If the American chooses to pass as his impulse and the German player wishes to continue the turn, the German player must immediately discard a Tactical Card and he can then perform his impulse. If the German player does not discard a Tactical Card he must also pass.

If the Allied player passes, and the German player discards a card to perform an impulse, the Allied player may either pass or perform an action as his next impulse.

When both players pass as their impulse in immediate succession, the turn enters the end phase (see 5.1).

5.1 End Phase

During the end phase, cards may be discarded (see 6.3), with the Allied player discarding first.

Next, all units are flipped to their face-up (“fresh”) side.

Victory points are then determined and added to the Victory Point Track as a running total (see 15.0). Victory points are expressed in terms of the Allied Total (including negative numbers).

Both players now receive their reinforcements for the turn, and place them within the designated areas, with the Allied player going first (see 12.0).

At this point the turn ends. If the current turn is turn 8, the game ends, otherwise the turn marker is advanced one space on the Game Turn Track, and the sequence of play is repeated.

6.0 Tactical Cards

6.1 Receiving Cards

At the start of each turn, each player draws cards from his stack to get the number of cards in his hand up to the appropriate value. Note that there is one value for the Allied player and another for the German player. If a player controls both Areas 5 and 7 with neither area containing any enemy units, then the player may draw one extra card into his hand that turn (though the Allied player is limited to 7 cards as a maximum).

6.2 Playing Cards

When playing cards, any directions given on the card take priority over the normal rules and if the card does not indicate any special rules, then the normal rules are applied. As players play cards, they should give their opponent sufficient time to respond with a card of their own.

When the card text starts with “For your impulse...” the effects of the card are performed and count as that player’s entire impulse. A player may only play one card of this type in his impulse.

Other cards can be played when the restrictions on the card are fulfilled, regardless of which player’s impulse it is. There are some cards where a player may wish to play multiple versions of the card together.

For some cards the effects of the cards are cumulative, as stated on the cards.

Once a card has been played, it is placed in front of him in his discard pile, face up, unless the card states that it is removed from play (in which case it is not placed in the discard pile).

6.3 Discarding Cards

During the end phase, if a player has cards left in his hand, he can choose some, all, or none of them to discard and place in his discard pile in front of him. Any cards not discarded during the end phase are kept for the next turn, and these count towards that player’s hand size.

6.4 Replenishing Discards

Each player keeps his discards separate from the other player’s discards. At the beginning of a turn, if a player does not have enough cards remaining in his stack to replenish his hand, he combines his discards with the remaining cards in his stack, and shuffles them to form a new stack.

7.0 Impulse

The current impulse player can perform either a unit action or a card action for his impulse.

7.1 Unit Actions

The player selects an area, and the fresh (face up) units of his side in that area may perform either Movement (see 8.0), Fire Attack (see 9.0) or an Assault (see 11.0) as an action. Each player may choose some, or all, of the fresh units from the same nationality. Units of one Allied nationality may not perform an action with units from another nationality.

All units selected to perform an action must perform the *exact* same action. For example they must all Assault the same area or Move into the same area.

Once units have performed an action, they are flipped over to their spent (face down) side.

It is acceptable for only some of a player's eligible units in an area to participate in an action, and those that do not participate in the action for the impulse are not flipped over.

7.2 Card Actions

If a player plays a card which has text beginning with "For your impulse..." this card counts as his action for the entire impulse.

8.0 Movement

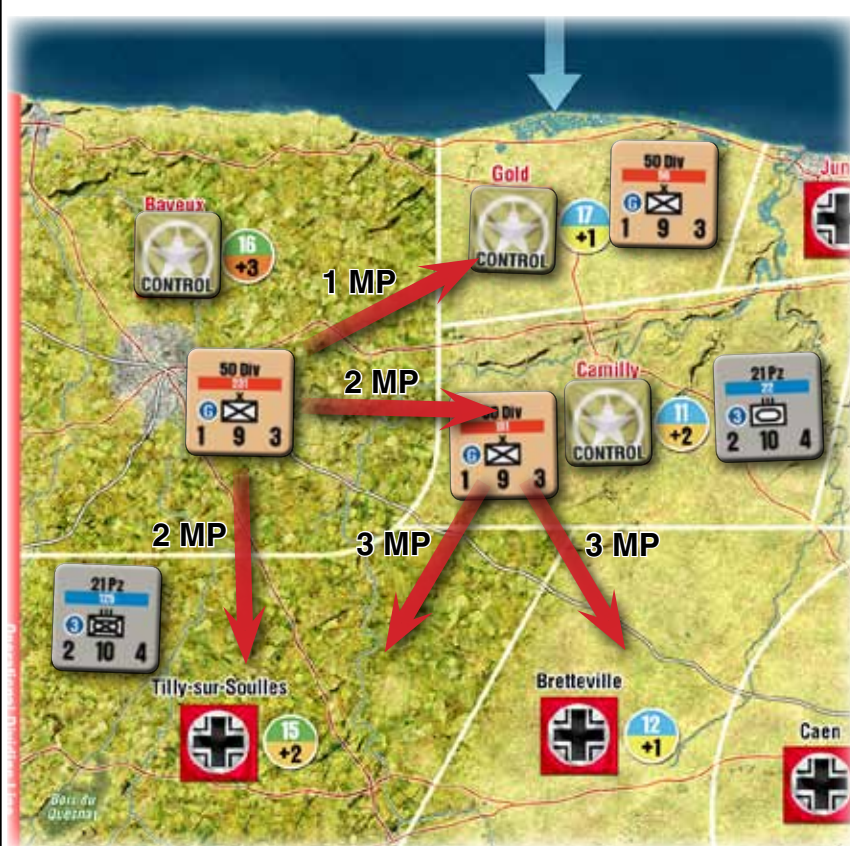
Units have a number of movement points equal to the movement value on the counter. If a unit has insufficient movement points to enter an area, it may not move into that area.

It costs 1 movement point to enter an adjacent area. If entering an area currently under enemy control and/or containing at least one enemy unit, it costs 1 additional movement point. If moving out of an area currently under enemy control and/or containing at least one enemy unit, it costs 1 additional movement point.

Whether or not extra movement points are required is determined separately for each and every area of the move at the moment the movement is made. For example, if an Allied unit enters an adjacent German controlled area that is empty of German units, it would cost 2 movement points. Once the Allied player enters the area, control is transferred to the Allied player, so if the unit were to continue moving there would be no need to pay an extra movement point for leaving an enemy controlled area.

All units performing a movement action as a stack in the same impulse must move together from the starting area to the destination area. If the units have differing movement values, the stack has a number of movement points equal to the lowest movement value of any unit in the stack.

Once the units have finished moving, they are flipped over to their spent side.



Movement Example of Play

In the example left, the Allied unit in Area 16 can move into Area 17 for 1 movement point. If it was to instead move into Area 15, it would cost 2 movement points (1 to enter the area, plus 1 as the area being entered contains an enemy unit and is enemy controlled). If it wanted to enter Area 11, it would also cost 2 movement points (1 to enter the area, plus 1 as the area being entered contains an enemy unit).

The Allied unit in Area 11 can move into Area 12 for a cost of 3 movement points (1 to enter the area, plus 1 as the area being entered is enemy controlled, plus 1 as the area being left contains an enemy unit). If this move was performed, as soon as it is complete, Area 12 would become Allied controlled (and if there were no Allied units in Area 11, it would revert to German control). The Allied unit could also move into Area 15 also for a cost of 3 movement points (1 to enter the area, plus 1 as the area being entered contains an enemy unit and is enemy controlled, plus 1 as the area being left contains an enemy unit).

Allied units may move from a beach area to a Landing Box. German units may never enter (or Assault, or attack) these Landing Boxes.

Allied units may not move from an area if it contains a strongpoint, but may retreat from an area that contains a strongpoint.

Allied airborne units (those with blue symbols) may never move into, or retreat into, an area (or Landing/Reinforcement box) that does not contain the appropriate Allied airborne symbol. If forced to retreat into an area without that symbol, the airborne unit is eliminated instead.

Units may never move from one area to another by crossing over a red dashed impassable line.

Allied units may never move into an area by crossing the red Operational Dividing Line. This line has no impact on German movement.

8.1 Stacking Limit

Each side has a stacking limit in each area. A player may stack up to 6 of his units in an area at any time (strongpoints do not count towards the stacking limits). Movement that would result in more units being in an area than these limits is forbidden. For example, if the German player has an area with 5 units in it; he may not move a stack of 3 units into, or through that area. Stacking limits do not apply to Landing or Reinforcement Boxes.

9.0 Fire Attack

9.1 Fire Attack from a Unit

A Fire Attack can only be performed by fresh units against enemy units in the same area (not adjacent areas). To Fire Attack, a unit may have a firepower of 0 or more, or as directed by a card.

No Fire Attacks may be made in a Landing or Reinforcement Box.

9.2 Fire Attack from a Tactical Card

If a Fire Attack is taking place from a Tactical Card, follow the directions printed on the card. Once the card has been resolved, it is placed in the Discard Pile.

No Fire Attacks may be made in a Landing or Reinforcement Box.

9.3 Resolving a Fire Attack

A Fire Attack is resolved in three steps. First the number of attack points is determined, then the number of defense points is determined, and lastly, the number of damage points is determined and resolved.

9.3.1 Determining Attack Points

First the firepower values of all the attacking units are added together. Now roll two dice and add both their values to the total firepower (plus any Support Points, see 9.3.3). This will give the total number of

Fire Attack Example of Play

In the example left, the Allied units in Area 16 will perform a fire attack against the two German units in the area. The total firepower is 3 for the 3 units. Division integrity increases this to 4. The Allied player decides to add 2 Support Points to the attack (the area name is in Red, so the most he can add is 2). He rolls two dice, and rolls an 11. The total number of attack points is 17 (11+3+1+2).

The German player has 13 defense points. His best defense value of any unit in the area is 10, and he gets the Defensive Value of the area, 3, as it is German controlled.

The number of damage points to be applied is 4 (17-13). The German player decides how to apply these. As the two German units are regiments (5/8" counters), he could eliminate the spent 22nd regiment (2 points to retreat, 2 points to eliminate). Alternatively, he could take 5 damage points, to flip the fresh unit (1 point) and retreat both units (2 points each). If he does this, he cannot retreat to Areas 11 or 17 as these are Allied controlled. If the German player retreat both units, Area 16 immediately becomes Allied controlled.



attack points. Once the total attack points have been determined, discard any Support Point markers from the area.

9.3.2 Division Integrity Bonus

If three or more units performing the attack have the same divisional identity color, then add 1 bonus attack point to the total number of attack points.

No more than one bonus attack point may be applied to a single attack.

9.3.3 Adding Support Points

The Allied player may add any Support Points he currently has to a Fire Attack, up to a maximum of 2 if the area name is red, 1 if the area name is black, by placing the appropriate Support Point marker(s) in the area before the dice roll is performed. Support Points may be added to any Fire Attack or Assault, even if the attack comes from a card.

During Turn 1, the maximum Support Points that may be placed in a beach area is 12.

Remember that after the first turn, the Allied player draws up to 4 Support Points to use each turn. Support Points do not accumulate from turn to turn.

9.3.4 Determining Defense Points

The number of defense points is equal to the largest defense value of any single unit being Fire Attacked in the target area, plus the Defensive Value of the terrain in the target area if the defender controls the area. Remember that the Defensive Value is +2 for an area with a Defensive Value of +1* if there is at least one strongpoint in the area.

If the units being Fire Attacked do not control the area, the Defensive Value for the terrain is ignored.

9.3.5 Determining Damage Points

The number of damage points is equal to the number of the attack points minus the number of defense points. If the number of damage points is zero or fewer, the units being fired upon take no damage. If the number of damage points is one or more, the units being fired upon must apply this many damage points (if possible).

10.0 Applying Damage Points

When damage points are received, the player owning the units that are attacked must apply at least this many damage points to his units in the target area if possible (he may decide to apply more damage points than he received). He uses the following method to assign the damage points, until as many points as possible have been successfully assigned. The list below is the only way in which damage points may be assigned. No other permutations are allowed.

German strongpoints must take damage and be eliminated before any other German units in the area can take any damage.

Battalion-Sized Units (1/2" units)

One point of damage flips a face-up (fresh) unit face down (spent).

One point retreats a face-down (spent) unit into an eligible adjacent area.

One point of damage to eliminate a retreating unit.

This means to eliminate a fresh unit, it takes 3 damage points, to eliminate a spent unit takes 2 damage points, and to retreat a fresh unit takes 2 damage points.

Regiment/Brigade-Sized Units (5/8" units)

One point of damage flips a face-up (fresh) unit face down (spent).

Two points retreats a face-down (spent) unit into an eligible adjacent area.

Two points of damage to eliminate a retreating unit.

This means to eliminate a fresh unit, it takes 5 damage points, to eliminate a spent unit takes 4 damage points, and to retreat a fresh unit takes 3 damage points.

Strongpoints

One point of damage eliminates a strongpoint with a fresh defense rating of 7. Two points of damage eliminates a strongpoint with a fresh defense rating of 8. Three points of damage eliminates a strongpoint with a fresh defense rating of 9.

10.1 Application

While the player owning the units that received damage is free to choose how to apply the damage, at least the number of damage points received **must** be applied if possible (and voluntarily more can be applied). If more damage points are received than can possibly be applied, the excess points are ignored.

For example, if an area contains only a single face-up German battalion-sized unit, and 5 damage points have to be applied to the area, 3 points are applied by moving the unit to the Eliminated Unit Box, and the remaining 2 points are ignored.

As a second example, if an area contains two fresh American regiment-sized units, and four damage points have to be applied, this would result in one unit being flipped to its spent side (1 point) and the other unit retreating into an adjacent area, where it becomes spent (3 points). Or, the American player could take five damage points and eliminate one of the units, and keep the other fresh.

As a third example, if an area with only spent regiment-sized unit has one damage point to be applied. In this case nothing happens, as the single damage point does

not produce a result (at least two damage points are needed to force a retreat). Alternatively, the defender could opt to take an extra damage point and retreat the unit.

As a final example, if an area contains two fresh American regiment-sized units, and five damage points have to be applied, this would result in the elimination of one of the units (this is the only way to apply the five damage points), or the Allied player may apply six damage points to flip and retreat both units.

Once all the damage points are assigned, the results are then put into effect (units are flipped, retreated, eliminated).

10.2 Retreats

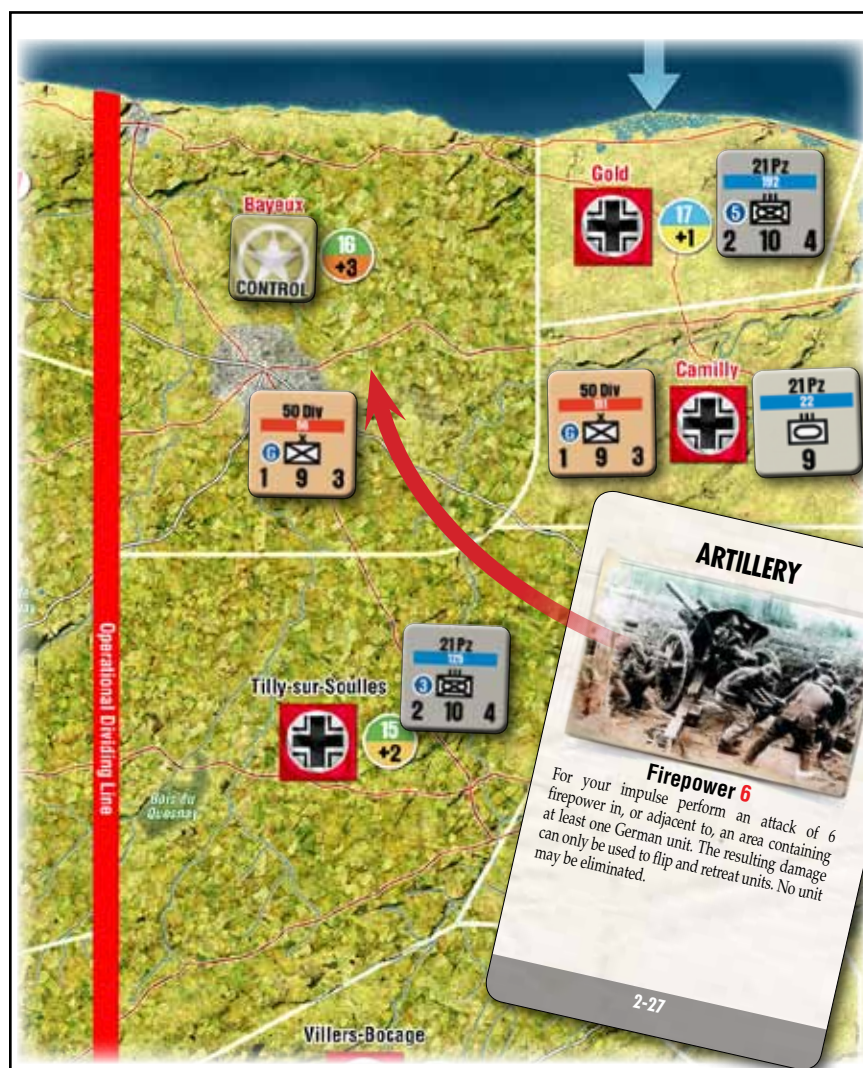
All retreats must be made into an adjacent area controlled by the side of the retreating unit. If there is no such area available, the retreating unit is eliminated (**Note:** if the retreat is due to an attack by a card where units cannot be eliminated, then units are not eliminated for not being able to retreat, and instead remain in their current area. However in this case as many damage points as possible must be first spent on flipping fresh units to their spent die before assigning any damage points to retreats). Allied

units may never retreat into an area by crossing the red Operational Dividing Line. This line has no impact on German retreats. No unit may retreat by crossing over a red dashed impassable line.

When retreating, if there are multiple legal retreat destinations, the area selected is the one that contains the fewest number of enemy units (if tied, the retreating player may choose from among the tied areas). If there are multiple areas the units can retreat to, the retreating player can decide which area each unit goes, and the units do not all have to go to the same area.

If as a result of a retreat, the stacking limit for the area is exceeded (see 8.1), the retreating units that cannot be accommodated retreat again, using the same procedure given above. If this next area cannot accommodate them, they must continue retreating. A unit may never retreat back to the area that was the target of the Attack or Assault action. If there are no legal places for the units to retreat to, they are eliminated.

Units may not retreat into Reinforcement Boxes. Allied units (only) may retreat into Landing Boxes. If an Allied airborne unit is forced to retreat into an area without the appropriate airborne symbol, it is instead eliminated.



Retreat Example of Play

In the example left, the German player will play and **Artillery** card for his impulse against the Allied unit in Area 16.

The total firepower is 6 from the card. The German player rolls two dice, and rolls a 9. The total number of attack points is 15 (9+6).

The Allied player has 12 defense points. His defense value of the unit is 9, and he gets the Defensive Value of the area as it is Allied controlled.

The number of damage points to be applied is 3 (15–12). As the Allied unit is a brigade (5/8" counters) the only possible way to apply the damage is to flip the unit (1 damage point) and then retreat the unit (2 damage points). However, the unit has no valid area to retreat into. The three adjacent areas are all German controlled, and the unit cannot retreat over the Operational Dividing line. Normally, the unit would be eliminated, but because the card specifies that no units can be eliminated in this attack, the unit does not retreat, and remains spent in its current area.

This ends the German impulse.

11.0 Assault

An Assault is an impulse where a unit (or units) move(s) into an adjacent area containing enemy units and then the enemy units are attacked by the moving units. It is essentially a combination of a Movement impulse and a Fire Attack impulse.

To start an Assault, the active player must discard a card. However, Allied Units in a Landing Box may Assault into a beach area without discarding a card. The Shock Assault card when played allows for an Assault by playing the card and do not need a card to be discarded.

To perform an Assault, select a number of fresh units in an area containing no enemy units adjacent to an area containing enemy units. Move the units into this area, and then perform an Attack against the enemy units, using the Attack procedure in 9.3. The units must have enough Movement Points to enter the area being Assaulted, and it must be an area they can legally enter. At the end of the Assault, the Assaulting units are flipped to their spent side.

Assaults may not be performed into Landing or Reinforcement boxes, but may be performed from a Landing or a Reinforcement Box.



Assault Example of Play

In this example, it's the Allied player's impulse. He plays the **Shock Assault** card, which allows him to perform an assault from two areas. He decides to assault with all the units in Area 16 and Area 17 against the two German units in Area 11. No additional card has to be discarded in the case of a Shock Assault.

SHOCK ASSAULT

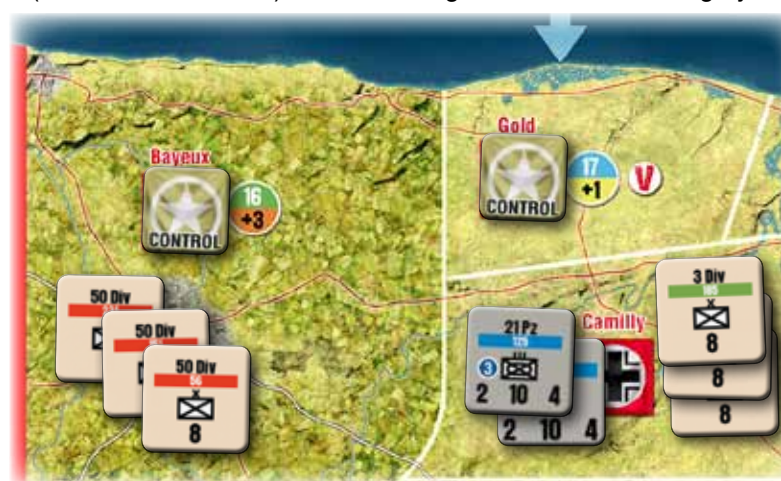


For your impulse activate units (they must be the same nationality) from two areas and Assault a single area adjacent to these units. No additional card needs to be discarded to perform the Assault.

The German player responds by playing a **Bocage** card. This can only be played against one area, and it has to be Area 16 (Area 17 is not a bocage area). This ends the assault for the three Allied units in Area 16 and they become spent in Area 16. The three units in Area 17 must now continue with the assault.

These units move into Area 11, and the German plays a **Defensive Fire** card. This allows his fresh units to perform a fire attack against the Allied units (and he does not become spent in doing so). The German player rolls two dice and gets a 6. He adds 4 to this (for the units firepower) to get a total of 10 attack points. The Allied defense points is 9 (he doesn't get the Defensive Value of the terrain), leading to a net result of 1 damage point. The Allied player applies this point by flipping one of his fresh assaulting units.

The Allied player now performs his attack as part of the assault. His units firepower is now 2 (1 for each fresh unit), he does not get the Divisional Integrity bonus as he is only attacking



with two units from the same division. He rolls 2 dice and gets a 6. The total attack points are 8, and the defense points for the German units is 12 (10 from the units and 2 from the terrain). This results in no effect. The two units now become spent, and this ends the impulse, as shown to the left.

BOCAGE



Play during an Allied impulse. Any Allied units moving (by Movement or Assault) out of Bocage area do not move and become spent. If played against a Shock Assault, only one area does not Assault, and the Assault continues. A second Bocage card will stop both areas;

or
Play during an Allied impulse. Double the Defensive Value of the terrain in one Bocage area.

DEFENSIVE FIRE



For your impulse perform a Fire Attack. At the end of the Fire Attack, these units do not become spent;

or
During an Allied Assault, perform a Fire Attack against the Assaulting Allied units as they enter the area. Your units do not become spent. Allied units that become spent or retreat are unable to participate in the Assault and return spent to their original area. The assault continues. Multiple copies of this card may be played, and for each card perform a Fire Attack.

18-27

12.0 Reinforcements

12.1 Reinforcement Units

Players receive reinforcements during the end phase of a turn. Units arrive as reinforcements on the turn number shown on their counter (to the right of the unit's symbol).

12.2 Placing Reinforcement Units

The Allied places his reinforcement units first, in the Invasion sections of the Landing Boxes, or in a numbered area as indicated on the counter.

The German player must place his reinforcement units in the Reinforcement Boxes as indicated on the counter.

These units are free to linger in the Landing or Reinforcement Box for as long as the owning player wishes, and they do not have to enter the map the next turn.

If a reinforcement is placed in a numbered area, and this would create overstacking, the reinforcement is eliminated.

12.3 Landing and Reinforcement Boxes

Units in a Landing Box may move to the beach area that the Landing Box points to using the normal movement rules (1 movement point to enter the area, plus 1 if the area is German controlled or occupied).

No German units may ever move into or retreat to a Landing Box from another area, but Allied units may retreat into a Landing Box. Allied units may move into a Reinforcement Box, but may never leave it nor retreat into it (should the Reinforcement Box contain any German units, this **does not** add 1 to the movement cost to enter the box). German units may never re-enter or retreat into a reinforcement Box.

Landing and Reinforcement Boxes have no limit to how many units they can hold.

Units in a Landing or Reinforcement Box may never be the targets of any kind of Attack, even from cards, nor may they be Assaulted, nor experience any effect due to card play.

13.0 Control of Areas

At the start of the game, the Germans control all areas on the map except area 28 (which starts the game Allied controlled). At any moment during a game turn, if the player controlling an area does not have a single unit in the area and the opponent has at least one unit in the area, control transfers immediately to the opposing side. Either place an Control marker in the area control box if there is no control marker in the box or remove a control marker if there is currently a control marker in the area control box.

14.0 Special Rules

14.1 Roll to Release

The German units 711/731 and 711/744 may not perform any impulses until released. As an impulse, once per turn, the German player may roll to release all the 711/731 and 711/744 units. Roll a die and on a result that is less than the current turn number, these units are released and may be activated for the rest of the game (including the current turn).



Any Fire Attack or Assault on these units (prior to a successful release roll) automatically and immediately releases them.

A marker is included that can be placed on top of these two units. One side shows "roll for release", indicating that a release die roll has no taken place yet this turn, and the other side shows "roll performed", indicating that the release die roll has taken place for the turn. At the end of each turn when units are flipped to their fresh side, flip this marker to show "roll for release".

When the units are released, discard the marker.

14.2 Bocage

Bocage cards may only be played when an Allied unit(s) tries to move *out* of a bocage area, or Fire Attacks or Assaults within a bocage area. These areas are designated by a green color around the area number.

15.0 Victory Points

At the end of each turn calculate the change in Allied victory points by adding the victory point values of the Allied-controlled areas that can trace a continuous line of controlled areas back to a beach area. Add this value to the victory point total. Subtract the victory point values of the German-controlled areas that can trace a continuous chain of German-controlled areas to a Reinforcement Box. In addition, add ½, 1, or 2 victory points per Allied unit in a Reinforcement Box that can trace a continuous line of controlled areas back to a beach area (note that this is added every turn, not just the first turn the Allied unit enters the reinforcement box). Round down any fractions. For any Allied non-airborne units lost in the current turn (only), subtract 2 VP. For any Allied airborne units (those with blue symbols) lost in the current turn (only), subtract 1 VP.

At the end of turn 8 (June 13), once the victory points for the turn have been calculated, the winner is determined.

If the Allied player controls 5 or 6 beach areas, **and** he has more than 30 Victory Points then the Allied player wins the game. Otherwise the German player wins.

16.0 Credits

Design & Development: Nick Richardson, Brian Youse, Ken Dunn

Graphic Artist: Nicolás Eskubi

Playtesting: Jack Stalica, Nathan Scott, Bruce Hodgins, Scott Blanton, Wray Ferrell



Invasion Example of Play

In this example, we'll show the invasion phase of turn 1, focusing on two of the beach areas, Omaha-1 and Omaha-2. The German player draws three random strongpoints and places them in Area 18 and then does the same for Area 25. These strongpoints are all face up, and both players can inspect them. The German player then places his other units on the map in their designated area. One German unit is placed in Area 25.

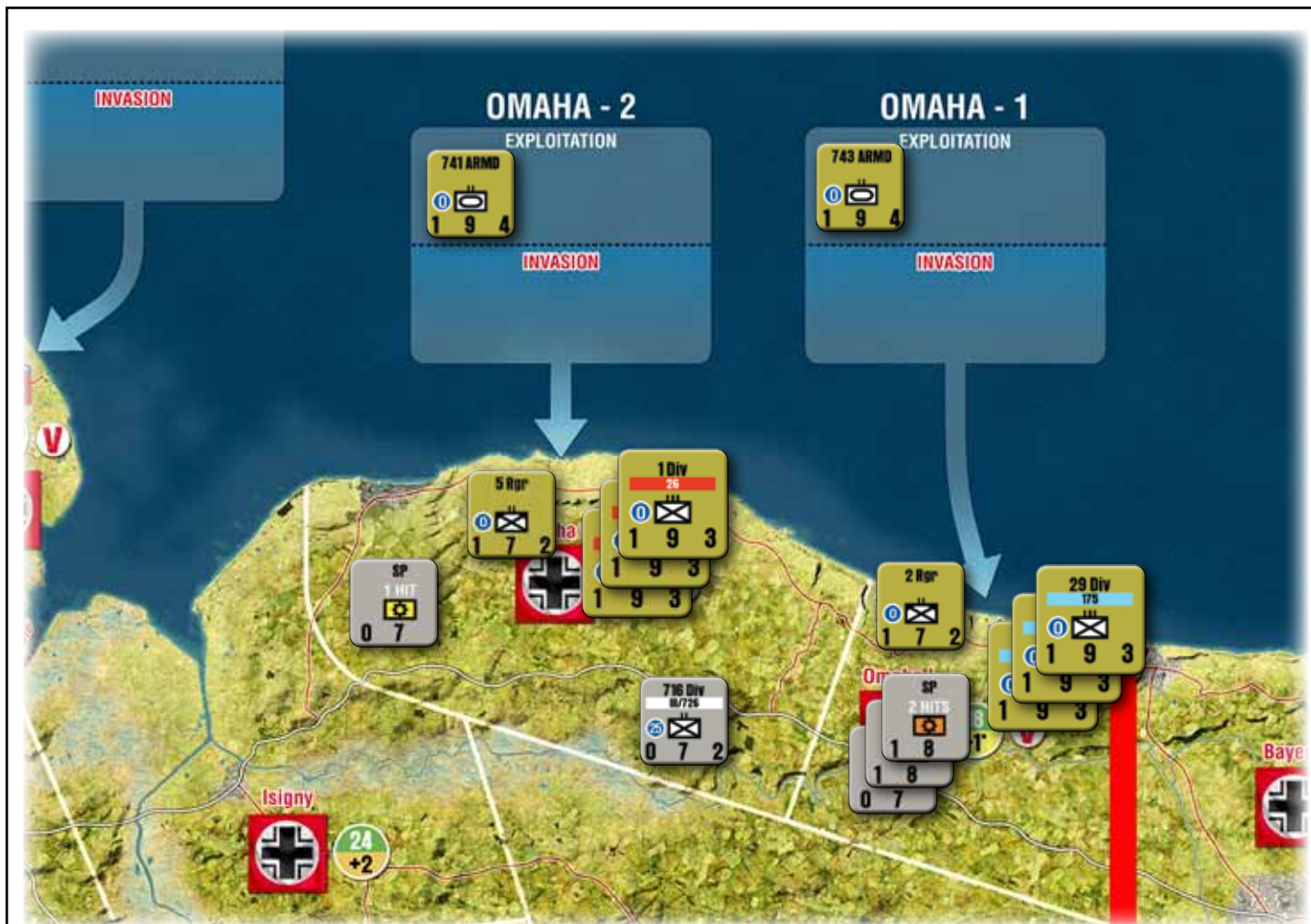
The Allied player then places his units in either in the Invasion or Exploitation section of the Landing Box. He places his fast moving armor units in the Exploitation section, and the other units in the Invasion section. The situation is shown above.

The Allied player now assigns Support Points to each beach area. He has 24 to assign, and no more than 12 points can be assigned to any beach area. He assigns 2 points to Area 18 and 8 points to Area 25. The Allied player now performs a Fire Attack against each beach area, using just the Support Points.

For Area 18, the Allied player rolls 2 dice, and rolls a 4. This gives a total Attack Points of 6 (4+2). The total Defense Points is 10 (8 for the best unit, 2 for the Defensive Value of the area—the 1* means the value is 2 if a strongpoint is in the area). The bombardment has no effect.

For Area 25, the Allied player again rolls two dice, and this time roll a 8. This gives a total Attack Points of 16 (8+8). The total Defense Points for the Area is 11 (9 for the best unit, 2 for the Defensive Value of the area). This means that the German player has to assign 5 Damage Points. These points have to be first applied to the strongpoints, then if any excess damage points remain, they would be assigned to the other German unit in the area. In this case, there is only one way to assign the Damage Points. Two strong points are eliminated (one for 3 points and another for 2 points). This leaves a single strongpoint in the area.

Now the Allied units that are in the Invasion section of the Landing box get moved into the appropriate beach area. The Situation is shown on the following page.



Invasion Example of Play (continued)

Now the strongpoints attack the Allied units that just invaded.

In Area 18, the total firepower is 2, and two dice are rolled with a 6 as the result. The total Attack Points are 8 (6+2). The Defense Points are 9 (best unit defense), with no area Defensive Value, as the area is German controlled. The attack has no effect, and the strongpoints are flipped to spent.

In Area 26, the total firepower is 0, and two dice are rolled with a 11 as the result. The total Attack Points are 11 (11+0). The Defense Points are 9 (best unit defense), with no area Defensive Value, as the area is German controlled. The attack results in 2 Damage Points, assigned by the Allied player. He has two options here. He could either flip two units to their spent side, or he could flip and retreat the 5 Ranger battalion. He chooses to flip and retreat the rangers, and they have to retreat back into the Landing Box. The strongpoint is flipped to spent.

The Allied units that landed now attack.

In Area 18, the total firepower is 5 (4 from the units and 1 for Divisional Integrity), two dice are rolled for a 9, giving 14 Attack Points in total. The German units have 9 Defense Points (7 for the best spent strongpoint, 2 for the area Defensive Value). This causes 5 Damage Points, which is just enough to eliminate all the strongpoints. The beach area is now Allied controlled, and the Allied units become spent.

In Area 25, the total firepower is 4 (3 from the units and 1 for Divisional Integrity), two dice are rolled for an 8, giving 12 Attack Points in total. The German units have 9 Defense Points (7 for the best spent unit, 2 for the area Defensive Value). This causes 3 Damage Points. The first damage point is used to eliminate the strongpoint, and the remaining two damage points are applied to the German unit of the 716 Division. This unit flips and retreats into an adjacent area that is German controlled. The beach area is now Allied controlled, and the Allied units become spent.

This brings the invasion phase to an end (for Omaha beach). The German player will now draw 3 cards, and the Allied player will draw 2 cards, plus one for each beach he controls (up to a maximum of 7 cards). Impulses now begin, starting with the Allied player. He will be able to use his units held back in the Exploitation section of the Landing box to either move or assault onto a beach. Remember that Allied units can enter, but cannot leave, areas that contain strongpoints.