

The Battle for NORMANDY



June – August 1944

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Glossary of Game Terms and Important Abbreviations

1D6: One 6-sided die roll

1D10: One 10-sided die roll

2D6: Two 6-sided dice rolls

Armed Recon: The name for the air mission that attacks ground units and bridges. Also known as strafing.

Assault Hex: The name for the hexes in a Landing Queue.

Beachhead: Each Landing Site can create one Beachhead. A Beachhead acts as an Allied Supply Source and a conduit for Allied Reinforcements.

CRT: An abbreviation of Combat Results Table

CSP: An abbreviation of Combat Supply Point(s)

CW: An abbreviation of Commonwealth

Drift: The movement of an invading unit off its target beach.

DRM: An abbreviation of Die Roll Modifier

EM: Entrenchment marker

EZOC: Enemy Zone of Control

Ground Support: An Air Mission that provides a favorable die roll modifier in a ground attack.

GSP: Ground Support Point

Landing Queue: The group of Assault hexes that are associated with a Beach.

Landing Site: Utah, Omaha, Gold, Juno or Sword

LOS: Line of Sight

MA: Movement Allowance

MF: Movement Factor

MP: Movement Point(s)

O&B: Oxfordshire and Buckinghamshire Light Infantry

OOS: Out of Supply

REM: An abbreviation for Remnant.

Repl: Replacement(s)

Road: Any Highway, Primary or Secondary Road

RP: Replacement Point

Spotter: A unit that can see an enemy target for an artillery unit.

Strongpoint: An immobile German unit often found near the beach hexes.

Support Units: The 0 stacking units used mainly in the Invasion turn. Specifically: AVRE, Crocodiles and Assault Engineers.

TEC: Terrain Effects Chart

ZOC: Zone of Control

1.0 INTRODUCTION

The Battle for Normandy is a game for two players or teams and represents the fighting in Normandy from D-Day, 6 June 1944 to the first week of August 1944. Smaller scenarios cover various smaller battles in Normandy that took place within this time frame. The turn record track extends to mid-August and with a planned future expansion, the campaign can continue into the breakout period.

2.0 GAME EQUIPMENT

- One Rules Book
- One Scenario Book
- Five 22x34" Game Maps
- Nine Countersheets (2520 pieces)
- One Allied Air Allocation Log (laminated)
- One Axis AA Allocation Log (laminated)
- One Turn Record Track
- Two Terrain Effects Chart player aid cards
- One German Record Tracks card
- One Allied Record Tracks card
- Two CRT/Replacement Tables player aid cards
- Two Beach Landing Aids
- Dice: 3D6 and 1D10
- One non-permanent marker

2.1 The Rules

Each major section of the rules is assigned a whole number (1.0, 2.0). Subordinate rules are assigned a corresponding number to the right of the decimal place.

For example, 2.1, 2.2, under rules 2.0: and 2.1.1, 2.1.2, within subset 2.1. This system allows quick and easy cross-referencing of the rules.

2.2 The Game Map

The maps (A, B, C, D and E) portray Normandy, France in 1944. A hexagonal pattern has been overlaid on the map to regulate the movement and positioning of the playing pieces, and to delineate the various terrain features that affect play. These hexagons are hereafter referred to as "hexes."

2.21 Map Placement and Setup

For multi-map scenarios, note that map B is placed over maps A and C. Maps D and E are then placed over maps B and C.

2.3 Charts and Tables:

The Player Aid Cards contain charts, tables and tracks used to assist players throughout play. These are listed below, in alphabetical order:

Allied Air Point Allocation Log: On each Night Turn, the Allied player secretly allocates his Air Points for the day (11.0).

Air Points Track: Tracks the Allied player's Total Air Points Available and the current turn's Ground Support Air Points (11.4).

Anti-Aircraft Fire Table: Determines the result of German AA fire against Ground Support Air Points.

Battalion Drop Accuracy Table: Determines an Airborne unit's drop distance from the regimental Pathfinder's placement hex (17.2).

Bridge Destruction/Repair Table: Determines the success or failure of bridge destruction attempts by Engineers or repair attempts by Engineers (14.0).

Cherbourg Port Destruction Track: Tracks the current state of the Cherbourg port and its VP level (20.4).

Combat Results Table (CRT): Determines the result of combat by rolling 1D10.

Cotentin Peninsula REM Replacements Track: Tracks German step losses and REM type replacements in the Cotentin Peninsula if it should become cut off from the mainland (20.2).

Daily Allied Replacements: Determines Allied replacements received during the Replacement & Reinforcement Phase (9.1).

Daily German Replacements: Determines German replacements received during the Replacement & Reinforcement Phase (9.1).

DD Tank Survival Rating: DD tank units landing must roll vs. each beach's survival roll range (19.6.2).

Drift Rating: Companies hitting the beach during Phase 1 of the Beach Invasion turn must roll vs. each beach's Drift Rating to determine their landing hex (18.3.1).

German AA Point Allocation Log: On each Night Turn, the German player secretly allocates his Anti-Aircraft Points for the day (11.1.3).

Interdiction Level Tracks: Records the Interdiction Level for each map (11.2).

Mines/Submarine Table: The German player rolls every time a naval unit moves from its hex. It may be damaged and therefore be removed from the game (10.9).

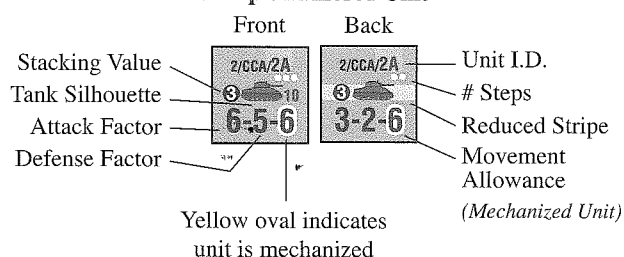
Mulberry Construction Track: Records the construction level for the two Mulberry Harbors available to the Allied player(s) (19.4.1).

Pathfinder Drop Chart: Determines accuracy of a parachute regiment's Pathfinder drop (17.1).

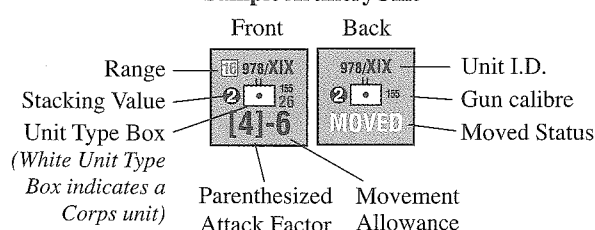
Recon Mission Track: Number of Armed Recon missions available for use in the Combat Phase (11.1.2).

Step Loss Track: Tracks both Allied and German step losses which turn into limited Replacement Points (9.3.5).

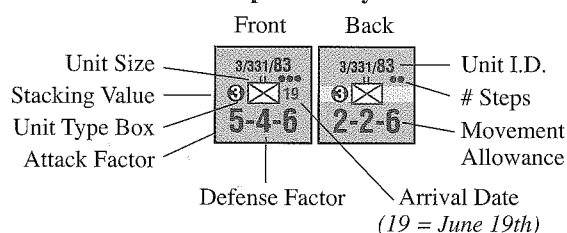
Sample Armored Unit



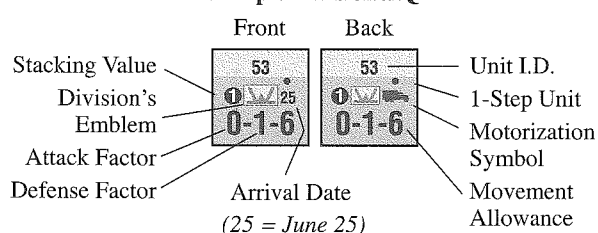
Sample Artillery Unit



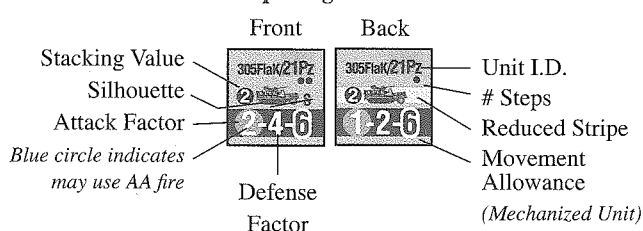
Sample Infantry Unit



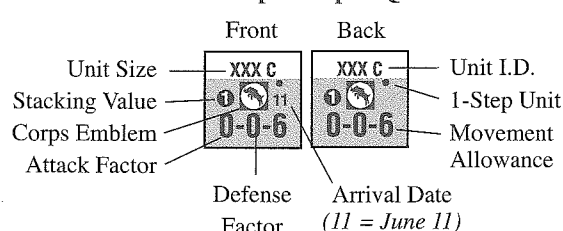
Sample Division HQ



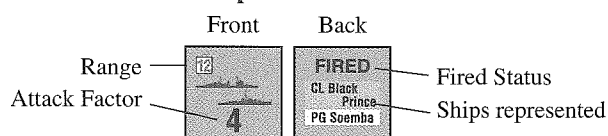
Sample Light AA Unit



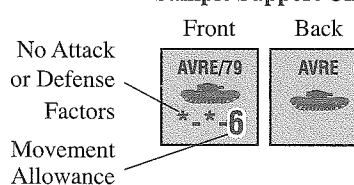
Sample Corps HQ



Sample Naval Unit



Sample Support Unit



Supply Track: Tracks the Combat Supply Points available for the Allied player(s) during the current turn (7.6.2).

Terrain Effects Chart (TEC): Lists the modifications to movement and combat for each terrain type (10.6). Also, lists any modifications due to weather (8.2).

Turn Record Track: Displays the current turn, the weather for the turn, and lists any special events.

Victory Point Track: Tracks the current Victory Points (VPs) earned by the Allied player for the scenario being played.

Weather Table: Lists the modifications to support points, movement and combat for each weather type (8.2).

2.4 The Playing Pieces:

There are two basic types of colored, die-cut playing pieces: military units and game markers. These playing pieces will hereafter be referred to collectively as counters, units and/or markers.

2.4.1 Military Units

The military units represent the historical combat and maneuver formations. The numbers and symbols on the counters indicate the size, attack and Defense Strength, movement allowance, nationality and unit type.

2.4.2 Arrival Dates

Printed on most combat units is the unit's Arrival Date. A "J" prefix indicates the unit arrives in July. An "A" prefix means August. An "S" prefix means "At Start." If the date does not have a prefix, then

the unit arrives in June.

EXAMPLES:

- 10 10 June
- J10 10 July
- A10 10 August

2.4.3 Explanation of Military Unit Values

Attack Strength (AS): The combat value printed on a counter to identify its strength, used when the owning player is the attacker in combat.

Defense Strength (DS): The combat value printed on a counter to identify its strength, used when the owning player is the defender in combat. Artillery units always have a DS of (1) which is cumulative with other units in the same hex.

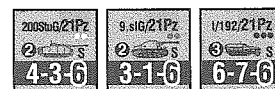
Movement Allowance (MA): The maximum number of Movement Points (MPs) a unit can spend to move during a Movement Phase.

Stacking Value: The relative size of a combat unit, used to determine how many units can stack together in a hex.

Step Value: The number of dots indicates the number of steps a unit has.

If none is present, it is a 1-step unit.

The color of the dot indicates whether the unit is eligible for the Combined Arms Bonus or can cancel the Combined Arms Bonus (12.6.2). White dots indicate a Tank type unit eligible for the Combined Arms Bonus. Red dots indicate a unit that can cancel the Attacker's Combined Arms Bonus.



Unit Type Boxes		Allied Vehicles		German Vehicles	
Infantry Type Units	Infantry	Tank	M3 Light Tank	Tank	Pzkw IV
	Bicycle Infantry		M5 Stuart		Pzkw V Panther
	Commando		M4 Sherman		PzKw VIe Tiger I
	Engineer		Sherman VC Firefly		PzKw VI f Tiger II
	Ranger/Commando		Sherman DD		Sturm Pz I Bison 150mm
	Paratroop Infantry		Mk IV Churchill		SturmPz IV Brummbär
	Glider Infantry		Mk VIII Cromwell		StuG III
	Airborne Engineer		Mk VIII Centaur		4.7cm PaK auf PzKw 35f
	Ost (East Battalion)		Churchill AVRE		7.5cm PaK40 (St) 39H
	Heavy Weapons		M10 (Achilles)		Marder
Artillery Type Units	Airborne Heavy Weapons	Anti-Tank	M18 Hellcat	Anti-Tank	Marder III
	Artillery		M7 Priest 105mm		JagdPz IV
	Mountain Artillery		Sexton 25 pdr		Jagdpanther
	Airborne Artillery		M12 155mm		Nashorn
	Heavy Anti-Aircraft		Jeep w/50.cal MG		Sd.Kfz 124 Wespe 105mm
	Light Anti-Aircraft		Humber Scout Car		Sd.Kfz 165 Hummel 150mm
	Anti-Tank		Daimler Scout Car		sFH13 auf GW Sd.Kfz 135/1 150mm
	Coastal Artillery		M3 Halftrack*		Sd.Kfz 4 Maultier 4/1
	Mortar		M8 Greyhound		BMW R-75
	Headquarters				Sd.Kfz 222
		Tank		Self-Propelled Artillery	PSW 234/1
					PSW 234/2 Puma
					Sd.Kfz 251 SPW*
					Sd.Kfz 10/4

*Considered Infantry Type Units

Range: The maximum distance in hexes at which an artillery unit or naval unit may fire at a Spotted unit. The maximum distance may be affected by Weather (8.2). The range includes the target hex, but not the hex the unit fires from.

Unit Size: Located on top of the NATO unit-type box, this denotes the military formation type, which will be one of the following:

XXX: Corps	III: Regiment
XX: Division	II: Battalion (or "Group")
X: Brigade	I: Company (usually a breakdown unit)

2.4.4 Unit Designation Differences

Note: A British or Canadian (hereafter referred to as "Commonwealth" or "CW") "regiment" is roughly equivalent to an American or German "battalion." Likewise, a CW "brigade" is roughly equivalent to an American or German "regiment."

2.4.5 Color Scheme

The counters of each particular nation are identified by the counter's background color (see below).

- | | |
|-----------------|-----------|
| • United States | Green |
| • Great Britain | Light Tan |
| • Canada | Dark Tan |
| • Poland | Orange |
| • France | Dark Blue |
| • Germany | Grey |

Additionally, inside the NATO unit-type identification box, units are further color-coded by division to simplify organization during play. Units with a white-filled NATO unit-type box are usually unattached units belonging to a Corps. "Corps" units are not always identified as belonging to a particular Corps in the game. Corps units with no Corps designation may operate freely under any Corps HQ.

2.5 Game Scale

Each Day turn represents about 6 hours. Night turns are abstracted to include night and early morning.

Each hex represents about 1270 yards.

Military units, or counters, represent mostly battalion sized units —generally about 800-1000 men in an Infantry battalion or 50-80 tanks in an Armor battalion. Some companies are present in the game; most of these are simply "break-down units," and are primarily used during the June 6 Invasion Turn.

3.0 STANDARD PROCEDURES

There are several standard conventions and basic concepts used in play.

3.1 The Dice

The game uses a ten-sided die (D10) and six-sided dice (D6) to resolve events such as combat, weather etc. throughout the game.

The 0 on the 10-sided die is always considered a 10.

3.2 Fractions

All fractions are rounded up, but combine the values in a stack before halving. *For example, the two values 5 and 6 would halve to 6 (5 + 6 = 11, 11 ÷ 2 = 5.5, rounded up to 6).*

3.3 Hex Control

Hex Control is the term used to describe which side is "in control" of a particular hex at each instant during play. Hex Control is important for Victory Conditions.

Hexes that are occupied by a player's units, or are within the Zone of Control (see 5.0) of only one player's units, instantly become controlled by that player. Unoccupied hexes within the ZOCs of both players' units do not change ownership.

The control status of every hex can change back and forth any number of times during a scenario.

Markers have been included to remind players of which side controls particular victory locations. The different Allied flags: US, British and Canadian are only provided for players who wish to use them in this way.

3.4 Unit Steps

Most units in the game are Battalion-sized (see 2.4.4), and consist of three steps, or companies. Units have a number of colored dots on the full-strength side of the counter to identify the number of steps in the unit. Some general guidelines are explained below:

Units that have three steps include:

- Infantry battalions
- Armored or Panzer battalions
- Panzer Grenadier or Armored Infantry
- Armored or Panzer Recon with an attack or defense value of (3) or greater.

Some battalions have only two steps. Usually these have combined attack and defense values of less than (4) on their reverse side.

HQs, artillery units, German coastal batteries, company breakdown units and other units with no combat values on their reverse side have one step.

Generally, all other units have two steps.

3.5 Phasing Player

If it is a particular player's phase, they are considered the "Phasing player," regardless of which player is taking action at a particular time.

EXAMPLE: The German player is selecting artillery for defensive support during the Allied player's combat phase. The Allied player is still considered the "Phasing Player."

3.6 Fog of War

A player may never examine an opponent's unit stacks unless they have a friendly unit adjacent to the hex and the opposing units are not in City or Bocage type terrain. The only way to inspect an enemy stack prior to ground attack in these types of terrain is through Armed Recon. Artillery may not fire at an enemy hex unless the target has been Spotted by friendly units or Armed Recon. When attacking a hex or bridge with Armed Recon, the defending stack is only revealed after the attack is declared. Once a player declares an attack, it must take place.

3.7 June 6 Invasion Turns

The "Invasion Turns" referred to in the rules consist of the two turns on 6 June in which the Allied player(s) will conduct their initial assault on Normandy. These turns are the Night and AM turns of June 6, 1944 and consist of the Air Drop and Beach Invasion phases

4.0 THE GAME TURN

The *Battle for Normandy* is divided into a number of Game Turns depending on the scenario chosen. Each complete Game Turn is divided into Night, AM and PM Turns each composed of several phases. The sequence of play must be strictly followed in the order presented below. Hence, once a player has finished a given phase and gone on to another, he may not go back to perform a forgotten action or redo a poorly executed one unless his opponent permits it.

SEQUENCE OF PLAY

This is the sequence of play for all turns after June 6. See 16.0 for the sequence of the June 6 turns.

A. The Night Turn

1. Night Inter-Phase

- Weather Determination Phase (8.0)
- Mulberry Harbor Construction (19.4.1)
- Cherbourg Port Destruction Phase (20.4)
- Allied Naval Movement Phase (10.9)
 - ◊ Move Naval units
 - ◊ Flip all Naval units to their Ready side
- Replacement & Reinforcement Phase
 - ◊ Both Players Place Reinforcements (9.2)
 - ◊ Allied Replacement Segment (9.3–9.6)
 - ◊ German Replacement Segment (9.3–9.6)
- Air Allocation Phase (11.1)
 - ◊ Both players allocate Air or AA Points
 - ◊ Reveal assignments
 - ◊ Resolve air interdiction
 - ◊ Place the Allied Ground Support marker on the Daily Ground Air Points Track

2. Allied Night Player Turn

- Allied Engineering Phase (14.0)
- Flip Allied Artillery Units to Ready side (12.5.2)
- Allied Night Movement Phase (10.7)
- Allied Night Combat/Artillery Phase (12.6.1)

3. German Night Player Turn

- German Engineering Phase (14.0)
- Flip German Artillery Units to Ready side (12.5.2)
- German Night Movement Phase (10.7)
- German Night Combat/Artillery Phase (12.6.1)

B. The AM Turn

1. Allied AM Player Turn

- Flip Allied Artillery Units to Ready side (12.5.2)
- Allied Movement Phase (10.0)
- Allied Combat/Artillery Phase (12.0)
- Allied Mechanized Movement Phase (10.5)

2. German AM Player Turn

- Flip German Artillery Units to Ready side (12.5.2)
- German Movement Phase (10.0)
- German Combat/Artillery Phase (12.0)

- German Mechanized Movement Phase (10.5)
- Allied Armed Recon Air Attack Phase (11.3)

3. End of Turn Phase

Advance Phase Turn Marker

C. The PM Turn Identical to the AM Turn

D. End of Day Phase

- Check For Victory (see the individual scenario rules)
- Advance Day Marker

5.0 ZONES OF CONTROL

5.1 General Rule

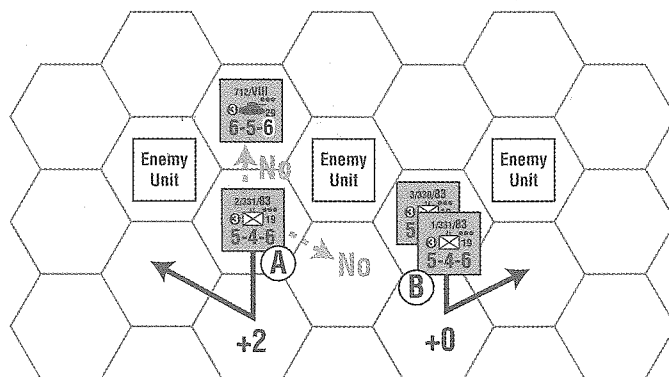
Zones of Control are hereafter referred to as a “ZOC,” or in the case of an enemy Zone of Control: “EZOC.” All ground units exert a ZOC into the six hexes surrounding it. It is possible that both sides exert a ZOC simultaneously into the same hex. Multiple ZOCs into the same hex produce no additional effects.

5.2 ZOCs and Movement

It costs no additional Movement Points (MPs) to enter an EZOC. Units must pay two additional MPs to exit an EZOC. (However, see “Holding the Line” below). Combat units may move after entering an EZOC as long as they pay the +2 MPs for each EZOC they exit AND as long as they don’t move from one EZOC directly into another EZOC. Units may not move from one EZOC to another adjacent EZOC unless they have first moved to another hex that is not in an EZOC first.

It does not cost any additional MPs to leave the initial EZOC under the following two conditions:

- It’s a Night Turn.
- **HOLDING THE LINE:** If the unit *begins the turn there* and at least one unit stays in the hex at the moment the unit(s) moves away. It does not matter whether the unit that is “holding the line” moved there earlier in the turn or if it subsequently moves out of the hex later in the Movement Phase; it still negates the +2 MPs cost for the other units leaving.



EXAMPLE: Unit A and Unit B are both in an EZOC. Unit A must pay 2 extra MPs to exit the EZOC. Note that it cannot move from EZOC to EZOC, even when a friendly unit occupies the hex the unit is moving into. Unit B pays no additional MPs to exit the EZOC since a friendly unit is staying behind to Hold the Line.

5.3 ZOCs and Terrain

ZOCs extend across all hexsides except All Sea hexsides and extend into all hexes except City hexes.

5.4 Other Effects of ZOCs

- **RETREATS:** A stack of units will suffer a step loss if it retreats into an EZOC. A friendly unit in a hex containing an EZOC does negate that EZOC for the purposes of Retreats (12.10).
- **LINE OF SUPPLY:** A Line of Supply cannot be traced through a vacant hex in an EZOC. A friendly unit in a hex containing an EZOC does negate that EZOC for the purposes of tracing a Line of Supply (7.3).

6.0 STACKING

6.1 Stacking Limits

Stacking refers to the placement of more than one unit in a single hex. A unit's Stacking Value is listed on the counter. A maximum of 6 Stacking Points may occupy a single hex at the end of each phase. Some CW units have a Stacking Value of 4, e.g. armored regiments. However, these units may still stack with an infantry battalion that traces supply to the same Division HQ, even if the Stacking Points would then be seven in the hex.

6.2 Overstacking

The stacking limit can be exceeded during the course of Movement, Retreat, Advance After Combat and placing Reinforcements. The stacking limit must be strictly observed at the completion of each Phase. The owning player must correct all stacking violations at the end of the phase by eliminating enough units from the hex to satisfy the stacking limit. See 12.10 regarding units retreating due to Combat into an overstacked situation.

6.3 US and Commonwealth

US and CW units cannot normally stack together. The exception is in the case of a retreat by one of them, but this must be corrected in the next Allied Movement Phase in which the stacked units can legally move.

7.0 SUPPLY AND HEADQUARTERS

7.1 Supply Summary

Units require supply to operate at full effectiveness. Units are always either in supply or out of supply (OOS). There are two types of Supply:

- General Supply (7.2)
- Combat Supply (7.6)

WHEN SUPPLY IS CHECKED: General Supply is checked for each unit at the start of its movement; Combat Supply is checked at the moment of Combat. It is permitted to move units into hexes where they will, or likely will, become OOS.

7.2 General Supply

Units in General Supply do not suffer any of the adverse effects of being Out of Supply (7.5). Units are in General Supply if they can trace a Line of Supply to a Supply Source or to an appropriate HQ which is also in General Supply.

DIVISION HQs: Division HQs that are in General Supply can provide General Supply to all units belonging to the Division plus

up to three other units. This may include one non-artillery unit from another Division, but the remainder must be Corps units. These three units are considered temporarily "attached" to that division. The German player may freely attach Division and Corps artillery units, but Allied artillery organic to a Division may not attach to a different Division. Corps artillery may be attached to any Division or KG HQ.

Note: German units (only) may under certain circumstances create and use a Kampfgruppe (KG) HQ (20.3).

Exception #1: A CW Division can provide General Supply to all units of a single CW Armored or Tank Brigade regardless of the number of units in that brigade. This is in addition to the three non-Division units that it may provide General Supply to.

Exception #2: Crocodile units may freely attach to any CW Division and do not count towards the 'three unit' limit.

CORPS HQs: Corps HQs that are in General Supply can provide General Supply to an unlimited number of non-Division units. A Corps HQ does not provide General Supply to Division units. Breakdown companies are considered Corps units for purposes of supply, except during the invasion turns.

7.3 Line of Supply

A Line of Supply consists of an uninterrupted line of contiguous hexes traced from the unit in question back to a Supply Source. Such a path may not:

- enter hexes occupied by enemy units or Strongpoints;
- enter hexes in EZOCs unless there is a friendly unit there to negate that EZOC for supply purposes.

7.3.1 Supply Route Length

- A Corps HQ is in supply if it can trace a Line of Supply of any length to a Friendly Supply Source.
- A Division HQ is in supply if it can trace a Line of Supply up to a maximum of 20 MPs to a friendly Supply Source or to any friendly Corps HQ that is in supply.
- A Division *unit* is in supply if it can trace a Line of Supply of up to six hexes or 6 MPs (owning player's choice) to a Friendly Supply Source, or to the unit's Division HQ, if that is in supply.
- A non-Division unit is in supply if it can trace a Line of Supply up to six hexes or 6 MPs (owning player's choice) to a Friendly Supply Source, or to a Corps HQ that is in supply. Alternatively, up to three non-divisional units may trace to each Division HQ.

7.3.2 The Effects of Terrain on Line of Supply

A Line of Supply may only be traced over an un-bridged Stream or River hexside if the unit tracing supply is adjacent to that Stream or River hexside.

If using MPs, always use the infantry movement rates: 1/2-MP per hex on Primary Roads and 1/3-MP per hex on Highways for supply purposes. For this purpose use the 1/3 rate on Highways even if enemy units are within three hexes of the Highway.

7.3.3 The Effects of Weather on Line of Supply

Supply ranges are halved during Heavy Rain and Storm turns.

7.4 Supply Sources

Allied Supply Sources: Each Beachhead (18.8.2) is an Allied Supply Source. Allied units trace to the Beach hex at the end of the Beachhead Queue. Commonwealth and Polish units must trace a Line of Supply to a British Beachhead for Combat Supply; US

and French units must trace a Line of Supply to a US Beachhead for Combat Supply. Allied units may trace a Line of Supply to any Beachhead for General Supply.

PATHFINDERS: Pathfinders act as General Supply sources (but not Combat Supply) for Airborne units during the June 6 PM turn. Treat them as a Division HQ for supply purposes (including Supply Route Length)

German Supply Sources: German Supply Sources are all highway or road hexes on the East or South map edge that lead off the map. Additionally, the German player may draw General Supply from any friendly controlled City hex in Bayeux, Cherbourg, Caen, Argentan, Flers or Vire.

7.5 Out of Supply Effects

Units that are not in General Supply are considered to be Out of Supply, or OOS. A Unit that is OOS suffers the following penalties:

- Attack Strength is halved (rounded UP). *For example, an Attack Strength of (5) would round up to (3)*
- Movement Allowance is halved (rounded UP). This IS cumulative with the halving for Allied Night Movement and Mechanized Movement. *For example, the MA of an OOS Allied unit moving at Night would be halved twice: from 6 to 3, then from 3 to 1.5, rounding up to 2.*
- Cannot receive Replacements
- Cannot receive Combat Supply
- Cannot use Strategic Movement

Units that are OOS still retain their full Defense Strength.

Exceptions:

- Parachute Infantry and Beach Invasion units are considered in

General Supply and in Combat Supply, without spending CSP, on the 6 June Night and Beach Invasion Turns, regardless of whether a Line of Supply can be traced or not.

- Additionally, until the end of the 6 June PM turn, units of the British 6th, and US 82nd & 101st Airborne Divisions are in General Supply if they can trace a Line of Supply to any Pathfinder hex, but cannot use Combat Supply until their Division HQ can obtain normal supply from a Corps HQ or Beachhead
- German units are considered to be in General and Combat Supply throughout the 6 June Night and Beach Invasion turns.

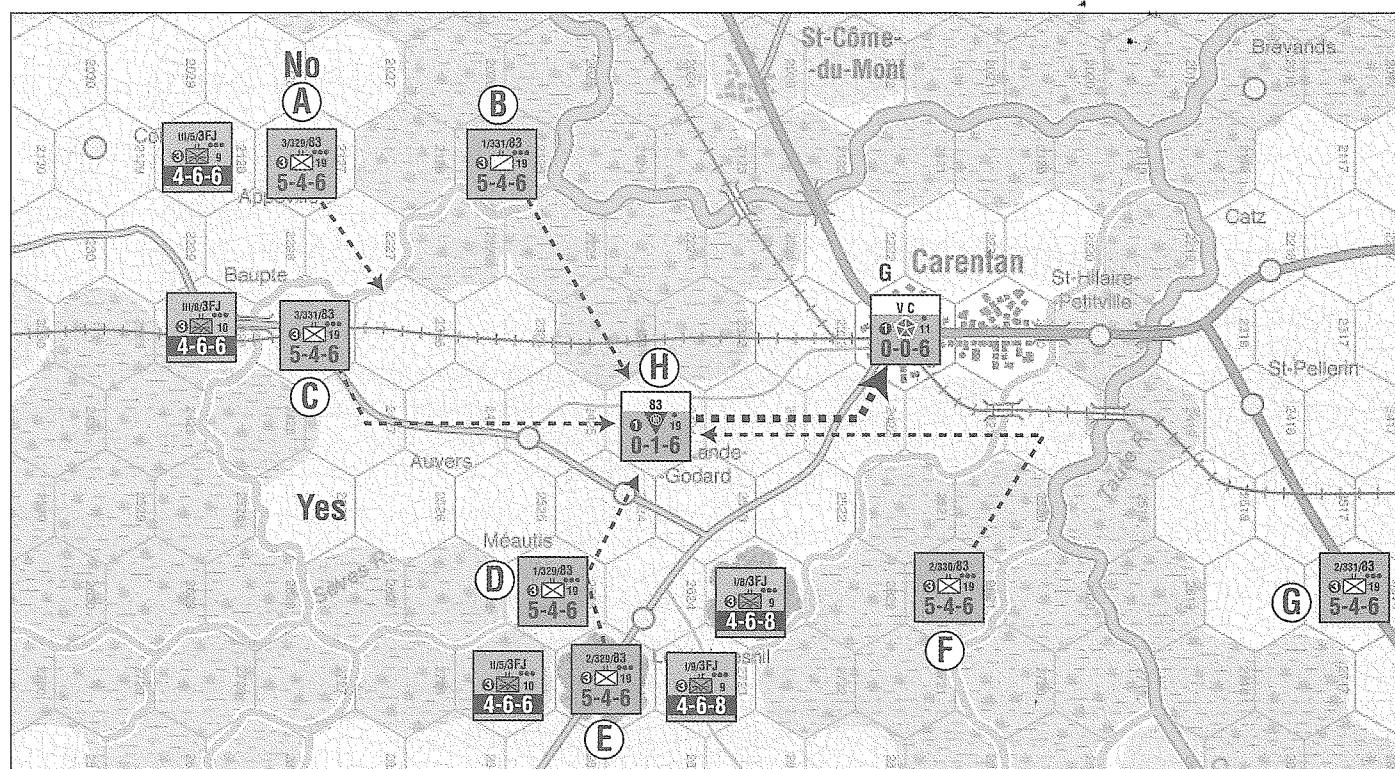
7.6 Combat Supply

7.6.1 Combat Supply in General

Combat Supply allows a unit access to Division and Corps artillery in combat and for the Allies, air and naval support. Only units that are tracing their General Supply through the appropriate HQ (7.2) are in Combat Supply. (Units drawing General Supply directly to a Beachhead, City or map edge hex, WITHOUT going through the appropriate HQ(s) are not in Combat Supply). Combat Supply is the same for both sides, the difference being that the Allied player(s) must use Combat Supply Points (CSPs) when using artillery or naval support in combat. The German side has no such restriction.

If at least one unit of the attacking force is in Combat Supply, then all units involved in that attack can benefit from Combat Supply (artillery, air and naval support). Its conceivable that some units in an attack could be Out of Supply (Attack Strength halved) as long as at least one unit is in Combat Supply.

Corps units can draw Combat Supply from the Division to which they are attached, or from a Corps HQ unit. Lines of Supply for such units must comply with 7.3.1. Until Allied Corps HQs land, Allied



EXAMPLE OF SUPPLY LINES: All Allied units are in General Supply except unit A. Unit A's Line of Supply cannot be traced across a Stream hexside unless the unit is adjacent to that Stream hexside.

Unit's B, C, D, E and F trace six hexes back to their Divisional HQ, while unit G must use MPs to reach the HQ. Note how Unit D cancels the effect of EZOCs for the purpose of tracing a Line of Supply.

Corps units can also draw Combat Supply from a Beachhead. German Corps units can only draw Combat Supply from the Division HQ to which they are attached or from a Corps HQ.

7.6.2 Combat Supply Points (CSPs)

Only the Allied player has CSPs. The Allies begin the game with a number of CSPs according to the scenario instructions. Keep track of the number of Allied CSPs with the Supply marker on the Allied Supply Track. The Allied player receives additional CSPs each day based on the Weather, scenario, the control of Cherbourg (20.4) and/or presence of a Mulberry Harbor (19.4). These may be accumulated from turn-to-turn. As they are used in combat, the marker on the Supply Track should be adjusted accordingly.

The Allied player must spend CSPs to conduct a Major Attack (7.6.3) or to use Artillery, Naval Gunfire or Ground Support in combat. The Allied player may always attack from a single hex without spending a CSP as long as he does not use Artillery, Naval or Air support.

7.6.3 CSP Cost

The number of CSPs required in an attack is based on the number of hexes the defending unit or units are attacked from. There are three types of combat that use Combat Supply:

- **Normal Attack:** The attacker is attacking from a single hex. It costs 1 CSP to supply a Normal Attack with support (the number of artillery units used has no effect).
- **Major Attack:** The attacker is attacking from multiple hexes. It costs 3 CSPs to support a Major Attack (the number of artillery units used has no effect).
- **Defensive Artillery Fire:** Allied players must also expend 1 CSP per hex to use Artillery or Naval or Air Support to assist friendly units that are attacked during the German Player Turn. The number of artillery and naval units used has no effect.

7.6.4 Attacking Without CSPs

Allied units may always attack at full strength from a single hex without spending any CSPs as long as they are in General Supply. However, in this situation they will be unable to use Air, Naval or Artillery support.

If a multi-hex attack must be conducted due to the Mandatory Attack rules (12.3), and the Allied player(s) cannot or does not wish to spend CSPs, the attack must be conducted at half strength even if the units are in General Supply, and no support may be used.

7.7 Headquarters and Combat

A Division HQ has a Defense Strength of (1). Corps HQs have no Defense Strength; if a Corps HQ is attacked during the combat phase, it is automatically eliminated and placed on the next Night Turn on the Turn Record Track.

If a German HQ unit is attacked, its Defense Strength is as shown on the counter (0 or 1) unless it controls Feldersatz Replacement Points (see 9.6). In this case, its Defense Strength is equal to its REPL level. The inherent HQ Defense Strength and its REPL level are not combined.

EXAMPLE: The 352nd HQ has 3 REPL Points remaining under its counter and it has an inherent Defense Strength of (1). It is attacked by US units. Its Defense Strength is 3, not 4.

7.8 Elimination of Headquarters

If a Division or Corps HQ unit is eliminated in combat, it is placed on the next Night Turn on the Turn Track and reenters the game during the Engineering Phase of that Night Turn. Division HQs can be placed in any hex that is:

- within six hexes of a unit of its Division
- not in an EZOC

A Corps HQ unit follows the same rules but can be placed within 10 hexes of ANY friendly unit.

If a German HQ is eliminated in combat, any REPL Points it owned at the time are eliminated and are not returned when the HQ reenters the map.

If no such location exists at the time that the HQ becomes available, then it may not return to the map. Move it immediately to the next turn on the Turn Record Track. In this case it does not necessarily have to be a Night Turn, the HQ unit will be available again in the next Game Turn. This can continue indefinitely; an HQ unit is never permanently destroyed.

8.0 WEATHER

8.1 Weather Die Roll

On each Night Turn, the Allied player refers to the Weather Table and rolls 2D6 to establish the current day's weather. The result determines the weather for all three turns of the current day (Night, AM and PM).

Summary of Weather Effects

Dice Roll	Weather	CSPs	Allied Air Availability	Allied Naval	Supply Range	Allied Reinforcements	Combat DRM
12	Clear:	12	Full	All	-	-	-
10-11	Partly Cloudy:	11	-10	All	-	-	-
9	Cloudy:	10	-30	All	-	-	-
8	Overcast:	9	-40	All	-	-	-
7	Heavy Overcast:	8	-55	BB, CA, CL only	-	-	-
6	Fog:	7	-70	BB, CA, CL only	-	-	-
5	Light Showers	6	-80	BB, CA only	-	-	-
3-4	Heavy Rain:	5	None	None	Halved	Max 1 per Beachhead	-1
2	Storm:	0	None	None	Halved	No Reinforcements	-2

DDs and Monitors may only be used for Naval Gunfire Support on Weather die rolls between 8-12.

Important Note: In the next Night Turn following one which resulted in Storm weather, there is a -1 DRM to the new weather roll.

EXAMPLE: If on 19 June there was Storm weather, on the 20 June Night Turn there will be a -1 DRM applied to the die roll (3 becomes a 2, 6 becomes 5, etc).

See the Weather Chart and TEC for specifics.

8.2 Effects of Weather

Along with the effects on ground movement per the TEC, Weather affects combat (12.6.4), Supply Ranges, Allied Supply, Allied Naval and Air Support, and Allied Reinforcements. See the Summary of Weather Effects below.

Ships During Bad Weather: If a naval unit cannot fire due to weather, it is not removed from the map, it is just ignored until the weather clears up.

9.0 REPLACEMENTS AND REINFORCEMENTS

9.1 The Replacement & Reinforcement Phase

The sequence of the Replacements and Reinforcements Phase is as follows:

- 1. Place Reinforcements:** Both players place reinforcements according to 9.2.
- 2. Allied Replacement Segment:** Roll for replacements and add the appropriate replacement types to the Replacement track. The Allied player may now use these RPs and his REM RPs for his reduced or eliminated units during this segment.
- 3. German Replacement Segment:** Roll for replacements and add the appropriate replacement types to the Replacement track. The German player may now use these RPs, plus his REM RPs, and Feldersatz Battalion RPs for his reduced or eliminated units during this segment.

9.2 Reinforcements

Reinforcements consist of new units made available to each side according to the Reinforcement Schedule. A player may voluntarily withhold reinforcements to enter on any later turn.

9.2.1 German Reinforcements

German Reinforcements enter the map at the location specified on the Reinforcement Schedule. They enter the map at the road rate spending their first movement point for the hex of entry. Line the units up within stacking limits off the map, as if they were on virtual Road/Highway hexes; then move them onto the map paying the movement costs for those virtual hexes at the appropriate rate. All units are considered in General Supply for movement on the turn they enter the map, thereafter they are subject to all normal supply rules.

BLOCKED ENTRY HEXES: Units whose entry hex is blocked may enter in any adjacent hex, but are immediately subject to normal EZOC restrictions. The German player may delay the Reinforcements one turn to bring it onto the map through the closest road hex to the left or right of the original road hex.

9.2.2 Allied Reinforcements

Allied Reinforcements must land (if possible) at the Beachhead indicated on the Allied Arrival Schedule. If that Beachhead is Ger-

man controlled it may land at a different Beachhead within the same nationality group (US/French units at Omaha or Utah, CW units at Gold, Juno or Sword). Corps units may land at any appropriate beach as shown:

US Corps units

- Omaha Beach
- Utah Beach

CW Corps units

- Gold Beach
- Juno Beach
- Sword Beach

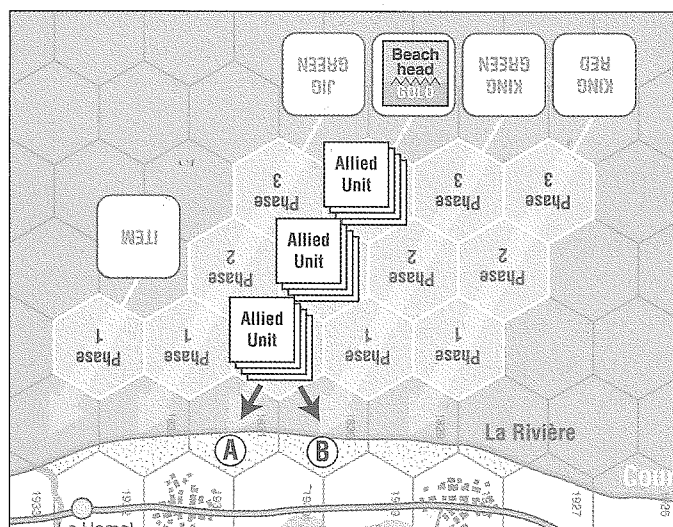
During the Reinforcement Phase, place units on the Assault Hexes (18.2) of the appropriate Beachhead in any order desired, abiding by stacking limits (four units per hex). Units may be placed in any Assault Hex of the Beachhead queue as long as space is available and as long as units currently in the queue land before the new units. Each movement phase (including the Allied Night Movement Phase), advance units towards the beach. Units in the Phase 1 hex should be moved first, landing onto a Beach Hex adjacent to the Phase 1 hex (and stopping). Then advance all others behind them one hex. Artillery units land on their MOVED side.

STACKING: All stacking rules must be followed—four units per Assault Hex, and normal stacking rules once on land. If a unit cannot move forward or land on the beach due to stacking, then it remains in place.

Exception: If a player cannot land any units due to the presence of enemy units near the beach, ONE battalion (only) may move onto the beach. If this move causes an overstacking situation (for example, a battalion moves into a hex with two companies), immediately remove a unit or units to meet stacking requirements. In this instance, do not wait until the end of the phase to check stacking.

MECHANIZED MOVEMENT PHASES: Reinforcements do not land during Mechanized Movement phases, but mechanized units on Beach hexes may move normally.

As units advance onto the beach, and units behind are advanced along the queue, additional units may be placed into the Landing Queue.



EXAMPLE: The four units in the Phase 1 hex are moved first, landing on Beach hexes A or B, and abiding by the stacking restriction of 6 Stacking Points per hex. The eight units in the Phase 2 and Phase 3 hexes are moved forward one hex.

Units may be placed in any hex in the queue as long as stacking limits are not exceeded, and as long as they are not placed ahead of units already on the queue.

See also Mulberry Harbors (19.4).

9.3 Replacement Points (RPs)

There are two types of RPs: Infantry (INF) and Armor (ARM). For the Allies, there are US and CW replacement steps. US steps may only be used to replace US or French step losses. CW replacement steps may only be used for British, Canadian or Polish units. German RPs may be used for any German unit of the appropriate type.

RPs come from three different sources:

- Turn-based (9.3.4)
- REM Replacements (9.3.5)
- German Feldersatz Battalion RPs (9.6)

RPs received by the Replacement Tables, and those accumulated from the previous day through the REM Replacement procedure, must be used in the Replacement & Reinforcement Phase or are lost. **Any accumulated RPs remaining on the Replacement Tracks at the end of the Replacement & Reinforcement Phase are removed.**

9.3.1 Infantry Type Replacements

Infantry RPs represent manpower and may be used for any of the following types of units:

- Infantry
- Engineer
- Bicycle
- non-mechanized Recon
- Motorcycle
- Airborne (it takes two Infantry RPs to replace one Airborne step)

9.3.2 Armor Type Replacements

Armor RPs represent equipment and may be used for any unit with their MA in a yellow or blue oval or for any heavy weapons-type unit. Specifically:

- Armor
- Tank Destroyer (TD)
- Sturmgeschütz (StuG or assault gun)
- Mechanized Infantry or Panzergrenadier
- Heavy Weapons or Schwere
- Artillery or Nebelwerfer
- Anti-Tank (AT)
- Anti-Aircraft (FLAK)
- Mechanized Reconnaissance (Recon)

Important: Some units like Panzergrenadier, Mechanized Recon and Schwere units use both Infantry and Armor type replacements, see the Breakdown and Replacement Chart on the next page.

Note: It costs two Armor RPs to rebuild one artillery unit (including Nebelwerfers).

9.3.3 Restrictions

- Air Points, Ships, German Coastal Artillery, Commando and Ranger type units can never receive Replacement Points or be rebuilt.
- Airborne units cannot receive Replacements until June 8th.
- See 20.2 for rules on using replacements in the Cotentin Peninsula.

9.3.4 Turn-Based RPs

Players receive RPs based on the Daily Replacement Charts and/or individual scenario rules. These Turn-based Replacements are combined with RPs received during the previous day via the REM Replacement Track; see 9.3.5. Note: no Turn-based Replacements are received on 6 June.

Both sides roll a die to determine how many replacements of each type, Armor or Infantry, are received.

The German player rolls 1D10 and cross references the die roll with the current month.

EXAMPLE: The German player rolls a "5" during the Replacement Phase of the July 8 turn. He will receive one Armor and one Infantry type replacement steps in addition to any received from the REM Replacement Track; see 9.3.5.

The Allied player rolls 1D10 and receives the number of replacements on the chart for both the US and CW forces (the same die roll is used for both nationalities). This number is capped in July and in August. In other words, the number listed as the cap is the maximum that may be achieved during the turns of those months. Note: Ignore these maximums if using the optional "Allied Repple-Depple" rules; see 22.1.

For example, the Allied player rolls an 8 during the Replacement Phase of the Aug 6 turn. He would receive one US Armor, two US Infantry, one CW Infantry and one CW Armor step(s) in addition to any received from the REM Replacement Track; see 9.3.5.

9.3.5 REM Replacements

Each player has a Step Loss Track and Remnant (REM) Replacement Track. On the Step Loss Track, a player records each step loss they receive in combat. Each side has an INF and ARM marker. When the loss marker reaches "5" on the track, the player receives a Replacement Point of that type. Adjust the appropriate REPL marker, INF or ARM on the Replacement Track. There is a +5 side on the Replacement marker; if in a particular turn you exceed 5 RPs, flip the marker and continue. A player may not accumulate more than 10 RPs for each type in a turn.

EXAMPLE: During the Allied player turn, the German player receives a 2R result. He takes one loss from an infantry battalion and one from a panzer (armor) battalion and retreats the surviving units one hex. Accordingly, he adjusts the INF LOSS marker on the Step Loss Track, which was on the (2) space, to the (3) space and the ARM marker from (4) to (5). This is the maximum for the ARM LOSS marker, and at this point it is moved back to the (0) space and the ARMOR REM REPL marker is placed on the (1) space. This point, and any others that might be earned this turn, will be available for assignment during the German player's next Replacement Phase.

Artillery: When an Artillery Type unit takes a step loss it is recorded as an Armor Loss.

Commandos and Rangers: British Commandos and US Rangers are never counted on the Step Loss Track and may not receive Turn-based Replacements.

Airborne: Airborne battalions can't receive REM replacements until June 8th.

9.4 Using Replacement Points

Replacement Points may be used to:

- replenish reduced on-map units, and/or
- rebuild eliminated or broken-down units (see 9.5)

To replenish a reduced battalion-size unit on the map, the selected unit must be in General Supply. A unit may receive RPs if it is in an EZOC. Each RP spent on the unit replenishes one step, until the unit is at full strength.

To rebuild an eliminated battalion-size unit, spend the necessary RPs (each RP restores one step), and place the unit adjacent to its Division HQ or a Corps HQ in a hex that is not in an EZOC or a prohibited hex. A player is not required to rebuild an eliminated unit back to full strength; he may spend only sufficient RPs to bring the unit back at reduced strength. RPs may not be used to build companies. If a non-Division, Corps battalion is rebuilt before there is a Corps HQ on the map, then it is placed on or adjacent to a Beachhead supply source hex.

Units that receive RPs may move and fight normally in the following phases.

9.5 RPs and Companies

Companies follow a different replacement procedure. They may only receive RPs if they are adjacent to the parent Division HQ of the battalion to be rebuilt, or a Corps HQ. An RP spent on an *on map* company will rebuild a previously eliminated or voluntarily broken-down three-step unit to its reduced side. Two RPs spent on a company will rebuild the unit to its full strength side.

Breakdown and Replacement Chart

Unit Type	Breakdown Company	— RP Type —	
		Reduced Side	Full Strength Side
Infantry, Airborne or Engineer	Inf	Inf	Inf
Tank, Panzer	Arm	Arm	Arm
Tank Destroyer, JagdPanzer	Arm	Arm	Arm
Mechanized infantry, Panzergrenadier	Inf	Arm	Inf
Anti-Tank, Panzerjäger	-	Arm	Arm
Sturmgeschütz, Assault Gun	Arm	Arm	Arm
Artillery or Nebelwerfer	-	-	Arm
FLAK	-	Arm	Arm
Armored Recon Aufklärung	Inf	Arm	Arm
Non-Mechanized Recon	-	Inf	Inf
Non-Mechanized Recon Company	Inf	-	-
Schwere	Inf	Arm	Inf

EXAMPLE: For the German player to build a full strength Panzer Grenadier battalion from an Infantry company, he would need to spend an ARM REPL to bring it up to its reduced side, and then an INF REPL to bring it up to full strength.

Units are rebuilt according to the Breakdown and Replacement Chart.

EXAMPLE: The 1/16/1 Infantry Battalion of the US 1st Infantry Division is in the Eliminated Box. The US player has previously moved a 1-2-6 INF adjacent to the 1st ID HQ unit. During the Night Turn Replacement Phase, the US player uses one available REM Replacement Point, one Turn-based Replacement Point, and the on-map 1-2-6 INF company to rebuild the 1/16/1 Battalion at full strength. It is placed in the hex previously occupied by the 1-2-6 INF company. That break-down company is removed from the map.

9.6 German Feldersatz Battalion RPs

DESIGN NOTE: Many German divisions had a training, or “Feldersatz” battalion assigned to them. The men in these units typically did not fight as an intrinsic unit, even defensively, but were used as a source of replacements to the combat battalions in the division.

When a German division enters the game, it has a predetermined number of Replacement Points available to it. Some have none; others may have as many as six. These are represented by REPL counters of the appropriate value and are kept under the Division’s HQ counter until used. They have no inherent movement factor and move with the HQ unit. They cannot be replenished. Once used up, they are gone. They may only replace infantry-type unit steps from their own Division.

Using Feldersatz RPs: These RPs may be applied to any reduced infantry type unit of that division that is in General Supply during any friendly Movement Phase. Otherwise, they are used in the same way that Turn-based replacements are used. Feldersatz RPs may not be used to rebuild eliminated units, only to replenish reduced ones.

Feldersatz Stacking: Any HQ unit with Feldersatz RPs under it has a Stacking Value equal to the number of Feldersatz RPs under it. However, an HQ may always stack with one other friendly combat unit regardless of the number of RPs under it.

EXAMPLE: 21st Pz HQ normally has a stacking point value of 1. However, with three Fldsz RPs underneath, it has a stacking point value of 3.

EXAMPLE: 12th SS Pz HQ enters the game with six Fldsz replacements. It may still stack with one friendly combat unit.

10.0 MOVEMENT AND TERRAIN

10.1 Movement Basics

During the Movement Phase, a player may move friendly units and stacks up to the limit of their available movement factors. Each hex entered costs a certain number of MPs, specified on the Terrain Effects Chart. Movement may be made by individual units or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A unit or stack may not enter a hex occupied by an enemy unit. Friendly units have no effect on movement except as noted in rule 5.2. **You must complete the movement of one unit or stack before starting to move another.** You may drop off units from a stack as you move. All unused MPs are lost, they may not be accumulated. Half hexes on the map are playable.

The movement of German units may be affected by Air Interdiction (see 11.2).

10.2 Road Movement

A unit that follows the path of a Road or Railroad may use the reduced rate of that thoroughfare (see TEC for details) and does not pay the +1 MP to cross a Hill hexside. Units must be in General Supply to use road movement.

10.3 Minimum Movement and Immobile Units

Any unit with a movement factor may always move one hex in its Movement Phase, regardless of the cost to enter that hex as long as the unit is not prohibited from moving into that Terrain type or is restricted by EZOCs (see 5.2).

IMMOBILE UNITS: Units that do not have a movement factor, such as German Coastal Defense Batteries, may not move at any time. If forced to retreat due to combat, they are destroyed.

10.4 Artillery and Movement

There are two types of artillery units: mechanized and non-mechanized. As with other mechanized units, the movement factor of the mechanized artillery units is highlighted in yellow.

NON-MECH ARTILLERY: When non-mechanized artillery units move (including Minimum Movement), or fire, they are flipped to the "Moved" side of their counter. They will not be able to fire again until they are flipped back over at the beginning of the next friendly turn.

MECH ARTILLERY: Mechanized artillery units may move during the regular Movement Phase and they can fire in the Combat Phase. They are flipped over when they fire. Thus, they cannot move again in the Mechanized Movement Phase if they have fired in combat. If they do not fire, they can move in both phases.

Important: Both types of artillery units move according to the "Mechanized" column of the Terrain Effects Chart.

10.5 Mechanized Movement Phase

Mechanized units have a separate Terrain Effects Chart column, unique combat modifiers and may move in the Movement Phase and the Mechanized Movement Phase. Only units with a MA highlighted with yellow or light blue (Mechanized Recon units) may move during the Mechanized Movement Phase. Units with their MA in yellow can move up to *half their Movement Allowance* (round fractions up); units with their MA in light blue may use their full MA during the Mechanized Movement Phase. All normal movement rules apply.

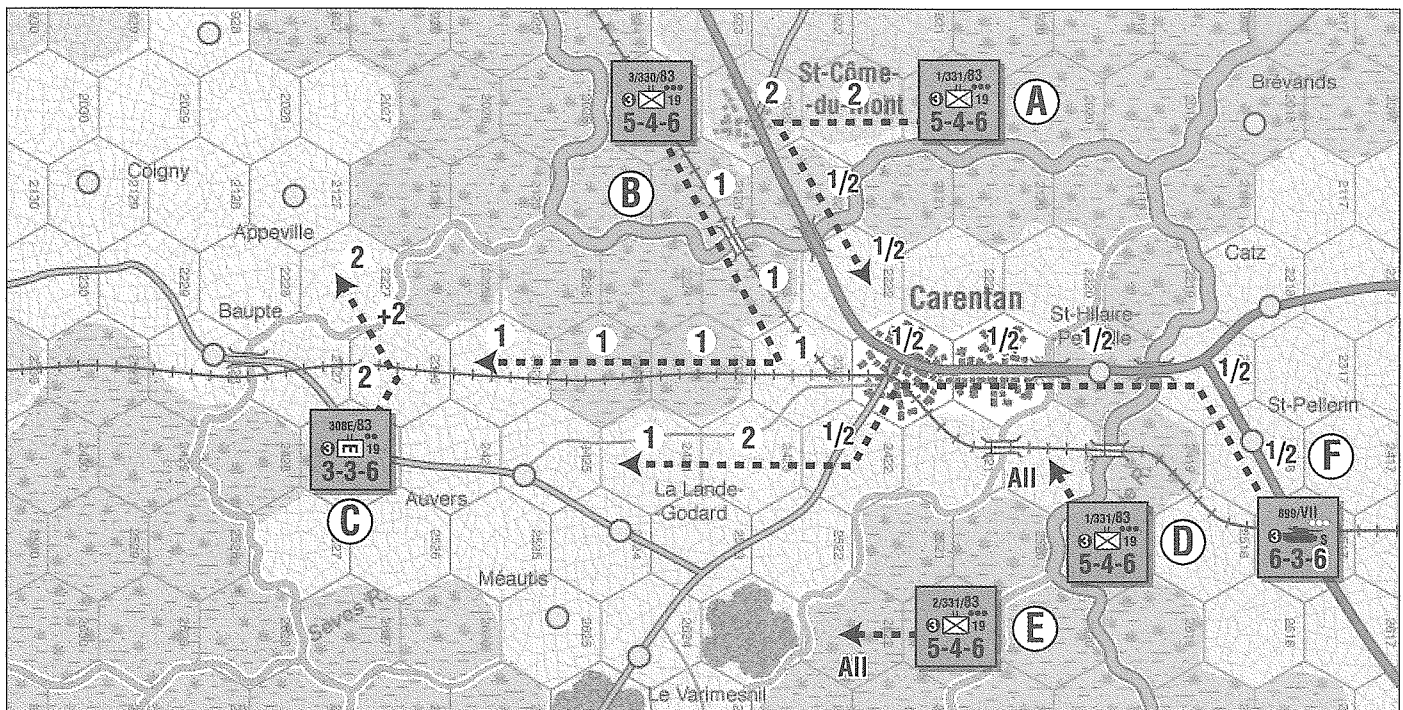
There is *no* Mechanized Movement Phase during a Night Turn.

10.6 Terrain Effects Summary

Beach: Specific coastal hexes which allow beach landings and entry. There is a +1 DRM to attacks into a Beach hex for each unit beyond the second in the target hex.

EXAMPLE: If there are three companies and a Crocodile tank unit in a Beach hex, the attacker will receive a +2 DRM to the die roll when firing into the hex. If there is one battalion, one company and an AVRE unit present, the attacker receives a +1 DRM.

Bluffs and Cliffs: Infantry units may move across Bluff hexsides in any weather except Heavy Rain and Storm, using all their MPs. Commando and Ranger units (19.5) use half their MPs rounded up. Armor is prohibited from moving across a Bluff hexside except where there is an opening (or "draw"); for example, hex C1748. There is a -1 Fire Combat DRM to units firing up a Bluff hexside from the beach, and there is no Advance After Combat. Commando and Ranger units ignore the -1 DRM and advance restrictions. Units on a Bluff hex have LOS to naval units. Bluffs are ignored for movement purposes when moving across a Bluff hexside through a Draw. Cliff hexsides are impassable; in combat they are identical to regular Bluffs, except that no Advance After Combat is possible.



The example shows the movement path each unit takes and the MP cost to enter each hex. Note how unit B uses the railroad to traverse the flooded area at the cost of 1 MP per hex. Unit C pays 2 MPs per Farmland hex and 2 MPs to cross the Stream hexside. Units D and

E must spend their entire Movement Allowance to cross the Major River Hexside or enter the Flooded Hex. Unit F pays 1/2 MP for each Primary Road hex, 1 MP for each Secondary Road hex and 2 MPs for the Farmland Hex.

Bocage: Tall hedgerows surrounding open farm fields made it a very dangerous area to cross and fight in. Units defending in a Bocage hex receive a -3 DRM. Attacking units may only Advance After Combat if all defending steps were eliminated by the CRT result.

Bridge: Units crossing an intact bridge use the movement rate of the Road or Railroad that crosses the bridge. Bridges may be destroyed or repaired in the Engineering Phase; see 14.0.

Cherbourg Perimeter: Units attacking across the perimeter (towards Cherbourg only) have their Combat Strength halved (rounded up). Mechanized units must pay two additional MPs to cross unless moving by Road or Railroad. German units inside the perimeter may ignore Mandatory Attacks against Allied units in Clear or Farmland hexes that lie across a perimeter hexside.

City: Defending units receive a -3 DRM, unless the defenders are tank-type (only), in which case they will receive a -2 DRM. ZOCs do not extend into City hexes.

Clear: Units in Clear terrain in AM and PM Turns must attack if an enemy unit is adjacent during its Combat Phase (12.3).

Entrenchment: Built by engineer units (14.3), doubles the Defense Strength of one unit in the hex. They use one Stacking Point, so only five additional Stacking Points may remain in the same hex.

Farmland: Light Bocage type terrain that was most often located near the coast. Defending units receive a -1 DRM if attacked. Units in Farmland terrain in AM and PM Turns are susceptible to Mandatory Attacks (12.3).

Flooded / Marsh: An infantry-type unit may move in this terrain by using all of its MP. Mechanized and artillery units may only enter and exit Flooded/Marsh hexes via roads. Units attacking out of a Flooded/Marsh hex, or from one Flooded/Marsh hex to another, have their Attack Strength halved (round up). The attacker

receives a +2 DRM if attacking into a Flooded/Marsh hex (defenders are extremely vulnerable in this flat, wide-open terrain). Units in Flooded/Marsh terrain in AM and PM Turns are susceptible to Mandatory Attacks (12.3).

Forest: -2 DRM firing into a Forest hex.

Highway: Units move at faster rates (see TEC for details) when moving along a Highway. Strategic Movement (10.8) may also be used.

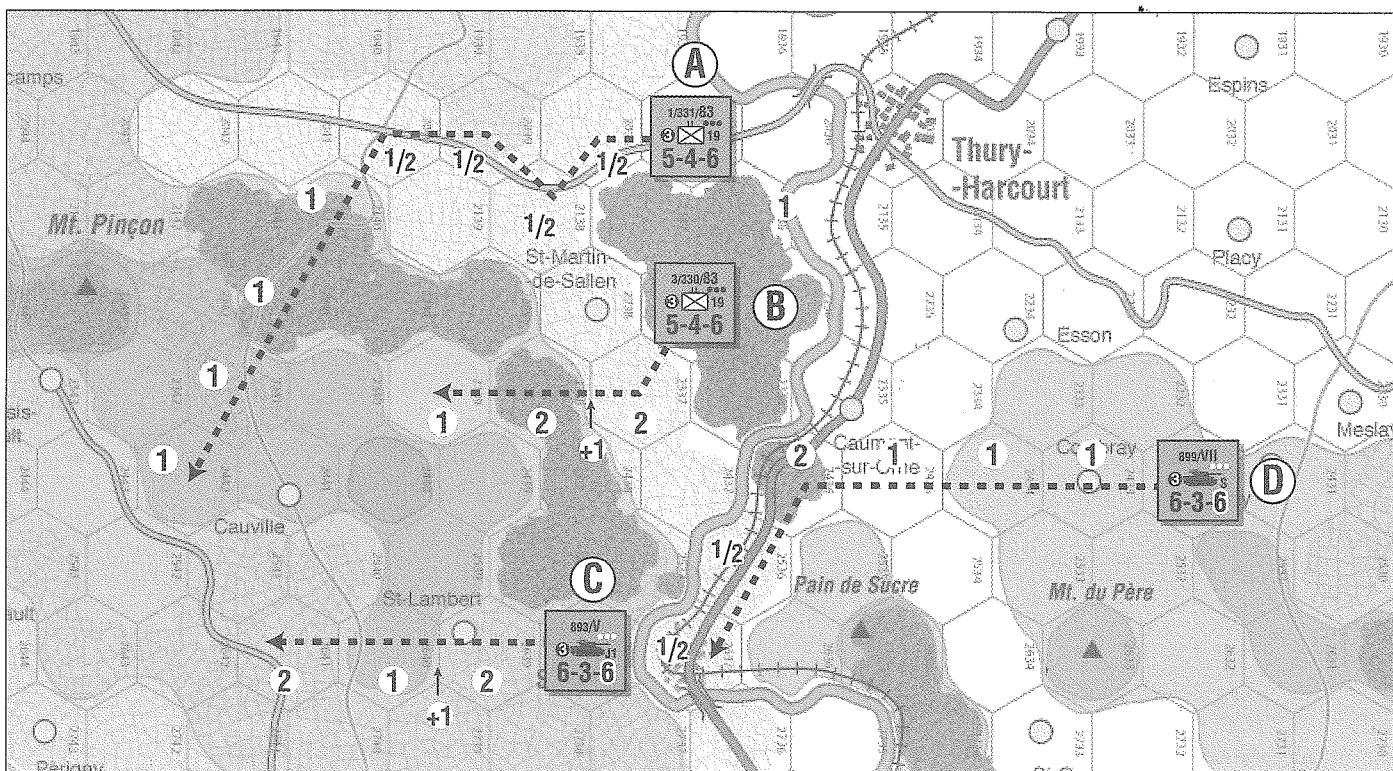
Hill: Modifications to movement and combat only apply if moving up to a higher elevation hex. If attacking down, or on the same level, refer to any other terrain in the hex. -1 DRM if attacking uphill. Hill terrain also gives a +1 hex range bonus to Artillery/Naval Gun spotters.

Major River: Non mech Infantry Type units with printed MA of 7 or less use all their MPs to cross. All other units are prohibited from crossing except across an intact bridge. Units attacking across a River hexside have their Attack Strength halved, rounded UP. Artillery and Naval fire is not effected. Supply may only be traced across an un-bridged Major River hexside to an adjacent friendly unit.

Point of Interest: No effect except when the hex is occupied by at least one Armor or AT unit. In this case units attacking suffer a -1 DRM when attacking a hex with a PoI in it.

Primary Road: Units move at a faster rate (see TEC for details) when moving along a Primary Road.

Stream: It cost Infantry type units two additional MPs to cross; Vehicle and artillery type units are prohibited. Units attacking across a Stream hexside have their Attack Strength halved, rounded UP. Artillery and Naval fire is not effected. Supply may only be traced across an un-bridged Stream hexside to an adjacent friendly unit (see 7.3.2).



The cost to enter each hex or cross each hexside is shown in the diagram above. Note that the +1 for crossing an elevation line

(Hill) only applies if moving uphill and also does not apply when using a road or track.

Town: The defender receives a -2 DRM, unless the defenders are tank-type (only), when a -1 DRM is applied.

Secondary Roads and Railroads: Allow units to move through the hex at a cost of 1 MP per hex (in good weather). Other terrain in the hex dictates the combat effects.

Village: Units firing into a Village hex receive a -1 DRM.

Airfield: No effect.

10.7 Night Turn Movement

During all Night Turns, Allied MPs for ALL units are halved, rounded UP. German units move normally and are unaffected by night. There is no Mechanized Movement Phase during a Night Turn.

DESIGN NOTE: German troops had greater familiarity with the terrain and being on the defensive for the most part, could move with greater confidence at night.

10.8 Strategic Movement

Strategic Movement may be used when a unit moves along a Highway, allowing them the faster rate of 1/3 MP per hex. Strategic Movement is not allowed on other types of roads. Units using Strategic Movement for any portion of their move, cannot move within three hexes of an enemy unit during that phase. Mechanized units may use Strategic Movement in the Mechanized Movement Phase. Units must be in General Supply to use Strategic Movement.

GERMAN UNITS: Any German unit or stack using Strategic Movement, regardless of how many MPs are used, during any daytime (AM or PM) turn must be marked with a Strategic Movement marker. During the Allied Armed Recon Phase, any attacks against these units will receive a +1 DRM. German units may use Strategic Movement during the Beach Assault Phases.

10.9 Naval Unit Movement

Naval units only move during the Allied Naval Movement Phase of the Night Inter-Phase, when they may also be flipped back to their Ready side. At that time, Naval units may be moved to any all-Sea hex that is two or more all-Sea hexes from any land hex. Simply pick up the counter and move it. A naval unit may be flipped back to its Ready side and moved in the same turn.

German Mines: The German player rolls 1D10, referring to the Mines/Submarine Chart for each Naval unit that moves from its hex. On a hit, it is removed from the game.

11.0 AIR ALLOCATION, INTERDICTION, ARMED RECON, AND GROUND SUPPORT

11.1 The Air Allocation Phase

11.1.1 Allied Air Points and German AA Points

Each side receives a number of points representing their Air Support (in the case of the Allies), or Anti-Aircraft (in the case of the Germans). These points are available each turn. In the Campaign Game the German player has 35 AA points to spend each turn for the duration of the game. The Allied player starts the Campaign Game with 135 Air Points, these points are available each clear weather turn but may be reduced due to the poor weather and German AA fire. The Allied player must keep track of his current Air Points on his Total Air Points Track. There are no Allied Air Point replacements.

Note: During turns with Storm or Heavy Rain weather, and on June 6, there is no Air Allocation Phase, so no Interdiction or Ground Support is possible. No Air Points are available during Night Turns.

Procedure: During the Air Allocation Phase the players follow this procedure:

1. Both sides allocate Air Points (Allies) and AA points (German) to their Air Allocation Charts.
2. The Allied player allocates up to 20 Air Points to Armed Recon.
3. The Allied player allocates his remaining Air Points to Ground Support.
4. Both sides reveal their allocations and resolve Interdiction.

11.1.2 Allied Air Allocation

The Allied player divides his available Air Points between the following three missions:

- **Interdiction:** Assign any number of points to individual regions (each map is a region) by recording the numeric total in secret on each map's box. Air Points assigned to maps B&C will be halved, rounded UP, before applying the German AA commitment.
- **Armed Recon:** Assign up to 20 points to the Recon Box.
- **Ground Support:** All remaining points are available for Ground Support missions during the Combat Phase (see 11.4). Mark the available Ground Support points on the track provided.

EXAMPLE: On June 7th the Allied player has 135 Air Points. During the Air Allocation Phase of the Night Inter-Phase, he assigns 20 points to Armed Recon (the maximum), 20 points to map A, 20 points to map B, and 50 points to map C. He saves 25 points for Ground Support. The Interdiction Points assigned to map B and C are halved to 10 and 25 respectively.

11.1.3 German AA Allocation

The German player divides his available AA points between the five maps. The only mission for German AA is protection from Interdiction.

EXAMPLE CONTINUED: The German player has 35 AA points available. He assigns 10 to map A, 10 to map B, and five each to maps C, D and E for a total of 35.

11.2 Interdiction

Subtract the German AA commitment from the Allied Interdiction commitment for each map, one at a time and find the result by cross-referencing these values on the Air Interdiction Track. The effect on German movement for that map is shown. Place the marker for that map on the Air Interdiction Track.

Interdiction affects the German player only. The marker on the Air Interdiction Track identifies the effect on German movement on that map for both the German Movement and Mechanized Movement phases during the AM and PM turns.

As the German player executes his moves, he subtracts the Interdiction Value for the relevant map from each unit's MP value before movement begins. Use only the map the unit starts on if the unit moves on more than one map. Interdiction is applied to the unit's base movement factor before any other effects on movement are applied (such as halved MA during the Mechanized Movement Phase).

EXAMPLE CONTINUED: Both players reveal their Interdiction and AA allocations. On maps A and B, the Allied player has 20 Air Points to the German player's 10 AA points. The difference is 10 which means that all German units on maps A and B have one less

movement point (–1 MP). On map C the Allies had 50 Air Points to the German 5, a difference of 45 points—an overkill. The net result is all German units on map C have their MA reduced by 4 MPs.

11.3 Armed Recon (strafing)

The Allied player may allocate up to twenty (20) Air Points to Armed Recon. The number of Air Points allotted to Armed Recon will determine how many attacks may be made during the current day, and their chance of success. Armed Recon attacks allow the Allied player to conduct ground attacks on enemy units and/or bridges in any location, regardless of the presence of a ground combat unit as a spotter (see 13.2).

11.3.1 The Armed Recon Chart

Refer to the Armed Recon Chart to determine how many attacks may be made. The chart will show how many attacks may be attempted during the entire day (NOT during both the AM and PM turns), and the Hit Number necessary on a 10-sided die. Record this number on the Allied Armed Recon Missions Track. These attacks are not conducted immediately, but will be made during the Allied Armed Recon Attack Phase at the end of each German day turn.

EXAMPLE: If 12 points were assigned, then four attacks are allowed with a Hit Number of 7. He could use two in the AM turn and two in the PM turn or any other combination.

11.3.2 Modifiers to Armed Recon Attacks

TERRAIN EFFECTS: Terrain modifies the Armed Recon attack IF the target is a combat unit and it is NOT on a Highway/Primary Road. Use the combat modifier from the TEC. All units and bridges in a Highway/Primary Road hex are considered to be in Clear terrain for purposes of Armed Recon attacks. The normal +3/–3 maximum adjustment rules do apply. *Exception:* If the target is a combat unit that is on a Highway/Primary Road and is within 2 hexes of an enemy unit(s), the DRM(s) for the terrain do apply, i.e. the Highway/Primary Road is ignored.

STRATEGIC MOVEMENT MODIFIER: If the target stack contains a Strategic Movement marker, modify the die roll by +1. A unit using Strategic Movement may not receive any Terrain modifiers.

11.3.3 Procedure

INSPECTING STACKS: A player may not inspect an opponent's stack unless a ground combat unit is in an adjacent hex. Additionally, if the enemy stack is in a Bocage or City hex, they may only be inspected if targeted by an Armed Recon attack.

MULTIPLE ATTACKS: A hex or bridge may be attacked multiple times in a single turn (via Armed Recon attacks only). The Allied player must state how many attacks will be conducted on a hex or bridge before the first attack is attempted. All attacks are used even if the hex is empty, or the bridge destroyed, before some of them have been attempted.

Each Armed Recon attack is conducted as follows:

1. Determine the Hit Number from the Armed Recon Chart.
2. Determine if there are any modifiers for Terrain or Strategic Movement
3. Allied player declares the number of attacks that will be conducted against the target.
4. The German player identifies any FLAK units in or adjacent to the target hex. If there are no FLAK units, there is no AA fire.
5. If there are FLAK units, the German player rolls 1D10 on the Anti-Aircraft Fire Table (11.5). Modify the die roll by +1 for each

FLAK unit present beyond the first.

6. If the Air unit is not Hit or Aborted, then the Allied player may continue the attack. He rolls a 10-sided die and scores a hit if the modified die roll is equal to or greater than the To-Hit number. If a hit is achieved, one unit (German player's choice) takes a single step loss or if the target is a bridge, it is destroyed.
7. Repeat this procedure for each additional attack on the target.

EXAMPLE: The Allied player has allocated 20 Air Points to Armed Recon. This allows him six attacks with a hit number of 5. For one of his attacks, he attempts to destroy the bridge on the B3015/B3114 hexside. There are German FLAK units in hexes B3114 and B3015 so they may now fire. The German player rolls 1D10 and gets a 4, a miss. He would have needed a 7-10 for a hit or an abort. The Air unit continues its attack. The bridge is on a road, so there is no terrain modifier despite the other terrain in the hex. The Allied player now rolls for the attack: On a roll of 5 or higher, the bridge is destroyed. Any other roll has no effect.

11.4 Ground Support

The Allied player has the ability to obtain additional DRMs in combat by using Ground Support points. The number of Ground Support points available is determined according to 11.2. The maximum number of Ground Support points that may be applied against a single hex is three. As with artillery, to use Ground Support in an attack a player must have first spent Combat Supply for that attack. All Ground Support attacks are susceptible to AA fire.

PROCEDURE: Each Ground Support Attack is conducted as follows:

1. Check for Combat Supply.
2. Allied player declares up to three Ground Support points dedicated to the combat. Subtract that number of Air Points by adjusting the marker on the Ground Support Track.
3. The German player identifies any FLAK units in or adjacent to the target hex. If there are no FLAK units, there is no AA fire.
4. If there are FLAK units, the German conducts Anti-Aircraft fire (11.5). There is only one die roll, regardless of the number of Ground Support units attacking.
5. Each Ground Support point which is not "hit" by AA fire provides a +1 DRM.

EXAMPLE: The Allied player is attacking a German stack with three Ground Support points. The target hex includes a FLAK unit. To the Allied player's surprise, there are two additional FLAK units in an adjacent hex. The German player rolls an 8 on 1D10. A +2 DRM is added to the roll for the additional FLAK units, for a net result of 10. The Allied player loses an air unit (subtracts one point from his Total Air Points Track), and will have a +2 DRM Ground Support modifier for the combat from the remaining Air Support factors.

11.5 Anti-Aircraft Fire Table

Anti-Aircraft fire against Armed Recon and Ground Support is resolved using the Anti-Aircraft Fire Table. Roll 1D10 and modify the die roll by +1 for each eligible FLAK unit beyond the first. Only one die is rolled, no matter how many FLAK units are present. Only FLAK units in or adjacent to the target hex can fire. German HQ units count as a FLAK unit for any attack made on their hex (this value does not apply to adjacent hexes).

EXPLANATION OF RESULTS

Abort: The air point is not destroyed but it fails its mission.

Hit: The air mission fails and one Allied Air Point is permanently lost.

12.0 COMBAT

12.1 Combat in General

Combat occurs between adjacent opposing units during the Combat Phase of a player's turn. The player whose turn it is will be considered the "attacker," and the other is the "defender," no matter what the overall strategic situation may be.

No unit may attack or be attacked more than once per Combat Phase (except during the Beach Landing phases, see 18.4). All defending units in a hex must be attacked as one combined Defense Strength. The attacker need not declare all of his attacks beforehand, and he may resolve them in any order he likes. **You must complete each attack (including Retreat and Advance After Combat) before proceeding to the next one.**

ATTACKING RESTRICTION: Attacking ground units must be from the same Division or attached to it (see below). Units in a defending stack do not have this requirement.

ATTACHMENT: Each Division can have up to three units attached. Any unit that can draw General Supply to the Division HQ can be considered attached to that Division for combat (see 7.2 for restrictions). This is determined at the moment of combat and the three units attached in the Combat Phase can be different than the three non-Division units that drew General Supply in a previous phase.

12.2 Multi-Hex Combat

- An enemy occupied hex may be attacked in one combat by as many friendly units as the attacker can bring to bear from the surrounding hexes. However, no single attack may target more than one hex.
- No single attacking unit may have its Attack Strength divided and applied to more than one combat.
- Units in the same hex can attack adjacent defenders in different hexes as long as each attack is conducted separately.

12.3 Mandatory Attacks

Normally, attacking is voluntary and at the discretion of the Phasing Player. However, there are two situations where attacking is mandatory:

1. If a unit or stack is in Clear, Farmland or Flooded/Marsh hex and adjacent to enemy units in its own Combat Phase (note exceptions below). In this case, it is mandatory that the friendly ground units either attack the hex (or hexes), or the hexes must be the target of Artillery or Naval Fire.
2. If a unit/stack attacks, every enemy unit that is in their ZOC must be attacked in some way. This applies even in Night, Heavy Rain and Storm turns.

ARTILLERY: Artillery or naval fire DOES satisfy a Mandatory Attack against a hex. For example, the ground units could attack one hex while artillery fires against the other required hexes. Artillery Fire can even attack all required hexes and allow the ground units to avoid attacking.

IMPORTANT: In situations where there are insufficient units or artillery units to attack because the phasing player neglected to reserve enough to cover a Mandatory Attack situation in the combat phase, the units must retreat one hex.

The following cases are exceptions to Mandatory Attacks:

- Units that cannot retreat away from adjacent enemy units because they are surrounded by the enemy units, EZOCs or impassable

terrain. Units that begin their movement OOS may not intentionally move adjacent to enemy units in terrain that would otherwise require them to attack.

- Units are never required to attack units across a Stream or River (bridged or not bridged).
- Mandatory Attacks are never required during Night, Heavy Rain, or Storm Turns.
- Allied units are not obliged to attack adjacent hexes containing only Strongpoints and/or coastal artillery.
- Strongpoints, Coastal Artillery and all units stacked with them or with an Entrenchment located in a Clear, Farmland or Flooded/Marsh hex are never required to participate in a Mandatory Attack.

12.4 Combat Procedure

Follow these steps for each combat:

STEP 1: The Attacker declares an Attack and identifies the attacking units and the defender's hex.

STEP 2: Determine if the attacking units are in General Supply.

STEP 3: Allies spend CSPs if desired.

STEP 4: Attacker declares Ground Support, Naval Gunfire and Artillery Support for the attack, if available. Roll for AA Fire if applicable.

STEP 5: Defender declares Artillery support for defense, if available.

STEP 6: Compare the combined Attack Strength of the participating attacking units against the total Defense Strength of the involved defending units and express the comparison as a numerical odds ratio (attacker to defender). Round this odds ratio downward to conform to one of the odds ratio columns found on the Combat Result Table (CRT). The column headings on the CRT range from 1:4 to 7:1. Attacks that are at odds lower than 1:4 are not permitted. Attacks which are greater than 7:1 are treated as 7:1.

STEP 7: Determine all Die Roll Modifiers. If there are both positive and negative modifiers, subtract the lesser from the greater to obtain a single DRM. The maximum final DRM can be a -3 or +3.

STEP 8: The Attacker rolls 1D10 and cross-references the result with the appropriate column of the CRT after applying the appropriate DRM to the roll. Treat all modified die rolls less than 0 as 0 and treat all modified die rolls greater than 12 as 12.

STEP 9: If the Attacker is eligible for the Combined Arms +1 DRM (12.6.2) he may choose to apply it now.

STEP 10: Apply the result immediately (Defender first), including any Retreat After Combat and/or Advance After Combat results.

12.5 Artillery and Naval Combat Support

12.5.1 Procedure

Artillery and naval units add their Attack Strength directly to the total Attack Strength of the attacking units if in range. One artillery unit OR naval unit may be committed for every battalion, full-strength or reduced, used in an attack. For purposes of this rule only, count every two company size units as a reduced battalion. Artillery units must be in Combat Supply in order to provide fire support.

EXAMPLE 1: Four battalions attack a defender in a Bocage hex. The attacker could commit a total of four artillery/naval units to the attack.

EXAMPLE 2: The Allied player is attacking with two battalions with a combined Attack Strength of (8) against a German force with a Defense Strength of (8). The Allied player is using Combat Supply, and so may support the attack with an, in-range 105mm Battalion with an artillery strength of (4) and a naval destroyer squadron with an Attack Strength of (5). The attack goes in at 17:8, or 2-1 odds.

DIVISION ARTILLERY: The only artillery units allowed to support an attack are the artillery units organic to the Division attacking, or attached Corps artillery units.

SUPPLY COST: The Allied player must spend CSPs for any attack or defense before support points can be used (7.6.3).

12.5.2 Ready and Moved Status

Only units that have not already been flipped to their “MOVED” side may be used in combat. Once an artillery unit or naval unit fires, flip it to its “MOVED” side. Artillery units are returned back to their Ready side at the start of each Night, AM and PM turn. Naval units only flip back to Ready during the Naval Movement Phase of the Night Turn.

12.5.3 Range

Range is calculated from the firing unit to the target—count the target hex but not the firer’s hex. The maximum range of all artillery and naval guns is printed on the counter. The minimum range of all artillery and naval units is their maximum range multiplied by 0.25 (1/4) rounded UP (see 12.5.5 for adjacent targets).

EXAMPLE: An artillery unit has a maximum range of 9 hexes. $9 \times .25 = 2.25$. Rounded up, this artillery unit has a minimum range

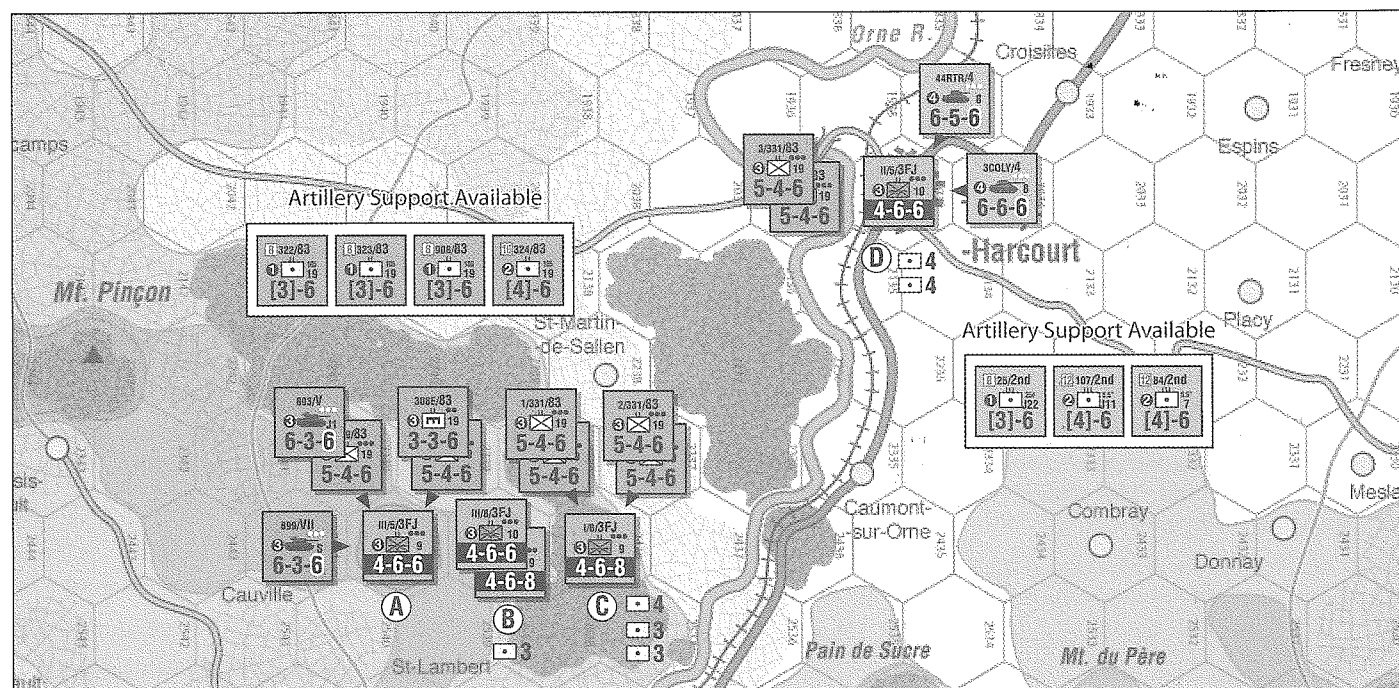
of 3 hexes. It may not fire at a range of less than 3 hexes or more than 9 hexes.

12.5.4 Defensive Artillery Support

After the attacker has declared his artillery support, the defender may then allocate artillery support to assist his units defending, as follows:

- Attachment rules (7.2) must be complied with
- Only those Divisional artillery units in General Supply to their Division HQ may be used
- Only those Corps artillery units in General Supply either to the Division HQ of the unit’s being attacked, or to a Corps HQ (Exception, see 7.3.1) may be used
- The number of defending battalions, full-strength or reduced, in the hex under attack determines the number of artillery units that the defender may use to assist that hex. However, the defender is always allowed to use at least 1 artillery unit if the hex contains only non-battalion units.
- The unit(s) being attacked must be able to trace a Line of Supply to its Division HQ. The Division HQ does not have to be in General Supply for this purpose.
- Defending units that are OOS due to enemy units/EZOCs can still receive defensive artillery support if they are within 3 hexes of another friendly unit that is able to trace General Supply.

If the Allied player is the defender, he must spend one CSP for each hex receiving Defensive Artillery Support (regardless of the number of artillery units used). The German player does not use CSPs.



It's the Allied Player's Combat Phase and he has four attacks. A, B, and C are US attacks while D is British. In Combat A, 25 factors attack (6) factors up a hill. The odds are 4-1 with a -1 drm for the Hill Hexside. The Combat Supply Point cost is 3. In combat B, the Allied player uses a (3) factor artillery unit to satisfy the Mandatory Attack—the “To Hit” die roll will be 4 (3 for the artillery, +0 for terrain and +1 for two target units in the hex). CSP cost is one. In Combat C, the Allied player has 30 factors attacking (20 ground

factors plus 10 artillery). The odds are 5-1 with a -2 DRM for the Forest Hex. CSP cost is three. Combat D has 12 British ground factors plus (7) artillery factors attacking (6) German factors. The two US units cannot participate since they cannot combine in an attack with CW units. And although the British units have three artillery units in range, only two can be used since only two ground units are attacking. The final odds are 19 to 6 or 3-1 with a -2 DRM for the Town Hex. CSP cost is 3.

12.5.5 Properties of Artillery Units

Artillery units have a ZOC. Artillery units defend with a Defense Strength of (1) even though it is not printed on the counter and regardless of whether the unit is on its Ready or Moved side. Artillery units cannot attack adjacent enemy units in ground combat (except during the Beach Landing phases). During the Beach Landing phases, they can use their Defense Factor of (1) as an attack factor to fire upon adjacent enemy units during the German Defensive Fire Phase.

12.6 Combat Modifiers

All modifiers are cumulative. However, no unit or stack may ever have its Attack Strength reduced to less than one and the die roll modifiers may never exceed -3 or +3. When halving, always total the stack and then halve.

12.6.1 Night Turns and Combat

Ground Support (11.4) is not available during Night Turns. There is also a -1 DRM to combat during Night Turns. Combat is never mandatory at night, even in Clear, Farmland or Flooded/Marsh terrain.

12.6.2 Combined Arms Modifier

When an attacking player has both an infantry type unit and a tank type unit (see Unit Type Chart on page 5) involved in an attack, he receives an optional +1 DRM. All tank units that are eligible for this modifier are indicated with their Step Dots in white. The defender negates this modifier if they have a tank, AT, or Heavy FLAK unit in

the defending hex. All units that are eligible to cancel the attacker's modifier are indicated with their Step Dots in red or white.

Note: The use of the modifier is optional, and can be selected for use after the die roll. This represents the flexibility and mobility provided when both are present against a defense not adequately prepared or equipped to face it.

The Combined Arms DRM does count toward the modifier maximums.

RESTRICTIONS: Combined Arms may not be used by the attacker if the applicable armored unit is attacking across a hexside or into a hex that is prohibited to mechanized units.

12.6.3 Recon Units and Covering Terrain

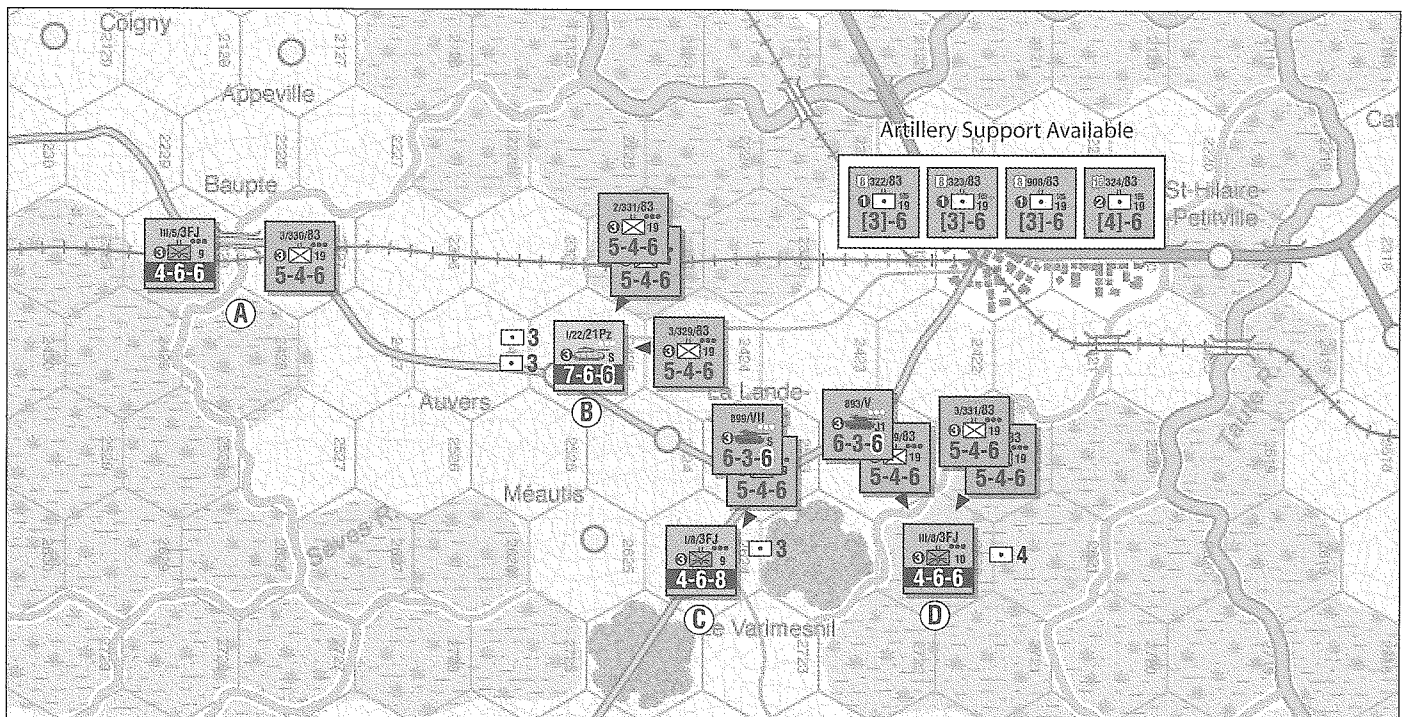
There is a -1 DRM applied to all attacks against a single Recon unit when alone and in any kind of covering terrain. Covering Terrain is defined as any terrain that has a negative DRM applied to an attack into it.

EXAMPLE: A recon unit moves into a Forest hex, adjacent to an enemy stack during the Movement Phase. The opposing player decides to attack the recon unit during his Combat Phase. Subtract three from the die roll for the attack; (-2 for the Forest, and -1 for a Recon unit alone in Covering Terrain.)

12.6.4 Weather Die Roll Modifiers

-1 applied against all ground combat in Heavy Rain Turns.

-2 applied against all ground combat in Storm Turns.



EXAMPLES OF COMBAT: At A the US unit is in a Farmland hex so would normally be required to attack all adjacent units. However, a stream separates the unit from the enemy unit, so no attack is required. At B, the two Allied units attacking out of a Flooded Hex are halved. The attack is supported by 6 artillery factors. The odds are 16 to 6 = 2-1 with a -2 DRM (-1 for the Farmland Hex and -1 for the armor unit in a PoI). At C, 14 factors attack 6 factors. Odds are

2-1 with a +1 for Combined Arms. At D, the Stream Hexside and the Marsh Hex halves all four Allied units and prevents the Combined Arms Bonus. The attack is supported by 4 artillery factors. The odds are 15 to 6 = 2-1 with a +2 DRM firing into a Flooded Hex.

All three attacks can be further modified if Defensive Artillery Support is used. Attacks B and D will require 3 CSPs each, while attack C requires only 1 CSP.

12.6.5 Terrain Modifiers

Generally, terrain is not cumulative—use the most predominant terrain present in the hex. However, Villages and Towns are cumulative with the underlying terrain, but the cumulative effect is capped at -3.

EXAMPLE: A Village (-1) in Bocage terrain (-3) is still -3. The cap is applied BEFORE adjusting for the attacker's positive modifiers.

All Hexside Features are cumulative with Hex Features.

EXAMPLE: A unit attacking across a Stream hexside (Attack Strength halved, rounded up), up Hill (-1), into a Bocage hex (-3), containing a Village (-1) would have its Attack Strength halved and its CRT roll modified by -3.

12.6.6 Unsupported Tanks in Built Up Areas

If the defending hex is City or Town terrain and contains only tank-type units, then the defender's Terrain DRM is reduced by one (-2 for a City hex instead of -3, and -1 for a Town hex instead of -2).

12.6.7 Miscellaneous Modifiers

- Attacker is OOS: Attack Strength halved, rounded UP (7.5).
- Ground Support: +1 DRM per Air Point (11.4)
- Repple Depple marker: Unit's attack or defense factor reduced by one (Optional Rule 21.1)
- Allied Unit Quality: +1/-1 DRM (Optional Rule 21.2)

12.7 Inter-Allied Cooperation

US and French artillery units may not assist attacks by British, Canadian or Polish units and vice versa.

12.8 Combat Results

Combat results consist of a combination of letters and numbers. Any result listed to the LEFT of the slash, indicates the effect to the attacking unit(s). Any result to the RIGHT of the slash indicates the result to the defending unit(s). Combat Results are as follows:

1, 2... Steps lost: The indicated number of steps are eliminated.

NE No Effect: Both forces remain where they are, intact.

R Retreat: All of the indicated player's forces must retreat one hex.

Eliminated units are placed in the player's Eliminated Box.

EXAMPLE: An Allied force in two separate hexes with 39 ground attack factors, including both a tank battalion and an infantry battalion, attacks a German stack with a total Defense Strength total of 14. The Allied player spends 3 CSPs to supply this Major Attack. To support the attack, he adds one available Air Support point for Ground Support, three 105mm battalions with (4) strength each, and an in-range destroyer squadron with a strength (5). This gives him a total of 39+4+4+4+5, or 56 attack points and a +2 DRM (+1 for the Combined Arms modifier, and +1 for the Ground Support point used). All things remaining as they are, it will be a 4:1 attack with a +2 DRM.

Things do not remain as they are, however. The German player has an AT unit in his stack, so the Combined Arms DRM is negated. Additionally, the German player supports his defense with an in-range (captured Russian) 76.2mm battalion with a strength of (2). This brings his Defense Strength up to 16. Also, the German units are in a Town hex, which gives them a -2 DRM for terrain.

The final attack will be the Allied 56 to the German 16, or 3:1 odds, with a -1 DRM. The Allied player uses 1D10 and rolls a 9, modified

to an 8. The result is 1 / 2. The German player loses two steps. The Allied player loses one step.

12.9 Step Losses

The choice of the unit(s) to receive losses is at the discretion of the owning player, but no unit may take more than one step loss as result of the current combat until all friendly units have absorbed one step loss.

When a unit takes losses in combat, it is reflected through the loss of steps. Steps are removed through combat as follows:

- 3-step unit: Flip the unit over for the first step loss. Remove the unit and replace it with the appropriate break-down company after the second step loss.
- 2-step unit: Flip the unit over for the first step loss. Eliminate the unit if it takes a second step loss.
- 1-step unit: The unit is eliminated.

Eliminated units are placed in the Eliminated Box.

12.10 Retreats

A unit or stack must always retreat toward the nearest friendly Supply Source whenever possible. If two or more are equally distant, then the owning player may choose. No unit may retreat off the map or through enemy *occupied* hexes. Units that are stacked together during combat may retreat to different hexes, as long as all other retreat requirements are met.

TERRAIN: A unit may never retreat into or through terrain that it may not enter during normal movement.

EZOCs: Units forced to retreat into an EZOC suffer an additional step loss. In the case of a stack, only one step loss is applied, not one per unit. Friendly units negate EZOCs for the purposes of this rule. Units may only retreat into an EZOC as a last resort. Use any other retreat route first.

OVERSTACKING: If units must retreat into a friendly hex which causes overstacking, the retreating units must all retreat one additional hex. If the only possible hex once again causes overstacking, they continue until this is no longer the case.

STRONGPOINTS: Units in a hex containing a Strongpoint may ignore a retreat by taking an additional step loss.

ATTACKER RETREATS: Attacking units (not defending units) may choose not to retreat at the owning player's discretion. If they so choose, the attacking units must suffer an additional step loss. This step loss can come from any unit or stack that participated in the attack.

EXAMPLE: Four attacking units located in two separate Open terrain hexes receive a 1R result in combat. The attacker takes one step loss, then may either accept the retreat moving all units back one hex, or suffer an additional step loss from the attacking units at the attacker's discretion, according to normal Step Loss rules.

ELIMINATION: Units that cannot meet the above requirements for retreat are eliminated instead.

12.11 Advance After Combat

Whenever the defending hex is vacated in a combat, one, some or all of the involved attacking units (subject to the stacking limit) may advance into the defender's vacated hex. This is true even if the advance is made from a hex in an EZOC directly into another hex in an EZOC. The hex advanced into must be the hex abandoned by the defender.

Advances are not mandatory, but the decision to do so must be made immediately before the next combat resolution process is begun or the phase is completed. Advancing does not cost MPs. Some attacking units may advance while others do not. Artillery and defender units may never Advance After Combat.

Terrain Effects on Advance After Combat

BOCAGE: If the attack was into a Bocage hex, the attacker may only advance units if all defenders were eliminated by step losses from the CRT.

PROHIBITED HEXES AND HEXSIDES: A unit may never Advance After Combat into or through terrain that it may not enter during normal movement.

13.0 ARTILLERY & SHIPS FIRING ALONE

13.1 In General

Artillery units and naval units may fire at units within range on their own during the Combat Phase. A maximum of one artillery unit or one naval unit may fire at an enemy unit or stack. The Allied player must spend 1 CSP for each unit that fires, the German player does not. Remember that a hex may only be attacked once per combat phase—either by Ground Combat or artillery/naval fire.

13.2 Spotters

A spotter must be present to provide observation for artillery and naval gun fire. A spotter is defined as any friendly unit (including Strongpoints) within two hexes of the target hex if the target hex and the intervening hex is Beach, Clear, Flooded/Marsh or Farmland terrain. If the target hex or the intervening hex is any other type of terrain, the spotter must be adjacent.

HILL BONUS: Hill terrain provides a +1 hex range bonus to spotting units in Beach, Clear, Flooded/Marsh or Farmland terrain; i.e. a unit on a Hill can provide observation up to three hexes away. The path of hexes to the target unit cannot cross any terrain other than Beach, Clear, Flooded/Marsh or Farmland terrain.

ATTACHMENT: If spotting for artillery fire then the spotter and the artillery unit(s) must belong to the same Division or comply with Attachment (12.1).

SPOTTING NAVAL UNITS AT SEA: Any unit in a Coastline hex or in a hex overlooking a Beach hex may spot a naval unit up to ten hexes away during an AM or PM turn (20.3).

NATIONALITY: The nationality of the Allied unit conducting the spotting has no effect; i.e. British units may spot for US artillery/naval fire and vice versa.

NIGHT: A spotter must be adjacent to the target hex for artillery fire at night. Naval fire is not allowed at night.

13.3 Artillery and Naval Fire Procedure

Follow these steps for each artillery or naval fire:

STEP 1: Determine the base Hit Number (the Attacker's Attack Strength before modifications)

STEP 2: Modify the Hit Number by subtracting the following terrain combat modifiers:

Clear, Beach, Flooded, Sea	0
Farmland, Village	-1
Forest, Town, Bocage	-2
Entrenchment, City	-3

Terrain modifiers are cumulative. However, the final terrain modifier cannot exceed -3.

STEP 3: Modify the Hit Number by -1 if this is a Night Turn. (Remember: naval fire is not allowed at night.)

STEP 4: The Hit Number is further modified by adding the number of units in the target hex greater than one. *For example, if three units are in the hex the Hit Number would be increased by two.*

STEP 5: Roll a 10-sided die. If the number is equal to or less than the Hit Number, the target unit or stack loses one step at the owning player's discretion. A "1" always hits, a 10 always misses.

EXAMPLE 1: *The Allied player(s) fire a (4)-6 artillery unit at a stack of three German units in a Town hex. The base Hit Number is 4, which is modified by -2 (terrain) and +2 (stacking), the final Hit Number is 4. A roll of 4 or less inflicts a step loss on the German stack and the Allies subtract 1 CSP.*

EXAMPLE 2: *A German (6)-6 Werfer unit fires at a stack of three Allied units in Open terrain. The base Hit Number is 6, which is modified by +2 (stacking), the final Hit Number is 8. A roll of 8 or less inflicts a step loss on the Allied stack.*

13.4 Allied Counter-Battery Fire

When a German artillery unit fires per 13.3 during an AM or PM turn, the Allied player may immediately fire at the hex containing the German artillery unit with an in-range artillery or naval unit that has not yet fired during the turn. However, in this instance it does not need a spotter and the Allied player does not expend a supply point. Use the method in 13.3 to conduct this counter-battery fire, and any step loss would be chosen normally by the German player; i.e. a step loss from any unit in the target hex. Counter-battery fire occurs after the German player has conducted his fire with his artillery unit. No counter-battery fire is allowed in a Night Turn.

DESIGN NOTE: *This covers two important issues; The representation of superior Allied air reconnaissance, and also limits the German player from firing every gun in range, whether they need to or not, during their turn.*

13.5 German Fire Against Allied Ships

German artillery units may direct artillery fire at Allied naval units during any AM or PM non-Storm turn. All the normal rules of artillery fire apply, the target must be in range and be spotted (13.2). There are no Terrain modifiers. Any unit on a Coastline hex may spot a naval unit up to 10 hexes away. Before each German artillery unit fires at an Allied naval unit, the Allied player must state whether or not the naval unit will return fire (assuming that the naval unit hasn't already fired that day). If the Allied player opts not to return fire and the target is hit then the naval unit is removed from the game permanently. If the Allied player does opt to return fire and the target is hit then the naval unit is allowed to return fire into the hex from which the German artillery unit fired at it before the naval unit is removed from the game permanently. If the Allied player does opt to return fire and the target is NOT hit then the naval unit MUST return fire into the hex from which the German artillery unit fired at it.

14.0 ENGINEERING PHASE

Each player's Engineering Phase is conducted during the Night Turn of each day. The following actions may be attempted:

14.1 Bridge Destruction

Both players may attempt to destroy bridges with their engineer units. An Engineer unit that is not in an EZOC may attempt to destroy an adjacent bridge by rolling on the Bridge Destruction/Repair Table during the friendly Engineering Phase. If successful, place a Destroyed Bridge marker, with the arrow facing the destroyed bridge in an adjacent hex.

NOTE: The Allied player may also attempt bridge destruction using Armed Recon Attack, see 11.3.3.

14.2 Bridge Repair

Both players may attempt to repair previously destroyed bridges. An Engineer unit that is not in an EZOC may attempt to repair an adjacent, previously destroyed bridge by rolling on the Bridge Destruction/Repair Table during the friendly Engineering Phase. After a successful Bridge Repair attempt, the Bridge Destroyed marker is removed.

14.3 Entrenchments

Only the German player may build Entrenchments. The number of Entrenchments that may be in play at any one time is limited by the number of Entrenchment markers in the game. Entrenchments may not be built in City, Town, Flooded/Marsh or Bocage terrain.

CONSTRUCTION: To construct an Entrenchment, place an EM (Entrenchment Marker) on top of a friendly Engineer-type unit, with the "Under Construction" (pick & shovel) side up. That engineer may not move for the rest of that day. On the following Engineering Phase, if the engineer unit is still in the hex, flip the EM over to its Entrenchment side. Until removed via combat, the EM may not be moved. Only one may be built in a single hex.

EFFECTS: Entrenchments have a Stacking Value of one Stacking Point, and double the Defense Strength of one unit in the same hex.

REMOVAL: Once an enemy unit occupies an EM, it is removed from the map, but may be used again later in the game.

15.0 COMPANIES (BREAKDOWN UNITS)

15.1 Properties and Function

Companies have a Stacking Value of two and are considered Corps units. Companies are used to indicate the last step of a 3-step unit (3.4) or may be used to breakdown a battalion into company size units (15.2).

15.2 Voluntary Breakdowns

Players may voluntarily breakdown a battalion into companies during any friendly Movement Phase. This voluntary breakdown must be performed before the unit moves. The units that result from this action may then move normally. Players should refer to the Breakdown and Replacement Chart to see what type of company the parent unit creates. A three-step unit breaks down into three companies. A full strength or reduced three-step unit may reduce themselves by one step and create a single company. Full strength two-step units may reduce themselves by one step and create a single company unit, they may not breakdown into two companies.

15.3 German At Start Breakdowns

German units that are allowed to break down may do so at the beginning of the campaign game at the German player's discretion. They may break down into three separate companies or as a reduced battalion and one company. They may remain in their original setup

hex or be placed in any adjacent hex, or be placed with any Strongpoint at the beach to which they are assigned. There is a limit of one company per Strongpoint.

15.4 Combining and Absorbing Companies

Combining Companies: Two or more companies stacked together, and adjacent to the parent Division HQ of the battalion to be rebuilt, (or adjacent to a Corps HQ if a Corps level battalion is to be rebuilt), may combine to rebuild a previously eliminated or voluntarily broken-down 3-step unit to its reduced side (or full strength side if three companies combine).

NOTE: In the June 6th Invasion Turn, companies are allowed to rebuild in an EZOC and need not be adjacent to an HQ.

Combining Airborne Companies: During the Airborne Movement Segment of the June 6th Turn, Airborne companies from the same battalion may combine if they end their move in the same hex. An adjacent Division HQ is not required, and combining is allowed in an EZOC. On June 8th, this restriction is lifted and Airborne companies may combine into any available Airborne battalion units of the same division.

Absorbing Companies: During a friendly Movement Phase, a reduced battalion and an appropriate company stacked together may combine to bring the battalion up to full strength. An adjacent HQ is not required and combining is allowed in an EZOC. Combining may occur before or after movement.

See 9.5 for providing Replacements to companies.

16.0 SEQUENCE OF PLAY OUTLINE FOR THE JUNE 6TH TURN

The sequence of play for the first day of the game (June 6th) is different than the other turns and is outlined below:

A. The June 6th Night Turn

IMPORTANT: The Night Inter-Phase and the Night Player Phases are not used on June 6th.

1. The Allied Parachute Drop Phase

- a. **PATHFINDER SEGMENT:** Place the Regimental Pathfinder units on their designated setup hexes and roll for drop accuracy.
- b. **AIRBORNE DROP SEGMENT:** Place the Airborne battalions on their Regimental Pathfinder units and conduct all Paratroop Drops. For each battalion:
 - Roll for accuracy
 - Roll for the direction

Once accuracy and direction is determined, for each company unit:

- Roll for the distance from the Pathfinder
- Resolve Landing Casualties immediately
- c. **AIRBORNE MOVEMENT SEGMENT:** Airborne units may move one hex and Airborne companies may combine.
- d. **AIRBORNE COMBAT SEGMENT:** Airborne units may conduct Fire Combat against adjacent German units.

2. The German Airborne Reaction Phase

- a. German Airborne Reaction Movement Segment
- b. German Airborne Reaction Combat Segment

B. The June 6th Beach Invasion Turn

IMPORTANT: This replaces the Allied and German AM Player Turns.

1. Beach Invasion Phase #1

- Allied Landing Segment (check for Drift on Phase #1)
- German Defensive Fire Segment
- Allied Fire Segment
- German Movement Segment

2. Beach Invasion Phase #2: Repeat above for Phase 2

3. Beach Invasion Phase #3: Repeat above for Phase 3

4. End Phase

- Allied Regroup Segment
- Place a Beachhead marker at each Invasion Site
- Allied June 6th Naval Segment
- Artillery Recovery Segment

C. Allied PM Player Turn

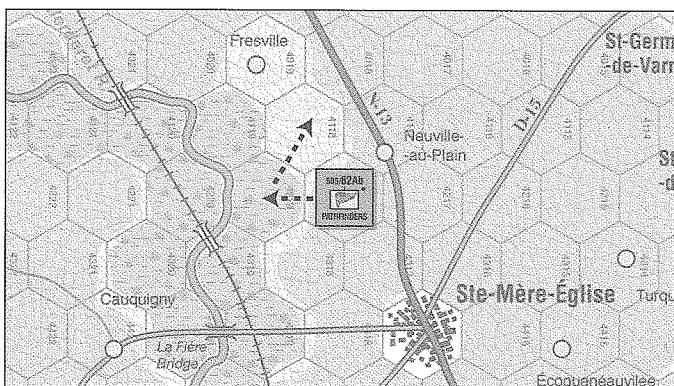
Resume the normal sequence of play from this point on.

17.0 PARATROOP DROPS

17.1 Pathfinders

Each Airborne Division has a Pathfinder unit for each regiment. The Regimental Pathfinder units must be placed before the rest of the Division's paratroopers are dropped.

Pathfinder Drop Procedure: Roll 1D6 for accuracy. On a result of 1-3, the unit lands in the assigned hex. On a result of 4-6, it is off-target and lands one hex away. If off target, roll for direction and place the Pathfinder in that hex. If the target hex is a Flooded/Marsh hex, move the Pathfinder unit one additional hex in the (1) direction per the Direction Chart. If that is also Flooded/Marsh, move it instead to the (2) direction, and so on.



EXAMPLE: The Pathfinder of the 505th Regiment, 82nd Airborne has a setup position in hex A4218. The Allied player rolls 1D6 for accuracy and gets a 4; it is off-target. The Allied player then rolls a 5 for direction. The Allied player places the Pathfinder in hex A4219 per the Direction Chart. However, this hex is a Flooded/Marsh hex, so the Allied player must move it an additional hex and so first looks to the (1) direction, which is hex A4118. As this hex is not Flooded/Marsh, the Pathfinder is placed there.

If it had been another Flooded/Marsh hex, the player would check the hex in the (2) direction which would put it back in A4218.

Pathfinder Properties: Pathfinder units may not move. If an enemy

unit moves into the hex, the Pathfinder unit is eliminated. Pathfinders are a source of General Supply for any Airborne unit throughout the June 6 turns. Remove all Pathfinder units once all Glider reinforcements have landed.

17.2 The Airborne Drop Segment

Once all the Pathfinders have landed, the Allied player can drop his paratroopers. Each Airborne battalion has three associated Airborne companies which will be used for the drop. The battalion counter itself is not used at this time, it is placed in the Airborne Holding Boxes printed on the map and will enter play when it can be built from its companies; see 17.3.

EXAMPLE: The 3/506/101 battalion will have three companies labeled G/3/506, H/3/506 and I/3/506.

Place the three Airborne companies on the hex that the Pathfinder dropped in and then follow the Airborne Drop Procedure for those three companies. Repeat the procedure for each battalion of the regiment. When all the companies of that regiment have dropped, move to the next Pathfinder and repeat the process until all Airborne companies have dropped.

Artillery battalions and Division HQs participating in the Parachute Drop are each considered to be individual units for the purposes of the air drop, any reference to "company" below applies to these units as well.

Airborne Drop Procedure:

STEP 1: Roll 1D6 for the accuracy of the Airborne battalion and refer to the Accuracy Chart below. This result applies to all three companies. CW Airborne units automatically roll a "1" result.

ACCURACY TABLE

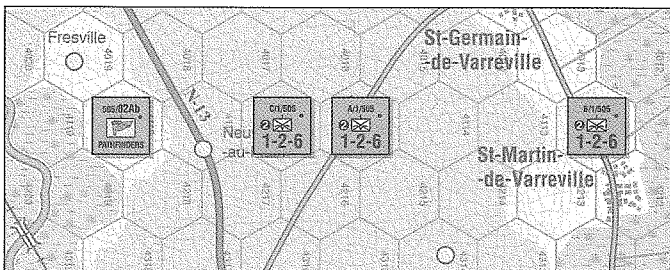
- Distance from Pathfinder is half of 1D6, rounded down
- Distance is 1D6
- Distance is 2D6

STEP 2: Roll 1D6 for the direction of the battalion using the Direction Arrows on the map (maps A & C). This direction applies to all three companies of the battalion.

STEP 3: Now roll for distance, and roll separately for each company of the battalion. The result is the distance in hexes from the Pathfinder's hex. Use either one or two dice depending on the result of Step 1. The Airborne companies land in those hexes. Conduct Landing Casualties (see below) as each company lands.

NOTE: See 19.8 for the special rules regarding the initial company of the British 2nd O&B at Pegasus Bridge.

Repeat this procedure for the next battalion.



EXAMPLE: After the 505th Pathfinder unit was dropped, off-target, into hex A4118 in the previous example, it is time to drop the troopers. For this example we will drop the 1/505/82 battalion. There are three companies that make up the 1/505/82 battalion; A/1/505,

B/1/505 and C/1/505. The Allied player first rolls for accuracy and the result is a 4; meaning each company will be 1D6 off target. Next he rolls for direction and the result is a "2", all three companies are off target in the (2) direction (east). First A/1/505; the roll is "3". Count three hexes in direction (2) and place it in hex A4113. For B/1/505, the result is 6; place it in hex A4112. A "2" is rolled for the C/1/505 and it is placed in hex A4116.

Landing Casualties:

- Any unit dropped onto an enemy unit or into a full sea hex is eliminated.
- Any unit that is dropped into a Flooded/Marsh hex must roll for survival with 1D6:
 - 1-4: No effect
 - 5-6: Unit eliminated
- Any unit that drops adjacent to a German unit immediately undergoes fire from that unit. The German player rolls 1D10 for each adjacent German unit (no DRMs apply). If the die roll is:
 - ◊ less than or equal to the German unit's Attack Factor = Unit eliminated
 - ◊ greater than the German unit's Attack Factor = No Effect.

17.3 The Airborne Movement Segment

After all Airborne units have dropped and landing casualties have been resolved, the Allied player may move any or all Airborne units up to one hex. Airborne companies may combine at this time after they move (15.4). Stacking rules will apply after the one hex movement. Airborne units that land adjacent to a German unit may move, but cannot move from EZOC to EZOC.

NOTE: When the Beach Assault Sequence begins, parachute units are able to move one hex per Beach Invasion Phase just as the beach assault units do.

17.4 The Airborne Combat Segment

During this segment the Allied player may fire at adjacent German units with his Airborne units. The CRT is not used, rather a "Fire Combat" system is used as explained below. If there are two or more adjacent enemy units, the Airborne unit may fire at only one of them. Each Airborne unit fires individually at an adjacent German unit using its Attack Strength. A German unit may be fired on more than once by different Airborne units. No CSPs are required. Roll 1D10 for each Airborne unit that fires. There are no Terrain modifiers. If the modified die roll is:

- less than or equal to the Airborne unit's Attack Factor = Unit losses one step
- greater than Airborne unit's Attack Factor = No Effect.

There is no Advance or Retreat in this Combat Segment.

17.5 German Airborne Reaction Movement Phase

The German player may move any unit with a MA of 1 or more, that is currently within two hexes of an Allied Airborne unit up to one Movement Point (1 MP) according to normal movement rules. All other German units may not move.

17.6 German Airborne Reaction Combat Phase

The German player may now perform Fire Combat using the same method described for the Allies in the Airborne Combat Segment. No Artillery Support is allowed and two or more German units may NOT combine their Attack Strength before firing.

17.7 Glider Landings

DESIGN NOTE: The glider units came in later with a better idea of where they were going. However, it was a more dangerous landing considering the terrain, enemy fire and flooding.

Glider units may land in any hex that is free of German units and EZOCs where a Line of Supply can be traced from the landing hex to a Pathfinder unit that belongs to the Glider unit's Division. Stacking limits may be ignored upon landing, but must be corrected by the end of the Allied Movement Phase. Glider units must roll for Survival and Accuracy:

Survival: Roll 1D10 for each Glider unit. On a 1-2 the unit loses a step*. 3-10 has no effect.

**Destroyed if a company or other one-step unit, apply a step loss if a full or reduced battalion.*

Accuracy: Roll 1D6 for accuracy. On a result of 1-3, the unit lands in the assigned hex. On a result of 4-6, it is off-target and lands one hex away. If off target, roll for direction and place the Glider unit in that hex. If the target hex is a Flooded hex, an all-Sea hex, an enemy occupied hex, or a hex adjacent to a German unit, apply Landing Casualties per 17.2.

Movement: Glider units may move a maximum of one hex on the turn they land.

17.8 Airborne Artillery

There are three US Airborne Artillery units which may land during the Parachute Drop Phase (376th & 456th of the 82nd, and 377th of the 101st). The Allied player(s) may wait until the 6 June PM turn to land them, following the rules for Glider Landings (17.7), or land them with the initial drop during the June 6 Night Turn. If dropped with the initial landing, they roll for Glider Survival with a -2 DRM and follow the parachute landing drift rules (accuracy roll, direction roll and distance roll).

18.0 JUNE 6TH BEACH INVASION TURN

18.1 Defining Landing Sites, Landing Queues, Assault Hexes and Holding Boxes

Each Landing Site (Gold, Juno, Sword, Utah and Omaha) is composed of individual beaches. Each beach has three parts: the Beach hex, the Landing Queue (composed of up to three Assault Hexes), and a Holding Box (the white box behind the Assault Hexes).

EXAMPLE: At GOLD Beach, King Red is in hex 1829. Its assault hexes are 1728, 1628 and 1527.

18.2 Placing Allied Units on the Assault Tracks

The Allied player places his invading forces on the map as follows:

1. Place Battalions: At each landing site place a battalion in each Assault Hex. For example, Sword Beach has 10 Assault Hexes, and each can hold a battalion. The historical "beach assault battalions" are placed in the Phase 1 hexes and are identified in the scenario setup rules. The other battalions are placed at the player's discretion, from the available units in the division.

2. Breakdown Battalions: Where applicable, break down the placed battalions into companies. Place the battalion units that were broken down into the holding box associated with that beach. Artillery battalions cannot breakdown so if one is placed in an Assault Hex, it

must land as a battalion.

3. Rearrange Companies: Now arrange the tank and infantry companies as you see fit within the three Assault Hexes for that beach. DD tanks, if available, can land with the first wave, but must follow the stacking rules.

4. Place Support Units: Place support units (Engineers, AVRE, and Crocodile units) with the company size landing units as desired. They may be placed in any Assault Hex, together or alone and have no Stacking Value. However, they DO count as a unit for the stacking die roll modifier during the German Defensive Fire Segment. Commandos and Rangers cannot receive Support Units.

5. Place Remaining Units Aside: Units of the assault divisions that cannot fit in the Assault Hexes will enter the game on the June 6, PM turn, or later if necessary, as normal reinforcements.

Stacking in Assault Hexes: During the June 6 Invasion Turn, each Assault Hex in the Landing Queue has a stacking limit of three (3) companies or one battalion. Once placed, these are the only units that may land during the landing sequence. Support units have no Stacking Value. The holding box has no stacking limit and is merely to keep track of each battalion's location. Beach hexes have a stacking limit of 6 Stacking Points like any other land hex.

See 19.5 for stacking on the Commando beaches.

Note that after the June 6 Invasion Turn, stacking in the Landing Queue is four units per hex.

Battalion Size Units in Assault Hexes: Battalion-sized units that are placed into the Assault Hexes may only land in a Beach hex that is not adjacent to any enemy unit or Strongpoint.

DESIGN NOTE: The Allied player will want to pay close attention to what units he wishes to land, and their position in the landing hexes.

18.3 Allied Landing Segments

18.3.1 Allied Landing Segment, Phase 1

All Allied units move one hex (including Airborne units that landed in the Night Turn). Units in the Assault Hexes advance one hex down the track. Units in the Phase 1 Assault Hex will enter the actual Beach hex. On Phase 1 ONLY, check for Drift (see below) for each unit entering a Beach hex this phase. Landings may be performed in any order that the Allied player wishes, but units in each Landing Site must be landed from west to east.

EXAMPLE: At Omaha Beach, the first unit moved onto the beach is at Charlie, then Dog Green, then Dog White and so on.

Drift: Each Landing Site has a Drift Rating displayed on the map. The Allied player rolls 1D10 for each unit (including Support units) landing in Phase 1 only (see also 19.5). If the die roll is less than or equal to the Drift Rating, it lands in the target hex. If greater than the Drift Rating, it lands one hex to the east from its target hex.

Exception: the Rangers at Pt du Hoc do not check for Drift, they attack directly from their Assault Hex.

DD Tanks: For any DD tank company entering the Beach hex roll for survival (19.6.2) for each, and if they survive, check drift. They may then fire immediately, per 18.5. This is an "extra" fire opportunity, and they may still fire during the Allied Fire Segment of the Invasion Phase. See the DD Tank Minimum Commitment (19.6.3).

18.3.2 Allied Landing Segment, Phases 2 & 3

On Phases 2 & 3, all Allied units may again move one hex. Units in Assault Hexes advance one hex. Units already on a Beach or Land hex (including Airborne forces) may move one hex if desired. This one hex movement may not enter or cross terrain that is prohibited in normal movement. Units may not move from one EZOC directly into another.

Stacking: Units may not exceed stacking limits at any time. If there is no room to move up or land, units must remain in place.

Changing Beaches: During the 2nd and 3rd Landing Segments, units in Phase 1 Assault Hexes may, instead of landing at the Beach hex associated with their Landing Queue, land at the adjacent Beach hex (to the left or right) if that hex is not in an EZOC.

18.4 German Defensive Fire Segment

The German player may fire at Allied units in this Segment. The CRT is not used, rather a "Fire Combat" system is used as explained below. All German units are considered to be in Combat Supply for the duration of the June 6th Invasion Turn. Follow these guidelines for each Fire Combat:

- Units in different hexes cannot fire together. Units in a single hex can fire together with their combined strength.
- Each target must be a single hex, no multi-hex attacks are allowed.
- A combat unit may fire only once in a single phase.
- Non-artillery units may only fire at adjacent enemy units.
- Artillery units may not fire in Beach Invasion Phase 1 unless firing at an adjacent enemy unit with its Defense Factor of one.
- Artillery units may not target Allied units at sea in the Landing Queue, target hexes must be Beach or land hexes.
- In the Beach Invasion Phases, an enemy hex may be targeted more than once.

Fire Procedure: For each combat, indicate which units will fire, choose a target hex and roll 1D10. The Hit Number is equal to the firing unit(s) total Attack Strength. If the roll is equal to or less than the Hit Number, a step loss is inflicted on the target unit(s). The non-phasing player chooses which unit to eliminate (Support units may be removed to satisfy a step loss). Ignore all terrain modifiers except for Bluffs. There is no Retreat or Advance After Combat.

Beach Stacking DRM: When the German player is targeting a stack of more than two units on a Beach hex, for every unit beyond the second in the Beach hex, add one (+1) to the Hit Number. Support units count as units for this rule.

EXAMPLE: If fired upon, a stack of five units (three companies and two support units) would provide the German player with a +3 DRM.

Combined Arms DRM: The Combined Arms modifier does apply where applicable, for a +1 DRM. This DRM is available in both the Allied and German Fire Segments.

18.5 Allied Fire Segment

The Allied Fire Segment is divided into two steps:

STEP 1: REBUILD BATTALIONS: At this time, Allied units (including Airborne units) may form up per the rebuild rules in 15.4 if they wish (Note: an HQ need not be present on the June 6th Invasion Turn). Units may only reform into units that are currently in the holding boxes. They may reform as reduced or full-strength battalions, depending on the companies available.

STEP 2: Conduct Fire Combat using the same procedures and restriction laid out in 18.4 except the Allied player does not receive the Beach Stacking modifier against German units.

Air Support: No Ground Support is available on any June 6 turn.

Artillery Support: Artillery units may not fire until they land.

Allied Supply: All Allied forces are considered in Combat Supply for the Beach Invasion turn. They do not need to spend CSPs, unless using the optional Emergency Naval Support in Phase 3; see below.

Emergency Naval Support: During the third Landing Phase (ONLY), the Allied player(s) may expend 1 CSP for each beach where this option is used, to place up to five naval units within range of the beach selected (roll for Mines [10.9] for each placed naval unit). This naval fire follows all normal rules of naval support, but can only be used for combat support (adding the naval unit's value to the land unit's Attack Strength). This fire counts as the naval units' fire for the day and they will not be available again until the next day. Flip the naval unit over to its fired side.

18.6 German Movement Segment

German units currently on the map may move normally in this segment, but have a reduced MA. Their MA is determined by the Beach Invasion Phase:

- Beach Invasion Phase 1: 1 MP
- Beach Invasion Phase 2: 2 MPs
- Beach Invasion Phase 3: 3 MPs

Minimum one hex movement (10.3) is allowed in each phase. All German units are considered to be in General Supply for the duration of the June 6th Invasion Turn. There are no Mechanized Movement phases in the June 6th Invasion Turn. German units are allowed to break down into companies or build up into battalions in all three phases.

All German units may move normally in the PM turn.

18.7 German Artillery on June 6th

German units and Strongpoints may call in Division and Corps artillery during Beach Invasion Phases 2 & 3, following all rules for using artillery fire support in combat except for the special rules listed below:

- There is no artillery fire in Phase 1.
- Only one artillery unit is allowed in each combat during the Beach Invasion Phases. Add its fire strength to the total Attack Strength.
- Coastal artillery units may only fire once during the three Beach Invasion Phases.
- An artillery unit may be fired once OR moved once during the three Beach Invasion Phases. For example, if a unit moves in the German Movement Segment of the 1st Beach Invasion Phase it cannot move or fire in the 2nd and 3rd Beach Invasion Phases. However, a mechanized artillery unit may move and then fire, but only in that order; once during the three Beach Invasion Phases. For example, if a mechanized unit moves in the German Movement Segment of the 2nd Beach Invasion Phase it can fire in the 2nd or 3rd Beach Invasion Phases, it could not move in the 3rd Beach Invasion Phase. Once flipped to the "Moved" side, artillery units are not flipped back until the end of the beach landing sequence, just before the 6 June PM turn

Strongpoints and Artillery

Coastal, Corps and Division artillery units may be used with a Strongpoint to fire at Allied units. The Strongpoint may combine its strength with the artillery unit (if the target is adjacent to the Strongpoint). Alternatively, the artillery unit may fire by itself using the Strongpoint as a spotter. Strongpoints may call on the following Division artillery units:

<i>Location of Strongpoint</i>	<i>Division Artillery</i>
Utah Beach:	709th
Omaha Beach:	716th, 352nd
Gold Beach:	716th
Juno Beach:	716th
Sword Beach:	716th

18.8 The End Phase

After the conclusion of the Beach Invasion Phase #3 the Allied player conducts the following activities:

18.8.1 Allied Regroup Segment

- All AVRE and Engineer Support units are removed. Crocodile units remain in the game.
- Units in the Assault Hexes that have not landed (due to lack of space on the beach) are formed-up where possible and set aside to be landed on the next turn. These units must be landed before any others.
- Form-up any units that have landed (including Airborne units). Units do not need to be adjacent to a Division HQ at this time.
- Any battalion units left in the holding boxes are placed in the Eliminated Box. They may be rebuilt later with Replacements.

18.8.2 Beachhead Marker Placement

The Allied player chooses one Landing Queue at each Landing Site (Utah, Omaha, Gold, Juno and Sword) and places the appropriate Beachhead marker in that Landing Queue's Holding Box. This marker may never be moved. The Beach hex at the end of the Landing Queue becomes a Supply Source and an entry location for Allied Reinforcements.

Stacking of Reinforcements in the Landing Queue: The stacking limit in the Landing Queue is now four units of any size (battalion, company or "funnies") per Assault Hex.

18.8.3 Allied June 6th Naval Movement Phase

Allied naval units are placed at this time on any all-Sea hex at least two hexes from a land hex. Roll for Mines for each naval unit placed (10.9). They will be ready to fire during the June 6 PM turn.

18.8.4 Artillery Recovery Segment

Flip all Allied and German artillery units to their Ready side.

18.9 Strongpoints

18.9.1 Properties of Strongpoints

- Have a Combat Strength for attack and defense between 1 and 4.
- Can never be moved.
- Have a Stacking Value of 1.
- Have a ZOC.
- Once destroyed they may never be replaced.
- **HIDDEN AND REVEALED SIDES:** Strongpoint counters have a hidden side, and a revealed side. They are placed with their strength hidden to the Allied player. The German player(s) can examine the strengths and plan the placements accordingly. Flip

them to their revealed side when attacked or when they attack. Once revealed, they stay that way permanently until they are removed.

18.9.2 Placement of Strongpoints

Strongpoints are placed on their hidden side at the beginning of the game by the German player, on or near the five landing beaches and around the Cherbourg perimeter according to scenario instructions. Strongpoints are placed either in the hex location given in the scenario instructions, or by the following rules if placed at beaches or in the Cherbourg perimeter:

- **At Beaches:** Strongpoints are placed one per hex, adjacent to a Beach hex. They may not be placed in a Beach hex. Terrain is not considered for these placements. For example, they may be placed in hexes C1929 and/or C1930 despite the presence of Flooded terrain, but not in C1928, since that is a Beach hex. Scenario instructions dictate how many are placed at each beach.
- **At Cherbourg:** Twelve Strongpoints are placed within the Cherbourg perimeter. One must be placed in hex A2035 (Note: This is Fort du Roule). Two may be placed in any hex within the perimeter except in a City hex, and the other nine must be placed one per hex, adjacent to and inside the Cherbourg Perimeter.

There are 46 Strongpoint markers with the following strengths:

- 4 strength x15
- 3 strength x15
- 2 strength x8
- 1 strength x8

18.9.3 Strongpoints in Combat

Allied units are prohibited from moving into an active Strongpoint hex; it must be destroyed first. Their presence has no effect on friendly units in the hex but can be combined with them for the purposes of Fire Combat or Ground Combat. When a step loss is applied to a defender containing a Strongpoint in the hex, the defender chooses which unit takes the loss. If the Strongpoint is the only unit in the hex, it is removed. Other rules for Strongpoints include:

- Defending units that have a Strongpoint in their hex can also choose to take a step loss instead of a Retreat result in combat.
- Combat against Strongpoints may be modified by the presence of AVRE units (19.6.1).
- Strongpoints, and units stacked with them are not required to conduct Mandatory Attacks (12.3).
- See 18.7 for Strongpoints and artillery fire.

18.9.4 Isolated Strongpoints

Strongpoints are considered Isolated, and must roll for elimination if at the end of any German Combat Phase after the June 6 PM Turn they cannot trace a Line of Supply of any length to a friendly unit or another Strongpoint.

If Isolated, roll 1D6 at the end of each friendly Combat Phase. On a roll of 1 the Strongpoint is eliminated. A roll of 2-6 has no effect.

19.0 ALLIED SPECIAL RULES

19.1 Battleship Withdrawal

The Allied battleships are withdrawn from the battle on a random date between June 30th and July 5th. Role 1D6 during the Replacement & Reinforcement Phase of each Night Turn beginning on June 30th. On a result of "6", modified per below, all battleships are immediately withdrawn from the map permanently.

On July 1st, add one to the die roll, on July 2nd, add two, and so-on. On July 5th the battleships are withdrawn automatically.

Exception: The battleships *Warspite*, *Ramilles*, *Rodney* and monitors *Roberts* and *Erebus* are exempt from the withdrawal.

19.2 82nd & 101st Airborne Division Withdrawal

The US Airborne Divisions are withdrawn from the battle at some point between June 30th and July 5th. Roll 1D6 for each Airborne Division during the Replacement & Reinforcement Phase of each Night Turn beginning on June 30th. On a result of "6" modified per below, the Division must be removed from the map by the end of the next Allied PM Turn.

On July 1st, add one to the die roll, on July 2nd, add two, and so-on. On July 5th, any US Airborne Division not already removed is withdrawn automatically. Remove their counters from the map at the end of the July 5th Night Turn.

19.3 Allied Carpet Bombing

DESIGN NOTE: In specific instances during the Normandy campaign, the Allies unleashed a massive, narrowly targeted bombing attack designed to obliterate the resistance in the area and open a hole for a planned assault. These were conducted during operations *Goodwood* and *Cobra*.

19.3.1 Carpet Bombing Restrictions

The Allies are limited to two Carpet Bombing Attacks per game. A Carpet Bombing Attack must be declared to the German player at the beginning of the Movement Phase in an Allied AM or PM turn; and can only take place after July 15th.

19.3.2 Carpet Bombing Supply Cost

A single Carpet Bombing Attack costs 10 CSPs.

19.3.3 Carpet Bombing Placement & Resolution

Target Hexes: To conduct a Carpet Bombing Attack, the Allied player targets ten contiguous hexes. Each targeted hex must be adjacent to another. All hexes must be selected prior to moving friendly units and conducting any of the attacks. Use any convenient marker to identify the planned hexes, such as the Strategic Movement markers.

The Allied Movement Phase: Conduct movement normally, however, the Allied player(s) must roll 1D10 for any unit which begins the Allied Movement Phase adjacent to a targeted Carpet Bombing Attack hex. On a 9 or 0, the unit doesn't move (and might be subjected to friendly fire). *While the pull back was historically ordered, the Army only agreed to half of the requested pull-back distance, and several units did not even follow those orders as they were reluctant to give up ground they had fought over.*

Resolve Carpet Bombing: Roll an attack against each hex using the Armed Recon Chart with a Hit Number of 5. German AA fire is ignored for these attacks, but terrain is counted. Additionally, roll an identical attack against any friendly unit adjacent to any targeted hex.

19.4 Mulberry Harbors

Mulberry Harbor markers represent the artificial harbors that the Allies built during the Normandy Campaign.

19.4.1 Mulberry Harbor Construction

There are two Mulberry Harbors available for construction. These may be built at any beach. On or after the June 7 Turn, the Allied

player(s) select which two Beachheads to build the Mulberry Harbors at, and then begins rolling 1D6 at the start of each AM or PM turn to determine the progress of the construction. Roll separately for each harbor, the number rolled is the amount of progress towards completion. Use the Mulberry-1 and Mulberry-2 markers on the Mulberry Track to record the accumulated results. When a harbor's total reaches 21 it is considered to be ready. Players are not required to begin the construction of a particular harbor, and they may begin their construction on different turns.

Historically, these were Omaha and Gold beaches—they were the most viable ports. However, as an option, Allied players may build them at other beaches.

Mulberry Benefits: With a Mulberry Harbor in place, the Allied player receives the following benefits:

- Reinforcements may be placed on the Beachhead row and both adjacent hexes to it. In other words, you can line up two additional “rows” of reinforcements, landing onto any adjacent Beach hex, effectively tripling your landing capacity per turn.
- All three of these hex rows are now considered a Supply Source.
- The Allied player receives an additional 10 Supply Points per turn during the Supply Phase of each Night Inter-phase for each Mulberry Harbor in play.

19.4.2 Mulberry Harbor Destruction

During any Storm turn, the Allied player must roll for the survival of each Mulberry Harbor currently in play. Roll 1D6 and consult the table below. If destroyed, it is removed from the game permanently and the beach where it resided reverts back to its Beachhead marker. Any units in the destroyed Mulberry's additional Landing Queues are moved intact into the Beachhead's Holding Box.

Mulberry Harbor Destruction Table

Die Roll	Result
1-4	Mulberry Survives: No effect.
5-6	Mulberry Destroyed: Remove from the game.

19.5 Commando and Ranger Units

Commando units include US Rangers, British Royal Marines, and CW Commandos. Commando and Ranger Battalions breakdown into companies during the landing procedure just like normal battalions. Commando units function exactly as infantry battalions with the following exceptions:

- They are not counted on either the US or CW Allied Step Loss Track and can never receive Replacements.
- They only pay half their MP to cross a Bluff hexside.
- They receive a -1 DRM to all Drift rolls.
- They are considered Corps units.

US Rangers: See 20.6 for special placement rules for the US Rangers at the start of the game.

Rangers and Commandos hit the beach on their own, they cannot have Support Units assigned to them at the start.

RM ASG: The tank companies of the Royal Marine Armored Support Group (RM ASG) go in with the Commandos. Since stacking is only three units in an Assault Hex, one Commando company must be placed in the Holding Box for each RM ASG unit placed with the assault group. The company units in the Holding Box may land in the 2nd or 3rd Beach Assault Phase if space on the beach allows.

19.6 Hobart's “Funnies”

The British special-function units of the 79th Armored Division developed primarily by British Major Gen. Percy Hobart; consist of AVRE tanks (engineer), Crocodile (flamethrower) tanks and DD (amphibious) tanks.

19.6.1 AVRE Tanks and Crocodile Tanks

These units must be placed with CW units and must move with other units at all times. If ever alone in a hex, they are removed from the map permanently. They must roll for Drift during the invasion like all other units. They have no combat or Stacking Values, but do count as a unit for the stacking DRM. They are not considered a Tank unit for the Combined Arms Bonus. These tanks give special bonuses as follows:

AVRE Tanks: +1 DRM vs. Strongpoints.

Crocodile Tanks: +1 DRM vs. any defending stack that includes infantry.

Post Invasion: AVRE tanks are removed from the game permanently after the June 6th PM turn. Crocodile units remain in play but are subjected to all the terrain and movement restrictions of a Tank company. They do not add to Stacking Value and may not be used as a step loss as a result of combat. If they are ever attacked while alone in a hex, or are the last units remaining after a combat, they are permanently removed from the game. Only one Crocodile Tank bonus may be applied to a single combat.

19.6.2 DD Tanks

DD Tanks provide an extra “first-fire” by the Allies during the Beach Landing Sequence if successfully landed as DD units. After the Beach Invasion Turn, they operate as normal tank units for the duration of the game. If they are attempting to land as DD Tanks, use DD break-down companies. If not, use normal tank company units. DD companies and normal tank companies are interchangeable when rebuilding a tank battalion. Also, you may “mix & match” when breaking down a DD Tank battalion; for example, you can take one DD company and two normal tank companies during the Invasion Turn (only).

Procedure: Each Invasion Beach has a DD Tank range printed on the map. If the Allied player wishes to land a tank company as a DD Tank, he breaks the battalion down into three tank companies; the ones to land as DD Tanks use the DD Tank breakdown company. Place them according to the setup rules, with the DD companies in the first Assault Hex. The Allied player then rolls 1D10 for each DD Tank company and consults the table when they land. If the roll is less than or equal to the DD Tanks rating for that beach, the DD Tank lands successfully and it may fire immediately in Step 1 of the landing phase. If greater than the DD Tanks rating for that beach, it is eliminated.

19.6.3 DD Tank Minimum Commitment

At least one tank company must land as DD Tanks at Utah, Gold, Juno and Sword Beaches. At least two tank companies must land as DD Tanks at Omaha Beach. The remaining initial tank companies may be landed either way at the player's discretion.

19.7 Assault Engineer Companies

The beach assault engineer units were not deployed historically as companies. Like the “Funnies” (except DD tanks), the assault engineer companies have no combat or Stacking Value and can freely stack with other friendly units. However, they do count as a unit for purposes of the stacking DRM in Fire Combat.

During the Invasion Phases, having an Assault Engineer company in a hex adds +1 to the Allied To Hit Number of any stack which also contains infantry-type units (only) attacking from a Beach hex. This is cumulative with any other bonuses, for example: an AVRE tank unit. However, additional assault engineer units in the same hex lend no additional modifier. After the Invasion Sequence, these units are removed from the game permanently.

19.8 Pegasus Bridge

One company of the 2nd O&B, 6th Airborne Division lands at Pegasus Bridge (hex C3014) during the Parachute Landing Phase. A counter for this company is provided. This company lands using the Pathfinder method as described in 17.1. If it lands in the target hex, the German Strongpoint there is destroyed and the O&B company occupies the hex. If not, place it in an adjacent hex per 17.1. Thereafter it operates as any other breakdown company.

The rest of the O&B Battalion lands by glider on the June 7 turn on its reduced side.

19.9 "Rhino" Tanks

The bocage, made up of dense, thick hedgerows was a significant nuisance for the liberating Allied forces—especially to the American forces in the western part of Normandy. In the bocage country, a relatively small German force, using defense in depth, could hold back a much larger force. Tanks could be of great help, but they had to get through these immense barriers to do so. If they stuck to the roads and trails, a single tank hit by a hidden anti-tank gun could hold up a column for some time. Several different tank modifications were being tried in the field, but most famous of these was that developed by Sgt. Curtis Culin. Shermans equipped with the "Culin Cutter" were dubbed "Rhino" tanks.

Arrival: On 7 July, the Allied players receive six Rhino units. These "land" on the beach like any other reinforcement. They have a movement factor, but no combat factors. They cost nothing for stacking purposes.

Combat Effects: If one or more are stacked with an attacking Allied armor unit, they lend a +1 DRM modifier if the attack is into Bocage terrain.

Replacement: Rhino units cannot be permanently eliminated. If a German unit enters their hex, or if the Rhino unit is with a unit that is eliminated in combat, the Rhino units are removed from the map, but may reenter play at the nearest Beachhead on the following turn.

19.10 Allied Motorization

The Allied player may receive a Division Motorization during the Replacement Phase of the Night Turn; see Daily Allied Replacement Chart. When the Allied player receives a Division Motorization, he chooses a division currently on the map, and flips its HQ unit over to the "T" (for "Truck") side. This condition is permanent even if the HQ is later removed from the map through combat (when it returns it comes back with the "T" side up).

While motorized, the division receives a +2 MP to all non-mechanized units with a movement of six or less (Units with greater than 6 MP already have their own inherent transportation).

PLAY TIP: Players could also note this motorization on the alternate Division Quality Record if they so wish.

EXAMPLE: The Allied player receives a Division Motorization during the June 9 Night Turn. He selects the 4th Infantry Division

to receive it. The 1/8/4 infantry battalion, (and all non-mechanized units of the 4th), receive a +2 to its normal MF of six and now has an MF of eight. The Allied player may not flip the 4th Division HQ back to its non-motorized side during the game and may not transfer this ability to another unit.

20.0 GERMAN SPECIAL RULES

20.1 German Motorization

The German player may receive Infantry Division Motorization during the Reinforcement & Replacement Phase of the Night Turn, see the Daily German Replacement Chart. Infantry Division Motorization is represented by a Truck counter.

German Truck counters move onto the map via any road during the Movement Phase. When a Truck counter is moved into a hex containing a German Infantry Division HQ, place it underneath that HQ unit. While the Truck counter is with that HQ, the Division receives the same +2 bonus to movement that the Allied player receives for Motorization.

However, the German player can transfer this ability, simply by moving the Truck counter to another Division's HQ during the Movement Phase, using normal movement costs. As soon as the Truck leaves the original HQ, that unit no longer receives the bonus. The number of Truck Motorization counters is strictly limited to those counters included in the game. Once all are received, the German player(s) can receive no more.

If a German HQ with an attached Truck counter is destroyed, the Truck counter is returned to the unit pool.

20.2 Cotentin Peninsula Supply and Replacements

Supply: Any city hex of Cherbourg acts as a General Supply Source for German units.

Replacements: Units that can trace a Line of Supply to a Cherbourg City Hex, but cannot trace a Line of Supply to the South or East map edge may no longer use Turn-based Replacement Points. However, they can receive REM Replacements. If and when the peninsula is cut-off, the German player begins using the Cotentin REM Replacement Track on the German Record Chart. Step losses that occur within the peninsula are tracked on this chart and may become Replacement steps just as with normal REM Replacements. These are the only replacements that may be used within the peninsula unless a Line of Supply to the South or East map edges is re-opened.

20.3 German Kampfgruppe (KG) HQs

During the Replacement Phase of a Night Turn, the German player may place one or more KG HQ unit on the map in an area where it is deemed necessary.

Placement: a KG HQ may be placed in any hex that is:

- free of EZOCs, and
- that is in General Supply to a friendly Corps HQ and;
- that is within six hexes of any friendly combat unit.

Once placed on the map, it may not return to the board if eliminated. If a KG HQ is eliminated in combat, it is removed from the game permanently. The number of KG HQs available to the German player is strictly limited by the counter mix.

A German KG HQ functions in all ways as a normal HQ unit except that it may only provide General Supply to up to six units of any friendly Division or Corps.

20.4 Cherbourg Port Destruction

Demolition Procedure: The German player may begin the destruction of the Cherbourg Port during the Engineering Phase of any Night Turn. Place the Port Destruction marker on the (9) space of the Cherbourg Port Destruction Track. On the next turn's Engineering Phase, the Port Destruction marker is moved from the (9) to (8) space, and so on, each day, until the marker reaches the (0) space. It is then "destroyed." Once begun, the nine-day process cannot be stopped unless the city is captured by the Allies.

German Victory Points: During the 28 June Night Turn, if Cherbourg has not yet been captured by the Allies the German player(s) receive a number of Victory Points equal to the current Port Destruction Level. Subtract that number from the current level on the Allied VP Track.

Allied Victory Points: If the Allies capture the city before June 28, they receive a number of Victory Points equal to the current level of the port when it is captured. If demolition has not been started, the Allied player is awarded 10 Victory Points.

Port Repair: During any Engineering Phase after capture, the Allied player(s) may move the Port Destruction marker up one space if necessary; for example from zero to one and so on, at the cost of 5 CSPs per increment. When it reaches nine (9), the port becomes partially operational and the Allies receive 5 CSPs per day as long as they continue to hold the port.

DESIGN NOTE: Cherbourg was the key objective of the US 1st Army in the assault phase of the Normandy campaign. The German defenders were ordered to fight for every inch of ground to the end, and in most cases they did just that. The port was almost completely destroyed by the time the US forces took the city and though in July the port was made partially operational, it did not become fully operational for months.

20.5 German Fixed Batteries

The German player has a number of fixed artillery batteries that begin the game located throughout the map. These units may never move; and if forced to retreat are eliminated. They are always in Combat Supply. They have an inherent ground attack/Defense Strength of (1). They are considered Corps artillery.

Fixed artillery batteries are always considered to be in Combat Supply for the purpose of firing at Allied naval units even if they are currently out of General Supply. When firing at targets on land, fixed artillery batteries must comply with the rules for conventional artillery units.

20.6 Pointe du Hoc

There are two counters for the gun emplacement that begins the game on hex B1305. One has the artillery unit printed on the reverse side, and the other says, "Guns Moved." At the start of the game, the German player places one of these counters in hex B1305 inverted (at his choice), and places the other in hex B1406 inverted. Both have an inherent combat attack/Defense Strength of one, like any other fixed battery. If the guns in Pointe du Hoc (B1305) have not been moved, they may fire normally. If the guns are placed in B1406, the German player must have an infantry type unit present in the hex in order to fire these guns. This rule only applies to this battery.

During their landing unit placement, the Allied player(s) may either: a) Place the 5th Ranger Battalion in the beach landing hex and land it normally to assault Pointe du Hoc or, b) land the 5th Ranger Battalion at Omaha, Beach Charlie behind the 2nd Ranger Battalion and land it as a follow-up battalion during the Beach Landing Phases.

20.7 German Ost Battalions

German Ost Battalions may never breakdown into companies or reduce themselves one step and create a company (14.2). If a German Ost Battalion is isolated during the End of Turn Phase, it loses a step. An Ost Battalion can be eliminated in this way. Isolated is defined as being unable to trace a Line of Supply of ANY length.

21.0 PREPARING FOR PLAY

Once players mutually agree upon a scenario and choose sides, follow all special instructions for the selected scenario that supersede the standard rules. Each side places units and game markers on the map sheet according to the Set-Up instructions. Once placement is complete, begin normal play.

In most scenarios, the German player sets up first and the Allied player moves first, but this may not be the case in certain scenarios. Refer to the scenario instructions and when there is a contradiction, the scenario rules supersede the general rules.

22.0 OPTIONAL RULES

22.1 Allied "Repple Depple"

Whenever an Allied player builds any non-Airborne INF battalion back to full strength they must place a Repple Depple (R-D) -1/-1 counter beneath it. This modifier reflects a -1 to both its attack and Defense Strength as long as it remains at full strength. If it loses a step again, the marker is removed. If it subsequently builds back to full strength, it places another R-D -1/-1 marker beneath the unit.

Note: Any Allied units built to full strength during the June 7 turn are exempt from placing an R-D marker for that turn only. Additionally, all Airborne battalions are exempt for the duration of the game. Commando and Ranger type units cannot receive replacements at any time.

DESIGN NOTE: The Allied armies used a replacement system which tended to throw almost completely green troops into the fray. While drawing from a Replacement Depot, or "Repple Depple", allowed Allied armies more flexibility in their ability to keep units at full strength, the unit quality and cohesion did suffer as the replacements had little training and no combat experience. Unfortunately, the casualty rate amongst these troops was very high.

German units drew replacements primarily from Division training, or Feldersatz battalions. These troops were broken in to combat gradually and generally stayed with their comrades from basic training until they went into combat. This meant less flexibility than their opponents, but greater experience and unit cohesion was the result.

22.2 Allied Unit Quality

The wildly varying German division quality is already reflected in the counter strengths. Although most Allied divisions had an almost identical TO&E, there were differences in some Allied divisions that were not apparent until they were committed to battle. Where there was a difference, it was most often due to command issues.

When any Allied Division HQ enters play, the Allied player rolls 1D10. Certain divisions are exempt as noted below. Consult the Unit Quality Chart below. The result reflects a die roll modifier which only applies when any unit from the division attacks any enemy unit(s) in ground combat. It does not apply to artillery-only attacks. Use the optional Unit Quality Charts to record the status of Divisions. It

can be recorded by placing any available marker on the strength, or if the charts are laminated, circle it with an erasable marker.

At any time, the player may voluntarily "sack" a Division commander by placing the HQ on the Turn Record Track of the next day, just as if it had been eliminated in combat; see 7.8. When an HQ returns to combat, the player rolls for quality again. (*DESIGN NOTE: The 90th Infantry Division commander was replaced in July, Aug, Oct, Feb '45 and Mar '45...*).

The rule can also be applied to German HQs that have been eliminated when returning to the game, using the chart provided.

Die Roll	Quality (DRM to apply)
1-2	-1
3-9	0 (None)
0	+1

Exempt Divisions include:

- US Airborne Divisions.
- British 6th Airborne and Guards Armored Divisions.
- German: All Panzer and SS Divisions (except the 17th SS) and the 3rd FJ Division.

22.3 91st LL Division Artillery

Two of the 91st Luftlande Division's artillery battalions were equipped with the GebH40 105mm mountain howitzer. The ammunition for these guns was different from the normal 105mm. The German player must roll 1D6 each time these units fire in combat to see if ammunition is available:

- 1-4: Fire normally.
- 5-6: No ammunition, cancel fire

If the ammunition is unavailable, the unit is not flipped to its Moved/Fired side.

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22.4 Battalion-level Unit Landings

If both players agree, the initial landings can be done at battalion level. All normal rules are followed, except battalions aren't broken down. Stacking in the Assault Hexes is three Stacking Points plus any number of Support Units. During the German Defensive Fire Segment, each hit reduces a battalion one step.

22.5 Paratroop REMs

Instead of counting Airborne units as infantry for replacements and REM purposes, the Allied player should keep a separate track of Airborne losses with the US and British Paratroop REM markers. If this is done, the only replacements that Airborne units can receive are those from the REM track.

22.6 Mandatory Attacks

The Mandatory Attack rules (12.3) require a bit more planning and some players may wish to have more freedom of action. With this optional rule, ignore all mandatory attack rules in section 12.3.

Solitaire Play

When playing solitaire, assign Allied Air Points according to the weather, as follows.

Solitaire Air Table

Weather	Interdiction	Recon	Ground
	Level	Air	Support
Storm	E	0	0
Heavy Rain	E	0	10
Light Showers	D	5	10
Fog	D	8	12
Heavy Overcast	C	10	15
Overcast	C	12	17
Cloudy	B	18	20
Partly Cloudy	B	20	27
Clear	A	20	35

Example: If the weather is Clear, then the Interdiction Level for all five maps will be A, the number of Air Points assigned to Armed Recon will be 20, and the number of Air Points assigned to Ground Support will be 35.

Solitaire Interdiction Effects

<i>Interdiction</i>	<i>Map</i>				
<i>Level</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>
A	-1	-1	-1	-3	-3
B	-1	-1	-1	-2	-2
C	-	-1	-1	-1	-1
D	-	-	-	-1	-1
E	-	-	-	-	-

= Effect on Movement Allowance for that map.

- = No effect

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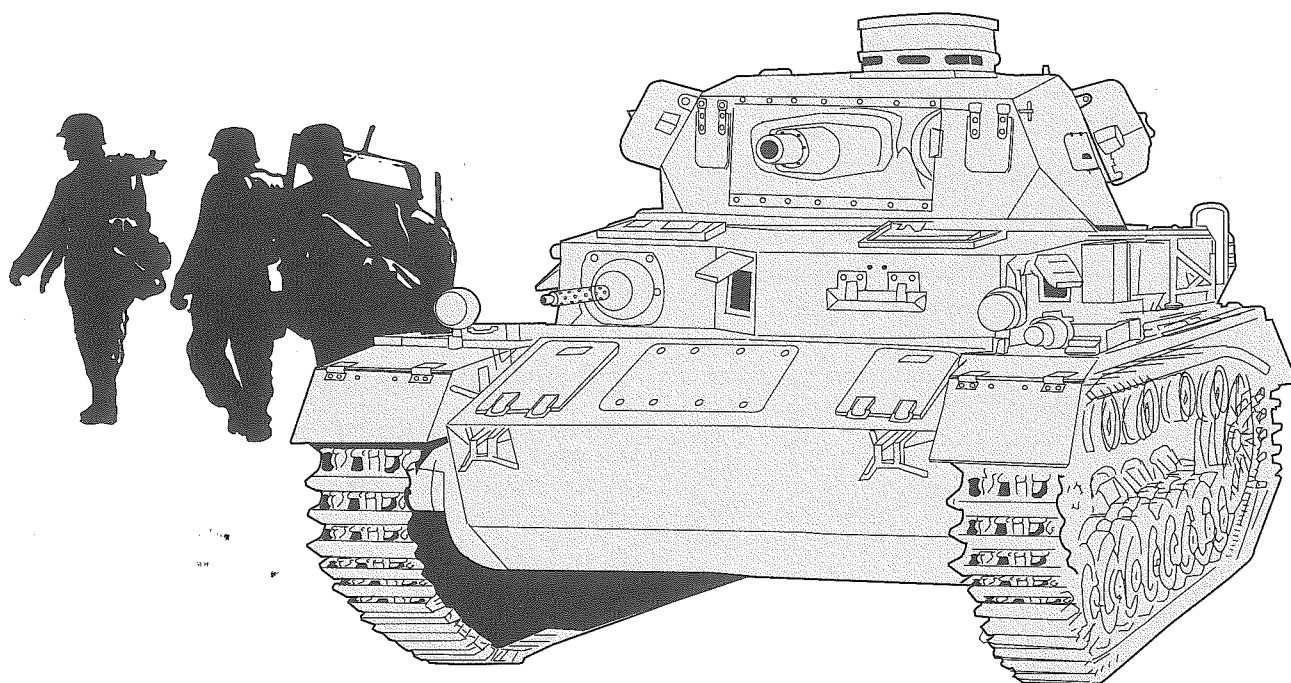
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The Battle for NORMANDY



June – August 1944

SCENARIO BOOK

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1.0 SCENARIO BASICS

1.1 Special Instructions

German units with an asterisk* may break down into companies at setup and are placed in or adjacent to their setup hex. The parent unit is placed into the German eliminated unit pool.

A unit may have “Reduced” next to it. This means that the unit begins the game reduced (or “flipped”).

Some scenarios list entire divisions which are to be setup within a specific area, and the step losses that must be applied to them before play. For example, it may say “2inf, 2arm +2.” This would mean two step losses must be applied to infantry battalions, two to armored battalions and two to any unit in the division.

1.2 Playbook Abbreviations

AA	Anti-Aircraft
Abt	Abteilung, German battalion
AOK	ArmeeOberKommando, German army command
Arty	Artillery
Arm	Armor
AT	Anti-Tank
Aufk	Aufklärung, German reconnaissance
Bde	Brigade
Bicy	Bicycle
Bn	Battalion
Cav	Cavalry
CC	Combat Command
Cld	Colored
CW	Commonwealth
CSP	Combat Supply Point
DD	Duplex Drive Tank
Div	Division
ERS	Feldersatz
FA	Field Artillery
FJ	Fallschirmjäger, German paratrooper
Fld	Field (Artillery)
Fus	Fusilier
Gh40	German Geb.Haub 40 mountain howitzer
Hvy	Heavy
ID	Infantry Division
Inf	Infantry
It	Captured Italian Equipment
KG	Kampfgruppe
LW	Luftwaffe
Med	Medium
Ost	German, meaning east (usually captured Soviet, Polish or Ukrainian soldiers)
PaK	German Anti-tank
Para	Paratrooper
Pio	Pioneer, German engineer
Pz	Panzer, German armor
Pz Gren	Panzergrenadier, German mechanized infantry
PzJg	Panzerjäger
Recon	Reconnaissance
Regt	Regiment
Red	Reduced
RM	Royal Marine
Schwere	Heavy
SP	Self-propelled

Sqd	Squadron
StuG	Sturmgeschütz, German Assault Gun
TD	Tank Destroyer
w/i	within



2.0 BLOODY OMAHA

This scenario is a good primer to the game, covering most aspects in a quick playing scenario. It covers the invasion at Omaha Beach by the 1st and 29th Infantry Divisions on June 6th, and the efforts to expand the beachhead.

Game Length: 6 June, AM—10 June, PM; 14 Turns

Map: West half of Map B, East half of Map C.

Weather: Initial Weather is Overcast. Roll on each following Weather Phase normally.

Reinforcements: Only the US player receives reinforcements in this scenario.

Replacements: Each player receives half the replacements shown on the Daily Replacement Charts, rounded down. REM Replacements are tracked and received normally.

Supply: The 439 Ost and III/716 Artillery Battalions begin the game under the command of the 352nd ID for supply purposes. The Allied player does not use CSPs, all his attacks are considered in Combat Supply.

Air/Naval: Allied Air Points, German AA Points and Naval units are not used in this scenario.

Game Start: US units not assigned to a specific hex may be set up freely on the Omaha Beach assault hexes and holding boxes, within the restrictions of the Beach Assault rules (18.2). US V Corps forces conduct beach landings per the normal sequence.

Victory Conditions: The US player must capture Trevieres and Isigny by the end of the 10 June PM turn. Any other result is a German victory.

US At-Start

V Corps

2 Ranger Bn Charlie Phase 1
5 Ranger Bn Pt du Hoc Phase 1
741 Tank Bn DD	Phase 1
743 Tank Bn DD	Phase 1
745 Tank Bn		

1st Infantry Division

HQ Company

1 / 16 Inf Bn Easy Green Phase 1
 2 / 16 Inf Bn Easy Red Phase 1
 3 / 16 Inf Bn Fox Green Phase 1
 1 / 18 Inf Bn
 2 / 18 Inf Bn
 3 / 18 Inf Bn
 1 / 26 Inf Bn
 2 / 26 Inf Bn
 3 / 26 Inf Bn
 1 Combat Engineer Bn
 7 / 1 Art Bn (105mm)
 5 / 1 Art Bn (155mm)
 1 Recon Troop

29th Infantry Division

HQ Company

1 / 115 Inf Bn
 2 / 115 Inf Bn
 3 / 115 Inf Bn
 1 / 116 Inf Bn Dog Green Phase 1
 2 / 116 Inf Bn Dog Red Phase 1
 3 / 116 Inf Bn Dog White Phase 1
 1 / 175 Inf Bn
 2 / 175 Inf Bn
 3 / 175 Inf Bn
 121 Combat Engineer Bn
 111 / 29 Art Bn (105mm)
 29 Recon Troop

German At-Start**7TH ARMY**

LXXXIV Corps HQ St. Lo (any hex)
 10x Strongpoint . Omaha Beach (hexes C1552-C1845)
 Strongpoint B1907
 Strongpoint C2051

See 18.9.2 for placement instructions for Strongpoints. The German player must first randomly draw 12 Strongpoint markers from his available mix of 46. He may place those 12 as indicated above.

352 Infantry Division

HQ Company - ERS 5 C3050
 I / 914 Inf Bn B1410
 II / 914 Inf Bn B2015
 I / 915 Inf Bn C2841
 II / 915 Inf Bn C2737
 I / 916 Inf Bn C2035
 II / 916 Inf Bn C1652*
 13 IG Group B2112
 14 AT Group B1901
 I / 352 Art Abt (105mm) B1811
 II / 352 Art Abt (105mm) C2151
 III / 352 Art Abt (150mm) C2237
 352 PzJg Abt. B2406
 352 Pio Bn C2651
 352 Fus Bn C2836

IV / 352 Art Abt (150mm) C2043

716 Infantry Division

439 Ost / 726 Inf Bn B2112
 III / 1716 Art Abt (155mm) B1611
 III / 726 Inf Bn C1849*

XXX Flak Korps

III.1 / III FlaK Sturm Regt 1. B1610

Static Artillery Batteries

8/AR 1716 (100mm) B1611
 9/AR 1716 (155mm) B1710
 10/AR 1716 (155mm) C2620
 2/HKAA 1260 (155mm) B1305
 4/HKAA 1260 (152mm) C1939

US Reinforcements**6 June, PM**

All Remaining 1st & 29 ID units except those listed for June 7 below Omaha
 62 Armored FA Bn Corps Omaha
 58 Armored FA Bn Corps Omaha

7 June

32 Art Bn (105mm) 1 Omaha
 33 Art Bn (105mm) 1 Omaha
 110 Art Bn (105mm) 29 Omaha
 224 Art Bn (105mm) 29 Omaha
 227 Art Bn (155mm) 29 Omaha
 980 FA Bn (155mm) Corps Omaha
 747 Tank Bn Corps Omaha
 12 Art Bn (155mm) 2 Omaha
 15 Art Bn (105mm) 2 Omaha
 37 Art Bn (105mm) 2 Omaha
 38 Art Bn (105mm) 2 Omaha
 2 Combat Engineer Bn 2 Omaha
 78 Armored FA Bn (105mm) 2A Omaha
 92 Armored FA Bn (105mm) 2A Omaha
 82 Armored Recon Bn 2A Omaha
 200 FA Bn (155mm) Corps Omaha
 987 FA Bn (M12 - 155mm) Corps Omaha

8 June

186 155mm FA Bn Corps Omaha
 2 Recon Troop 2 Omaha
 HQ Company 2 Omaha
 1 / 9 Inf Bn 2 Omaha
 2 / 9 Inf Bn 2 Omaha
 3 / 9 Inf Bn 2 Omaha
 1 / 38 Inf Bn 2 Omaha
 2 / 38 Inf Bn 2 Omaha
 3 / 38 Inf Bn 2 Omaha



3.0 COBRA

While the invasion of Normandy had been successful, in some ways more than had been hoped, the optimistic goals for the liberation of France had not been met. The Allied armies were bogged down in front of Lessay, St. Lo and Caen and the Germans had been holding a relatively stable line for a month.

On July 19th, Operation Goodwood was underway. In the east British armoured divisions finally took Caen, but they were stopped at the Bourguébus Ridge just south of it. General Bradley had another Operation in the works that had been delayed for a week. Like Operation Goodwood, this one would begin with a massive aerial bombardment in a specific area to open a gap in the German line. US armored divisions would attempt to drive a spearhead through the German defenses and finally break the stalemate. It was called Cobra.

Game Length: 25 July, AM - 31 July, PM

Map: Map B and D.

Setup: The German player(s) sets up first, placing his units along the thick gray line or in any hexes south of it. The US player(s) then sets up his forces anywhere north of the Germans. After the US setup, the German player(s) receives 12 Infantry Replacement Points to use wherever he likes; these replacements must be used immediately and cannot be saved.

Trucks: All US Division HQs are on their Truck side. For the German player roll 1d6; halved (round UP) and place that many Truck markers with divisions of their choice, on map C.

Weather: Roll for weather normally.

Reinforcements: The US 6th Armored is placed within one hex of Carentan on the first turn.

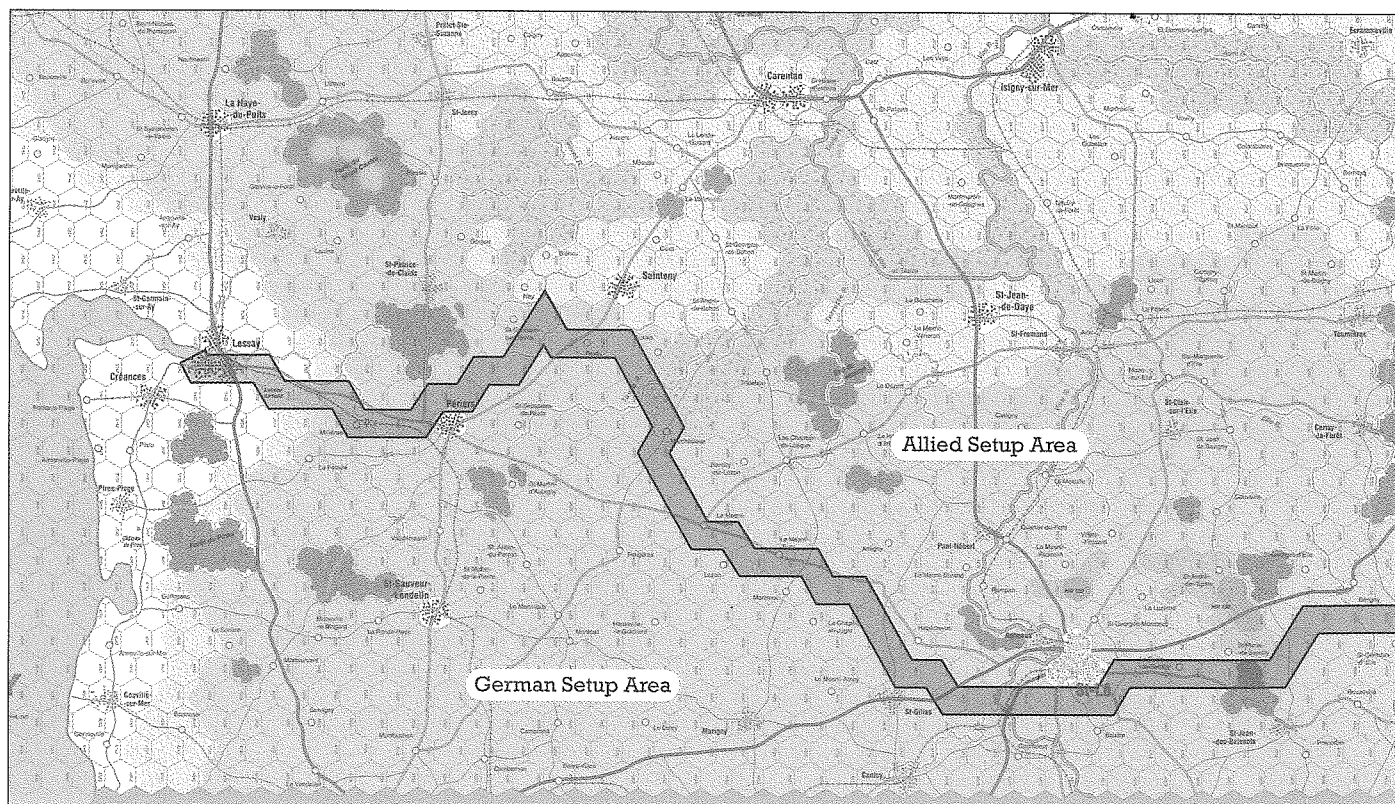
Replacements: Each player receives half the replacements shown on the Daily Replacement Charts, rounded down. REM Replacements are tracked and received normally.

Supply: Normal supply rules apply. The Allies begin the game with 30 CSPs.

Air: The Allies begin the game with 50 points. The German player receives 1D10 of AA each day per map (B & D).

Game Start: The US player(s) begins the game with a Carpet Bombing attack.

Victory Conditions: The US player must exit 9 battalions (armor or infantry) off the southern map edge by the end of the Allied 31 July, PM Turn. Failure to achieve this objective is considered a German win.



German At-Start**7TH ARMY**

LXXXIV Corps HQ
 II FJ Corps HQ
 Sturm Abt 902 - *Reduced* . . . w/i 2 B3539
 KG Headquarters x2 . . . Anywhere w/i German area
 Panzer Company x3 "
 Infantry Company x2 "
 2/MAA 608 (105mm) Granville
 3/MAA 608 (120mm) Granville

243 Infantry Division

HQ Company - ERS 5 . within 4 hexes of B3539
 I / 920 Inf Bn - *Reduced* "
 II / 920 Inf Bn - *Reduced* "
 I / 921 Inf Bn - *Reduced* "
 III / 922 Inf Bn - *Reduced* "
 243 PzJg Abt - *Reduced* "
 14.PaK Group - *Reduced* "
 I / 243 Art Abt (76mm) "
 II / 243 Art Abt (76mm) "
 III / 243 Art Abt (122mm) "
 III / 191 / 91 Art Abt attached to 243rd

91 Luftlande Division

HQ Company within 3 hexes B3744
 I / 1057 Inf Bn - *Reduced* "
 I / 1058 Inf Bn - *Reduced* "
 14.PaK Group - *Reduced* "
 91 Pio Bn - *Reduced* "
 III / 894 / 265 Inf Bn "
 I / 265 Art Abt "
 III / 77 Art 88mm PaK "
 I / 353 Art Abt "

77 Infantry Division

HQ Company within 2 hexes B4235
 II / 1049 Inf Bn "
 I / 1050 Inf Bn "
 III / 1050 Inf Bn - *Reduced* "
 II / 77 Art Abt "

353 Infantry Division

HQ Company within 2 hexes B3931
 I / 941 Inf Bn - *Reduced* "
 II / 941 Inf Bn - *Reduced* "
 I / 942 Inf Bn - *Reduced* "
 II / 941 Inf Bn - *Reduced* "
 353 PzJg Abt "

2SS Panzer Division

HQ Company within 4 hexes B3628
 I / 2SS Panzer Bn - *Reduced* "
 II / 2SS Panzer Bn - *Reduced* "
 I / 3SS Pz Gren Bn - *Reduced* "
 II / 3SS Pz Gren Bn - *Reduced* "
 III / 3SS Pz Gren Bn - *Reduced* "
 I / 4SS Pz Gren Bn - *Reduced* "
 II / 4SS Pz Gren Bn - *Reduced* "

I / 2SS SP Art Abt (150mm) "
 II / 2SS Art Abt (105mm) "
 III / 2SS Art Abt (105mm) "
 2SS PzJg Abt "
 2SS Aufk Abt - *Reduced* "
 2SS Pio Bn - *Reduced* "
 2SS Flak Abt "
 I / 6 FJ / 91 LL Inf Bn - *Reduced* "
 II / 6 FJ / 91 LL Inf Bn - *Reduced* "
 I / 984 / 275 Inf Bn "
 I / 275 Art Abt "

17SS Panzer Division

HQ Company within 3 hexes B3425
 I / 37SS Pz Gren Bn - *Reduced* "
 II / 37SS Pz Gren Bn - *Reduced* "
 I / 38SS Pz Gren Bn - *Reduced* "
 II / 38SS Pz Gren Bn - *Reduced* "
 Infantry Company x2 "
 17SS Flak Abt (88mm) "
 17SS PzJg Abt "
 17SS Pz Bn (StuG) - *Reduced* "
 I / 17SS Art Abt (105mm) "
 II / 17SS SP Art Abt (150mm) "
 Art Abt 456 (Corps) "
 17SS Pio Bn "
 17SS Pz Aufk Abt - *Reduced* "

5 FJ Division

HQ Company within 2 hexes B4023
 I / 13 FJ Bn - *Reduced* "
 II / 13 FJ Bn - *Reduced* "
 III / 13 FJ Bn - *Reduced* "
 5 FJ Pio Bn "
 I / 5 FJ Art Abt (105mm) "
 5 MG Inf Bn - *Reduced* "

275 Infantry Division

HQ Company within 2 hexes B4026
 I / 983 Inf Bn "
 II / 983 Inf Bn "
 II Art Abt "
 III Art Abt "

Lehr Panzer Division

HQ Company within 4 hexes B4219
 II / 130 Panzer Bn - *Reduced* "
 I / 901 Pz Gren Bn - *Reduced* "
 II / 901 Pz Gren Bn - *Reduced* "
 I / 902 Pz Gren Bn - *Reduced* "
 II / 902 Pz Gren Bn - *Reduced* "
 II / 130 SP Art Abt (105mm) "
 III / 130 Art Abt (152mm) "
 130 PzAufkl Abt - *Reduced* "
 130 PzJg Abt - *Reduced* "
 311 AA Flak Abt (88mm) "
 130 Pio Bn - *Reduced* "
 I / 14 / 5 FJ Inf Bn "
 II / 14 / 5 FJ Inf Bn "

III / 14 / 5 FJ Inf Bn “
 II / 984 / 275 Inf Bn “
 III / 4SS / 2SS Pz Gren Bn “
 III / 17SS Art Abt “

352 Infantry Division

HQ Company within 4 hexes B4511
 I / 914 Inf Bn - *Reduced* “
 II / 914 Inf Bn - *Reduced* “
 I / 915 Inf Bn - *Reduced* “
 II / 915 Inf Bn - *Reduced* “
 I / 916 Inf Bn - *Reduced* “
 II / 916 Inf Bn - *Reduced* “
 352 Fus Bn - *Reduced* “
 352 Pio Bn - *Reduced* “
 I / 352 Art Abt (105mm) “
 II / 352 Art Abt (105mm) “
 III / 352 Art Abt (150mm) “
 I / 897 / 266 Inf Bn - *Reduced* “
 II / 897 / 266 Inf Bn - *Reduced* “
 I / 985 / 275 Inf Bn - *Reduced* “
 II / 985 / 275 Inf Bn - *Reduced* “
 III / 898 / 343 Inf Bn - *Reduced* “
 II / 943 / 353 Inf Bn - *Reduced* “

3 FJ Division

HQ Company B4405 w/i3
 I / 5 FJ Bn “
 II / 5 FJ Bn “
 III / 5 FJ Bn - *Reduced* “
 I / 8 FJ Bn “
 II / 8 FJ Bn “
 III / 8 FJ Bn - *Reduced* “
 I / 9 FJ Bn - *Reduced* “
 II / 9 FJ Bn - *Reduced* “
 III / 9 FJ Bn - *Reduced* “
 I / 3 FJ Art Abt “
 14.PaK PaK Abt - *Reduced* “
 I / 15 / 5 FJ Inf Bn - *Reduced* “
 II / 15 / 5 FJ Inf Bn - *Reduced* “
 III / 15 / 5 FJ Inf Bn - *Reduced* “

US At-Start

1st US Army

VII Corps HQ Any hex north of German start line
 VIII Corps HQ “
 XIX Corps HQ “
 V Corps HQ “
 997 Bn (8”) “
 999 Bn (Cld) (8”) “
 174 FA Bn (M12 - 155mm) “
 258 FA Bn (M12 - 155mm) “
 987 FA Bn (M12 - 155mm) “
 551 FA Bn (M12 - 240mm) “
 793 FA Bn (M12 - 8”) “
 941 FA Bn (4.5”) “
 959 FA Bn (4.5”) “

VIII Corps

79 Infantry Division All Units. B3039 w/i 3
 8 Infantry Division All Units. B3134 w/i 3
 90 Infantry Division All Units. B3130 w/i 3
 4 Armored Division All Units. B2926 w/i 2
 83 Infantry Division All Units. B3322 w/i 3
 709 Tank Bn (M4) any hex north of German start line
 644 TD Bn (M10) “
 802 TD Bn “
 712 Tank Bn (M4) “
 607 TD Bn “
 704 TD Bn (M18) “
 749 Tank Bn (M4) “
 813 TD Bn (M10) “
 695 Armored FA Bn (M7) “
 559 FA Bn (155mm) “

VII Corps

9 Infantry Division All Units. B3720 w/i 2
 30 Infantry Division All Units. B3915 w/i 2
 1 Infantry Division All Units. B3420 w/i 2
 4 Infantry Division All Units. B3518 w/i 2
 2 Armored Division All Units. B3617 w/i 2
 3 Armored Division All Units. B3715 w/i 2
 70 Tank Bn any hex north of German start line
 801 TD Bn “
 634 TD Bn (M-10) “
 746 Tank Bn “
 629 TD Bn (M-10) “
 4 / 4 Cav Recon Sqd. “
 24 / 4 Cav Recon Sqd. “
 745 Tank Bn (M4) “
 635 TD Bn (M10) “
 702 TD Bn (M10) “
 703 TD Bn (M36) “
 803 TD Bn (M10) “
 188 FA Bn (155mm) “
 208 FA Bn (155mm) “
 62 FA Bn (M7 Priest) “
 87 FA Bn (M7 Priest) “

XIX Corps

35 Infantry Division All Units. B4210 w/i 3
 737 Tank Bn (M4) any hex north of German start line
 654 TD Bn (M10) “
 125 / 113 Cav Recon Sqd. “
 113 / 113 Cav Recon Sqd. “
 893 TD Bn (M10) “
 561 FA Bn (105mm) “
 759 Lt Tank Bn. “
 959 FA Bn (4.5”) “

US Reinforcements

25 July

6 Armored Division, All Units w/i 1 hex of Carentan



4.0 THE BATTLE FOR CHERBOURG

One key objective in the invasion planning was the capture of a port, and the only one in the Normandy area was Cherbourg. The VII Corps was tasked with capturing this objective - The Germans were ordered to stand fast and not allow it. While the line held as best it could, workers in Cherbourg began destroying the port once its capture was deemed inevitable, regardless of the orders coming from Berlin.

Game Length: 17 June, AM - 28 June, PM

Map: A

Setup: The German player sets up first. All units are setup on or north of hex row 41xx unless otherwise specified, on their full-strength side. Strongpoints are set up around Cherbourg per 18.9.2. The US player sets up after the German player. After the US player is finished, the German player then applies a number of step losses by division. This number of step losses is shown below. All US units begin the game at full-strength.

Weather: Ignore weather in this game.

Reinforcements: none

Replacements: Each player receives half the replacements shown on the Daily Replacement Charts, rounded down. REM Replacements are tracked and received normally.

Supply: The US player begins the game at 25 points and receives 5 plus 1d6 each turn during the Supply Phase. For example: The US player rolls a 4; he receives 9 new supply points.

Air: The US player starts the game with 35 Air Points. Allocate interdiction normally, but to map A only. The German player receives 1d10 AA Points each day. For example: The Allied player secretly allocates 10 points to Interdiction. The German play rolls a "4"; subtract normally and use the Interdiction Chart. Armed Recon is allocated and performed normally, but according to the following modified table:

Points Allocated # of Attacks / Hit Number

2	1 / 3
3	1 / 4
3	1 / 5
4	2 / 3
5	2 / 4
6	2 / 5

All remaining points after Interdiction and Armed Recon are assigned, are available for Combat Air Support.

Game Start: 17 June, AM turn.

Victory Conditions: The Allied player must capture all city hexes of Cherbourg. Any other result is a German victory.

German At-Start

LXXXIV Corps HQ . . . Any hex north of 42xx
 Art Abt 456 "
 Art Abt 457 "
 Sturm Bn AOK 7 "
 Pz Abt 206 "
 Pz Abt 100 "
 MG 17 Bn "
 101/w101 Art "
 102/w101 Art "
 103/w101 Art "
 STRONGPOINT Str 3 (x2) . . . Cherbourg
 STRONGPOINT Str 2 (x5) . . . Cherbourg
 STRONGPOINT Str 1 (x6) . . . Cherbourg

77 Infantry Division — Apply 7 Step Losses

HQ Company 3846
 I / 1049 Inf Bn Any hex north of 42xx
 II / 1049 Inf Bn "
 III / 1049 Inf Bn "
 II / 1050 Inf Bn "
 III / 1050 Inf Bn "
 I / 177 Art Bn (105mm) "
 II / 177 Art Bn (105mm) "
 III / 177 Art Bn (88mm) "
 77 IG Group "
 177 Pio Bn "

91 Luftlande Division (all exc. 6 FJ) — Apply 7 Step Losses

HQ Company A3828
 I / 1057 Inf Bn Any hex north of 42xx
 II / 1057 Inf Bn "
 III / 1057 Inf Bn "
 I / 1058 Inf Bn "
 II / 1058 Inf Bn "
 III / 1058 Inf Bn "
 I / 191 Art Abt (105mm) "
 II / 191 Art Abt (105mm) "
 III / 191 Art Abt (105mm) "
 191 Art Abt (88mm) "
 91 IG Group "
 191 Pio Abt "

243 Infantry Division (all) — Apply 9 Step Losses

HQ Company 3735
 I / 920 Inf Bn Any hex north of 42xx
 II / 920 Inf Bn "
 I / 921 Inf Bn (Bicy) "
 II / 921 Inf Bn (Bicy) "
 III / 921 Inf Bn (Bicy) "
 I / 922 Inf Bn (Bicy) "
 II / 922 Inf Bn (Bicy) "

2 / 315 Inf Bn	"
3 / 315 Inf Bn	"
304 Combat Engineer Bn	"
310 Art Bn (105mm)	"
311 Art Bn (105mm)	"
904 Art Bn (105mm)	"
312 Art Bn (155mm)	"
79 Recon Troop	"

4 Infantry Division

HQ Company	4417
1 / 8 Inf Bn	S. of 42xx in supply
2 / 8 Inf Bn	"
3 / 8 Inf Bn	"
1 / 12 Inf Bn	"
2 / 12 Inf Bn	"
3 / 12 Inf Bn	"
1 / 22 Inf Bn	"
2 / 22 Inf Bn	"
3 / 22 Inf Bn	"
4 Combat Engineer Bn	"
29 Art Bn (105mm)	"
42 Art Bn (105mm)	"
44 Art Bn (105mm)	"
20 Art Bn (155mm)	"
4 Recon Troop	"



5.0 OPERATION EPSOM

General Montgomery had tried to take Caen twice. His third attempt was called Operation Epsom. British VIII Corps would force the Odon and Orne rivers to take Hill 112; not much of a hill at all to stand on it, but a vital military crest that overlooked the entire area south, east and all the way back to the bay in the north. Epsom was immediately preceded by Operation Marlet, which would clear the flank for VIII Corps.

Coincidentally, and of no small consequence, the Germans were in the midst of planning their own offensive in the same vicinity, with ISS and IISS Panzer Corps.

Game Length: 26 June, AM - 1 July, Night

Map: Map C, all areas east of the Seullles River (runs next to Tilly-sur-Seullles); and west of the city of Caen and the road running C3917 to C4815.

Setup: The British player(s) sets up first, placing his units north of the 37xx hex row per the instructions below except for the Corps artillery units and the two ships. The German player then setup all their units south of the 37xx hex row. Finally, the British player places the Corps artillery in any hex north of the 37xx hex row. Naval units may be placed in any all-sea hex.

Weather: The weather for the first day is Partly Cloudy. Roll normally every day after that.

Reinforcements: All German reinforcements enter from any road on the south edge of the game map, within the play area unless specifically instructed otherwise.

Replacements: Each player receives half the replacements shown on the Daily Replacement Charts, rounded down. REM Replacements are tracked and received normally.

Supply: Normal supply rules. The British begin the game with 30 Supply Points and receive half the result of the weather roll each day during the Replacement & Reinforcement Phase.

Air: The British player begins the game with 15 Air Points that are subject to weather modifications and normal losses. There is no Interdiction, and the British player may attempt one (1) Recon Air Attack per day turn with a Hit Number of seven (7). The German player receives 1D10 of AA Points per turn.

Game Start: See the special rules below.

Victory Conditions: Victory is determined by having control of vic-

tory locations at the end of the game, according to the chart below. If both players achieve their Victory Conditions, or if neither player achieves them, then it is considered a Draw.

	BRITISH	GERMAN
Strategic Victory:	Evrecy (4627) and the 4 hexes of Hill 112	Bretteville-1' Orgueilleuse (3428)
General Victory:	Hill 112 (All 4 hexes)	Fontenay (3832) and St. Manvieu (3727)
Marginal Victory:	Any unit across (south) the Odon River	Fontenay (3832)

Special Rules:

1. The German Panzer Lehr HQ and 21st Panzer HQ units cannot move at any time during the scenario. They provide divisional supply to their units only; not to any Corps units.
2. The British 11th Armoured (and attached units) cannot move until the 26 June, PM turn. The British 43rd Infantry Division cannot move until the 26 June, Night turn.
3. Operation Marlet, the preliminary attack that preceded Epsom was conducted by the British 49th Infantry Division on 25 June. The goal of the operation was to secure the flank and important road junctions for Epsom. It did not succeed to the level planned and the British 49th took heavy losses. To reflect these losses, the British player rolls 1d6 on the following chart prior to the start of play. He then takes the number of step losses from the 49th Infantry Division to satisfy the result.

Die Roll Step Losses

1-2	4
3-4	5
5-6	6

4. Before play begins, the German player must remove one armor step loss and two infantry step losses from the 12th SS Panzer Division. At their option, the Germans may use their one available Feldersatz replacement to cancel one of these step losses before the start of the game.

5. German reinforcements enter via any south edge hex within the play area.

British At-Start

49 Infantry Division

HQ Company - All units.	C3533
10 DL / 70 Inf Bn	w/i 2 hexes of C3533
11 DL / 70 Inf Bn	"
1 TS / 70 Inf Bn	"
4 LR / 146 Inf Bn	"
4 KOYL / 146 Inf Bn	"
HB / 146 Inf Bn	"
11 RSF / 147 Inf Bn	"
6 DOW / 147 Inf Bn	"
7 DOW / 147 Inf Bn	"
49 Recon Regt	"
49 Div Engineers	"
69 FA Regt (25#)	"
143 FA Regt (25#)	"

185 FA Regt (25#) "

55 AT Regt "

11 Armored Division

HQ Company - All units.	C3124
2 NY Armd Recon	w/i 3 hexes of C3124
23 H / 29 Regt (M4)	"
3 RTR / 29 Regt (M4)	"
2 F&FY / 29 Regt (M4)	"
8 RB / 29 Inf Bn	"
4 KSL / 159 Inf Bn	"
1 HR / 159 Inf Bn	"
3 MR / 159 Inf Bn	"
75 AT Regt (17#)	"
11 Armored Royal Engineer	"
13 RHA FA Regt (Sexton)	"
151 FA Regt (25#)	"

4 Armored Brigade (attached to 11 Armd)

RSG / 4 Armd Regt	w/i 3 hexes of C3224
3 COLY / 4 Armd Regt	"
44 RTR / 4 Armd Regt	"
2 KR Rifle / 4 Armd Inf Bn	"

15 Infantry Division

HQ Company - All units.	C3227
8 RS / 44 Inf Bn	w/i 3 hexes of C3227
6 RSF / 44 Inf Bn	"
7 KOSB / 44 Inf Bn	"
9 C / 46 Inf Bn	"
2 GH / 46 Inf Bn	"
7 SH / 46 Inf Bn	"
10 HLI / 227 Inf Bn	"
2 GH / 227 Inf Bn	"
2 A&SH / 227 Inf Bn	"
15 Recon Regt	"
131 FA Regt (25#)	"
181 FA Regt (25#)	"
190 FA Regt (25#)	"
97 AT Regt (17#)	"
15 Royal Engineer Group	"

31 Tank Brigade (attached to 15 Div)

7 RTR / 31 Tank Regt	w/i 3 hexes of C3227
9 RTR / 31 Tank Regt	"
144 Regt / 31 Tank Regt	"

VIII Corps

VIII Corps HQ	Any hex
4 RHA Fld Regt (25#)	with 4 Armored Bde
91 AT Regt	Any hex
150 FA Regt 25#	Any hex
52 Hvy Art Regt (7.2")	Any hex
53 Med Art Regt (5.5")	Any hex
79 Med Art Regt (5.5")	Any hex
64 Med Art Regt (5.5")	Any hex
CA Hawkins	at sea
Monitor Roberts	at sea

43 Infantry Division

HQ Company - All C3321
 4 SL / 129 Inf Bn w/i 2 of C3321
 4 WR / 129 Inf Bn "
 5 WR / 129 Inf Bn "
 7 HR / 130 Inf Bn "
 4 DR / 130 Inf Bn "
 5 DR / 130 Inf Bn "
 7 SL / 214 Inf Bn "
 1 WR / 214 Inf Bn "
 5 DoCL / 214 Inf Bn "
 43 Recon Regt "
 43 Div Engineer Group "
 94 FA Regt (25#) "
 112 FA Regt (25#) "
 179 FA Regt (25#) "
 59 AT Regt "

British Reinforcements**27-Jun, Night**

67 Med Art Regt (5.5"). Courseulles

German At-Start**ISS Corps**

ISS Corps HQ Any hex
 SS Art Abt 101 (150nw) "
 SS Art Abt 102 (170mm) "

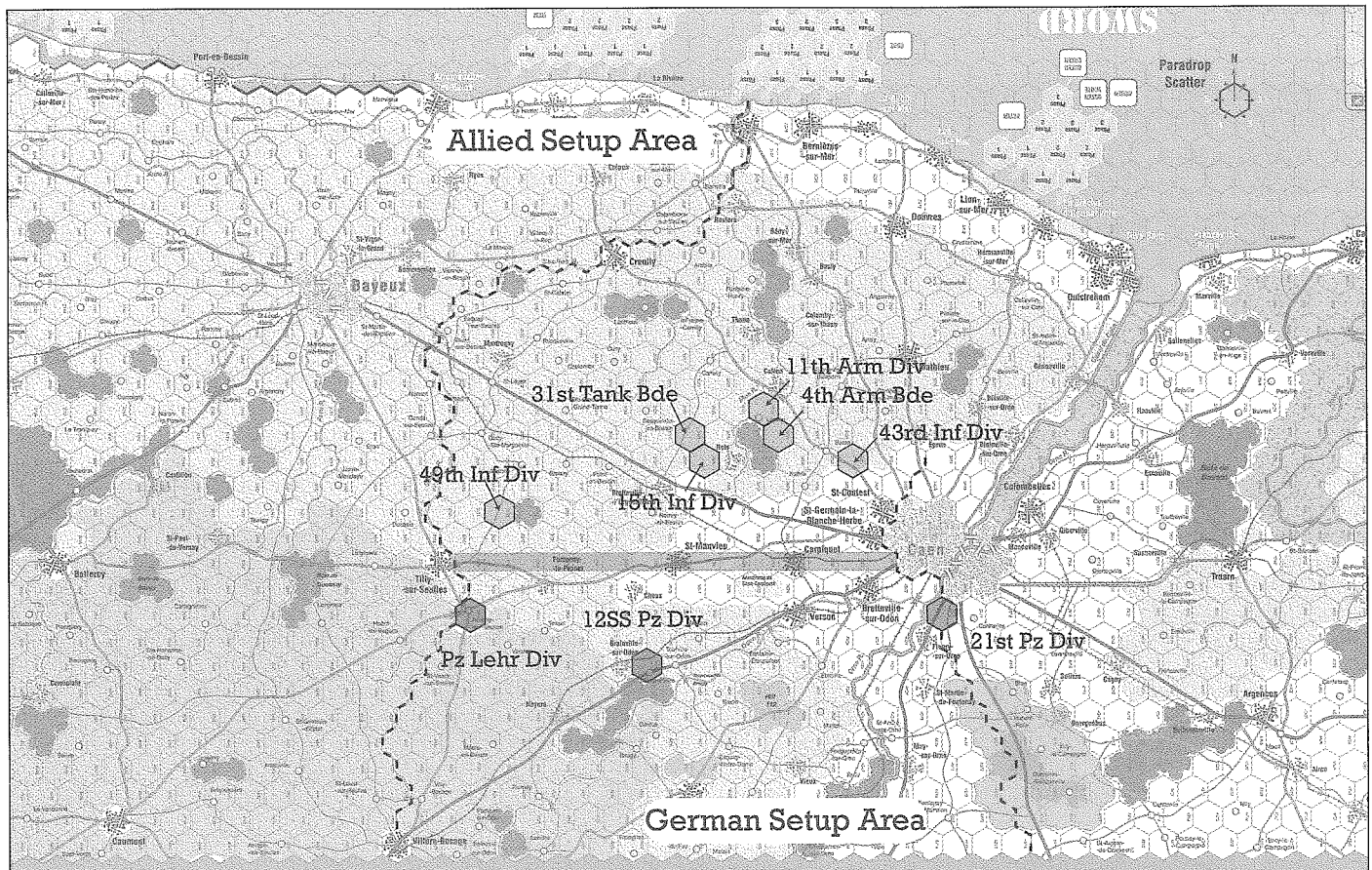
SS Schwere Abt 101 (PzVI) "
 I / Werf Bn 83 "
 Art Abt 992 (152mm) "

12SS Panzer Division

HQ Company - ERS 1 C4128
 I / 12 Panzer Bn (PzV) w/i 6 of C4128
 II / 12 Panzer Bn (PzIV) "
 I / 25 Pz Gren Bn "
 II / 25 Pz Gren Bn "
 III / 25 Pz Gren Bn "
 I / 26 Pz Gren Bn "
 II / 26 Pz Gren Bn "
 III / 26 Pz Gren Bn "
 13 Schw Group "
 14 Flak Group "
 16 Pio Group "
 I / 12SS SP Art Abt (150mm) "
 II / 12SS SP Art Abt (105mm) "
 III / 12SS SP Art Abt (150mm) "
 12SS SP AA Bn (88mm) "
 12SS Pio Abt "
 Aufkl Abt 12 "
 15. Aufkl Group "

Panzer Lehr Division

HQ Company - ERS 0 C3934
 I / 901 Pz Gren Bn w/i 5 of C3934



II / 901 Pz Gren Bn. “

I / 130 SP Art Abt (105mm) “

21 Panzer Division

HQ Company - ERS 0 C3918

I / 192 Pz Gren Bn 21 Panzer

II / 192 Pz Gren Bn 21 Panzer

German Reinforcements

27-Jun, Night

IISS Corps

IISS Panzer Corps HQ South

KG HQ South

II / Werf Bn 83 East

2 Panzer Division

I / 3 Panzer Bn (PzV)

2SS Panzer Division

I / 3SS Pz Gren Bn South

I / 4SS Pz Gren Bn “

13.Schwere Group “

14.Flak Group. “

15.Kr Sch Group. “

16.Pio Group “

1SS Panzer Division

I / 1 Pz Gren Bn South

II / 1 Pz Gren Bn. “

28-Jun, Night

Corps

I / Werf Lehr Bn 1. South

II / Werf Lehr Bn 1 “

III / Werf Lehr Bn 1 “

I / Werf Bn 2 “

II / Werf Bn 2 “

III / Werf Bn 2 “

9SS Panzer Division

HQ Company - ALL - ERS 3 South

I / 9 Panzer Bn “

II / 9 Panzer Bn. “

I / 19 Pz Gren Bn “

II / 19 Pz Gren Bn. “

III / 19 Pz Gren Bn “

I / 20 Pz Gren Bn “

II / 20 Pz Gren Bn. “

III / 20 Pz Gren Bn “

13.Schwere Group “

14.Flak Group. “

16.Pio Group “

I / 9SS SP Art Abt (105mm) “

II / 9SS Art Abt (105mm) “

III / 9SS Art Abt (150mm) “

9SS Aufkl Abt. “

9SS Flak Abt (88mm). “

9SS Pio Bn “

10SS Panzer Division

HQ Company - ERS 3 South

II / 10 Panzer Bn (PzIV). “

Pz Aufk Abt 10SS. “

I / 21 Pz Gren Bn “

II / 21 Pz Gren Bn. “

III / 21 Pz Gren Bn “

I / 22 Pz Gren Bn “

II / 22 Pz Gren Bn. “

III / 22 Pz Gren Bn “

10SS Flak Abt (88mm). “

10SS Pio Bn “

I / 10SS Art Abt (105mm) “

III / 10SS Art Abt (150mm) “



6.0 OPERATIONS GOODWOOD & COBRA

This scenario combines the Goodwood & Cobra breakout attempts into one major, but shorter campaign game.

Game Length: Night, 19 July–11 August

Map: All maps

Setup: The German player sets up first, and applies step losses last. (German setup, Allied setup, Allies apply step losses, German applies step losses.) Army level units without a setup hex may setup anywhere south (German) or north (Allied) of the setup line on the map (NOT inclusive as in the COBRA scenario). Corps level units without a setup hex must setup with a Division of their corps.

Trucks: All Allied Division HQs are on their “Truck” side. For the German player: roll 1d6; halved (round up) and place that many Truck markers with divisions of their choice, on Map C.

Weather: Roll normally.

Reinforcements: Per the reinforcement schedule

Replacements: Full Campaign game replacement schedule including on the first turn.

Supply: 50 points

Air: The Allies receive 101 Air Points. The German player receives his full 35 AA Points per turn.

Game Start: The Allies begin the game with both Carpet Bombing Attacks available (see 19.3.1). Note the step losses listed for either side: Some are listed for I (Infantry) or Pz/Arm (tank), these must be taken from that unit type; others may be absorbed by any unit in the division in the order shown in the Setup instructions.

Victory Conditions: Per Campaign game.

US At-Start

Per the COBRA scenario except that the 6th Armored Division, 28th Infantry Division, 630 TD Bn, and 250th, 269th and 270th Artillery Battalions are not placed on the map, but enter normally per the Campaign game reinforcement schedule. All these US units arrive between 19 July and 24 July, before the start of the Cobra scenario.

Commonwealth At-Start

XXX Corps

Step Losses

C3735

15 Infantry Division	4inf	C4746 w/i 4
50 Infantry Division	4inf	C4440 w/i 4
59 Infantry Division	2inf	C4134 w/i 2
4 RHA FA Regt		
7 Med Art Regt		
64 Med Art Regt		
84 Med Art Regt		
121 Med Art Regt		
52 Hvy Art Regt		

XII Corps	Step Losses	C3727
43 Infantry Division	2inf	C4323 w/i 4
53 Infantry Division	2inf	C4429 w/i 4
49 Infantry Division	2inf	C3829 w/i 3
6 Field Regt		
13 Med Art Regt		
59 Med Art Regt		
67 Med Art Regt		
72 Med Art Regt		
59 Hvy Art Regt		

II Canadian Corps	Step Losses	Caen (any)
2 Canadian Inf Division	2inf	C3821 w/i 3
3 Canadian Infantry Division	4inf	C3618 w/i 3
4 Canadian Armored Div		Gold w/i 3
2 Canadian Armored Bde	2	w/ any inf div
191 Field Regt		
19 Canadian Field Regt		
3 Canadian Med Art Regt		
4 Canadian Med Art Regt		
7 Canadian Med Art Regt		
6 Canadian AT Regt		

I Corps	Step Losses	C3112
6 Airborne Division	4inf	C2609 w/i 4
3 Infantry Division	5inf	C3212 w/i 4
51 Infantry Division		C3010 w/i 3

VIII Corps	Step Losses	C2814
7 Armored Division		C3014 w/i 3
11 Armored Division		C3011 w/i 3
Guards Armored Division		2911 w/i 3
150 Field Regt		
53 Med Art Regt		
65 Med Art Regt		
68 Med Art Regt		
79 Med Art Regt		
51 Hvy Art Regt		

2 British Army	Step Losses	C2814
Crocodile Tank x3		
27 Armored Bde	1inf, 2 arm	w/any Inf Div
33 Armored Bde	1inf, 2 arm	w/any Inf Div
9 Med Art Regt		
10 Med Art Regt		
11 Med Art Regt		
107 Med Art Regt		
146h Med Art Regt		
1 Hvy Art Regt		

62 AT Regt
71 AT Regt
62 AT Regt
71 AT Regt
86 AT Regt

German At-Start

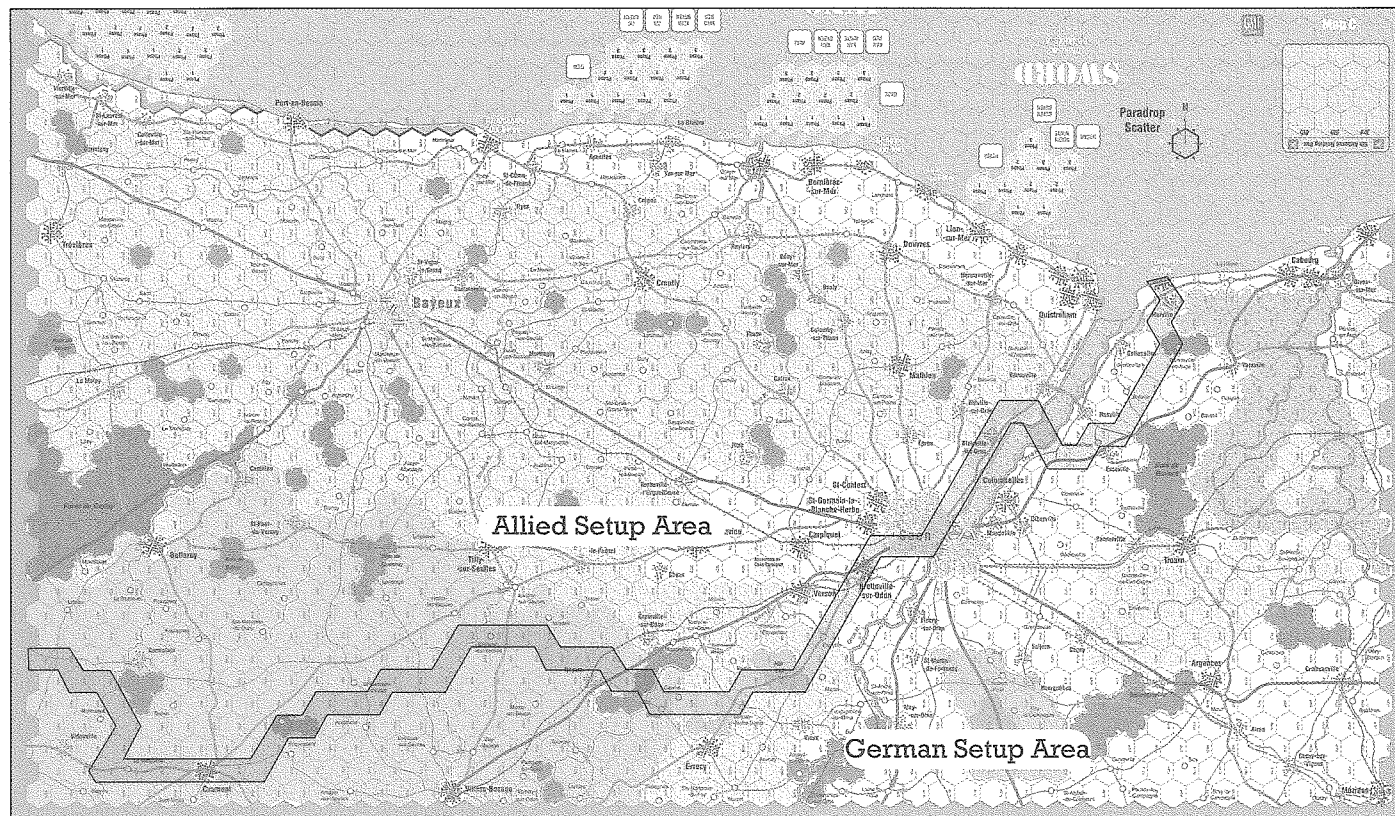
XLVII Corps **Step Losses** **C4837**
2 Panzer Division 2 Pz C4847 w/i 4
276 Infantry Div 3 C4540 w/i 4
277 Infantry Div 2 Inf +2 C4235 w/i 4
Schw Pz Abt 654

IISS Panzer Corps **Step Losses** **C4827**
9SS Panzer Div 2 Pz +3 C4529 w/i 4
10SS Panzer Div 2 Pz +2 C4522 w/i 4
SS Schw Abt 102

ISS Panzer Corps **Step Losses** **C4111**
12SS Panzer Div 1 Pz, 1 Inf +1 C4020 w/i 4
272 Infantry Div C3717 w/i 4
1SS Panzer Div 3 C4014 w/i 3
21 Panzer Div 2 Pz +3 C3615 w/i 4
SS Schw Abt 101
SS Art Abt 101
I / Werf Bn 83
II / Werf Bn 83
III / Werf Bn 83
I / Werf Bn 84
II / Werf Bn 84
III / Werf Bn 84

LXXXVI Corps **Step Losses** **C2902**
16 LW Infantry Div 2 Inf +2 C3311 w/i 4
346 Infantry Div 2 inf C2906 w/i 4
II / 744 / 711 Inf Bde C2906 w/i 4
III / 744 / 711 Inf Bde C2906 w/i 4
II / 1711 / 711 Art Abt (155mm) C2906 w/i 4
I / Werf Bn 14
II / Werf Bn 14
III / Werf Bn 14
I / Werf Bn 54
II / Werf Bn 54
III / Werf Bn 54
Schwer Pz Abt 503

7 Army **Step Losses** **C4827**
Art Abt 555
Art Abt 763
Art Abt 1151
Art Abt 1193
3/HKAA 1255 155 C2401
2/HKAA 1255 155 C2401
Art PaK Abt 1039
Art PaK Abt 1053
I / Flak Sturm Bn 3
II / Flak Sturm Bn 3
III / Flak Sturm Bn 3
I / Flak Sturm Bn 4
II / Flak Sturm Bn 4
III / Flak Sturm Bn 4





7.0 THE BATTLE FOR NORMANDY

Game Length: 6 June, AM - August 10, PM

Map: All five maps.

Weather: Initial Weather is Overcast. Roll on each following Weather Phase normally.

Reinforcements: As shown

Replacements: As shown

Supply: 150

Air Points: 135 Allied Air Points, 35 German AA Points

Game Start: US and CW forces conduct parachute landings and beach assault per the normal sequence of play. US units listed with only a beach name may be setup in any Assault Hex at that beach. Germans setup per the instructions below.

6 June PM Support: Allies receive 10 Ground Support points for use during this turn. The Interdiction Level for the German player is at -1 for all maps. Normal support/weather rolls begin on the 7 June Night turn.

Victory Conditions: Victory points for a location are awarded to the Allied player at the time of capture according to the Victory Point Schedule on the back of the Play book. Keep a record of the Allied VP total using the Victory Point Track. When a location is captured, cross reference it with the next applicable VP check date on the table. *Example: if a hex of Bayeux is captured on 8 June, add 1 VP to the Allied VP Track on the Allied Record Chart. If it was captured on 10 June, however, the 15 June column would be checked and it would no longer be worth any VPs.*

If the German player recaptures a victory point hex, reduce the Allied VP track a number of points in the same manner. *Example: the Allies capture a hex of Caen on 8 June and receive 4 VP. If on 11 June the Germans take it back, the Allied player would reduce his VPs by 3, which is what a hex of Caen would be worth at that point. So, the Allies still net 1 VP for taking it early.*

Players wishing to play a shorter game may choose to end the game at six different dates: 9 June, 15 June, 30 June, 15 July, 31 July and 11 August. When the End of Turn Phase of that day is reached, the Allied player wins if he has at least as many VPs as listed on that date in the "Win" column. If the Allied player did not satisfy his victory conditions, then the German player wins.

SUDDEN DEATH VICTORY: During the End of Turn Phase of 9 June, 15 June, 30 June, 15 July and 11 August the game ends immediately in an Allied Victory if the Allied player has at least as many

VPs as listed in the Sudden Death column for that date. The German player wins a Sudden Death Victory if the Allied player has fewer VPs than what is listed for the *previous* date. *EXAMPLE: The Allied player would win a Sudden Death Victory on June 14 if he has 13 VPs, the German player would win if he had less than 8 VPs.*

Campaign Game Victory Conditions

	9 June	15 June	30 June	15 July	31 July	11 Aug
Win	5	9	18	28	45	50
Sudden Death	8	13	23	40	60	-

Note: Captured towns must be in friendly control AND in supply to gain VPs. For example: If a recon unit rushes ahead to capture an objective but is surrounded and cut-off from friendly supply, even if it survives it doesn't gain the VP.

OPTIONAL RULES

1 "A Bloody Nightmare"

A realistic and possible nightmare scenario for the Allies would have been if the Germans had executed what they did in their wargames conducted on June 5-6.

Instead of playing out an invasion scenario at a meeting, on a table and sending 21st Panzer's tanks on maneuvers south of Caen - what if they had practiced a reaction to a Normandy invasion by actually moving up the panzers on June 4-5?

Fuel & maintenance concerns probably ruled-out such an ambitious training maneuver at this point, but it was certainly possible.

For this scenario, all units of the following divisions are placed within five hexes of the listed cities:

21st Panzer: Valognes
 12SS Pz: Caen
 Panzer Lehr: St. Lo
 XLVII Pz Corps HQ: St. Lo

2. A Bridge Too Far

Operation Overlord originally called for the 82nd Airborne Division to drop in the area of Hill 110, just west of St. Sauveur-le-Vicomte. The 101st was to drop east of the Merderet River as they did, but their area of operations was much wider and included the task of taking Ste. Mere Eglise.

On May 24, 1944 a message was decoded at the top secret facilities at Bletchley Park near London. Gen. Bradley, one of the few officers who were permitted access to these messages was stunned. The recently formed German 91st Luftlande Division had been transferred to the Cotentin in mid-April in the exact area of the 82nd's drop zones. The 91st had been specially trained to resist airborne invasion, and the area was being reinforced with anti-glider defenses. The revelation sent shock waves up the chain of command—had the Germans penetrated the Allied veil of secrecy? Did they know the invasion plan?

With only two weeks to go, the 82nd Airborne had to completely revise its plans. It would drop west of the Merderet closer to the 101st. The original landing plans were meticulously wiped away. Checking the number of every single document as they were burned, the clay models and detailed sand tables pounded to oblivion, every trace of the plans were destroyed for secrecy. The 82nd would have to draw up and train their mission in a matter of days.

What if the message had not been decoded and the 82nd dropped onto its originally planned zones?

For this campaign variant, all rules remain the same with the following changes:

The 82nd Airborne Pathfinders are placed on the following locations:

505th Regiment: B1430/A4632

507th Regiment: B1345/A4637

508th Regiment: B1043/A4334

In addition, German fire against 82nd Airborne units during the Airborne and Landing Phases receive a +1 to their strength and for glider landings, a step loss is received per 17.7 on a roll of 1-4 (instead of 1-2.)

3. 711th Division Full Commitment

Additional units of the 711th Infantry Division, marked with an asterisk (*) for turn of entry, are included in the counter mix. These units may enter on June 8 on the East map edge.

4. 9th Panzer Division

The Panther battalion of the 9th Pz (II/33/9Pz) was delayed more due to command SNAFUs than anything else. So, on August 3 the German player may begin rolling 1D10 each night for its arrival. On a roll of 1-3 it arrives, on a 4-10 roll again next turn. If the optional rule is used the listed entry for this battalion on August 6 is not a default entry, i.e. it may enter later.

5. KG Headquarters

Some German Divisions had limited mobility and only sent to Normandy what they could provide vehicles for. In the game, the HQs for these units are included, although in reality the complete command structure was not present. Remove the following HQ units from the game: 265th Infantry (7 June), 343rd Infantry (10 June), 266th Infantry (20 June). These units will either operate out of General Supply, or be attached to another Division or KG HQ.

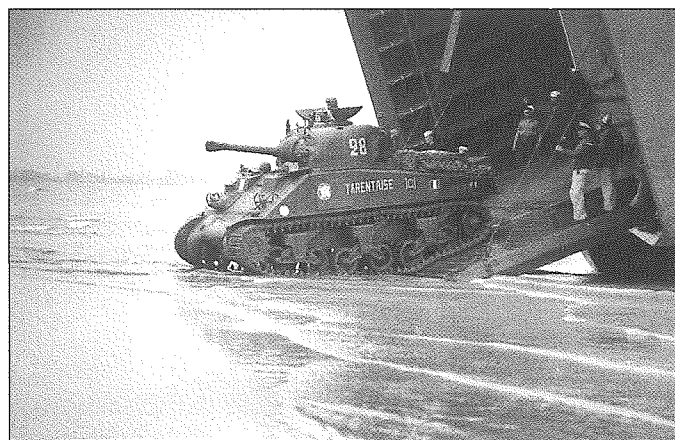
US At-Start

V Corps

2 Ranger Bn Charlie Phase 1
 5 Ranger Bn Pt du Hoc *Special (20.6)
 741 Tank Bn DD Omaha Phase 1 / 2
 743 Tank Bn DD Omaha Phase 1 / 2
 745 Tank Bn Omaha
 Assault Engineer Units (x6) .. Omaha/Utah see 19.7
 81 Chemical Mortar Bn Utah

1 Infantry Division

HQ Company Omaha
 1 / 16 Inf Bn Easy Green Phase 1
 2 / 16 Inf Bn Easy Red Phase 1
 3 / 16 Inf Bn Fox Green Phase 1
 1 / 18 Inf Bn Omaha
 2 / 18 Inf Bn Omaha
 3 / 18 Inf Bn Omaha
 1 / 26 Inf Bn Omaha
 2 / 26 Inf Bn Omaha
 3 / 26 Inf Bn Omaha



1 Combat Engineer Bn Omaha
 7 / 105mm Art Bn Omaha
 5 / 155mm Art Bn Omaha
 1 Recon Troop Omaha

29 Infantry Division

HQ Company Omaha
 1 / 115 Inf Bn Omaha
 2 / 115 Inf Bn Omaha
 3 / 115 Inf Bn Omaha
 1 / 116 Inf Bn Dog Green Phase 1
 2 / 116 Inf Bn Dog Red Phase 1
 3 / 116 Inf Bn Dog White Phase 1
 1 / 175 Inf Bn Omaha
 2 / 175 Inf Bn Omaha
 3 / 175 Inf Bn Omaha
 121 Combat Engineer Bn Omaha
 111 Art Bn (105mm) Omaha
 29 Recon Troop Omaha

VII Corps

70 Tank Bn DD Utah Phase 1
 899 TD Bn (M-10) Utah
 87 Chemical Mortar Bn Utah

4 Infantry Division

HQ Company Utah
 1 / 8 Inf Bn Tare Green Phase 1
 2 / 8 Inf Bn Uncle Red Phase 1
 3 / 8 Inf Bn Utah
 1 / 12 Inf Bn Utah
 2 / 12 Inf Bn Utah
 3 / 12 Inf Bn Utah
 1 / 22 Inf Bn Utah
 2 / 22 Inf Bn Utah
 3 / 22 Inf Bn Utah
 4 Combat Engineer Bn Utah
 29 Art Bn (105mm) Utah
 42 Art Bn (105mm) Utah
 44 Art Bn (105mm) Utah
 20 Art Bn (155mm) Utah
 4 Recon Troop Utah

82 Airborne Division

HQ Company Any
 505 / 82 Pathfinder A4218
 1 / 505 Para Bn
 2 / 505 Para Bn
 3 / 505 Para Bn
 507 / 82 Pathfinder A4222
 1 / 507 Para Bn
 2 / 507 Para Bn
 3 / 507 Para Bn
 508 / 82 Pathfinder B1231
 1 / 508 Para Bn
 2 / 508 Para Bn
 3 / 508 Para Bn
 307 AB Engineer Bn
 376 Para Art Bn (75mm)
 456 Para Art Bn (75mm)

101 Airborne Division

HQ Company Any
 501 / 101 Pathfinder B1821
 1 / 501 Para Bn
 2 / 501 Para Bn
 3 / 501 Para Bn
 502 / 101 Pathfinder B1022
 1 / 502 Para Bn
 2 / 502 Para Bn
 3 / 502 Para Bn
 506 / 101 Pathfinder B1422
 1 / 506 Para Bn
 2 / 506 Para Bn
 3 / 506 Para Bn
 377 Para Art Bn (75mm)

Commonwealth At-Start**6 Airborne Division**

HQ Company w/any 6th Airborne brigade
 3 / 6 Pathfinder C2908
 1 Canadian / 3 Para Bn C2908
 9 / 3 Para Bn C2908
 8 / 3 / 6 Pathfinder C3510
 8 / 3 Para Bn C3510
 5 / 6 Pathfinder C3110
 7 / 5 Para Bn C3110
 12 / 5 Para Bn C3110
 13 / 5 Para Bn C3110
 (1) Co., 2 O&B / 6 AL C3014

Independent Armored Units

13 / 18 RH / 27 Armd Regt DD .Jig Red Gold
 4 / 7 DG / 8 Armd Regt DD . . King Red Gold
 NY / 8 Armd Regt DD Jig Green Gold
 1 ERY / 27 Armd Regt Queen Green Sword
 SY / 27 Armd Regt Queen White Sword
 1 RM Armd Spt Gp Item Gold
 2 RM Armd Spt Gp Oboe Juno
 5 RM Armd Spt Gp Peter or Roger Sword

Special Service Brigade

3 / 1SS Commando Roger
 4 / 1SS Commando Roger Phase 1
 6 / 1SS Commando Roger
 45 / 1SS Commando Roger
 41 / 4SS Commando Peter Phase 1
 46 / 4SS Commando Roger
 47 / 4SS Commando Item Phase 1
 48 / 4SS Commando Oboe Phase 1

79 Armored Div

RE Engineer Teams (x6) . . . Gold/Juno/Sword . . . See 19.7
 Crocodile (x3) Gold/Juno/Sword . . . See 19.6.1
 AVRE (x3) Gold/Juno/Sword “

50 Infantry Division

HQ Company Gold
 5 EY / 69 Inf Bn King Red Phase 1
 6 GH / 69 Inf Bn King Green Phase 1
 7 GH / 69 Inf Bn Gold
 6 DL / 151 Inf Bn Gold
 8 DL / 151 Inf Bn Gold
 9 DL / 151 Inf Bn Gold
 2 DR / 231 Inf Bn Gold
 1 HR / 231 Inf Bn Jig Green Phase 1
 1 DR / 231 Inf Bn Jig Red Phase 1
 2 SWB / 56 Inf Bn (attached) . . . Gold
 2 GR / 56 Inf Bn Gold
 2 E / 56 Inf Bn Gold
 61 Recon Regt Gold
 50 Div Engineers Gold
 74 FA Regt (25#) Gold
 90 FA Regt (25#) Gold
 124 FA Regt (25#) Gold
 102 AT Regt Gold

3 Infantry Division

HQ Company Sword
 1 SR / 8 Inf Bn Sword
 2 EY / 8 Inf Bn Queen Green Phase 1
 1 SL / 8 Inf Bn Queen White Phase 1
 2 RWR / 185 Inf Bn Sword
 1 RNR / 185 Inf Bn Sword
 2 KSL / 185 Inf Bn Sword
 2 LR / 9 Inf Bn Sword
 1 KOSB / 9 Inf Bn Sword
 2 RUR / 9 Inf Bn Sword
 3 Recon Regt Sword
 3 Div Royal Eng Group Sword
 7 FA Regt (25#) Sword
 33 FA Regt (25#) Sword
 76 FA Regt (25#) Sword
 20 AT Regt (17#) Sword

Independent Armored Bde

6 H / 2 Canadian Armd Regt . . . Juno
 10 FGH / 2 Canadian Armd Regt . Juno
 27 SFR / 2 Canadian Armd Regt . Juno

3 Canadian Inf Division

HQ Company Juno
 RW / 7 Inf Bn Mike Phase 1
 RRR / 7 Inf Bn Nan Green Phase 1
 1 CS / 7 Inf Bn Juno
 QOR / 8 Inf Bn Nan White Phase 1
 LRC / 8 Inf Bn Juno
 NS / 8 Inf Bn Nan Red. Phase 1
 HL / 9 Inf Bn Nan Green
 SDGH / 9 Inf Bn Juno
 NNSH / 9 Inf Bn Juno
 7 Recon Regt Juno
 3 Canadian Engineer Group Juno
 12 Field Art Regt (25#) Juno
 13 Field Art Regt (25#) Juno
 14 Field Art Regt (25#) Juno
 3 AT Regt (17#) Juno
 7 SP Art Regt Sword

German At-Start**7TH ARMY**

German Strongpoint Placement: The German player(s) places the German Strongpoint markers at the locations given in the At-Start instructions below. After placing those within required strength limitations, place all remaining Strongpoints, face down, strength unknown to the Allied player(s). See 18.9.2 for placement guidelines and restrictions.

LXXXIV Corps HQ any hex in St. Lo
 Pz Abt 206 A1450
 MG Bn 17 A1544
 Art Abt 456 (152mm) A3828
 Art Abt 457 (152mm) A3342
 Art Abt 989 (122mm) C2426
 Sturm Bn AOK 7 A2019
 Pz Abt 100 B1833
 1 Bn / FJ Trng. Regt. A2134
 Strongpoint x2 Utah Beach (A4210, B1018)
 Strongpoint x10 Omaha Beach (C1552-1845)
 Strongpoint x4 Gold Beach (C1933-1927)
 Strongpoint x4 Juno Beach (C2026-2020)
 Strongpoint x3 Sword Beach (C2218-2513)
 Strongpoint x12 .. w/i Cherbourg Perimeter (18.9.2)
 Strongpoint, strength max 2 A3615
 Strongpoint, strength max 2 A3817
 Strongpoint B1621
 Strongpoint B1906
 Strongpoint B1420
 Strongpoint C2051
 Strongpoint C2319
 Strongpoint C2221
 Strongpoint, strength 1 C3014
 Strongpoint C2538
 Strongpoint Hillman, strength 3. C2816

Festung Stamm Truppen

FST Cher Any city hex of Cherbourg

Stel Werfer Regt 101

Werf Bn 101 A3317
 Werf Bn 102 A2344
 Werf Bn 103 A2844

91 Luftlande Infantry Div

HQ Company - ERS 0 B1432 / A4723
 I / 1057 Inf Bn B2439
 II / 1057 Inf Bn A3735
 III / 1057 Inf Bn B1338 / A4630
 I / 1058 Inf Bn A3230
 II / 1058 Inf Bn A3520
 III / 1058 Inf Bn B2023
 I / 191 Art Abt (Gh40-105mm) B1432 / A4723
 II / 191 Art Abt (Gh40-105mm) B1420 / A4711
 III / 191 Art Abt (105mm) .. B1238 / A4529
 191 AA Abt (88mm) B1338 / A4630
 13.Schw IG Group B1337 / A4629
 14.PaK PzJg Abt. B1431 / A4722
 191 Pio Abt. B1432 / A4723
 I / 6 Fallschirmjäger Bn B2632
 II / 6 Fallschirmjäger Bn B3239
 III / 6 Fallschirmjäger Bn B2422
 13.Schw/6 FJ B2732

30 Schnelle Bde (Bicycle)

HQ Company - ERS 0 D1342
 513 Schnelle Abt D1442
 517 Schnelle Abt D2646
 518 Schnelle Abt D2847
 30 47mm SP AT Co D2746

243 Infantry Division

HQ Company - ERS 4 A3636
 I / 920 Inf Bn A1848
 II / 920 Inf Bn A2918
 I / 921 Inf Bn (Bicy) A1550
 II / 921 Inf Bn (Bicy) A2036
 III / 921 Inf Bn (Bicy) A4746
 I / 922 Inf Bn (Bicy) A2034
 II / 922 Inf Bn (Bicy) A3548
 III / 922 Inf Bn (Bicy) A3947
 13.Schwere IG Group A3247
 14.PaK AT Group A3247
 I / 243 Art Abt (76mm) A1746
 II / 243 Art Abt (76mm) A4645
 III / 243 Art Abt (122mm) A3447
 243 PzJg Abt. A3248
 243 Pio Bn (Bicy) A3342

711 Infantry Division

II / 744 Inf Bn[‡] C2501
 III / 744 Inf Bn[‡] C2902
 II / 1711 Art Abt (155mm) C2802

[‡]These two units have asterisk on their counters, but should not. They do start the game on the map.

352 Infantry Division

HQ Company - ERS 5 C3050
 I / 914 Inf Bn B1410
 II / 914 Inf Bn B2015

I / 915 Inf Bn	C2841
II / 915 Inf Bn	C2737
I / 916 Inf Bn	C1934
II / 916 Inf Bn	C1652*
13.Schw IG Group	B2112
14.PaK AT Group	B1901
I / 352 Art Abt (105mm)	B1811
II / 352 Art Abt (105mm)	C2151
III / 352 Art Abt (105mm)	C2237
IV / 352 Art Abt (150mm)	C2043
352 PzJg Abt.	B2406
352 Pio Bn	C2651
352 Fus Bn	C2836

709 Infantry Division

HQ Company - ERS 0	A3025
I / 729 Inf Bn	A2616
II / 729 Inf Bn	A1513
III / 729 Inf Bn	A1216
649 Ost / 729 Inf Bn	A1522
561 Ost / 739 Inf Bn	A3150
II / 739 Inf Bn	A1629
III / 739 Inf Bn	A1841
795 Ost / 739 Inf Bn	B1125 / A4417
I / 919 Inf Bn	B1018* / A4309*
II / 919 Inf Bn	A3215
III / 919 Inf Bn	A2416
I / 1709 Art Abt (105mm)	A1738
II / 1709 Art Abt (155mm)	A1830
III / 1709 Art Abt (76mm)	A4212
709 PzJg Abt.	A3226
709 Pio Abt.	A2929
14.PaK AT Abt	A3317

716 Infantry Division

HQ Company - ERS 0	C3428
I / 726 Inf Bn	C1939
II / 726 Inf Bn	C1930*
III / 726 Inf Bn	C1849*
439 Ost / 726 Inf Bn	B2112
I / 736 Inf Bn	C2513*
II / 736 Inf Bn	C2024*
III / 736 Inf Bn	C2416*
642 Ost / 736 Inf Bn	C2430
441 Ost Bn	C2230
14.PaK Group	C1927
I / 1716 Art Abt (100mm)	C2616
II / 1716 Art Abt (100mm)	C2230
III / 1716 Art Abt (155mm)	B1611
716 PzJg Abt.	C3117
716 Pio Bn	C3417

21 Panzer Division

HQ Company - ERS 3	E1607
I / 22 Pz Bn (PzIV)	E2320
II / 22 Pz Bn (PzIV)	E2917
I / 125 Pz Gren Bn	C3616
II / 125 Pz Gren Bn	C4407

I / 192 Pz Gren Bn	C3823
II / 192 Pz Gren Bn	C3123
9.Schw sIG Group	C4112
10.Werfer Group	C4112
I / 155 Art Abt (122mm)	C2718
II / 155 Art Abt (105mm)	C2718
III / 155 Art Abt (105mm)	E1426
IV / 155 Nebelwerfer Art Abt	E1321
200 PzJg Abt.	C3322
200 StuG Abt (FZ 18/39h)	E4420
305 88mm Flak Bn	C3715
220 Pio Bn	C4305

XXX Flak Korps

I.1 / III Flak Sturm Regt 1	C2130
II.1 / III Flak Sturm Regt 1	C1950
III.1 / III Flak Sturm Regt 1	B1610

Static Artillery Batteries

2/MAA 608 (105mm)	any hex in Granville
3/MAA 608 (120mm)	any hex in Granville
8/HKAR 1262 (105mm)	A3130
7/HKAR 1262 (105mm)	A3149
4/HKAR 1262 (170mm)	A1325
2/HKAR 1262 (105mm)	A1948
9/HKAR 1262 (105mm)	A1345
3/HKAR 1262 (203mm)	A2136
1/HKAR 1262 (155mm)	A1250
6/MAA 260 (150mm)	A1442
2/AR 1709 (100mm)	A1741
8/MAA 260 (170mm)	C2809
8/HKAR 1261 (155mm)	A1730
RR K558 (240mm)	A2036
4/MAA 260 (105mm)	A1733
2 MAA 260 (170mm)	A2035
1/MAA 260 (94mm)	A1636
3/MAA 260 (105mm)	A1733
5/MAA 260 (105mm)	A1938
7/AR 1709 (155mm)	B1548 / A4840
7/MAA 260 (150mm)	A1833
9/MAA 260 (240mm)	A1325
9/MAA 260 (94mm)	A1325
5/AR 1709 (105mm)	A1325
1/AR 1709 (170mm)	A1835
11/AR 1709 (76.2mm)	A1222
10/AR 1709 (76.2mm)	A1726
9/AR 1709 (76.2mm)	A1419
2/MAA 260 (94mm)	A1217
2/MAA 260 (155mm)	A1217
6/AR 1709 (155mm)	A1930
7/HKAR 1261 (155mm)	A1314
9/HKAR 1261 (105mm)	A2214
10/HKAR 1261 (170mm)	A2112
6/HKAR 1261 (155mm)	A2616
5/HKAR 1261 (105mm)	A2918
4/HKAR 1261 (105mm)	A3215
3/HKAR 1261 (210mm)	A3615
3/HKAR 1261 (150mm)	A3615

St. Marcouf

2/HKAR 1261 (105mm).....	A3817	Azeville
1/HKAR 1261 (122mm).....	A4212		
6/AR 191 (105mm)	A4511 / B1220	..	Brecourt Manor
8/AR 1716 (100mm)	B1611		
9/AR 1716 (155mm)	B1710		
2/HKAA (155mm)	B1305 *special	..	Pt. du Hoc (20.6)
10/AR 1716 (155mm)	C2620		
4/HKAA 1260 (152mm).....	C1938	Longues sur Mer
7/AR 1716 (105mm)	C2338		
5/AR 1716 (100mm)	C2230		
3/HKAA 1260 (122mm).....	C2029		
6/AR 1716 (100mm)	C2029		
3/AR 1716 (100mm)	C2616		
2/AR 1716 (100mm)	C2319		
4/AR 1716 (155mm)	C2612		
1/HKAA 1260 (155mm).....	C2512		
1/AR 1716 (100mm)	C2609		
3/HKAA 1255 (155mm).....	C2401		
2/HKAA 1255 (155mm).....	C2501		

US Reinforcements

6 June, PM

62 Armored FA Bn	Corps		
58 Armored FA Bn	Corps	Omaha
65 Armored FA Bn	Corps		
746 Tank Bn	Corps	Utah
4 / 4 Cav Recon Squadron	Corps	Utah
24 / 4 Cav Recon Squadron	Corps	Utah
15 Combat Engineer Bn	90	Utah
1 / 358 Inf Bn	90	Utah
2 / 358 Inf Bn	90	Utah
3 / 358 Inf Bn	90	Utah
1 / 359 Inf Bn	90	Utah
2 / 359 Inf Bn	90	Utah
3 / 359 Inf Bn	90	Utah
343 Art Bn (105mm)	90	Utah
1 / 327 Glider Bn	101AB	Utah
2 / 327 Glider Bn	101AB	Utah
326 AB Engineer Bn	101AB	Utah
321 Glider Art Bn (75mm).....	101AB	Utah
1 / 401 Glider Bn	101AB	Utah

7 June

187 FA Bn (155mm).....	Corps	Utah
190 FA Bn (155mm).....	Corps	Utah
987 FA Bn (M12 - 155mm)	Corps		
200 FA Bn (155mm).....	Corps		
980 FA Bn (155mm).....	Corps	Omaha
747 Tank Bn	Corps		
32 Art Bn (105mm)	1	Omaha
33 Art Bn (105mm)	1	Omaha
110 Art Bn (105mm).....	29	Omaha
224 Art Bn (105mm)	29	Omaha
227 Art Bn (155mm)	29	Omaha
12 Art Bn (155mm)	2	Omaha
15 Art Bn (105mm)	2	Omaha
37 Art Bn (105mm)	2	Omaha

38 Art Bn (105mm)	2	Omaha
2 Combat Engineer Bn	2	Omaha
78 Armored FA Bn (105mm)	2A	Omaha
92 Armored FA Bn (105mm)	2A	Omaha
315 Combat Engineer Bn	90	Utah
HQ Company	90	Utah
344 Art Bn (105mm)	90	Utah
345 Art Bn (155mm)	90	Utah
90 Recon Troop	90	Utah
1 / 325 Glider Bn	82Ab	Gl
2 / 325 Glider Bn	82Ab	Gl
2 / 401 Glider Bn	82Ab	Gl
319 Glider Art Bn (75mm).....	82Ab	Gl
320 Glider Art Bn (75mm).....	82Ab	Utah

8 June

635 TD Bn	Corps	Utah
186 FA Bn (155mm).....	Corps		
102 / 102 Cav Recon Squadron .	Corps	Omaha
38 / 102 Cav Recon Squadron .	Corps	Omaha
2 Recon Troop	2	Omaha
HQ Company	2	Omaha
1 / 9 Inf Bn	2	Omaha
2 / 9 Inf Bn	2	Omaha
3 / 9 Inf Bn	2	Omaha
1 / 38 Inf Bn	2	Omaha
2 / 38 Inf Bn	2	Omaha
3 / 38 Inf Bn	2	Omaha
915 Art Bn (105mm)	90	Utah
1 / 357 Inf Bn	90	Utah
2 / 357 Inf Bn	90	Utah
3 / 357 Inf Bn	90	Utah

9 June

87 Armored FA Bn (M7 Priest) .	Corps	Utah
1 / 41 Armored Inf Bn	2A	Omaha
2 / 41 Armored Inf Bn	2A	Omaha
3 / 41 Armored Inf Bn	2A	Omaha
17 / 2 Armored Engineer Bn	2A	Omaha
907 Glider Art Bn (75mm).....	101AB	Utah
26 Art Bn (105mm)	9	Utah
60 Art Bn (105mm)	9	Utah
84 Art Bn (105mm)	9	Utah
34 Art Bn (155mm)	9	Utah

10 June

1 / 23 Inf Bn	2	Omaha
2 / 23 Inf Bn	2	Omaha
3 / 23 Inf Bn	2	Omaha
HQ Company	2A	Omaha
1 / CCA Armor Bn	2A	Omaha
2 / CCA Armor Bn	2A	Omaha
3 / CCA Armor Bn	2A	Omaha
1 / CCB Armor Bn	2A	Omaha
2 / CCB Armor Bn	2A	Omaha
3 / CCB Armor Bn	2A	Omaha
14 Armored FA Bn (105mm)	2A	Omaha

82 Armored Recon Bn	2A	Omaha
1 / 39 Inf Bn	9	Utah
2 / 39 Inf Bn	9	Utah
3 / 39 Inf Bn	9	Utah
1 / 47 Inf Bn	9	Utah
2 / 47 Inf Bn	9	Utah
3 / 47 Inf Bn	9	Utah
HQ Company	30	Omaha
1 / 119 Inf Bn	30	Omaha
2 / 119 Inf Bn	30	Omaha
3 / 119 Inf Bn	30	Omaha
1 / 120 Inf Bn	30	Omaha
2 / 120 Inf Bn	30	Omaha
3 / 120 Inf Bn	30	Omaha
105 Combat Engineer Bn	30	Omaha
118 Art Bn (105mm)	30	Omaha
197 Art Bn (105mm)	30	Omaha
230 Art Bn (105mm)	30	Omaha
30 Recon Troop	30	Omaha

11 June

V Corps HQ	Corps	Omaha
VII Corps HQ	Corps	Utah
702 TD Bn (M10)	Corps	
188 FA Bn (155mm)	Corps	
951 FA Bn (155mm)	Corps	
1 / 60 Inf Bn	9	Utah
2 / 60 Inf Bn	9	Utah
3 / 60 Inf Bn	9	Utah
9 Recon Troop	9	Utah

12 June

HQ Company	9	Utah
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13 June

953 FA Bn (155mm)	Corps	Omaha
957 FA Bn (155mm)	Corps	Omaha
801 TD Bn	Corps	Utah
981 FA Bn (155mm)	Corps	Utah
803 TD Bn (M10)	Corps	Omaha

14 June

XIX Corps HQ	Corps	
612 TD Bn	Corps	Omaha
941 FA Bn (4.5")	Corps	Utah
172 FA Bn (4.5")	Corps	Utah
HQ Company	79	Utah
1 / 313 Inf Bn	79	Utah
2 / 313 Inf Bn	79	Utah
3 / 313 Inf Bn	79	Utah
1 / 314 Inf Bn	79	Utah
2 / 314 Inf Bn	79	Utah
3 / 314 Inf Bn	79	Utah
1 / 315 Inf Bn	79	Utah
2 / 315 Inf Bn	79	Utah
3 / 315 Inf Bn	79	Utah
304 Combat Engineer Bn	79	Utah

310 Art Bn (105mm)	79	Utah
311 Art Bn (105mm)	79	Utah
904 Art Bn (105mm)	79	Utah
312 Art Bn (155mm)	79	Utah
79 Recon Troop	79	Utah
1 / 117 Inf Bn	30	Omaha
2 / 117 Inf Bn	30	Omaha
3 / 117 Inf Bn	30	Omaha
113 / 30 Art Bn (105mm)	30	Omaha

15 June

183 FA Bn (155mm)	Corps	
VIII Corps HQ	Corps	Utah

16 June

759 Lt Tank Bn	Corps	
955 FA Bn (155mm)	Corps	
195 FA Bn (8")	Corps	

19 June

HQ Company - All	83	Omaha
1 / 329 Inf Bn	83	Omaha
2 / 329 Inf Bn	83	Omaha
3 / 329 Inf Bn	83	Omaha
1 / 330 Inf. Bn.	83	Omaha
2 / 330 Inf. Bn.	83	Omaha
3 / 330 Inf. Bn.	83	Omaha
1 / 331 Inf Bn	83	Omaha
2 / 331 Inf Bn	83	Omaha
3 / 331 Inf Bn	83	Omaha
208 Combat Engineer Bn	83	Omaha
322 Art Bn (105mm)	83	Omaha
323 Art Bn (105mm)	83	Omaha
908 Art Bn (105mm)	83	Omaha
324 Art Bn (155mm)	83	Omaha
83 Recon Troop	83	Omaha

21 June

203 FA Bn (155mm)	Corps	
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23 June

607 TD Bn	Corps	
HQ Company	3A	Omaha
1 / 32 Armored Inf Bn	3A	Omaha
2 / 32 Armored Inf Bn	3A	Omaha
3 / 32 Armored Inf Bn	3A	Omaha
23 Armored Engineer Bn	3A	Omaha
54 Armored FA Bn (105mm)	3A	Omaha
83 Armored Recon Sqd	3A	Omaha

24 June

823 TD Bn M5	Corps	
959 FA Bn (4.5")	Corps	
1 / 33 Armored Bn	3A	Omaha
2 / 33 Armored Bn	3A	Omaha
3 / 33 Armored Bn	3A	Omaha

67 Armored FA Bn (105mm)3AOmaha

25 June

1 / 36 Armored Inf Bn3AOmaha
2 / 36 Armored Inf Bn3AOmaha
3 / 36 Armored Inf Bn3AOmaha
391 / Armored FA Bn (105mm) . . .3AOmaha

26 June

153 FA Bn (8")Corps
821 TD BnCorps
793 FA Bn (M12- 8")Corps
963 FA Bn (155mm)Corps
967 FA Bn (155mm)Corps
978 FA Bn (155mm)Corps
551 FA Bn (240mm)Corps

27 June

813 TD Bn (M10)Corps
979 FA Bn (155mm)Corps
997 FA Bn (1 Army) (8")Corps
92 Chemical Mortar BnCorps

28 June

228 FA Bn (155mm)Corps

29 June

749 Tank Bn (M4)CorpsUtah
712 Tank Bn (M4)Corps
333 FA Bn (155mm)Corps
552 FA Bn (M12 - 240mm)Corps
106 / 106 Cav Recon Sqd.Corps
121 / 106 Cav Recon Sqd.Corps

30 June

744 Tank Bn Lt.Corps
634 TD Bn (M10)CorpsUtah
961 FA Bn (155mm)Corps
561 FA Bn (155mm)Corps
86 Chemical Mortar BnCorps

1 July

893 TD Bn (M10)Corps
703 TD BnCorps
559 FA Bn (155mm)Corps
174 FA Bn (M12 - 155mm)Corps
802 TD BnCorps
1 / 121 Inf Bn8Utah
2 / 121 Inf Bn8Utah
3 / 121 Inf Bn8Utah
8 HQ Company8Utah

2 July

629 TD Bn (M10)Corps
258 FA Bn (M12 - 155mm)Corps
733 FA Bn (M12 - 155mm)Corps

125 / 113 Cav Recon Sqd.CorpsOmaha
113 / 113 Cav Recon Sqd.CorpsOmaha

3 July

202 FA Bn (155mm)Corps
1 / 13 Inf Bn8Utah
2 / 13 Inf Bn8Utah
3 / 13 Inf Bn8Utah
1 / 28 Inf Bn8Utah
2 / 28 Inf Bn8Utah
3 / 28 Inf Bn8Utah
12 Engineer Bn.8Utah
43 Art Bn (105mm)8Utah
45 Art Bn (105mm)8Utah
56 Art Bn (105mm)8Utah
28 Art Bn (155mm)8Utah

4 July

635 TD Bn (M10)Corps
266 FA Bn (240mm)Corps
8 Recon Troop8Utah

5 July

1 / 134 Infantry Bn35Omaha
2 / 134 Infantry Bn35Omaha
3 / 134 Infantry Bn35Omaha

6 July

18 FA Bn (105mm)Corps

7 July

HQ Company35Omaha
1 / 320 Infantry Bn35Omaha
2 / 320 Infantry Bn35Omaha
3 / 320 Infantry Bn35Omaha
60 Combat Engineer Bn35Omaha
161 Art Bn (105mm)35Omaha
218 Art Bn (105mm)35Omaha
219 Art Bn (105mm)35Omaha
127 Art Bn (155mm)35Omaha
35 Recon Troop35Omaha

8 July

690 FA Bn (105mm)Corps
196 FA Bn (105mm)Corps
1 / 137 Infantry Bn35Omaha
2 / 137 Infantry Bn35Omaha
3 / 137 Infantry Bn35Omaha

9 July

969 FA Bn (Cld) (155mm)Corps
HQ Company5Utah
1 / 2 Inf Bn5Utah
2 / 2 Inf Bn5Utah
3 / 2 Inf Bn5Utah
1 / 10 Inf Bn5Utah

2 / 10 Inf Bn	5	Utah
3 / 10 Inf Bn	5	Utah
1 / 11 Inf Bn	5	Utah
2 / 11 Inf Bn	5	Utah
3 / 11 Inf Bn	5	Utah
7 Combat Engineer Bn	5	Utah
5 Recon Troop	5	Utah

10 July

50 Art Bn (105mm)	5	Utah
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11 July

654 TD Bn (M10).....	Corps	
735 Tank Bn.....	Corps	
991 Armored FA Bn (M12)	Corps	
709 Tank Bn (M4)	Corps	
19 Art Bn (105mm)	5.....	Utah
46 Art Bn (105mm)	5.....	Utah
21 Art Bn (155mm)	5.....	Utah
HQ Company - All.....	4A.....	Utah
8 / 2 Tank Bn	4A.....	Utah
35 / 2 Tank Bn	4A.....	Utah
37 / 2 Tank Bn	4A.....	Utah
10 / 3 Armored Inf Bn	4A.....	Utah
51 / 3 Armored Inf Bn	4A.....	Utah
53 / 3 Armored Inf Bn	4A.....	Utah
22 / Armored FA Bn (M7)	4A.....	Utah
66 / Armored FA Bn (M7)	4A.....	Utah
94 / Armored FA Bn (M7)	4A.....	Utah
25 Cav Recon Sqd	4A.....	Utah
24 Armored Engineer Bn	4A.....	Utah

12 July

695 Armored FA Bn (M7)	Corps
644 TD Bn (M10)	Corps

13 July

737 Tank Bn (M4)	Corps
704 TD Bn (M18)	Corps

14 July

974 FA Bn (155mm)	Corps
989 FA Bn (155mm)	Corps
693 FA Bn (105mm)	Corps

15 July

818 TD Bn (M10)	Corps
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16 July

731 FA Bn (155mm)	Corps
208 FA Bn (155mm)	Corps

17 July

687 FA Bn (105mm)	Corps
705 Tank Bn (M18)	Corps

400 Armored FA Bn (M7)	Corps
578 FA Bn (Cld) (8")	Corps
177 FA Bn (155mm)	Corps
975 FA Bn (155mm)	Corps
999 FA Bn (Cld) (8")	Corps

19 July

204 FA Bn (155mm)	Corps	
HQ Company - All	6A	Utah
15 Tank Bn	6A	Utah
68 Tank Bn	6A	Utah
69 Tank Bn	6A	Utah
9 Armored Inf Bn	6A	Utah
44 Armored Inf Bn	6A	Utah
50 Armored Inf Bn	6A	Utah
128 Armored FA Bn (M7)	6A	Utah
212 Armored FA Bn (M7)	6A	Utah
231 Armored FA Bn (M7)	6A	Utah
86 Cav Recon Sqd	6A	Utah
25 Armored Engineer Bn	6A	Utah

22 July

603 TD Bn (M18).	Corps	
HQ Company - All	28	Omaha
1 / 109 Inf Bn	28	Omaha
2 / 109 Inf Bn	28	Omaha
3 / 109 Inf Bn	28	Omaha
1 / 110 Inf Bn	28	Omaha
2 / 110 Inf Bn	28	Omaha
3 / 110 Inf Bn	28	Omaha
1 / 112 Inf Bn	28	Omaha
2 / 112 Inf Bn	28	Omaha
3 / 112 Inf Bn	28	Omaha
107 Art Bn (105mm)	28	Omaha
109 Art Bn (105mm)	28	Omaha
229 Art Bn (105mm)	28	Omaha
108 Art Bn (155mm)	28	Omaha
28 Recon Troop	28	Omaha
103 Engineer Bn.	28	Omaha

23 July

630 TD Bn M5	Corps
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24 July

250 FA Bn (105mm)	Corps
269 FA Bn (240mm)	Corps
270 FA Bn (240mm)	Corps

25 July

83 Armored FA Bn (M7)	Corps
182 FA Bn (155mm)	Corps
HQ Company5A.....	Utah
10 Tank Bn5A.....	Utah
34 Tank Bn5A.....	Utah
81 Tank Bn5A.....	Utah
15 Armored Inf Bn5A.....	Utah

46 Armored Inf Bn	5A	Utah
47 Armored Inf Bn	5A	Utah
47 Armored Fld Art Bn	5A	Utah
71 Armored Fld Art Bn	5A	Utah
95 Armored Fld Art Bn	5A	Utah
85 Cav Recon Sqd	5A	Utah
22 Armored Engineer Bn	5A	Utah

28 July

696 Armored FA Bn (M7)	Corps
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29 July

XII Corps HQ	Corps
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31 July

628 TD Bn (M10)	Corps
244 FA Bn (Captured)	Corps

1 August

610 AT Bn (M5)	Corps	
HQ Company - All	2FrA	Utah
501e Regt de CdC (M4)	2FrA	Utah
12e Regt de CdA (M4)	2FrA	Utah
12e Regt de C (M4)	2FrA	Utah
1 / Regt de MdT	2FrA	Utah
2 / Regt de MdT	2FrA	Utah
3 / Regt de MdT	2FrA	Utah
3e Regt de Art Col Bn (M7)	2FrA	Utah
64e Regt de Art Bn (M7)	2FrA	Utah
40e Regt de Art N-A Bn (M7)	2FrA	Utah
Regt de Fus-Marin (M10)	2FrA	Utah
13e Bn du Gen (Eng)	2FrA	Utah
1 Regt de MdS (Recon)	2FrA	Utah

2 August

XX Corps HQ	Corps
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3 August

XV Corps HQ	Corps
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8 August

773 TD Bn (M10)	Corps
774 TD Bn (M18)	Corps

Commonwealth Reinforcements**6 June PM**

53 Med Art Regt (5.5")	Corps	Juno
79 Med Art Regt (5.5")	Corps	Sword
6 Fld Regt (25#)	Corps	Juno
86 Fld Regt (25#)	Corps	Gold
147 Fld Regt (25#)	Corps	Gold
191 Fld Regt (25#)	Corps	Juno
12 KR Rifle / 8 Armd Inf Bn	Corps	Gold
19 Canadian Fld Regt (M7)	Corps	Juno
6 AB Recon Regt	6Ab	Gl
6 Field Eng Bn (259 / 591 Co)	6Ab	Gl

1 / 53 AL FA Regt (75mm)	6Ab	Gl
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7 June

51 Hvy Art Regt (7.2")	Corps	Juno
65 Med Art Regt (5.5")	Corps	Gold
68 Med Art Regt (5.5")	Corps	Sword
84 Med Art Regt (5.5")	Corps	Gold
62 AT Regt (17#)	Corps	Juno
73 AT Regt (17#)	Corps	Gold
1 RU / 6 Airlanding Bn	6Ab	Glider
* -2 O&B / 6 Airlanding Bn	6Ab	Glider
12 DR / 6 Airlanding Bn	6Ab	Glider
24 L / 8 Armd Regt	Corps	Gold
3 AL AT Group (6#)	6Ab	Gl
4 AL AT Group (6#)	6Ab	Gl
HQ Company - All	51	Juno
2 SH / 152 Inf Bn	51	Juno
5 SH / 152 Inf Bn	51	Juno
5 QOCH / 152 Inf Bn	51	Juno
5 BW / 153 Inf Bn	51	Juno
1 GH / 153 Inf Bn	51	Juno
7 GH / 153 Inf Bn	51	Juno
1 BW / 154 Inf Bn	51	Juno
7 BW / 154 Inf Bn	51	Juno
7 A&SH / 154 Inf Bn	51	Juno
2 DR Recon	51	Juno
126 FA Regt (25#)	51	Juno
127 FA Regt (25#)	51	Juno
128 FA Regt (25#)	51	Juno
61 AT Regt (17#)	51	Juno
51 Royal Engineer Group	51	Juno

8 June

150 FA Regt	Corps	Juno
RSG / 4 Armd Regt	Corps	Gold
3 COLY / 4 Armd Regt	Corps	Gold
44 RTR / 4 Armd Regt	Corps	Gold
2 KR Rifle / 4 Armd Regt	Corps	Gold
HQ Company	7A	Gold
4 CLY / 22 Armd Regt (Crom)	7A	Gold
1 RTR / 22 Armd Regt (Crom)	7A	Gold
5 RTR / 22 Armd Regt (Crom)	7A	Gold
1 RB / 22 Armd Bn	7A	Gold
5 QRR / 131 Inf Bn	7A	Gold
6 QRR / 131 Inf Bn	7A	Gold
7 QRR / 131 Inf Bn	7A	Gold
8 KRIH Recon Regt	7A	Gold
7 Armored Div Engineers	7A	Gold
3 RHA FA Regt (25#)	7A	Gold
5 RHA FA Regt (Sexton)	7A	Gold
65 AT Regt (17#)	7A	Gold

9 June

52 Hvy Art Regt (7.2")	Corps	Gold
64 Med Art Regt (5.5")	Corps	Gold
121 Med Art Regt (5.5")	Corps	Gold
4 RHA Fld Regt (Sexton)	Corps	Gold

11 June

XXX Corps HQ	Corps	Gold
I Corps HQ	Corps	Juno
3 RTR / 29 Armd (M4)	11A	Gold

12 June

HQ Company - All	49	Gold
10 DL / 70 Inf Bn	49	Gold
11 DL / 70 Inf Bn	49	Gold
1 TS / 70 Inf Bn	49	Gold
4 LR / 146 Inf Bn	49	Gold
4 KOYL / 146 Inf Bn	49	Gold
HB / 146 Inf Bn	49	Gold
11 RSF / 147 Inf Bn	49	Gold
6 DOW / 147 Inf Bn	49	Gold
7 DOW / 147 Inf Bn	49	Gold
49 Recon Regt	49	Gold
49 Div Engineers	49	Gold
69 FA Regt (25#)	49	Gold
143 FA Regt (25#)	49	Gold
185 FA Regt (25#)	49	Gold
55 AT Regt	49	Gold

13 June

1 NY / 33 Armd Regt	Corps	Juno
144 RAC / 33 Armd Regt	Corps	Juno
148 RAC / 33 Armd Regt	Corps	Juno
HQ Company	11A	Gold
2 NY Armd Recon	11A	Gold
11 Armored Royal Engineer	11A	Gold
13 RHA FA Regt (Sexton)	11A	Gold
151 FA Regt (25#)	11A	Gold

14 June

23 H / 29 Armd (M4)	11A	Gold
2 F&FY / 29 Armd (M4)	11A	Gold
8 RB / 29 Armd Inf Bn	11A	Gold
4 KSL / 159 Inf Bn	11A	Gold
1 HR / 159 Inf Bn	11A	Gold
3 MR / 159 Inf Bn	11A	Gold
75 AT Regt (17#)	11A	Gold
2 / 53 AL FA Regt (75mm)	6Ab	Sword

15 June

HQ Company	15	Gold
15 Recon Regt	15	Gold
131 FA Regt (25#)	15	Gold
181 FA Regt (25#)	15	Gold
190 FA Regt (25#)	15	Gold
97 AT Regt (17#)	15	Gold
15 Royal Engineer Group	15	Gold

16 June

VIII Corps HQ	Corps
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17 June

8 RS / 44 Inf Bn	15	Gold
6 RSF / 44 Inf Bn	15	Gold
7 KOSB / 44 Inf Bn	15	Gold
9 C / 46 Inf Bn	15	Gold
2 GH / 46 Inf Bn	15	Gold
7 SH / 46 Inf Bn	15	Gold
10 HLI / 227 Inf Bn	15	Gold
2 GH / 227 Inf Bn	15	Gold
2 A&SH / 227 Inf Bn	15	Gold

18 June

XII Corps HQ	Corps
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19 June

7 RTR / 31 Tank Regt	Corps	Gold
9 RTR / 31 Tank Regt	Corps	Gold
144 Regt / 31 Tank Regt	Corps	Gold

20 June

91 AT Regt	Corps
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23 June

II Canadian Corps HQ	Corps
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24 June

HQ Company - All	43	Gold
4 SL / 129 Inf Bn	43	Gold
4 WR / 129 Inf Bn	43	Gold
5 WR / 129 Inf Bn	43	Gold
7 HR / 130 Inf Bn	43	Gold
4 DR / 130 Inf Bn	43	Gold
5 DR / 130 Inf Bn	43	Gold
7 SL / 214 Inf Bn	43	Gold
1 WR / 214 Inf Bn	43	Gold
5 DoCL / 214 Inf Bn	43	Gold
43 Recon Regt	43	Gold
43 Div Engineer Group	43	Gold
94 FA Regt (25#)	43	Gold
112 FA Regt (25#)	43	Gold
179 FA Regt (25#)	43	Gold
59 AT Regt	43	Gold

25 June

HQ Company	53	Juno
1 EL / 71 Infantry Bn	53	Juno
1 O&BL / 71 Infantry Bn	53	Juno
1 HL / 71 Infantry Bn	53	Juno
4 RWR / 158 Infantry Bn	53	Juno
6 RWR / 158 Infantry Bn	53	Juno
7 RWF158 Infantry Bn	53	Juno
2 M / 160 Infantry Bn	53	Juno
4 W / 160 Infantry Bn	53	Juno
5 W / 160 Infantry Bn	53	Juno
53 Recon Regt	53	Juno
53 Div Engineers	53	Juno
81 FA Regt (25#)	53	Juno

83 FA Regt (25#)	53	Juno
133 FA Regt (25#)	53	Juno
71 AT Regt	53	Juno

26 June

59 Hvy Art Regt (7.2")	Corps	Juno
13 Med Art Regt (5.5")	Corps	Gold
59 Med Art Regt (5.5")	Corps	Juno
67 Med Art Regt (5.5")	Corps	Juno
72 Med Art Regt (5.5")	Corps	Juno
HQ Company	59	Juno
7 RNR / 176 Inf Bn	59	Juno
7 SSR / 176 Inf Bn	59	Juno
6 NSR / 176 Inf Bn	59	Juno
5 SSR / 177 Inf Bn	59	Juno
1/6 SSR / 177 Inf Bn	59	Juno
2/6 SSR / 177 Inf Bn	59	Juno
5 ELR / 197 Inf Bn	59	Juno
1/7 RWR / 197 Inf Bn	59	Juno
2/5 LF / 197 Inf Bn	59	Juno
59 Recon Regt	59	Juno
59 Div Engineer	59	Juno
61 FA Regt (25#)	59	Juno
110 FA Regt (25#)	59	Juno
116 FA Regt (25#)	59	Juno
68 AT Regt (17#)	59	Juno

28 June

HQ Company	GdsA	Juno
2 GG / 5 Gds Bn (M4)	GdsA	Juno
1 CG / 5 Gds Bn (M4)	GdsA	Juno
2 IG / 5 Gds Bn (M4)	GdsA	Juno
1 Mtr GG / 5 Gds Inf Bn	GdsA	Juno
5 CG / 32 Gds Inf Bn	GdsA	Juno
3 IG / 32 Gds Inf Bn	GdsA	Juno
1 WG / 32 Gds Inf Bn	GdsA	Juno
2 Armored Recon Regt	GdsA	Juno
Gds Armored Div Engineer	GdsA	Juno
55 FA Regt (25#)	GdsA	Juno
153 FA Regt (Sexton)	GdsA	Juno
21 AT Regt (17#)	GdsA	Juno

1 July

3 Canadian Med Art Regt (5.5")	Corps	Juno
4 Canadian Med Art Regt (5.5")	Corps	Juno
7 Canadian Med Art Regt (5.5")	Corps	Juno

3 July

107 RAC / 34 Tank Regt	Corps	Gold
147 RAC / 34 Tank Regt	Corps	Gold
153 RAC / 34 Tank Regt	Corps	Gold
86 AT Regt	Corps	Juno

7 July

HQ Company	2 Can	Gold
RR / 4 Inf Bn	2 Can	Gold
RHL / 4 Inf Bn	2 Can	Gold

ESR / 4 Inf Bn	2 Can	Gold
BW / 5 Inf Bn	2 Can	Gold
LRM / 5 Inf Bn	2 Can	Gold
CH / 5 Inf Bn	2 Can	Gold
LFMR / 6 Inf Bn	2 Can	Gold
QOCH / 6 Inf Bn	2 Can	Gold
SSR / 6 Inf Bn	2 Can	Gold
8H Recon Sqd.	2 Can	Gold
2 Canadian Div Engineer	2 Can	Gold
4 Field Art Regt (25#)	2 Can	Gold
5 Field Art Regt (25#)	2 Can	Gold
6 Field Art Regt (25#)	2 Can	Gold
2 AT Regt (17#)	2 Can	Gold
5 RIDG / 22 Armd Regt (Crom)	7A	Gold
1 Heavy Arty Regt (7.2")	Corps	Gold
6 AT Regt (17#)	Corps	Gold

11 July

9 Med Art Regt (5.5")	Corps	Juno
10 Med Art Regt (5.5")	Corps	Juno
11 Med Art Regt (5.5")	Corps	Juno
107 Med Art Regt (5.5")	Corps	Juno
146 Med Art Regt (5.5")	Corps	Juno

20 July

4 GG / 6 Gds Tank Bn	Corps	Gold
4 CG / 6 Gds Tank Bn	Corps	Gold
3 SG / 6 Gds Tank Bn	Corps	Gold

22 July

53 Hvy Art Regt (7.2")	Corps	Gold
15 Med Art Regt (5.5")	Corps	Gold
61 Med Art Regt (5.5")	Corps	Gold
63 Med Art Regt (5.5")	Corps	Gold
77 Med Art Regt (5.5")	Corps	Gold
25 Fld Regt (25#)	Corps	Gold

30 July

HQ Company	1PolA	Juno
1 / 10 Armd Regt (M4)	1PolA	Juno
2 / 10 Armd Regt (M4)	1PolA	Juno
24 / 10 Armd Regt (M4)	1PolA	Juno
10 PMR / 10 Armd Inf Bn	1PolA	Juno
1 / 3 Inf Bn	1PolA	Juno
8 / 3 Inf Bn	1PolA	Juno
9 / 3 Inf Bn	1PolA	Juno
10 MRR Recon Regt	1PolA	Juno
10 Div Engineers	1PolA	Juno
1 Field Art Regt (Sexton)	1PolA	Juno
2 Field Art Regt (25#)	1PolA	Juno
1 AT Regt (17#)	1PolA	Juno

31 July

HQ Company	4CanA	Gold
21 / 4 Armd Regt (M4)	4CanA	Gold
22 / 4 Armd Regt (M4)	4CanA	Gold
28 / 4 Armd Regt (M4)	4CanA	Gold

LSR Motor / 4 Armd Inf Bn	4CanA	Gold
L&W / 10 Inf Bn	4CanA	Gold
A / 10 Inf Bn	4CanA	Gold
A&SH / 10 Inf Bn	4CanA	Gold
29 SAR Recon Rgt	4CanA	Gold
4 Canadian Div Engineer	4CanA	Gold
18 Field Art Regt (25#)	4CanA	Gold
23 Field Art Regt (Sexton)	4CanA	Gold
5 AT Regt (17#)	4CanA	Gold



NORMANDY

German Reinforcements

6-Jun, PM

630 / 857 Inf Bn	346	C2801
II / 857 Inf Bn	346	C2801
III / 857 Inf Bn	346	C2801
12SS Aufkl Abt.	12SS	E1701
15. Aufkl Group	12SS	E1701
21 Pz Aufkl Abt	21Pz	E4821

7-Jun

XLVII Corps HQ	Corps	E1701
LXXXVI Corps HQ	Corps	C2801
HQ Company - ERS 2	346	C2801
I / 858 Inf Bn	346	C2801
II / 858 Inf Bn	346	C2801
III / 858 Inf Bn	346	C2801
HQ Company - ALL - ERS 2	265	D4842
III / 894 Gren Bn	265	D4842
II / 895 Gren Bn	265	D4842
13 / 14 IG/AT Bn	265	D4842
I / 896 76 Art Abt (122mm)	265	D4842
265 Pio Abt.	265	D4842
HQ Company - ERS 3	17SS	D4835
II / 37 Pz Gren Bn	17SS	D4835
III / 37 Pz Gren Bn	17SS	D4835
15. Aufkl Group	17SS	D4835
17SS Pz Aufkl Abt.	17SS	D4835
HQ Company - ERS 3	Lehr	E4807
I / 901 Pz Gren Bn	Lehr	E4807
II / 901 Pz Gren Bn	Lehr	E4807
I / 902 Pz Gren Bn	Lehr	E4807

II / 902 Pz Gren Bn	Lehr	E4807
10. sIG Group	Lehr	E4807
11. Pio Group	Lehr	E4807
I / 130 SP Art Abt (105mm)	Lehr	E4807
II / 130 SP Art Abt (105mm)	Lehr	E4807
III / 130 Art Abt (152mm)	Lehr	E4807
130 Pz Aufkl Abt.	Lehr	E4807
130 PzJg Abt.	Lehr	E4807
311 AA Flak Abt (88mm)	Lehr	E4807
130 Pio Bn	Lehr	E4807
I / 130 Lehr Bn (Pz V, I/Pz Regt 6) Lehr	Lehr	E4807
Pz Kompanie 316 (Tiger)	Lehr	E4807
HQ Company - ERS 6	12SS	E1701
I / 12 Panzer Bn (PzIV)	12SS	E1701
II / 12 Panzer Bn (PzV)	12SS	E1701
I / 25 Pz Gren Bn	12SS	E1701
II / 25 Pz Gren Bn	12SS	E1701
III / 25 Pz Gren Bn	12SS	E1701
I / 26 Pz Gren Bn	12SS	E1701
II / 26 Pz Gren Bn	12SS	E1701
III / 26 Pz Gren Bn	12SS	E1701
13 sIG Group	12SS	E1701
14 Flak Group	12SS	E1701
16 Pio Group	12SS	E1701
I / 12SS SP Art Abt (150mm)	12SS	E1701
II / 12SS Art Abt (105mm)	12SS	E1701
III / 12SS Art Abt (105mm)	12SS	E1701
12SS SP AA Bn (88mm)	12SS	E1701
12SS Pio Abt	12SS	E1701

8-Jun

II FJ Corps HQ	Corps	D4835
Art Abt 1151 (122mm)	Corps	C2801
Sturm Abt 902 (StuG)	Corps	E4807
II/130 Lehr Bn (Pz IV)	Lehr	E4807
I.2 / III Flak Sturm Regt 2	Corps	E1701
II.2 / III Flak Sturm Regt 2	Corps	E1701
III.2 / III Flak Sturm Regt 2	Corps	E1701
I.3 / III Flak Sturm Regt 3	Corps	E1701
II.3 / III Flak Sturm Regt 3	Corps	E1701
III.3 / III Flak Sturm Regt 3	Corps	E1701
I.4 / Flak Sturm Regt 4	Corps	E1701
II.4 / III Flak Sturm Regt 4	Corps	E1701
III.4 / III Flak Sturm Regt 4	Corps	E1701
I / 346 Art Abt (76mm)	346	C2801
II / 346 Art Abt (105mm)	346	C2801
III / 346 Art Abt (122mm)	346	C2801
346 Fus Abt	346	C2801
346 PzJg Abt.	346	C2801
346 Pio Bn	346	C2801
13. Schwere Bn	346	C2801
14. PzJg Bn	346	C2801
HQ Company - ERS 0	77	D4842
I / 1049 Inf Bn	77	D4842
II / 1049 Inf Bn	77	D4842
III / 1049 Inf Bn	77	D4842
II / 1050 Inf Bn	77	D4842

III / 1050 Inf Bn	77	D4842
I / 177 Art Bn (105mm)	77	D4842
II / 177 Art Bn (105mm)	77	D4842
III / 177 Art Bn (88mm)	77	D4842
177 PzJg Bn	77	D4842
13.Schw IG Group	77	D4842
177 Pio Bn	77	D4842
I / 37 Pz Gren Bn	17SS	D4835
I / 38 Pz Gren Bn	17SS	D4835
17SS Pz Bn (StuG)	17SS	D4835
II / 38 Pz Gren Bn	17SS	D4835
III / 38 Pz Gren Bn	17SS	D4835
13.Schwere Group	17SS	D4835
14.Flak Group	17SS	D4835
16.Pio Group	17SS	D4835
I / 17SS Art Abt (105mm)	17SS	D4835
II / 17SS SP Art Abt (105mm)	17SS	D4835
III / 17SS Art Abt (105mm)	17SS	D4835
13.Schw Group	3 FJ	D4835/38
14 PaK Group	3 FJ	D4835/38

9-Jun

Fs.Aufk 12	Corps	D4810
HQ Company - ERS 0	275	D4835
I / 984 Inf Bn	275	D4835
II / 984 Inf Bn	275	D4835
III / 275 Art Abt (105mm)	275	D4835
275 Fus Bn	275	D4835
275 Pio Bn	275	D4835
2 Pz Aufk Abt	2 Pz	E4807
I / 9 FJ Bn	3 FJ	D4837
I / 8 FJ Bn	3 FJ	D4837
I / 5 FJ Bn	3 FJ	D4837

10-Jun

ISS Corps HQ	Corps	E4807
Art Abt 992 (152mm)	Corps	E4807
SS Art Abt 101 (170mm)	Corps	E1701
HQ Company - ERS 3	3 FJ	D4837
II / 5 FJ Bn	3 FJ	D4837
III / 5 FJ Bn	3 FJ	D4837
II / 8 FJ Bn	3 FJ	D4837
III / 8 FJ Bn	3 FJ	D4837
II / 9 FJ Bn	3 FJ	D4837
III / 9 FJ Bn	3 FJ	D4837
15.Pio Group	3 FJ	D4837
I / 3 Art Abt (105mm)	3 FJ	D4837
3 PzJg Abt.	3 FJ	D4837
3 Pio Bn	3 FJ	D4837
III / 898 Inf Bn	343	D4837
III / 898 Art Abt (76mm)	343	D4837
I / Wer Regt 83	Werf 7	E4807
II / Wer Regt 83	Werf 7	E4807
III / Wer Regt 83	Werf 7	E4807
I / Wer Regt 84	Werf 7	E4807
II / Wer Regt 84	Werf 7	E4807
III / Wer Regt 84	Werf 7	E4807

11-Jun

Pio Bn Angers	Corps	D4835
HQ Company - ERS 3	2 Pz	E4807
I / 2 Pz Gren Bn	2 Pz	E4807
II / 2 Pz Gren Bn	2 Pz	E4807
I / 304 Pz Gren Bn	2 Pz	E4807
II / 304 Pz Gren Bn	2 Pz	E4807
I / 74 SP Art Abt (150mm)	2 Pz	E4807
II / 74 SP Art Abt (150mm)	2 Pz	E4807
III / 74 Art Abt (105mm)	2 Pz	E4807
273 Flak Abt (88mm)	2 Pz	E4807
38 Pio Abt.	2 Pz	E4807
10.Pio Group	2 Pz	E4807

12-Jun

Schw SS Pz Abt 101 (Tiger)	Corps	E1701
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13-Jun

Fs.Stug 12	Corps	D4837
HQ Company - ERS 6	353	D4835
I / 941 Inf Bn	353	D4835
353 Fus Bn (Bicy)	353	D4835
II / 3 Panzer Bn (PzIV)	2 Pz	E4807
9.sIG Group	2 Pz	E4807
38 PzJg Abt (Jagd IV)	2 Pz	E4807

14-Jun

2 / Art Sch Suippes	Corps	D4835
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15-Jun

I / 3 Panzer Bn (PzV)	2 Rz	E4807
IV / 12SS Werfer Art	12SS	E1701

17-Jun

I / 1050 Inf Bn	77	D4842
II / 941 Inf Bn	353	D4835
I / 942 Inf Bn	353	D4835
II / 942 Inf Bn	353	D4835
I / 943 Inf Bn	353	D4835
II / 943 Inf Bn	353	D4835
13 Schw Group	353	D4835
14 AT Group	353	D4835
I / 353 Art Abt (105mm)	353	D4835
II / 353 Art Abt (105mm)	353	D4835
II / 353 Art Abt (105mm)	353	D4835
IV / 353 Art Abt (150mm)	353	D4835
353 PzJg Abt.	353	D4835
353 Pio Bn	353	D4835

18-Jun

Art Abt 555	Corps	E1701
Volga Tartar Ost Bn 627	77	D4842

19-Jun

Art Abt 460	Corps	E1701
HQ Company - ERS 5	2SS	E1701

I / 3SS Pz Gren Bn	2SS	E1701
I / 4SS Pz Gren Bn	2SS	E1701
13 sIG Group	2SS	E1701
14 Flak Group	2SS	E1701
15 Kr Sch Group (motorcycle)	2SS	E1701
16.Pio Group	2SS	E1701

20-Jun

HQ Company - ALL - ERS 2	266	D4837
I / 897 Gren Bn	266	D4837
II / 897 Gren Bn	266	D4837
II / 266 Art Abt (155mm)	266	D4837

21-Jun

I / Werf Lehr Regt 1	Werf 8	D4835
II / Werf Lehr Regt 1	Werf 8	D4835
III / Werf Lehr Regt 1	Werf 8	D4835
I / Werf Regt 2	Werf 8	D4835
II / Werf Regt 2	Werf 8	D4835
III / Werf Regt 2	Werf 8	D4835

22-Jun

Art Abt 763	Corps	C2801
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23-Jun

IISS Pz Corps HQ	Corps	E4807
PzJg Abt 657 (CharB)	Corps	D4837
I / FJ Bn 15	5 FJ	D4837
II / FJ Bn 15	5 FJ	D4837
HQ Company - ALL - ERS 3	9SS Pz	E4841
I / 9 Panzer Bn	9SS Pz	E4841
II / 9 Panzer Bn	9SS Pz	E4841
I / 19 Pz Gren Bn	9SS Pz	E4841
II / 19 Pz Gren Bn	9SS Pz	E4841
III / 19 Pz Gren Bn	9SS Pz	E4841
I / 20 Pz Gren Bn	9SS Pz	E4841
II / 20 Pz Gren Bn	9SS Pz	E4841
III / 20 Pz Gren Bn	9SS Pz	E4841
13.sIG Group Stupa	9SS Pz	E4841
14.Flak Group	9SS Pz	E4841
16.Pio Group	9SS Pz	E4841
I / 9SS 105mm Art Abt	9SS Pz	E4841
II / 9SS 105mm Art Abt	9SS Pz	E4841
III / 9SS 150mm Art Abt	9SS Pz	E4841
9SS Aufkl Abt	9SS Pz	E4841
9SS 88mm Flak Abt	9SS Pz	E4841
9SS Pio Bn	9SS Pz	E4841

24-Jun

Art Abt 1192 (It-149mm)	Corps	E4841
III / FJ Bn 15	5 FJ	D4837
HQ Company	10SS	D4810
II / 10 Panzer Bn (PzIV)	10SS	D4810
I / 21 Pz Gren Bn	10SS	D4810
II / 21 Pz Gren Bn	10SS	D4810
10SS PzAufkl Abt	10SS	D4810
10SS 88mm Flak Abt	10SS	D4810

10SS Pio Bn	10SS	D4810
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25-Jun

I / 1 Pz Gren Bn	1SS	E4807
II / 1 Pz Gren Bn	1SS	E4807
2SS Aufkl Abt	2SS	E1701

26-Jun

Art PaK Abt 1053 (88mm)	Corps	C2801
I / Werf Regt 14	Werf 9	E1701
II / Werf Regt 14	Werf 9	E1701
III / Werf Regt 14	Werf 9	E1701
I / Werf Regt 54	Werf 9	E1701
II / Werf Regt 54	Werf 9	E1701
III / Werf Regt 54	Werf 9	E1701
1SS PzJg Abt (StuG)	1SS	E4807
1SS Flak Bn (88mm)	1SS	E4807
III / 1 Pz Gren Bn	1SS	E4807
III / 21 Pz Gren Bn	10SS	D4810
I / 22 Pz Gren Bn	10SS	D4810
II / 22 Pz Gren Bn	10SS	D4810
III / 22 Pz Gren Bn	10SS	D4810
13.sIG Group	10SS	D4810
14.Flak Group	10SS	D4810
15. Aufk Group	10SS	D4810
16.Pio Group	10SS	D4810
I / 10SS Art Abt (105mm)	10SS	D4810
II / 10SS Art Abt (105mm)	10SS	D4810
III / 10SS Art Abt (150mm)	10SS	D4810

27-Jun

SS Werfer Abt 102	Corps	E1701
Schw Pz Abt 654 (Jagdpanther)	Corps	E4807
I / 2 Pz Bn (PzV) - Reduced	2SS	E1701
III / 4SS Pz Gren Bn	2SS	E1701
I / 2SS Art Abt (150mm)	2SS	E1701
II / 2SS Art Abt (105mm)	2SS	E1701
III / 2SS Art Abt (105mm)	2SS	E1701
IV / 2SS Art Abt (150mm)	2SS	E1701
2SS PzJg Abt (StuG)	2SS	E1701
2SS Flak Abt (88mm)	2SS	E1701
2SS Pio Abt	2SS	E1701

29-Jun

17SS PzJg Abt	17SS	D4835
17SS Flak Abt (88mm)	17SS	D4835
17SS Pio Bn	17SS	D4835
II / 2 Pz Bn (PzIV) - Reduced	2SS	E1701

30-Jun

Art Abt 1198 (It-149mm)	Corps	E4841
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1-Jul

Art Abt 1193 (It-149mm)	Corps	E4807
HQ Company - ALL - ERS 2	16 LW	C4201
I / LW Inf Bn 31	16 LW	C4201

II / LW Inf Bn 31	16 LW	C4201
I / LW Inf Bn 32	16 LW	C4201
II / LW Inf Bn 32	16 LW	C4201
I / LW Inf Bn 46	16 LW	C4201
II / LW Inf Bn 46	16 LW	C4201
I / 16 LW Art Abt (76mm)	16 LW	C4201
II / 16 LW Art Abt (76mm)	16 LW	C4201
III / 16 LW Art Abt (122mm)	16 LW	C4201
16 LW PzJg Abt	16 LW	C4201
16 LW Engineer Bn	16 LW	C4201
16 LW Fus Bn	16 LW	C4201
14.PaK Group	16 LW	C4201

2-Jul

HQ Company - ERS 0	5 FJ	D4837
I / 5 FJ Art Regt (105mm)	5 FJ	D4837
5 FJ Pio Bn	5 FJ	D4837
5 MG Inf Bn	5 FJ	D4837

3-Jul

Schw SS Pz Atb 102	Corps	E1701
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4-Jul

Art Batt 625	Corps	E1701
III / 3SS Pz Gren Bn	2SS	E1701
HQ Company - ERS 3	1SS	E1701
I / LAH Panzer Bn (PzV)	1SS	E1701
II / LAH Panzer Bn (PzIV)	1SS	E1701
I / 2 Pz Gren Bn	1SS	E1701
II / 2 Pz Gren Bn	1SS	E1701
III / 2 Pz Gren Bn	1SS	E1701
13 IG Group	1SS	E1701
14 Flak Group	1SS	E1701
15 Pio Group	1SS	E1701
I / 1SS SP Art Abt (150mm)	1SS	E1701
II / 1SS SP Art Abt (105mm)	1SS	E1701
III / 1SS SP Art Abt (105mm)	1SS	E1701
1SS PzAufkl Abt	1SS	E1701
1SS Pio Bn	1SS	E1701

5-Jul

Art PaK Abt 1041 (88mm)	Corps	E1701
HQ Company - ALL - ERS 3	276	D4810
I / 986 Inf Bn	276	D4810
II / 986 Inf Bn	276	D4810
I / 987 Inf Bn	276	D4810
II / 987 Inf Bn	276	D4810
I / 988 Inf Bn	276	D4810
II / 988 Inf Bn	276	D4810
I / 276 Art Abt (105mm)	276	D4810
II / 276 Art Abt (105mm)	276	D4810
III / 276 Art Abt (150mm)	276	D4810
276 Pio Bn	276	D4810
276 Fus Bn	276	D4810
14.PaK/276 AT Grp	276	D4810

6-Jul

628 Art Abt (21cm Mors)	Corps	E4841
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9-Jul

Art PaK Abt 1040 (88mm)	Corps	E4807
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10-Jul

Schw Pz Abt 503 (PzVIb Tiger II)	Corps	E1701
Pio Bn 600	Corps	E4841
HQ Company - ALL - ERS 3	272	E4807
I / 980 Inf Bn	272	E4807
II / 980 Inf Bn	272	E4807
I / 981 Inf Bn	272	E4807
II / 981 Inf Bn	272	E4807
I / 982 Inf Bn	272	E4807
II / 982 Inf Bn	272	E4807
I / 272 Art Abt (105mm)	272	E4807
II / 272 Art Abt (105mm)	272	E4807
III / 272 Art Abt (105mm)	272	E4807
IV / 272 Art Abt (150mm)	272	E4807
272 Div Engineer Bn	272	E4807
272 Fus Bn	272	E4807
17SS Pio Bn	17SS	D4835

11-Jul

HQ Company - ALL - ERS 3	277	E4807
I / 989 Inf Bn	277	E4807
II / 989 Inf Bn	277	E4807
I / 990 Inf Bn	277	E4807
II / 990 Inf Bn	277	E4807
I / 991 Inf Bn	277	E4807
II / 991 Inf Bn	277	E4807
I / 277 Art Abt (105mm)	277	E4807
II / 277 Art Abt (105mm)	277	E4807
III / 277 Art Abt (150mm)	277	E4807
277 Pio Bn	277	E4807
277 Fus Bn	277	E4807
13.Schwere Group	277	E4807
14.PaK Group	277	E4807

13-Jul

HQ Company - ALL - ERS 3	271	E4807
I / 977 Inf Bn	271	E4807
II / 977 Inf Bn	271	E4807
I / 978 Inf Bn	271	E4807
II / 978 Inf Bn	271	E4807
I / 979 Inf Bn	271	E4807
II / 979 Inf Bn	271	E4807
13.Schwere Group	271	E4807
14.PaK Group	271	E4807
I / 271 Art Abt (105mm)	271	E4807
II / 271 Art Abt (105mm)	271	E4807
III / 271 Art Abt (105mm)	271	E4807
IV / 271 Art Abt (150mm)	271	E4807
271 Engineer Bn	271	E4807
271 Fus Bn	271	E4807
I / FJ Bn 13	5 FJ	D4837

II / FJ Bn 13	5 FJ	D4837
III / FJ Bn 13	5 FJ	D4837
I / FJ Bn 14	5 FJ	D4837
II / FJ Bn 14	5 FJ	D4837
III / FJ Bn 14	5 FJ	D4837

14-Jul

Art PaK Abt 1039 (88mm)	Corps	E1701
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15-Jul

I / 983 Inf Bn	275	D4837
II / 983 Inf Bn	275	D4837
I / 985 Inf Bn	275	D4837
II / 985 Inf Bn	275	D4837
13 IG Group	275	D4837
14 PaK Group	275	D4837
I / 275 Art Abt (105mm)	275	D4837
II / 275 Art Abt (105mm)	275	D4837
IV / 275 Art Abt (150mm)	275	D4837

19-Jul

HQ Company - ALL - ERS	326	D4810
II / 751 Infantry Bn	326	D4810
III / 751 Infantry Bn	326	D4810
I / 752 Infantry Bn	326	D4810
II / 752 Infantry Bn	326	D4810
III / 752 Infantry Bn	326	D4810
II / 753 Infantry Bn	326	D4810
III / 753 Infantry Bn	326	D4810
13 IG Group	326	D4810
14 PaK Group	326	D4810
I / 326 Art Abt (122mm)	326	D4810
II / 326 Art Abt (105mm)	326	D4810
III / 326 Art Abt (122mm)	326	D4810
326 PzJg Abt	326	D4810
326 Pio Bn	326	D4810
326 Fus Bn	326	D4810

21-Jul

SturmPz Abt 217 (SturmIV)	Corps	E1701
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22-Jul

12SS PzJg Abt (Jag IV)	12SS	E1701
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24-Jul

HQ Company - ALL - ERS 2	116Pz	E4838
I / 24 Panzer Bn (PzV)	116Pz	E4838
II / 16 Panzer Bn (PzIV)	116Pz	E4838
I / 60 Pz Gren Bn	116Pz	E4838
II / 60 Pz Gren Bn	116Pz	E4838
I / 156 Pz Gren Bn	116Pz	E4838
II / 156 Pz Gren Bn	116Pz	E4838
9 sIG Group	116Pz	E4838
675 Pio Bn	116Pz	E4838
PzJg Abt	116Pz	E4838
I / 146 Artillery	116Pz	E4838

116 Pz Aufk Abt	116Pz	E4838
HQ Company - ALL - ERS 3	363	E4807
I / 957 Inf Bn	363	E4807
II / 957 Inf Bn	363	E4807
I / 958 Inf Bn	363	E4807
II / 958 Inf Bn	363	E4807
I / 959 Inf Bn	363	E4807
II / 959 Inf Bn	363	E4807
13.Schw Group	363	E4807
14.PaK Group	363	E4807
I / 363 Art Abt (105mm)	363	E4807
II / 363 Art Abt (105mm)	363	E4807
III / 363 Art Abt (150mm)	363	E4807
IV / 363 Mortar Abt (120mm)	363	E4807
363 Engineer Bn (Byc)	363	E4807
363 Fus Bn (Byc)	363	E4807

31-Jul

Sturm Bde 341 (StuG)	Corps	D4837
II / 3SS Pz Gren Bn	2SS	E1701
II / 4SS Pz Gren Bn	2SS	E1701

1-Aug

HQ Company - ALL - ERS 2	84	E1701
I / 1051 Inf Bn	84	E1701
II / 1051 Inf Bn	84	E1701
III / 1051 Inf Bn	84	E1701
I / 1052 Inf Reg	84	E1701
II / 1052 Inf Reg	84	E1701
III / 1052 Inf Reg	84	E1701
I / 184 Art Abt (105mm)	84	E1701
II / 184 Art Abt (150mm)	84	E1701
III / 184 Art Abt (88mm)	84	E1701
184 Aufk Bn	84	E1701
184 Div Pio Bn	84	E1701
13.Schwere Group	84	E1701
14.PaK Group	84	E1701

2-Aug

HQ Company - ERS 2	9 Pz	E4838
I / 33 Panzer Bn PzIV	9 Pz	E4838
I / 10 Pz Gren Bn	9 Pz	E4838
II / 10 Pz Gren Bn	9 Pz	E4838
I / 11 Pz Gren Bn	9 Pz	E4838
II / 11 Pz Gren Bn	9 Pz	E4838
9Pz Aufk Bn Luchs	9 Pz	E4838
Pio Bn 86	9 Pz	E4838
9.Schwere Group	9 Pz	E4838
PzJg Bn 50	9 Pz	E4838
10.Pio Group	9 Pz	E4838
I / 9Pz Art Abt (105mm)	9 Pz	E4838
II / 9Pz SP Art Abt (105mm)	9 Pz	E4838
III / 9Pz Art Abt (150mm)	9 Pz	E4838

3-Aug

Sturm Bde 394 (StuG)	Corp	E1701
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4-Aug

668 PzJg Abt. Corp	E1701
HQ Company - ALL - ERS 2 89	E1701
I / 1055 Inf Bn 89	E1701
II / 1055 Inf Bn 89	E1701
III / 1055 Inf Bn 89	E1701
I / 1056 Inf Bn 89	E1701
II / 1056 Inf Bn 89	E1701
III / 1056 Inf Bn 89	E1701
13.Schwere Group 89	E1701
I / 189 Art Abt (105mm) 89	E1701
II / 189 Art Abt (150mm) 89	E1701
III / 189 Art Abt (88mm) 89	E1701
189 PzJg Bn 89	E1701
189 Fus Bn 89	E1701

6-Aug

II / 33 Panzer Bn (PzV) 9 Pz	E4838
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9-Aug

HQ Company - ALL - ERS 1 85	E1701
I / 1053 Inf Bn 85	E1701
II / 1053 Inf Bn 85	E1701
III / 1053 Inf Bn 85	E1701
I / 1054 Inf Bn 85	E1701
II / 1054 Inf Bn 85	E1701
III / 1054 Inf Bn 85	E1701
I / 184 Art Abt (105mm) 85	E1701
II / 184 Art Abt (150mm) 85	E1701
III / 184 Art Abt (88mm) 85	E1701
13.Schw Group 85	E1701
14.PaK Group 85	E1701
185 Pio Bn 85	E1701

10-Aug

HQ Company - ALL - ERS 3 331	E1701
I / 557 Inf Bn 331	E1701
II / 557 Inf Bn 331	E1701
I / 558 Inf Bn 331	E1701
II / 558 Inf Bn 331	E1701
I / 559 Inf Bn 331	E1701
II / 559 Inf Bn 331	E1701
I / 331st Art Abt (105mm) 331	E1701
II / 331st Art Abt (105mm) 331	E1701
III / 331st Art Abt (105mm) 331	E1701
IV / 331st Art Abt (155mm) 331	E1701
13.Schw Group 331	E1701
14.PaK Group 331	E1701
331st PzJg Abt 331	E1701
331st Pio Bn 331	E1701
331st Fus Bn 331	E1701

**DESIGNER'S NOTES****Organization of Units**

Some deviations from historical unit configuration have been made in the game for playability.

In US infantry battalions for example, there was a fourth “heavy weapons” company. It was generally equipped with assorted anti-tank, mortar and machine gun assets but it was almost always split-up and assigned piecemeal to the other three infantry companies. Thus, it is not represented on its own in the game. British and Canadian divisions did have an intrinsic anti-tank regiment, whereas in the US divisions these would be attached as needed by corps command. Note: The use of the term “regiment” in the British army was most often related to the historical regimental legacy of an organization; its actual size was that of a battalion.

German divisions had a much more varied TO&E – in fact, with few exceptions divisions were almost unique in their structure. This was mostly out of necessity, but it also related to how the Germans assigned assets primarily at the division level, and corps headquarters had far fewer intrinsic artillery and anti-tank assets than their Allied counterparts. For example, an infantry regiment would often have two (sometimes three) battalions assigned to it. In addition, the regiment would also have companies of anti-tank guns, SP infantry guns, and engineers assigned and these had to be accounted for in the game. The German commanders would often use these units as a form of “fire brigade”, to defend a particular area. You will see the same necessity in the game repeatedly and the German player frankly needs this flexibility. In the game, you will notice battalions with a designation of “13.”, “14.” etc. These battalions, in the game, represent a combination of the companies assigned as regimental assets.

Allied divisions were also assigned anti-aircraft battalions. Generally, they were equipped with Bofors or quad 50-cal. machine guns. Later in the war, these were used to great effect in combat. However, during the Normandy campaign these were assigned to protecting the beaches, supply dumps, artillery units etc. They have been left out of the game intentionally to prevent their unhistorical use in ground combat.

One additional note: Allied armored battalions had three medium tank companies and one light company. German panzer battalions had four companies, each of which usually had the same equipment. In the game, these are simplified to a basic three companies for playability.

The Beach Invasion Phases

Much went into designing the landing sequence. There were a few important considerations. First, this is a battalion level game, with hexes at a scale of over half a mile and a single turn representing roughly six hours. One turn would necessarily encompass the entire invasion, and Turn 2 would begin the expansion phase of the operation. I wanted to reflect the waves of the assault at a slightly expanded scale, and also provide planning and combat mechanisms for both sides.

I think the results are fairly self-explanatory, but I want to clarify a couple of things that needed to be abstracted for playability. In reality, all combat would have occurred immediately inside the single row of beach hexes on the map. For the game, the German defenses, representing beach defensive positions as well as support assets behind the beach, were moved back a hex to allow for hex-to-hex combat.

PLAY NOTES

Below are a few tips that will help avoid problems in the early going—things that play testers learned the hard way. I don't want to give everything away, but simply a few of the ones that will become obvious anyway after playing once or twice.

Allied

The burden of attack is on the Allied player, and he begins the game with a large pool of supply points. Thus, many Allied players will tend to burn this up very quickly (Yeah – I mean you, Lance!). It is so tempting to use the naval assets to light up every panzer battalion you can see, and pile onto weak defenders for a high-odds attack – it's only a couple of supply points, right? Soon however, he'll notice that he did not get to Falaise by Sunday, and he is running very low on supply. This is a long campaign and you will find that some turns you may just need to slow down and build some supply for a big push. You might want to make a few "free" attacks from a single hex, with limited support, and accept slightly higher losses against a weak opponent because you will need that supply later.

Naval assets: It is pretty tempting to place your big guns closer to shore, and avoid having to move them later, subjecting them to another round of the Mines/Sub Chart (which also represents mechanical breakdowns.) See those shore batteries and Germans on the coast? They can see you too. Enough said.

A brief note on the Air Points in the game: You will probably notice quickly that there are no Air Point replacements. The Allies had plenty of aircraft, but what they were losing at a much higher rate than many realize is experienced pilots. Conducting air-to-ground attacks against German units that had experienced, accurate AA was a harrowing, dangerous business and if hit, a pilot's chance of survival was not good, due to their low altitude. The aircraft could be replaced, but the loss of these brave men had a definite effect on the air campaign and this is reflected in the game.

German

Not tied to the burden of supply, the German player is free to attack wherever he wishes. However, this is restricted by the weight of the Allied assault – which is precisely the reason I eliminated "German supply" early in development. It was redundant. You do have a tremendous offensive force though, and given the right circumstances will be able to attack at times, especially against an overextended Allied player. It is a defensive fight for the German players however, so those who really need to be on the attack to enjoy a game may

wish to play the Allies in this one.

Other than that, for the Germans one thing to always keep in mind is the Allied "Armed Recon" attacks. Headquarters sitting alone, or panzer battalions cruising down a highway at full throttle – it is open season for Allied pilots and you are a duck in the pond. Use your terrain and use your AA assets to protect them wherever and whenever possible.

—Dan Holte

COMMONWEALTH ARTILLERY ASSIGNMENTS

British and Canadian corps artillery regiments were assigned to formations called Army Group Royal Artillery, or AGRA.

They were transferred from corps to corps within an army depending on requirements. If players wish to stick to the general historic assignments, the following is provided. The date of entry is noted after the unit I.D. Note: Additional units were later assigned to certain AGRA but they did not arrive within the time period of the game.

3rd AGRA (assigned to XII Corps)

6 Field (6)
13, 59, 67, 72 Medium (26)
59 Heavy (26)

4th AGRA (assigned to I Corps)

150 Field (8)
53 (6), 65 (7), 68 (7), 79 Medium (6)
51 Heavy (7)

5th AGRA (assigned to XXX Corps)

4 RHA Field (9)
7 (7), 64 (9), 84 (7), 121 (9) Medium
52 Heavy (9)

8th AGRA (assigned to VIII Corps)

25 Field (J22)
15, 61, 65, 77 Medium (J22)
53 Heavy (J22)

9th AGRA (21st Army Group Reserve)

9, 10, 11, 107, 146 Medium (J11)
1 Heavy (J7)

2nd Canadian AGRA (assigned to II Canadian Corps)

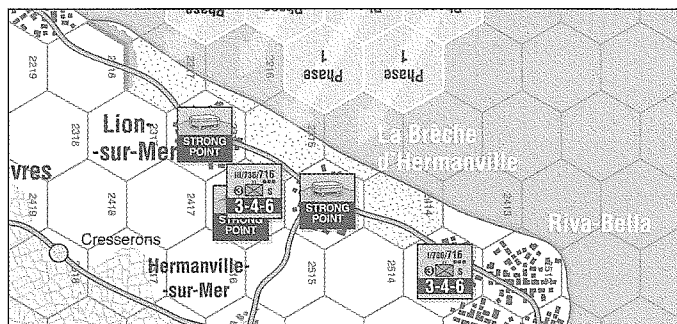
191, 19C Field (6)
3C, 4C, 7C Medium (J1)

COUNTER ERRATA: The following errors were found after printing the counter sheets:

- Fus / 346 (2-2-7) and LXXXI HQ (0-1-6) have the "S" (At Start) code on their counters but are not used in any scenarios.
- The infantry elements of British 7th Armoured division 5Q, 6Q, 7Q of 131/7A should have a MF of 8 and are not motorized.
- The Recon Bn of 12SS arrival date is correct in the scenario book; the counter is wrong.
- The back of US 2/23/2 should be 2-2-6, not 5-4-6.

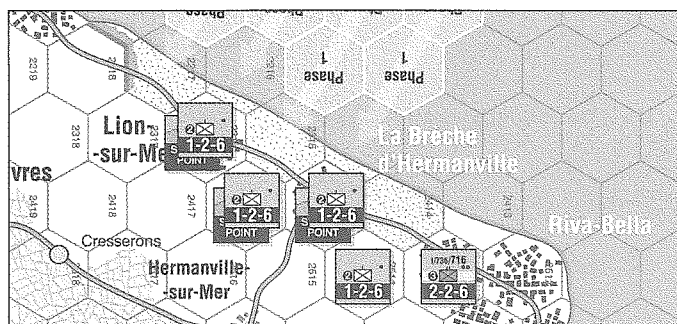
DETAILED EXAMPLE OF PLAY — ASSAULT LANDINGS

Initial Setup, Germans at Sword Beach: The German player has placed Strongpoints (SP) and infantry battalions prior to break-down. Strongpoint strengths are hidden to the Allied player.



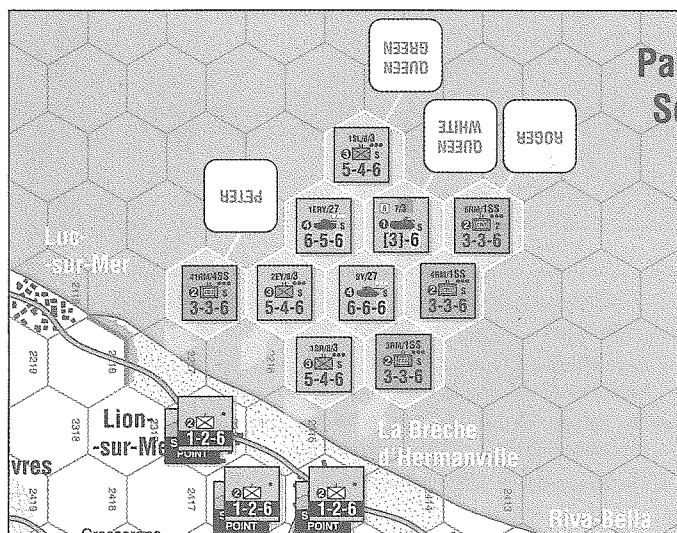
Placement of German units.

Initial Setup, Germans break down battalions: Applicable battalions are broken down and placed by the German player. III/736/716 is broken down to three companies and placed one on each Strongpoint. The German player decides to only release one company from the I/736/716, placing it adjacent to the reduced battalion as shown. Strongpoint strengths are still unknown to the Allied player.



Placement after breakdowns.

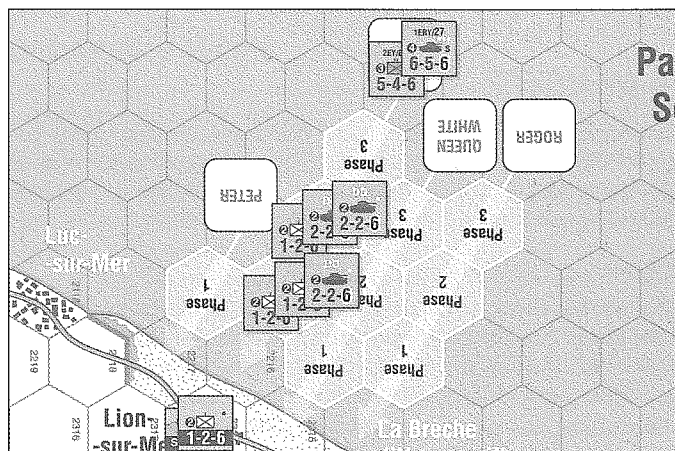
Initial Setup, Allies place battalions: The Allied player places the battalions he wishes to assault with from those available at the start of the game at Sword Beach. Note: Once broken down, he will further organize them by company. Some of the tank and infantry companies might be placed together. The Allied player has decided



Allied battalion placement.

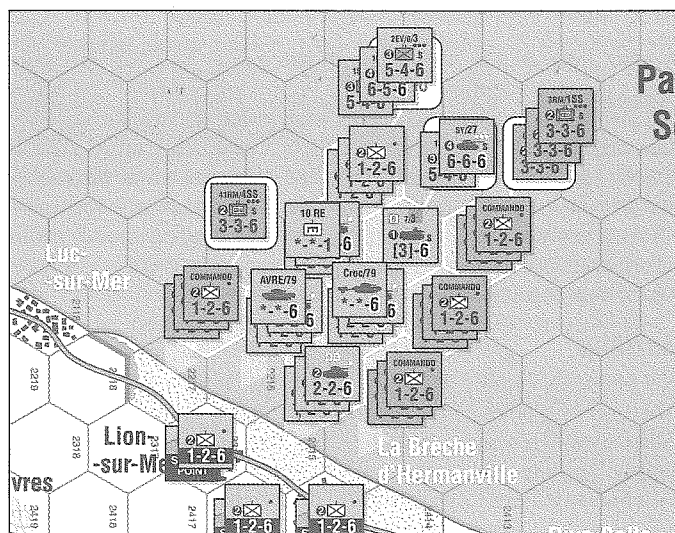
to place an artillery battalion in the 3rd Phase at Queen White, hoping that the infantry and tanks will have cleared the beach since the artillery unit cannot breakdown, and therefore cannot land in an enemy Zone of Control.

Initial Setup, Allies break down battalions (a): For the purposes of this example, the first two battalions landing at Queen Green are shown. These two units are an infantry battalion and a tank battalion. These break down to three tank companies and three infantry companies. The Allied player decides to land one tank company as a DD in phase 1 (since IERY/27 is allowed to land as DD) along with two infantry companies. The other three companies; one infantry and two tank, are placed in the Phase 2 assault hex. Their corresponding battalion units are placed in the holding hex.



Units on Queen Green Landing Queue after breakdown.

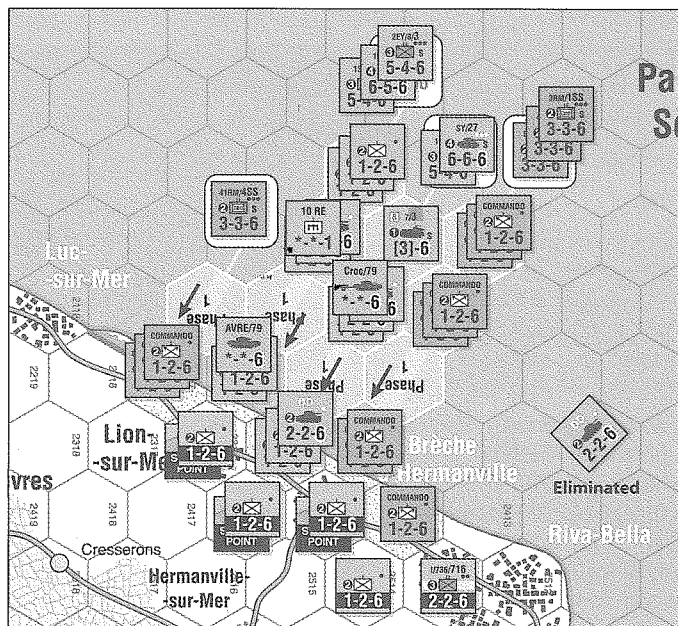
Initial Setup, Allies break down battalions (b): All battalions are shown broken down; companies are in their placement hexes and the battalion units that were broken down are located in their respective beach holding boxes. The Allied player has also decided to place an AVRE and Crocodile unit of the 79th Armoured Division for support along with an engineer unit. In these three hexes, there are now a total of four units, but as the support units have no stacking value in this case, it is allowed.



Situation after all Allied units are placed.

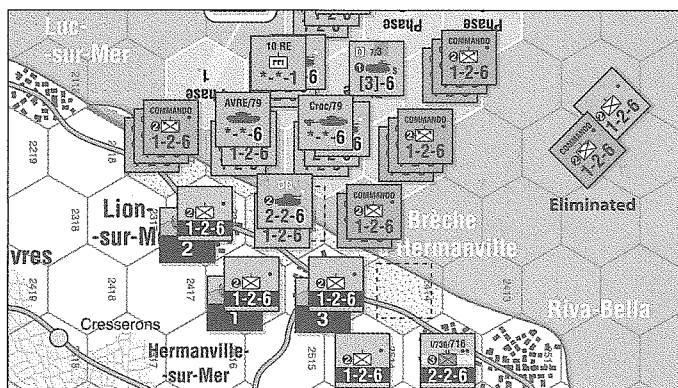
Phase 1, Allied Landing/Movement: The Allied player first rolls for survival for the two DD tanks, rolling a 1 on 1d10 for Queen Green and a 7 for Queen White. The second does not make it and is eliminated. Now for Drift: First, the Commandos at Peter, which receive a -1 to Drift rolls; 7, 9 and 6. All make it and move into hex 2217. Queen Green (1 AVRE, 1 DD, 2 inf): rolls 5, 9, 3 and 7. The DD co. drifts, and lands at 2315, all others land in 2316. Queen White (2 inf; the DD was eliminated): rolls 7, 3; both land at 2315 (NOTE that if the DD had not been eliminated, there could have been a stacking problem at 2315 and one company may have had to remain “at sea”). Roger (3 Cdo’s); rolls 6, 0 and 3. One Commando lands at 2414 and the other two land at 2314.

Phase 1, Allied Landing/Movement (b): The DD Tank that survived and landed near Lion-sur-Mer gets a “first fire” attempt and rolls to hit the German SP and infantry company in 2416. With a “to hit” number of 2, he misses with a roll of 8. All Phase 2 and Phase 3 units now move up one hex. See below. This step normally would be performed immediately when the DD landed; for this example it is described here.



Situation after Drift and DD die rolls.

Phase 1, German Fire: The German units in 2316 choose to fire at the British stack in 2216. There are three British units in this hex, which will give a +1 stacking modifier. The German player flips his SP, revealing a 2-strength. Combined with the infantry company and the modifier, the hit number is 4; rolling a 9, a Miss. The next Ger-

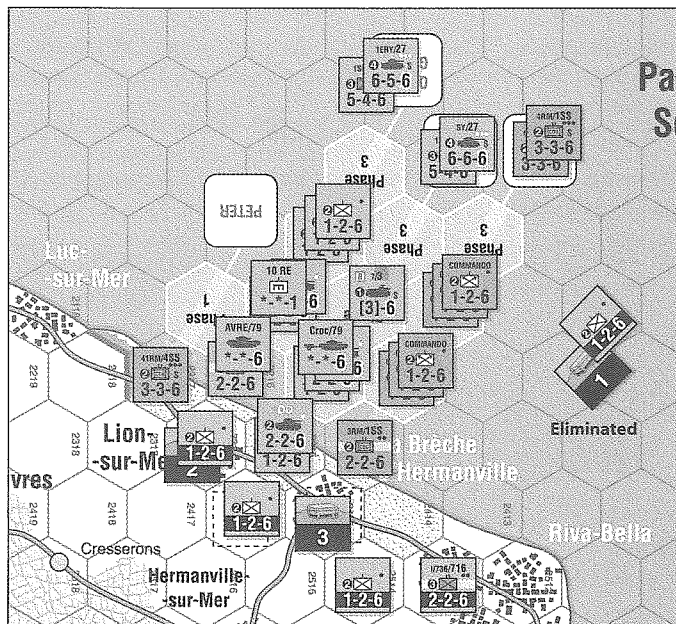


Situation after German Fire Phase

man SP in 2416 flips and it is a 1. Add the infantry company and the modifier, for a hit number of 3 firing at 2315. Rolling a 3, he obtains a hit. The Allied player chooses to lose one infantry company.

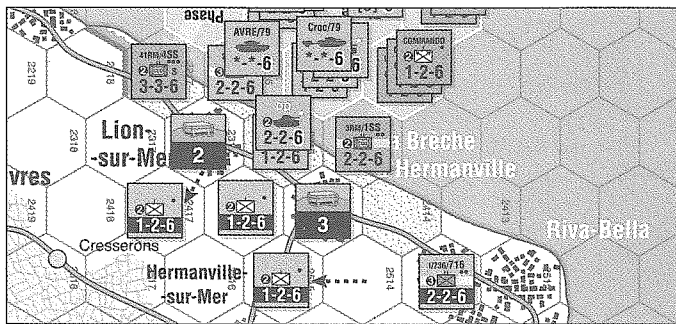
Fire continues from 2415. The SP strength of 3, and infantry of 1 (total strength 4) firing at the Commandos in 2314 with no stacking modifier and a roll of 5 brings a Miss. Next, the infantry company in C2514 with strength 1 fires at the lone adjacent Commando; a roll of 8 — another miss. The reduced battalion now fires at its only available target, the same lone Commando for a “to hit” of 2; a roll of 1 is a hit! The Commandos die. The situation now looks like this:

Phase 1, Allied Fire: The Commandos form up into their battalion unit. Considering the stacking rules, the Allied player combines the two British inf. companies in 2317 under the AVRE, to the reduced 2EY/8/3. These units fire at the German 1 SP and inf. company in 2416. With a 2-strength and +1 (for the AVRE vs. Strongpoints), the hit number is 3. The roll of 3 is a hit! The German player chooses to lose the Strongpoint. Next, the tank and infantry companies in 2315 fire at the German 3 SP and inf company in 2415. With a strength of 3 and a +1 Combined Arms modifier, they roll a 3 — another hit! The German player chooses to lose the infantry. Last, the two commandos in 2314, combined into the reduced 3/1SS, fire at the same German 3 SP. A roll of 4 is a miss. The Allied Fire Phase is finished.



Situation after Allied Fire Phase

Phase 1, German Movement: In Phase 1, the German player only has 1 MP available. The center is obviously quite vulnerable, but the German player can’t immediately move anything into the hex



Situation after German Movement Phase

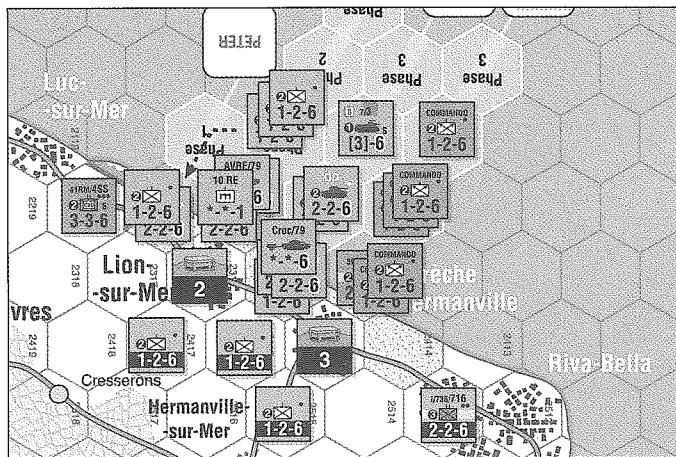
to help, due to the British ZOCs. He decides to move the infantry company in 2514 over to 2516, and the infantry unit with the 2 SP in 2417 one hex into 2417. The 1/736/716 decides to hold its position. Limiting the Allied mobility in the early phases keeps them from getting more units onto the beach.

Phase 2, Allied Landing/Movement: After carefully examining the situation, the British player decides to move the 41/4SS up the bluff to 2218, clearing a beach hex. Hex 2316, with the reduced battalion and AVRE in it, only have room for one company. The British player moves one tank company and the 10 RE unit into that hex. The remainder of the units in the Phase 1, Queen Green hex move into the beach hex vacated by the 41/4SS.

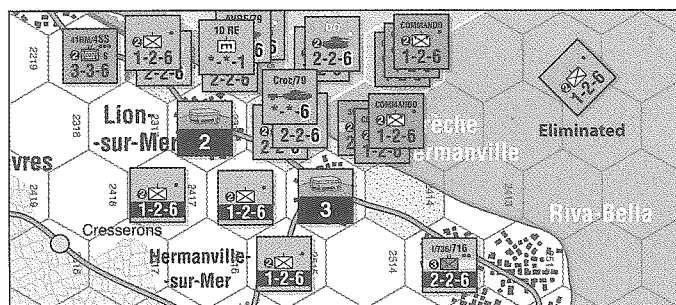
Since the British tank and infantry companies in the center have nowhere to move, it becomes obvious that the 7/3 Artillery unit is not going to make in onto the beach even if it is cleared of EZOCs – not during the Invasion Phases anyway. Though the artillery battalion only has a stacking value of 1, the stacking limit dictates three companies OR one battalion in an Assault hex. The British player advances one tank company, and the Croc unit. Finally, the 3/1SS Commando, also restricted from advancing, will still allow two commando companies to advance from the Roger, Phase 1 hex because it only has a stacking value of 2, and is no longer in an Assault hex (i.e., “at sea”).

While increasing his fire combat potential against the German defenders, the British player has also increased his risk against the German fire phase coming up. Note: For the purposes of this example, German artillery fire is omitted.

The units in the Phase 2 Assault hexes advance according to the stacking limits.



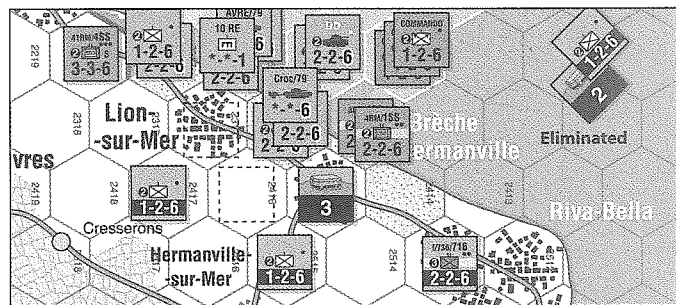
Situation after Allied Movement Phase.



Situation after German Fire Phase.

Phase 2, German Fire: The German 2 Strongpoint in 2317 fires on the four British units in 2315. With a 2 strength and a +2 stacking modifier, the German player rolls a 6; a miss. The adjacent infantry company in 2416 fires with a hit number of three, at the same stack (1+2 for stacking) and rolls another 6; a miss. Finally, the 3 Strongpoint in 2415 fires at the stack in 2315 with a hit number of five (3+2 for stacking), rolling a 2; a hit. Of the units targeted; two tank companies, an infantry company and a Croc unit, the British player eliminates the infantry.

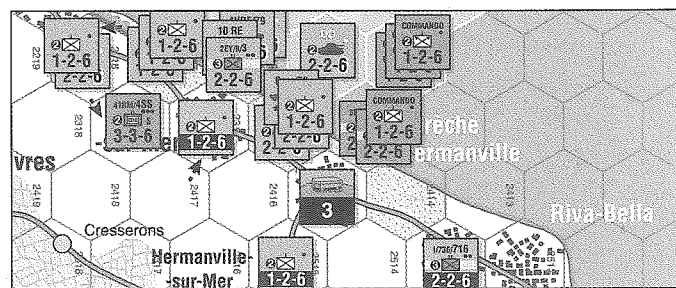
Phase 2, Allied Fire: The potent Allied stack in 2216, with a Royal Engineer, an AVRE, a tank company and a reduced infantry battalion, turns its crosshairs on the 2 Strongpoint in 2417 with a fire strength of 7 (2 inf, + 2 tank, +1RE w/infantry, +1 AVRE vs. Strongpoint, +1 Combined Arms) rolls a 4 and destroys the Strongpoint. The two tank companies and Croc in 2315 fire on the German infantry co. in 2416 with a firepower of 5 (2 tank, +2 tank, +1 Croc vs. Infantry), rolling a 1; another hit! The infantry company is eliminated. Finally, the two Commando companies combine to the reduced 6/1SS and fire with the reduced 3/1SS on the 3 Strongpoint with a firepower of 4, rolling a 9; a miss. The situation now looks like this:



Situation after Allied Fire Phase.

Phase 2, German Movement: The situation is becoming quite dire for the Germans at Sword Beach. However, they may still be able to keep Allied troops bottled-up on the beach for at least one more phase. The German player advances the infantry company in 2417 back to 2316 and leaves his other infantry where they are, to block the Allied advance. The move will not likely come without a cost, however...

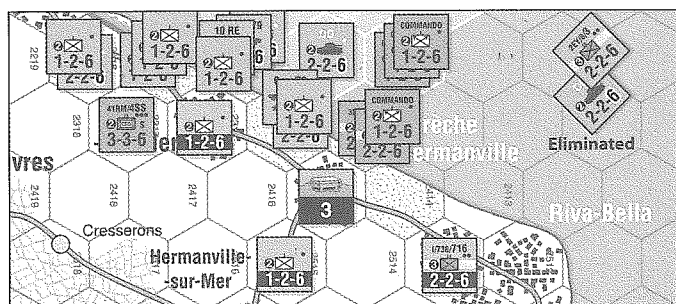
Phase 3, Allied Landing/Movement: To the Allies frustration, the German player has successfully blocked the expansion of the center and eastern sections of the beachhead for now, though he will almost certainly lose at least one more infantry company in the process. Due to the ZOCs of the surviving German infantry, the Allied player can only advance units from the beach at 2217, though he can advance companies onto the beach. One company from the Queen Green Phase 1 hex lands on hex 2216; one tank company from the Queen White Phase 1 hex lands at 2315, joining the two



Situation after both German and Allied Movement.

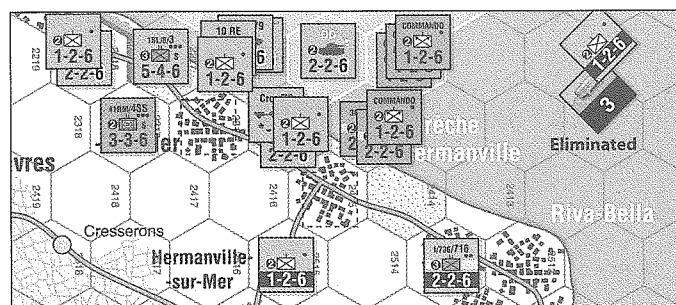
other tank companies and the Croc unit there. Finally, one Commando company lands at 2314 to join the two reduced Commando battalions. He also moves up a Commando company from the Roger Phase 2 hex to Phase 1.

Phase 3, German Fire: The German player has only two units left adjacent to the Allied forces. He chooses to fire the infantry company in 2316 at the Allied stack in 2216, with a strength of 3 (1 inf +2 stacking modifier). Rolling a 2, it's a hit. The Allied player chooses to lose an infantry step; the already reduced 2EY/8/3 is replaced with a breakdown company (this will allow him to keep the CA modifier with the tank company). The 3 Strongpoint fires at the Allied troops in 2315 with a strength of 5 (3 SP +2 stacking modifier). Rolling a 5, it's another hit! The three tank companies leave little choice for the Allied player; he loses one.

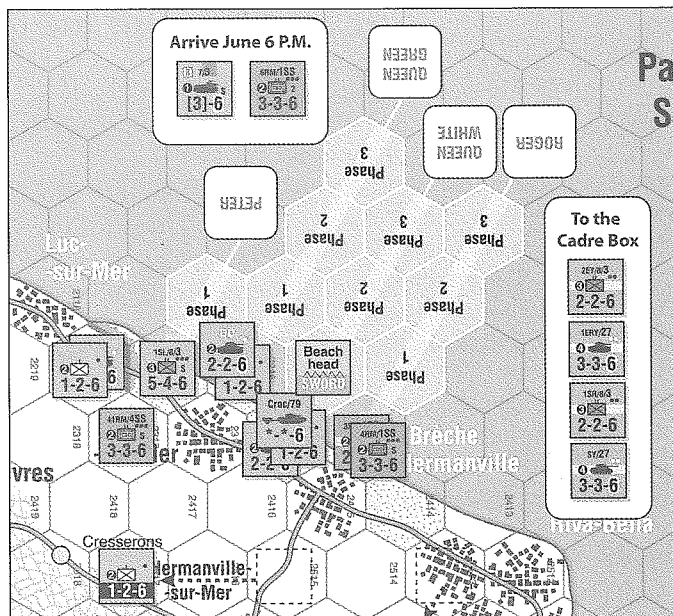


Situation after German Fire Phase

Phase 3, Allied Fire: With the Germans on the ropes at Sword, the Allies begin their fire with the the 41/4SS Commando. With 3-firepower and rolling a 6, it is a miss. The two inf companies in 2216 form-up to the reduced 1SR/8/3, and with the tank company fire with a strength of 5 (2 inf, +2 tank, +1 CA modifier). Rolling a 10; another miss! With their last shot at the German infantry company, the tank and inf company in 2316 have a firepower of 5 – the AVRE is of no help against the German infantry company (2 tank + 1 inf + 1 engineer w/Inf +1 CA modifier). The Allied player rolls a 3: a hit and the German inf company is removed. Next, the two tank companies in 2315 (with the Croc) fire at the SP. With a 4 firepower (the Croc cannot help against an SP), he rolls a 1; a hit and the Strongpoint is removed.



Situation after Allied Fire Phase #3.



Phase 3, German Movement: The German player, with 3 Movement Points available in Phase 3, sees little benefit in sacrificing his remaining battalion, I/736/716 so retreats it south to a better defensive position. The infantry company is moved west to the farmland to try to slow the Allies a bit in the afternoon.

Allied Beachhead Placement: With the landing phases complete, the Allied player must now select his Beachhead hex. Units in the Assault hexes that have not landed are formed-up where possible and set aside to be landed on a later turn. Other units on the beach are also formed-up as well. Any units left in the holding hexes are now placed in the Eliminated Box on the Allied Record Chart and may be rebuilt later with Replacement Points.

The AVRE and RE units are removed, though the Crocodile unit remains in the game.

The Allied player must now select a permanent beachhead hex, which will be their source of supply. They choose the Queen Green position, for its quick access to roads and landing points.

Sword Beach is open. While the German player sacrificed a few companies to slow the Allies and the beachhead was formed, the 21st Panzer Division to the south has not been idle. ...And they are waiting...

Commonwealth and French Unit Abbreviations

A	The Algonquin Regiment	NNSH	The North Nova Scotia Highlanders
A&SH	The Argyll and Sutherland Highlanders of Canada	NS	The North Staffordshire Regiment
ASH	The Argyll and Sutherland Highlanders	NS	(Can) The North Shore Regiment
BG	Bataillon du Génie	NY	Nottinghamshire Yeomanry
BW	The Black Watch	NY	(11A) Northhamptonshire Yeomanry
BW	(Can) The Black Watch of Canada	O&B	The Oxfordshire and Buckinghamshire Light Infantry
C	The Cameroonians	QRR	The Queen's Royal Regiment
CG	Coldstream Guards	RAC	Royal Armored Corps
CH	The Calgary Highlanders	RB	The Rifle Brigade
CLY	County of London Yeomanry	RBFM	Régiment Blindé de Fusiliers Marins
CS	The Canadian Scottish Regiment	RC	Régiment de Cuirassiers
DL	The Durham Light Infantry	RCC	Régiment de Chars de Combat
DR	The Devonshire Regiment	RCA	Régiment de Chasseurs d'Afrique
DR	(43rd, 50th) The Dorsetshire Regiment	RCH	Duke of York's Royal Canadian Hussars
DW	The Duke of Wellington's Regiment	RDG	Royal Dragoon Guards
DY	The Derbyshire Yeomanry	RE	Royal Engineers
EL	The East Lancashire Regiment	RH	Royal Hussars
ERY	East Riding Yeomanry	RHL	The Royal Hamilton Light Infantry
ER	The Essex Regiment	RIDG	Royal Inniskilling Dragoon Guards
ER	(Can) The Elgin Regiment	RM	Royal Marines
ESR	The Essex Scottish Regiment	RMR	Royal Montreal Regiment
EY	The East Yorkshire Regiment	RMSM	Régiment de Marche de Spahis Marocains
F&FY	Fife and Forfar Yeomanry	RMT	Régiment de Marche du Tchad
FGH	Fort Garry Horse	RN	The Royal Norfolk Regiment
GG	Grenadier Guards	RNF	Royal Northumberland Fusiliers
GH	The Glasgow Highlanders	RR	The Royal Regiment of Canada
GH	(15th, 51st) The Gordon Highlanders	RRR	The Regina Rifle Regiment
GH	(50th) The Green Howards	RS	The Royal Scots
GR	Gloucestershire Regiment	RSF	The Royal Scots Fusiliers
H	Hussars	RSG	Royal Scots Greys
H	(Can) Canadian Hussars	RTR	Royal Tank Regiment
HB	Hallamshire Battalion, The York and Lancaster Regiment	RUR	The Royal Ulster Regiment
HCR	Household Cavalry Regiment	RW	The Royal Winnipeg Rifles
HL	The Highland Light Infantry	RWF	The Royal Welsh Fusiliers
HL	(Can) The Highland Light Infantry of Canada	QC	The Queen's Own Cameron Highlanders
HR	The Herdforsshire Regiment	QCH	The Queen's Own Cameron Highlanders of Canada
HR	(43rd, 50th) The Hampshire Regiment	QOR	The Queen's Own Rifles of Canada
ICR	Inns of Court Regiment	SAR	South Alberta Regiment
IG	Irish Guards	SDGH	The Stormont, Dundas and Glengarry Highlanders
IR	Irish Hussars	SFR	Sherbrooke Fusiliers Regiment
KOSB	The King's Own Scottish Borderers	SG	Scots Guards
KRH	The King's Royal Hussars	SH	The Seaforth Highlanders
KRR	King's Royal Rifle	SL	The Somerset Light Infantry
KSLI	The King's Shropshire Light Infantry	SLR	The South Lancashire Regiment
KYL	The King's Own Yorkshire Light Infantry	SR	The Suffolk Regiment
L&W	The Lincoln & Welland Regiment	SS	Special Service
LFMR	Les Fusiliers Mont-Royal	SS	(59th) The South Staffordshire Regiment
LR	Lisison Regiment	SSR	The South Saskatchewan Regiment
LR	(3rd, 146/49th) The Lincolnshire Regiment	SY	Staffordshire Yeomanry
LR	(147/49th) The Leicestershire Regiment	SWB	South Wales Borderers
LRC	Le Régiment de la Chaudière	TS	The Tyneside Scottish
LRM	Le Régiment de Maisonneuve	WG	Welsh Guards
LSR	Lake Superior Regiment	WR	The Wiltshire Regiment
MD	Manitoba Dragoons	WR	(214/43rd) The Worcestershire Regiment
MR	The Monmouthshire Regiment	WR	(53rd) The Welch Regiment

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VICTORY POINT SCHEDULE

For use with the Campaign Game victory conditions on page 15.

	<i>Hex</i>	<i>9-Jun</i>	<i>15-Jun</i>	<i>30-Jun</i>	<i>15-Jul</i>	<i>30-Jul</i>	<i>11-Aug</i>
Bayeux	C2639	1 ea	0	0	0	0	0
Cruelly	C2529	1	0	0	0	0	0
Ste Mere Eglise	A4417/B1125	1	0	0	0	0	0
Isigny sur Mer	B2112	1 ea	1	0	0	0	0
Trevieres	C2352/B2300	2	0	0	0	0	0
Caen	C3618	4 ea	3 ea	2 ea	1 ea	0	0
Carentan	B2321	4 ea	1 ea	0	0	0	0
Balleroy	C3748	3	1	0	0	0	0
Tilly sur Suelles	C3735	4	2	0	0	0	0
Portbail	B1948	-	5	3	0	0	0
Carteret	A4745/B1454	-	5 ea	3	0	0	0
St. Lo	B4311	-	8 ea	5 ea	3 ea	1 ea	0
Montebourg	A3519	2 ea	1 ea	0	0	0	0
Valognes	A3226	5 ea	2 ea	0	0	0	0
Caumont	C4746	-	5	3	2	1	0
Villers Bocage	C4837/E1046	-	5	3	2	1	0
Thury Harcourt	E2035	-	4	3	2	1	0
Cherbourg	A1935	-	Special	Special	Special	Special	Special
Lessay	B3239	-	10	5	3	2	0
Coutances	D1342	-	-	-	5	3	1
Tessy sur Vire	D2219	-	-	-	10	5	1
Granville	D3652	-	-	-	10	5	1
Villedieu	D3529	-	-	-	5	4	1
St-Sever-Calvados	D3618	-	-	-	10	7	5
St. Pierre sur Divas	E1608	-	-	-	10	5	3
Falaise	E3117	-	-	-	10	10	0
Flers	E4740	-	-	-	10	10	10
Vire	D3708	-	-	-	10	5	3
Argentan	E4706	-	-	-	10	10	10

1 ea : Refers to points received for each hex of the objective captured.

- : No points available



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Slight Map Cut Error on Map B

Unfortunately, there was a cutting error at the printer on Map B that we didn't notice until too late in the process to get it fixed. So you'll notice that on the right (eastern) side of Map B, there is a half hex that does not properly overlay the terrain on Map C. You can fix this easily by using a straightedge and a hobby knife to trim off the rightmost half hex on Map B (the cut should be along the right side of hexes 1001, 1201, all the way down through 4801). Once you make that cut, the map will overlay properly. We apologize for the error and the trouble. Enjoy the game! — *Your Friends at GMT*



COMBAT RESULTS TABLE

Die Roll	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	Die Roll
0	4R / -	4 / -	3R / -	3 / -	2R / -	2 / -	1R / -	1 / -	1 / 1	NE	1 / 1	1 / R	0
1	4 / -	3R / -	3 / -	2R / -	2 / -	1R / -	1 / -	1 / 1	NE	1 / 1	1 / R	- / R	1
2	3R / -	3 / -	2R / -	2 / -	1R / -	1 / -	1 / 1	NE	1 / 1	1 / R	- / R	- / 1	2
3	3 / -	2R / -	2 / -	1R / -	1 / -	1 / 1	NE	1 / 1	1 / R	- / R	- / 1	- / 1R	3
4	2R / -	2 / -	1R / -	1 / -	1 / 1	NE	1 / 1	1 / R	- / R	- / 1	- / 1R	1 / 2	4
5	2 / -	1R / -	1 / -	1 / 1	NE	1 / 1	1 / R	- / R	- / 1	- / 1R	1 / 2	- / 2	5
6	1R / -	1 / -	1 / 1	NE	1 / 1	1 / R	- / R	- / 1	- / 1R	1 / 2	- / 2	- / 2R	6
7	1 / -	1 / 1	NE	1 / 1	1 / R	- / R	- / 1	- / 1R	1 / 2	- / 2	- / 2R	1 / 3	7
8	1 / 1	NE	1 / 1	1 / R	- / R	- / 1	- / 1R	1 / 2	- / 2	- / 2R	1 / 3	1 / 3R	8
9	NE	1 / 1	1 / R	- / R	- / 1	- / 1R	1 / 2	- / 2	- / 2R	1 / 3	1 / 3R	- / 3R	9
10	1 / 1	1 / R	- / R	- / 1	- / 1R	1 / 2	- / 2	- / 2R	1 / 3	1 / 3R	- / 3R	1 / 4	10
11	1 / R	- / R	- / 1	- / 1R	1 / 2R	- / 2	- / 2R	1 / 3	1 / 3R	- / 3R	1 / 4	1 / 4R	11
12	- / R	- / 1	- / 1R	1 / 2R	- / 2	- / 2R	1 / 3	1 / 3R	- / 3R	1 / 4	1 / 4R	- / 4	12

Results to the left of the slash refer to the attacker, the result to the right of the slash refer to the defender.

Die Roll Modifiers

-? Terrain (see TEC), maximum -3

-1 Combat during a Night Turn (12.6.1)

-1 Recon Units in Covering Terrain (12.6.3)

-1 Combat during a Heavy Rain Turn (12.6.4)

-2 Combat during a Storm Turn (12.6.4)

-1 Division Quality of attacker is -1 (22.2)

+1 Tank Units defending by themselves in a City or Town hex (12.6.6)

+1 Attacker eligible for Combined Arms (12.6.2)

+1 For each Ground Support Air Point (11.4), maximum +3

+2 Defender in Flooded/Marsh Terrain

+1 Division Quality of attacker is +1 (22.2)

Air Interdiction Chart

Net Air Points	Interdiction Level
5 or less	No Effect
6-10	-1 MP
11-15	-2 MP
16-19	-3 MP
20 or more	-4 MP

Net Air Points = Allied Air Points - German AA

Battalion Drop Accuracy

Die Roll	Distance from Target
1	1/2 x 1D6
2-5	1D6
6	2D6



Pathfinder Drop

Die Roll	Result
1-3	On Target
4-6	Off-Target (Adjust 1 hex)



Glider Survival

Die Roll	Result
1-2	Lose a Step
3-10	Lands Successfully (Roll for Drift)



Mines / Sub Chart

Die Roll	Result
1-9	Miss
10	Hit (Remove Unit)



Anti-Aircraft Fire

Die Roll	Result
1-7	Miss
8	Abort
9-10	Hit

Artillery and Naval Fire Modifiers

0 Clear, Beach, Flooded, or Sea

-1 Farmland, Village

-2 Forest, Town, Bocage

-3 Entrenchment, City

NOTE: Terrain modifiers are cumulative but cannot exceed -3.

-1 Night Turn

+1 For each unit in the hex greater than one.



The Battle for NORMANDY

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DAILY ALLIED REPLACEMENTS

Die	U.S.		Commonwealth	
	Armor	Infantry	Armor	Infantry
1*	0	1	0	0
2	0	2	0	0
3*	1	2	0	0
4	1	2	1	1
5*	1	3	0	1
6	0	3	0	1
7*	2	3	1	2
8	2	3	1	2
9*	2	3	1	2
10	3	4	2	3

*: Motorize one infantry division



DAILY GERMAN REPLACEMENTS

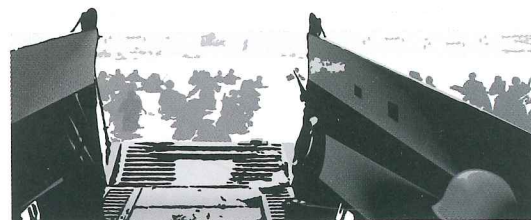
Die	JUNE		JULY		AUGUST	
	Armor	Infantry	Armor	Infantry	Armor	Infantry
1 (M)	0	0	0	0	0	0
2	0	0	0	1	1	1
3-4	0	1	1	1	1	1
5-6	1	1	1	1	2	1
7-8	1	1	1	2	2	2
9	1	2	2	2	2	2
10	2	3	3	2	3	2

(M): Receive one truck motorization unit

ARMED RECON CHART

Points Allocated	# of Attacks / Hit #	Points Allocated	# of Attacks / Hit #	Points Allocated	# of Attacks / Hit #
1	1 / 10	8	3 / 7	15	5 / 7
2	1 / 9	9	3 / 6	16	5 / 6
3	1 / 8	10	3 / 5	17	5 / 5
4	2 / 9	11	4 / 8	18	6 / 7
5	2 / 8	12	4 / 7	19	6 / 6
6	2 / 7	13	4 / 6	20	6 / 5
7	3 / 8	14	4 / 5		

The Battle for NORMANDY



June – August 1944



WEATHER TABLE

Die Roll	Status	Air Availability	Naval Availability	Supply Points
2	Storm	None	None	None
3-4	Heavy Rain	None	None	5
5	Light Showers	-80	BB/CA	6
6	Fog	-70	BB/CA/CL	7
7	Heavy Overcast	-55	BB/CA/CL	8
8	Overcast	-40	All	9
9	Cloudy	-30	All	10
10-11	Partly Cloudy	-10	All	11
12	Clear	All	All	12

DRM: -1 if the previous weather result was Storm

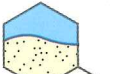

















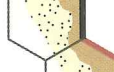

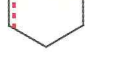


BRIDGE DESTRUCTION/REPAIR CHART

Die	DESTROY		REPAIR	
	Allied	German	Allied	German
1	Fail	Fail	Fail	Fail
2	Fail	Fail	Fail	Fail
3	Fail	Fail	Fail	Fail
4	Fail	✓	✓	Fail
5	✓	✓	✓	Fail
6	✓	✓	✓	Fail
7	✓	✓	✓	Fail
8	✓	✓	✓	✓
9	✓	✓	✓	✓
10	✓	✓	✓	✓

Terrain Effects Chart

The Battle for
NORMANDY

Hex Features	Other		Heavy Rain or Storm*		Attacker's Combat Modifier
	Non-Mech	Mech	Non-Mech	Mech	
 Beach	1	1	2	2	+1
 Open	1	1	2	2	NE
 Farmland	2	2	3	3	-1
 Bocage	2	2	3	3	-3
 Forest	2	2	3	3	-2
 Flooded/Marsh	All	P	All	P	+2 / AS 1/2**
 Point of Interest	OT	OT	OT	OT	OT (-1 ^g)
 Village	OT	OT	OT	OT	-1
 Town	OT	OT	OT	OT	-2 ^j
 City ^a	1	1	1	1	-3 ^j
 Secondary Road/Railroad	1	1	OT	OT	OT
 Primary Road	1/2	1/2	1	1	OT
 Highway	1/2	1/2	1/2	1/2	OT
 Highway Strat Movement	1/3	1/3	1/2	1/2	OT
Hexside Features					
 Hills	+1	+1	+2	+2	-1 ^b
 Stream	+2	P	All	P	AS 1/2**
 River	All ⁱ	P	P	P	AS 1/2**
 Bridge	OT	OT	OT	OT	AS 1/2**
 Cliff	P	P	P	P	-1**
 Bluff	All	P	P	P	-1 ^h **
 Cherbourg Perimeter	OT	+2	OT	+2	AS 1/2**

Other Effects

Entrenchments	OT	OT	OT	OT	1 unit = x2
Night ^c	No Mech Phase & Allied MA 1/2				-1
Exiting an EZOC ^f	+2	+2	+2	+2	-
Out of Supply	MA halved ^d		MA halved ^d		AS 1/2 ^e

OT = Other Terrain; P = Prohibited; MA = Movement Allowance; All = Terrain cost is entire MA; AS 1/2 = Attack Strength halved

a = ZOCs do not extend into City hexes

b = Only when firing at a higher elevation

c = No Air or Naval Support during Night Turns

d = No Strategic Movement if OoS

e = No Combat Supply if OoS

f = It cost no MPs to exit the initial hex if at least one friendly unit stays behind or at night.

g = -1 only if hex contains armor or AT

h = -1 applies only to units firing up Bluff

i = Not applicable to artillery units, which are prohibited from crossing.

j = Reduce the DRM by one if only Tank units are defending.

*Attacks during Heavy Rain and Storm turns suffer a -1 or -2 DRM

**Combined Arms not possible when attacking into or across terrain Prohibited to Mechanized units

Unit and Marker Identification Chart

The Battle for
NORMANDY
June – August 1944

	Infantry Battalion		Armored Engineer Battalion		Strategic Movement Marker
	Parachute Infantry Battalion		Engineer Battalion		Date and Time Markers
	Tank or Panzer Battalion		Tank or Panzer Breakdown Company		Victory Point Marker
	Artillery Battalion		Breakdown Companies (Infantry, Airborne, Commando and German Infantry)		Infantry and Armor Replacement Markers
	Self-Propelled Artillery Battalion		Cherbourg Replacement Marker		Feldersatz Replacements
	Motorized Infantry or Panzergrenadier Battalion		British "AVRE" Group		Allied Track Markers (Air Points, Supply, Ground Support, and Armed Recon)
	Heavy FLAK Battalion		British "Crocodile" Group		Allied Track Markers (Air Points, Supply, Ground Support, and Armed Recon)
	Self-Propelled "FLAK" Battalion		Assault Engineers		Air Interdiction Marker
	Self-propelled Nebelwerfer (Rocket) Battalion		Division HQ		Bridge Destroyed Marker
	Towed Nebelwerfer (Rocket) Battalion		Corps HQ		Repple Depple Marker
	Self-Propelled Anti-Tank or Panzerjäger Battalion		Allied Pathfinder Marker		Armor and Infantry REM Track Marker
	Towed Anti-Tank or Panzerjäger Battalion		Naval Warships		Beachhead Placement Marker
	British Special Services or "Commando" Battalion		Rhino Marker		Cherbourg Port Destruction Track Marker
	U.S. Ranger Battalion		Coastal Artillery		Mulberry Construction Progress Marker
	Bicycle Battalion		Strongpoint		Mulberry Harbor Placement Marker
	Armored Reconnaissance or Aufklärung Battalion		Entrenchment		Out of Supply Marker
	Ost Battalion		German Motorization Marker		

NORMANDY

The Battle for

SWORD

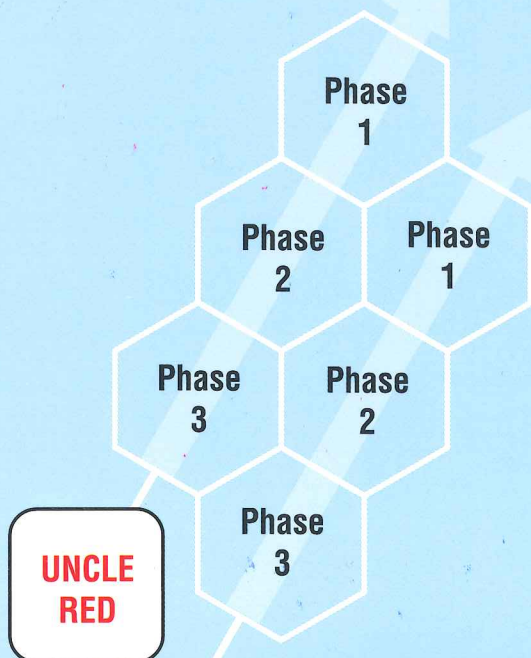
DRIFT: 8
DD TANKS: 6

ROGER

QUEEN
WHITE

QUEEN
GREEN

PETER

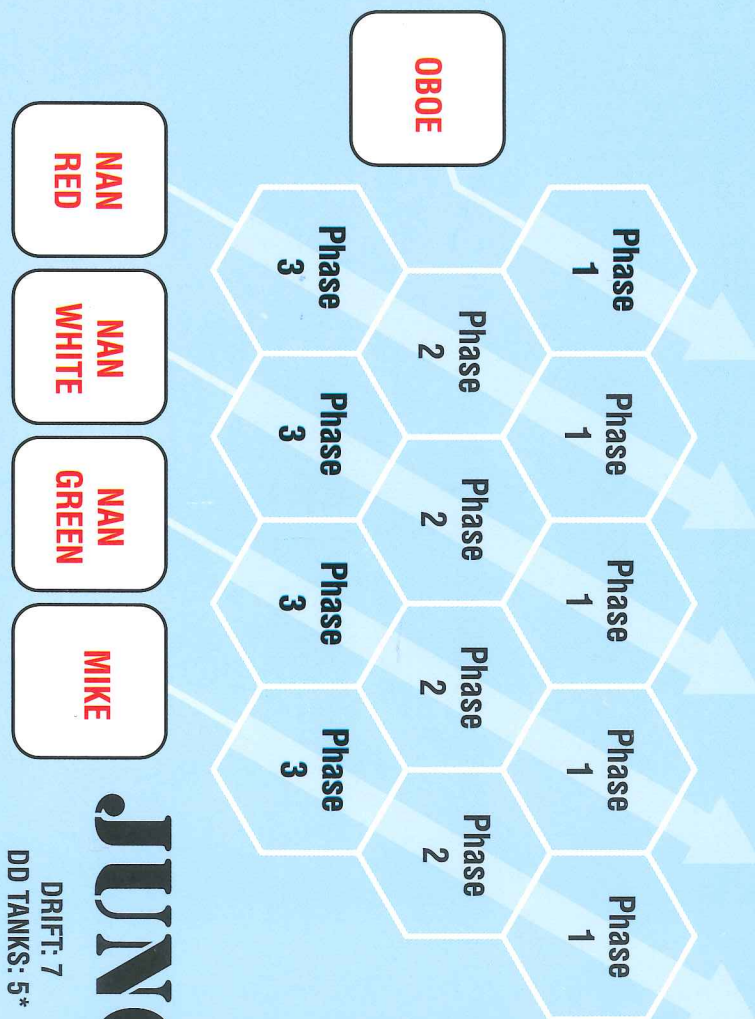


UNCLE
RED

TARE
GREEN

UTAH

DRIFT: 4
DD TANKS: 5



OBOE

NAN
RED

NAN
WHITE

NAN
GREEN

MIKE

JUNO

DRIFT: 7
DD TANKS: 5*

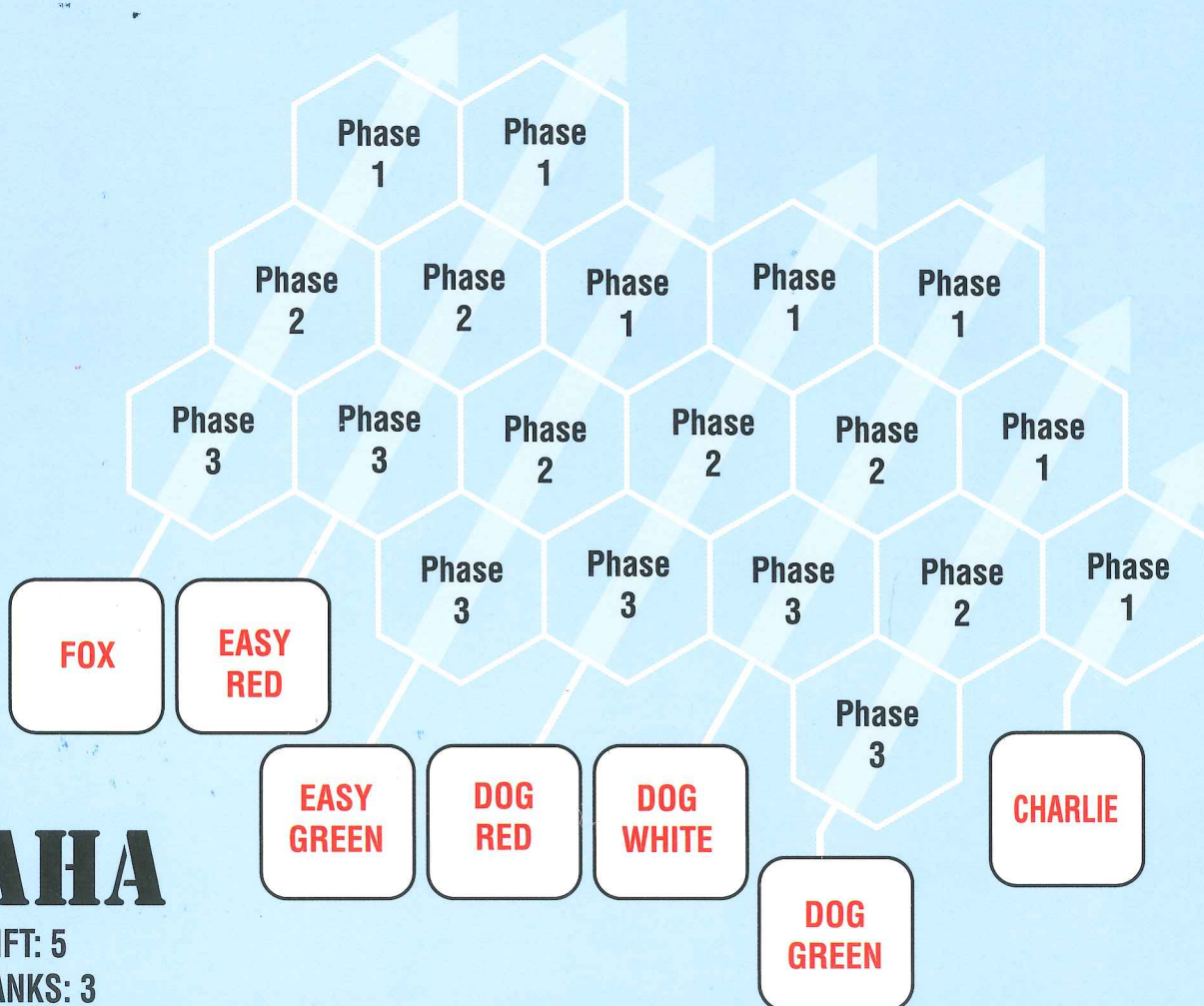
NORMANDY

The Battle for



GOLD

DRIFT: 7
DD TANKS: 5



OMAHA

DRIFT: 5
DD TANKS: 3

JUNE 1944						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2	3
4	5	6 ★☆☆ Corps 346 9 12ss 21Pz 101Ab 90 Corps 6Ab	7 ★☆☆ Corps 1, 29, 2 9 2A, 90 346 82Ab 265 Corps 17ss 6Ab, 51 Lehr 12ss	8 ★☆☆ Corps 2 90 346 Corps 7A 77 17ss 3Fj	9 ★☆☆ Corps 2A 275 101Ab 2Pz 9 3Fj Corps	10 ★☆☆ Corps 2 2A 3Fj 9 343 30 Werf7
11 ★☆☆ Corps 9 Corps 11A	12 ★☆☆ Corps 9 49	13 ★☆☆ Corps 353 Corps 11A 2Pz	14 ★☆☆ Corps 79 30 11A	15 ★☆☆ Corps 15 2Pz 12ss	16 ★☆☆ Corps	17 ★☆☆ Corps 77 15 353
18 ★☆☆ Corps 77	19 ★☆☆ Corps 83 Corps 2ss	20 ★☆☆ Corps 266	21 ★☆☆ Corps Werf8	22 ★☆☆ Corps	23 ★☆☆ Corps 3A 5Fj Corps 9ss Pz	24 ★☆☆ Corps 3A 5 Fj Corps 43 10ss
25 ★☆☆ Corps 3A 53 1ss 2ss	26 ★☆☆ Corps 59 Corps Werf 9 1ss 10ss	27 ★☆☆ Corps 2ss	28 ★☆☆ Corps GdsA	29 ★☆☆ Corps 17ss 2ss	30 ★☆☆ Corps	

The Battle for **NORMANDY** June – August 1944



Weather Track								
Clear	Partly Cloudy	Cloudy	Overcast	Heavy Overcast	Fog	Light Showers	Heavy Rain	Storm
Air NE CSP 12	Air -10 CSP 11	Air -30 CSP 10	Air -40 CSP 9	Air -55 CSP 8 BB, CA, CL	Air -70 CSP 7 BB, CA, CL	Air -80 CSP 6 BB, CA, CL	No Air/Naval CSP 5 Landing: 1 unit	No Air/Naval CSP 0 No Allied Reinforcement

Time of Day

Night	A.M.	P.M.
Attack -1 DRM Allied movement halved Spotting: Adjacent only		

JULY 1944

Sunday Monday Tuesday Wednesday Thursday Friday Saturday

						1 ☆ ○ ☼ Corps 8 Corps 16Lw
2 ☆ ○ ☼ Corps 5 Fj	3 ☆ ○ ☼ Corps 8 Corps	4 ☆ ○ ☼ Corps 8 Corps 2ss 1ss	5 ☆ ○ ☼ Corps 35 Corps 276	6 ☆ ○ ☼ Corps	7 ☆ ○ ☼ Corps 35 2 Can 7A Corps	8 ☆ ○ ☼ Corps 35
9 ☆ ○ ☼ Corps 5 Corps	10 ☆ ○ ☼ Corps 5 Corps 272 17ss	11 ☆ ○ ☼ Corps 5 4A Corps	12 ☆ ○ ☼ Corps	13 ☆ ○ ☼ Corps 271 5 Fj	14 ☆ ○ ☼ Corps Corps	15 ☆ ○ ☼ Corps 275
16 ☆ ○ ☼ Corps	17 ☆ ○ ☼ Corps	18 ☆ ○ ☼	19 ☆ ○ ☼ Corps 6A Corps 326	20 ☆ ○ ☼ Corps	21 ☆ ○ ☼ Corps	22 ☆ ○ ☼ Corps 28
23 ☆ ○ ☼ Corps	24 ☆ ○ ☼ Corps 116 Pz 363	25 ☆ ○ ☼ Corps	26 ☆ ○ ☼	27 ☆ ○ ☼	28 ☆ ○ ☼ Corps	29 ☆ ○ ☼ Corps
30 ☆ ○ ☼ 1PoIA	31 ☆ ○ ☼ Corps 4CanA Corps 2ss					



The Battle for
NORMANDY
June – August 1944

AUGUST 1944

Sunday Monday Tuesday Wednesday Thursday Friday Saturday

		1 ☆ ○ ☼ Corps 2FrA Corps 84	2 ☆ ○ ☼ Corps 9 Pz	3 ☆ ○ ☼ Corps Corps	4 ☆ ○ ☼ Corps 89	5 ☆ ○ ☼ 5A
6 ☆ ○ ☼ 9 Pz	7 ☆ ○ ☼	8 ☆ ○ ☼ Corps	9 ☆ ○ ☼ Corps 85	10 ☆ ○ ☼ Corps 331	11 ☆ ○ ☼	12 ☆ ○ ☼
13 ☆ ○ ☼	14 ☆ ○ ☼	15 ☆ ○ ☼	16 (Greyed out)	17 (Greyed out)	18 (Greyed out)	19 (Greyed out)

Weather Track

Clear Air NE CSP 12	Partly Cloudy Air -10 CSP 11	Cloudy Air -30 CSP 10	Overcast Air -40 CSP 9	Heavy Overcast Air -55 CSP 8 BB, CA, CL	Fog Air -70 CSP 7 BB, CA, CL	Light Showers Air -80 CSP 6 BB, CA, CL	Heavy Rain No Air/Naval CSP 5 Landing: 1 unit	Storm No Air/Naval CSP 0 No Allied Reinf'ment
----------------------------------	---	------------------------------------	-------------------------------------	---	--	--	---	---

Night

Attack -1 DRM
Allied movement halved
Spotting:
Adjacent only

A.M.

P.M.

Time of Day

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+ German Record Chart +

The Battle for **NORMANDY** June – August 1944

Interdiction Levels

Map A

0	-1	-2	-3	-4
---	----	----	----	----

Map B

0	-1	-2	-3	-4
---	----	----	----	----

Map C

0	-1	-2	-3	-4
---	----	----	----	----

Map D

0	-1	-2	-3	-4
---	----	----	----	----

Map E

0	-1	-2	-3	-4
---	----	----	----	----

Cotentin Peninsula

REM / Step Loss

0	1	2
3	4	5

Cherbourg Port Destruction

	0	1	2	
3	4	5	6	
	7	8	9	

Step Losses

0	1	2	3	4	5
---	---	---	---	---	---

REM Replacements

















0	1	2	3	4	5
---	---	---	---	---	---

Eliminated Units



















German Division Quality Record

The Battle for **NORMANDY**

Motor

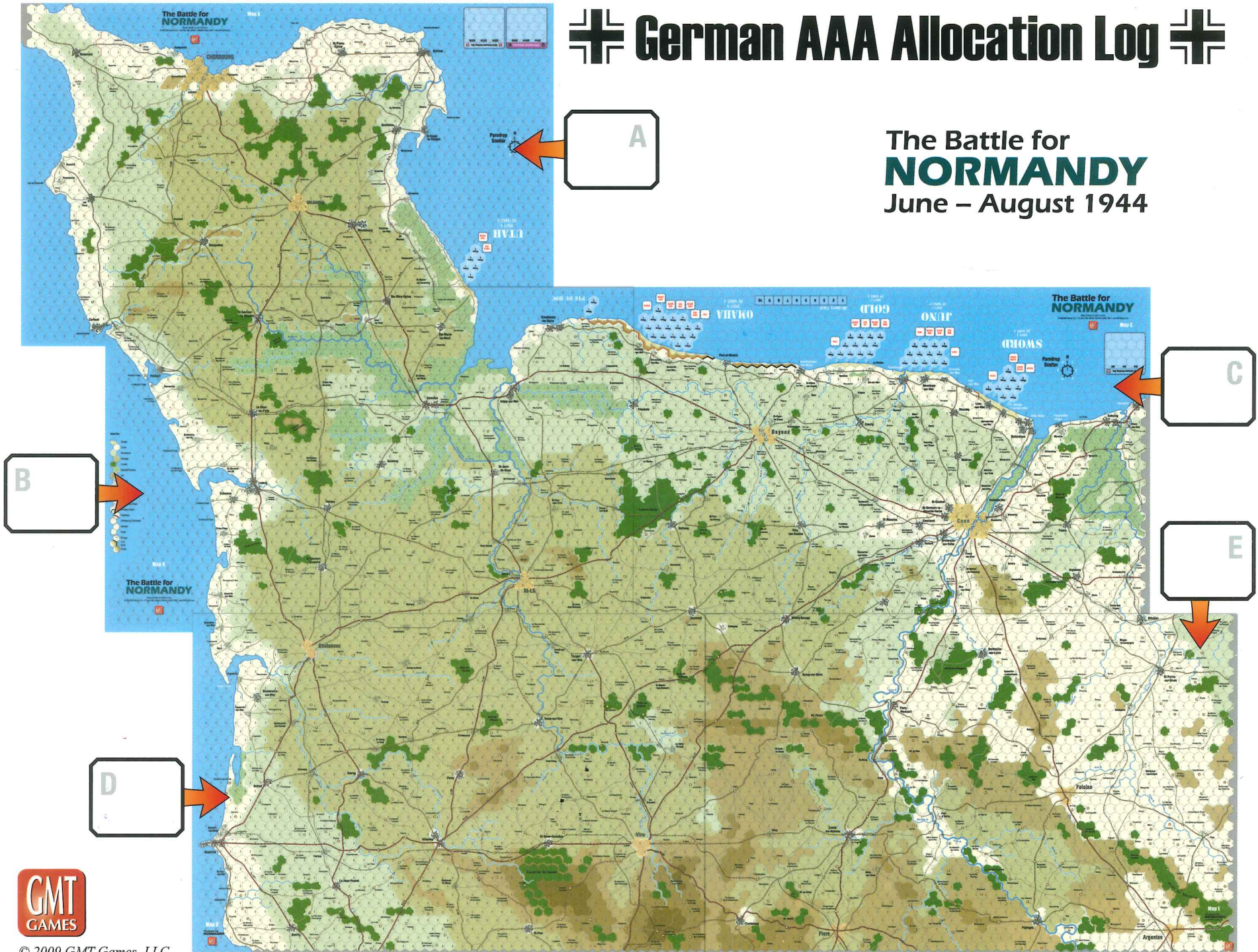
3rd Fallschirmjäger	-1	0	+1	
5th Fallschirmjäger	-1	0	+1	
16th Luftwaffe	-1	0	+1	
30th Schnelle Brigade	-1	0	+1	
77th Infantry	-1	0	+1	
84th Infantry	-1	0	+1	
85th Infantry	-1	0	+1	
89th Infantry	-1	0	+1	
91st Infantry	-1	0	+1	
243rd Infantry	-1	0	+1	
265th Infantry	-1	0	+1	
266th Infantry	-1	0	+1	
271st Infantry	-1	0	+1	
272nd Infantry	-1	0	+1	
275th Infantry	-1	0	+1	
276th Infantry	-1	0	+1	
277th Infantry	-1	0	+1	
326th Infantry	-1	0	+1	
331st Infantry	-1	0	+1	

Motor

343rd Infantry	-1	0	+1	
346th Infantry	-1	0	+1	
352nd Infantry	-1	0	+1	
353rd Infantry	-1	0	+1	
363rd Infantry	-1	0	+1	
709th Infantry	-1	0	+1	
711th Infantry	-1	0	+1	
716th Infantry	-1	0	+1	
2nd Panzer	-1	0	+1	
9th Panzer	-1	0	+1	
21st Panzer	-1	0	+1	
116th Panzer	-1	0	+1	
Panzer Lehr	-1	0	+1	
1st SS Panzer	-1	0	+1	
2nd SS Panzer	-1	0	+1	
9th SS Panzer	-1	0	+1	
10th SS Panzer	-1	0	+1	
12 SS Panzer	-1	0	+1	
17 SS GvB	-1	0	+1	

⚔ German AAA Allocation Log ⚔

The Battle for
NORMANDY
June – August 1944



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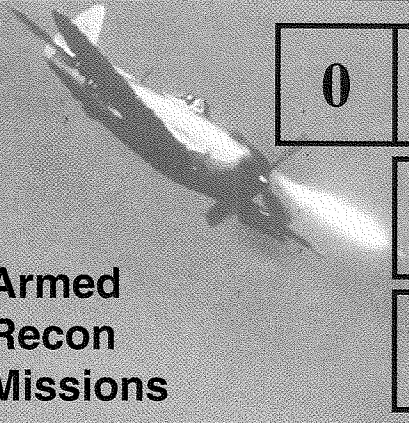
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Allied Record Chart




The Battle for **NORMANDY** June – August 1944




Armed Recon Missions

0	1	2
3	4	
5	6	



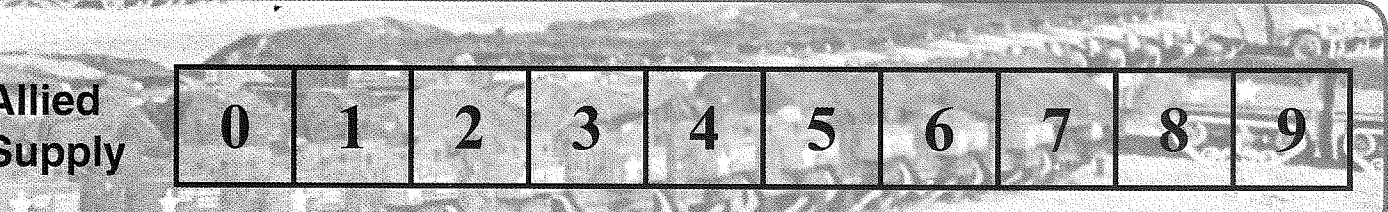
Total Air Points

0	1	2	3	4
5	6	7	8	9



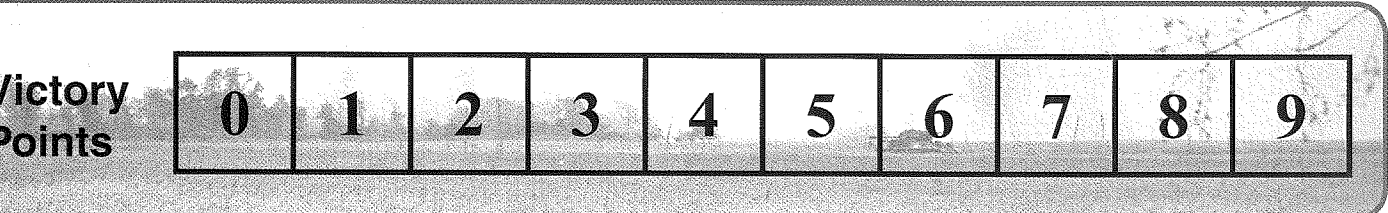
Daily Ground Air Points

0	1	2	3	4
5	6	7	8	9



Allied Supply

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---



Victory Points

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

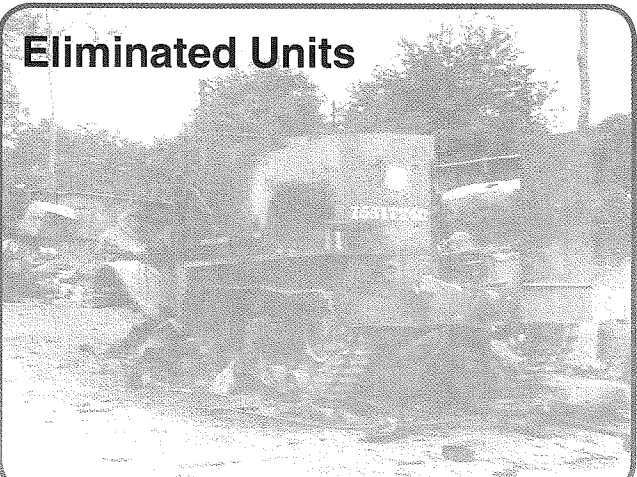


Step Losses

0	1	2	3	4	5
---	---	---	---	---	---

REM Replacements

0	1	2	3	4	5
---	---	---	---	---	---






















Eliminated Units





















Allied Division Quality Record

The Battle for NORMANDY

Motor

1st Infantry	-1	0	+1	
2nd Infantry	-1	0	+1	
4th Infantry	-1	0	+1	
5th Infantry	-1	0	+1	
8th Infantry	-1	0	+1	
9th Infantry	-1	0	+1	
28th Infantry	-1	0	+1	
29th Infantry	-1	0	+1	
30th Infantry	-1	0	+1	
35th Infantry	-1	0	+1	
79th Infantry	-1	0	+1	
82nd Airborne	-1	0	+1	
83rd Infantry	-1	0	+1	
90th Infantry	-1	0	+1	
101st Airborne	-1	0	+1	
2nd Armored	-1	0	+1	
3rd Armored	-1	0	+1	
4th Armored	-1	0	+1	
5th Armored	-1	0	+1	

Motor

6th Armored	-1	0	+1	
2nd French Armored	-1	0	+1	
3rd Infantry	-1	0	+1	
6th Airlanding	-1	0	+1	
15th Infantry	-1	0	+1	
43rd Infantry	-1	0	+1	
49th Infantry	-1	0	+1	
50th Infantry	-1	0	+1	
51st Infantry	-1	0	+1	
53rd Infantry	-1	0	+1	
59th Infantry	-1	0	+1	
7th Armored	-1	0	+1	
11th Armored	-1	0	+1	
Guards Armored	-1	0	+1	
2nd Canadian Infantry	-1	0	+1	
3rd Canadian Infantry	-1	0	+1	
4th Canadian Arm'd	-1	0	+1	
1st Polish Armored	-1	0	+1	

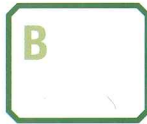
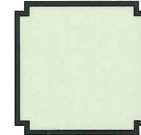


Allied Air Allocation Log



The Battle for **NORMANDY** June – August 1944

Armed Recon



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1/16/1 3 5-4-6	2/16/1 3 5-4-6	3/16/1 3 5-4-6	1/18/1 3 5-4-6	2/18/1 3 5-4-6	3/18/1 3 5-4-6	1/26/1 3 5-4-6	2/26/1 3 5-4-6	3/26/1 3 5-4-6	1E/1 3 3-3-6
1/9/2 3 5-4-6	2/9/2 3 5-4-6	3/9/2 3 5-4-6	1/23/2 3 5-4-6	2/23/2 3 5-4-6	3/23/2 3 5-4-6	1/38/2 3 5-4-6	2/38/2 3 5-4-6	3/38/2 3 5-4-6	2E/2 3 3-3-6
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2/325/82 3 4-5-6	2/401/82 3 4-5-6	307E/82 2 2-3-6	1/501/101 3 4-5-6	2/501/101 3 4-5-6	3/501/101 3 4-5-6	1/502/101 3 4-5-6	2/502/101 3 4-5-6	3/502/101 3 4-5-6	1/506/101 3 4-5-6
2/506/101 3 4-5-6	3/506/101 3 4-5-6	1/327/101 3 4-5-6	2/327/101 3 4-5-6	326E/101 2 2-3-6	745/V 3 6-5-6	741/V 3 6-5-6	743/V 3 6-5-6	70/VII 3 6-5-6	
759/V 3 4-3-6	634/V 3 6-3-6	635/V 3 5-2-6	612/V 3 5-2-6	818/V 3 6-3-6	644/VIII 3 6-3-6	747/V 3 6-5-6	702/V 3 6-3-6	735/V 3 6-5-6	744L/V 3 4-3-6
893/V 3 6-3-6	899/VII 3 6-3-6	801/VII 3 5-2-6	705/VII 3 7-4-6	773/VII 3 6-3-6	774/VII 3 5-2-6	746/VII 3 6-5-6	709/VIII 3 6-5-6	813/VIII 3 6-3-6	
802/VIII 3 5-2-6	712/VIII 3 6-5-6	607/VIII 3 5-2-6	803/V 3 6-3-6	603/VIII 3 7-4-6	749/VII 3 6-5-6	737/XIX 3 6-5-6	821/XIX 3 5-2-6	823/XIX 3 5-2-6	654/XIX 3 6-3-6
630/XIX 3 5-2-6	628/XIX 3 6-3-6	629/XIX 3 6-3-6	1/41/2A 3 5-6-6	2/41/2A 3 5-6-6	3/41/2A 3 5-6-6	1/CCA/2A 3 6-5-6	2/CCA/2A 3 6-5-6	3/CCA/2A 3 4-3-6	1/CCB/2A 3 6-5-6
2/CCB/2A 3 6-5-6	3/CCB/2A 3 4-3-6	8/4A 3 6-5-6	35/4A 3 6-5-6	37/4A 3 6-5-6	10/4A 3 5-6-6	51/4A 3 5-6-6	53/4A 3 5-6-6	15/6A 3 6-5-6	68/6A 3 6-5-6
69/6A 3 6-5-6	9/6A 3 5-6-6	44/6A 3 5-6-6	50/6A 3 5-6-6	1/CCA/3A 3 6-5-6	2/CCA/3A 3 6-5-6	1/CCB/3A 3 6-5-6	2/CCB/3A 3 6-5-6	1/36/3A 3 5-6-6	2/36/3A 3 5-6-6
3/36/3A 3 5-6-6	3/CCA/3A 3 4-3-6	3/CCB/3A 3 4-3-6	10/5A 3 6-5-6	34/5A 3 6-5-6	81/5A 3 6-5-6	15/5A 3 5-6-6	46/5A 3 5-6-6	47/5A 3 5-6-6	610/XIX 3 5-2-6
2 Rgr 3 3-3-6	5 Rgr 3 3-3-6	1/401/101 3 4-5-6	704/VII 3 7-4-6	17E/2A 3 3-4-6	23E/3A 3 3-4-6	24E/4A 3 3-4-6	22E/5A 3 3-4-6	25E/6A 3 3-4-6	703/XIX 3 6-3-6
2ER/56/50 3 5-4-6	2GR/56/50 3 5-4-6		3 92/XIX 1 42 27 [6]-8	20 552/1A 3 240 29 [6]-4	20 551/1A 3 240 26 [6]-4	16 978/XIX 3 155 26 [4]-6	1 1 0-1-6	2 8 0-1-6	29 0-1-6
2SWB/56/50 3 5-4-6			16 969/VIII 3 155 29 [4]-6	3 696/XX 1 240 29 [3]-6	106/106 2 240 29 2-3-6	121/106 2 240 29 2-3-6	2A 0-1-6	5 0-1-6	4 0-1-6
9 0-1-6	83 0-1-6	79 0-1-6	90 0-1-6	82Ab 0-1-6	101Ab 0-1-6	8 0-1-6	4A 0-1-6	6A 0-1-6	30 0-1-6
3A 0-1-6	35 0-1-6	28 0-1-6	5A 0-1-6	V C 0-0-6	VII C 0-0-6	VIII C 0-0-6	XIX C 0-0-6	XV C 0-0-6	XX C 0-0-6

1/506/101 3-2-6	3/502/101 3-2-6	2/502/101 3-2-6	1/502/101 3-2-6	3/501/101 3-2-6	2/501/101 3-2-6	1/501/101 3-2-6	307E/82 2-2-6	2/401/82 2-3-6	2/325/82 2-3-6
70/VII 3-2-6	743/V 3-2-6	741/V 3-2-6	745/V 3-2-6	326E/101 2-2-6		2/327/101 2-3-6	1/327/101 2-3-6	3/506/101 2-3-6	2/506/101 2-3-6
744Li/V 2-2-6	735/V 3-2-6	702/V 3-2-6	747/V 3-2-6	644/VIII 3-2-6	818/V 3-2-6	612/V 3-1-6	635/V 3-1-6	634/V 3-2-6	759/V 2-2-6
813/VIII 3-2-6	709/VIII 3-2-6	746/VII 3-2-6	774/VII 3-1-6	773/VII 3-2-6	705/VII 4-2-6		801/VII 3-1-6	899/VII 3-2-6	893/V 3-2-6
654/XIX 3-2-6	823/XIX 3-1-6	821/XIX 3-1-6	737/XIX 3-2-6	749/VII 3-2-6	603/VIII 4-2-6	803/V 3-2-6	607/VIII 3-1-6	712/VIII 3-2-6	802/VIII 3-1-6
1/CCB/2A 3-2-6	3/CCA/2A 2-2-6	2/CCA/2A 3-2-6	1/CCA/2A 3-2-6	3/41/2A 3-3-6	2/41/2A 3-3-6	1/41/2A 3-3-6	629/XIX 3-2-6	628/XIX 3-2-6	630/XIX 3-1-6
68/6A 3-2-6	15/6A 3-2-6	53/4A 3-3-6	51/4A 3-3-6	10/4A 3-3-6	37/4A 3-2-6	35/4A 3-2-6	8/4A 3-2-6	3/CCB/2A 2-2-6	2/CCB/2A 3-2-6
2/36/3A 3-3-6	1/36/3A 3-3-6	2/CCB/3A 3-2-6	1/CCB/3A 3-2-6	2/CCA/3A 3-2-6	1/CCA/3A 3-2-6	50/6A 3-3-6	44/6A 3-3-6	9/6A 3-3-6	69/6A 3-2-6
610/XIX 3-1-6	47/5A 3-3-6	46/5A 3-3-6	15/5A 3-3-6	81/5A 3-2-6	34/5A 3-2-6	10/5A 3-2-6	3/CCB/3A 2-2-6	3/CCA/3A 2-2-6	3/36/3A 3-3-6
703/XIX 3-2-6	25E/6A 2-2-6	22E/5A 2-2-6	24E/4A 2-2-6	23E/3A 2-2-6	17E/2A 2-2-6	704/VII 4-2-6	1/401/101 2-3-6	5 Rgr 2-2-6	2 Rgr 2-2-6
29 0-1-6	2 0-1-6	1 0-1-6	978/XIX MOVED	551/1A MOVED	552/1A MOVED	92/XIX MOVED	2GR/56/50 2-2-6	2ER/56/50 2-2-6	
4 0-1-6	5 0-1-6	2A 0-1-6	121/106 1-2-6	106/106 1-2-6	696/XX MOVED	969/VIII MOVED	2SWB/56/50 2-2-6		
30 0-1-6	6A 0-1-6	4A 0-1-6	8 0-1-6	101Ab 0-1-6	82Ab 0-1-6	90 0-1-6	79 0-1-6	83 0-1-6	9 0-1-6
XX C 0-0-6	XV C 0-0-6	XIX C 0-0-6	VIII C 0-0-6	VII C 0-0-6	V C 0-0-6	5A 0-1-6	28 0-1-6	35 0-1-6	3A 0-1-6

1E/1 2-2-6	3/26/1 2-2-6	2/26/1 2-2-6	1/26/1 2-2-6	3/18/1 2-2-6	2/18/1 2-2-6	1/18/1 2-2-6	3/16/1 2-2-6	2/16/1 2-2-6	1/16/1 2-2-6
2E/2 2-2-6	3/38/2 2-2-6	2/38/2 2-2-6	1/38/2 2-2-6	3/23/2 2-2-6	2/23/2 5-4-6	1/23/2 2-2-6	3/9/2 2-2-6	2/9/2 2-2-6	1/9/2 2-2-6
121E/29 2-2-6	3/175/29 2-2-6	2/175/29 2-2-6	1/175/29 2-2-6	3/116/29 2-2-6	2/116/29 2-2-6	1/116/29 2-2-6	3/115/29 2-2-6	2/115/29 2-2-6	1/115/29 2-2-6
7E/5 2-2-6	3/11/5 2-2-6	2/11/5 2-2-6	1/11/5 2-2-6	3/10/5 2-2-6	2/10/5 2-2-6	1/10/5 2-2-6	3/2/5 2-2-6	2/2/5 2-2-6	1/2/5 2-2-6
4E/4 2-2-6	3/22/4 2-2-6	2/22/4 2-2-6	1/22/4 2-2-6	3/12/4 2-2-6	2/12/4 2-2-6	1/12/4 2-2-6	3/8/4 2-2-6	2/8/4 2-2-6	1/8/4 2-2-6
15E/9 2-2-6	3/60/9 2-2-6	2/60/9 2-2-6	1/60/9 2-2-6	3/47/9 2-2-6	2/47/9 2-2-6	1/47/9 2-2-6	3/39/9 2-2-6	2/39/9 2-2-6	1/39/9 2-2-6
308E/83 2-2-6	3/331/83 2-2-6	2/331/83 2-2-6	1/331/83 2-2-6	3/330/83 2-2-6	2/330/83 2-2-6	1/330/83 2-2-6	3/329/83 2-2-6	2/329/83 2-2-6	1/329/83 2-2-6
304E/79 2-2-6	3/315/79 2-2-6	2/315/79 2-2-6	1/315/79 2-2-6	3/314/79 2-2-6	2/314/79 2-2-6	1/314/79 2-2-6	3/313/79 2-2-6	2/313/79 2-2-6	1/313/79 2-2-6
315E/90 2-2-6	3/359/90 2-2-6	2/359/90 2-2-6	1/359/90 2-2-6	3/358/90 2-2-6	2/358/90 2-2-6	1/358/90 2-2-6	3/357/90 2-2-6	2/357/90 2-2-6	1/357/90 2-2-6
12E/8 2-2-6	3/121/8 2-2-6	2/121/8 2-2-6	1/121/8 2-2-6	3/28/8 2-2-6	2/28/8 2-2-6	1/28/8 2-2-6	3/13/8 2-2-6	2/13/8 2-2-6	1/13/8 2-2-6
105E/30 2-2-6	3/120/30 2-2-6	2/120/30 2-2-6	1/120/30 2-2-6	3/119/30 2-2-6	2/119/30 2-2-6	1/119/30 2-2-6	3/117/30 2-2-6	2/117/30 2-2-6	1/117/30 2-2-6
60E/35 2-2-6	3/320/35 2-2-6	2/320/35 2-2-6	1/320/35 2-2-6	3/137/35 2-2-6	2/137/35 2-2-6	1/137/35 2-2-6	3/134/35 2-2-6	2/134/35 2-2-6	1/134/35 2-2-6
103E/28 2-2-6	3/112/28 2-2-6	2/112/28 2-2-6	1/112/28 2-2-6	3/110/28 2-2-6	2/110/28 2-2-6	1/110/28 2-2-6	3/109/28 2-2-6	2/109/28 2-2-6	1/109/28 2-2-6
1/325/82 2-3-6	3/508/82 2-3-6	2/508/82 2-3-6	1/508/82 2-3-6	3/507/82 2-3-6	2/507/82 2-3-6	1/507/82 2-3-6	3/505/82 2-3-6	2/505/82 2-3-6	1/505/82 2-3-6

8 7/1 1 105 S [3]-6	8 32/1 1 105 S [3]-6	8 33/1 1 105 S [3]-6	16 5/1 2 155 S [4]-6	8 15/2 1 105 S [3]-6	8 37/2 1 105 S [3]-6	8 38/2 1 105 S [3]-6	16 12/2 2 155 S [4]-6	8 110/29 1 105 S [3]-6	8 111/29 1 105 S [3]-6
16 227/29 2 155 S [4]-6	8 224/29 1 105 S [3]-6	8 19/5 1 105 J11 [3]-6	16 21/5 2 155 J11 [4]-6	8 46/5 1 105 J11 [3]-6	8 50/5 1 105 J10 [3]-6	8 29/4 1 105 S [3]-6	16 20/4 2 155 S [4]-6	8 42/4 1 105 S [3]-6	8 44/4 1 105 S [3]-6
8 26/9 1 105 S [3]-6	8 60/9 1 105 S [3]-6	8 84/9 1 105 S [3]-6	16 34/9 2 155 S [4]-6	8 322/83 1 105 S [3]-6	8 323/83 1 105 S [3]-6	8 908/83 1 105 S [3]-6	16 324/83 2 155 S [4]-6	8 310/79 1 105 S [3]-6	8 311/79 1 105 S [3]-6
8 904/79 1 105 S [3]-6	16 312/79 2 155 S [4]-6	8 343/90 1 105 S [3]-6	16 345/90 2 155 S [4]-6	8 344/90 1 105 S [3]-6	8 915/90 1 105 S [3]-6	8 319/82 1 105 S [2]-4	8 320/82 1 105 S [2]-4	8 376/82 1 105 S [2]-4	8 456/82 1 105 S [2]-4
8 907/101 1 105 S [2]-4	8 321/101 1 105 S [2]-4	8 377/101 1 105 S [2]-4	8 43/8 1 105 J3 [3]-6	8 45/8 1 105 J3 [3]-6	8 56/8 1 105 J3 [3]-6	16 28/8 2 155 J3 [4]-6	16 113/30 2 155 S [4]-6	8 118/30 1 105 S [3]-6	8 197/30 1 105 S [3]-6
8 230/30 1 105 S [3]-6	8 161/35 1 105 J7 [3]-6	8 216/35 1 105 J7 [3]-6	16 127/35 2 155 J7 [4]-6	8 219/35 1 105 J7 [3]-6	8 107/28 1 105 J22 [3]-6	8 109/28 1 105 J22 [3]-6	16 108/28 2 155 J22 [4]-6	8 229/28 1 105 J22 [3]-6	8 14/2A 1 105 S [3]-6
8 78/2A 1 105 S [3]-6	8 92/2A 1 105 S [3]-6	8 22/4A 1 105 J11 [3]-6	8 66/4A 1 105 J11 [3]-6	8 94/4A 1 105 J11 [3]-6	8 128/6A 1 105 J19 [3]-6	8 212/6A 1 105 J19 [3]-6	8 231/6A 1 105 J19 [3]-6	8 54/3A 1 105 J23 [3]-6	8 67/3A 1 105 J24 [3]-6
8 391/3A 1 105 S [3]-6	8 47/5A 1 105 A5 [3]-6	8 71/5A 1 105 A5 [3]-6	8 95/5A 1 105 A5 [3]-6	8 18/VII 1 105 S [3]-6	8 58/V 1 105 S [3]-6	8 62/V 1 105 S [3]-6	8 65/VII 1 105 S [3]-6	8 87/VII 1 105 S [3]-6	16 177/XIX 2 155 S [4]-6
16 182/XV 2 155 J25 [4]-6	16 188/VII 2 155 S [4]-6	14 195/VII 2 155 S [5]-6	16 200/VIII 2 155 S [4]-6	8 196/VIII 1 105 S [3]-6	16 202/XIX 2 155 S [4]-6	16 204/VIII 2 155 S [4]-6	16 203/XIX 2 155 S [4]-6	16 208/XV 2 155 S [4]-6	16 228/VIII 2 155 S [4]-6
8 244/XV 1 105 S [3]-6	8 250/VIII 1 105 S [3]-6	14 258/XIX 2 155 S [4]-6	20 266/VII 2 155 S [6]-4	20 269/XV 2 155 S [6]-4	20 270/XV 2 155 S [6]-4	16 333/XIX 2 155 S [4]-6	16 559/XIX 2 155 S [4]-6	8 400/VIII 1 105 S [3]-6	16 561/VIII 2 155 S [4]-6
8 687/V 1 105 S [3]-6	8 690/V 1 105 S [3]-6	8 693/XV 1 105 S [3]-6	14 578/VII 2 155 S [5]-6	8 695/VIII 1 105 S [3]-6	8 83/VIII 1 105 S [3]-6	16 733/VIII 2 155 S [4]-6	16 731/XV 2 155 S [4]-6	14 793/XIX 2 155 S [5]-6	10 941/V 1 105 S [3]-6
14 153/VIII 2 155 S [5]-6	10 172/VII 1 105 S [3]-6	16 953/V 2 155 S [4]-6	16 951/VII 2 155 S [4]-6	14 174/VII 2 155 S [4]-6	8 86/VII 1 105 S [6]-6	16 186/V 2 155 S [4]-6	16 183/VII 2 155 S [4]-6	16 187/VII 2 155 S [4]-6	16 190/VII 2 155 S [4]-6
16 955/V 2 155 S [4]-6	16 957/V 2 155 S [4]-6	10 959/XIX 1 105 S [3]-6	16 961/VII 2 155 S [4]-6	16 963/XIX 2 155 S [4]-6	16 967/XIX 2 155 S [4]-6	16 974/XIX 2 155 S [4]-6	16 975/XIX 2 155 S [4]-6	16 981/VII 2 155 S [4]-6	16 979/XIX 2 155 S [4]-6
8 81/V 1 105 S [6]-6	8 87/VII 1 105 S [6]-6	14 987/VII 2 155 S [4]-6	16 989/XIX 2 155 S [4]-6	14 991/VII 2 155 S [4]-6	14 997/XIX 2 155 S [5]-6	14 999/XV 2 155 S [5]-6	16 980/V 2 155 S [4]-6	102/102 2 155 S 2-3-6	38/102 2 155 S 2-3-6

15 1/2nd 2 155 S [8]-6	15 51/2nd 2 155 S [8]-6	15 52/2nd 2 155 S [8]-6	15 53/2nd 2 155 S [8]-6	15 59/2nd 2 155 S [8]-6	12 7/2nd 1 105 S [3]-6	12 9/2nd 2 155 S [4]-6	12 10/2nd 2 155 S [4]-6	12 11/2nd 2 155 S [4]-6	12 13/2nd 2 155 S [4]-6
12 15/2nd 2 155 S [4]-6	12 53/2nd 2 155 S [4]-6	12 59/2nd 2 155 S [4]-6	12 61/2nd 2 155 S [4]-6	12 63/2nd 2 155 S [4]-6	12 64/2nd 2 155 S [4]-6	12 65/2nd 2 155 S [4]-6	12 67/2nd 2 155 S [4]-6	12 68/2nd 2 155 S [4]-6	12 72/2nd 2 155 S [4]-6
12 77/2nd 2 155 S [4]-6	12 79/2nd 2 155 S [4]-6	12 84/2nd 2 155 S [4]-6	12 107/2nd 2 155 S [4]-6	12 121/2nd 2 155 S [4]-6	12 146/2nd 2 155 S [4]-6	20/3 2 155 S 5-2-6	97/15 2 155 S 5-2-6	61/51 2 155 S 5-2-6	59/43 2 155 S 5-2-6
8 4RHA/2nd 1 105 S [3]-6	8 6/2nd 1 105 S [3]-6	8 25/2nd 1 105 S [3]-6	8 86/2nd 1 105 S [3]-6	8 147/2nd 1 105 S [3]-6	8 150/2nd 1 105 S [3]-6	8 191/2nd 1 105 S [3]-6	21/6A 2 155 S 5-2-6	62/1 2 155 S 5-2-6	91/VIII 2 155 S 5-2-6
86/XII 2 155 S 5-2-6	73/XXX 2 155 S 5-2-6	3/6 2 155 S 3-1-6	4/6 2 155 S 3-1-6	3 1/53/6 2 155 S [2]-4	3 2/53/6 2 155 S [2]-4	8 7/3 1 105 S [3]-6	8 33/3 1 105 S [3]-6	8 76/3 1 105 S [3]-6	8 131/15 1 105 S [3]-6
8 181/15 1 105 S [3]-6	8 190/15 1 105 S [3]-6	8 126/51 1 105 S [3]-6	8 127/51 1 105 S [3]-6	8 128/51 1 105 S [3]-6	8 94/43 1 105 S [3]-6	8 112/43 1 105 S [3]-6	8 179/43 1 105 S [3]-6	8 69/49 1 105 S [3]-6	8 143/49 1 105 S [3]-6
8 185/49 1 105 S [3]-6	8 74/50 1 105 S [3]-6	8 90/50 1 105 S [3]-6	8 124/50 1 105 S [3]-6	8 3RHA/7A 1 105 S [3]-6	8 5RHA/7A 1 105 S [3]-6	8 81/53 1 105 S [3]-6	8 83/53 1 105 S [3]-6	8 133/53 1 105 S [3]-6	8 13RHA/11A 1 105 S [3]-6
8 151/11A 1 105 S [3]-6	8 61/59 1 105 S [3]-6	8 110/59 1 105 S [3]-6	8 116/59 1 105 S [3]-6	8 55/6A 1 105 S [3]-6	8 153/6A 1 105 S [3]-6	65/7A 2 155 S 5-2-6	71/53 2 155 S 5-2-6	75/11A 2 155 S 5-2-6	68/59 2 155 S 5-2-6
102/50 2 155 S 5-2-6	8 5/2 1 105 S [3]-6	8 6/2 1 105 S [3]-6	8 15/4A 1 105 S [3]-6	8 23/4A 1 105 S [3]-6	8 12/3 1 105 S [3]-6	8 13/3 1 105 S [3]-6	8 14/3 1 105 S [3]-6	8 4/2 1 105 S [3]-6	
55/49 2 155 S 5-2-6	8 19/2nd 1 105 S [3]-6	12 3/2nd 2 155 S [4]-6	12 4/2nd 2 155 S [4]-6	12 7/2nd 2 155 S [4]-6	6/11 2 155 S 5-2-6	3/3 2 155 S 5-2-6	2/2 2 155 S 5-2-6	5/4A 2 155 S 5-2-6	
4/4 2 155 S 2-3-6	24/4 2 155 S 2-3-6	8 11/64/2A 1 105 S [3]-6	8 1/40/2A 1 105 S [3]-6	1/1A 2 155 S 5-2-6		s.SS-Pz 101 2 155 S 12-6-4	s.SS-Pz 102 2 155 S 10-6-4		
125/113 2 155 S 2-3-6	113/113 2 155 S 2-3-6	8 1/3/2A 1 105 S [3]-6	8 1/1A 1 105 S [3]-6	8 2/1A 1 105 S [3]-6		Fs.StuG 12 2 155 S 4-3-6	Fs.Autk 12 2 155 S 3-4-6		
Strm AOK7 2 155 S 3-5-6	Pz 206 2 155 S 2-3-6	Pz 100 2 155 S 2-3-6	Pz 657 2 155 S 2-4-6	PaK 1039 2 155 S 2-6-8	StuG 341 2 155 S 5-3-6	StuG 394 2 155 S 4-3-6	FST Cher 2 155 S 2-4-6	PzJg 668 2 155 S 3-5-8	schw Pz 503 2 155 S 12-8-4
MG 17 2 155 S 3-4-6	StuG 902 2 155 S 4-2-6	PaK 1041 2 155 S 2-6-6	PaK 1040 2 155 S 2-6-6	PzJg 654 2 155 S 5-6-6	StPz 217 2 155 S 6-3-6	Pio Angers 2 155 S 2-2-6	Pio 600 2 155 S 3-3-6	PaK 1053 2 155 S 2-4-6	

13/2nd 2 5.5" MOVED	11/2nd 2 5.5" MOVED	10/2nd 2 5.5" MOVED	9/2nd 2 5.5" MOVED	7/2nd 2 5.5" MOVED	59/2nd 2 7.2" MOVED	53/2nd 2 7.2" MOVED	52/2nd 2 7.2" MOVED	51/2nd 2 7.2" MOVED	1/2nd 2 7.2" MOVED
72/2nd 2 5.5" MOVED	68/2nd 2 5.5" MOVED	67/2nd 2 5.5" MOVED	65/2nd 2 5.5" MOVED	64/2nd 2 5.5" MOVED	63/2nd 2 5.5" MOVED	61/2nd 2 5.5" MOVED	59/2nd 2 5.5" MOVED	53/2nd 2 5.5" MOVED	15/2nd 2 5.5" MOVED
59/43 3 17th 3-1-6	61/51 3 17th 3-1-6	97/15 3 17th 3-1-6	20/3 3 17th 3-1-6	146/2nd 2 5.5" MOVED	121/2nd 2 5.5" MOVED	107/2nd 2 5.5" MOVED	84/2nd 2 5.5" MOVED	79/2nd 2 5.5" MOVED	77/2nd 2 5.5" MOVED
91/VIII 3 17th 3-1-6	62/1 3 17th 3-1-6	21/GA 3 17th 3-1-6	191/2nd 1 25th MOVED	150/2nd 1 25th MOVED	147/2nd 1 25th MOVED	86/2nd 1 25th MOVED	25/2nd 1 25th MOVED	6/2nd 1 25th MOVED	4RHA/2nd 1 25th MOVED
131/15 1 25th MOVED	76/3 1 25th MOVED	33/3 1 25th MOVED	7/3 1 25th MOVED	2/53/6 2 3rd MOVED	1/53/6 2 3rd MOVED	4/6 2 6th 2-1-6	3/6 2 6th 2-1-6	73/XXX 3 17th 3-1-6	86/XII 3 17th 3-1-6
143/49 1 25th MOVED	69/49 1 25th MOVED	179/43 1 25th MOVED	112/43 1 25th MOVED	94/43 1 25th MOVED	128/51 1 25th MOVED	127/51 1 25th MOVED	126/51 1 25th MOVED	190/15 1 25th MOVED	181/15 1 25th MOVED
13RHA/11A 1 25th MOVED	133/53 1 25th MOVED	83/53 1 25th MOVED	81/53 1 25th MOVED	5RHA/7A 1 25th MOVED	3RHA/7A 1 25th MOVED	124/50 1 25th MOVED	90/50 1 25th MOVED	74/50 1 25th MOVED	185/49 1 25th MOVED
68/59 3 17th 3-1-6	75/11A 3 17th 3-1-6	71/53 3 17th 3-1-6	65/7A 3 17th 3-1-6	153/GA 1 25th MOVED	55/GA 1 25th MOVED	116/59 1 25th MOVED	110/59 1 25th MOVED	61/59 1 25th MOVED	151/11A 1 25th MOVED
4/2 1 25th MOVED	14/3 1 25th MOVED	13/3 1 25th MOVED	12/3 1 25th MOVED	23/4A 1 25th MOVED	15/4A 1 25th MOVED	6/2 1 25th MOVED	5/2 1 25th MOVED	102/50 3 17th 3-1-6	
5/4A 3 17th 3-1-6	2/2 3 17th 3-1-6	3/3 3 17th 3-1-6	6/11 3 17th 3-1-6	7/2nd 2 5.5" MOVED	4/2nd 2 5.5" MOVED	3/2nd 2 5.5" MOVED	19/2nd 1 25th MOVED	55/49 3 17th 3-1-6	
s.SS-Pz 102 3 17th 5-3-4	s.SS-Pz 101 3 17th 6-3-4		1/1A 3 17th 3-1-6	1/40/2A 1 25th MOVED	11/64/2A 1 25th MOVED	24/4 2 5.5" 1-2-6	4/4 2 5.5" 1-2-6		
Fs.Aufk 12 3 17th 2-2-6	Fs.StuG 12 3 17th 2-2-6		2/1A 1 25th MOVED	1/3/2A 1 25th MOVED		113/113 2 5.5" 1-2-6	125/113 2 5.5" 1-2-6		
schw Pz 503 3 17th 6-4-4	PzJg 668 3 17th 2-3-8	FST Cher 3 17th 1-3-6	StuG 394 2 5.5" 2-2-6	StuG 341 2 5.5" 3-2-6	PaK 1039 3 17th 1-3-8	Pz 657 2 5.5" 1-2-6	Pz 100 2 5.5" 1-2-6	Pz 206 2 5.5" 1-2-6	Strm AOK7 3 17th 2-3-6
PaK 1053 3 17th 1-2-6	Pio 600 3 17th 1-2-6	Pio Angers 2 5.5" 1-1-6	StPz 217 3 17th 3-2-6	PzJg 654 3 17th 3-4-6	PaK 1040 3 17th 1-3-6	PaK 1041 3 17th 1-3-6	StuG 902 2 5.5" 2-1-6	MG 17 3 17th 2-2-6	

111/29 1 105 MOVED	110/29 1 105 MOVED	12/2 2 155 MOVED	38/2 1 105 MOVED	37/2 1 105 MOVED	15/2 1 105 MOVED	5/1 2 155 MOVED	33/1 1 105 MOVED	32/1 1 105 MOVED	7/1 1 105 MOVED
44/4 1 105 MOVED	42/4 1 105 MOVED	20/4 2 155 MOVED	29/4 1 105 MOVED	50/5 1 105 MOVED	46/5 1 105 MOVED	21/5 2 155 MOVED	19/5 1 105 MOVED	224/29 1 105 MOVED	227/29 2 155 MOVED
311/79 1 105 MOVED	310/79 1 105 MOVED	324/83 2 155 MOVED	908/83 1 105 MOVED	323/83 1 105 MOVED	322/83 1 105 MOVED	34/9 2 155 MOVED	84/9 1 105 MOVED	60/9 1 105 MOVED	26/9 1 105 MOVED
456/82 1 75 MOVED	376/82 1 75 MOVED	320/82 1 75 MOVED	319/82 1 75 MOVED	915/90 1 105 MOVED	344/90 1 105 MOVED	345/90 2 155 MOVED	343/90 1 105 MOVED	312/79 2 155 MOVED	904/79 1 105 MOVED
197/30 1 105 MOVED	118/30 1 105 MOVED	113/30 2 155 MOVED	28/8 2 155 MOVED	56/8 1 105 MOVED	45/8 1 105 MOVED	43/8 1 105 MOVED	377/101 2 155 MOVED	321/101 2 155 MOVED	907/101 2 155 MOVED
14/2A 1 105 MOVED	229/28 1 105 MOVED	108/28 2 155 MOVED	109/28 1 105 MOVED	107/28 1 105 MOVED	219/35 1 105 MOVED	127/35 2 155 MOVED	216/35 1 105 MOVED	161/35 1 105 MOVED	230/30 1 105 MOVED
67/3A 1 105 MOVED	54/3A 1 105 MOVED	231/6A 1 105 MOVED	212/6A 1 105 MOVED	128/6A 1 105 MOVED	94/4A 1 105 MOVED	66/4A 1 105 MOVED	22/4A 1 105 MOVED	92/2A 1 105 MOVED	78/2A 1 105 MOVED
177/XIX 2 155 MOVED	87/VII 1 105 MOVED	65/VII 1 105 MOVED	62/V 1 105 MOVED	58/V 1 105 MOVED	18/VII 1 105 MOVED	95/5A 1 105 MOVED	71/5A 1 105 MOVED	47/5A 1 105 MOVED	391/3A 1 105 MOVED
228/VIII 2 155 MOVED	208/XV 2 155 MOVED	203/XIX 2 155 MOVED	204/VIII 2 155 MOVED	202/XIX 2 155 MOVED	196/VIII 1 105 MOVED	200/VIII 2 155 MOVED	195/VII 2 155 MOVED	188/VII 2 155 MOVED	182/XV 2 155 MOVED
561/VIII 2 155 MOVED	400/VIII 1 105 MOVED	559/XIX 2 155 MOVED	333/XIX 2 155 MOVED	270/XV 3 240 MOVED	269/XV 3 240 MOVED	266/VII 3 240 MOVED	258/XIX 2 155 MOVED	250/VIII 1 105 MOVED	244/XV 1 105 MOVED
941/V 1 4.5" MOVED	793/XIX 2 8" MOVED	731/XV 2 155 MOVED	733/VIII 2 155 MOVED	83/VIII 1 105 MOVED	695/VIII 1 105 MOVED	578/VII 2 155 MOVED	693/XV 1 105 MOVED	690/V 1 105 MOVED	687/V 1 105 MOVED
190/VII 2 155 MOVED	187/VII 2 155 MOVED	183/VII 2 155 MOVED	186/V 2 155 MOVED	86/VIII 1 4.2" MOVED	174/VII 2 155 MOVED	951/VII 2 155 MOVED	953/V 2 155 MOVED	172/VII 1 4.5" MOVED	153/VIII 2 8" MOVED
979/XIX 2 155 MOVED	981/VII 2 155 MOVED	975/XIX 2 155 MOVED	974/XIX 2 155 MOVED	967/XIX 2 155 MOVED	963/XIX 2 155 MOVED	961/VII 2 155 MOVED	959/XIX 1 4.5" MOVED	957/V 2 155 MOVED	955/V 2 155 MOVED
38/102 2 155 1-2-6	102/102 2 155 1-2-6	980/V 2 155 MOVED	999/XV 2 8" MOVED	997/XIX 2 8" MOVED	991/VII 2 155 MOVED	989/XIX 2 155 MOVED	987/VII 2 155 MOVED	87/VII 1 4.2" MOVED	81/V 1 4.2" MOVED

13/18/27 4 S 6-5-6	1ERY/27 4 S 6-5-6	SY/27 4 S 6-6-6	4/7/8 4 S 6-5-6	24L/8 4 S 6-6-6	NY/8 4 S 6-5-6	12KR/8 4 S 5-5-6	RSG/4 4 S 6-6-6	3COLY/4 4 S 6-6-6	44RTR/4 4 S 6-5-6
2KR/4 3 S 5-5-6	1NY/33 4 S 6-6-6	144/33 4 S 6-6-6	148/33 4 S 6-6-6	4GG/6G 4 S 4-5-6	4CG/6G 4 S 4-5-6	3SG/6G 4 S 4-5-6	7RTR/31 4 S 4-5-6	9RTR/31 4 S 4-5-6	144/31 4 S 4-5-6
107/34 4 S 4-5-6	147/34 4 S 4-5-6	12DR/6/6 4 S 4-5-6	6/6 1 S 2-1-6	6RE/6 1 S 2-3-6	8/3/6 1 S 4-5-6	47RM/4SS 2 S 3-3-6	48RM/4SS 2 S 3-3-6	1C/3/6 1 S 4-5-6	27SFR/2 4 S 6-6-6
9/3/6 3 S 4-5-6	7/5/6 3 S 4-5-6	12/5/6 3 S 4-5-6	13/5/6 3 S 4-5-6	1RU/6/6 3 S 4-5-6	20&8/6/6 3 S 4-5-6	45RM/1SS 2 S 3-3-6	3RM/1SS 2 S 3-3-6	6H/2 4 S 6-5-6	10FGH/2 4 S 6-6-6
1SR/8/3 3 S 5-4-6	2EY/8/3 3 S 5-4-6	1SL/8/3 3 S 5-4-6	2RWR/185/3 3 S 5-4-6	1RNR/185/3 3 S 5-4-6	2KSL/185/3 3 S 5-4-6	2LR/9/3 3 S 5-4-6	1KOSB/9/3 3 S 5-4-6	2RUR/9/3 3 S 5-4-6	3RE/3 3 S 3-3-6
8RS/44/15 3 S 5-4-6	64SF/44/15 3 S 5-4-6	7KSB/44/15 3 S 5-4-6	9C/46/15 3 S 5-4-6	2GH/46/15 3 S 5-4-6	7SH/46/15 3 S 5-4-6	10HL/227/15 3 S 5-4-6	2GH/227/15 3 S 5-4-6	2AS/227/15 3 S 5-4-6	15RE/15 3 S 3-3-6
2SH/152/51 3 S 5-4-6	5SH/152/51 3 S 5-4-6	5QC/152/51 3 S 5-4-6	5BW/153/51 3 S 5-4-6	1GH/153/51 3 S 5-4-6	7GH/153/51 3 S 5-4-6	1BW/154/51 3 S 5-4-6	7BW/154/51 3 S 5-4-6	7AS/154/51 3 S 5-4-6	51RE/51 3 S 3-3-6
4SL/129/43 3 S 5-4-6	4WR/129/43 3 S 5-4-6	5WR/129/43 3 S 5-4-6	7HR/130/43 3 S 5-4-6	4DR/130/43 3 S 5-4-6	5DR/130/43 3 S 5-4-6	7SL/214/43 3 S 5-4-6	1WR/214/43 3 S 5-4-6	5DCL/214/43 3 S 5-4-6	43RE/43 3 S 3-3-6
10DL/70/49 3 S 5-4-6	11DL/70/49 3 S 5-4-6	1TS/70/49 3 S 5-4-6	4LR/146/49 3 S 5-4-6	4KYL/146/49 3 S 5-4-6	HB/146/49 3 S 5-4-6	11RS/147/49 3 S 5-4-6	6DW/147/49 3 S 5-4-6	7DW/147/49 3 S 5-4-6	49RE/49 3 S 3-3-6
5EY/69/50 3 S 5-4-6	6GH/69/50 3 S 5-4-6	7GH/69/50 3 S 5-4-6	6DL/151/50 3 S 5-4-6	8DL/151/50 3 S 5-4-6	9DL/151/50 3 S 5-4-6	2DR/231/50 3 S 5-4-6	1HR/231/50 3 S 5-4-6	1DR/231/50 3 S 5-4-6	50RE/50 3 S 3-3-6
1EL/71/53 3 S 5-4-6	1CBL/71/53 3 S 5-4-6	1HL/71/53 3 S 5-4-6	4RW/158/53 3 S 5-4-6	6RW/158/53 3 S 5-4-6	7RW/158/53 3 S 5-4-6	2M/160/53 3 S 5-4-6	4M/160/53 3 S 5-4-6	6M/160/53 3 S 5-4-6	53RE/53 3 S 3-3-6
7NR/176/59 3 S 5-4-6	7SS/176/59 3 S 5-4-6	7NS/176/59 3 S 5-4-6	5SS/177/59 3 S 5-4-6	1/6SS/177/59 3 S 5-4-6	2/6SS/177/59 3 S 5-4-6	5ELR/197/59 3 S 5-4-6	1RW/197/59 3 S 5-4-6	2LF/197/59 3 S 5-4-6	59RE/59 3 S 3-3-6
RW/7/3 3 S 5-4-6	RRR/7/3 3 S 5-4-6	1CS/7/3 3 S 5-4-6	QOR/8/3 3 S 5-4-6	LRC/8/3 3 S 5-4-6	NS/8/3 3 S 5-4-6	HL/9/3 3 S 5-4-6	SDGH/9/3 3 S 5-4-6	NNSH/9/3 3 S 5-4-6	3E/3 3 S 3-3-6
RR/4/2 3 S 5-4-6	RHL/4/2 3 S 5-4-6	ESR/4/2 3 S 5-4-6	BW/5/2 3 S 5-4-6	LRM/5/2 3 S 5-4-6	CH/5/2 3 S 5-4-6	LFMR/6/2 3 S 5-4-6	OCH/6/2 3 S 5-4-6	SSR/6/2 3 S 5-4-6	2E/2 3 S 3-3-6

21/4/4A 3 S 6-5-6	22/4/4A 3 S 6-5-6	28/4/4A 3 S 6-5-6	LSR/4/4A 3 S 5-5-6	L&W/10/4A 3 S 5-4-8	A/10/4A 3 S 5-4-8	A&SH/10/4A 3 S 5-4-8	4E/4A 3 S 4-3-6	29SAR/4A 3 S 5-3-6	8H/2 2 S 4-3-6
1/10/1A 3 S 6-6-6	2/10/1A 3 S 6-6-6	3/10/1A 3 S 6-6-6	10D/10C/1A 3 S 5-5-6	1H/3/1A 3 S 5-4-8	8/3/1A 3 S 5-4-8	9/3/1A 3 S 5-4-8	10MR/1A 2 S 5-5-6	1E/1A 3 S 4-3-6	7RCH/3 2 S 4-3-6
4CLY/22/7A 3 S 6-5-6	1RTR/22/7A 3 S 6-5-6	5RTR/22/7A 3 S 6-5-6	5RDG/22/7A 3 S 6-5-6	1RB/22/7A 3 S 5-5-6	5Q/131/7A 3 S 5-5-6	6Q/131/7A 3 S 5-5-6	7Q/131/7A 3 S 5-5-6	8KRH/7A 3 S 5-4-6	7RE/7A 3 S 4-3-6
23H/29/11A 3 S 6-6-6	2FFY/29/11A 3 S 6-6-6	8RB/29/11A 3 S 5-5-6	2NY/11A 3 S 5-4-6	4KS/159/11A 3 S 5-4-8	1HR/159/11A 3 S 5-4-8	3MR/159/11A 3 S 5-4-8	11RE/11A 3 S 4-3-6	3RTR/29/11A 3 S 6-6-6	153/34 4 S 4-5-6
2GG/5G/GA 3 S 6-6-6	1CG/5G/GA 3 S 6-6-6	2IG/5G/GA 3 S 6-6-6	1GG/5G/GA 3 S 5-5-6	5CG/32G/GA 3 S 5-4-8	3IG/32G/GA 3 S 5-4-8	1WG/32G/GA 3 S 5-4-8	2WG/GA 2 S 3-4-6	GRE/GA 3 S 4-3-6	6RM/1SS 2 S 3-3-6
3/3 2 S 4-3-6	15/15 2 S 4-3-6	2DY/51 2 S 4-3-6	43/43 2 S 4-3-6	49/49 2 S 4-3-6	61/50 2 S 4-3-6	53/53 2 S 4-3-6	59/59 2 S 4-3-6	46RM/4SS 2 S 3-3-6	
8 1 S 1-2-6	30 1 S 1-2-6	35 1 S 1-2-6	28 1 S 1-2-6	82/2A 1 S 2-3-6	25/4A 1 S 2-3-6	86/6A 1 S 2-3-6	83/3A 1 S 2-3-6	85/5A 1 S 2-3-6	4RM/1SS 2 S 3-3-6
1 1 S 1-2-6	2 1 S 1-2-6	29 1 S 1-2-6	5 1 S 1-2-6	4 1 S 1-2-6	9 1 S 1-2-6	83 1 S 1-2-6	79 1 S 1-2-6	90 1 S 1-2-6	41RM/4SS 2 S 3-3-6
6 1 S 0-1-6	3 1 S 0-1-6	15 1 S 0-1-6	51 1 S 0-1-6	43 1 S 0-1-6	49 1 S 0-1-6	50 1 S 0-1-6	7A 1 S 0-1-6	53 1 S 0-1-6	11A 1 S 0-1-6
3 1 S 0-1-6	2 1 S 0-1-6	4A 1 S 0-1-6	1A 1 S 0-1-6	59 1 S 0-1-6	GA 1 S 0-1-6	IC 1 S 0-0-6	XXX C 1 S 0-0-6	VIII C 1 S 0-1-6	XII C 1 S 0-1-6
501RCC/2A 3 S 6-5-6	12RCA/2A 3 S 6-5-6	12RC/2A 3 S 6-5-6	1/RMT/2A 3 S 5-4-6	2/RMT/2A 3 S 5-4-6	91 1 S 0-1-6	30 1 S 0-1-6	243 1 S 0-1-6	84 1 S 0-1-6	85 1 S 0-1-6
3/RMT/2A 3 S 5-4-6	RBFM/2A 3 S 5-4-6	1RMSM/2A 2 S 3-2-6	138G/2A 3 S 4-3-6	2A 1 S 0-1-6	89 1 S 0-1-6	271 1 S 0-1-6	272 1 S 0-1-6	346 1 S 0-1-6	711 1 S 0-1-6
16 LW 1 S 0-1-6	265 1 S 0-1-6	275 1 S 0-1-6	326 1 S 0-1-6	352 1 S 0-1-6	353 1 S 0-1-6	709 1 S 0-1-6	716 1 S 0-1-6	363 1 S 0-1-6	77 1 S 0-1-6
3 FJ 1 S 0-1-6	5 FJ 1 S 0-1-6	266 1 S 0-1-6	277 1 S 0-1-6	343 1 S 0-1-6	276 1 S 0-1-6	331 1 S 0-1-6	KG 1 S 0-1-6	KG 1 S 0-1-6	KG 1 S 0-1-6

The Battle for Normandy Countersheet 3 of 9 (Back Side)

0912-3

8H/2 2-2-6	29SR/4A 3-2-6	4E/4A 2-2-6	A&SH/10/4A 3-2-8	A/10/4A 2-2-8	L&W/10/4A 2-2-8	LSR/4/4A 2-2-6	28/4/4A 3-3-6	22/4/4A 3-3-6	21/4/4A 3-3-6
7RCH/3 2-2-6	1E/1A 2-2-6	10MR/1A 3-2-6	9/3/1A 2-2-8	8/3/1A 2-2-8	1H/3/1A 2-2-8	10D/10C/1A 3-3-6	3/10/1A 3-3-6	2/10/1A 3-3-6	1/10/1A 3-3-6
7RE/7A 2-2-6	8KRH/7A 3-2-6	7Q/131/7A 2-2-6	6Q/131/7A 2-2-6	5Q/131/7A 2-2-6	1RB/22/7A 2-2-6	5RDG/22/7A 3-3-6	5RTR/22/7A 3-3-6	1RTR/22/7A 3-3-6	4CLY/22/7A 3-3-6
153/34 2-3-6	3RTR/29/11A 3-3-6	11RE/11A 2-2-6	3MR/159/11A 2-2-8	1HR/159/11A 2-2-8	4KS/159/11A 2-2-8	2NY/11A 3-2-6	8RB/29/11A 2-2-6	2FFY/29/11A 3-3-6	23H/29/11A 3-3-6
6RM/1SS 2-2-6	GRE/GA 2-2-6	2WG/GA 2-2-6	1WG/32G/GA 3-3-8	3IG/32G/GA 3-3-8	5CG/32G/GA 3-3-8	1GG/5G/GA 3-3-6	2IG/5G/GA 3-3-6	1CG/5G/GA 3-3-6	2GG/5G/GA 3-2-6
46RM/4SS 2-2-6	59/59 2-2-6	53/53 2-2-6	61/50 2-2-6	49/49 2-2-6	43/43 2-2-6	2DY/51 2-2-6	15/15 2-2-6	3/3 2-2-6	
4RM/1SS 2-2-6	85/5A 1-2-6	83/3A 1-2-6	86/6A 1-2-6	25/4A 1-2-6	82/2A 1-2-6				
41RM/4SS 2-2-6									
11A 0-1-6	53 0-1-6	7A 0-1-6	50 0-1-6	49 0-1-6	43 0-1-6	51 0-1-6	15 0-1-6	3 0-1-6	6 0-1-6
XII C 0-1-6	VIII C 0-1-6	XXX C 0-0-6	I C 0-0-6	GA 0-1-6	59 0-1-6	1A 0-1-6	4A 0-1-6	2 0-1-6	3 0-1-6
85 0-1-6	84 0-1-6	243 0-1-6	30 0-1-6	91 0-1-6	2/RMT/2A 2-2-6	1/RMT/2A 2-2-6	12RC/2A 3-3-6	12RCA/2A 3-3-6	501RCC/2A 3-3-6
711 0-1-6	346 0-1-6	272 0-1-6	271 0-1-6	89 0-1-6	2A 0-1-6	13BG/2A 2-2-6	1RMSM/2A 3-2-6	RBFM/2A 3-2-6	3/RMT/2A 2-2-6
77 0-1-6	363 0-1-6	716 0-1-6	709 0-1-6	353 0-1-6	352 0-1-6	326 0-1-6	275 0-1-6	265 0-1-6	16 LW 0-1-6
KG 0-1-6	KG 0-1-6	KG 0-1-6	331 0-1-6	276 0-1-6	343 0-1-6	277 0-1-6	266 0-1-6	5 FJ 0-1-6	3 FJ 0-1-6

44RTR/4 3-3-6	3COLY/4 3-3-6	RSG/4 3-3-6	12KR/8 3-3-6	NY/8 3-3-6	24L/8 3-3-6	4/7/8 3-3-6	SY/27 3-3-6	1ERY/27 3-3-6	13/18/27 3-3-6
144/31 2-3-6	9RTR/31 2-3-6	7RTR/31 2-3-6	3SG/6G 2-3-6	4CG/6G 2-3-6	4GG/6G 2-3-6	148/33 3-3-6	144/33 3-3-6	1NY/33 3-3-6	2KR/4 3-3-6
27SR/2 3-3-6	1C/3/6 2-3-6	48RM/4SS 2-2-6	47RM/4SS 2-2-6	8/3/6 2-3-6	6RE/6 1-2-6	12DR/6/6 2-3-6	147/34 2-3-6	107/34 2-3-6	
10FGH/2 3-3-6	6H/2 3-3-6	3RM/1SS 2-2-6	45RM/1SS 2-2-6	20&B/6/6 2-3-6	1RU/6/6 2-3-6	13/5/6 2-3-6	12/5/6 2-3-6	7/5/6 2-3-6	9/3/6 2-3-6
3RE/3 2-2-6	2RUR/9/3 2-2-6	1KOSB/9/3 2-2-6	2LR/9/3 2-2-6	2KSL/185/3 2-2-6	1RNR/185/3 2-2-6	2RWR/185/3 2-2-6	1SL/8/3 2-2-6	2EY/8/3 2-2-6	1SR/8/3 2-2-6
15RE/15 2-2-6	2AS/227/15 2-2-6	2GH/227/15 2-2-6	10HL/227/15 2-2-6	7SH/46/15 2-2-6	2GH/46/15 2-2-6	9C/46/15 2-2-6	7KSB/44/15 2-2-6	64SF/44/15 2-2-6	8RS/44/15 2-2-6
51RE/51 2-2-6	7AS/154/51 2-2-6	7BW/154/51 2-2-6	1BW/154/51 2-2-6	7GH/153/51 2-2-6	1GH/153/51 2-2-6	5BW/153/51 2-2-6	5QC/152/51 2-2-6	5SH/152/51 2-2-6	2SH/152/51 2-2-6
43RE/43 2-2-6	5DCL/214/43 2-2-6	1WR/214/43 2-2-6	7SL/214/43 2-2-6	5DR/130/43 2-2-6	4DR/130/43 2-2-6	7HR/130/43 2-2-6	5WR/129/43 2-2-6	4WR/129/43 2-2-6	4SL/129/43 2-2-6
49RE/49 2-2-6	7DW/147/49 2-2-6	6DW/147/49 2-2-6	11RS/147/49 2-2-6	HB/146/49 2-2-6	4KYL/146/49 2-2-6	4LR/146/49 2-2-6	1TS/70/49 2-2-6	11DL/70/49 2-2-6	10DL/70/49 2-2-6
50RE/50 2-2-6	1DR/231/50 2-2-6	1HR/231/50 2-2-6	2DR/231/50 2-2-6	9DL/151/50 2-2-6	8DL/151/50 2-2-6	6DL/151/50 2-2-6	7GH/69/50 2-2-6	6GH/69/50 2-2-6	5EY/69/50 2-2-6
53RE/53 2-2-6	6M/160/53 2-2-6	4M/160/53 2-2-6	2M/160/53 2-2-6	7RW/158/53 2-2-6	6RW/158/53 2-2-6	4RW/158/53 2-2-6	1HL/71/53 2-2-6	1CBL/71/53 2-2-6	1EL/71/53 2-2-6
59RE/59 2-2-6	2LF/197/59 2-2-6	1RW/197/59 2-2-6	5ELR/197/59 2-2-6	2/6SS/177/59 2-2-6	1/6SS/177/59 2-2-6	5SS/177/59 2-2-6	7NS/176/59 2-2-6	7SS/176/59 2-2-6	7RN/176/59 2-2-6
3E/3 2-2-6	NNSH/9/3 2-2-6	SDGH/9/3 2-2-6	HL/9/3 2-2-6	NS/8/3 2-2-6	LRC/8/3 2-2-6	QOR/8/3 2-2-6	1CS/7/3 2-2-6	RRR/7/3 2-2-6	RW/7/3 2-2-6
2E/2 2-2-6	SSR/6/2 2-2-6	QCH/6/2 2-2-6	LFMR/6/2 2-2-6	CH/5/2 2-2-6	LRM/5/2 2-2-6	BW/5/2 2-2-6	ESR/4/2 2-2-6	RHL/4/2 2-2-6	RR/4/2 2-2-6

The Battle for Normandy Countersheet 4 of 9 (Front Side)

0912-4

I/1057/91 ③ S	II/1057/91 ③ S	III/1057/91 ③ S	I/1058/91 ③ S	II/1058/91 ③ S	III/1058/91 ③ S	I/6FJ/91 ③ S	II/6FJ/91 ③ S	III/6FJ/91 ③ S	191Pio/91 ② S
4-4-6	4-4-6	3-4-6	4-4-6	4-4-6	3-4-6	5-5-6	5-6-6	4-6-6	2-2-6
513/30 ③ S	517/30 ③ S	518/30 ③ S	I/920/243 ③ S	II/920/243 ③ S	I/921/243 ③ S	II/921/243 ③ S	III/921/243 ③ S	I/922/243 ③ S	II/922/243 ③ S
4-4-7	3-4-7	3-3-7	3-4-6	3-4-6	4-4-7	3-4-7	3-4-7	3-4-7	3-4-7
III/922/243 ③ S	Pio/243 ② S	I/1051/84 ③ A1	II/1051/84 ③ A1	III/1051/84 ③ A1	I/1052/84 ③ A1	II/1052/84 ③ A1	III/1052/84 ③ A1	184Pio/84 ② A1	84Füs/84 ② A1
3-4-7	2-2-7	4-5-6	4-5-6	3-5-6	4-5-6	4-5-6	3-5-6	2-2-6	1-2-6
I/1053/85 ③ A9	II/1053/85 ③ A9	III/1053/85 ③ A9	I/1054/85 ③ A9	II/1054/85 ③ A9	III/1054/85 ③ A9	185Pio/85 ② A9	I/1055/89 ③ A4	II/1055/89 ③ A4	III/1055/89 ③ A4
4-5-6	4-5-6	3-5-6	4-5-6	4-5-6	3-5-6	2-2-6	4-5-8	4-5-8	3-5-8
I/1056/89 ③ A4	II/1056/89 ③ A4	III/1056/89 ③ A4	189Füs/89 ③ A4	I/977/271 ③ J13	II/977/271 ③ J13	I/978/271 ③ J13	II/978/271 ③ J13	I/979/271 ③ J13	II/979/271 ③ J13
4-5-8	4-5-8	3-5-8	2-3-6	4-5-6	4-5-6	4-5-6	4-5-6	4-5-6	4-5-6
Pio/271 ② J13	Füs/271 ② J13	I/980/272 ③ J10	II/980/272 ③ J10	I/981/272 ③ J10	II/981/272 ③ J10	I/982/272 ③ J10	II/982/272 ③ J10	Pio/272 ② J10	Füs/272 ② J10
3-2-6	3-2-6	4-5-6	4-5-6	4-5-6	4-5-6	4-5-6	4-5-6	3-2-6	3-2-6
630/857/346 ③ Ost 6	II/857/346 ③ 6	III/857/346 ③ 6	I/858/346 ③ 7	II/858/346 ③ 7	III/858/346 ③ 7	Füs/16LW ③ J1	I/31/16LW ③ J1	II/31/16LW ③ J1	I/32/16LW ③ J1
2-3-6	3-4-6	3-4-6	3-4-6	3-4-6	3-4-6	4-4-7	4-4-6	4-4-6	4-4-6
I/744/711 ③ *	II/744/711 ③ *	III/744/711 ③ *	Pio/711 ② *	781/731/711 ③ Ost *	Füs/346 ② S	Pio/16LW ② J1	II/32/16LW ③ J1	I/46/16LW ③ J1	II/46/16LW ③ J1
3-4-6	3-4-6	3-4-6	2-2-6	2-3-6	2-2-7	3-2-6	4-4-6	4-4-6	4-4-6
II/731/711 ③ *	III/731/711 ③ *	III/894/265 ③ 7	I/895/265 ③ 7	Pio/265 ② 7	I/983/275 ③ J15	II/983/275 ③ J15	I/984/275 ③ 9	II/984/275 ③ 9	I/985/275 ③ J15
3-4-6	3-4-6	3-4-6	3-4-6	2-2-6	3-3-6	3-3-6	3-4-6	3-4-6	3-4-6
II/985/275 ③ J15	Pio/275 ② 9	Füs/275 ② 9	II/751/326 ③ J19	III/751/326 ③ J19	I/752/326 ③ J19	II/752/326 ③ J19	III/752/326 ③ J19	II/753/326 ③ J19	III/753/326 ③ J19
3-4-6	3-2-6	2-3-8	4-4-6	4-4-6	4-4-6	4-4-6	4-4-6	4-4-6	4-4-6
Pio/326 ② J19	Füs/326 ③ J19	I/914/352 ③ S	II/914/352 ③ S	I/915/352 ③ S	II/915/352 ③ S	I/916/352 ③ S	II/916/352 ③ S	Pio/352 ② S	Füs/352 ③ S
3-2-6	4-3-8	4-5-6	4-5-6	4-5-6	4-5-6	4-5-6	4-5-6	3-2-6	4-4-7
I/941/353 ③ 13	II/941/353 ③ 17	I/942/353 ③ 17	II/942/353 ③ 17	I/943/353 ③ 17	II/943/353 ③ 17	Pio/353 ② 17	Füs/353 ② 13	I/729/709 ③ S	II/729/709 ③ S
4-4-6	4-4-6	4-4-6	4-4-6	4-4-7	4-4-7	3-2-7	4-5-7	3-4-7	3-4-7
III/729/709 ③ S	649/729/709 ③ Ost S	561/739/709 ③ Ost S	II/739/709 ③ S	III/739/709 ③ S	795/739/709 ③ Ost S	I/919/709 ③ S	II/919/709 ③ S	III/919/709 ③ S	Pio/709 ② S
3-4-7	2-3-6	3-3-6	3-4-7	3-4-7	2-3-6	4-4-7	4-4-7	4-4-7	3-2-6
441/716 ③ Ost S	I/726/716 ③ S	II/726/716 ③ S	III/726/716 ③ S	439/726/716 ③ Ost S	I/736/716 ③ S	II/736/716 ③ S	III/736/716 ③ S	642/736/716 ③ Ost S	Pio/716 ② S
3-3-6	3-4-6	3-4-6	3-4-6	2-3-6	3-4-6	3-4-6	3-4-6	2-3-6	2-2-6

I/957/363 ③ J24	II/957/363 ③ J24	I/958/363 ③ J24	II/958/363 ③ J24	I/959/363 ③ J24	II/959/363 ③ J24	Pio/363 ② J24	Füs/363 ③ J24	I/1049/77 ③ 8	II/1049/77 ③ 8
4-4-6	4-4-6	4-4-6	4-4-6	4-4-7	4-4-7	3-2-7	4-3-7	3-3-6	3-3-6
III/1049/77 ③ 8	I/1050/77 ③ 17	II/1050/77 ③ 8	III/1050/77 ③ 8	177Pio/77 ② 8	I/897/266 ③ 20	II/897/266 ③ 20	I/898/277 ③ J11	II/898/277 ③ J11	I/990/277 ③ J11
3-3-6	3-3-6	3-3-6	3-3-6	2-2-6	3-4-6	3-4-6	4-4-6	3-4-6	3-4-6
I/5/3FJ ③ 9	II/5/3FJ ③ 10	III/5/3FJ ③ 9	I/8/3FJ ③ 9	II/8/3FJ ③ 10	III/8/3FJ ③ 10	I/9/3FJ ③ 9	II/9/3FJ ③ 10	III/9/3FJ ③ 10	Pio/3FJ ② 10
4-6-8	4-6-6	4-6-6	4-6-8	4-6-6	4-6-6	4-6-8	4-6-6	4-6-6	3-4-8
13.schw/3FJ ② 10	15.Pio/3FJ ② 10	I/13/5FJ ③ J13	II/13/5FJ ③ J13	III/13/5FJ ③ J13	I/14/5FJ ③ J13	II/14/5FJ ③ J13	III/14/5FJ ③ J13	I/15/5FJ ③ 23	FJ Trng Bn ③ S
3-2-6	4-2-6	3-4-6	3-4-6	3-4-6	3-3-6	3-3-6	3-3-6	3-4-6	2-3-6
Pio/5FJ ② J2	5MG/5FJ ② J2	PzAufk/116Pz ③ J24	III/898/343 ③ 10	Pio/343 ① 10	II/990/277 ③ J11	I/991/277 ③ J11	II/991/277 ③ J11	Pio/277 ② J11	Füs/277 ③ J11
2-2-6	4-2-6	4-5-6	4-4-6	1-1-6	4-4-6	4-4-6	4-4-6	3-2-6	3-3-6
II/15/5FJ ③ 23	III/15/5FJ ③ 24	I/986/276 ③ J5	II/986/276 ③ J5	I/987/276 ③ J5	II/987/276 ③ J5	I/988/276 ③ J5	II/988/276 ③ J5	Pio/276 ② J5	Füs/276 ③ J5
3-4-6	3-4-6	4-4-6	4-4-6	4-4-6	4-4-6	4-4-6	4-4-6	3-2-6	4-3-7
I/557/331 ③ A10	II/557/331 ③ A10	I/558/331 ③ A10	II/558/331 ③ A10	I/559/331 ③ A10	II/559/331 ③ A10	Pio/331 ② A10	Füs/331 ③ A10	VT OST/77 ② Ost 18	Pio/346 ② 8
4-4-6	4-4-6	4-4-6	4-4-6	4-4-6	4-4-6	3-3-6	4-3-6	2-3-6	3-2-6
I/33/9Pz ③ A2	II/33/9Pz ③ A6	I/10/9Pz ③ A2	II/10/9Pz ③ A2	I/11/9Pz ③ A2	II/11/9Pz ③ A2	PzAufk/9Pz ③ A2	86Pio/9Pz ② A2	I/24/116Pz ③ J24	II/16/116Pz ③ J24
7-6-6	8-7-6	6-7-6	5-6-6	5-5-8	5-5-8	6-5-6	4-4-6	8-7-6	7-6-6
StuG/17ss ③ 8	I/37/17ss ③ 8	II/37/17ss ③ 7	III/37/17ss ③ 7	I/38/17ss ③ 8	II/38/17ss ③ 8	I/22/21Pz ③ S	I/60/116Pz ③ J24	II/60/116Pz ③ J24	I/156/116Pz ③ J24
6-5-6	5-5-8	5-5-8	5-5-6	5-5-8	7-6-6	6-7-6	5-6-8	5-5-8	5-5-8
III/38/17ss ③ 8	PzAufk/17ss ③ 7	PzPio/17ss ② 29	II/38/17ss ③ 8	II/22/21Pz ③ S	I/125/21Pz ③ S	II/125/21Pz ③ S	I/192/21Pz ③ S	II/192/21Pz ③ S	PzAufk/21Pz ③ 6
5-5-6	4-5-6	4-3-6	5-5-8	5-6-6	6-7-6	5-7-8	6-7-6	5-6-8	4-5-6
220Pio/21Pz ③ S	I/3/2Pz ③ 15	II/3/2Pz ③ 13	I/2/2Pz ③ 11	II/2/2Pz ③ 11	I/304/2Pz ③ 11	II/304/2Pz ③ 11	38Pio/2Pz ③ 11	II/130/Lehr ③ 8	I/130/Lehr ③ 7
4-5-6	9-7-6	7-6-6	6-7-6	5-6-8	6-7-6	5-6-8	4-4-6	8-7-6	10-7-6
PzAufk/2Pz ③ 9	I/901/Lehr ③ 7	II/901/Lehr ③ 7	I/902/Lehr ③ 7	II/902/Lehr ③ 7	130Aufk/Lehr ③ 7	PzK316/Lehr ③ 7	130Pio/Lehr ③ 7	675Pio/116Pz ③ J24	PzJg/30 ③ S
4-5-6	7-8-6	7-8-6	7-8-6	7-8-6	5-6-6	3-3-6	5-6-6	4-3-6	1-2-6
I/25/12ss ③ 7	II/25/12ss ③ 7	III/25/12ss ③ 7	I/26/12ss ③ 7	II/26/12ss ③ 7	III/26/12ss ③ 7	PzAufk/12ss ② 6	PzPio/12ss ② 7	I/12/12ss ③ 7	II/12/12ss ③ 7
5-5-8	5-5-8	5-5-8	5-6-8	5-6-8	6-7-6	4-5-6	4-4-6	8-7-6	7-6-6
I/1/1ss ③ 25	II/1/1ss ③ 25	III/1/1ss ③ 25	I/2/1ss ③ J4	II/2/1ss ③ J4	III/2/1ss ③ J4	PzAufk/1ss ② 7	PzPio/1ss ② 7	I/1/1ss ③ J4	II/1/1ss ③ J4
5-5-8	5-5-8	5-5-8	5-6-8	5-6-8	6-7-6	4-5-6	6-5-6	7-6-6	8-7-6

The Battle for Normandy Countersheet 4 of 9 (Back Side)











































































































































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








































































































































I/1049/77 ③	I/1049/77 ③	Füs/363 ③	Pio/363 ②	I/959/363 ③	I/959/363 ③	I/958/363 ③	I/958/363 ③	I/957/363 ③	I/957/363 ③
2-2-6	2-2-6	2-2-7	2-1-7	2-3-7	2-3-7	2-3-6	2-3-6	2-3-6	2-3-6
I/990/277 ③	I/989/277 ③	I/989/277 ③	I/897/266 ③	I/897/266 ③	177Pio/77 ②	III/1050/77 ③	II/1050/77 ③	I/1050/77 ③	III/1049/77 ③
2-2-6	2-2-6	2-3-6	2-2-6	2-2-6	1-1-6	2-2-6	2-2-6	2-2-6	2-2-6
Pio/3FJ ②	II/9/3FJ ③	I/9/3FJ ③	I/9/3FJ ③	II/8/3FJ ③	II/8/3FJ ③	I/8/3FJ ③	II/5/3FJ ③	II/5/3FJ ③	I/5/3FJ ③
2-3-8	2-3-6	2-3-6	2-4-8	2-3-6	2-3-6	2-4-8	2-3-6	2-3-6	2-3-8
FJ Trng Bn ③	I/15/5FJ ③	III/14/5FJ ③	II/14/5FJ ③	I/14/5FJ ③	III/13/5FJ ③	II/13/5FJ ③	I/13/5FJ ③	15.Pio/3FJ ②	13.schw/3FJ ②
1-2-6	2-2-6	1-2-6	1-2-6	1-2-6	2-2-6	2-2-6	2-2-6	2-1-6	2-1-6
Füs/277 ③	Pio/277 ②	II/991/277 ③	I/991/277 ③	II/990/277 ③	III/898/343 ③	PzAufk/116Pz ③	5MG/5FJ ②	Pio/5FJ ②	
1-2-6	2-1-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-1-6	1-1-6	
Füs/276 ③	Pio/276 ②	II/988/276 ③	I/988/276 ③	II/987/276 ③	I/987/276 ③	II/986/276 ③	I/986/276 ③	III/15/5FJ ③	II/15/5FJ ③
2-2-7	2-1-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-2-6	2-2-6
Pio/346 ②	VT OST/77 ②	Füs/331 ③	Pio/331 ②	II/559/331 ③	I/559/331 ③	II/558/331 ③	I/558/331 ③	II/557/331 ③	I/557/331 ③
2-1-6	1-2-6	2-2-6	1-2-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6
II/16/116Pz ③	I/24/116Pz ③	86Pio/9Pz ②	PzAufk/9Pz ③	II/11/9Pz ③	I/11/9Pz ③	II/10/9Pz ③	I/10/9Pz ③	II/33/9Pz ③	I/33/9Pz ③
4-3-6	4-4-6	2-3-6	3-3-6	3-3-8	3-3-8	3-3-6	3-4-6	4-4-6	4-3-6
II/156/116Pz ③	I/156/116Pz ③	II/60/116Pz ③	I/60/116Pz ③	I/22/21Pz ③	I/38/17ss ③	III/37/17ss ③	II/37/17ss ③	I/37/17ss ③	StuG/17ss ③
3-3-8	3-3-8	3-3-8	3-4-6	4-3-6	3-3-8	3-3-6	3-3-8	3-3-8	3-3-6
PzAufk/21Pz ③	II/192/21Pz ③	I/192/21Pz ③	II/125/21Pz ③	I/125/21Pz ③	II/22/21Pz ③	II/38/17ss ③	PzPio/17ss ②	PzAufk/17ss ③	III/38/17ss ③
2-3-6	3-3-8	3-4-6	3-3-8	3-4-6	3-3-6	3-3-8	2-2-6	2-3-6	3-3-6
I/130/Lehr ③	II/130/Lehr ③	38Pio/2Pz ③	II/304/2Pz ③	I/304/2Pz ③	II/2/2Pz ③	I/2/2Pz ③	II/3/2Pz ③	I/3/2Pz ③	220Pio/21Pz ③
5-4-6	4-4-6	2-3-6	3-3-8	3-4-6	3-3-8	3-4-6	4-3-6	5-4-6	2-3-6
675Pio/116Pz ②	130Pio/Lehr ③	PzK316/Lehr ③	130Aufk/Lehr ③	II/902/Lehr ③	I/902/Lehr ③	II/901/Lehr ③	I/901/Lehr ③	PzAufk/2Pz ③	
2-2-6	3-3-6	2-2-6	3-3-6	3-4-6	3-4-6	3-4-6	3-4-6	2-3-6	
II/12/12ss ③	I/12/12ss ③	PzPio/12ss ②	PzAufk/12ss ②	III/26/12ss ③	II/26/12ss ③	I/26/12ss ③	III/25/12ss ③	II/25/12ss ③	I/25/12ss ③
4-3-6	4-4-6	2-3-6	2-3-6	3-4-6	3-3-8	3-3-8	3-3-8	3-3-8	3-3-8
I/1/1ss ③	II/1/1ss ③	PzPio/1ss ②	PzAufk/1ss ②	III/2/1ss ③	II/2/1ss ③	I/2/1ss ③	III/1/1ss ③	II/1/1ss ③	I/1/1ss ③
4-4-6	4-3-6	3-3-6	2-3-6	3-4-6	3-3-8	3-3-8	3-3-8	3-3-8	3-3-8

191Pio/91 ②	III/6FJ/91 ③	II/6FJ/91 ③	I/6FJ/91 ③	III/1058/91 ③	II/1058/91 ③	I/1058/91 ③	III/1057/91 ③	II/1057/91 ③	I/1057/91 ③
1-1-6	2-3-6	3-3-6	3-3-6	2-2-6	2-4-6	2-3-6	2-2-6	2-3-6	2-3-6
II/922/243 ③	I/922/243 ③	III/921/243 ③	II/921/243 ③	I/921/243 ③	II/920/243 ③	I/920/243 ③	518/30 ③	517/30 ③	513/30 ③
1-3-7	2-2-7	1-3-7	2-2-7	1-3-7	2-2-6	2-2-6	2-2-7	2-2-7	2-2-7
		III/1052/84 ③	II/1052/84 ③	I/1052/84 ③	III/1051/84 ③	II/1051/84 ③	I/1051/84 ③	Pio/243 ②	III/922/243 ③
		2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	1-1-7	1-3-7
III/1055/89 ③	II/1055/89 ③	I/1055/89 ③	185Pio/85 ②	III/1054/85 ③	II/1054/85 ③	I/1054/85 ③	III/1053/85 ③	II/1053/85 ③	I/1053/85 ③
1-3-8	2-3-8	2-3-8	1-1-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6
II/979/271 ③	I/979/271 ③	II/978/271 ③	I/978/271 ③	II/977/271 ③	I/977/271 ③	189Füs/89 ③	III/1056/89 ③	II/1056/89 ③	I/1056/89 ③
2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	1-2-6	2-5-8	2-3-8	2-3-8
Füs/272 ②	Pio/272 ②	II/982/272 ③	I/982/272 ③	II/981/272 ③	I/981/272 ③	II/980/272 ③	I/980/272 ③	Füs/271 ②	Pio/271 ②
2-1-6	2-1-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-1-6	2-1-6
I/32/16LW ③	II/31/16LW ③	I/31/16LW ③	Füs/16LW ③	III/858/346 ③	II/858/346 ③	I/858/346 ③	III/857/346 ③	II/857/346 ③	630/857/346 ③
2-3-6	2-3-6	2-3-6	2-3-7	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	1-2-6
II/46/16LW ③	I/46/16LW ③	II/32/16LW ③	Pio/16LW ②	Füs/346 ②	781/731/711 ③	Pio/711 ②	III/744/711 ③	II/744/711 ③	I/744/711 ③
2-3-6	2-3-6	2-3-6	2-1-6	1-1-7	1-2-6	1-1-6	2-2-6	2-2-6	2-2-6
I/985/275 ③	II/984/275 ③	I/984/275 ③	II/983/275 ③	I/983/275 ③	Pio/265 ②	II/895/265 ③	III/894/265 ③	III/731/711 ③	II/731/711 ③
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	1-1-6	2-2-6	2-2-6	2-2-6	2-2-6
III/753/326 ③	II/753/326 ③	III/752/326 ③	II/752/326 ③	I/752/326 ③	III/751/326 ③	II/751/326 ③	Füs/275 ②	Pio/275 ②	II/985/275 ③
2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	1-2-8	2-1-6	2-2-6
Füs/352 ③	Pio/352 ②	II/916/352 ③	I/916/352 ③	II/915/352 ③	I/915/352 ③	II/914/352 ③	I/914/352 ③	Füs/326 ③	Pio/326 ②
2-2-7	2-1-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-3-6	2-2-8	2-1-6
II/729/709 ③	I/729/709 ③	Füs/353 ②	Pio/353 ②	II/943/353 ③	I/943/353 ③	II/942/353 ③	I/942/353 ③	II/941/353 ③	I/941/353 ③
2-2-7	2-2-7	2-3-7	2-1-7	2-2-7	2-2-7	2-3-6	2-3-6	2-3-6	2-3-6
Pio/709 ②	III/919/709 ③	II/919/709 ③	I/919/709 ③	795/739/709 ③	III/739/709 ③	II/739/709 ③	561/739/709 ③	649/729/709 ③	III/729/709 ③
2-1-6	2-3-7	2-3-7	2-3-7	1-2-6	2-2-7	2-2-7	2-2-6	1-2-6	2-2-7
Pio/716 ②	642/736/716 ③	III/736/716 ③	II/736/716 ③	I/736/716 ③	439/726/716 ③	III/726/716 ③	II/726/716 ③	I/726/716 ③	441/716 ③
1-1-6	1-2-6	2-2-6	2-2-6	2-2-6	1-2-6	2-2-6	2-2-6	2-2-6	2-2-6

The Battle for Normandy Countersheet 5 of 9 (Front Side)

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 8-7-6	 7-6-6	 5-5-8	 5-5-8	 5-5-8	 5-6-8	 5-6-8	 6-7-6	 4-5-6	 4-4-6
 8-7-6	 6-6-6	 4-4-8	 4-4-8	 4-5-8	 5-6-8	 5-6-8	 6-6-6	 4-5-6	 3-4-6
 5-6-6	 4-5-8	 4-4-8	 4-4-8	 5-5-8		 [4]-8	 [8]-8	 [3]-6	 [4]-6
 5-5-8	 5-6-6	 4-5-6	 4-4-6	 [6]-6	 [4]-8	 0-1-6	 [4]-8	 [3]-6	 [4]-8
 [2]-8	 [6]-6	 [6]-6	 [6]-6	 [6]-6	 [10]-6	 [8]-6	 [6]-6	 [6]-6	 [6]-6
 [6]-6	 [6]-6	 [8]-6	 [6]-6	 [6]-6	 [8]-6	 [3]-8	 [4]-8	 [4]-8	 [4]-6
 [4]-8	 [4]-6	 [6]-6	 [6]-6	 [8]-6	 [6]-6	 [8]-6	 [10]-6	 [3]-6	 [3]-6
 [3]-6	 3-2-6	 2-3-6	 [4]-8	 [2]-8	 [2]-8	 [3]-8	 4-3-6	 2-2-8	 1-3-8
 [2]-6	 [3]-6	 2-4-6	 2-2-6	 1-3-6	 [2]-6	 [3]-6	 2-4-6	 2-2-6	 1-3-6
 [2]-6	 [3]-6	 2-4-6	 2-2-6	 1-3-6	 [3]-8	 [3]-8	 [3]-8	 [4]-8	 1-3-6
 3-2-6	 [3]-8	 [3]-8	 [3]-8	 [4]-6	 [2]-6	 [3]-6	 [2]-8	 [2]-8	 [3]-6
 2-3-6	 4-2-6	 1-3-6	 [3]-6	 [2]-6	 [4]-6	 [2]-6		 1-2-6	 1-3-8
 2-2-6	 [3]-6	 [3]-6	 [3]-6	 [3]-6	 3-2-6	 2-3-6	 [3]-6	 [3]-6	 [3]-6
 3-4-6	 3-2-6	 2-3-6	 [3]-6	 [3]-6	 [3]-6	 [4]-6	 4-3-6	 3-2-6	 2-2-6

 [3]-6	 [3]-6	 [4]-6	 3-2-6	 2-3-6	 3-4-6	 [3]-6	 [4]-6	 [2]-6	 2-3-8
 3-3-8	 [3]-6	 [3]-6	 [4]-6	 3-4-6	 2-4-6	 [3]-6	 [3]-6	 [4]-6	 [3]-6
 3-2-6	 2-5-6	 [2]-6	 [2]-6	 2-4-8	 2-3-6	 2-2-6	 [4]-6	 [3]-8	 [3]-6
 [3]-6	 3-2-6	 2-3-6	 3-1-6	 3-1-6	 4-3-6	 4-5-6	 2-4-6	 [1]-6	 [3]-6
 [3]-6	 [4]-6	 2-3-6	 [3]-6	 [3]-6	 [3]-6	 [4]-6	 3-2-8	 1-3-8	 3-4-6
 0-1-6	 0-1-6	 [3]-8	 [3]-6	 [4]-8	 [3]-6	 [3]-6	 [3]-8	 [3]-6	 [4]-6
 [4]-6	 [4]-6	 [3]-6	 [4]-6	 [3]-8	 [3]-6	 [3]-6	 [4]-6	 6-3-6	 3-5-8
 4-3-6	 3-1-6	 2-2-6	 5-3-6	 3-1-6	 2-2-6	 4-2-6	 2-4-6	 3-2-6	 2-2-6
 [4]-6	 [3]-8	 [3]-8	 [3]-6	 [3]-8	 [3]-8		 [3]-6	 2-3-8	 [3]-6
 [4]-8	 [6]-6	 [4]-6	 [3]-8	 [3]-8	 [3]-8	 [4]-6		 1-2-6	 4-3-8
 [3]-6	 [3]-6	 [3]-8	 [3]-6	 [3]-8	 [4]-8	 5-3-6	 2-4-6	 [1]-3-8	 3-2-6
 2-2-6	 3-5-6	 3-1-6	 [1]-3-8	 2-2-6	 3-2-6	 5-3-6	 2-4-8	 3-1-6	 [1]-3-8
 3-2-6	 4-3-6	 2-5-8	 3-1-6	 [1]-3-8	 2-1-8	 3-2-6	 4-3-6	 2-5-8	 3-1-6
 [1]-3-8	 2-2-6	 2-5-8	 3-1-6	 [1]-3-8	 2-2-6	 3-2-6	 2-5-8		 [4]-8

The Battle for Normandy Countersheet 5 of 9 (Back Side)

0912-5

PzJg/709 2 75 1-2-8	III/1709/709 1 76 MOVED	II/1709/709 2 155 MOVED	I/1709/709 1 105 MOVED	PzJg/353 2 75 2-2-6	14.PaK/353 2 75 1-2-6	13.schw/353 2 75 2-1-6	IV/353 2 150 MOVED	II/353 1 105 MOVED	I/353 1 105 MOVED
IV/363 1 120 MOVED	III/363 2 150 MOVED	II/363 1 105 MOVED	I/363 1 105 MOVED	14.PaK/716 2 75 1-2-6	PzJg/716 2 75 2-2-6	III/1716/716 2 155 MOVED	II/1716/716 1 100 MOVED	I/1716/716 1 100 MOVED	14.PaK/709 2 75 2-2-8
II/277 1 105 MOVED	I/277 1 105 MOVED	I/266 2 155 MOVED	13.schw/77 1 75 1-1-6	177PzJg/77 2 75 1-2-6	II/177/77 2 88 1-2-8	II/177/77 1 105 MOVED	I/177/77 1 105 MOVED	14.PaK/363 2 75 1-3-6	13.schw/363 2 105 2-2-6
I/276 1 105 MOVED	7.1/343 1 76 MOVED	305Flak/21Pz 2 155 1-2-6	200PzJg/21Pz 2 155 2-3-6	200StuG/21Pz 2 155 2-2-6	9.sIG/21Pz 2 75 2-1-6	9.sIG/2Pz 2 75 2-1-6	14.PaK/277 2 75 1-2-6	13.schw/277 2 122 2-1-6	III/277 2 150 MOVED
PzJg/331 2 75 2-2-6	14.PaK/331 2 75 1-2-8	13.schw/331 2 75 2-1-8	IV/331 2 155 MOVED	III/331 2 105 MOVED	II/331 2 105 MOVED	I/331 2 105 MOVED	14.PaK/276 2 75 1-2-6	III/276 2 150 MOVED	II/276 2 105 MOVED
III/155/21Pz 2 122 MOVED	II/155/21Pz 1 105 MOVED	I/155/21Pz 1 122 MOVED	III/353 2 105 MOVED	I/146/116 2 105 MOVED	III/102/9Pz 2 150 MOVED	II/102/9Pz 1 105 MOVED	I/102/9Pz 1 105 MOVED	KG 1 HQ 0-1-6	KG 1 HQ 0-1-6
311Flak/Lehr 3 150 2-3-8	130PzJg/Lehr 3 150 3-2-6	III/130/Lehr 2 152 MOVED	II/130/Lehr 1 105 MOVED	I/130/Lehr 1 105 MOVED	III/74/2Pz 2 105 MOVED	II/74/2Pz 2 105 MOVED	I/74/2Pz 1 105 MOVED	10.W/21Pz 1 105 MOVED	IV/155/21Pz 1 105 MOVED
11.Pio/Lehr 2 105 1-1-6	10.sIG/Lehr 2 105 2-1-6	273Flak/2Pz 2 105 1-2-6	38PzJg/2Pz 2 105 2-1-6	10.Pio/2Pz 2 105 1-1-6	9.sIG/116Pz 2 105 2-1-6	228PzJg/116Pz 3 105 3-2-6	10.Pio/9Pz 2 105 1-1-6	9.sIG/9Pz 2 105 2-1-6	50PzJg/9Pz 3 105 2-2-6
I/5FJ 1 105 MOVED	14.PaK/3FJ 2 105 1-2-8	I/3FJ 1 105 MOVED	III/17ss 1 105 MOVED	II/9ss 1 105 MOVED	I/9ss 1 105 MOVED	III/2ss 1 105 MOVED	II/2ss 1 105 MOVED	I/2ss 1 105 MOVED	
PzJag/3FJ 3 75 2-2-8			II/17ss 2 105 MOVED	I/17ss 1 105 MOVED	III/1ss 1 105 MOVED	II/1ss 1 105 MOVED	I/1ss 1 105 MOVED	IV/12ss 2 150 MOVED	III/12ss 2 150 MOVED
15.AufK/17ss 2 105 2-1-6	14.Flak/17ss 2 20 1-2-8	13.sIG/17ss 2 105 1-2-6	PzJg/17ss 2 105 3-2-6	III/10ss 2 150 MOVED	II/10ss 1 105 MOVED	I/10ss 1 105 MOVED	III/9ss 1 105 MOVED	II/12ss 1 105 MOVED	I/12ss 1 105 MOVED
14.Flak/1ss 2 20 1-2-8	13.sIG/1ss 2 88 2-1-6	Flak/12ss 3 88 1-2-8	PzJg/12ss 3 88 3-2-6	16.Pio/12ss 2 105 2-1-6	15.AufK/12ss 2 105 1-1-6	14.Flak/12ss 2 20 1-2-8	13.sIG/12ss 2 105 2-1-6	Flak/17ss 2 88 2-3-6	16.Pio/17ss 2 105 1-1-6
13.sIG/9ss 2 88 2-1-6	Flak/2ss 3 88 1-3-8	PzJg/2ss 2 88 2-2-6	16.Pio/2ss 2 88 2-1-6	15.KrSch/2ss 2 88 1-1-8	14.Flak/2ss 2 20 1-2-8	13.sIG/2ss 2 88 2-1-6	Flak/1ss 3 88 1-3-8	PzJg/1ss 2 88 2-2-6	15.Pio/1ss 2 88 2-1-6
IV/2ss 2 150 MOVED	Flak/10ss 3 88 1-3-8	16.Pio/10ss 2 88 2-1-6	15.AufK/10ss 2 88 1-1-6	14.Flak/10ss 2 20 1-2-8	13.sIG/10ss 2 88 2-1-6	Flak/9ss 3 88 1-3-8	16.Pio/9ss 2 88 1-1-6	14.Flak/9ss 2 20 1-2-8	



























































































































































PzPio/2ss 3 75 2-2-6	PzAufK/2ss 3 75 2-3-6	III/4/2ss 3 75 3-4-6	II/4/2ss 3 75 3-3-8	I/4/2ss 3 75 3-3-8	III/3/2ss 3 75 3-3-8	II/3/2ss 3 75 3-3-8	I/3/2ss 3 75 3-3-8	II/2/2ss 3 75 4-3-6	I/2/2ss 3 75 4-4-6
PzPio/9ss 3 75 1-2-6	PzAufK/9ss 3 75 2-3-6	III/20/9ss 3 75 3-3-6	II/20/9ss 3 75 3-3-8	I/20/9ss 3 75 3-3-8	III/19/9ss 3 75 2-3-8	II/19/9ss 3 75 2-3-8	I/19/9ss 3 75 2-3-8	II/9/9ss 3 75 3-3-6	I/9/9ss 3 75 4-4-6
Abt 1198 2 149 MOVED	Abt 989 1 122 MOVED	Abt 628 2 210 MOVED	Abt 457 2 152 MOVED		III/21/10ss 3 75 3-3-8	II/22/10ss 3 75 2-2-8	II/22/10ss 3 75 2-2-8	I/22/10ss 3 75 2-2-8	II/10/10ss 3 75 3-3-6
Abt 763 2 170 MOVED	Abt 555 1 122 MOVED	Abt 456 2 152 MOVED	KG 1 HQ 0-1-6	SS Abt 101 3 170 MOVED	SS Abt 102 2 150 MOVED	PzPio/10ss 3 75 2-2-6	PzAufK/10ss 3 75 2-3-6	I/21/10ss 3 75 3-3-6	II/21/10ss 3 75 3-3-8
103/W/101 2 150 MOVED	102/W/101 2 150 MOVED	101/W/101 2 150 MOVED	III/83/W7 3 210 MOVED	III/84/W7 3 300 MOVED	II/84/W7 2 150 MOVED	I/84/W7 2 150 MOVED	II/83/W7 2 150 MOVED	I/83/W7 2 150 MOVED	Batt 625 1 170 MOVED
Abt 1193 2 149 MOVED	Abt 460 2 152 MOVED	Abt 1192 2 149 MOVED	Abt 1151 1 122 MOVED	III/54/W9 3 150 MOVED	II/54/W9 2 150 MOVED	I/54/W9 2 150 MOVED	III/14/W9 2 150 MOVED	II/14/W9 2 150 MOVED	I/14/W9 2 150 MOVED
II/191/91 1 105 MOVED	I/191/91 1 105 MOVED	III/2/W8 3 300 MOVED	II/2/W8 2 210 MOVED	I/2/W8 2 150 MOVED	III/1/W8 3 150 MOVED	II/1/W8 2 150 MOVED	I/1/W8 2 150 MOVED	Abt 992 2 152 MOVED	Suippes 2 150 MOVED
14.PaK/243 2 76 1-2-8	13.schw/243 2 75 1-1-8	PzJg/243 2 75 2-2-6	III/243 1 122 MOVED	II/243 1 76 MOVED	I/243 1 76 MOVED	191/91 2 88 1-2-8	14.PaK/91 2 75 1-2-6	13.schw/91 2 75 2-1-6	III/191/91 1 105 MOVED
14.PaK/85 2 75 1-2-6	13.schw/85 2 75 1-1-6	III/185/85 2 88 1-2-6	II/185/85 2 150 MOVED	I/185/85 2 105 MOVED	14.PaK/84 2 76 1-2-6	13.schw/84 2 75 1-1-6	III/184/84 2 88 1-2-6	II/184/84 2 150 MOVED	I/184/84 2 105 MOVED
14.PaK/271 2 75 1-2-6	IV/271 2 150 MOVED	III/271 1 105 MOVED	II/271 1 105 MOVED	I/271 1 105 MOVED	PzJg/89 2 76 1-2-6	13.schw/89 2 75 1-1-6	III/189/89 2 88 1-2-6	II/189/89 2 150 MOVED	I/189/89 1 105 MOVED
III/16LW 1 122 MOVED	II/16LW 1 76 MOVED	I/16LW 1 76 MOVED	II/346 1 105 MOVED	I/346 1 76 MOVED	IV/272 2 150 MOVED	III/272 1 105 MOVED	II/272 1 105 MOVED	I/272 1 105 MOVED	13.schw/271 2 75 2-1-6
PzJg/16LW 2 75 1-2-8	14.PaK/16LW 2 75 1-1-6		I/265 1 76 MOVED	II/1711/711 1 155 MOVED	I/1711/711 1 76 MOVED	III/346 1 122 MOVED	14.PzJg/346 2 75 1-1-6	13.schw/346 2 88 2-1-6	PzJg/346 2 88 1-2-6
III/326 1 122 MOVED	II/326 1 105 MOVED	I/326 1 122 MOVED	14.PaK/275 2 75 2-1-6	13.schw/275 2 75 2-1-6	IV/275 2 150 MOVED	III/275 1 105 MOVED	II/275 1 105 MOVED	I/275 1 105 MOVED	13.&14/265 2 75 1-1-6
14.PaK/352 2 75 2-1-6	13.schw/352 2 75 2-1-6	PzJg/352 3 75 2-2-6	IV/352 2 150 MOVED	III/352 1 105 MOVED	II/352 1 105 MOVED	I/352 1 105 MOVED	14.PaK/326 2 75 1-2-6	13.schw/326 2 75 2-1-6	PzJg/326 2 75 2-2-6

The Battle for Normandy Countersheet 6 of 9 (Front Side)

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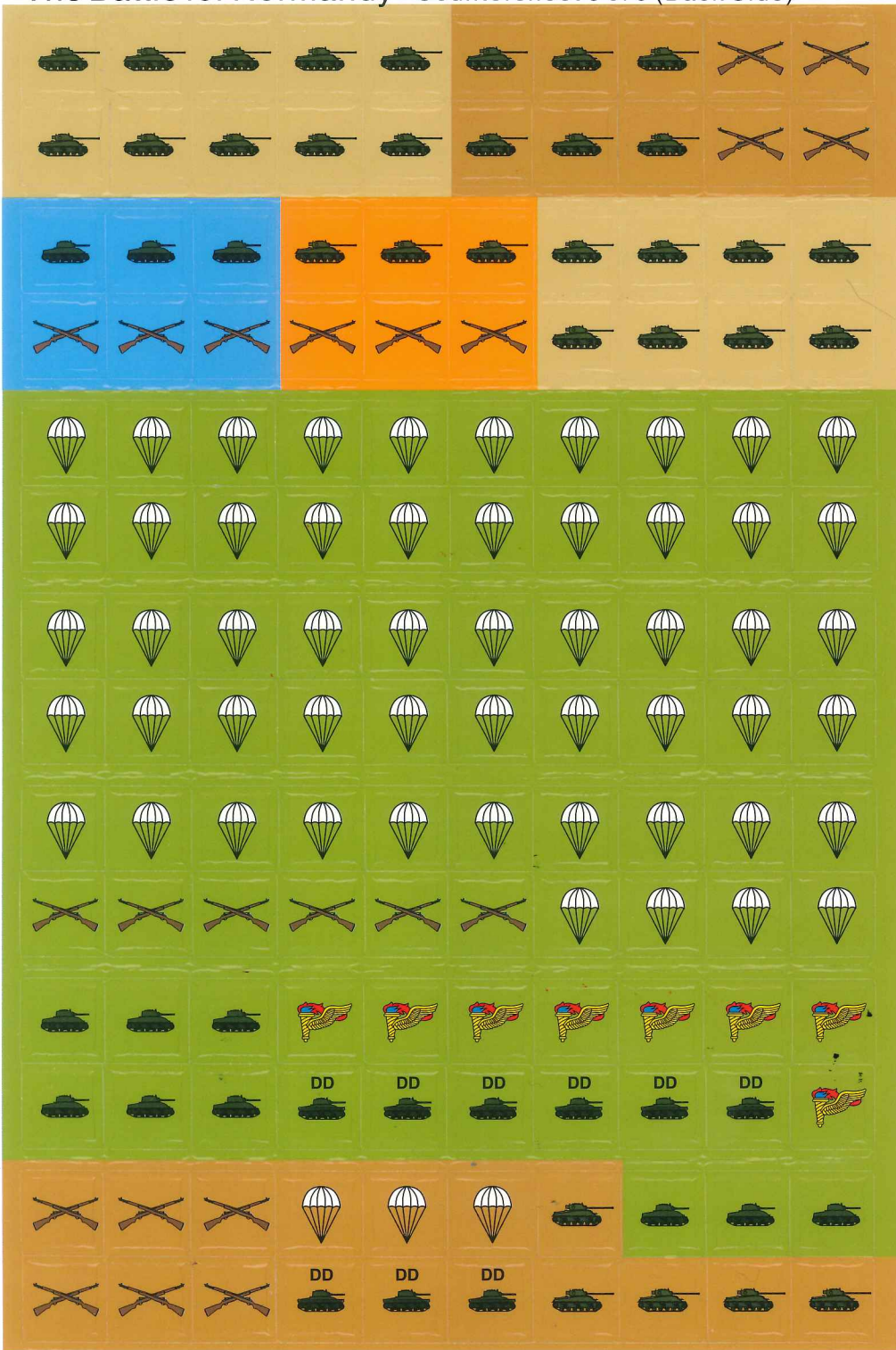
Counter art by Mark Simonitch & Charles Kibler

0912-6








































































































2  1-2-6	2  1-2-6	2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6
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2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6
A/1/505 2  1-2-6	B/1/505 2  1-2-6	C/1/505 2  1-2-6	D/2/505 2  1-2-6	E/2/505 2  1-2-6	F/2/505 2  1-2-6	G/3/505 2  1-2-6	H/3/505 2  1-2-6	I/3/505 2  1-2-6	A/1/507 2  1-2-6	B/1/508 2  1-2-6
B/1/507 2  1-2-6	C/1/507 2  1-2-6	D/2/507 2  1-2-6	E/2/507 2  1-2-6	F/2/507 2  1-2-6	G/3/507 2  1-2-6	H/3/507 2  1-2-6	I/3/507 2  1-2-6	A/1/508 2  1-2-6	B/1/508 2  1-2-6	C/1/508 2  1-2-6
C/1/508 2  1-2-6	D/2/508 2  1-2-6	E/2/508 2  1-2-6	F/2/508 2  1-2-6	G/3/508 2  1-2-6	H/3/508 2  1-2-6	I/3/508 2  1-2-6	A/1/501 2  1-2-6	B/1/501 2  1-2-6	C/1/501 2  1-2-6	D/2/501 2  1-2-6
D/2/501 2  1-2-6	E/2/501 2  1-2-6	F/2/501 2  1-2-6	G/3/501 2  1-2-6	H/3/501 2  1-2-6	I/3/501 2  1-2-6	A/1/502 2  1-2-6	B/1/502 2  1-2-6	C/1/502 2  1-2-6	D/2/502 2  1-2-6	E/2/502 2  1-2-6
E/2/502 2  1-2-6	F/2/502 2  1-2-6	G/3/502 2  1-2-6	H/3/502 2  1-2-6	I/3/502 2  1-2-6	A/1/506 2  1-2-6	B/1/506 2  1-2-6	C/1/506 2  1-2-6	D/2/506 2  1-2-6	E/2/506 2  1-2-6	F/2/506 2  1-2-6
F/2/506 2  1-2-6	G/3/506 2  1-2-6	H/3/506 2  1-2-6	I/3/506 2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6
505/82Ab  PATHFINDERS	507/82Ab  PATHFINDERS	508/82Ab  PATHFINDERS	325/82Ab  PATHFINDERS	501/101Ab  PATHFINDERS	502/101Ab  PATHFINDERS	506/101Ab  PATHFINDERS	2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6
327/101Ab  PATHFINDERS	DD 2  2-2-6	DD 2  2-2-6	DD 2  2-2-6	DD 2  2-2-6	DD 2  2-2-6	DD 2  2-2-6	DD 2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6
2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	A/1C/3 2  1-2-6	B/1C/3 2  1-2-6	C/1C/3 2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6
2  2-2-6	2  2-2-6	2  2-2-6	2  2-2-6	DD 2  2-2-6	DD 2  2-2-6	DD 2  2-2-6	2  1-2-6	2  1-2-6	2  1-2-6	2  1-2-6

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The Battle for Normandy Countersheet 6 of 9 (Back Side)



0912-6

9ss 1  0-1-6	2ss 1  0-1-6	1ss 1  0-1-6	12ss 1  0-1-6	Lehr 1  0-1-6	2Pz 1  0-1-6	21Pz 1  0-1-6	17ss 1  0-1-6	116Pz 1  0-1-6	9Pz 1  0-1-6
II Can 1  0-1-6	XII 1  0-1-6	II FJ 1  0-1-6	IIss Pz 1  0-1-6	Iss Pz 1  0-1-6	LXXXVI 1  0-1-6	LXXXI 1  0-1-6	XLVII Pz 1  0-1-6	LXXXIV 1  0-1-6	10ss 1  0-1-6
I.4./IIIFlaK 3  1-3-8	III.3./IIIFlaK 3  0-2-8	II.3./IIIFlaK 3  1-3-8	I.3./IIIFlaK 3  1-3-8	III.2./IIIFlaK 3  0-2-8	II.2./IIIFlaK 3  1-3-8	I.2./IIIFlaK 3  1-3-8	III.1./IIIFlaK 3  0-2-8	II.1./IIIFlaK 3  1-3-8	I.1./IIIFlaK 3  1-3-8
3  0-0-8	3  0-0-8	3  0-0-8	3  0-0-8	3  0-0-8	3  0-0-8	3  0-0-8	3  0-0-8	3  0-2-8	3  1-3-8
FIRE BB Ramillies	FIRE BB Warspite	FIRE CL Danae CL Dragon	FIRE CL Arethusa CA Frobisher	FIRE CL Diadem CL Mauritius	FIRE PG Flores CL Belfast	FIRE CL Emerald CL Argonaut	FIRE CL Orion CL Ajax	FIRE CL Scylla CL Sirius	FIRE BB Rodney
FIRE Mntr. Roberts	FIRE DE Middleton DD Eglinton DD Stord DD Sverre DE Slazak	FIRE DD Serapis DD Swift DD Verulam DD Virago	FIRE DD Kelvin DD Saumarez DD Scorpion DD Scourge	FIRE DD Algonquin DD Sioux DE Glaisdale DE LaCombattin	FIRE DD Venus DD Vigilant DE Bleasdale DE Stevenstone	FIRE DE Krakowiak DD Faulknor DD Fury DD Kempenfelt	FIRE DD Ursa DE Cattistock DE Cottlemore DE Pytchley	FIRE DD Undaunted DD Undine DD Urania DD Urchin	FIRE DD Grenville DD Jervis DD Ulster DD Ulysses
FIRE DE Melbreak DE Tanatside DE Talybont DD Satterlee	FIRE DD Harding DD Frankford DD Thompson DD Emmons	FIRE DD McCook DD Carmick DD Doyle DD Baldwin	FIRE DD Herndon DD Forrest DD Butler DD Gherardi	FIRE DD Fitch DD Corry DD Hobson DD Shubrick	FIRE CL Georges CL Leygues	FIRE CL Glasgow CL Montcalm	FIRE CL Black Prince PG Soemba	FIRE CL Bellona CL Enterprise	FIRE CA Augusta
DD 	DD 	DD 	FIRE CA Tuscaloosa	FIRE CA Hawkins	FIRE CA Quincy	FIRE Mntr. Erebus	FIRE BB Arkansas	FIRE BB Texas	FIRE BB Nevada
							RM ASG 	RM ASG 	RM ASG 
									
			DD 	DD 	DD 	DD 	DD 	DD 	DD 
DD 	DD 	DD 	DD 	DD 	DD 	DD 	DD 	DD 	DD 
									
									

The Battle for Normandy Countersheet 7 of 9 (Front Side)

0912-7

REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE
REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE
REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE
REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE

REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE
REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE
REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE
REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE	REPPLE
-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1	-1/-1
DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE	DEPPLE

STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT
STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT

STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT
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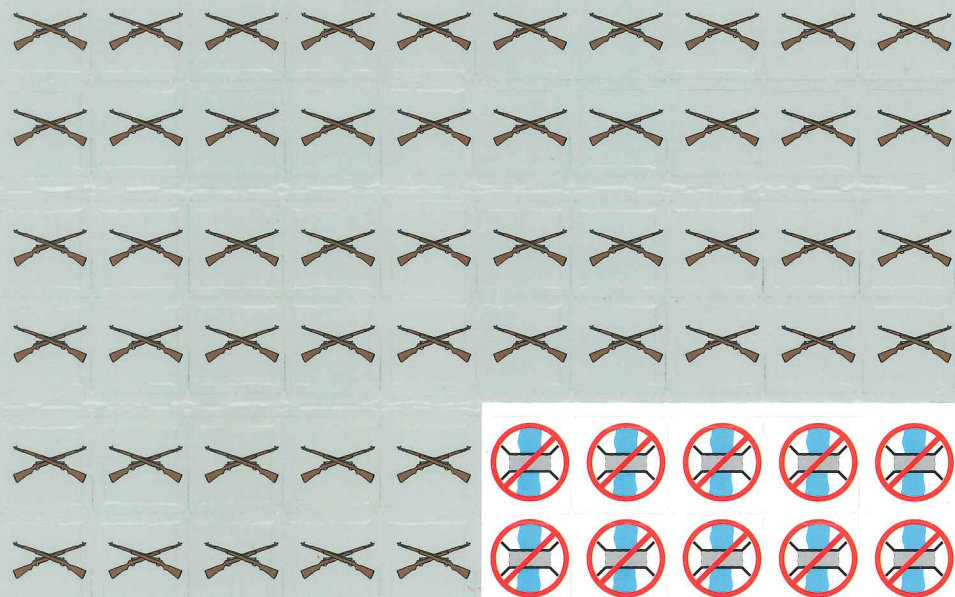
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STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT	STRONG POINT

1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6
1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6
1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6
1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6

2/MAA 608 1 105	3/MAA 608 1 120		8/HKAR 1262 1 105	7/HKAR 1262 1 105	4/HKAR 1262 2 170	2/HKAR 1262 1 105	9/HKAR 1262 1 105	3/HKAR 1262 2 203	
1	1		1	1	2	1	1	3	
1/HKAR 1262 2 155	6/MAA 260 2 150	2/AR 1709 1 100	8/MAA 260 2 170	8/HKAR 1261 2 155	RR K558 3 240	4/MAA 260 1 105	1/AR 1709 2 170	1/MAA 260 1 94	3/MAA 260 1 105
2	2	1	2	2	3	1	2	1	1

5/MAA 260 1 105	7/AR 1709 2 155	7/MAA 260 2 150	9/MAA 260 1 94	9/MAA 260 2 240	5/AR 1709 1 105	11/AR 1709 1 76	10/AR 1709 1 76	9/AR 1709 1 76	2/MAA 260 1 94
1	2	2	1	3	1	1	1	1	1
2/MAA 260 15 155	6/AR 1709 15 155	7/HKAR 1261 15 155	9/HKAR 1261 12 105	10/HKAR 1261 24 170	6/HKAR 1261 15 155	5/HKAR 1261 8 105	4/HKAR 1261 8 105	3/HKAR 1261 28 210	3/HKAR 1261 15 150
2	2	2	1	2	2	1	1	3	2

2/HKAR 1261 8 105	1/HKAR 1261 12 122	6/AR 191 2 105	8/AR 1716 1 100	9/AR 1716 2 155	10/AR 1716 2 152	4/HKAA 1260 15 152	7/AR 1716 1 105	5/AR 1716 1 100	2/HKAA 8 155
1	1	1	1	2	2	2	1	1	2
3/HKAA 1260 11 122	6/AR 1716 7 100	3/AR 1716 7 100	2/AR 1716 7 100	4/AR 1716 9 155	1/HKAA 1260 15 155	1/AR 1716 7 100	3/HKAA 1255 15 155	2/HKAA 1255 16 155	Point du Hoc GUNS
1	1	1	1	2	2	1	2	2	MOVED



A2136 2 203 FIRED	A1746 1 105 FIRED	A1948 1 105 FIRED	A1325 2 170 FIRED	A3149 1 105 FIRED	A3649 1 105 FIRED	D3653 1 120 FIRED	D3652 1 105 FIRED		
A1733 1 105 FIRED	A1636 1 94 FIRED	A1835 2 170 FIRED	A1734 1 105 FIRED	A1735 2 240 FIRED	A1735 2 155 FIRED	A1539 2 170 FIRED	A1741 1 100 FIRED	A1345 2 150 FIRED	A1250 2 155 FIRED
A1217 1 94 FIRED	A1419 1 76 FIRED	A1325 1 76 FIRED	A1222 1 76 FIRED	A1325 1 105 FIRED	A1425 2 240 FIRED	A1526 1 94 FIRED	A1731 2 150 FIRED	A2229 2 155 FIRED	A1934 1 105 FIRED
A3615 2 150 FIRED	A3616 2 210 FIRED	A3216 1 105 FIRED	A2819 1 105 FIRED	A2617 2 155 FIRED	A2116 2 170 FIRED	A2115 1 105 FIRED	A1314 2 155 FIRED	A1930 2 155 FIRED	A1217 2 155 FIRED
2/HKAA 1260 Point du Hoc	C2232 1 100 FIRED	C2424 1 105 FIRED	C1939 2 152 FIRED	C2620 2 155 FIRED	B1710 2 155 FIRED	B1611 1 100 FIRED	A4511 2 105 FIRED	A4213 1 122 FIRED	A3817 1 105 FIRED
2/HKAA 1260 Point du Hoc	C2501 2 155 FIRED	C2201 2 155 FIRED	C2609 1 100 FIRED	C2512 2 155 FIRED	C2613 2 155 FIRED	C2615 1 100 FIRED	C2909 1 100 FIRED	C2129 1 100 FIRED	C2232 ² 1 122 FIRED



REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE
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REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE

REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE
REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE	REPPLE -1/-1 DEPPLE

4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	3	3	3	3	3

3	3	3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2	2	2

2	2	2	2	2	1	1	1	1	1
2	2	2	2	2	1	1	1	1	1

REPL 3	REPL 3	REPL 3	REPL 3	REPL 3	REPL 3	REPL 3	REPL 3	REPL 3	REPL 3
REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2
REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2	REPL 2
REPL 1	REPL 1	REPL 1	REPL 1	REPL 1	REPL 1	REPL 1	REPL 1	REPL 1	REPL 1

COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6
COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6	COMMANDO 2 1-2-6

2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6
2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6

2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	Step Loss	ARM REPL	10 RE *- *-1	11 RE *- *-1	12 RE *- *-1
2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	Step Loss	INF REPL	13 RE *- *-1	14 RE *- *-1	1C RE *- *-1

↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	Beach head GOLD	Beach head JUNO	Beach head SWORD	Mulberry Construct x1	Mulberry Construct x1
↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	Beach head OMAHA	Beach head UTAH		Mulberry Construct x10	Mulberry Construct x10

↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT
↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT	↑ STRAT

Step Loss	ARM REPL	Cherb Loss	Cherb REPL	Port Destruct	VP x1	Step Loss	WEATHER	DATE	TIME
Step Loss	INF REPL	Chrbg Loss	Chrbg REPL		VP x10	PARA REPL		Mulberry	Mulberry

A Interdiction	B Interdiction	C Interdiction	D Interdiction	E Interdiction	★ SUPPLY x1	★ SUPPLY x10	★ SUPPLY x100	★ Armed Recon	★ Gnd Spt x100
✗	✗	✗	✗	✗	★ Air Pts x1	★ Air Pts x10	★ Air Pts x100	★ Gnd Spt x1	★ Gnd Spt x10

Step Loss	ARM REPL	RANGER 2 1-2-6	RANGER 2 1-2-6	RANGER 2 1-2-6	RANGER 2 1-2-6	RANGER 2 1-2-6	RANGER 2 1-2-6	RANGER 2 1-2-6	RANGER 2 1-2-6
Step Loss	INF REPL	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6

2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6
2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6

2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6
2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6













































































































































2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6
2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6	2 1-2-6













































































































































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2 2-2-6	2 2-2-6	2 2-2-6	2 2-2-6	2 2-2-6	2 2-2-6	2 2-2-6	2 2-2-6	2 2-2-6	2 2-2-6

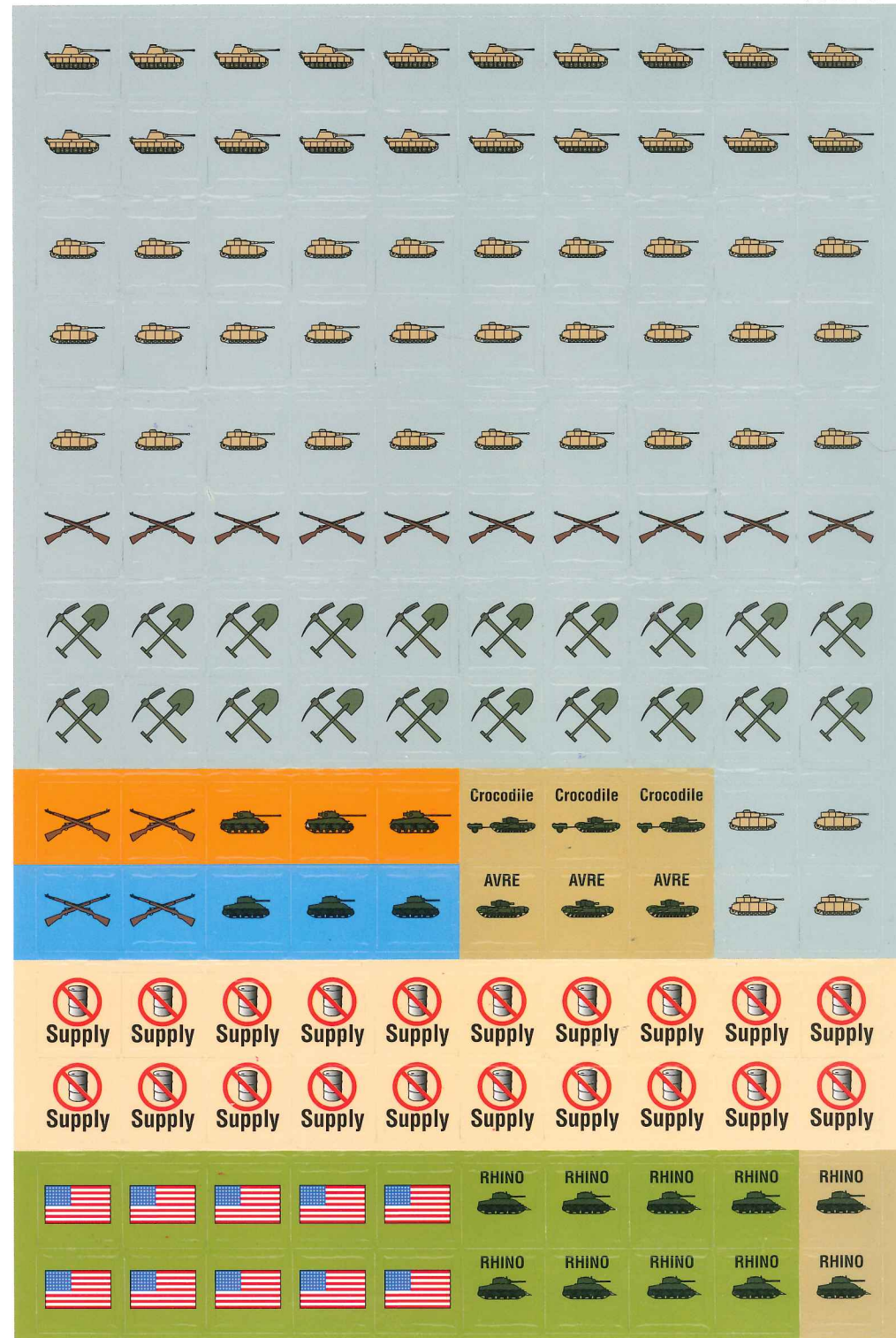
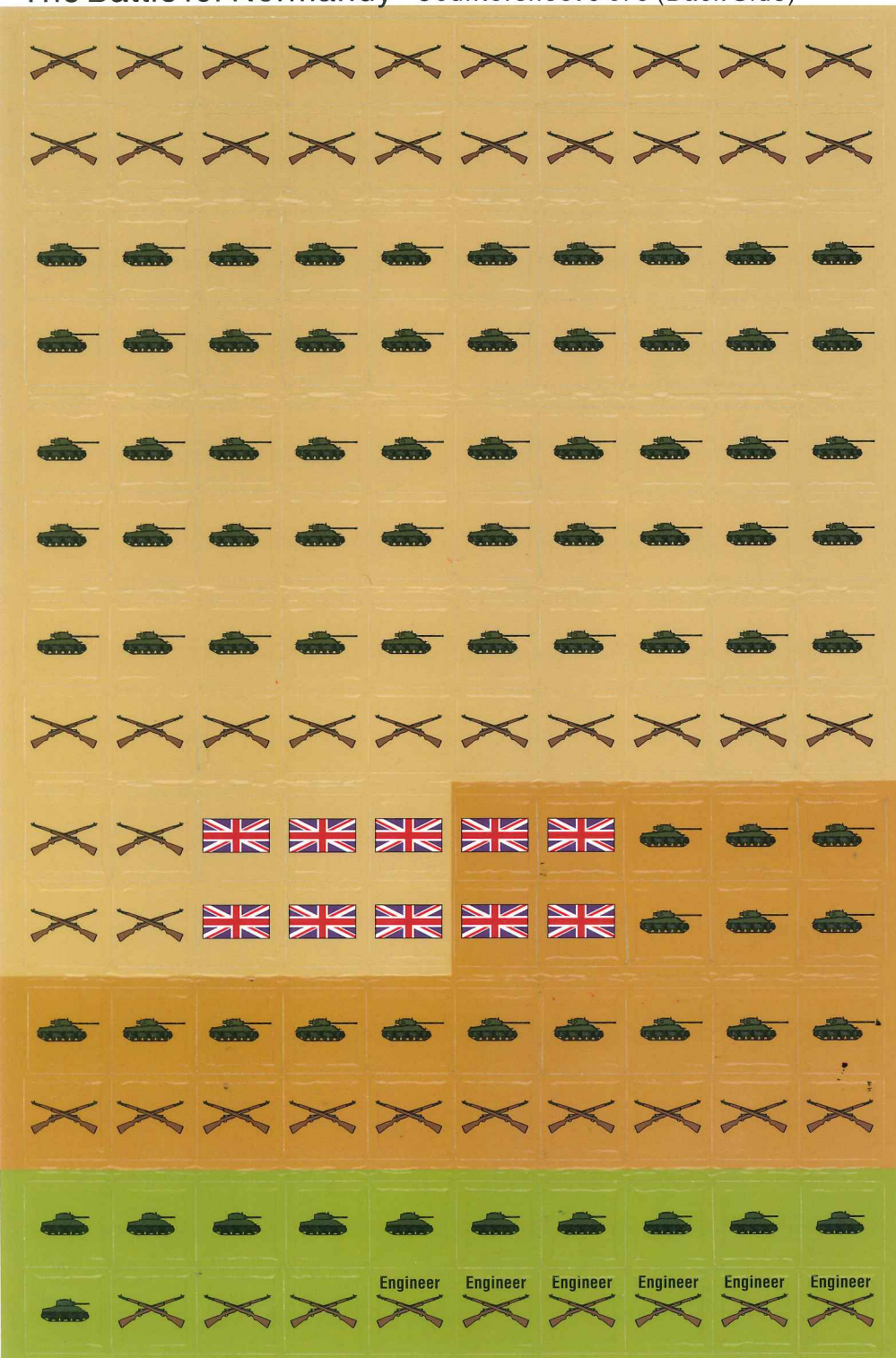
Countersheet 8 of 9 (Back Side)

0912-8

[illegible][illegible]

									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6
									
1x2	1x2	1x2	1x2	1x2	1x2	1x2	1x2	1x2	1x2
									
1x2	1x2	1x2	1x2	1x2	1x2	1x2	1x2	1x2	1x2
									
2-2-6	2-2-6	*-*-6	*-*-6	*-*-6	2-2-6	2-2-6	2-2-6	1-2-6	1-2-6
									
2-2-6	2-2-6	*-*-6	*-*-6	*-*-6	2-2-6	2-2-6	2-2-6	1-2-6	1-2-6
									
STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT
									
STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT	STRAT
									
0-0-6	0-0-6	0-0-6	0-0-6	0-0-6					
									
0-0-6	0-0-6	0-0-6	0-0-6	0-0-6					

									
1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6
									
1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
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2-2-6	2-2-6	2-2-6						1-2-6	1-2-6
									
2-2-6	2-2-6	2-2-6						1-2-6	1-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6	1-2-6
									
2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6	2-2-6
									
A/146	B/146	C/146	A/299	B/299	C/299				
--1	*-*-1	*-*-1	*-*-1	*-*-1	*-*-1	1-2-6	1-2-6	1-2-6	2-2-6



Map A

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RED
TARE GREEN



Map Key

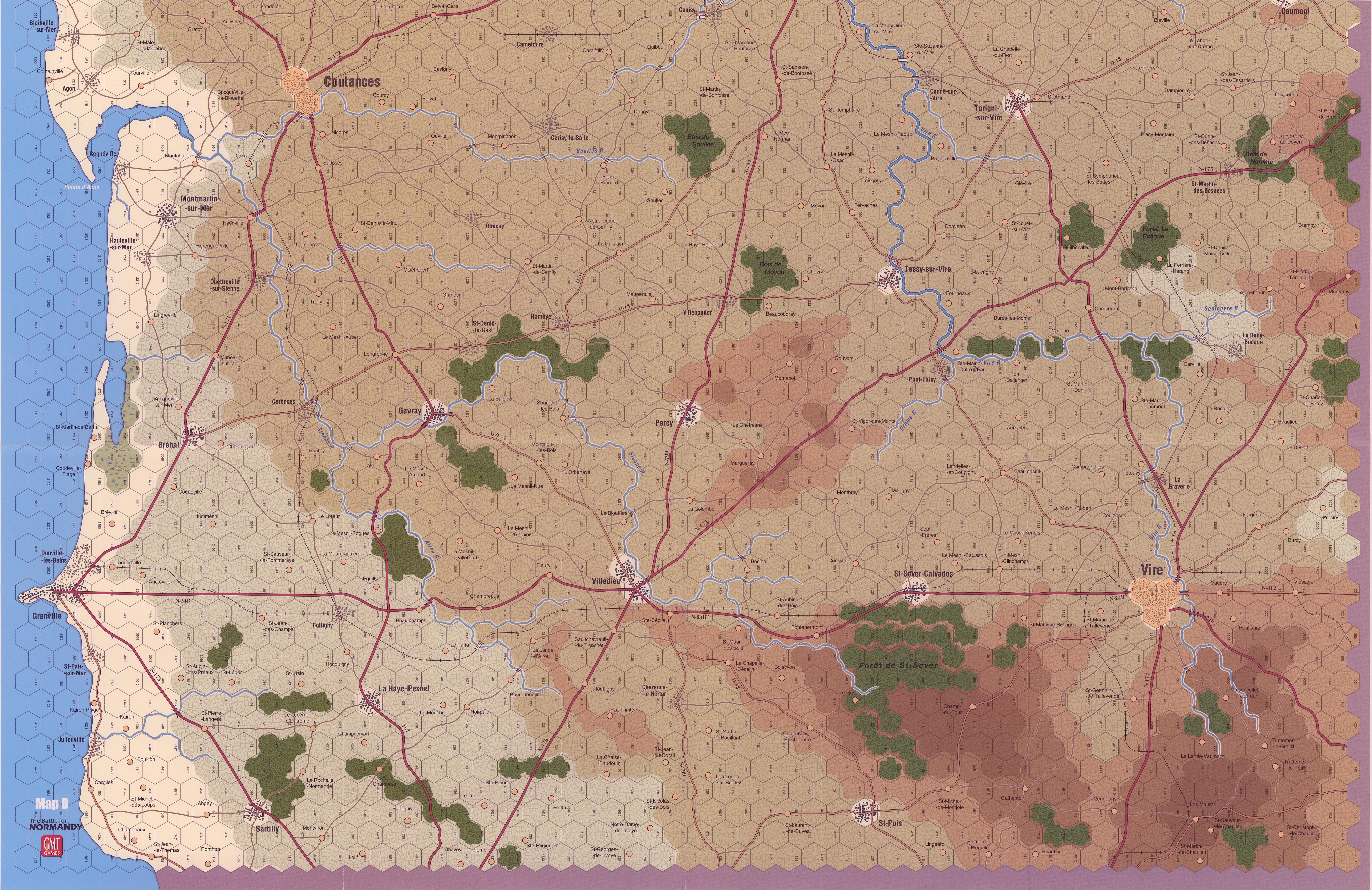
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- Farmland
- Bocage
- Forest
- Marsh/Flooded
- Hill
- Village
- Town
- City
- Railroad
- Secondary Road
- Primary Road
- Highway
- Cherbourg Perimeter
- Stream
- River
- Bridge
- Cliff
- Draw

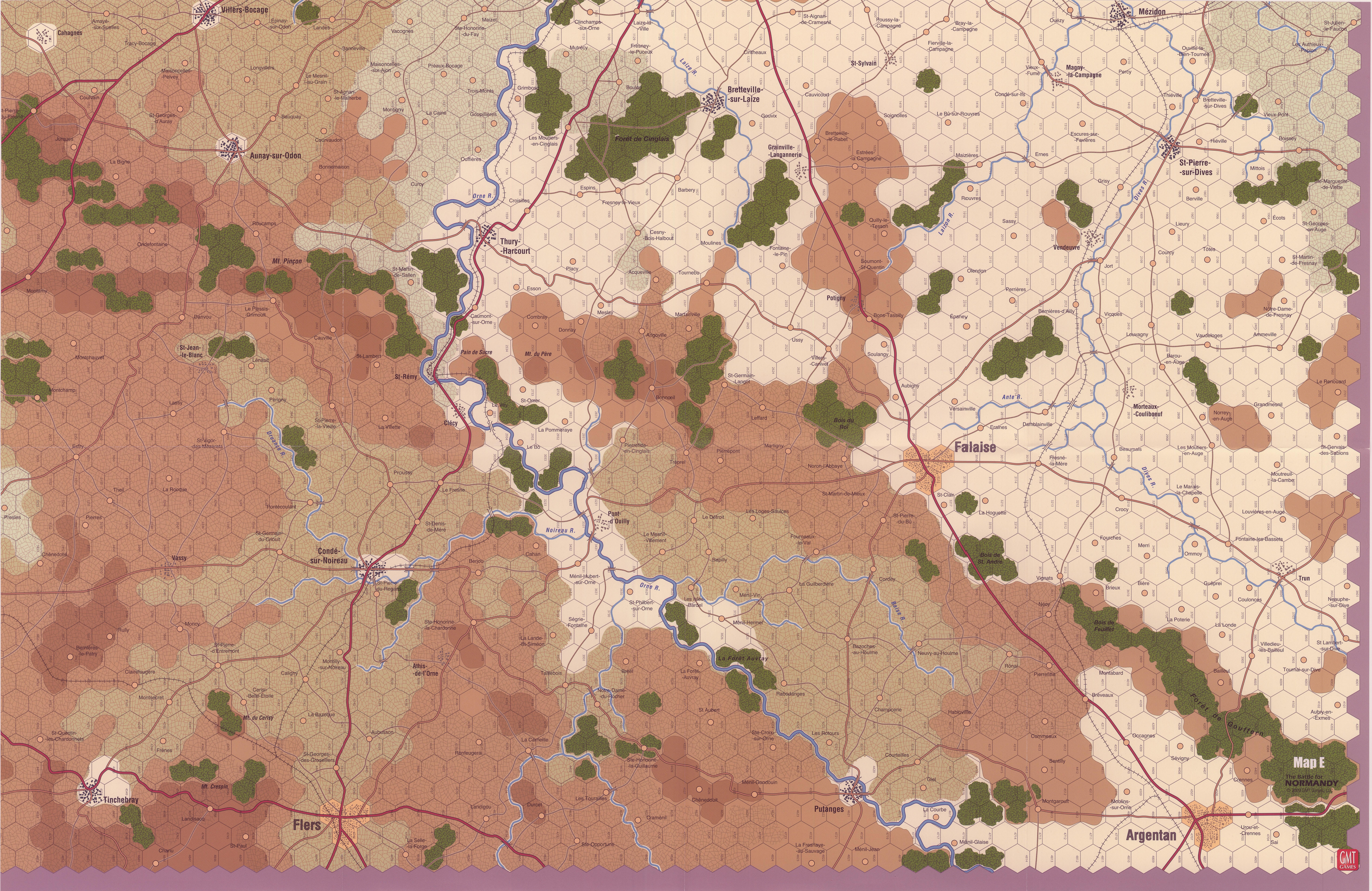
Map B

The Battle for NORMANDY

Game Design by Danny Holts
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Map E
The Battle for NORMANDY
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