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*.
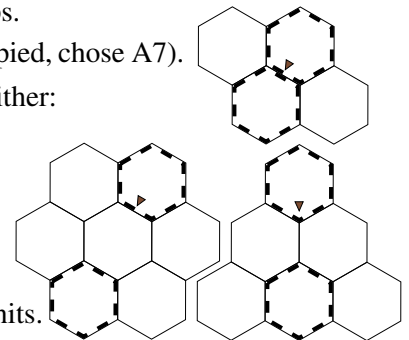

2. German Communication & Depth & Reinforcement

- 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 : Buildidng 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 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 **sym**bol, 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 → **sym**bol → attack strength.
  - HQs and and Generals are not Disrupted.
- ARTILLERY : a *position* with a 75 or 88 caliber conducts an Artillery fire, as prevously described.
- AMBUSH : 1 unit of any type with **matching sym**bol 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 sym**bol only and all other types of US units.
    - if (∑ 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 **sym**bol.
- *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 **sym**bol will lose -1 step.
- *Target priority* (most steps within the following):
  - An infantry unit in a *Beah 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 **sym**bol, **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 infiltrated on their own.
  - If Infiltrating past 2 German positions, lose -1 step on matching **sym**bol 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 units 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 the *field of fire* of an Undisrupted german unit, unless it is *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	steps	East Sector Units	steps	West Sector 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		∅	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		∅		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		∅	5
	3	I/3/18 - K/3/18 - L/3/18 - M/3/18			
23		AT/18		∅	1

9.2. 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* +[0-4] 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 1 unit of any type with matching symbol
●	-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**	
⊠	ranged from adj	*Infantry above* **+ MG**	**AR** - Artillery
⊠	ranged from dist or across bluff/cliff hexside	**BR - BZ - MG - MO - RD**	**BG** - Bangalore Torpedo **BR** - Browning Automatic Rifle
(tank)	Tank	*1-5 hex :* **AR - BZ** *1-3 hex :* **BR - MG**	**BZ** - Bazooka **DE** - Demolitions
⌓ ⌓	Anti-Aircraft	**BR - MG**	**MG** - Machine Gun **MO** - Mortar
⊡ ⊙	Artillery	**AR - DE - MO**	**NA** - Naval Artillery **RD** - Radio
◸	Anti-Tank	**AR - BZ**	**FL** - *Flanking*
HQ	Headquarters	**RD**	
	Naval Fire Marker	**AR - DE - NA**	

10. More

Artillery :

!Arty.inFoF(Undisrupted) unless Armored

Barrage :

!unit.adj(target) **and** target != *Unrevealed Reinforcement*

Tank Support :

Tank.adj(target || atk Inf) **or** (HQ || Ge).command(Tank || atk Inf)

Artillery Support :

!Arty.adj(target) **and** HQ.command(Arty && atk Inf)

Tank Barrage :

Tank.inFoF(target) **or** (Undisrupted Inf.inFoF(target) **and** (HQ || Ge).command(Tank || Inf))

Artillery Barrage :

(HQ || CP).command(Arty) **and** (Arty || same (HQ || CP).command(Undisrupted Inf)).inFoF(target)

US Tank and Artillery   1.0

• **Tank, anti-tank**, **anti-aircraft** may **Support** if either :

  • it is adjacent to
    the target **or** an attacking infantry at any range

  • **or** an HQ or General commands
    the tank **or** at least 1 attacking infantry

• **Tank** <u>not adjacent</u> to the target may **Barrage** if either :

  • it is in the *FoF* of the target

  • **or** an HQ or General commands
    the tank **or** at least 1 Undisrupted infantry in the *FoF*

• An **Artillery** may **Support** the attack if :

  • it is **not** adjacent to the target

  • **and** it is **not** in an Undisrupted *FoF* (unless *armored)*

  • **and** an **HQ** commands it **and** any other attacking infantry

• **Artillery** <u>not adjacent</u> to the target may **Barrage** if :

  • it is **not** in an Undisrupted *FoF* (unless *armored)*

  • it is in command of an HQ or a CP

  • it is in the *FoF* of the target
    or an Undisrupted infantry under the same HQ or CP is

• *Unrevealed Reinforcement* may **not** be **barraged**