

**EXT** : marks the rules that applies to turns 17-32.

## 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.

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*.

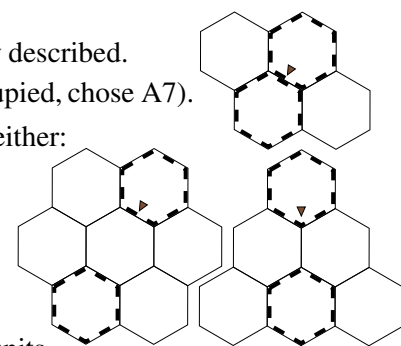
## 2. German Communication & Depth & Reinforcement

- US units (not Generals) controls their hex, US Infantry & tanks also control their 6 adjacent hexes.
- US units on high ground control adjacent hexes on *beach*, *pavillon* or *draw* hexes, the opposite is not true.
- 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.
- An occupied *Reinforcement* position may trace a path through one adjacent US controlled *bocage* hex.
- German communication is established at the beginning of the German Fire phase.
- 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 (no ID → 0) → lowest letter.
- Draw the **Depth** marker from the appropriate pool:
  - WN position : WN **Depth** pool → *Tactical Reinforcement*.
  - *Reinforcement* in buildings : Building **Depth** pool → Mobile **Depth** pool.
  - *Reinforcement* : Mobile **Depth** pool → ∅.
- **Reinforcement** can be placed face down in a numbered empty **Reinforcement** position, in communication:
  - 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 play **event**, **Reinforcement** cannot be placed on a position without an ID.
- When triggered by a WN **Depth** marker, choose the nearest **Reinforcement** position even without a number.
- On *Kampfgruppe Meyer* event : 4 units and 2 **Depth** → *Division Reinforcement* and *Mobile Depth*.

### 3. German Actions EXT

Card Action	WN Position			Reinforcement Position		
	Occupied		Unoccupied	Occupied		Unoccupied
	US target	No Targets	In Communication	US Target	No Targets	In Communication & within 2 hexes of US units
	FIRE	∅	∅	FIRE	∅	∅
	FIRE	∅	∅	FIRE	∅	∅
	FIRE	∅	∅	FIRE	∅	∅
	FIRE	∅	RE-OCCUPY	RE-SUPPLY and FIRE	REDEPLOY	REINFORCE
	FIRE	MORTAR	∅	FIRE	MORTAR	∅
	FIRE	∅	∅	PATROL	PATROL	∅
	FIRE	ARTILLERY	∅	ADVANCE or FIRE	ADVANCE	AMBUSH

- **RE-OCCUPY** : with a random previously eliminated WN unit(s) without artillery.
- **RE-SUPPLY** : add a **Depth** marker if in communication (even if **Depth** is required by the action).
- **REDEPLOY** : into another *unoccupied position* in the same Sector, with target, in communication.
  - priorities : **VP** → lowest ID → more US strength.
  - A German unit in a **VP position** only redeploy to another **VP position**.
  - If possible, swap **Depth** markers with the pool to have correct *Building* or *Mobile* marker.
- **REINFORCE** : place *Reinforcement* + **Depth** if **VP position** or target in or field of fire.
- **MORTAR** : US units (most steps) with matching **symbol**, lose **-1 step**, up to 2 units if **Depth**.
  - mortar range is 3 hexes from a *Reinforcement position*.
  - mortar range is 2 hexes from a *WN position* towards *draw* and high ground hexes.
  - mortar range is 5 hexes from a *WN position* towards *beach* and adjacent *pavillon* hexes.
- **PATROL** : place a **Disrupted** markers on every US unit in intense and steady field of fire.
  - if none, place a **Disrupted** marker on 1 unit within 3 hexes, closests → **symbol** → attack strength.
  - HQs and and Generals are not **Disrupted**.
- **ARTILLERY** : a *position* with a 75 or 88 caliber conducts an Artillery fire, as previously described.
- **ADVANCE** : is always resolved after all other german action (B1 if A7 and A6 are occupied, chose A7).
  - **advance** if the *advance arrow* points toward an empty (or garrisoned) position and either:
    - there is no US units in the field of fire.
    - the german unit has a **Depth** marker and is *unrevealed*.
    - the german unit has a **Depth** marker and is *revealed* and is from the 352<sup>th</sup>.
  - If the route of advance is not empty:
    - **Disrupt** tanks and infantry with **matching symbol** only and all other types of US units.
    - if (  $\sum$  of the strength of **Non-disrupted** units (x2 buildings, *bocage*) + 1 *hero* )  $\geq 7$ , german is **repulsed**.
    - otherwise, 1 unit lose **-1 step** , move any unit in the destination 1 hex out of the route of advance.
  - Advance the german unit to the destination position.
    - If possible, swap **Depth** markers with the pool to have correct *Building* or *Mobile* marker.
- **AMBUSH** : 1 unit of any type with matching **symbol** is ambushed, closest → more steps.



#### 4. 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) **EXT** x2.
- *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 **symbol**.
- *Target priority* within field of fire : closest to the firing position → most steps → player choice.
- US units lose **-1 step max**, hit them before *Leaders* (regardless of the field of fire type).
- **EXT** : the above limit changes to : **-1 step max** by position firing at the US unit.
- Hit HQs are delayed **+2 turns**, and have to re-enter via *beach* landing.
- **EXT** : Hit *Command Posts* reverts to an HQ unit.
- 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.

#### 5. German Artillery

- Count **Non-disrupted** caliber matching Artillery in **Sector's** WN positions and Artillery Box.
- A unit with the matching **symbol** 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.

#### 6. US Actions

- Each unit can conduct at most **1** action per turn.
- You may conduct **2** (**EXT** 3) 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.
- **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**, underwater units without a **climp cliff** marker are removed from play.

## 6.1. US Move

- Infantry move for **free** from a *beach* hex towards the protecting end of the beach (not Sheer Cliffs).
- **EXT** : HQs and Generals move 2 hexes.
- **EXT** : tanks move 2 and 4 hexes along secondary and major roads, must stop in *intense* field of fire.
- **EXT** : infantry, rangers move 2 hexes, must stop in *bocage* (not road), *intense* and *steady* field of fire.
- **EXT** : infantry and rangers need 1 less step to climb *Scaleable Cliff* or *Bluff* hexside.
- To cross a *Scaleable Cliff* hexside, add a **climb cliff** marker on the infantry without moving it.
- To cross a *Bluff* hexside, add a **climb** marker on the infantry (not the *Leaders*) and cross.
- 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 **symbol**.
  - 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.

## 6.2. 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 attacking infantry at any range.
  - it is in command of any HQ or General.
  - at least 1 attacking infantry unit is in command 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 attacking infantry at any range.
  - not in the field of fire of the attacked hex, unless it is *armored*.
- A **Naval fire**, may support if 1 attacking infantry at any range 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**.
- 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.
- **Defeated** : 352<sup>th</sup> units (Grey/Brown) in communication *withdraw* in *Division Reinforcement Box*.

### 6.3. 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 position.
  - an **Non-disrupted** 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.

### 6.4. US Artillery Barrage **EXT**

- An **Artillery** can barrage as a **tank** can if all the following conditions are met :
  - if not armored, it can't be in a field of fire.
  - it is in command of an HQ or a CP.
  - it is in the field of fire of the target or an **Non-disrupted** infantry in command of the same HQ or CP is.
- In the later case, the **artillery** or the infantry must be in command of an HQ or a General.

### 6.5. 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 **Non-disrupted** 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.

## 7. US Engineers

- Clear *Beach Obstacles* that are not in the fields of fire of an activated German position.
  - Turn 2-6 : clear at most **2** hexes.
  - Turn 7-15 : clear at most **1** hex.
  - Turn 24+: all obstacles are considered cleared.
- **EXT** You may **establish** or **advance** 1 **Engineer Base** per *Division*, only if not in the field of fire of an *occupied* or in communication German position.
- Engineer base under German **artillery** may not **advance** or provide **Traffic management**.
  - **Garrison** each *unoccupied* position, not in the field of fire of a German unit can not be targeted by mortar fire or artillery, do not impede German advance.
  - **Shingle lanes** : *Shingle* exsides do not impede movement of any units.
  - **Road clearing** : obstruction on the *pavillon* and in *draws* are considered cleared.
  - **Traffic management** : units move for free if they begin their move in a *beach* or *pavillon* or *draw* hex.

## 8. US Command Posts **EXT**


- You may flip an HQ to it's **Command Post** side if not in the field of fire of an *occupied* or in *communication* German position.
- A **Command Post** not in the field of fire of an *occupied* position, may **advance** and **provides** it's range:
  - free actions.
  - radio.
  - tank and artillery ranged fire coordination.
- Command range cannot extend through German units.
- A **Command Post** can revert to an HQ and conduct a movement action.
- A **Command Post** is a leader and can be hit by German fire, if so it reverts to an HQ.

## 9. Tables

### 9.1. US Units

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

## 9.2. US amphibious

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

## 9.3. German Fire

	WN or Revealed Reinforcement	Unrevealed Reinforcement	Ambush <small>1 unit of any type with sym</small>
●	-1 step	-1 step + Disrupted	-1 step
⊕ + Non-Armored + sym			Disrupted
○ + Non-Armored + sym	Disrupted		

## 9.4. US move

	Infantry	Leaders	Others
Beach, Buildings, Draw High Ground, Pavillon	∅	∅	∅
Bocage, Orchard, Woods Hedge, Seawall, Slope	∅	∅	only via roads
Mined Roads, Shingle Anti-Tank Ditch / Wall	∅	∅	No
Bluff	climb	∅	only via roads
Scaleable Cliff	climb cliff	No	No
Rough, Sheer Cliff	No	No	No

## 9.5. 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 -> - Depth]?
YES	<	+ Depth	US Disrupted	∅
	=	Disrupted	∅	Disrupted
	>	Defeated	Reveal Depth + resolve again	Disrupted - Depth
	x2			Disrupted - Depth EXT : Defeated - Depth



## 9.6. German Defense

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

## 9.7. US barrage

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

## 9.8. US Weapons

Unit Type	Weapons	Definitions
 Infantry	BG - BR - BZ - DE - MO - RD	<b>AR</b> - Artillery <b>BG</b> - Bangalore Torpedo <b>BR</b> - Browning Automatic Rifle <b>BZ</b> - Bazooka <b>DE</b> - Demolitions <b>MG</b> - Machine Gun <b>MO</b> - Mortar <b>NA</b> - Naval Artillery <b>RD</b> - Radio <b>FL</b> - 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	
 Headquarters	RD	
Naval Fire Marker	AR - DE - NA	