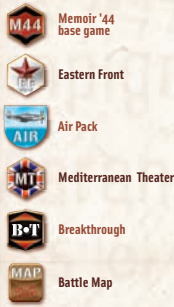


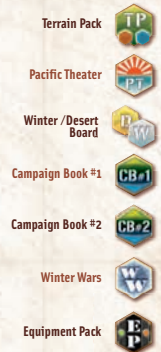
*We will accept nothing less
than full victory.*
- Dwight D. Eisenhower





D-DAY LANDINGS

Congratulations on your purchase of this D-Day Landings Expansion, featuring six pre-printed maps of the beaches of Normandy on June 6, 1944.



FOREWORD

In celebration of the 70th Anniversary of D-Day and the 10th Anniversary of the Memoir '44 board game, we are delighted to present **D-Day Landings**, the biggest Memoir '44 expansion, size wise, to date.

The six maps included in the expansion, cover all six invasion landing sights: Sword Beach with the British Airborne landings, Juno Beach, Gold Beach, Omaha Beach, Utah Beach, and the American Airborne Landings. These maps will provide players a wide variety of ways to play and enjoy the expansion. The sheer size and scope of different battle variations will require at least two copies of the Memoir '44 base game and a copy of the Terrain Pack, Equipment Pack and Winter Wars expansion, even for a single map set up. For those who like the best visuals, the three British landing beaches will require, in addition to the above, two Mediterranean Theater expansions.

Although a number of additional badges and tokens are provided, players may have to dig into their Memoir '44 collection for additional makers when setting up some larger actions. Speaking of larger actions, it will require a dedicated group of fans to bring together the needed supplies and material to collectively set up, appreciate, and enjoy the scope of the **Ultimate D-Day Landings Experience** with all 6 maps.

Welcome and Enjoy!

Richard Borg & The Days of Wonder HQ



This icon indicates that we are introducing a new rule to **MEMOIR '44**.

This icon indicates that we slightly updated already existing rules.

Various icons indicate rules that were already introduced in a prior expansion pack.

RULES

I. TERRAIN TILES & LANDMARKS

Theater expansion, where Coastlines (Desert) played exactly as Ocean hexes.



Coastlines

(Terrain 68 - Coastlines)

Coastline hexes follow the same rules as Beach hexes in all regards. However, a Hill that is next to a Coastline hex is considered a **Cliff**, while a Hill that is next to a Beach is considered a **Bluff** (see opposite).

Note to Mediterranean Theater owners: this new Coastline rule replaces the rule that was introduced in the Mediterranean



Cliffs

(Terrain 11 - Cliffs & Sea Bluffs)

When a Hill hex is next to an Ocean or Coastline hex, it is called a **Cliff**. Cliffs must be treated as normal Hills from the inland side for movement and battle, and as normal Hills from both sides for retreat.

◆ **Movement:** Moving up from/down to a Coastline is a 2 hex move for Infantry. An Infantry unit cannot **Take Ground** from a Coastline hex up



onto a Cliff or down from a Cliff. Armor/Artillery may not move up/down from the Coastline. No unit can move up/down a Cliff from an Ocean hex.

- ◆ **Battle:** When battling an enemy unit that is up a Cliff, Infantry and Armor reduce the number of Battle dice rolled by 1; Artillery Battle dice are not reduced. When battling an enemy unit at the same height as your unit, there is no Battle dice reduction.
- ◆ **Line of Sight:** Cliff hexes block line of sight, except from contiguously adjacent Hills at the same height.
- ◆ **Air Check:** 2



Sea Bluffs

(Terrain 11 - Cliffs & Sea Bluffs)

When a Hill hex is next to a Beach hex, it is called a Bluff. Bluffs must be treated as normal Hills from inland side for movement and battle, and as normal Hills from both sides for retreat.

- ◆ **Movement:** Moving up from/down onto Beach is a 2 hex move for Infantry. An Infantry unit may *Take Ground* from a Beach hex up onto a Bluff and from a Bluff down to a Beach hex. Armor/Artillery may not move up/down from the Beach.
- ◆ **Battle:** When battling an enemy unit that is up a Bluff, Infantry and Armor reduce the number of Battle dice rolled by 1; Artillery Battle dice are not reduced. When battling an enemy unit at the same height as your unit, there is no Battle dice reduction.
- ◆ **Line of Sight:** Bluff hexes block line of sight, except from contiguously adjacent Hills at the same height.
- ◆ **Air Check:** 2

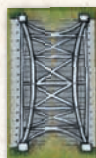


River Mouth

(Terrain 8 - Rivers & Waterways)

While River Mouth hexes are normally impassable, they are considered fordable in the D-Day Landings expansion (*Terrain 41 - Fords & Fordable Rivers*). However, it is not possible to enter a Bridge from a River Mouth hex.

- ◆ **Air Check:** 1

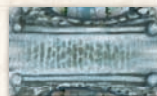


Bridges

(Terrain 9 - Bridges)

◆ **Movement:** No movement restrictions. A Bridge along the path of a road does not restrict a unit's movement that starts its move on a road and stays on it. A bridge may be entered from any adjacent hex, except from a hex with water.

- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** A Bridge does not block line of sight.
- ◆ **Air Check:** 1



II. NEW RULES

Reinforcements

(Actions 28 - Ground Reinforcements)



Reinforcement Roll: On each turn, after playing a Command card, roll 1 battle die for each Command card you have, including the one you just played. If the Command card that you just played is a Recon 1 card, roll 2 additional dice. Then look at the Reinforcements Table to see which type of units you may call in as reinforcements, if any. You may even call in several reinforcement units on a lucky roll!

Note: When playing *Their Finest Hour* Command card, roll dice to determine which units are ordered by the *Their Finest Hour* card first. Then roll dice for Reinforcements.



In **OverThrough** battles, the Reinforcement Roll does not depend on the number of cards players have in hand: instead, a specific table indicates the number of dice that they are allowed to roll. See *Game modes* for more information.

> Reinforcement Unit Notes

- ◆ Deploying a reinforcement unit on the map is considered the unit's movement for this turn. This movement can occur at any time during your movement phase, so you can move other units first (to make way for a reinforcement unit, for instance – see next bullet). Regardless of the hex where the unit is deployed, it can no longer move this turn.
- ◆ Because reinforcement unit placement is done during the player's movement phase, it is possible to move a unit that is occupying an Entry Hex or Landing Craft, before a reinforcement unit is deployed. In this way the Entry hex or Landing Craft would be empty and the reinforcement unit could be placed.
- ◆ If you cannot assemble a reinforcement unit because you do not have the proper number of figures or if you have nowhere to deploy it on the board, the reinforcement unit is lost. It is not possible to keep a reinforcement unit waiting off-board.
- ◆ An Infantry or Armor reinforcement unit may battle on the turn it has been deployed, provided it was not deployed adjacent to an enemy unit or on any terrain that normally prevents this unit from battling when entering it.

- An Artillery reinforcement unit may not battle in the turn it has been deployed, unless it is Mobile Artillery and provided it was not deployed adjacent to an enemy unit or on any terrain that normally prevents this unit from battling when entering it.
- A Supply Truck and Half-Track figure, when deployed as a reinforcement unit, may not resupply on the turn it is deployed.
- Your reinforcement figure pool, for a single map battle, is limited to the number of figures you own, the normal maximum being the contents of two Memoir '44 core games and one Equipment Pack. British figures from two Mediterranean Theater expansions may be used on the Gold, Juno and Sword beach maps. Additional badges and markers may also be required from other expansions.
- As a unit takes losses, the figures lost are returned to its owner's reinforcement figure pool. The last figure in a unit when lost, however, is placed on the opponent's Medal Stand.

> Axis Reinforcement Unit Placement

In the D-Day Landings scenarios, unless stated otherwise in the Reinforcements Table, Axis reinforcement units may only enter the board according to Entry Marker rules (*Actions 33 - Entry Markers*).

> Allied Reinforcement Unit Placement

In all D-Day Landings scenarios (except American Airborne), unless stated otherwise in the Reinforcements Table, Allied reinforcement units may only enter the board on an empty Landing Craft figure or token in the ocean (*Troops 15 - Landing Craft*).

When there is an empty Landing Craft, the Allied reinforcement unit is placed directly in the Landing Craft. The reinforcement unit may not move or battle this turn, but the Landing Craft can be ordered on a following turn and move up to two hexes.

REINFORCEMENTS TABLE

for Allies only	for Axis only
<h3>Infantry Reinforcements</h3>	
<p>Standard Infantry Unit</p>	<p>Flame Thrower Tanks (Troops 13 - Flame Thrower Tanks)</p> <p>Elite Armor (4 figures) (Troops 2 - Specialized Units)</p> <p>Or Tank Destroyer Unit (Troops 24 - Tank Destroyers)</p>
<p>Late War SWA Infantry Unit (SWAs 4 - Late War) - choose from:</p> <ul style="list-style-type: none"> ◆ Anti-Tank Gun (SWAs 5 - Anti-Tank Gun Late War) ◆ Mortar (SWAs 6 - Mortar Late War) ◆ Machine Gun (SWAs 7 - Machine Gun Late War) <p>Or French Resistance unit (Nations 1 - French Resistance)*</p>	<h3>Artillery & AT Reinforcements</h3>
<p>Special Forces Infantry Unit (Troops 2 - Specialized Units)</p> <p>Or British or American Airborne Unit (Troops 2 - Specialized Units)**</p> <p>Or Engineer Unit (Troops 4 - Combat Engineers Units)</p>	<p>Standard Artillery Unit Or FLAK 88 Gun (Troops 23 - Heavy Anti-Tank Guns)</p> <p>Mobile Artillery (Troops 14 - Mobile Artillery)</p> <p>Or Nebelwerfer Unit (Troops 25 - Screaming Meemies)</p>
<h3>Armor Reinforcements</h3>	
<p>Standard Armor Unit Or Hobart Funnies (Troops 26 - Hobart's Funnies)***</p>	<h3>Support</h3>
<p>* Special Rule: Vive la France! French Resistance reinforcement units do not arrive on Landing Craft or on the Coastline; instead, the unit must be placed on any empty Forest hex adjacent to an Allied ground unit.</p>	<p>Supported Infantry (Troops 27 - Supported Infantry)</p> <p>Supported Armor (Troops 28 - Supported Armor)</p> <p>Tiger (Heavy Tank) (Troops 16 - Tigers)</p>
<p>** Special Rule: Geronimo! Airborne reinforcement units do not arrive on Landing Craft; instead, the unit must be placed on any empty hex adjacent to an Allied ground unit.</p>	<h3>Other results</h3>
<p>*** Special Rule: God Save The King Hobart's Funnies may only be deployed on the Sword, Juno or Gold scenarios.</p>	<p>A unit of your choice from the units listed in the table</p> <p>A unit of your choice from the units listed in the table. (Place unit on a hex adjacent to a friendly unit).</p> <p>Or Command Car (Kübelwagen 1 figure). Maximum of 1 Command Car may be deployed per map.</p> <p>No Reinforcement given for this result.</p> <p>In addition to the units ordered by your Command card, each Flag allows you to order one extra unit On The Move during the movement phase of this turn.</p>

Landing Craft may only land on Coastline hexes in the D-Day Landings scenarios. When a loaded Landing Craft moves onto a Coastline hex it must stop. Place the unit it carries on the Coastline hex and return the empty Landing Craft figure or token to any empty hex marked on the map with a Landing Craft icon, ready to be loaded with a new reinforcement unit. You cannot deploy more Landing Craft that you have at game start.

When the Allies control two adjacent sections of beach (*Actions 30 - Beach Control*), an Allied reinforcement unit may be placed on any empty Coastline hex in these sections, instead of on a Landing Craft. The controlled beach sections may be on two different maps (see *Game modes*).

> On the Move orders

- A unit ordered *On the Move* thanks to a Flag roll may be ordered in any section under the command of the player. The unit moves as normal, but may not battle.
- When using a Breakthrough Command card deck, add *On the Move* orders from the Command card together with any *On the Move* orders rolled during the Reinforcement Roll. To help track the number of *On the Move* units that are available, place a battle die with the Flag side up on the played card, combining all *On the Move* orders.

Hint: Using available dice, place a battle die with units (Grenade side up) to designate any units who are still able to battle at the end of the movement phase. In the same way, use the battle dice with the Flag side up from the card to designate units who are ordered with *On the Move* orders. At the end of the movement phase, remove the Flag dice and begin to attack with the units who are marked with the Grenade dice.

TERRAIN CONTROL RULES

Town Control

(*Actions 29 - Town Control*)

The **Town Control** rule is a new rule that applies to D-Day Landings scenarios.

When Town Control rules are in effect, and unless mentioned otherwise in the Special Rules, any town hex that is occupied by a ground unit is marked with a **Control Marker** corresponding to the occupying unit (Axis or Allies).

If the unit vacates the hex or is eliminated, the Control Marker remains in place until an enemy ground unit occupies the hex, in which case the Control Marker is turned over to the appropriate side.

Controlling town hexes usually grant additional Temporary Victory Medals. The scenario's Special Rules will indicate how many town hexes you must control to receive the medals. These requirements may vary from one side to another.

In the D-Day Landings scenarios, the Axis player is always in control of towns at game start. Do not place Axis Control Markers on the towns (unmarked town are controlled by Axis). If the Allied player takes control of a town, place an Allied Control Marker on it, and remove it if the Axis player retakes the town from his opponent.

Beach Control

(*Actions 30 - Beach Control*)



The **Beach Control** rule is a new rule that applies to D-Day Landings scenarios.

When Beach Control rules are in effect, each Beach section of the map (Left, Center, Right) is a Temporary Victory Medal Objective. The scenario's Special Rules will indicate the value of this Objective.

A Beach section is considered controlled by the landing forces if no enemy units occupy or are adjacent to any Beach hex in the section.

You may use the Control Markers provided in this expansion to mark which side controls each section of the Beach.

Important Note: *Coastline hexes and hexes with a River flowing into the sea are not considered Beach hexes.*

In the D-Day Landings scenarios, Allies are always the landing force, while Axis are defenders.

Bridge Control

(*Actions 32 - Bridge Control*)



The Bridge Control rule, first introduced in the Market Garden Battle map, applies to some D-Day Landings scenarios.

When Bridge Control rules are in effect, the Bridges indicated in the Special Rules will each grant a Temporary Medal Objective worth 1 Medal when a unit has uncontested control of the Bridge.

A Bridge is uncontested when a unit is on the Bridge or in an adjacent hex and there are no enemy units on the Bridge or in any hex adjacent to it.

When one side gains control of a Bridge, immediately remove the medal from the Bridge hex and place it on the corresponding player's Medal Stand.

If the Bridge is no longer controlled by a unit because of movement, retreat, elimination, or if it becomes contested, the medal is immediately returned to the Bridge.

In the D-Day Landings scenarios, only Allies may receive Medals for controlling Bridges.

Air Superiority

(Actions 34 - Air Superiority)

When Air Superiority Rules are in effect, the scenario Special Rules will indicate which side has Air Superiority. When an Air Power card is played, the side with Air Superiority will roll 2 dice per hex, while the other side will only roll 1 die (regardless of the text on the Air Power Command card).



player uses an Air Power Command card, the Axis player cannot roll for Reinforcements on his next turn.



In an **OverThrough** battle, this rule is amended as follows: when the Allied Commander in Chief plays an Air Power Command card, each Axis Field General rolls 2 less dice on his next Reinforcement Roll.

> Air Superiority in the D-Day Landings scenario

Allies always have Air Superiority in the D-Day Landings scenarios.

As in the historical battle, this directly impacts enemy reinforcements: in the D-Day Landings scenarios, when the Allied

Off-Map Artillery Support

(Actions 35 - Off-Map Artillery Support)



When Off-Map Artillery Support rules are in effect, any Recon 1 Command card may be played as a Barrage card instead. Target 1 enemy unit on the map. Roll 4 battle dice, ignoring any terrain reductions. Score 1 hit on unit symbol, Grenade and Star; Flag(s) force unit to retreat and may not be ignored.

III. NEW TROOPS

Big Guns

(Troops 3 - Big Guns)



Big Guns were long-range batteries that were devastatingly effective over tremendous distances once properly zeroed-in on a target.

When a scenario calls for a Big Gun battery, place a Big Gun Badge and one cross-hair marker on the corresponding hex along with two Big Gun figures.



Note: Using one cross-hair marker (instead of three) is an expansion-specific rule.

Big Guns fire over a range of eight hexes, at 3, 3, 2, 2, 1, 1, 1, 1, respectively.



When a Big Gun scores a hit on an enemy target unit and the unit is not eliminated or forced to retreat, place the cross-hair marker from the Big Gun on the hex of the targeted unit.

When a Big Gun battery fires at a unit in a hex with a cross-hair marker, the Big Guns roll 1 additional die (it has found the range and has zeroed-in on the target). Cross-hair markers are not cumulative, so there is no reason to place more than one cross-hair marker on a hex; however once a hex has a cross-hair marker, all Big Gun units and Destroyer units targeting the unit in this hex roll 1 additional die.

The cross-hair marker remains on the hex until the enemy unit moves or is eliminated from the hex. When the enemy unit moves or is eliminated, the cross-hair marker is placed back on the hex with the Big Guns. The cross-hair marker is also returned to the Big Gun unit when it moves.

Destroyers

(Troops 12 - Destroyers)



Warships such as Destroyers proved to be a precious asset during the D-Day Landings, as they provided crucial long range offshore artillery support to convoys of amphibious landing forces.



When a scenario includes a Destroyer, place a Destroyer on the map, and one cross-hair marker next to it.



Note: Using one cross-hair marker (instead of three) is an expansion-specific rule.

A Destroyer may move 1 or 2 hexes in the Ocean. However, Destroyers cannot occupy an Ocean hex that is adjacent to a land hex (Coastline, River Mouth, Beach, Hill, Town, etc.)

A Destroyer provides long-range, offshore artillery support, firing over a range of eight hexes at 3,3,2,2,1,1,1,1 respectively.

When a Destroyer scores a hit on an enemy target unit and the unit is not eliminated or forced to retreat, place the cross-hair marker from the Destroyer on the hex of the targeted unit.

When a Destroyer battery fires at a unit in a hex with a cross-hair marker, the Destroyer rolls 1 additional die (it has found the range and has zeroed-in on the target). Cross-hair markers are not cumulative, so there is no reason to place more than one cross-hair marker on a hex; however once a hex has a cross-hair marker, all Big Gun units and Destroyer units targeting the unit in this hex roll 1 additional die.

The cross-hair marker remains on the hex until the enemy unit moves or is eliminated from the hex. When the enemy unit moves or is eliminated, the cross-hair marker is placed back on the hex with the Destroyer. The cross-hair marker is also returned to the Destroyer when it moves.

A Destroyer may be targeted during combat. One hit is scored for each Grenade rolled against the ship. Place a Battle Star on the Destroyer to keep track of the damage inflicted. When a 3rd Battle Star is placed on the Ship, remove the Destroyer from the board, and give it to your opponent for him to place on his Medal Stand. It counts as 1 Victory Medal.

A Destroyer may ignore the first Flag rolled against it. If a Destroyer must retreat, it retreats 1 Ocean hex for each Flag rolled after the first one. If it cannot retreat, add a Battle Star damage marker to the Destroyer instead.

Supported Armor

(Troops 28 - Supported Armor)

A Supported Armor unit is made up of 3 Tank figures and 1 Infantry figure, and is marked with a Battle Star. It is treated like Armor for all purposes.



- ◆ **Movement:** Like a standard Armor unit, an ordered Supported Armor unit may move up to 3 hexes and battle.
- ◆ **Battle:** An ordered Supported Armor unit may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Armor unit would.

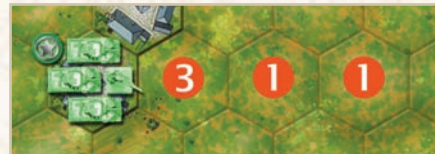
Flame Thrower Tanks

(Troops 13 - Flame Thrower Tanks)

- ◆ **Movement:** Like a Standard Armor unit, an ordered Flame Thrower Tank unit may move up to 3 hexes and battle.
- ◆ **Battle:** An ordered Flame Thrower Tank unit may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Armor would. However, in Close Assault Combat, the Armor unit's Battle Dice reduction in difficult terrain is limited to a maximum of 1.
- ◆ **Line of Sight:** A Flame Thrower Tank unit must have line of sight to its target.



However, in Close Assault Combat, apply the standard Infantry Battle Dice reduction instead of Armor's.



Supported Infantry

(Troops 27 - Supported Infantry)

A Supported Infantry unit is made up of 4 Infantry figures and 1 Tank figure, and is marked with a Battle Star. It is treated like Infantry for all purposes.



- ◆ **Movement:** Like a standard Infantry unit, an ordered Supported Infantry unit may move 1 hex and battle, or 2 hexes and not battle.
- ◆ **Battle:** An ordered Supported Infantry unit may battle any enemy ground unit three or fewer hexes away. It rolls 3 dice in Close Assault and against a target at 2 hexes and 2 dice against a target at 3 hexes. On a successful Close Assault, it may *Take Ground* and *Second Close Assault*. The second Close Assault must target an adjacent enemy unit.



When being targeted in battle, a Supported Infantry unit takes 1 hit for each Infantry symbol or Grenade rolled against it. On the unit's third hit, the tank support figure and Star marker are removed, and the unit permanently becomes a standard Infantry unit.

- ◆ **Line of Sight:** A Supported Infantry unit must have line of sight to its target.

When being targeted in battle, a Supported Armor unit takes 1 hit for each Armor symbol or Grenade rolled against it. On the unit's third hit, the Infantry support figure and Star marker are removed, and the unit permanently becomes a standard Armor unit.

- ◆ **Line of Sight:** A Supported Armor unit must have line of sight to its target.



IV. NEW MARKERS

Entry Markers

(Actions 33 - Entry Markers)



When placed on the map with their arrows pointing into the battle field, the Entry Markers designate specific hexes through which a reinforcement unit may enter the board to join the battle.

When turned sideways, a pair of Entry Markers designates a set of hexes through which a reinforcement unit may enter; this set includes the two hexes on which the Entry Markers are placed.



Entry Marker # 1 is an isolated Entry hex. Entry Markers 2 and 3 form a line of Entry hexes between and including them, through which a reinforcement unit may enter the board to join the battle.

For convenience, Entry Markers are already printed on the D-Day Landings expansion maps.

Control Markers

(Actions 29 - Town Control)



(Actions 30 - Beach Control)



In every D-Day Landings scenario, both sides will fight for the control of specific hexes or sections of the battlefield. Control Markers allow players to keep track of which side controls what, ensuring a better readability of the board.

When Terrain Control rules are in effect, the players mark the hexes (or group of hexes, depending on the scenario) that they control with Control Markers of their color (Axis or Allies). Hex Control tokens are double-sided: if a hex is taken from the opponent, simply turn the marker over to the appropriate side.

Usually, Control Markers grant extra Victory Medals, as explained in the *Terrain Control Rules* on p.5.

V. CONDITIONS OF VICTORY

When determining Victory, remember to check for (Turn Start) Medals gained for the control of Towns and Beaches depending on the scenario.

Important Note: When playing a battle using multiple maps (see Game modes), total the number of Victory Medals found on each map to arrive at the medal total needed to win. A recap table is provided in the Game modes section below. Note that only the total number of medals matters. Even if a player reaches the end of his Victory Track, he may continue scoring Medals for his team.

Medal Objectives

The following terms are used to describe Memoir '44 Victory conditions:

> Temporary Medal Objective

The Victory Medal in this objective hex is captured and held

only as long as a unit of the appropriate side holds the hex. If the unit vacates the hex for any reason (movement, retreat or elimination), the medal is immediately lost and placed back in play in its original position on the objective hex.

> Temporary Majority Medal Objective (Turn Start)

The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. The medal is held through the turn as long as the side has absolute majority at the start of a turn. The medal is lost and placed back in play when a side no longer has absolute majority at the start of a turn.

> Permanent Medal Objective

The Victory Medal in this objective hex is captured and permanently gained the moment a unit of the appropriate side enters this hex. The medal is not returned or put back in play, even if the unit later vacates this hex.

VI. GAME MODES

Single Map – Extended Breakthrough

(2 players)

Any of the six scenarios is playable as a single map Extended Breakthrough battle (13x23 hexes). When playing an Extended

Breakthrough battle, it is recommended that a Breakthrough deck of Command cards (found in the Winter Wars expansion) be used. Should a Breakthrough deck of Command cards not be available, use two standard decks of Command cards shuffled together.

Breakthrough decks are also recommended for the other Game modes (one Breakthrough deck per map).



In **multiple map battles**, when maps are set side by side, the half-hexes will form a playable hex. Otherwise, the halfhexes along the side of a map are not playable. When a player moves a unit from one map to another, the original general finishes his turn with the unit and then it must be ordered by the new commanding officer (a unit cannot be ordered twice in the same turn, though).

As usual, a Field General who plays a Recon 1 card gets two additional dice for his Reinforcement Roll.

Reminder: In the D-Day Landings scenarios, when the Allied Commander in Chief plays an Air Power Command card, each Axis Field General rolls 2 less dice on his next Reinforcement Roll.

Double Map – OverThrough (8 players)

In this game mode, two Battle Maps are placed side by side to form the battlefield. Double Map battles can be played as an OverThrough Battle, using an Overlord deck of Command cards with 8 players (4 players per side: 3 Field Generals and a Commander In Chief that hands out the cards).

In an OverThrough Battle, the starting number of Command cards for each sides' Commander in Chief is listed below. The number of Victory Medals from each map are added together to arrive at the total number of Victory Medals required to win.

OverThrough Map Combinations			
Map Combination	Axis Command Cards	Allies Command Cards	Victory Medals
Sword + Juno	9	12	29
Juno + Gold	9	12	25
Gold + Omaha	10	12	28
Omaha + Utah	9	12	28
Utah + American Airborne	9	12	21

Only the total number of medals matters. Even if a player reaches the end of his Victory Track, he may keep scoring Medals for his team.

> Modified Reinforcement Rolls

In an OverThrough Battle, each General rolls for Reinforcements on his turn. The Reinforcements Rolls no longer depend on the number of cards they have in hand. Instead, each Field General must use the table below, whether they receive a Command card or not.

OverThrough Battle Reinforcements Table		
Turn	Axis	Allies
Turn 1	3 Dice	6 Dice
Turn 2	4 Dice	6 Dice
Turn 3+	5 Dice	6 Dice

When a Field General does not receive a Command card and instead rolls for Initiative, the Initiative Roll is followed by the Field General's Reinforcement Roll.

Double Map Variant (4 players)

A Double Map battle can also be played by 4 players. In this variant there are 2 players per side with each of the players commanding the three sections of a single map. The available map combinations and the victory conditions are the same as in OverThrough.

Each map will require its own Breakthrough deck of Command cards and each player will have his own hand of cards, along with his own Reinforcement Roll.

Players on the same side must complete the steps of a turn sequence at the same time, and both players must complete a step before going to the next step.

Triple Map – Landings by Nation (6 players)

In this game mode, three Battle Maps are placed side by side to form the battlefield. A Triple Map battle is played by 6 players. In this type of battle there are 3 players per side with each of the players commanding all three sections of a single map.

Each map will require its own Breakthrough deck and each player will have his own hand of Command cards, along with his own Reinforcement Roll.

Players on the same side must complete the steps of a turn sequence at the same time, and all players must complete a step before going to the next one. The number of Victory Medals from each map are added together to arrive at the total number of Victory Medals required to win.

Triple Map Combinations	
Map Combination	Victory Medals
British Landings: Sword + Juno + Gold	41
American Landings: Omaha + Utah + American Airborne	37

Only the total number of medals matters. Even if a player reaches the end of his Victory Track, he may keep scoring Medals for his team.



OPERATION NEPTUNE

The Ultimate D-Day Landings Experience (12 players)

Operation Neptune features the entire assault, with all six of the D-Day Landings maps.

The six map experience is played by 12 players. In this Ultimate D-Day Battle there are 6 players per side with each player commanding all three sections of a single map. Each map will require its own Breakthrough deck and each player will have his own hand of Command cards, along with his own Reinforcement roll.

Players on the same side must complete the steps of a turn sequence at the same time, and all players must complete a step before going to the next one. The number of Victory Medals from each map are added together to arrive at the total number of Victory Medals required to win.

Operation Neptune Map Combinations	
Map Combination	Victory Medals
All maps	78

Only the total number of medals matters. Even if a player reaches the end of his Victory Track, he may keep scoring Medals for his team.

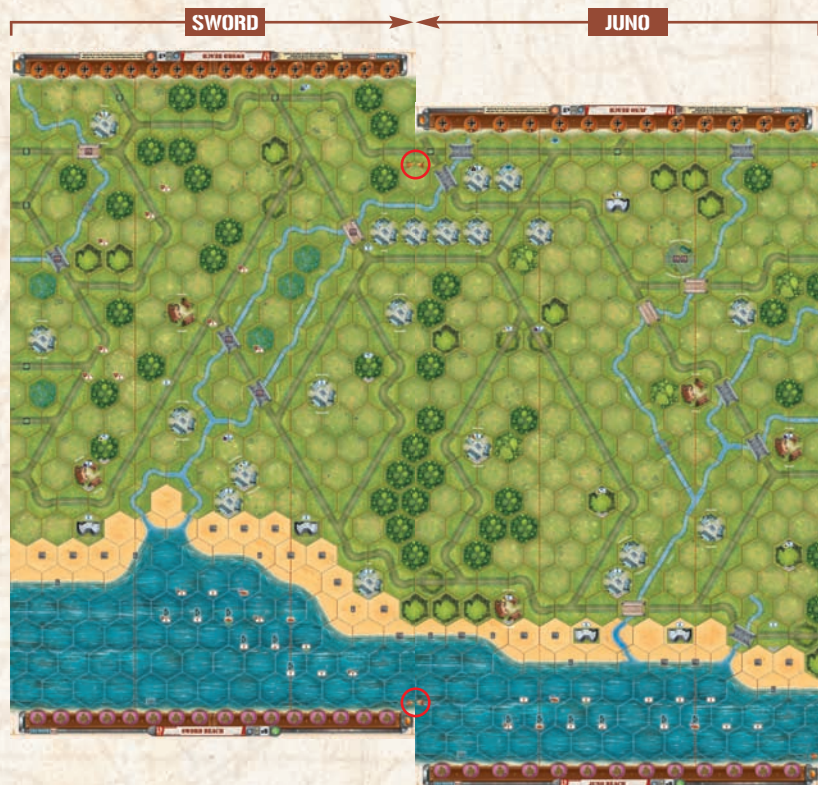
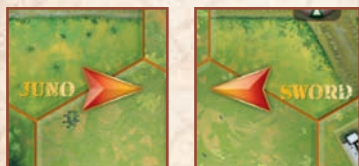
*"Soldiers, Sailors and Airmen of the Allied Expeditionary Force!
You are about to embark upon a great crusade,
toward which we have striven these many months.
The eyes of the world are upon you."
- Gen. Dwight D. Eisenhower*

SETUP

SET UP INSTRUCTIONS

If you play a Double Map, Triple Map or Six Map battle, see the following illustrations for help setting up the map combinations. The small arrows on either side of the maps will help you link the battlefields together.

Double Map Setup Sword Beach + Juno Beach



Double Map Setup Juno Beach + Gold Beach

JUNO

GOLD



Double Map Setup Gold Beach + Omaha Beach

GOLD

OMAHA



Double Map Setup Omaha Beach + Utah Beach

OMAHA

UTAH



Double Map Setup Utah Beach + American Airborne

UTAH

AMERICAN AIRBORNE



Triple Map Setup British Landings



Full Map Setup

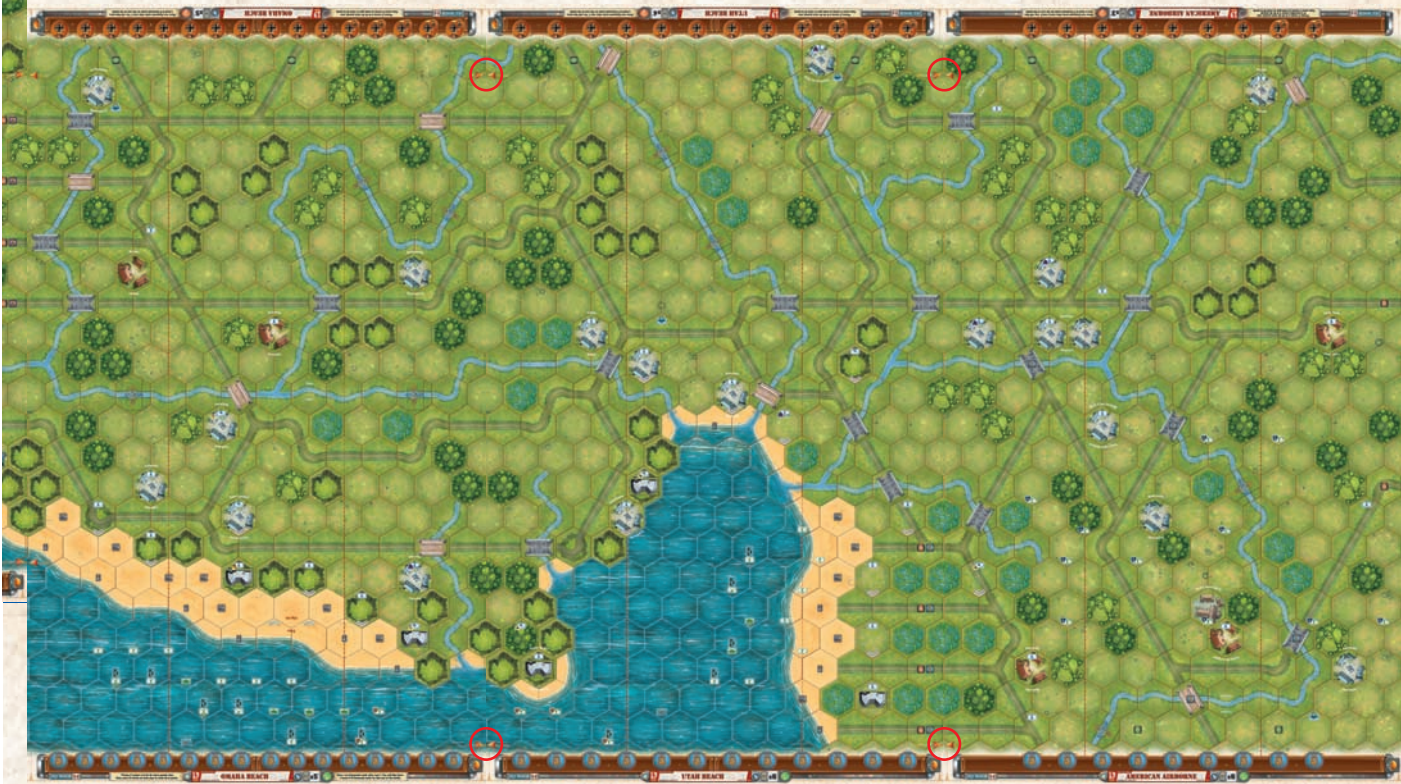
OPERATION

Triple Map Setup American Landings

OMAHA

UTAH

AMERICAN AIRBORNE



NEPTUNE

The ultimate D-Day Landings Experience

• Historical Background •

Sword Beach was the Allied landing site furthest to the east on D-Day, and closest to the formidable German forces amassed around Calais. To protect the 8th Brigade Group who was landing at Sword beach, and to set the stage for further advances inland, the 6th Airborne Division was tasked with capturing key bridges over the Caen Canal and the Orne River. They achieved their objectives perfectly but the landing forces were not so fortunate.

The German coastal defenses were partially intact when the British forces started coming ashore and artillery batteries caused devastating losses before Hobart's Funnies tanks could knock them out. At 9.30 the landing forces finally linked up with the British Commandos at Pegasus Bridge after having eliminated most coastal defenses, but the delays at the beach allowed German reinforcements to arrive and prevent the capture of Caen on June 6. The consequences of this failed objective was the biggest setback of Operation Overlord and would be felt well into July.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

*"I started the pipes up and marched up and down."
- Piper Bill Millin, 1st Special Service Brigade*



• Briefing •



Axis Player [Germany]

◆ 3 Command cards.

Draw two Command cards after turns 1 and 2. You will then have a hand of 5 Command cards for the rest of the battle.



Allied Player [Great Britain]

◆ 6 Command cards.

◆ You move first.

Conditions of Victory

◆ 16 Medals

◆ Town Control rules are in effect (*Actions 29 - Town Control*). The Axis player is in control of all the town hexes on the map at the start of the battle. The Axis player starts with 2 Temporary Victory Medals on his Victory Stand for controlling the towns. If the Allied player takes control of at least 3 town hexes, he takes a Temporary Medal from the Axis Victory Stand and places it on his own Victory Stand. If he controls at least 5 town hexes, he takes the second Temporary Medal from the Axis Victory Stand and places it on his own.

◆ Beach Control rules are in effect (*Actions 30 - Beach Control*). The Axis player is in control of all three beach sections on the Sword Beach map and gains 1 Medal for each beach section he controls, starting with 3 Temporary Victory Medals on the Axis Victory Stand. The Allied player will gain 2 Medals for each beach section that the Axis side no longer controls.

◆ Bridge Control rules are in effect (*Actions 32 - Bridge Control*) for each of the 5 bridges on the map, for Allied forces.

◆ The elimination of an Axis Big Gun Artillery unit counts as two Victory Medals. When the last figure of the Big Gun Artillery unit is eliminated, place both the figure and Big Gun Badge on the Allied player's Medal Stand.

Special Rules

◆ On this map, British Airborne units may retreat in any direction.

◆ Reinforcement rules are in effect (*Actions 28 - Ground Reinforcements*).

◆ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

◆ Place badges on the German and British Elite Infantry units, as well as on the British Airborne units (*Troops 2 - Specialized Units*).

◆ Three Airborne units are equipped with Special Weapon Assets (*SWAs 4 - Special Weapon Assets Late War*). The Allied player places one Anti-Tank Gun (*SWAs 5 - Anti-Tank Gun Late War*), one Mortar (*SWAs 6 - Mortar Late War*), and one Machine Gun (*SWAs 7 - Machine Gun Late War*) on three units of his choice. If an Airborne unit equipped with SWA does not move before battling, then it may use the SWA it carries. Otherwise, it may move up to 2 hexes and battle like any elite unit.

◆ Place a badge on the German Big Guns (*Troops 3 - Big Guns*).

◆ Smoke Shells rules are in effect (*Actions 31 - Smoke Shells*) for the Nebelwerfer (*Troops 25 - Screaming Meemies*).

◆ Hobart's Funnies rules are in effect. For each Hobart Funnies unit, the Allied player replaces 1 figure with a Churchill Tank figure equipped with an accessory of his choice (*Troops 26 - Hobart's Funnies*).

◆ Place a Battle Star on the Supported Infantry (*Troops 27 - Supported Infantry*) and Supported Armor (*Troops 28 - Supported Armor*) units.

◆ Allies have Air Superiority (*Actions 34 - Air Superiority*).

◆ Off-Map Artillery Support Rules are in effect (*Actions 35 - Off-Map Artillery Support*), for Allied forces.



Air rules are not in effect.

The Air Sortie cards are set aside and not used in this mission.



WESTERN FRONT

OPERATION NEPTUNE

JUNO BEACH

JUNE 06, 1944



• Historical Background •

Juno Beach was a low, open shoreline guarded by German defenses and strong points along the length of the coastline. The powerful 3rd Canadian Infantry Division was tasked with linking the two British beaches of Sword and Gold, and capturing the Carpiquet airfield west of Caen.

At 7.45 the Canadian forces began to land with support of Duplex Drive (DD) tanks and Hobart's Funnies. German positions around Bernières and other strong points inflicted heavy casualties, causing confusion among the Canadian forces and forcing them to eliminate the threat before pushing inland.

Had they been able to advance more quickly they would have discovered an open path to Carpiquet airfield, but by the time the Canadians were able to advance inland, German resistance had stiffened. Initially held up by Allied air forces and confusion at German High Command, reinforcements including the 12. SS-Panzer Division had finally moved into position. Although the Canadian forces managed to advance the furthest of any Allied landing force on D-Day, no more progress was made for almost a month with fierce fighting on both sides.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

*"We are going in tomorrow morning... so, the big day has come."
- Lance Sergeant Edwin Owen Worden, 1st Battalion, Regina Rifle Regiment*



• Briefing •



Axis Player [Germany]

◆ 3 Command cards.

Draw two Command cards after turns 1 and 2. You will then have a hand of 5 Command cards for the rest of the battle.



Allied Player [Canada]

◆ 6 Command cards.

◆ You move first.

Conditions of Victory

◆ 13 Medals

◆ Town Control rules are in effect (*Actions 29 - Town Control*). The Axis player is in control of all the town hexes on the map at the start of the battle. The Axis player starts with 2 Temporary Victory Medals on his Victory Stand for controlling the towns. If the Allied player takes control of at least 3 town hexes, he takes a Temporary Medal from the Axis Victory Stand and places it on his own Victory Stand. If he controls at least 5 town hexes, he takes the second Temporary Medal from the Axis Victory Stand and places it on his own.

◆ Beach Control rules are in effect (*Actions 30 - Beach Control*). The Axis player is in control of all three beach sections on the Juno Beach map and gains 1 Medal for each beach section he controls, starting with 3 Temporary Victory Medals on the Axis Victory Stand. The Allied player will gain 2 Medals for each beach section that the Axis side no longer controls.

◆ The Carpiquet Airfield is a Temporary Medal Objective worth 2 Medals for the Allied player.

◆ The Allied player gains 2 Permanent Objective Medals when the first bridge is constructed across the La Seulles River. The only way to build the bridge is to use Hobart's Funnies units that were equipped with the bridge accessory.

◆ The elimination of an Axis Big Gun Artillery unit counts as two Victory Medals. When the last figure of the Big Gun Artillery unit is eliminated, place both the figure and Big Gun Badge on the Allied player's Medal Stand.

Special Rules

◆ Reinforcement rules are in effect (*Actions 28 - Ground Reinforcements*).

◆ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

◆ Place badges on the German and Canadian Elite Infantry units (*Troops 2 - Specialized Units*) and on the German engineer unit (*Troops 4 - Combat Engineers*).

◆ Place a badge on the German Big Guns (*Troops 3 - Big Guns*).

◆ The Axis Artillery unit marked with a Heavy Anti-Tank Gun badge is a Flak 88 (*Troops 23 - Heavy Anti-Tank Guns*).

◆ Hobart's Funnies rules are in effect (*Troops 26 - Hobart's Funnies*). For each Hobart Funnies unit, the Allied player replaces 1 figure with a Churchill Tank figure equipped with an accessory of his choice.

◆ Place a Battle Star on the Supported Infantry (*Troops 27 - Supported Infantry*) and Supported Armor (*Troops 28 - Supported Armor*) units.

◆ Special Weapon Assets late war rules are in effect (*SWAs 4 - Special Weapon Assets Late War*) for the units equipped with Anti-Tank weapons (*SWAs 5 - Anti-Tank Gun Late War*), Mortars (*SWAs 6 - Mortar Late War*) and Machine Guns (*SWAs 7 - Machine Gun Late War*).

◆ Allies have Air Superiority (*Actions 34 - Air Superiority*).

◆ Off-Map Artillery Support Rules are in effect (*Actions 35 - Off-Map Artillery Support*), for Allied forces.



Air rules are not in effect.

The Air Sortie cards are set aside and not used in this mission.

GOLD BEACH

JUNE 06, 1944

• Historical Background •

Gold Beach was three miles of low, flat beach that rose into higher ground at either end. The Germans had prepared the entire stretch of beach with barbed wire and anti-tank hedgehogs, along with bunkers and casemates manned by machine gun teams and supported by artillery batteries.

At 5.10 the Allied fleet opened fire on the coastal positions and two hours later RAF bombers also attacked. At 7.25 the 50th British Infantry Division began their landing with initial success. However, the German defenses were still intact despite the bombing, stalling any major progress until more reinforcements arrived.

As Hobart's Funnies began to land, breakthroughs were finally achieved in some areas but they still had to fight through tough German strong points. After being repulsed on June 6, the British liberated Bayeux the next day. However, they soon ran into the newly arrived Panzer-Lehr Division near Tilly-sur-suelles and their advance inland was stopped. On June 8 the 47th Royal Marine Commandos finally linked up with the American 29th Infantry Division to the west, consolidating the Allied bridgehead.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

*"Once you stop on the beach... you are never going to get up again."
- Major George Young, 6th Battalion of the Green Howards*



• Briefing •

**Axis Player [Germany]**

- ◆ 3 Command cards.

Draw two Command cards after turns 1 and 2. You will then have a hand of 5 Command cards for the rest of the battle.

**Allied Player [Great Britain]**

- ◆ 6 Command cards.

- ◆ You move first.

Conditions of Victory

- ◆ 12 Medals

- ◆ Town Control rules are in effect (*Actions 29 - Town Control*). The Axis player is in control of all the town hexes on the map at the start of the battle. The Axis player starts with 2 Temporary Victory Medals on his Victory Stand for controlling the towns. If the Allied player takes control of at least 3 town hexes, he takes a Temporary Medal from the Axis Victory Stand and places it on his own Victory Stand. If he controls at least 5 town hexes, he takes the second Temporary Medal from the Axis Victory Stand and places it on his own.

- ◆ Beach Control rules are in effect (*Actions 30 - Beach Control*). The Axis player is in control of all three beach sections on the Gold Beach map and gains 1 Medal for each beach section he controls, starting with 3 Temporary Victory Medals on the Axis Victory Stand. The Allied player will gain 2 Medals for each beach section that the Axis side no longer controls.

- ◆ Place a Medal on each of the four road hexes on the right side of the board. These are Exit hexes for the Allied forces; however, for each road hex, only the first unit to exit will gain a Medal. The Medal, once gained, is a Permanent Medal and cannot be lost (place it on the Allied Player's Victory Track). When the Omaha Beach map is not being used alongside the Gold Beach map, units that exit the map are removed from the game.

- ◆ The Allied player gains 2 Permanent Objective Medals when the first bridge is constructed across the La Seuelles River. The only way to build the bridge is to use Hobart's Funnies units that were equipped with the bridge accessory.

- ◆ The elimination of an Axis Big Gun Artillery unit counts as two Victory Medals. When the last figure of a Big Gun Artillery unit is eliminated, place both the figure and Big Gun Badge on the Allied player's Medal Stand.

Special Rules

- ◆ Reinforcement rules are in effect (*Actions 28 - Ground Reinforcements*).
- ◆ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).
- ◆ Place badges on the British Commando unit (*Troops 2 - Specialized Units*) and on the German engineer unit (*Troops 4 - Combat Engineers*).
- ◆ Place a badge on the German Big Guns (*Troops 3 - Big Guns*).
- ◆ The Axis Artillery unit marked with a Heavy Anti-Tank Gun badge are Flak 88 (*Troops 23 - Heavy Anti-Tank Guns*).
- ◆ Hobart's Funnies rules are in effect (*Troops 26 - Hobart's Funnies*). For each Hobart Funnies unit, the Allied player replaces 1 figure with a Churchill Tank figure equipped with an accessory of his choice.
- ◆ Place a Battle Star on the Supported Infantry (*Troops 27 - Supported Infantry*) and Supported Armor (*Troops 28 - Supported Armor*) units.
- ◆ Special Weapon Assets late war rules are in effect (*SWAs 4 - Special Weapon Assets Late War*) for the unit equipped with a Machine Gun (*SWAs 7 - Machine Gun Late War*).
- ◆ Allies have Air Superiority (*Actions 34 - Air Superiority*).
- ◆ Off-Map Artillery Support Rules are in effect (*Actions 35 - Off-Map Artillery Support*), for Allied forces.



Air rules are not in effect.

The Air Sortie cards are set aside and not used in this mission.



WESTERN FRONT

OMAHA BEACH

OPERATION NEPTUNE

JUNE 06, 1944

• Historical Background •

The 3-mile stretch of beach codenamed Omaha was the heaviest defended sector of the Normandy landing sites. The Germans had built resistance nests into the cliffs, barricaded positions on top of the naturally defensive terrain and positioned powerful artillery batteries overlooking the landing site.

The preliminary Allied naval bombardment and bombing overshot the coast entirely, so that the German defenses were intact when, at 6.30, the DD tanks started to come ashore followed closely by the 116th and 16th Regimental Combat Teams. Strong currents and the rising tide meant that the American troops landed in the wrong places, causing confusion that was made worse by the extremely effective German machine gun and artillery fire.

With the sea wall offering the only protection on the beach, American forces had limited success pushing inland until the second wave arrived at 7.00, breaking the stalemate in several sections. The first breakthroughs were made between the E-1 and E-3 exits and the Americans managed to capture St. Laurent but had to deal with pockets of resistance all along the front. Progress continued to be slow across all fronts as they pushed inland, suffering devastating losses.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

"Never had there been a dawn like this."

- Cornelius Ryan, The Longest Day



• Briefing •



Axis Player [Germany]

◆ 5 Command cards.

Draw two Command cards after turn 1. You will then have a hand of 6 Command cards for the rest of the battle.



Allied Player [United States]

◆ 5 Command cards.

Draw two Command cards after turn 1. You will then have a hand of 6 Command cards for the rest of the battle.

◆ You move first.

Conditions of Victory

◆ 16 Medals

◆ Town Control rules are in effect (*Actions 29 - Town Control*). The Axis player is in control of all the town hexes on the map at the start of the battle. The Axis player starts with 2 Temporary Victory Medals on his Victory Stand for controlling the towns. If the Allied player takes control of at least 3 town hexes, he takes a Temporary Medal from the Axis Victory Stand and places it on his own Victory Stand. If he controls at least 5 town hexes, he takes the second Temporary Medal from the Axis Victory Stand and places it on his own.

◆ Beach Control rules are in effect (*Actions 30 - Beach Control*). The Axis player is in control of all three beach sections on the Omaha Beach map and gains 1 Medal for each beach section he controls, starting with 3 Temporary Victory Medals on the Axis Victory Stand. The Allied player will gain 2 Medals for each beach section that the Axis side no longer controls.

Special Rules

◆ Reinforcement rules are in effect (*Actions 28 - Ground Reinforcements*).

◆ Place badges on the German Elite Infantry units and on the American Ranger units (*Troops 2 - Specialized Units*).

◆ The Axis Artillery units marked with Heavy Anti-Tank Gun badges are Flak 88 (*Troops 23 - Heavy Anti-Tank Guns*).

◆ Place a Battle Star on the Supported Infantry (*Troops 27 - Supported Infantry*) and Supported Armor (*Troops 28 - Supported Armor*) units.

◆ Special Weapon Assets late war rules are in effect (*SWAs 4 - Special Weapon Assets Late War*) for the unit equipped with a Machine Gun (*SWAs 7 - Machine Gun Late War*).

◆ Allies have Air Superiority (*Actions 34 - Air Superiority*).

◆ Off-Map Artillery Support Rules are in effect (*Actions 35 - Off-Map Artillery Support*), for Allied forces.



Air rules are not in effect.

The Air Sortie cards are set aside and not used in this mission.

• Historical Background •

Just before 6.00 on June 6, 1944, warships began a massive naval bombardment of the German defenses on Utah beach with devastating results. The strongpoints were badly hit and all communication lines were severed, preventing the Germans from coordinating an effective defense.

At about 6.40 the first wave of the US 8th Infantry Regiment hit the beaches. Strong currents had pushed them off course, however, so the landing took place over a mile south of the planned location in a less exposed area and nearly out of range of the German artillery batteries. Quickly followed by the Duplex Drive (DD) tanks of the 70th Tank Battalion, American forces pushed through demoralized German forces, past the flooded marshlands, and linked up with the American paratroopers inland.

Meanwhile the 2nd Ranger Battalion were fighting their way up the cliffs of Pointe-du-Hoc to eliminate what was believed to be a dangerous artillery emplacement. Upon reaching the top, the Rangers discovered that the artillery had been moved. Fighting through the German defenders, they found and eliminated the 155mm guns before having to fend off a fierce counterattack from Grandcamp and hold on until reinforcements arrived.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

*"We'll start the war from here."
- Theodore Roosevelt Jr.*



• Briefing •



Axis Player [Germany]



Allied Player [United States]

◆ 4 Command cards.

Draw two Command cards after turn 1. You will then have a hand of 5 Command cards for the rest of the battle.

◆ 6 Command cards.

◆ You move first.

Conditions of Victory

◆ 12 Medals

◆ Town Control rules are in effect (*Actions 29 - Town Control*). The Axis player is in control of all the town hexes on the map at the start of the battle. The Axis player starts with 2 Temporary Victory Medals on his Victory Stand for controlling the towns. If the Allied player takes control of at least 3 town hexes, he takes a Temporary Medal from the Axis Victory Stand and places it on his own Victory Stand. If he controls at least 5 town hexes, he takes the second Temporary Medal from the Axis Victory Stand and places it on his own.

◆ Beach Control rules are in effect (*Actions 30 - Beach Control*). The Axis player is in control of the single beach section on the right flank of Utah Beach and starts with 1 Temporary Victory Medal on the Axis Victory Stand. The Allied player will gain 2 Medals when he gains control of the Utah beach section.

◆ Place a Medal on each of the four road hexes on the right side of the board. These are Exit hexes for the Allied forces; however, for each road hex, only the first unit to exit will gain a Medal. The Medal, once gained, is a Permanent Medal and cannot be lost (place it on the Allied player's Victory Track). When the American Airborne map is not being used alongside the Utah Beach map, units that exit the map are removed from the game.

◆ The Hill hexes of Pointe-du-Hoc form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal. The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes. The Axis player starts with 1 Temporary Victory Medal on the

Medal stand for control of Pointe-du-Hoc. When the Omaha Beach map is being used alongside the Utah Beach map, there is an additional Hill to consider in the group.

◆ The elimination of an Axis Big Gun Artillery unit counts as two Victory Medals. When the last figure of a Big Gun Artillery unit is eliminated, place both the figure and Big Gun Badge on the Allied player's Medal Stand.

Special Rules

◆ Reinforcement rules are in effect (*Actions 28 - Ground Reinforcements*).

◆ Place badges on the German Elite Infantry units and on the American Ranger units (*Troops 2 - Specialized Units*)

◆ Place a badge on the German Big Guns (*Troops 3 - Big Guns*).

◆ Place a Battle Star on the Supported Infantry (*Troops 27 - Supported Infantry*) and Supported Armor (*Troops 28 - Supported Armor*) units.

◆ Allies have Air Superiority (*Actions 34 - Air Superiority*).

◆ Off-Map Artillery Support Rules are in effect (*Actions 35 - Off-Map Artillery Support*), for Allied forces.



Air rules are not in effect.

The Air Sortie cards are set aside and not used in this mission.



WESTERN FRONT

AMERICAN AIRBORNE

OPERATION NEPTUNE

JUNE 06, 1944

• Historical Background •

In the early hours of June 6th, 1944, the American Paratroopers of the 101st Airborne and the 82nd Airborne division flew over the Normandy coast. Bad weather and heavy flak resulted in sticks being scattered, but the paratroopers were well trained and knew their assignments. They gathered in small groups and got to work.

The 101st were tasked with eliminating German artillery batteries that threatened the Utah Beach landing and clearing the causeways from the beach so that the landing forces could advance inland. This meant they had to capture and hold key bridges over the Douve River, serving the double purpose of preventing German counterattacks from the south and setting the stage for an attack on the well protected town of Carentan.

The 82nd Airborne was assigned with capturing Ste-Mère-Église and the roads leading north, protecting that flank until landing forces could link up with them and preparing for a push westward to cut off the Cotentin peninsula.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

"Currahee!"

- 506th PDR motto, 101st Airborne



• Briefing •



Axis Player [Germany]

- ◆ 3 Command cards.

Draw two Command cards after turns 1 and 2. You will then have a hand of 5 Command cards for the rest of the battle.



Allied Player [United States]

- ◆ 6 Command cards.

- ◆ You move first.

Conditions of Victory

- ◆ 9 Medals

◆ Town Control rules are in effect (*Actions 29 - Town Control*). The Axis player is in control of all the town hexes on the map at the start of the battle (except the Church – mark it with an Allied Control Marker). The Axis player starts with 2 Temporary Victory Medals on his Victory Stand for controlling the towns. If the Allied player takes control of at least 3 town hexes, he takes a Temporary Medal from the Axis Victory Stand and places it on his own Victory Stand. If he controls at least 5 town hexes, he takes the second Temporary Medal from the Axis Victory Stand and places it on his own. Note that the Church counts toward the Town Control total.

◆ Bridge Control rules are in effect (*Actions 32 - Bridge Control*) for each of the 4 bridges marked with Medals across the Douve River, for Allied forces.

◆ The Axis player gains a Temporary Medal Objective worth 1 medal if the Allied player does not have at least one Allied unit in each section of the American Airborne map. The medal is lost when an Allied player has units back in all sections. Hexes with a dotted line are considered to be both sections.

◆ The elimination of an Axis Big Gun Artillery unit counts as two Victory Medals. When the last figure of a Big Gun Artillery unit is eliminated, place both the figure and Big Gun Badge on the Allied player's Medal Stand.

◆ The two road hexes on the right side of the board are Exit hexes for the Allied forces.

Special Rules

◆ On this map, American Airborne units may retreat in any direction and Axis units may retreat toward either baseline.

◆ Reinforcement rules are in effect (*Actions 28 - Ground Reinforcements*). Allied Reinforcements are limited. For this scenario, they can only call in French Resistance units (*Nations 1 - French Resistance*), American Airborne units (*Troops 2 - Specialized Units*), Supply Trucks (*Troops 17 - Supply Trucks*) or parachuted Standard Artillery units (apply *Geronimo!* Special Rule). Any other result is ignored. Flags still allow *On The Move* orders.

◆ Place badges on the German Elite Infantry and American Airborne units (*Troops 2 - Specialized Units*).

◆ Two Airborne units are equipped with Special Weapon Assets (*SWAs 4 - Special Weapon Assets Late War*). The Allied player places one Mortar (*SWAs 6 - Mortar Late War*) and one Machine Gun (*SWAs 7 - Machine Gun Late War*) on two units of his choice. If an Airborne unit equipped with SWA does not move before battling, then it may use the SWA it carries. Otherwise, it may move up to 2 hexes and battle like any elite unit.

◆ Place a badge on the German Big Guns (*Troops 3 - Big Guns*).

◆ Place a Battle Star on the Supported Infantry (*Troops 27 - Supported Infantry*) and Supported Armor (*Troops 28 - Supported Armor*) units.

◆ Allies have Air Superiority (*Actions 34 - Air Superiority*).



Air rules are not in effect.

The Air Sortie cards are set aside and not used in this mission.

TABLE OF CONTENTS

Foreword 2

RULES p.2

I. Terrain Tiles & Landmarks 2

Coastlines 2
Cliffs 2
Sea Bluffs 3
River Mouth 3

II. New Rules 3

Reinforcements 3
Terrain Control Rules 5
Air Superiority 6
Off-Map Artillery Support 6

III. New Troops 6

Big Guns 6
Destroyers 6
Flame Thrower Tanks 7
Supported Infantry 7
Supported Armor 7

IV. New Markers 8

Entry Markers 8
Control Markers 8

V. Conditions of Victory 8

Medal Objectives 8

VI. Game modes 8

Single Map – Extended Breakthrough 8
Double Map – OverThrough 9
Triple Map – Landing by Nation 9
Operation Neptune 10

SETUP p.10

Double Maps 10

Triple Maps 12

Operation Neptune 12

SCENARIOS p.14

Sword Beach 14

Juno Beach 15

Gold Beach 16

Omaha Beach 17

Utah Beach 18

American Airborne 19

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