D-DAY

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Revised mapboard artwork by John Cooper

TURN RECORD TRACK

50			
49			
48			
47			
46			
45			
44			
43			
42			
41			
40			
39			
38			
37			
36			
35		22nd Week — Reinforcements	
34			
33			
32			
31			
30		28th Week — Reinforcements	
29			
28			
27			
26		24th Week — Reinforcements	
25			
24			
23			
22			
21			
20			
19			
18			
17		16th Week — Reinforcements / German replacements begin	
16			
15			
14			
13			
12			
11		Allied replacements begin	
10			
9		Second Allied invasion permitted between Turns 9 and 16 inclusive.	
8			
7			
6			
5			
4			
3			
2			
1	D-DAY — Invasion Begins		

TERRAIN LEGEND

Metz	FORTRESS	Caen Names	INLAND PORT
	SUPPLY/ONLY COAST		SUPPLY ONLY
Orleans	CITY	Bayeux	COASTAL PORT
	INVADABLE COAST	Dover	INVASION HEX
	LAND		MOUNTAIN
	IMPASSABLE MOUNTAIN		NEUTRAL COUNTRY
	SEA		RIVER
	FORTIFIED ZONE		GERMAN REPLACEMENTS

GERMAN ACCUMULATED REPLACEMENT FACTORS

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Starting on Turn 16, the Germans receive 5 attack factors worth of replacements every turn. Replacements can be of any unit type except HQ units ('61 & '77 rules) and Static units ('61 rules). Replacements must start on German controlled Replacement Hexes.

COMBAT RESULTS TABLE

Dead Pile

DIE ROLL	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	DIE ROLL
1	AE	AE	AE	A2	D2	DE	DE	DE	DE	DE	DE	1
2	AE	AE	AE	A2	EX	EX	EX	EX	D2	D2		2
3	A2	A2	A2	A2	A2	D2	D2	D2	DE	DE	DE	3
4	AE	A2	A2	A2	A2	A2	A2	D2	D2	D2	DE	4
5	AE	AE	AE	AE	AE	AE	EX	EX	D2	DE	DE	5
6	AE	AE	AE	AE	AE	AE	AE	DE	DE	DE	DE	6

AE = Attacker Eliminated A2 = Attacker Back 2 EX = Exchange D2 = Defender Back 2 DE = Defender Eliminated
Odds greater than 6 to 1 or worse than 1 to 6 results in automatic elimination.

DIE ROLL	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	DIE ROLL
1	AE	AE	AE	A2	EX	DE	DE	DE	DE	DE	DE	1
2	AE	AE	AE	A2	EX	EX	EX	EX	D2	D2		2
3	A2	A2	A2	A2	A2	D2	D2	D2	DE	DE	DE	3
4	AE	A2	A2	A2	A2	A2	A2	D2	D2	D2	DE	4
5	AE	AE	AE	AE	AE	AE	EX	EX	D2	DE	DE	5
6	AE	AE	AE	AE	AE	AE	AE	DE	DE	DE	DE	6

AE = Attacker Eliminated A2 = Attacker Back 2 EX = Exchange D2 = Defender Back 2 DE = Defender Eliminated
Odds greater than 6 to 1 or worse than 1 to 6 results in automatic elimination.

STRATEGIC INSTALLATIONS CAPTURED

INST (Attack Factor) | INST (Attack Factor) | INST (Attack Factor)

Starting on Turn 9 the Allies receive 1 attack factor worth of replacements for each German Strategic Installation captured.

ALLIED ACCUMULATED REPLACEMENT FACTORS

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

ALLIED UNITS AVAILABLE IN BRITAIN

D-DAY

5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 5-5-4
5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4
4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4
4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4
4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 3-3-3 | 3-3-3 | 3-3-3 | 3-3-3 | 0-1-4 | 0-1-4
0-1-4 | 0-1-4 | 0-1-4 | 0-1-4 | 0-1-4 | 0-1-4 | 0-1-4 | 0-1-4

16th WEEK

5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4
4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 0-1-4

24th WEEK

5-5-4 | 5-5-4 | 5-5-4 | 5-5-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4
4-4-4 | 3-3-3 | 3-3-3 | 0-1-4

28th WEEK

5-5-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4

SPECIAL When France is totally occupied (all German units having been eliminated) by Allied forces SOUTH of the line SEINE-DIJON-SAONE-VESOUL-BESANCON-SWISS BORDER the Allied side has available to it one French armored division and four French infantry divisions at Paris, but never available before the 28th week.

32nd WEEK

5-5-4 | 5-5-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 4-4-4 | 0-1-4

SOUTH FRANCE

First Turn	1	6	1
Second Turn	2	5	2
Third Turn On	8 divisions per turn thereafter including HQs		

NORTH SEA

Direct amphibious assault against Amsterdam, Rotterdam, and/or Antwerp prohibited.

First Turn	-	6	3
Second Turn	2	4	1
Third Turn On	9 divisions per turn thereafter including HQs		

PAS DE CALAIS

First Turn	2	7	3
Second Turn	4	5	-
Third Turn On	12 divisions per turn thereafter including HQs		

LE HAVRE

Direct amphibious assault against Rouen prohibited.

First Turn	-	6	3
Second Turn	2	5	-
Third Turn On	10 divisions per turn thereafter including HQs		

NORMANDY

First Turn	-	6	3
Second Turn	2	4	-
Third Turn On	9 divisions per turn thereafter including HQs		

BRITTANY

First Turn	-	4	2
Second Turn	2	2	1
Third Turn On	6 divisions per turn thereafter including HQs		

BAY OF BISCAY

Direct amphibious assault against Nantes prohibited.

First Turn	-	3	1
Second Turn	1	2	1
Third Turn On	4 divisions per turn thereafter including HQs		

Only supply tracing is permitted through this area. Amphibious assault and/or normal troop landings are prohibited.

The Dike

SWITZERLAND

ITALY

SPAIN