

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 [7-15]** : that lands on a *beach* hex with *Uncleared Beach Obstacles*.
- • **Turn [16-22]** : that pass through a *beach* hex with *Uncleared Beach Obstacles*.
- • **Turn 23+** : none, all obstacles are considered cleared.
- Remove **1 step** from a unit of your choice within the affected *Beach Landing Boxes*.
- If the only available unit is an HQ, delay it for **+2 turns**, Generals are not affected.



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 voluntarily delayed (place them on another turn).
- **Turn 11+** : a unit that has been delayed may be placed in any *Beach Landing Box*.

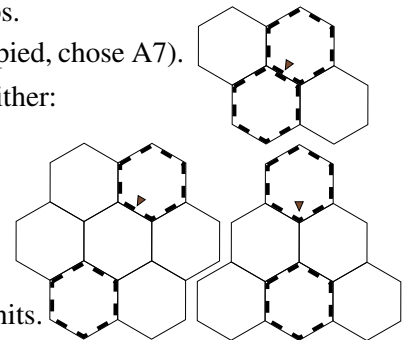
2. German Communication & Depth & Reinforcement

- Us units (not Generals) control their hex, Infantry with 2+ steps & 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 1 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** triggered by event card draw are:
 - Drawn from the *Tactical Pool* without a **Depth** marker → *Division Pool* with **Depth** marker.
 - Placed faced down in an empty, **numbered** in communication **Reinforcement** position.
 - Placed in the lowest number, adjacent to a US unit → within 2 hexes of a US unit → in sector.
- **Reinforcement** triggered by a WN **Depth** marker are:
 - Drawn from the *Tactical Pool* without a **Depth** marker → ∅.
 - Placed faced down in the nearest empty **Reinforcement** position → closest to US unit → lowest number.
- On *Kampfgruppe Meyer* event : 4 units and 2 **Depth** → *Division Reinforcement* and *Mobile Depth*.

3. German Actions **EXT**

Card Action	Reinforcement Position			WN Position		
	Unoccupied In Communication	Occupied		Unoccupied In Communication	Occupied	
		No target	US in FoF		No Target	US in FoF
F  	∅	∅	FIRE	∅	∅	FIRE
R	if within 2 hexes of US units REINFORCE	REDEPLOY	RE-SUPPLY and FIRE	RE-OCCUPY	∅	FIRE
M	∅	MORTAR	FIRE	∅	MORTAR	FIRE
P	∅	PATROL	PATROL	∅	∅	FIRE
A	if US in FoF AMBUSH	ADVANCE	ADVANCE or FIRE	∅	ARTILLERY	FIRE

- A position occupied by **Disrupted** units do not perform actions, remove the **Disrupted** marker instead.
- Unoccupied positions conducts actions regardless of whether the color symbol is single or double.
- **RE-OCCUPY** : face up with a random previously eliminated WN unit(s) without artillery.
 - No re-occupation if 1 of a 2 hexes WN is occupied by US. Re-occupy hexes closest to US units first.
- **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, in communication, with targets.
 - 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** : if **VP position** or US units in  or  *field of fire*, place *Reinforcement* + **Depth**.
- **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.
 - Treat all hexes in range as if in the position's  *field of fire*.
- **PATROL** : place a **Disrupted** markers on every US unit in  and  *field of fire*.
 - if none, place a **Disrupted** marker on 1 unit within 3 hexes, closests → **symbol** → attack strength.
 - HQs and Generals are not **Disrupted**.
- **ARTILLERY** : a *position* with a 75 or 88 caliber conducts an Artillery fire, as previously described.
- **AMBUSH** : 1 unit of any type with **matching symbol** is ambushed, closest → more steps.
- **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 US occupied 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 352th.
 - 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 **Undisrupted** units (x2 buildings, *bocage*) + 1 *hero*) ≥ 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.



4. German Fire

- WN positions in 2 hexes are considered 1 position.
- **Disrupted** units may not fire and do not contribute to the possible hits count.
- # *Possible hits per position* : # **Depth** markers + # German units, **EXT** : x2.
- *Double symbol* : at least 1 unit in the position must have a **Depth** marker.
- *Armor hit bonus* : Armor are considered as **Non-armored** units.
- *Leader hit bonus* : Heroes, HQs and Generals in ● or ⊕ *field of fire* may be hit, not **Disrupted**.
- *Concentrated target* : **5+** steps stacked together are considered to have matching **symbol**.
- *Target priority* (closer to the firing position → most steps → player choice within the following):
 - Intense fire hexes ●
 - Steady fire hexes ⊕
 - Sporadic fire hexes ○
- US units lose **-1 step max** per phase, **EXT** : **-1 step max** per position firing at the US unit.
- Attempt to hit as many US units as possible, *leaders* are hit last.
- 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.
- **EXT** : Hit *Command Posts* reverts to an HQ unit.
- When a *Non-ranger* infantry units loses its second step it is placed in the catastrophic loss box.
- Remove **Disrupted** markers from any german units whose color appears on the fire card.

5. German Artillery

- **Turn 4+** : count **Undisrupted** caliber matching Artillery in Sector's **WN positions** and **Artillery Box**.
- If ≥ German Artillery value, a unit with the matching us target **symbol** will lose **-1 step**.
- *Target priority* (most steps within the following):
 - An infantry unit in a *Beach Landing Box*.
 - A non-infantry unit in a *beach* hex.
 - A non-infantry unit in a *Beach Landing Box*.
 - An infantry unit in a *beach* hex.
- A unit in the **Artillery Box** is innactivated if all it's observer positions listed are in your control.

6. US Actions

- You may conduct **2 (EXT 3)** actions per **Sector**, at most **1** action per unit.
- 2 units stacked together may conduct the exact same action at the cost of 1.
- In addition to the above, you may conduct **free** actions with :
 - *Ranger* infantry units.
 - A unit with a *Hero* or *Inspired* marker assigned to it (may not be transfered to another unit).
 - Units with a **Climb** or **Climb Cliff** marker (may continue their move as their only possible action).
 - An Infantry unit moving from a *beach* hex to another one closer to a protecting hexside (not Sheer Cliffs).
 - **Disrupted** units (remove their **Disrupted** marker as their only possible action).
 - HQs and Generals.
 - Units stacked with or adjacent to an HQ or General that has **not moved yet** (in command).
- **Stacking** limit is **2 units** per hex, HQs 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

- **EXT** : HQs and Generals move 2 hexes.
- **EXT** : tanks move 2 and 4 hexes along secondary and major roads, must stop in ● *field of fire*.
- **EXT** : infantry, rangers move 2 hexes, must stop in *bocage* (not road), ● and ⊕ *field of fire*.
- **EXT** : infantry and rangers need 1 less step to climb *Scaleable Cliff* or *Bluff* hexside.
- To cross a *Bluff* hexside, add a **climb** marker on the infantry (not the *Leaders*) and move across the *Bluff*.
- To cross a *Scaleable Cliff* hexside, add a **climb cliff** marker on the infantry without moving it.
- 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 **Undisrupted** position, to a similar hex.
 - Draw 1 card, lose 1 **-1 step** on matching **symbol**, **color** and strictly matching symbols and **Depth** count.
 - *Concentrated target* is not considered even if the move puts 5+ steps in the destination hex.
 - On step loss, you may complete the move or stay in the starting hex.
 - HQ and Generals may not attempt to infiltrate on their own.
 - If Infiltrating past 2 German positions, lose **-1 step** on matching **symbol** and either position **color**.

6.2. US Attack

- A German hex can't be barraged and attacked or attacked twice in the same phase.
- Ranged fire to a high ground position is only possible if it projects a *field of fire* into at least 1 *beach* hex.
- Each unit participating to the attack must conduct an action (exact same action for stacked units).
- An attack must include at least 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 attacking 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 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.
 - **and** in command of an HQ (not General) that is also in command of an attacking infantry at any range.
 - **and** not in the *field of fire* of an **Undisrupted** German unit, unless it is *armored*.
- *Heroes* from adjacent hex can provide 1 weapon (not **FL**) or a **+1** to the attack, **not cumulative**.
- **FL Flanking** : requires attacking from 2 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.
- **RD Radio** : an infantry in command of an HQ, attacking from an adjacent hex is considered having a radio.
- A **Naval fire**, may support if at least 1 attacking infantry has a radio or is in command of an HQ.
 - it will provide a **+9** to the attack.
 - or the **NA**, **AR** and **DE** weapons.
- 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.
- In communication 352th units (Grey/Brown) when **Defeated** *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.
 - or an **Undisrupted** infantry is and either the tank or the infantry is in command of an HQ or a General.

6.4. US Artillery Barrage **EXT**

- An **Artillery** can barrage under the same conditions as a **tank**, if **all** the following conditions are met :
 - it is in command of an HQ or a CP.
 - it is not in a *field of fire* unless armored.
 - it is in the *field of fire* of the target or an **Undisrupted** infantry in command of the same HQ or CP is.
 - barrage to a high ground position is only possible if it projects a *field of fire* into at least 1 *beach* hex.

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 **Undisrupted** infantry unit is in the *field of fire* of the targeted German hex.
 - **and** 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 *field of fire* of an **Undisrupted** and activated German position.
 - Turn 2-6 : clear at most **2** hexes per sector.
 - Turn 7-15 : clear at most **1** hex per sector.
 - Turn 24+ : all obstacles are considered cleared.
- **EXT** You may **establish** or **advance 1 Engineer Base** per *Division*.
- It must be in a *beach* hex not in the *field of fire* of an *occupied* or in communication German position.
- A base may not **advance** or provide **Traffic management** if German artillery fire occurs in it's sector.
- The following benefits are in force within an **Engineer Base**'s range of operations:
 - **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**






- An HQ not in the *field of fire* of an *occupied* or in *communication* position can establish a **Command Post**.
- A **Command Post** not in the *field of fire* of an *occupied* position, may **advance** and **provides** it it's range:
 - Free actions.
 - **RD** Radios.
 - 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 an 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	8
1	2	1/A/741 - 2/A/741	2	C/2R - 1/A/743 - 2/A/743	13
	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	7
	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	7
5	2	A•C/81C		Gen. Cota 116/HQ	6
			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	6
7		16/HQ	4	58AFA	4
	3	D/1/16			
	4	62AFA			
8	2	Can/16	2	Can/116	4
	4	7FA	4	111FA	
9		AT/16		AT/116	6
	2	A•B/197 - C•D/197	2	A•B/467 - C•D/467	
10		Gen. Wyman		Ø	1
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	12
19		Ø		115/HQ	5
			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	5
22		18/HQ		Ø	5
	3	I/3/18 - K/3/18 - L/3/18 - M/3/18			
23		AT/18		Ø	1

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
	∅ <i>Rangers +[0-4] left</i>	+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 matching symbol</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 barrage

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

9.6. German Defense

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









- Heavy infantry may support an attacking infantry across a **bluff** or **cliff** hexside.

9.7. 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

- Defeated** 352th units (Grey/Brown) if in communication *withdraw* in *Division Reinforcement Box*.

9.8. 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	<i>Infantry above</i> + MG	
 ranged from dist or across bluff/cliff hexside	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	