



Pegasus Bridge, crossing the Orne west of Ranville

Advantage and declares a Double Impulse by activating both Area 35 and 33 simultaneously. The three infantry units of the 2nd Division enter St. Lo across the St. Lo-St. Jean De Daye bridge to join the six units entering from Isigny. The AV of the combined assault is increased by five (3 three extra units) + 1 (Divisional Integrity bonus) + 1 (Supporting Field Artillery) = 5 for a total AV of 20. The German DV becomes 15 because of the +2 modifier (Mandatory Assault across river on enemy-held bridge). However, the 2nd Infantry Division is making a Mandatory Assault and will have to retreat if they lose the attack. The other units which did not cross the enemy-held bridge did not make a Mandatory Assault and therefore need not retreat if the attack is repulsed. No additional Allied units may enter St. Lo which now contains the maximum ten Allied units.

**12. BRIDGE SEIZURE:** It is the first Allied impulse of June 6th. The Allies send the 8th Regiment of the 4th Division ashore at Utah for one MF. It passes the Interdiction dr caused by the Coastal Artillery in Montebourg by rolling > 1. It expends three more MF to enter St. Mere Eglise across the Allied-held bridge and attacks the Martin Coastal Artillery at 7:5. The Allied Attack Total is five > the Defense Total which eliminates the Martin Coastal Artillery and gives the Allies control of St. Mere Eglise. Although this is more CPs than the Germans can pay it is not an Overrun because it took place in Bocage. The 8th Regiment's impulse is thus over and it cannot expend its last MF to attempt to seize the Montebourg bridge.

In the German second impulse, Area 45 is activated and the 100 Pz Rp Bn moves into Carentan (1 MF) and attempts to seize the St. Mere-Eglise bridge (1 MF). The applicable drms are:

- +3 Attempt from a Free Area
- 1 Flooded Boundary

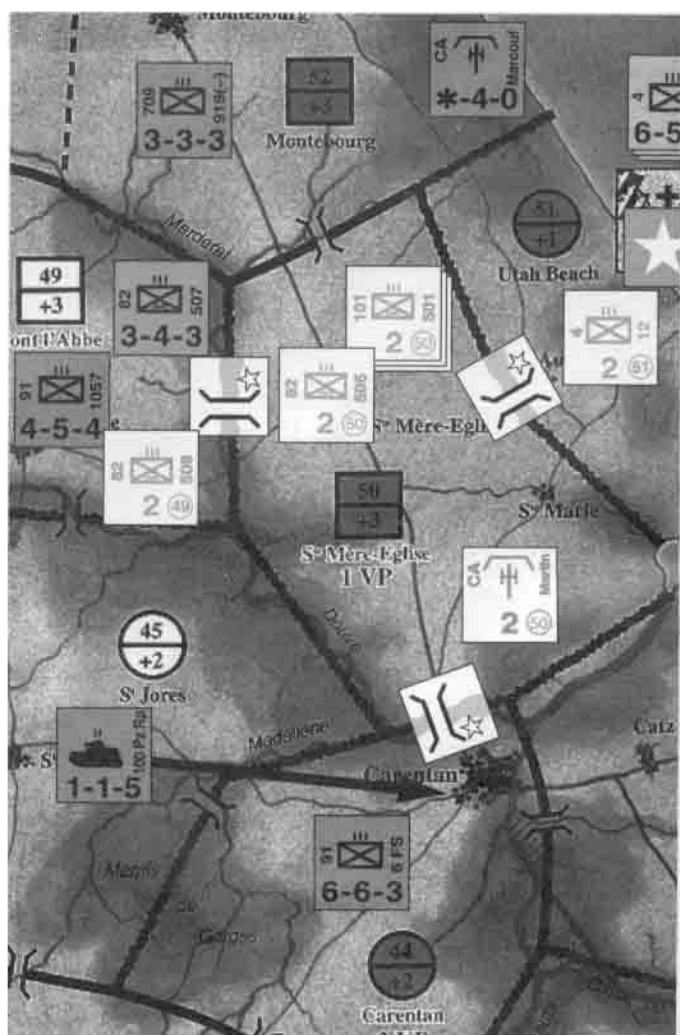
Consequently, the German needs to roll  $\geq 5$  to succeed. If unsuccessful, with his last three MF he may cross the bridge to enter St. Mere Eglise, but would have to make a Mandatory Assault at odds of 1:10. Had the German Coastal Artillery survived and still contested the Area, the 100 Pz Rp Bn could have entered the Area across the newly-secured bridge without attacking were it successful in seizing the bridge. However, had it failed to seize the bridge, the only way it could cross would be with a Mandatory Assault at 1:10 even though the Area is still contested and controlled by the Germans. Even if successful in seizing the bridge, the German cannot attempt to destroy it in this impulse since Carentan is not the active Area.

The Allies use their second impulse to land the last remaining infantry regiment of the 4th Division at a cost of one MF, again survive interdiction fire by the Montebourg battery, expend one more MF to enter St. Mere Eglise, and use a third MF to attempt to take the Montebourg bridge. This time the applicable drms are:

- +3 Attempt from a Free Area
- 2 Two Fresh defenders

Consequently, the Allied player needs a '6' to take the Montebourg bridge. Regardless of the outcome, it lacks sufficient MF to move any further and only one bridge seizure attempt is allowed per bridge per impulse.

The German third impulse finds him once again trying to retake the Carentan bridge. This time he activates Carentan and spends one MF with the 6FS Regiment for the attempt which fails when he cannot roll  $\geq 5$ . The 6FS Regiment is now Spent and with only two MF left is unable to attempt a Mandatory Assault across the bridge since even a Minimum Move (8.38) requires ALL of a unit's MF. Had he been successful in seizing the bridge, he could have attempted to demolish it at the end of his impulse, but would still have lacked the necessary MF to cross it after the seizure attempt.

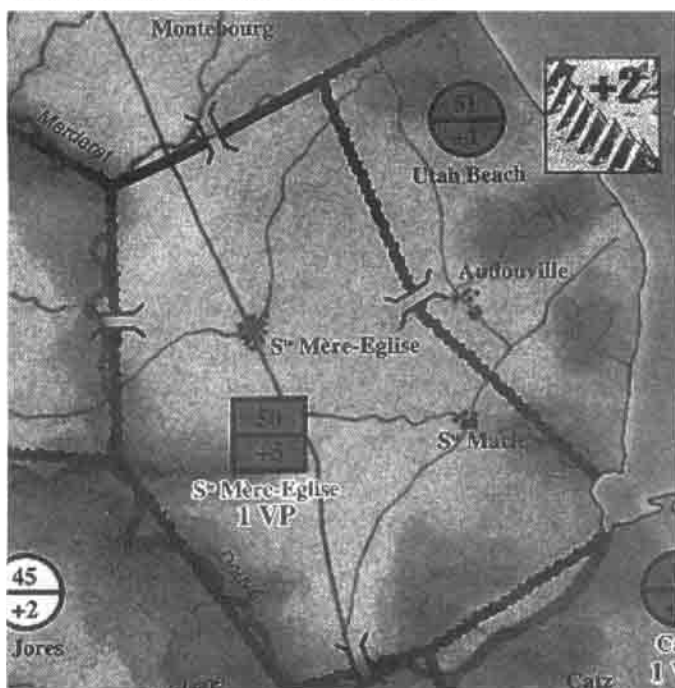


# DESIGNER'S NOTES

Logistics is the backbone of any army in the modern era. Heroism, the currency of Hollywood films, plays its part too, but no nationality has ever held a monopoly on heroes. The side better able to supply its troops, and move them more quickly so as to mass more force than the enemy is more likely to generate the most heroes. Put simply, that is the theory behind the design of **BREAKOUT: NORMANDY**.

The Battle of Normandy was among the most crucial, decisive, hardest- and longest-fought battles of World War II. It began with history's largest amphibious invasion, lasted 11 weeks, and ended with the German army shattered and the victorious Allies streaming nearly unopposed across France. It was a long slugging match which ended with a knockout. We focus on the first week of the battle, when the Germans had their only real chance to drive the Allies into the sea, and the Allies were searching for a breakout leading to a quick victory, hoping to avoid the long, bloody weeks to come spent slogging through the bocage.

The traditional wargame approach works well enough when one side attacks and the other reacts. But to simulate Normandy, where both sides were able to attack, often simultaneously, a more interactive system was needed. The impulse system, pioneered in **STORM OVER ARNHEM**, improved in **THUNDER AT CASINO** and refined in **TURNING POINT: STALINGRAD**, works very well in gaming the type of attack/response/counter-response action found on the beaches and among the hedgerows of Normandy. We believe we've taken that novel system to the next level. Dare we claim to have perfected the system?



The mapboard depicts the entire region of Normandy in which the battle was joined during the all-important first three weeks. The Allies didn't advance beyond the mapboard until breakout had been achieved in the aftermath of **COBRA**. The most important features of the battlefield are the two major cities, Cherbourg and Caen, the coast, rivers, flooded regions, and bocage. Cherbourg and Caen each have their own Area. Many of the other Areas are centered around major towns. Rivers are frequently used to separate one Area from another, as are the flooded regions around the Dives, Orne, Aure, Douve, and Merderet. Each of the five invasion beaches is a separate Area. Utah Beach, even though a narrow Area, was separated from the hinterland by low, flooded land crossed only by a few cause-

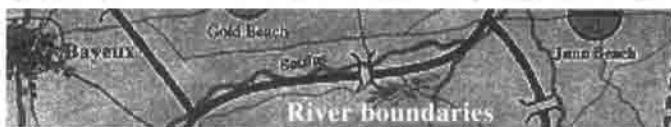
ways. Since this was crucial to the invasion, and supplied much of the reason for the landing of the 82nd and 101st Airborne Divisions, Utah is made a separate Area from Ste. Mere Eglise, with a flooded, bridged boundary.



The best defensive terrain was urban. Caen took weeks to capture, although the Allies were within a few miles of it on the first day. Cherbourg managed to hold out for several days despite being isolated, demoralized, and greatly outnumbered by an enemy with total control of the air and sea. Consequently, these cities rate a +4 TEM. The American struggles in bocage are well documented. Therefore, Areas dominated by bocage rate a +3 TEM as well as a prohibition against Overruns and an ability to absorb the first CP in an Assault. Areas with a significant amount of forest, marsh, or hills earned a +2 TEM. A TEM of +1 fell to the remaining areas which were primarily flat and open.



The boundary between two Areas can be flooded, river, or open. Flooded boundaries are low-lying land along rivers that were purposely inundated by the Germans to hinder airborne operations. In some cases, the flooding was not very deep, and soldiers were able to wade across the boundary, but it was still impractical for a modern army, dependent on vehicles, to supply troops over such terrain, without use of bridges or causeways.



River boundaries represent rivers running along the entire boundary between two Areas, but they also are used if the main road net between those Areas crosses bridges, which can be defended or destroyed to hinder the advance of a road-bound army. In those cases, a river need not run the entire length of the boundary and the river boundary could be composed of more than one river. In fact, river boundaries also represent generalized obstacles to movement between the Areas, not necessarily rivers alone. Although most rivers in Normandy are narrow, shallow affairs and not much of an obstacle themselves, they often lie at the bottom of a steep valley which does present an obstacle to movement and doubles as an excellent defensive position. A prominent example is the Elle River, where the US V Corps halted its advance in the first week, having reached a strong natural boundary and defensive position.



Most rivers have bridges where the road net crosses the river and links the two Areas on either side. Where there is no substantial road link between adjacent Areas separated by a river, an advance between those Areas would be very difficult. Therefore, that river boundary has no bridge. This does not mean that no bridge existed there. There may actually be dozens of them. But they are either too small for militarily significant traffic, or take too roundabout a route on secondary roads to seriously impact the existing main road net. For simplicity, a bridge symbol can represent a number of bridges or causeways, just as a river boundary can represent more than one river.



Novice German players may get the mistaken impression that blowing bridges actually helps the Allied advance since the Allies can sometimes repair bridges easier than they can capture existing ones. After all, it takes no unit to repair a bridge while a fresh unit must expend MFs to seize one. The bias also seems clear in the MF costs. It costs nothing extra to cross a just-repaired bridge, but it costs a MF to seize a bridge or cross one seized in the same impulse. Such factors are illusions, however.

The single most important commodity in the Allied arsenal is time. Each impulse is precious and must be used to maximum effect if the Allies are to better their historical performance. An impulse spent to no other effect than to fail a bridge construction attempt is a considerable setback for the Allies. Any bridge construction attempt not between two Free Areas is subject to failure regardless of prior construction modifiers. The uncertainty of repair attempts makes bridge demolition a positive element in the German's arsenal of delaying tactics. Only on those rare occasions when the Allies have impulses to spare—such as during a very conservative D-Day landing with little or no second waves—is demolition likely to backfire and actually aid the Allied advance.

Bridge repair requires no unit in the Area because it is accomplished by Engineer Battalions assigned at the Corps level which do not take unit-form in the game. Similarly, bridge repair does not require MF expenditure because no "unit" is required to attempt it. The uncertainty of bridge repair is considered ample penalty in this regard. If unsuccessful, units gambling to use the bridge during that impulse are likely to be inconvenienced far more than a MF.

## ZONES

A common problem in most wargames is the "edge of the board" effect, in which units appear from the void, and if they exit the board, fall off the edge of the world never to be seen again. **STORM OVER ARNHEM** managed to soften this effect with the concept of Strategic Movement Zones. A Zone encompasses a much larger region than an Area, and consequently has different rules governing it. It is a compromise between the terrain depicted in detail in the Areas on the board, and the offboard terrain not depicted at all. Because a Zone is larger than an Area, it has no stacking restrictions, but it takes much longer to move into Zones than to move from Area to Area.

## THE ARMIES

In most wargames, a player has a large number of pieces that represent units of similar size, with no intermediate organization. In real life, a commander controls no more than three to five subordinate units, but a game player controls dozens with no problem, leading him to wonder why all those intermediate levels of organization are necessary. **BREAKOUT: NORMANDY** has several rules that reward players who pay some attention to these intermediate levels of organization.



A division is represented by its component regiments or brigades, and its field artillery. This allows a division to be spread out over several Areas or concentrated in one Area. It also allows a division to suffer partial losses rather than being eliminated all at once. Players are encouraged to respect division integrity by an attack bonus which applies when three units of the division attack together. This philosophy is also reflected by having the various components of the division appearing together in most cases, even though the component regiments of a division were often disembarked on different days. Historically, divisions tended to operate together as a unit, although there are plenty of cases in which a division was committed piecemeal, or had a regiment assigned to another division. Nevertheless, as a general rule, units were most effective when they fought together

as intact divisions. A student of the campaign can find several instances of Allied regiments being landed before they appear as available in our Order of Appearance. However, for the most part, those units were not engaged in combat and were held to the rear until their sister regiments were available to also swing into line. Therefore, the "center of gravity" approach was used to determine the availability date of whole divisions.



Divisions are organized into corps which are a much more flexible organization. Divisions were constantly shuffled between corps much more than subordinate units were shuffled between divisions. Here, a corps organization is represented by its artillery unit. Since corps were spread out geographically, corps artillery units are not allowed to occupy the same Area. Think of a corps as being composed of all the units in the same Area as the corps artillery unit, in addition to some of the units in adjacent Areas.

The Allies comprised the British Second Army under Dempsey, and the US First Army, under Bradley. These two armies had different doctrines, weapons and organization. They operated separately, although they coordinated their actions, and therefore require their own impulses. They also had their own supply services and supply lines. Consequently, Areas belong either to the British or to the Americans for supply purposes. If the two armies got their supply lines tangled, logistical inefficiencies would ensue.

In the early stages of the battle the German defenders were all part of the 7th Army, so the Germans didn't have separate supply lines, in the same sense as the Allies. However, the Germans included a number of separate organizations. Most of the ground troops belonged to the Wehrmacht, but there were SS formations as well, which had a somewhat different organization and doctrine. The coastal artillery was split between the Wehrmacht and Kriegsmarine. The independent FLAK battalions and parachute units were part of the Luftwaffe. The Germans cooperated with each other for the most part despite this confusion of command, which is shown in the game only by the +1 modifier for combined Wehrmacht/SS attacks.

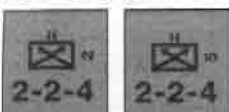


Most units in the game are regiments or brigades with exceptions made for corps artillery, coastal artillery, and a few independent battalions. The battalions depicted are either powerful or famous, significant enough to represent along side the larger units. Most of the battalions are German antiaircraft and antitank units containing the 88mm gun, which was perhaps the most effective and feared weapon in the German arsenal. Tiger tanks were organized into independent battalions, and these also were more effective than an ordinary battalion.



The panzer regiment of the Panzer Lehr Division was exceptionally large and strong. It is therefore broken down into its component battalions. At the other end of the scale, the 919th Regiment supplied the troops who defended Utah Beach. It would be ahistorical to either leave Utah undefended or to put the entire regiment there, and there was no coastal artillery at Utah to make up the difference. Consequently, one battalion of the 919th Regiment appears separately to welcome the Americans ashore. AOK 7 was the independent Sturm Battalion of the 7th Army, and it was somewhat stronger than an ordinary infantry battalion, so it appears on its own. The 100th Panzer Replacement Battalion was not very powerful, but it supplied the tanks that were used against the American paratroopers in the first few days of the invasion, and it therefore has recognition in the battle well beyond its strength. There were many more independent units of battalion strength on both sides, but only these are shown as separate units; the others being factored into the strength of other larger, nearby formations.

The German coastal artillery units at Gold and Juno include elements of the 736th Regiment at Sword. Sword contained the fortified headquarters of the 736th Regiment, code-named MORRIS and HILLMAN, which were able to hold out the entire day of the invasion. For that reason, the 736th Regiment is placed at Sword, despite the fact that many companies of that regiment were scattered over Gold, Juno, and Sword. Similarly, the various artillery units of 21st Panzer were actually spread out all over the British sector to cover the beaches and is reflected in the strength of the Coastal Artillery units in those Areas. Their actual starting position in Bourguebus, is not so much a center of gravity as a placement of convenience out of harm's way which ensures it cannot have an undue effect on any one beach on D-Day and will be able to "withdraw" in good order to Caen for operations on the 7th as it did historically.



On the Allied side, the only battalions shown are the famous Ranger battalions that landed on Omaha, one of which took Pointe du Hoc. Even they are immediately withdrawn once the Allies take Omaha, since allowing them to remain to absorb losses would give them importance far beyond their numbers. The Allies have numerous tank, artillery, engineer, antitank and antiaircraft battalions, but their strengths have been factored into other units. Unlike the Americans, who organized their tanks into armored divisions or independent tank battalions that were attached to infantry divisions, the British had a number of armored brigades that operated with specific infantry divisions. These brigades are not made part of the infantry divisions because they were not historically. Making them so would allow them to attack independently of the infantry elements of the division but still receive support from the divisional artillery. This would reflect usage for which they were not intended. Their mission was to support the infantry divisions, not to attack on their own.



In most cases, the strength on the Spent side of a unit is half the strength on the Fresh side. Except for the elite paratroopers and commandos, the Spent strength of the Allied units are rounded down. Usually, when an Allied unit suffered heavy casualties it would be taken from the line, rested and refit. The Germans didn't have such luxury. They performed miracles of defense with shattered units, and therefore their Spent defense strength is rounded up. Coastal artillery consists mostly of case-mated guns; their positions are just as strong whether Fresh or Spent, and so they have the same values either way.

Units in the German army came in a variety of strengths, while the Allied forces had very similar sized regiments and brigades. Most of the American regiments have an attack and defense factor of 5. Certain divisions, the US 1st, 4th, 9th, and 30th, performed exceptionally well so their factors are increased to 6. The US 90th Division did not perform so well, suffered several changes of command, and its factors are consequently reduced to 4.

The US divisions include a number of units attached from corps. The British brigades are a little weaker than the US regiment, because a lot of the British strength is included in the independent armored brigades that worked closely with specific divisions. Therefore the British brigades are 4-4-5's and 4-5-5's, with the exception of a couple elite units, the Canadian 3rd and British 15th Divisions.

Airborne regiments and brigades are weaker than corresponding infantry units because they had far fewer heavy weapons, and fewer men in action, despite the high quality of the individual airborne soldier. The commando brigades were smaller than an infantry brigade, but were so well trained that they are almost as strong.

## INITIAL SETUP



Many of the German regiments were broken into smaller units and scattered over the countryside, in some cases in the equivalent of three or four Areas. The initial placement of the regimental counters reflects the "center of mass" of the unit. For exam-

ple, the strength of the coastal artillery units at Gold and Juno include elements of the 736th Regiment at Sword. Sword contained the fortified headquarters of the 736th Regiment, code-named MORRIS and HILLMAN, which were able to hold out the entire day of the invasion. For that reason, the 736th Regiment is placed at Sword, despite the fact that many companies of that regiment were scattered over Gold, Juno, and Sword. Similarly, the various artillery units of 21st Panzer were actually spread out all over the British sector to cover the beaches and is reflected in the strength of the Coastal Artillery units in those Areas. Their actual starting position in Bourguebus, is not so much a center of gravity as a placement of convenience out of harm's way which ensures it cannot have an undue effect on any one beach on D-Day and will be able to "withdraw" in good order to Caen for operations on the 7th as it did historically.

Likewise, strictly speaking, Panzer Lehr should appear in Le Mans on D-DAY. However, doing so would require imposing an "idiot" rule on the Germans that forbids them to move Lehr until Hitler awakens and gives his permission. It is simpler to assume these historical restraints and simply place Lehr on the board on June 7th so their arrival cannot beat their historical appearance.

## NIGHT



Most of the combat in the Normandy Campaign took place during the day. Part of the reason for this was that the battle took place around the summer solstice, and at this latitude the nights were very short. Consequently, there are no separate day and night impulses. Instead, rest and refit of units occurs at night.

More to the point, Allied absolute control of the air during the day forced German units to do most of their movement at night. This is reflected in the game in the Regroup Phase, which allows reinforcements to slowly move towards the front without threat of air attack.

## INTELLIGENCE

On the regimental scale in Normandy, both sides usually knew the location, strength, and identity of their opponents, so there are no hidden or concealed units in the game. The biggest difference in intelligence was on the strategic level, with the Allies being able to surprise the Germans as to the timing and location of the invasion, and pinning the German 15th Army in place with the phantom First US Army Group. Still, the Allies had a significant intelligence edge on the operational scale as well due to superior air reconnaissance, the French underground, and ULTRA decodes of German radio messages. This is reflected in the game with the Germans having to commit themselves first in the Refit and Regroup Phases, with the Allies observing the results before making their own decisions. The Allies also get the last impulse of each turn, but cannot predict with absolute certainty exactly when that will be.

## AIR POWER



The Allies had complete air superiority over Normandy. To counteract the 14,674 Allied sorties on D-Day, the Germans had only 319 aircraft in the area, of which less than a hundred were fighters.

After the campaign developed, the Allies could cram every field in Normandy with materiel while the Germans had to hide everything to keep from being destroyed by roving Allied aircraft. There was a German saying, "If you see a white plane, it's an American; if it's black, it's the R.A.F. If you don't see any planes, it's the Luftwaffe." The Luftwaffe limited itself to nuisance raids on the Allied fleet anchored off the coast, with little effect beyond destroying a lot of sleep. It is therefore not represented in the game.

It is difficult to overstate the value of Allied air power in the battle and this factor is reflected in a number of ways. The most obvious is the Air Bombardment markers. These represent con-

concentrated air bombardment, less powerful than the carpet bombing that took place later in the campaign, but more powerful than fighter-bomber attacks on targets of opportunity.

Aside from these concentrated air attacks, there was a constant cloud of Allied aircraft over the battlefield. This is represented by Allied air interdiction of German units that move more than one Area in an impulse, and also by the air modifier that helps the Allies in both attack and defense. Aircraft were much more effective against units in motion on the roads or supply dumps than against dug-in troops in the front lines. Therefore, there is only a +1 DRM when the Allies make an assault, and a +2 DRM when the Germans leave their prepared positions to attack.

Possibly the most important effect of air power was its crippling effect on the Germans to supply their forces on the front line, and the ability to deliver additional supplies to the Allies in Normandy. The Germans would pray for rain so that they would be able to move their supplies free from interference by the Allied air forces. In the game, the German supplies are reduced during good weather by the activity of the Allied aircraft; the cloudier the day the more German supplies that make it to the front lines. Alternatively, the Allied air transports can deliver supplies to the troops over and above that landed from the boats.

Normandy was at the extreme range of much of the Allied aircraft; their time over the battlefield was limited by their range from the English airfields. This is one reason why the Germans expected the Allies to invade Pas de Calais, which was nearer to England; and why the Allies were disappointed at the lack of progress of the British forces. The ground beyond Caen was ideal for airfields, which would have increased the range, and hence the effectiveness, of the Allied aircraft. Because of this extreme range, Allied air power is limited to the Areas on the board, and is not allowed in the Zones.

## SEA POWER



The Allies were virtually unopposed on the water. Against the huge Allied armada, the Germans could muster just a few E-Boats. These did manage to dash through the Allied smokescreen and sink a ship, but they were helpless to seriously hinder the invasion. The navy is represented by two bombardment counters, one for the naval forces supporting the US 1st Army (Western Naval Task Force) and one representing the Eastern Naval Task Force supporting the British 2nd Army. Each of these abstractly represents the fire support of numerous battleships, cruisers, and destroyers of the naval task forces. They were more effective than air bombardment since naval gunfire was more accurate than bombs, and could remain on station throughout the campaign, while an airplane could spend only a few minutes over the battlefield. However, naval bombardment is limited to Areas on or near the coast.

German ships are not represented since they were effectively countered by the Allied navies. The Allied minesweepers, cargo ships, and landing craft are also not directly represented in the game, but their effect is in the ability of the Allied divisions to land and to be supplied over the beaches.

## WEATHER



The Germans could do little to counter the immense Allied air and naval power, but ships and aircraft were vulnerable to winds and rain. The invasion was postponed once due to the weather, and came perilously close to being put off a second time. As it was, the Allied aircraft were frequently grounded by bad weather, either over the battlefield or over their airfields in England. The shallow-draft landing craft delivering their cargoes to the shore were vulnerable to storms at sea, as the events of June 19th-22nd proved. The weather was a crucial factor in the battle for Normandy, and plays a major role in the game.

Reflecting weather in a historical game is difficult. If the weather in the game follows the actual weather, both players artificially know beforehand the upcoming weather. However, if the weather is determined randomly, the historical weather is not likely to occur, and any claim to historicity is thereby impugned. **BREAKOUT: NORMANDY** attempts a compromise between these approaches. Each day starts out with the historical weather pattern, but as the day progresses there is an increasing likelihood that the weather may change, adding historical uncertainty and urgency to the consideration of the historical weather.

## GROUND ASSAULTS

One weakness in this series of games has heretofore been that the attacker benefits as much from strong defensive terrain as the defender. A defender can be in a powerful position, with a high TEM, and the attacker can enter it and derive the same TEM benefit without winning a battle. In this game, if the attackers enter a new area and lose a battle they must retreat back to whence they came; they were repulsed and cannot remain in the defender's Area. If the attacker already has a "bridgehead" in an Area (that is, if the Area is Contested), think of the attackers as first reinforcing the bridgehead, and then attacking out of it. If they are repulsed, they may remain in that Area; but they failed to break out of their bridgehead.

Another criticism of the earlier games which has been addressed here is that additional defending units do not really increase the strength of an Area. They can absorb more casualty points and keep the defender from giving up the Area, but they cannot prevent the attacker from gaining a foothold there. This is remedied by increasing the Defense Value for each Fresh defending unit in the Area, beyond the Forward unit. This realistically makes such areas harder to assault, but more rewarding to bombard because of the unit density which is as it should be.

Previously, the Defense Value was based on the weakest, or sometimes the strongest, defending unit in an Area. If based on the weakest, adding an additional weak unit can actually lower the defense strength of an Area. If based on the strongest unit, this implies that the strongest unit is forced to be at risk and cannot be held "out of the line" in reserve. In **BREAKOUT: NORMANDY**, the defender has his choice of which unit is the "Forward Unit". This will usually be the strongest unit to maximize the strength of the position, but the defender can decide if the strongest unit is too valuable to risk, and assign a lesser unit to the "front line" in an Area.

## BOMBARDMENT

Just because a unit was strong against a ground attack did not necessarily help it against shells and bombs. Therefore, a target unit's defense factor has no effect in a bombardment. What is important is the type of target unit; tanks require direct hits by high caliber guns, and thus are harder to effect by bombardment. Fresh units are considered dug-in, and therefore better protected against bombardment than a Spent unit, which may have been in transit, or exposed as it makes an assault, or disorganized from battle, and is correspondingly more vulnerable to bombardment. Coastal artillery, consisting of casemated guns, is not affected by being Spent; it remains behind massive concrete whether Spent or Fresh.

The motivation for allowing the attacker to choose the Primary Target of a bombardment is to keep a weak unit from protecting a strong unit. Field artillery cannot be the Primary Target of a bombardment (unless there is no alternative) because artillery was camouflaged well to the rear, and was fired upon only when it was drawn into the battle by firing repeated fire missions. Infantry in the front line had no such luxury.



The Nebelwerfers are treated differently from conventional artillery because they are relatively short-range weapons, and less accurate than field guns. Therefore they cannot support or be supported by other field artillery, and cannot fire counter-battery because of their lack of

accuracy. They were designed to place great amounts of firepower suddenly at short range, and that they did very well.

## FORTIFICATIONS



The Germans struggled to construct fortifications along the entire Atlantic Wall, and although unfinished when the invasion came, their fortifications were still formidable. They consisted mostly of obstacles, mines and barbed wire along the beaches, and pillboxes, trenches, and fortified buildings on the shore.

These fortifications are represented by the +2 DRM that the Germans get in the beach Areas. Since the fortifications represent pillboxes and fortified areas such as Morris and Hillman at Sword beach, the DRM applies regardless of the direction of the attack. Once these Areas have been significantly penetrated by the Allies (as represented by the presence of a non-disrupted Allied unit), the fortifications cease to have any effect.

## SUPPLY



Supply was king in the Battle for Normandy. The Allies had to bring all their beans and bullets over the beaches. Despite the difficulty of bringing their supplies over the beaches, the Allies rarely lacked what they needed to fight the battle, but they had to be careful and frequently had to slow up their attack to amass supplies for the next big push. The Allies should be able to refit most of their units each turn, and build up some reserves, but inevitably a few units will have to wait for their share. Air supply will help out, especially if some units become isolated, but that is chancey with its dependence on the weather. However, if the Allies fail to promptly secure one of the beaches, they will be hurting.

The Allies can expect to have their biggest supply problems at Utah Beach, since it is isolated from the rest of the beachhead. As happened historically, the Americans will want to link up Utah with Omaha so that the supplies can flow between them, and the Germans must try very hard to prevent this despite a lack of good defensive terrain.

The Germans have unlimited supply in the Zones, since that is beyond the worst of the Allied air interdiction. The bigger problem is the supply of units on the front lines. With as much difficulty as the Allies had bringing supply ashore, the Germans had far more trouble getting their supplies past the omnipresent Allied fighter-bombers. German supply is largely governed by the weather. The better the weather, the more effective the Allied air interdiction is, and the fewer supplies make it to the troops, which is reflected in the value of each depot.

Cherbourg is a limited source of German supply because its forts contained stockpiles and when it was cut off by the Allied advance, the Germans instituted emergency measures to supply it by air drop, E-Boats, and submarine.

The unused supplies from depots contribute to supply reserves that are used for or against a major offensive. This is reflected in the purchase of the Impulse/Turn starting point for the next day, having the effect of adding (or subtracting) impulses to (from) the next day. This abstractly reflects the heavy use of supplies in a major attack (or defense, if the day is shortened).

## RIVERS, BRIDGES, AND BOCAGE

The hedgerow terrain gives the Normandy Campaign its unique flavor. This is represented in the game in several ways. Areas that consist mostly of bocage have a +3 TEM, instead of the +1 TEM that they would otherwise merit in most cases. This applies to bombardment as well as ground assaults, since the bocage greatly limits the observation needed to call in artillery, or for aircraft to spot their targets. It also applies regardless of whether the attack is mandatory or not, in contrast with the DRM for crossing rivers and bridges, which no longer apply once a foothold is gained in an Area.

Besides the TEM benefit, the defender in bocage absorbs the first Casualty Point earned in a ground assault at no cost. In the restrictive bocage territory, a few defenders could hold off a much larger attacking force, and the going was always slow. Thus, overrun is not allowed in bocage. Even if you clear an Area, you cannot immediately seize bridges or move on to other Areas. Once units attack in bocage, they are through for the day.

Bocage got all the headlines in Normandy, but rivers were very important as well. Witness the employment of the elite airborne divisions to secure the causeways behind Utah Beach, their attempt to take bridges over the Merderet and the Douve, and the British quick grab for the Pegasus Bridge over the Orne River and detonation of the Dives bridges. Even though shallow and narrow by American standards, the rivers and canals of Normandy were major obstacles to an advance within the framework of the game.

Ownership of a bridge or river boundary gives an indication of the location of a foothold within a contested Area. It also can represent a very small bridgehead into an uncontested enemy-owned Area. Crossing a bridge or river across an enemy-held boundary is always a Mandatory Assault; there are enemy in the way between the attackers and the Area. If the boundary is successfully crossed, it now belongs to the attacker. It is also possible to make a limited attack just to seize a bridge. This represents making gains around a bridge site without controlling a significant portion of an Area. Because of the element of surprise that the initial airborne landings enjoyed, the airborne troops are allowed to secure a bridge on landing at the cost of becoming Spent, before the seaborne troops come ashore.

Both sides had a number of engineer battalions organic to divisions or attached to corps or armies that are not represented by units in the game. Among other duties, these engineers built and destroyed bridges; units are not required for this purpose. In most cases, the Germans managed to demolish bridges in time to block the Allied advance, but there were a few important instances where they failed. The American seizure of the Aure River bridge to Isigny is the most prominent.

The causeways over flooded terrain were harder to destroy and repair than bridges, as is represented by a drm in the game. It is also harder to repair a bridge than to destroy it which is also represented by another drm. Other drm's come from the level of control of the two Areas on either side of the bridge boundary. A bridge cannot be built on boundaries that did not originally have a bridge because, for a bridge to be useful, it must connect to the local road net, and there must be a militarily significant road approach to the bridge, both of which are assumed to be lacking if the boundary has no printed bridge.

## VICTORY CONDITIONS

The Allied objective was to achieve a quick breakout from the beachhead. In the game a breakout is represented by a supplied Fresh Allied unit ending the day in a Zone. It must first reach the Zone, become Fresh during a Refit Phase, and remain Fresh for a whole day. This is the breakout that Montgomery, Eisenhower, and Bradley hoped for, but it is very difficult to achieve. If you can manage it, you deserve to win the game.\*

Normally, the game will be decided on points, which are based on how far the Allies get in a week (or two or three), as compared to their historical success. Rommel's goal of pushing the Allies back into the sea is largely unattainable given historical weather patterns and the failures of the German High Command. Point values are based on strategic worth for the most part. Caen and Cherbourg are the most important objectives, and their Victory Point value reflects that. Some Areas are worth points to further encourage pursuit of the actual Allied goals, such as the Allied link up of their beachheads, and isolation of Cherbourg. If the Allies can expand their beachhead faster and farther than their historical counterparts did, they win. If the Germans are able to box the Allied invasion into a smaller, narrower beachhead than did their historical counterparts, they win.

# THE INVASION OF NORMANDY

They were coming. The Germans didn't know where or when, but they knew that the Allies were going to invade somewhere in northwest France. They also knew that the invasion was imminent—overdue, in fact. Germany's only hope of winning the war was to totally defeat the invasion, to drive their enemies yet again off the continent and into the sea, as they did at Dunkirk in 1940 and again at Dieppe in 1942. They knew that the Allies lacked sufficient resources to launch more than one major invasion in 1944. When it was defeated, the Wehrmacht would shift as many as 50 divisions now guarding the Atlantic coast to the Eastern Front, to reverse the Soviet tide and seize victory from the jaws of defeat.

As early as 1940, the British knew that they would eventually have to return to France to come to grips with the Germans. Until the U.S. entered the war, the British were too weak to mount an invasion of the continent. In fact, they were fortunate to no longer fear invasion themselves. For the time being, they had to be content with occasional commando raids on Nazi-occupied Europe. Nevertheless, the British planners devised a plan called ROUNDUP that envisioned an invasion of France with their limited resources in the event that the German army collapsed. This was the seed of what would later become OVERLORD, the greatest amphibious invasion in history.

When the U.S. entered the war, their planners, aided by the British, crafted a plan called SLEDGEHAMMER for an invasion of France in 1942. SLEDGEHAMMER was an emergency operation to relieve pressure on the Russian Front by distracting the Germans. Allied air superiority was a prerequisite, and the only place where the Allies could hope to achieve air superiority at this time was the Pas de Calais, between Dunkirk and the Somme. However, this region had the strongest German defenses on the French coast, beaches unsuitable for landing craft, poor exits from the beaches to the interior, and ports much too small to support the invading force. Perhaps fortunately for the Allies, a shortage of shipping, made worse by demands in the Pacific and huge losses in the U-Boat war, dictated that there was to be no invasion of France in 1942 aside from the ill-fated raid at Dieppe. This scaled-down disaster showed both how strong the German beach defenses really were, and how little the Allies knew about mounting an amphibious invasion.

Nevertheless, Roosevelt insisted that US troops get their feet wet in the war against Germany in 1942. The fall of Tobruk and the retreat of the 8th Army to El Alamein presented a crisis in the Mediterranean. Consequently, instead of France, in November, 1942, the Allies invaded the French colonies in North Africa in Operation TORCH. The Americans, led by Army Chief of Staff General Marshall, wanted to stage an invasion of France in 1943 (also called ROUNDUP), but their resources were still deemed too meager to risk such a crucial battle. Instead, it was decided at the Casablanca Conference in January, 1943, to continue the main emphasis in the Mediterranean Theater. Thus, TORCH led directly to the invasions of Sicily and Italy in 1943, causing the postponement of the invasion of France until 1944. It was just as well, since the expensive lessons learned from the Mediterranean invasions of North Africa, Sicily, Salerno, and Anzio were invaluable in contributing to the much more difficult invasion of France. The additional year also allowed the Allies to address their shipping deficiencies, to design and build new landing craft, and to train more and better troops with which to fight the battle on the coast. It also allowed the Allies to achieve decisive air superiority.

In April, 1943, General Frederick E. Morgan was appointed COSSAC (Chief of Staff to the Supreme Allied Commander), and charged with developing a plan for the invasion of France in 1944. His staff formulated the initial OVERLORD plan which included these requirements for selection of an invasion site:

1. Within range of Allied airpower.
2. Beaches sufficient to maintain a large force for several months, and sheltered from the winds so that they could be used in bad weather.
3. Sufficient vehicular exits to the interior, connecting to a good road network.
4. Beach defenses that could be neutralized by Allied air and naval forces.
5. Proximity to an easily captured major port that could be used immediately, and a grouping of ports able to support an invading army for the long term.

No sector fit all the requirements exactly, but Normandy came closest. It was at the extreme range of Allied fighter aircraft, and was not well sheltered, but it was near the major port of Cherbourg and not too distant from the ports of Brittany. The original plan called for two British and one American division to assault the beaches in the vicinity of Caen, supported by two airborne brigades dropped behind the beaches.

After Eisenhower's appointment as Supreme Commander, the size of the invasion was expanded to a five-division assault. Now a division, supported by two airborne divisions, would land directly on the Cotentin Peninsula to expedite capture of Cherbourg. D-Day was originally set for May 1, but was postponed to early June to allow another month's production of scarce landing craft.

Eisenhower used the additional time for a major air offensive by diverting the Allied strategic air forces from targets deep in Germany. His goal was to achieve total air superiority by eliminating the Luftwaffe in France, destroying the German beach defenses, and isolating the invasion area by destroying the French railway system as well as the bridges across the Seine and Loire Rivers. This air offensive was very successful in achieving two of its three goals. Once the invasion began, it was very difficult for the Germans to move supplies and reinforcements to Normandy. The Allies ruled the skies; Allied aircraft flew 14,674 sorties on June 6. The Germans had fewer than 100 fighters airborne to oppose this mighty onslaught. However, the effect on the beach defenses was nonetheless disappointing.



Rommel (far right) and his chief of staff General Speidel overseeing Coastal defences while aides look on

The Germans expected the invasion in Pas de Calais due to its proximity to both Germany and Britain. The Allied command knew, via ULTRA intercepts, that the Germans expected the invasion at the Pas de Calais. To reinforce those beliefs, the fictional First US Army Group (FUSAG) was created, commanded by General George S. Patton, to generate enough radio message traffic to appear to be a real Army Group poised to invade the Pas de Calais. Pas de Calais was bombed more heavily than Nor-

mandy to aid the deception. This ruse successfully pinned down the powerful German 15th Army awaiting the "real" invasion for at least six weeks, far from the Allied "feint" in Normandy.

Among the German High Command, only Rommel suspected that Pas de Calais was a ruse. He deduced from the pattern of bombing designed to isolate Normandy from the rest of France, that Normandy was to be the invasion site. However, he was unable to convince the German High Command. Still, Rommel did his best to get troops to Normandy, improve the beach defenses, and to move armored reserves closer to the beaches.

Rommel and the rest of the German High Command also differed on the tactics to be used in combating the invasion once ashore. Von Rundstedt held the majority view that they should destroy the invasion with a mobile armored battle in the interior of France, away from the big guns of the Allied ships, where the superior German panzers could defeat Allied tanks. Rommel knew first hand, however, from his years in Africa what would happen in a mobile battle when the enemy has total air superiority. He vainly argued for the strongest possible beach defenses, with armored reserves positioned immediately behind the beaches. The panzer divisions had to be ready to counterattack the invasion on its first day, even in its first few hours, before the Allies became established. He believed that once the Allies became firmly established ashore, they would be impossible to dislodge.

Nor did Rommel's handicap end there. The Germans labored beneath a tangled command structure. Some of the coastal batteries were under command of the Kriegsmarine, while others took orders from the Wehrmacht. Worse, the Luftwaffe exercised direct control of the anti-aircraft defenses and the parachute divisions. Panzer divisions were split between the Wehrmacht and the SS. Field Marshal Von Rundstedt commanded OB West, responsible for the defense of France, Belgium, and the Netherlands. Field Marshal Rommel commanded Army Group B, in northwest France, from the Netherlands to Brittany. General Blaskowitz commanded Army Group G, which defended the Bay of Biscay and South France. Most of the panzer formations in France were concentrated in Panzer Group West, commanded by Geyr von Schweppenburg, who reported to Rundstedt, but whose divisions could only be committed by personal order from Hitler.



*Allied Supreme Commander Eisenhower (seated, at center) with his staff. Standing (from left): Lt Gen Omar Bradley, Admiral Sir Bertram Ramsay, Air Chief Marshal Sir Trafford Leigh-Mallory and Lt Gen Walter Bedell Smith. Sitting: Air Chief Marshal Sir Arthur Tedder and General Sir Bernard Montgomery*

In contrast to the Germans, the Allies enjoyed a unified command structure despite the fact that their forces came from many nations. General Dwight D. Eisenhower was Supreme Commander. Under him were Admiral Sir Bertram Ramsay commanding the naval forces, Air Marshal Sir Trafford Leigh-Mallory commanding the aircraft, and General Sir Bernard Montgomery commanding the ground forces. Montgomery commanded the 21st Army Group, which comprised the US First Army, under General Omar Bradley, and the British Second Army under General Sir Miles Dempsey. The US First Army was initially composed of the VII Corps, which landed at Utah Beach on the Cotentin

Peninsula and the V Corps at Omaha Beach. The British Second Army included the XXX Corps at Gold Beach, and the I Corps which landed at Juno and Sword Beaches.

## D-DAY: JUNE 6

June 6, 1944 is one of the most famous dates of this century, second only to the "day that will live in infamy". The invasion, originally scheduled for June 5, was delayed one day by unfavorable weather. The necessary combination of a full moon for the paratroopers and early morning low tides to allow the landing craft to avoid the German beach obstacles left a narrow window of opportunity. If cancelled again, the entire operation would have to be postponed for a month to await the next favorable combination of moonlight and tides. A slightly improved weather forecast set the entire operation in motion the next day by a very worried Eisenhower.

As it turned out, the weather worked in the Allies favor. The Allies had much wider ranging weather stations than the Germans, who were limited to continental Europe and hurried U-Boat reports. Consequently, the Germans had no clue of a break in the weather. The bad weather promised to shield them for another week. This led them to history's most fateful wargame. When the invasion arrived, the majority of the local German command was away at a map exercise in Rennes. Rommel himself was in Germany, celebrating his wife's birthday.

## THE AIRBORNE BRIDGEHEAD

The greatest amphibious invasion in history began shortly after midnight, with an airborne assault. The British 6th Airborne Division landed first with the mission of securing the bridges over the Orne River and the Caen Canal. They were to seize a bridgehead to the east of the Orne River to protect the eastern flank of the invasion from German reinforcement and counterattack. The 5th Parachute Brigade had to grab the crucial bridges, hold the bridgehead, and establish a landing field for the glider brigade, which was to land the following evening. The 3rd Parachute Brigade had the task of blowing bridges over the Dives River, capturing the Merville Battery, and blocking the roads from the south. Despite a very scattered landing and a counterattack by elements of the 21st Panzer Division, the men of the 6th Airborne Division managed to carry out all their tasks. Later that day, the paratroopers were reinforced by the commandos of the 1st Special Service Brigade, who had landed at Sword Beach. As the final act of D-Day, the 6th Airlanding Brigade with the division's heavy weapons landed in gliders to reinforce the positions of the paratroopers and commandos in the bridgehead across the Orne.

These elite troops, in what was to be known as the Airborne Bridgehead, achieved their objective of protecting the beaches from counterattack from across the Orne, but remained locked in a deadly struggle with the German 711th and 346th Infantry Divisions and the 21st Panzer Division. The Germans were unable to eliminate the bridgehead, but the British were too weak to force a breakout. A stalemate ensued for weeks.

## BEHIND UTAH BEACH

The American 101st and 82nd Divisions landed at the other end of the invasion area, on the Cotentin Peninsula behind Utah Beach. Utah Beach was needed as an entry onto the Cotentin Peninsula to threaten the port of Cherbourg, the first major objective of the invasion. However, the beaches were separated from the rest of the peninsula by a large flooded area crossed by a number of causeways. If the Germans could destroy or defend those causeways, the invasion force would never leave the beach. To secure these exits from the beach, and to protect the beaches from expected German counterattacks, the plan called for two airborne divisions to be dropped behind Utah.





Members of the 101st Airborne division "spruce up" prior to their D-Day drop

The 101st Airborne Division dropped first, closely followed by the 82nd. The 101st was to secure the causeways between Utah Beach and the interior, seize bridges across the Douve River to be used later in a drive on Carentan, and protect the beaches against a German drive from the southeast. The 82nd Airborne Division landed one regiment to take St. Mere Eglise and protect the beachhead from the Germans in Montebourg and Valognes. Two other regiments landed across the Merderet River; their mission was to seize bridges for the later drive to split the peninsula, while shielding the invasion from a German counterattack from the west.



Flooded lowlands west of Utah Beach

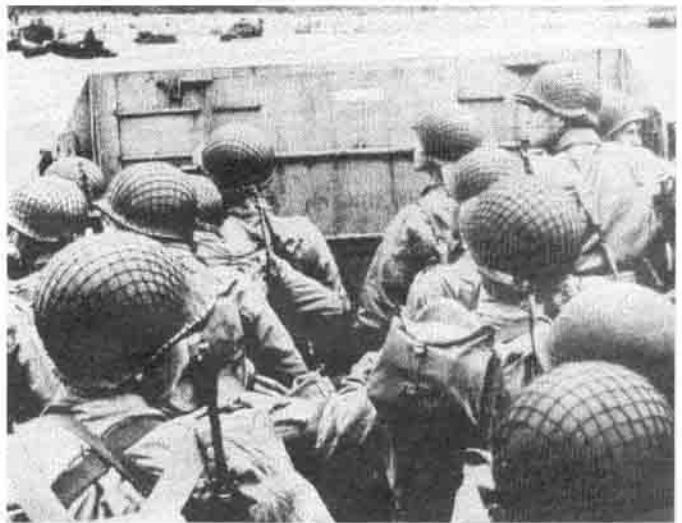
Bad weather and strong German anti-aircraft defenses caused these two divisions to be widely scattered all over the countryside. Nevertheless, they were partially successful in their tasks. The 101st managed to secure the causeways and allow the seaborne troops to exit the beaches, although this was due as much to the ease that the amphibious troops had in landing and quickly exploiting their good fortune, as to the efforts of the paratroopers. The 82nd Division captured the vital town of St. Mere Eglise. The paratroopers were much less successful in their mission of securing the bridges over the Douve and Merderet. They were repulsed in their initial attempts, and those rivers were

not crossed for a number of days after D-Day. However, their biggest contribution was the confusion that they sowed among the Germans. Encountering small bands of deadly paratroopers seemingly everywhere, the German counterattacks were halted before they could gain any momentum and never posed the least threat to the invasion beach.

## UTAH BEACH

The seaborne phase of the invasion began with a massive naval bombardment. The coastal artillery batteries drew most of the fire before the Allied ships turned their attention to the shore defenses. A massive air strike followed. The first troops to hit the beach were from the 4th Infantry Division of the US VI Corps. An unexpected current carried the landing craft about 2000 yards to the south of the planned invasion site, but this worked in the American's favor, because they landed where the German defenses were weakest and avoided dangerous strong-points. Utah proved to be the most successful of the beaches, with the bulk of the Duplex Drive (DD) tanks swimming ashore safely. The Americans landed against only light resistance, quickly mopped up the beach, and rapidly crossed the causeways to the interior to link up with the paratroopers. By the end of the day, the entire 4th Division was ashore and the 90th Division had begun disembarking.

## OMAHA BEACH



American infantry about to disembark on deadly Omaha beach

While the easiest beach was American, the most difficult landing area was also dealt to the American 1st and 29th Infantry Divisions which landed at Omaha Beach. While the land behind Utah Beach was flat and flooded, Omaha was backed by high dunes and cliffs, with few exits from the beach. The German strongpoints were excellently sited to fire along the beach and to be protected from naval gunfire. Worse, although it had been reported by Allied intelligence to be in reserve well behind the beach, much of the German 352nd Infantry Division was defending Omaha Beach, augmenting the defense of the 716th Infantry Division.

The Allied Air Bombardment proved nearly worthless. Cloud cover caused the bombers to delay dropping their bombs to lessen the risk of hitting the transports. As a consequence, they missed the Germans also. The surf was worse than at Utah, many landing craft landed in the wrong place, and most of the DD tanks were swamped. The stage was set for a disaster.

Landing craft hit the beach at Omaha amid withering fire. The debarking troops were pinned down immediately. Many took refuge at the waterline or behind beach obstacles. Others made it across the sand to the sea wall, where they could go no further. For hours the situation looked like a defeat in the making. By

late morning, General Bradley considered aborting the invasion at Omaha and rerouting the reinforcements to Utah. However, bit by bit, the American infantry, aided by several destroyers that sailed close inshore to lend fire support, managed to knock out German positions and advance off the beach.

The best known action at Omaha was the Ranger assault on Pointe du Hoc. Atop the cliffs, a German coastal defense battery with six 155mm guns could command the sea approaches to both Utah and Omaha Beaches. Heavy pre-invasion bombing failed to knock out the battery, so the Rangers drew the toughest assignment of the "Longest Day". About 200 men of three companies of the 2nd Ranger Battalion made the assault on the 100-foot cliffs, while the remainder of the battalion, along with the 5th Ranger Battalion, landed at Omaha beach proper, with the mission of fighting overland to relieve their comrades, or to finish the job if the initial assault failed. Against strong opposition, they managed to scale the cliffs with the aid of extension ladders borrowed from the London Fire Brigade. Once on top of the cliffs, the Rangers found that the gun emplacements were minus the dreaded guns. They later found the guns well behind the coast. After surviving a number of German counterattacks from the 914th Regiment, the Rangers were relieved two days later by the 29th Division.

The day ended with the bulk of the 1st and 29th Divisions ashore in a very narrow beachhead. It was vulnerable to a German counterattack, but the Germans had no reserves with which to attack. The defenders, from the 352nd and 716th Infantry Divisions, were also getting pounded, and their positions were as thin as the American's beachhead.

## GOLD BEACH

The initial objective of the British beaches was the key city of Caen. Montgomery expected that Caen would be taken on the first day, with armored elements "knocking about" as far as Falaise on D-Day. It didn't quite work out that way.

Gold, the westernmost of the British beaches, was invaded by the British 50th Infantry Division and the 8th Armored Brigade. The objective for the first day was to take Bayeux and Port-En-Bessin to link up with the Americans on Omaha. This turned out to be a bit optimistic. Delayed by a number of German strongpoints, the advance inland halted just short of those objectives, which were to fall the next day.

## JUNO BEACH

The Canadians landed in the British center. Their mission was to support the 3rd Division landing at Sword, and take Carpiquet Airfield just west of Caen. This force comprised the Canadian 3rd Infantry Division and the Canadian 2nd Armored Brigade, under the British I Corps. After initial difficulties, the Canadians gained a five-mile-deep beachhead on the first day. Elements of the 7th Brigade crossed the main Bayeux-Caen road at Bretteville and almost took Carpiquet Airfield before they were forced to turn back to a less exposed position.

## SWORD BEACH

On the extreme left of the invasion was Sword Beach, separated from Juno by a rocky coast. Here landed the British 3rd Division, the 27th Armored Brigade, and the bulk of the commandos, all under command of the British I Corps. Caen was their objective. Once ashore, a mixed infantry/armored force was to be formed from the 27th Armored Brigade and the 185th Infantry Brigade to make a dash for Caen. There were significant delays getting ashore, and the advance was halted by two major strongpoints, codenamed Morris and Hillman, manned by the 716th Division. One of these, Hillman, was the fortified headquarters of the 736th Regiment. It managed to hold out the entire day. Meanwhile, these strongpoints had to be bypassed for the advance to continue, resulting in more delays. Finally the

advance got underway, without the tanks that couldn't get past the traffic jam on the beach. This reduced spearhead was brought to a screeching halt by elements of the 21st Panzer Division at Bieville, a couple miles short of Caen, where the front lines were to remain for a month.

At the end of June 6, the British and Canadians were solidly ashore on all three beaches, but they uniformly fell short of their D-Day objectives. Part of the reason for the failure was the stubborn resistance of the Germans, and part of it was the poor weather, which hampered the air bombardment which was to neutralize the German defenses. The poor weather also resulted in higher tides than normal, which narrowed the beaches. Onto these narrow strips to the interior were dumped thousands of men and vehicles and tons of supplies, clogging the exits from the beaches with a monumental traffic jam, and delaying the advance as much as the Germans.



A Sherman "Crab". The chains were used to explode mines by flailing.

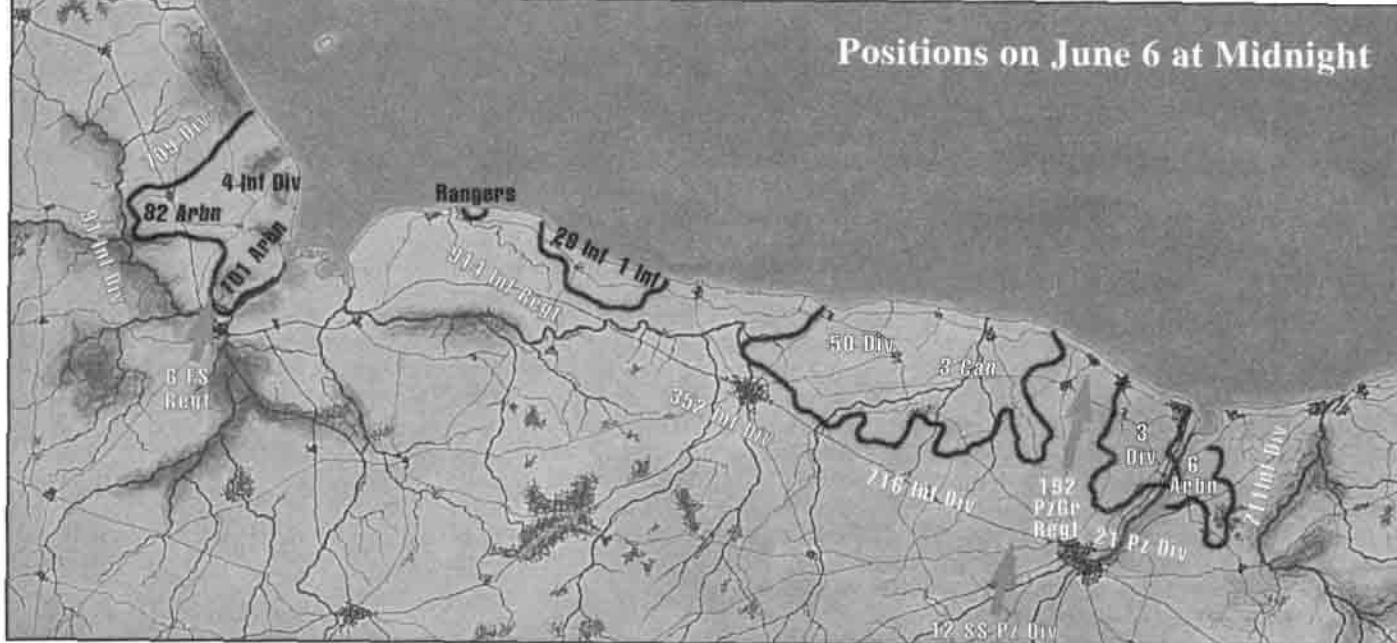
That the British and Canadians were able to overcome the German defenses as well as they did was partly due to their use of "funny" specially adapted armored vehicles. Besides the amphibious tanks that were supposed to swim ashore to lend immediate armor support, the British had devised a wide variety of special-purpose armored vehicles, including tanks mounting bridges, flamethrowers, and large mortars firing 40 pound demolition charges. Flail tanks that could clear a path through minefields, and tanks that carried fascines to create an instant solid roadway over the sands rounded out the assortment.

## THE GERMAN REACTION



A Wehrmacht lieutenant going over plans with his subordinates

At first, the Germans were totally confused. Their senior officers were away at a map exercise, and information from the front was very sketchy. The Allied paratroopers, seemingly everywhere, caused untold confusion, and the air bombardment which missed the beaches, still disrupted inland communications with the troops under attack. Consequently, the initial German reaction was hardly decisive. The 21st Panzer Division, spread out around Caen and to the southeast, was the first to react. The 125th Panzer Grenadier Regiment of the 21st Panzer Division, supported by a company of



tanks, engaged the paratroopers of the British 6th Airborne Division early in the morning of June 6. During the day, after delays waiting for orders and a road march through the rubble of Caen, the 22nd Panzer Regiment attacked the 3rd British Division while the 192nd Panzer Grenadier Regiment charged into the gap between the British and Canadians. The attack by the panzers was broken up at Periers Ridge by the Fireflies of the Staffordshire Yeomanry, commanded by Lt. Col. J. A. Eadie, who predicted before the invasion exactly how and where the German counterattack would occur. His tanks were prepared to meet it. The Panzer Grenadiers, however, met no opposition and reached the coast, but were in an exposed position and were obliged to withdraw to Caen that night.

At the other end of the battlefield, the German 91st Infantry Division launched attacks on the American airborne troops from three directions. The 6th FS Regiment, attached to the 91st Division, attacked north from Carentan, got stopped by the 101st Airborne Division, and lost a battalion in the process. The 1058th Regiment attacked from Montebourg south towards St. Mere Eglise, and was halted by the 82nd Airborne Division before it reached the town. The 1057th Regiment, supported by obsolete French and Czech tanks from the 100 Panzer Replacement Battalion, attacked from the west. The paratroopers from the 82nd Airborne Division blocked it before it could reach the Merderet River. The paratroopers fulfilled their primary purpose of protecting the beachhead from German counterattack to perfection.

The beach most vulnerable to counterattack was Omaha, but the German reserves were engaged on both flanks and they had no troops left with which to attack in the center. Omaha beach was spared all but small, local counterattacks.

The main striking force of the Germans in the area consisted of the 12th SS Panzer Division at Liseux and Panzer Lehr near Le Mans. However, these divisions could not be committed without Hitler's personal permission, and the Fuhrer was asleep. With no one willing to wake him, these powerful formations did not start moving until well into the day of invasion after the weather had cleared. They then had to pass through a gauntlet of constant air attacks to reach the battlefield. The 12th SS Panzer Division did not arrive until that night, when it attacked the Canadian 3rd Division, to begin a face-off that was to last months.

## D+1: JUNE 7

D-Day, was just the beginning of a campaign that lasted nearly a year and stretched all the way from the Normandy beaches across France, Belgium, and The Netherlands, to the Elbe River deep in Germany, and even into Czechoslovakia. But first the Allies had to take Caen and secure their lodgement. The first

week after the invasion was spent linking up and expanding the Allied beachheads, coupled with an attempt to take Caen.

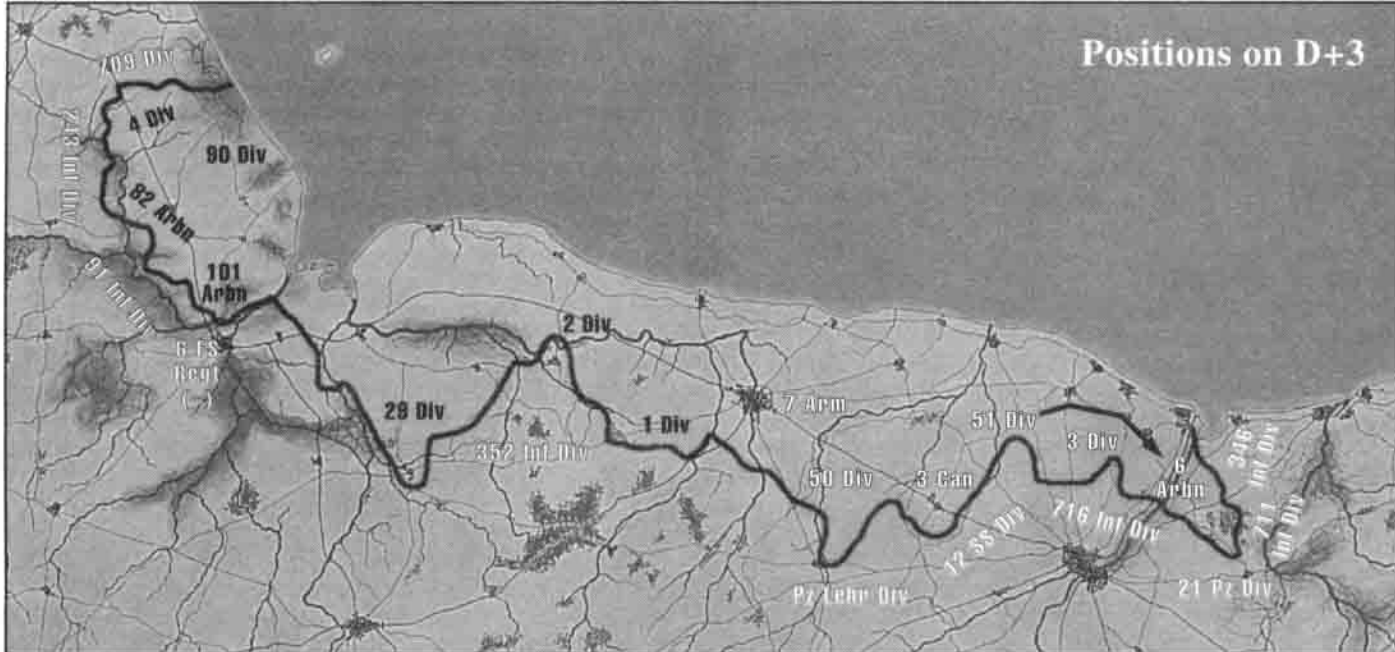
June 7 began with the 325th Glider Regiment landing to reinforce the beleaguered 82nd Airborne Division, still under attack from the 91st Division. The 4th Division came into line facing north and attacked with its 12th and 22nd Regiments, driving the Germans back two miles. Meanwhile its 8th Regiment reinforced the 82nd's paratroopers at St. Mere-Eglise, who were again attacked by the 1058th Regiment and the 7th Army Sturm Battalion (AOK 7), with artillery support. The 1057th Regiment continued to attack west of the Merderet. It was unable to dislodge the paratroopers, but they were likewise unable to capture a bridge across the Merderet. The 101st Airborne Division began its attack south towards Carentan. Meanwhile the 1st Battalion of the 6th FS Regiment surrendered, as did the 795th Battalion, and the region between the Merderet, the Douve, and the beachhead gradually became secure.

The V Corps continued its efforts to secure Omaha. The 1st Division, on the left, advanced toward Port-En-Bessin and the British beaches. The 29th Division mopped up along the coast and attacked west toward Isigny and the Rangers at Pointe du Hoc, who were still locked in combat with elements of the 914th Regiment. It was a day of modest gains on the ground, but the German 716th and 352nd Divisions were getting chewed up. Meanwhile the 30th Mobile Brigade arrived on the scene to shore up the German defenses.

The British 50th Division took Bayeux and crossed the Bayeux-Caen Highway. It continued to mop up bypassed German strongpoints behind the lines, as did troops in the other two beachheads of the British 2nd Army. The 48th and 41st Commandos completed the link between Juno and Sword Beaches. The Canadian 3rd and British 3rd Divisions made another desperate attempt to take Caen. Meanwhile, the 12th SS Panzer Division had arrived with orders to attack out of Caen, along with the 21st Panzer Division, to drive the British back into the sea. The British and German attacks met head on, with neither side making much progress. Meanwhile the battle raged in the Airborne Bridgehead, again with neither side making much headway.

## D+2: JUNE 8

The 101st Airborne Division was to attack south and take Carentan, in a drive to link up Utah and Omaha beachheads. It also attacked St. Come du Mont, defended by elements of the 6th FS Regiment and the 1058th Regiment, who retreated to Carentan. The Germans abandoned their attempt to retake St. Mere Eglise and were now on the defensive. The 4th Division,



along with the 505th Parachute Regiment of the 82nd Airborne Division, continued to attack north toward Montebourg, which was now defended by ad hoc elements of the 709th, 243rd, and 91st Divisions.

The 29th Division attacked west towards Grandcamp and Isigny, doing its part to link up with Utah. It managed to capture Isigny that night with its bridge over the Aure River still intact, cutting off German coastal artillery and part of the 914th Regiment near Grandcamp. Meanwhile, the Rangers at Pointe du Hoc were relieved by their comrades who landed at Omaha. At the same time, the 1st Division attacked south towards Trevieres to expand the beachhead, and east toward Port-En-Bessin to link up with the British. The 26th Regiment was sluggish in attacking and allowed the Germans, who were about to be pinned between the British and the 1st Division, to escape to the south to rejoin the German defense line.

The 47th Royal Marine Commandos, operating with the 50th Division, took Port-En-Bessin to link up with the Americans, while the British and Germans continued their mutual attacks, with no advantage gained by either side.

## D+3: JUNE 9

The 4th Division continued its attack toward Montebourg taking the fortified strongpoint of Azeville, while the 82nd Airborne Division attacked west across the Merderet River. The 101st Airborne Division continued to attack south towards Carentan.

The 29th Division secured Grandcamp, while its 175th Regiment crossed the Vire River in its drive to reach Utah, and the rest of the division attacked across the Aure River. The newly-landed 2nd Division joined with the 1st Division in an attack against the Germans in Trevieres, which was evacuated that night. Meanwhile, the 115th Regiment took Colombieres, and elements of the US 2nd Armored Division began landing on the beach.

By this time Panzer Lehr, once the strongest unit in the German defense, but now badly mauled by Allied air interdiction, had joined the line. The 21st Panzer Division was on the German right, still engaged east of the Orne against the 6th Airborne Division, and in front of Caen with the British 3rd Division. The 12th SS was to its left, fighting against the Canadian 3rd Division. To its left was Lehr, near Bayeux and Tilly. A direct attack on Caen no longer seemed likely to lead to success, so Montgomery planned to envelop it. He directed the British 51st Division, along with the 4th Armored Brigade, to reinforce the Airborne Bridgehead and to attack south to envelop Caen on the

east. Also, the 7th Armored Division (the "Desert Rats") were to pass through the lines of the British 50th Division and attack south to envelop Caen on the west. He even planned for the British 1st Airborne Division (of later Arnhem fame) to land to the south of the city to complete the encirclement.

The German 346th Infantry Division joined elements of the 21st Panzer east of the Orne. The Germans were planning a three-division attack at the same time as the British. The 21st Panzer Division was to attack the Airborne Bridgehead, the 12th SS Panzer Division was to attack the Canadians, and Panzer Lehr was to attack towards Bayeux.

## D+4: JUNE 10

The 4th Division continued to make slow progress towards Montebourg. The 357th and 358th Regiments of the 90th Division attacked across the Merderet, but were stopped by the 1057th Regiment. Meanwhile, the 101st Airborne Division continued its attack on Carentan. The 327th Glider Regiment crossed the Douve River downstream of Carentan to flank the city and made contact with the 175th Regiment, but Carentan was still held by the 6 FS Regiment.

The V Corps took Trevieres and Foret de Cerisy, although the 2nd Division had a tough time against the center of the 352nd Division. Still, the Germans were stretched thin in the center, with most of their reinforcements going to defend Cherbourg against the VII Corps and to hold Caen against the British.

The British 51st Division began its attack out of the Airborne Bridgehead with no success, stopped dead by the 21st Panzer and 346th Infantry Divisions. The XXX Corps, with the 7th Armored and 50th Infantry Divisions, attacked south towards Tilly, and ran into Panzer Lehr attacking them, and also had very little success.

## D+5: JUNE 11

The 90th Infantry Division and 82nd Airborne Division continued to make slow progress west of the Merderet. The 101st Airborne Division threatened to encircle Carentan, which the Germans evacuated that night. However, the first elements of the 17th SS Panzer Grenadier Division started arriving in the Carentan sector.

Elements of the 2nd Armored Division were sent to reinforce the weak link between the two American beachheads. There was a lull in the V Corps sector as the 1st and 2nd Divisions reorganized. The remnants of the 352nd Division were in St. Lo, with the 3rd Parachute, 275th, and 353rd Divisions on their way there.

Meanwhile a large gap had developed between the 352nd Division and Panzer Lehr.

XXX Corps continued its attack on Panzer Lehr towards Tilly, again with no success. Elements of the 7th Armored Division took Tilly, but were driven out again by Panzer Lehr. The I Corps continued to put pressure on the Germans. The Canadian 3rd Division advanced towards Verson against the 12th SS Panzer Division, and had heavy tank losses at Le Mesnil-Patry.

## D+6: JUNE 12

The 4th Division, aided by the 39th Regiment of the 9th Division, continued to attack north, taking Azeville and Crisbecq, but being repulsed at Montebourg. The 90th Division continued to push slowly west across the Merderet River. The 508th Regiment of the 82nd Airborne Division attacked south across the Douve River toward St. Jores, shattering the remnants of the 100 Panzer Replacement Battalion.

Since Carentan was evacuated the night before, the 101st Airborne Division was finally able to occupy it, completing the link up between V Corps at Omaha and VII Corps at Utah. Meanwhile, the 175th Regiment attacked south against elements of the 275th Division, which had recently arrived at the front from Brittany.



*U.S. Infantry in Carentan following two days of bloody combat.*

The rest of the V Corps resumed its attack toward St. Lo and Caumont. The 29th and 2nd Divisions crossed the Elle River fighting the remnants of the 352nd Division and the newly arrived 3rd FS Division, making slow gains. The 1st Division was more successful, taking Balleroy and Caumont. Neither side was fully aware of the large gap that had formed between the 3rd FS Division in the St. Lo sector and Panzer Lehr in the Caen sector.

The British 7th Armored Division followed the US 1st Division and dashed into this gap, swinging to the west to bypass Panzer Lehr and penetrate the "Caumont Gap" to within six miles of Villars-Bocage. Fighting continued all along the rest of the Caen sector, with little ground changing hands.

The first week ended with the Allies firmly ashore and the five separate beachheads linked into one secure lodgement. At considerable cost, the Germans had managed to receive sufficient reinforcements to contain the bridgehead. The Allies had failed to capture their first major objectives of Caen and Cherbourg, and a swift breakout was no longer possible.

## WEEK 2: JUNE 13 - 19

With a bridgehead across the Elle, and the high ground around Caumont in American hands, General Bradley halted the advance of the V Corps and put all his resources into the drive to cut the Cotentin Peninsula and isolate Cherbourg. The 4th Division continued its attack north, while the 82nd Airborne, 9th, and 90th Divisions attacked west across the Merderet. On June 16, the

82nd Airborne Division took Pont l'Abbe, reached the Douve River, and occupied St. Sauveur, with the 9th Division keeping pace to the north. The 90th Division turned to face north to protect the right flank of this drive, and advanced toward Valognes. The German defense had been cracked by the VII Corps. On the 17th, the 9th Division reached Barneville and isolated Cherbourg.

The next phase was an attack on Cherbourg by the 4th (on the right), 79th (center) and 9th (left) Divisions. The Germans defended with the remnants of four divisions: the 709th, 243rd, 91st, and 77th. A large part of the 77th Division managed to escape isolation by breaking through the thin American lines to reach La Haye du Puits in the south, despite orders from Hitler that it was to take part in the defense of Cherbourg. The rest of the Germans retreated to the Cherbourg defenses, and the Americans took les Pieux, Bricquebec, and Montebourg on June 19th.

On June 13, the 17th SS counterattacked the 101st Airborne Division in an attempt to regain Carentan and drive a wedge between the American beachheads. This attack was repulsed by the paratroopers, with help from the 2nd Armored Division. At the same time, the XIX Corps became operational with the 29th and 30th Divisions. Its mission was to defend the link between Omaha and Utah, and advance south towards St. Lo. During the rest of the week the XIX Corps held off the 17th SS and advanced to the Vire-Taute Canal.

The US VIII Corps was activated on June 15 to defend the southern flank of the thrust across the peninsula, while the VII Corps went after Cherbourg. Initially, the VIII Corps comprised just the 101st Airborne Division, but it later added the 82nd Airborne and 90th Divisions.



*A force to be reckoned with: the dreaded Tiger VI.*

In the British sector, on June 13, the 7th Armored Division took Villars-Bocage, but was counterattacked by a single Tiger tank commanded by Captain Michael Wittman, of the 501st SS Panzer Battalion. He was already famous for his feats on the Eastern Front, and was considered the best tank commander in the German army. His single tank demolished the spearhead of the 7th Armored Division before he withdrew. Then he returned with the four other tanks of his company. When the dust cleared, he had driven the British from Villars-Bocage and nearly destroyed the 22nd British Armored Brigade. As if that weren't bad enough, the 2nd Panzer Division arrived to plug the Caumont Gap. This division, along with Panzer Lehr, launched an attack on the exposed 7th Armored Division and the US 1st Division, driving them back toward Caumont.

## WEEK 3: JUNE 20 - 26

The week started with a major storm in the Channel. It began late on the 19th, continued for three days, and completely disrupted the landing of Allied supplies over the beaches. Only 10% of the previous daily tonnage landed during the storm. Worse, the

American mulberry under construction at Omaha Beach was totally destroyed. The British mulberry at Gold Beach, being in more sheltered waters, was seriously damaged, but was repaired with materiel salvaged from Omaha. The storm made it more difficult to supply the drive on Cherbourg and required shutting down virtually all other offensive operations while emphasizing the importance of capturing the port to keep supplies flowing even in bad weather.



Following the storm of 19 June, 1944:  
the Mulberry under construction at Omaha Beach was a twisted wreck.

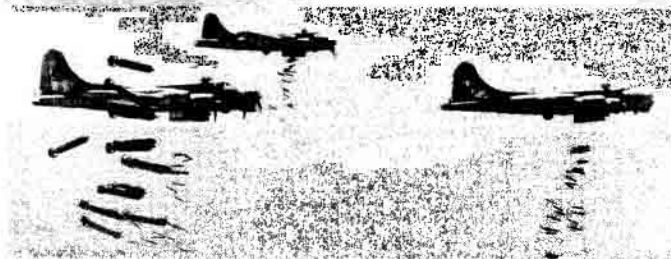
On June 20th and 21st, the US 4th, 79th, and 9th Divisions closed in on Cherbourg and began their assault on the fortress. With major bombardments by the navy and air force, Cherbourg fell by the end of the week. However, the Germans had the time for a masterful demolition of the port, and the Americans captured nothing but wreckage and rubble. Cherbourg was not fully functional until September, but the Allies were able to land much more supplies over the beaches than they expected, the weather held, and they had ample supplies for the remainder of the Normandy campaign.

## AFTERMATH

The storm represented the last chance for the Germans to accomplish Rommel's goal of throwing the Allies back into the sea. However, it arrived too late to do anything other than give the battered German defenses a respite from the unending reign

of American artillery and air attacks. By the 19th, the Americans were too firmly ashore and the German forces too weakened to accomplish the major effort required. Had nature intervened a week earlier, the history of Normandy and the Second World War might have been considerably different.

The planned quick Allied breakout from the beaches never materialized. Instead, the Allies waged an uneven battle of attrition for seven weeks with the Americans paying a heavy price for small gains in the bocage, while the British paid a stiffer price for even less territory in a protracted battle for Caen. This fighting, though providing negligible returns in terms of territorial gains was nonetheless having a telling effect. Even the eventual release of the German panzers defending the "real threat" at Pas de Calais could not replace the German losses. While 14 British Divisions drew a like number of German Divisions, including most of the panzers, to the Caen sector, the Americans had amassed 19 relatively fresh Divisions to face nine battered German units. It was time for Operation Cobra.



B-17 "Flying Fortresses" on a high-altitude bomb run.

On July 25, 2400 bombers dropped 4000 tons of bombs on a 7,000 yard front. The carpet bombing caused considerable American casualties, but virtually eliminated Panzer Lehr. The VII Corps attacked through the gap with the 4th, 9th and 30th Divisions. Their progress was limited more by the destruction and rubble of the bombing than by German resistance. The next day the VIII Corps on the right and the V Corps on the left joined in the attack. By the 27th, it was clear that the German defenses had been penetrated and the race was on. The mobile American army began a mad dash across France that did not stop until it hit the Siegfried Line on the German frontier. And even then, it was stopped more by a lack of supplies brought about by its own success than from any organized German resistance. The Breakout from Normandy had indeed occurred, but much later than anyone had predicted.

## THE GENERAL

Now that you know how to play the game, the next problem is probably who to play. We can help you with that only through your subscription to our bimonthly gaming journal. In *THE GENERAL* you'll not only discover all there is to know about this game, but will also learn about our dozens of other exciting simulation games. Every full-color issue is filled with 64 pages of the best strategy and tactics articles on Avalon Hill and Victory Games. Look at all *THE GENERAL* offers:

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by a sheet of die-cut counters—all FREE to subscribers—to enhance your enjoyment. Many of our games have had more scenarios printed in *THE GENERAL* than in the game itself.

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**WHAT'S HAPPENING:** Each issue is your vantage point on the broader spectrum of simulation games as we discuss developments in the hobby. Regional game conventions are listed regularly along with news of interest to Avalon Hill gamers. And, of course, no one hears about the new games from Avalon Hill faster than a subscriber who sees them coming and going with details on upcoming games in our Previews column, full page advertisements when they're ready for release, and feature coverage a year later.

## SEQUENCE OF PLAY 21.1

- 1A. Airborne Phase
- 1B. Naval Bombardment Phase
- 1C. Air Bombardment Phase
- 1D. Amphibious Assault Phase
2. Daylight Movement/Attack Phase
3. Evening Refit Phase
4. Night Regroup Phase

After Turn 1,  
1A-1D are replaced by:  
1. Dawn Reinforcement Phase

## MOVEMENT COSTS 8.36

Each Area entered has the following MF cost:

- 1 MF to enter a Free Area
  - 2 MF to enter an enemy-controlled Vacant Area\*
  - 3 MF to enter Area containing only Spent/Disrupted Enemy\*
  - 4 MF to enter Area containing Fresh Enemy\*
- ALL MF to cross river without using bridge\*\* or to enter a Zone

Plus:

- 1 MF to Overrun Spent/Disrupted defense in Activated Area
- 2 MF to Overrun Fresh defense in Activated Area
- 1 MF per bridge seizure attempt (limit of one per bridge per impulse)
- 1 MF for non-seizing unit to cross a bridge seized in same impulse

\* A Point Unit must enter an Uncontested, enemy-controlled Area before a non-Point Unit.  
\*\* Infantry only

## ALLIED AIR INTERDICTION 8.4

**CLEAR WEATHER IMPULSES ONLY:**

First Area entered is free of Interdiction. Each additional Area entered requires a dr.

- 1: Disrupt 1
- 2: Spent
- ≥ 3: No Effect

A +1 drm applies for every Fresh FLAK unit (not in transit) in the Area being exited. Units which fail their Interdiction dr remain in Area being exited.

## ATTACK VALUE (AV) 9.2

The AV is equal to the sum of the following:

- A. The Attack Factor of the Point Unit\*
- B. +1 for each assaulting unit beyond the Point Unit
- C. +1 for each supporting Field Artillery unit
- D. +1 Divisional Integrity Bonus for each division with at least three units in the attack
- E. +1 for Air Support if the Allies assault in Clear Weather
- F. -1 if SS and Wehrmacht units assault together

\* Point Unit is any one Infantry/Armor unit of the attackers choice.

## DEFENSE VALUE (DV) 9.3

The DV is equal to the sum of the following:

- A. The Defense Factor of the Forward Unit\* reduced by the amount of its Disruption (if any)
- B. + the TEM of the defending Area
- C. +1 if unit crossed a bridge while making a Mandatory Assault  
+1 if it was an enemy-held bridge  
+1 if it was across a flooded boundary
- D. +2 if a unit crossed a river without using a bridge while making a Mandatory Assault (8.51)\*\*
- E. +2 if the Germans are defending a fortified Area
- F. +2 for Air Support if the Germans assault in Clear Weather
- G. +1 for each Fresh defender other than the Forward Unit

\* Forward Unit is any one unit of the defender's choice in the assaulted Area.  
\*\* If another assaulting unit crosses a bridge, use the highest applicable modifier of cases C and D, but not both.

## WEATHER EFFECTS 18

Sunset DR = Impulse Number causes Weather Change

**OVERCAST:** No Air Bombardment, Air Interdiction, or Air Support  
AV/DV additions. German mobile units gain one MF.

## DEFENDER RETREAT LIMITS 9.63

**Defender retreats are restricted as follows:**

- A. Only Infantry may retreat across rivers without a friendly bridge
- B. No retreat across unbridged flooded boundary, or into the sea, or across an enemy-held bridge/river
- C. No retreat into Uncontested, enemy-controlled Area, even if Vacant
- D. Retreats may not end in violation of stacking limits

Given the above factors, retreats must be into Areas adjacent to the least number of enemy-controlled Areas.

## RETREAT PRIORITIES 9.64

**Retreat destinations must be based on the following priorities:**

- A. Free Area adjacent to the fewest enemy-controlled Areas
- B. Friendly-Controlled, but Contested Area
- C. Enemy-Controlled, but Contested Area
- D. Fully-stacked Area (9.66)

## BOMBARDMENT DV 10.3

**Bombardment DV of the Target Area is the sum of the following:**

- A. + the TEM of the Target Area
- B. + 2 if the Germans are defending a fortified Area
- C. + 1 for each Fresh FLAK unit vs. Air Bombardment, or  
+ 1 for each Fresh Field Artillery unit vs. Field Artillery, or  
+ 1 for each Fresh Coastal Artillery unit vs. Naval Bombardment.

## ATTRITION POINTS (AP) 10.4

Each step lost by a unit absorbs the following number of APs:

- 3 AP: Fresh Armor unit
  - 2 AP: Spent/Disrupted Armor
  - 2 AP: All Coastal Artillery
  - 2 AP: All other Fresh units
  - 1 AP: All other Spent/Disrupted units or Construct\*
- Maximum loss of one level per Impulse per Unit
- \* Must be Primary Target of lead Artillery unit in same Area.

## AIR SUPPLY 12.9

**Air Supply requires a dr ≥ 7 for each unit in the Supply Area.**

- +4 if the Area is Free
- +3 if Area is Contested by Germans
- +2 if Area is German-Controlled
- 1 if unit is Disrupted
- 1 if day was partially Overcast
- 2 if day was mainly Overcast
- 3 if day was totally Overcast

**ISOLATION 12.8**  
Germans surrender on dr < level and take one step loss on dr = level.  
Fresh: Level 1  
Spent: Level 2  
Disrupt 1: Level 3  
Disrupt 2: Level 4  
Occurs at end of combined Refit Phase.

## BRIDGE DEMOLITION/REPAIR DRMs 20.4

**Repair/Demolition drm depend on status of both Areas of bridge:**

- A. +3: Free
- B. +2: Contested Friendly
- C. +1: Contested Enemy

**Additional modifiers:**

- D. -1: Any Repair Attempt
- E. -1: Flooded Boundary
- F. +X: Construct modifiers to any Repair Attempt



**ASSAULT IMPULSE (Repair/Move/Demolition) or REFIT PHASE**  
Demolition requires control of bridge and enemy presence in one of its two Areas. Repair requires control of activated Area.

## BRIDGE POSSESSION 8.221

**Any Fresh Armor/Infantry unit in a Free Area may expend one MF in an attempt to seize a bridge with a dr ≥ 7.**

- +3: Attempt from Free Area
- +1: Other Area is Vacant
- 1: Flooded Boundary
- 1: Per Fresh Defender in Other Area



Limit of one attempt per bridge per impulse. If successful, all units crossing the bridge during the impulse it was seized (except for the unit which already expended one MF for the seizure attempt) must expend one additional MF.

# Breakout: NORMANDY

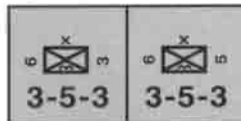
## D-Day Sequence of Play & Allied Setup Card

8940002



### 1A. AIRBORNE PHASE (Night):

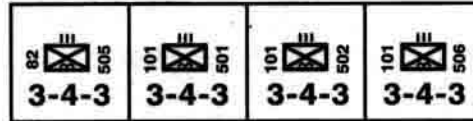
1.) Place Fresh Airborne units in designated Drop Areas.



7 Merville



49 Pont l'Abbe



50 Ste. Mère Eglise

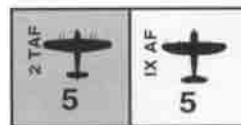
2.) Assault (with no Airpower modifier), or automatically seize one bridge in Drop Area for each unit becoming Spent, or remain Fresh.

### 1B. NAVAL BOMBARDMENT PHASE:



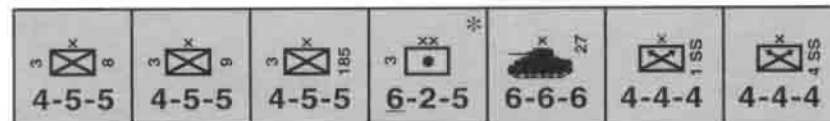
Attack all five Beaches and flip Naval markers to "USED" side.

### 1C. AIR BOMBARDMENT PHASE:

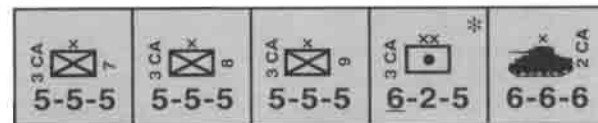


Pre designate and resolve one attack for each Air marker against a Beach or an Area adjacent to a Beach, and flip Air markers to "USED" side.

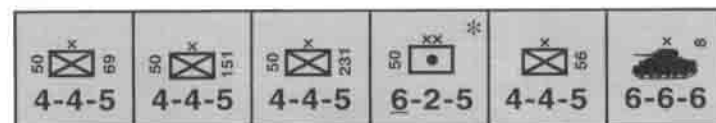
### 1D. AMPHIBIOUS ASSAULT PHASE:



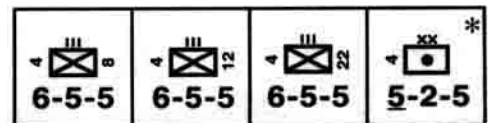
8 Sword Beach



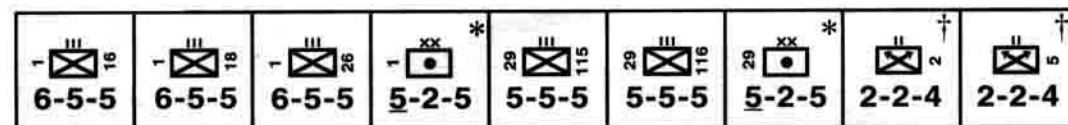
17 Juno Beach



18 Gold Beach



51 Utah Beach



30 Omaha Beach

- 1.) Pre designate all units (no artillery) landing in the first wave on all five beaches by placing them in their respective Beach Approach Boxes.
- 2.) Resolve all Coastal Artillery Interdiction for each unit landing in or adjacent to an Area containing a Fresh Coastal Artillery unit.
- 3.) Resolve Mandatory Assaults against all five beaches, covering the Fortification symbol in each Area if any assaulting unit is not disrupted.

### 2. DAYLIGHT MOVEMENT/ATTACK PHASE:

German Impulse 0...

#### NOTES:

- \* Artillery may not land during the Amphibious Assault Phase or as part of a Mandatory Assault impulse against the Landing Area.
- † Withdraw during the first Dawn Phase that Allies control Omaha Beach.



# Breakout: NORMANDY

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Demolition requires control of bridge and enemy presence in one of its two Areas. Repair requires control of activated Area.

## BRIDGE POSSESSION 8.221

**Any Fresh Armor/Infantry unit in a Free Area may expend one MF in an attempt to seize a bridge with a dr ≥ 7.**

- +3: Attempt from Free Area
- +1: Other Area is Vacant
- 1: Flooded Boundary
- 1: Per Fresh Defender in Other Area



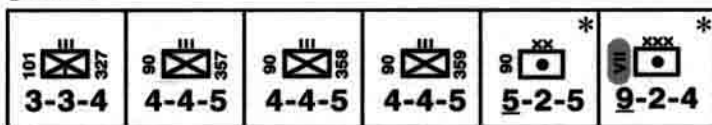
Limit of one attempt per bridge per impulse. If successful, all units crossing the bridge during the impulse it was seized (except for the unit which already expended one MF for the seizure attempt) must expend one additional MF.

**June 7:**

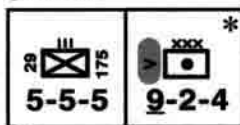

(7) Merville

**June 7:**

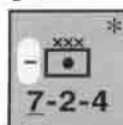

(50) Ste. Mère-Eglise

**June 7:**


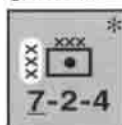
(51) Utah Beach

**June 7:**


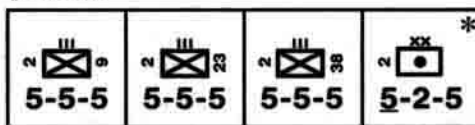
(30) Omaha Beach

**June 7:**


(17) Juno Beach

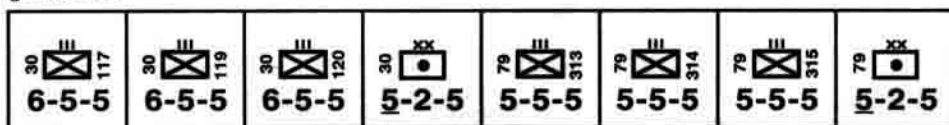
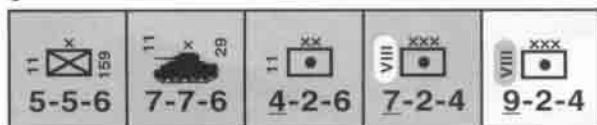
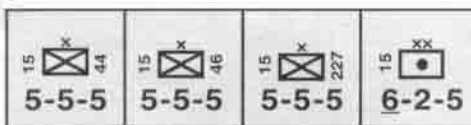
**June 7:**


(18) Gold Beach

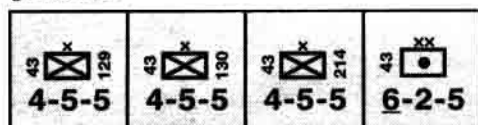
**June 8:**

**June 9:**


**June 11:**

**June 13:**

**June 14:**

**June 15:**

**June 17:**

**June 19:**

**June 23:**

**June 24:**


 \* Artillery may not land during the Amphibious Assault Phase or as part of a Mandatory Assault impulse against the Landing Area.

# Breakout: NORMANDY

## SEQUENCE OF PLAY 21.1

- 1A. Airborne Phase  
 1B. Naval Bombardment Phase  
 1C. Air Bombardment Phase  
 1D. Amphibious Assault Phase  
 2. Daylight Movement/Attack Phase  
 3. Evening Refit Phase  
 4. Night Regroup Phase

After Turn 1,  
 1A-1D are replaced by:  
 1. Dawn Reinforcement Phase

## MOVEMENT COSTS 8.36

**Each Area entered has the following MF cost:**

- 1 MF to enter a Free Area  
 2 MF to enter an enemy-controlled Vacant Area\*  
 3 MF to enter Area containing only Spent/Disrupted Enemy\*  
 4 MF to enter Area containing Fresh Enemy\*  
 ALL MF to cross river without using bridge\*\* or to enter a Zone  
**Plus:**  
 1 MF to Overrun Spent/Disrupted defense in Activated Area  
 2 MF to Overrun Fresh defense in Activated Area  
 1 MF per bridge seizure attempt (limit of one per bridge per impulse)  
 1 MF for non-seizing unit to cross a bridge seized in same impulse

\* A Point Unit must enter an Uncontested, enemy-controlled Area before a non-Point Unit.  
 \*\* Infantry only

## ALLIED AIR INTERDICTION 8.4

**CLEAR WEATHER IMPULSES ONLY:**

First Area entered is free of Interdiction. Each additional Area entered requires a dr.

- 1: Disrupt 1  
 2: Spent  
 ≥ 3: No Effect

A +1 drm applies for every Fresh FLAK unit (not in transit) in the Area being exited. Units which fail their Interdiction dr remain in Area being exited.

## ATTACK VALUE (AV) 9.2

**The AV is equal to the sum of the following:**

- A. The Attack Factor of the Point Unit\*  
 B. +1 for each assaulting unit beyond the Point Unit  
 C. +1 for each supporting Field Artillery unit  
 D. +1 Divisional Integrity Bonus for each division with at least three units in the attack  
 E. +1 for Air Support if the Allies assault in Clear Weather  
 F. -1 if SS and Wehrmacht units assault together

\* Point Unit is any one Infantry/Armor unit of the attackers choice.

## DEFENSE VALUE (DV) 9.3

**The DV is equal to the sum of the following:**

- A. The Defense Factor of the Forward Unit\* reduced by the amount of its Disruption (if any)  
 B. + the TEM of the defending Area  
 C. +1 if unit crossed a bridge while making a Mandatory Assault  
 +1 if it was an enemy-held bridge  
 +1 if it was across a flooded boundary  
 D. +2 if a unit crossed a river without using a bridge while making a Mandatory Assault (8.51)\*\*  
 E. +2 if the Germans are defending a fortified Area  
 F. +2 for Air Support if the Germans assault in Clear Weather  
 G. +1 for each Fresh defender other than the Forward Unit

\* Forward Unit is any one unit of the defender's choice in the assaulted Area.  
 \*\* If another assaulting unit crosses a bridge, use the highest applicable modifier of cases C and D, but not both.

## WEATHER EFFECTS 18

Sunset DR = Impulse Number causes Weather Change

**OVERCAST:** No Air Bombardment, Air Interdiction, or Air Support  
 AV/DV additions. German mobile units gain one MF.

## DEFENDER RETREAT LIMITS 9.63

**Defender retreats are restricted as follows:**

- A. Only Infantry may retreat across rivers without a friendly bridge  
 B. No retreat across unbridged flooded boundary, or into the sea, or across an enemy-held bridge/river  
 C. No retreat into Uncontested, enemy-controlled Area, even if Vacant  
 D. Retreats may not end in violation of stacking limits

Given the above factors, retreats must be into Areas adjacent to the least number of enemy-controlled Areas.

## RETREAT PRIORITIES 9.64

**Retreat destinations must be based on the following priorities:**

- A. Free Area adjacent to the fewest enemy-controlled Areas  
 B. Friendly-Controlled, but Contested Area  
 C. Enemy-Controlled, but Contested Area  
 D. Fully-stacked Area (9.66)

## BOMBARDMENT DV 10.3

**Bombardment DV of the Target Area is the sum of the following:**

- A. + the TEM of the Target Area  
 B. + 2 if the Germans are defending a fortified Area  
 C. + 1 for each Fresh FLAK unit vs. Air Bombardment, or +1 for each Fresh Field Artillery unit vs. Field Artillery, or +1 for each Fresh Coastal Artillery unit vs. Naval Bombardment.

## ATTRITION POINTS (AP) 10.4

**Each step lost by a unit absorbs the following number of APs:**

- 3 AP: Fresh Armor unit  
 2 AP: Spent/Disrupted Armor  
 2 AP: All Coastal Artillery  
 2 AP: All other Fresh units  
 1 AP: All other Spent/Disrupted units or Construct\*

Maximum loss of one level per Impulse per Unit

\* Must be Primary Target of lead Artillery unit in same Area.

## AIR SUPPLY 12.9

**Air Supply requires a dr ≥ 7 for each unit in the Supply Area.**

- +4 if the Area is Free  
 +3 if Area is Contested by Germans  
 +2 if Area is German-Controlled  
 -1 if unit is Disrupted  
 -1 if day was partially Overcast  
 -2 if day was mainly Overcast  
 -3 if day was totally Overcast

### ISOLATION 12.8

Germans surrender on dr < level and take one step loss on dr = level.

Fresh: Level 1  
 Spent: Level 2  
 Disrupt 1: Level 3  
 Disrupt 2: Level 4

Occurs at end of combined Refit Phase.

## BRIDGE DEMOLITION/REPAIR DRMs 20.4

**Repair/Demolition drm depend on status of both Areas of bridge:**

- A. +3: Free  
 B. +2: Contested Friendly  
 C. +1: Contested Enemy

**Additional modifiers:**

- D. -1: Any Repair Attempt  
 E. -1: Flooded Boundary  
 F. +X: Construct modifiers to any Repair Attempt



**ASSAULT IMPULSE (Repair/Move/Demolition) or REFIT PHASE**

Demolition requires control of bridge and enemy presence in one of its two Areas. Repair requires control of activated Area.

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# Breakout: NORMANDY

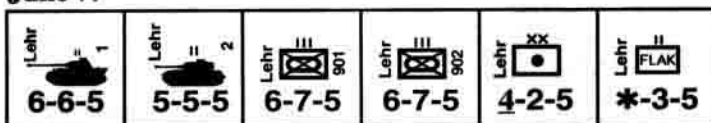
# ✚ Reinforcements

June 7:



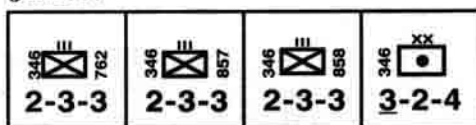
**A-B** Rouen or Chartres

June 7:



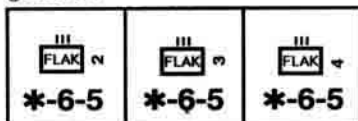
**B-C** Chartres or Le Mans

June 8:



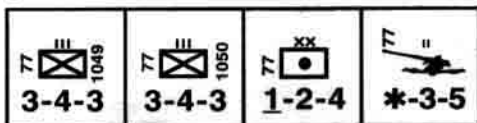
**A** Rouen

June 9:



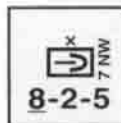
**A** Rouen

June 9:



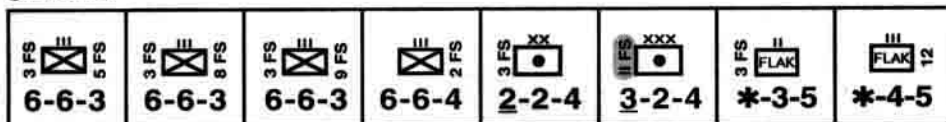
**E** Rennes

June 10:



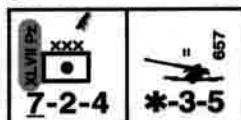
**A-B** Rouen or Chartres

June 10:



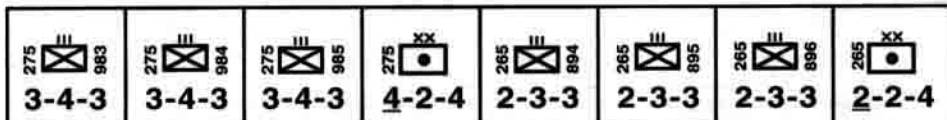
**E** Rennes

June 11:



**A-B** Rouen or Chartres

June 11:



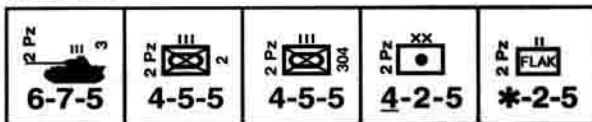
**E** Rennes

June 11:



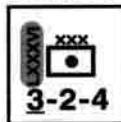
**C-D** Le Mans or Laval

June 12:



**A-B** Rouen or Chartres

June 12:



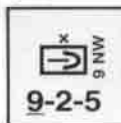
**D-E** Laval or Rennes

June 16:



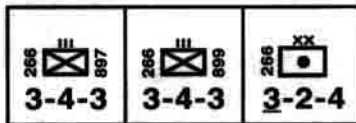
**E** Rennes

June 17:



**A-B** Rouen or Chartres

June 22:



**E** Rennes

June 23:



**A-B** Rouen or Chartres

June 25:



**A-B** Rouen or Chartres

June 26:



**D-E** Laval or Rennes

# Breakout: NORMANDY



## German Setup Card

A Rouen	1 Houlgate	3 St. Pierre-sur-Dives	5 Bourguébus	6 Troarn	7 Merville	Le Havre				
8 Sword Beach	10 Caen	17 Juno Beach	18 Gold Beach	19 Port-en-Bessin	20 Bayeux					
27 St. Lô	29 Trévières	30 Omaha Beach	31 Grandcamp	45 St. Jores						
41 Coutances	44 Carentan	47 Barneville	48 St. Sauveur-le-Vicomte	49 Pont l'Abbe	50 Ste. Mère-Eglise					
51 Utah Beach	52 Montebourg	53 St. Vaast-la-Hougue	54 Valognes	56 les Pieux	57 Cap de la Hague					
58 Cherbourg	59 St. Pierre-Eglise	60 Barfleur								

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