1. US Amphibious Operations

- A unit is delayed and placed +2 turns after the current if it either:
  - drifts out of the *Beach Landing Boxes.*
  - is, during *high tide*, in a *Beach Landing Box* that does not point toward a beach hex.
- HQs and Generals
  - do not check for landing hazard.
  - if stacked with a unit, may drift with it.

Turn 1	A	B	C	D
🛡	**+1 turn**	**Eliminated**	**-1 step**	**-1 step +2 left**
Turn 2-3	**A**	**B**	**C**	**D**
🛡	∅	**+1 left**	**-1 step**	**+3 left**
DG & CH ⊠	∅	**+1 left**	**+4 left**	**+1 right**
others	**+4 left**	**+2 left**	**+9 left**	∅
Turn 4-14	**A**	**B**	**C**	**D**
⊠	*Rangers may* **+[1-4] left**	**+1 left**	**+4 left**	**+1 right**
DUKW ▣	**Eliminated**	**-1 step**	**-2 steps**	∅
others	**+3 turns**	**+2 left**	**-1 step**	∅
Turn 15+	**A**	**B**	**C**	**D**
⊠	∅	∅	∅	∅
DUKW ▣	**Eliminated**	**-1 step**	**-2 steps**	∅
others	**+3 turns**	remove from play	∅	**-1 step**

On *Exploding Mine Symbol*, check the *Beach Landing Boxes*

- Turn 7+ : that lands on a beach hex with *Uncleared Beach Obstacles.*
- Turn 16+ : that pass through a beach hex with *Uncleared Beach Obstacles.*
- Turn 23+ : none, all obstacles are considered cleared.

within the possible targets, remove 1 step from a unit, if none, delay an HQ (not General) for **+2 turns**.

On Placing Units in *Beach Landing Boxes*

- Max 2 units per *Beach Landing Boxes* (HQs and Generals do not count).
- A General may not be placed alone if there are units scheduled to arrive with him.
- Only *Rangers* may be placed in Charlie *Beach Landing Boxes* (CH).
- Turn 7+ units may be delayed (place them on another turn).
- Turn 11+ a unit that has been delayed may be placed in any *Beach Landing Box*.

2. German Fire

- *Disrupted* units may not fire.
- On double symbol, at least 1 unit in the positions must have a *Depth* marker.
- *# Possible hits* : # *Depth* markers + # German units (with or without *Depth* marker).
- *Armor hit bonus* : Armor are considered as Non-armored units.
- *Leader hit bonus* : Heroes, HQs and Generals may be hit, not *Disrupted.*
- *Concentrated target* : 5+ steps stacked together are considered to have matching **sym**bol.
- *Target priority* within field of fire : closest to the firing position → most steps → player choice.

	WN or Revealed Reinforcement	Unrevealed Reinforcement
●	**-1 step**	**-1 step + Disrupted**
◓ + **Non-Armored + sym**	**-1 step**	**-1 step + Disrupted**
○ + **Non-Armored + sym**	**Disrupted**	**Disrupted**

- US units lose **1 step max**, hit them before *Leaders* (regardless of the field of fire type).
- Hit HQs are delayed +2 turns, and have to re-enter via beach landing.
- Hit Heroes and Generals are flipped on first hit, Generals are killed on the second hit.
- A Hero can be flipped to *Inspired* to prevent the loss of the **last step** of the unit he is with.

- Remove *Disrupted* markers from the german units that were prevented from firing.

3. German Artillery

- Count *Undisrupted* caliber matching Artillery in **Sector's** WN positions and Artillery Box.
- A unit with the matching **sym**bol will lose -1 step.
- *Target priority* (most steps within the above):
  - An infantry unit in a *Landing Box*.
  - A non-infantry unit in a beach hex.
  - A non-infantry unit in a *Landing Box*.
  - An infantry unit in a beach hex.

4. US Engineers

- Clear *Beach Obstacles* that are not in the fiels of fire of an activated German position.
  - Turn 2-6 : clear at most **2** hexes.
  - Turn 7-15 : clear at most **1** hex.

5. US Actions

- Each unit can conduct at most **1** action per turn.
- You may conduct **2** actions per **Sector** with units or stacks of units.
- And conduct **free** actions with :
  - *ranger* infantry units.
  - Units with a *Hero* or *Inspired* marker.
  - HQs and Generals.
  - Units stacked with or adjacent to an HQ or General that has **not moved yet**.
- *Disrupted* units remove their *Disrupted* marker for **free** as their only possible action.

5.1. Move 1 Hex

- Infantry move for **free** from a beach hex towards the protecting end of the beach (not Sheer Cliffs).

	Infantry	Leaders	Others
Bocage, Orchard, Woods Hedge, Seawall, Slope	∅	∅	**unless via road**
Bluff	**climb**	**no climb**	**unless via road**
Scaleable Cliff	**climb cliff**	**No**	**No**
Mined Roads, Shingle Anti-Tank Ditch / Wall	∅	∅	**No**
Rough, Sheer Cliff	**No**	**No**	**No**

- To cross a *Scaleable Cliff* hexside, put a climb cliff marker on the infantry without moving it.
- To cross a *Bluff* hexside, cross it and put a climb marker on the infantry (not the *Leaders)*.
- Units with a climb cliff marker may conduct 1 of the following **free** actions:
  - cross the *Scaleable Cliff* hexside and flip the marker to climb side.
  - remove the marker and stay put.
- Units with a climb marker remove it as their only possible **free** action.

- *Infiltration* from an hex adjacent to and in the field of fire of a German position, to a similar hex.
  - Draw 1 card, respect *Depth* marker condition, but not *Concentrated target* after the move.
  - Lose -1 step on matching **color** and **sym**bol.
  - On step loss, may complete the move or stay in the starting hex.
  - HQ and Generals may not attempt to infiltrated on their own.
  - Draw 2 cards if infiltrating past 2+ German positions.

- **Stacking** limit is **2 units** per hex, HGs and Generals do not count.
- At the end of the US Action Phase, you must eliminate units until the limit is met.

- At the end of the **Turn,** Units that are underwater without a *Climp Cliff* marker are removed from play.

5.2. US Attack

- A German hex can't be barraged and attacked or attacked twice in the same phase.
- Each unit participating to the attack must conduct an action.
- An attack must at least include 1 infantry or *Ranger* infantry unit adjacent to the target.
- **Infantry** and **heavy infantry** units in range of the target hex may support the attack.
- **Heavy infantry** may support an adjacent infantry across a bluff or cliff hexside.
- **Tank, anti-tank** and **anti-aircraft** units in range may support the attack if either:
    - it is adjacent to the target hex.
    - it is adjacent to an attacking infantry.
    - it is in command of any HQ or General.
    - at least 1 attacking infantry unis is in commad of any HQ or General.
- An **Artillery** may support the attack if it is:
    - in range but not adjacent to the target.
    - in command of an HQ that is also in command of an attacking infantry.
    - not in the field of fire of the attacked hex, unless it is *armored.*
- A **Naval fire**, if available, may support if 1 attacking infantry has a radio or is in command of an HQ.
- **FL** *Flanking* : requires attacking from two hexes that are adjacent to the target but not to each other.
- **FL** *Flanking* : if the unit and *Depth* marker require it, the attack must be conducted from 3+ hexes.
- *Heroes* from adjacent hex can provide 1 weapon (not **FL)** or a +1 to the attack, **not cumulative**.
- An infantry in command of an HQ, attacking from an adjacent hex is considered having a radio **RD.**

Terrain	Unit Strength	Depth Strength
Bocage, Buildings, Slope	**x2**	**x2**
Orchard, Woods, Shingle, Anti-Tank Ditch / Wall	**x2**	**x1**
Bluff, Scaleable Cliff, Sheer Cliff	**Attack prohibited**	

Weapons	Delta	Alone	+Hidden Depth	+ Revealed Depth
NO	≤	**US Disrupted + Depth**	**US Disrupted + Unreveal German**	**US Disrupted**
	>	**+ Depth**	**US Disrupted**	∅
	x2	**Disrupted**	**Disrupted**	**Disrupted + [-1 step adj -> Eliminated]?**
YES	<	**+ Depth**	**US Disrupted**	∅
	=	**Disrupted**	∅	**Disrupted**
	>	**Eliminated**	**Reveal Depth + resolve again**	**Disrupted - Depth**
	x2	**Eliminated**		

- HQs and Generals are not affected by the results of an attack.
- German defensive benefits from the least advantageous hexside.
- A US unit can attack from the top of a bluff, treat it as an attack across a slope hexside.
- Eliminated : 352th units (Grey/Brown) in communication *withdraw* in *Division Reinforcement Box*.

5.3. US Tank Barrage

- A German hex can't be barraged and attacked in the same phase.
- Many **tanks** can separately barrage the same German hex.
- *Unrevealed Reinforcement* position can't be barraged.
- A **tank** in range but not adjacent to a German hex can Barrage it if either:
  - it is in the field of fire of the poisition.
  - an *Undisrupted* infantry is in the field of fire.
- In the later case, the **tank** or the infantry must be in command of an HQ or a General.

	1-2	3-5	6+
color + sym	Disrupted	Disrupted	Disrupted - Depth
color	Disrupted *if no Depth*	Disrupted	Disrupted
sym	∅	Disrupted *if no Depth*	Disrupted

5.4. US Naval Artillery Barrage

- A German hex can't be barraged and attacked in the same phase.
- Any German hex except *Unrevealed Reinforcement* positions can be barraged if both:
  - an *Undisrupted* infantry unit is in the field of fire of the targeted German hex.
  - it has a radio or it's in command of an HQ.
- For **free,** place a *Disrupted* marker on the target and remove Depth marker if any.

6. German Communication & Depth & Reinforcement

- A German unit is in Communication if it can trace a path to any exit hex (A-G).
- The path is blocked by US controlled hexes, rough, beach or pavillon adjacent to the beach.
- Us units (not Generals) controls their hex, US Infantry & Tanks also control their 6 adjacent hexes.
- An occupied *Reinforcement* position may trace through one adjacent US controlled Bocage hex.

- A Depth marker can be received by any German unit, in communication and without Depth marker.
- Choose the German unit closest to a US unit → 1 hex WN → 2 hexes WN → *Reinforcement.*
- If there is choices within the above : lowest ID → lowest letter.
- Draw the Depth marker from the appropriate pool:
  - WN position : WN Depth pool → *Tactical Reinforcement*.
  - *Reinforcement* in buildings : Buildidng Depth pool → Mobile Depth pool.
  - *Reinforcement* : Mobile Depth pool → ∅.

- *Reinforcement* can be placed face down in a numbered empty *Reinforcement* position, in command:
  - adjacent to a US unit → lowest numbered position.
  - within 2 hexes of a US unit → lowest numbered position.
  - with the lowest number.
- Draw units from the *Tactical Pool* without a Depth marker → *Division Pool* with Depth marker.
- When triggered by a WN Depth, choose the nearest *Reinforcement* position even without a number.
- On *Kampfgruppe Meyer* event : 4 units and 2 Depth → *Division Reinforcement* and *Mobile* Depth.

7. Tables

7.1. US amphibious

Turn 1	A	B	C	D
🛇(tank)	+1 turn	Eliminated	-1 step	-1 step +2 left
Turn 2-3	**A**	**B**	**C**	**D**
(tank)	∅	+1 left	-1 step	+3 left
DG & CH ⊠	∅	+1 left	+4 left	+1 right
others	+4 left	+2 left	+9 left	∅
Turn 4-14	**A**	**B**	**C**	**D**
⊠	*Rangers may* +[1-4] left	+1 left	+4 left	+1 right
DUKW •	Eliminated	-1 step	-2 steps	∅
others	+3 turns	+2 left	-1 step	∅
Turn 15+	**A**	**B**	**C**	**D**
⊠	∅	∅	∅	∅
DUKW •	Eliminated	-1 step	-2 steps	∅
others	+3 turns	remove from play	∅	-1 step

7.2. German Fire

	WN or Revealed Reinforcement	Unrevealed Reinforcement
●	-1 step	-1 step + Disrupted
◑ + Non-Armored + sym	-1 step	-1 step + Disrupted
○ + Non-Armored + sym	Disrupted	Disrupted

7.3. US move

	Infantry	Leaders	Others
Bocage, Orchard, Woods Hedge, Seawall, Slope	∅	∅	unless via road
Bluff	climb	no climb	unless via road
Scaleable Cliff	climb cliff	No	No
Mined Roads, Shingle Anti-Tank Ditch / Wall	∅	∅	No
Rough, Sheer Cliff	No	No	No

7.4. US attack

Weapons	Delta	Alone	+Hidden Depth	+ Revealed Depth
NO	≤	US Disrupted + Depth	US Disrupted + Unreveal German	US Disrupted
	>	+ Depth	US Disrupted	∅
	x2	Disrupted	Disrupted	Disrupted + [-1 step adj -> Eliminated]?
YES	<	+ Depth	US Disrupted	∅
	=	Disrupted	∅	Disrupted
	>	Eliminated	Reveal Depth + resolve again	Disrupted - Depth
	x2	Eliminated		

7.5. German Defense

Terrain	Unit Strength	Depth Strength
Bocage, Buildings, Slope	x2	x2
Orchard, Woods, Shingle, Anti-Tank Ditch / Wall	x2	x1
Bluff, Scaleable Cliff, Sheer Cliff	Attack prohibited	

7.6. US barrage

	1-2	3-5	6+
color + sym	Disrupted	Disrupted	Disrupted - Depth
color	Disrupted *if no Depth*	Disrupted	Disrupted
sym	∅	Disrupted *if no Depth*	Disrupted

7.7. US Weapons

Unit Type		Weapons	Definitions
⊠ ⊠	Infantry	BG - BR - BZ - DE - MO - RD	AR - Artillery BG - Bangalore Torpedo BR - Browning Automatic Rifle BZ - Bazooka DE - Demolitions MG - Machine Gun MO - Mortar NA - Naval Artillery RD - Radio FL - *Flanking*
⊠	ranged from adj	*above* + MG	
⊠	ranged from dist	BR - BZ - MG - MO - RD	
🛡	Tank	*1-5 hex :* AR - BZ *1-3 hex :* BR - MG	
⌒ ⌒	Anti-Aircraft	BR - MG	
⊡ ⊙	Artillery	AR - DE - MO	
⬙	Anti-Tank	AR - BZ	
HQ	Headquarters	RD	
	Naval Fire Marker	AR - DE - NA	

7.8. US Units

Turn	East Sector	West Sector
0	*2 steps* **1/B/741 - 2/B/741 - 1/C/741 - 2/C/741**	*2 steps* **1/B/743 - 2/B/743 - 1/C/743 - 2/C/743**
1	*2 steps* **1/A/741 - 2/A/741** *3 steps* **E/2/16 - F/2/16 - L/3/16 - I/3/16**	*2 steps* **C/2R - 1/A/743 - 2/A/743** *3 steps* **A/1/116 - E/2/116 - F/2/116 - G/2/116**
3	*2 steps* **1•2/397** *3 steps* **G/2/16 - K/3/16**	*2 steps* **3•4/397 - 5•6/397** *3 steps* **B/1/116**
4	*3 steps* **H/2/16 - M/3/16**	*3 steps* **C/1/116 - D/1/116 - H/2/116** **I/3/116 - K/3/116 - L/3/116**
5	*2 steps* **A•C/81C**	**Gen. Cota** **116/HQ** *2 steps* **B•D/81C - A•B/2R** *3 steps* **M/3/116**
6	*3 steps* **A/1/16 - B/1/16 - C/1/16**	*2 steps* **A•B/5R - C•D/5R - E•F/5R**
7	**16/HQ** *3 steps* **D/1/16** *4 steps* **62AFA**	*4 steps* **58AFA**
8	*2 steps* **Can/16** *4 steps* **7FA**	*2 steps* **Can/116** *4 steps* **111FA**
9	**AT/16** *2 steps* **A•B/197 - C•D/197**	**AT/116** *2 steps* **A•B/467 - C•D/467**
10	**Gen. Wyman**	∅
16	*3 steps* **E/2/18 - F/2/18 - G/2/18 - H/2/18**	*3 steps* **A/1/115 - B/1/115 - C/1/115 - D/1/115** **E/2/115 - F/2/115 - G/2/115 - H/2/115**
19	∅	**115/HQ** *3 steps* **I/3/115 - K/3/115 - L/3/115 - M/3/115**
20	*3 steps* **A/1/18 - B/1/18 - C/1/18 - D/1/18**	**AT/115**
22	**18/HQ** *3 steps* **I/3/18 - K/3/18 - L/3/18 - M/3/18**	∅
23	**AT/18**	∅