NORMANDY

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NORMANDY

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INVASION RULES

The Allied player must keep the following rules in mind when he makes his invasion plans:

1. The Allies may land troops on any Invasion beach up to a total of 8 invasion squares.

2. The Allied player must designate in advance which five squares he is going to use for his supply beaches.

3. All Allied units must be able to trace their supply lines to the supply beaches.

4. Rangers do not have to land at invasion beaches and may land on any cost square and move inland. Their landing sites must be designated in advance of the actual move.

5. Paratroopers may land anywhere on the board. As soon as the paratroopers are placed on the board the die is rolled and the scattered table is consulted depending on what type of terrain that the paratroopers landed on. Should the paratroopers land directly on top of a German unit(for what ever reason) combat takes place immediatly before any other combat is resolved. If the German unit in question is in a non fortress square he has his combat factor cut in half, but should the gGerman unit be in a fortress square, the German unit is doubled. Should the German unit be forced to retreat it is retreated in the direction of the Allies choice. Should the paratroopers be forced to retreat they are eliminated instead. Paratroopers may not move for the turn in which they land. Paratroopers may not attack any German unit which they land adjacent to, they may only attack those units which they land directly on; of course after the first turn they may move and attack like normal infantry. Paratroop units and Glider troops must be dropped in whole regiments.

6. Both Allied and German units may make as many attacks as they desire on the first turn of the game.

7. No units are considered isolated on the first turn of the game.

8. The Allied player may use naval artillery to the sum of 40 combat factors in support of each invasion force landing on an invasion square. This additional sum of combat factors is added to the units combat factor if he attacks from a beach square. Latter on in the game any unit fighting on a beach square may add 40 combat factors to his ability to fight, BUT no more than 40 per beach square. For example; If three Allied regiments made an attack on the Omaha beach fortress they would recieve 40 additional combat factors per invasion beach that they occupy. The Allied player may never use more than 320 naval combat factors.

9. The Allied player may not use the road bonus on the first turn of the game.

10. The Germans may not place his units on a beach square in the opening set-up of the game.

SPECIAL TERRAIN EFFECTS.

Terrain may have an effect on the movement of troops and the combat ability of different units defending in terrain squares. A square is said to contain a certain terrain feature even if only part of the square is covered by the feature. The following chart relates the different terrain effects:

FEATURE	EFFECT ON MOVEMENT	EFFECT ON COMBAT
BOCAGE	All units whose movement factor is four or more have to expend two movement factors for each bocage square they pass through. Units with a movement factor of three or less lose nothing when moving through bocage squares.	All units defending in the bocage are tripled for defensive combat.
SWAMP	Treat same as bocage.	Treat same as bocage.
FOREST	Treat same as bocage	Treat same as bocage.
ROAD	A unit may move three squares on the road for every movement factor it uses on the road. A 7-4 may move 12 squares on the road if it uses its entire movement factor on the road. This is called the road bonus.	none
CITY	Same as road.	SAME AS BOCAGE
FORTRESS	None.	All German units defending are tripled.
RIVERS	Units may only cross rivers at roads in one turn. Otherwise to cross the river the player must move to the river square and stop. On the following turn the unit may move across the river.	If a unit is attacked from all river squares he is doubled. If attacked from a combination of river and non river squares there is no doubling.
FLOODED SQUARES	Same as river	Allied units may not attack enemy units across a flooded square even at bridges.
NON INVASION BEACH SQUARE	Only ranger units may invade here.	NONE.
INVASION BEACH SQUARE	none	NONE.

HOW TO HAVE COMBAT

   Each unit has a zone of control consisting of
the six squares that are adjacent to his location,
as illustrated in the diagram at the right. To have
combat the two combating powers must have their units
adjacent. A unit does not have to attack an enemy
unit if he is adjacent to him but he has the option
to do so. If he decides to conduct an attack he does not
have to attack every enemy held square that he is next
to but he must attack all the units in the one square that
he chooses as if they were one unit. He may not split his
attack amoungst the defending units. To determine the combat odds the
attackers total combat factor is compared to the total combat factor of
the defender.(The attacker is the player that is moving.)The ratio of the
factors is reduced to the lowest possible terms with the fractions being
rounded off in favor of the defender (an attack of 29 to 10 is reduced to
2 to 1.) The odds being determined, the die is rolled and the results
a re found in the combat results table.
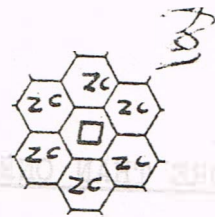
ATTACKING

1. An attacking unit must stop as soon as it enters the zone of
control of an enemy unit.
2. An attacking unit is not allowed to move through an enemy zone
of control.
3. You may move as many units into an enemy zone of control as you
are able before attacking.
4. You resolve all battles one at a time after the first impulse of
your turn.
5. You do not have to have combat with every enemy unit that you
are adjacent to. BUT, once you have decided to attack an enemy held
square you must attak all the enemy units in that square as if
they were one with the combined combat factors used for the defense
factor.
6. You may resolve the battles in any order you please with the
exception being the use of paratroopers in the first turn. See
Invasion Rules for a breif explanation of the special case.
7. Before moving the players roll the die to determine the number of
attacks that they will be allowed to make. Each player rolls before
he makes his own move. A die roll of one means only one attack may be
made. A die roll of two means only two attacks may be made and
so forth till a die roll of six means that only six attacks may be made.
8. All attacking units must be supplied to participate in the attack.
9. All armoured units (designated: ▢) must be on the same square
as infantry to attack with its full combat factor. Should the
armoured unit attack with our infantry in its own square then the
armoured units combat factor is cut in half.
10. No unit may attack more than once in any one turn.

DEFENDING

1. The defending player is never allowed to move or withdraw any
units while the attacker is moving or about to resolve combat.
2.A unit's defense factor (combat factor used for defense) may
vary according to the terrain.(see chart on terrain effects).
3. Armoured units that are fighting alone are cut in half when
attacked if they have no non armoured units with them.
4. All surrounded and isolated units have their combat factor
cut in half when defending. Units in a fortress are never isolated and
therefore never have thier combat factor cut in half when defending.)
5. All units in a square are used to defend that square as if they were
    unit with a combined combat factor.

MORE THAN ONE UNIT PER SQUARE

1. You may never have more than three units on any one square.
2. You may never have more than two regiments on any one square.
3. In Bocage, swamp, forest or flooded squares you may not have more than one regiment on a square.

SUPPLY

1. To be supplied the Germans must be able to trace a supply line at least one square wide no more than three squares to a road and then along that road to the edge of the board without going through the Allied player's zone of control.
2. For the Allied player to be supplied, he must be able to trace a supply line on more than three squares to a road and then along that road to a square adjacent to one of his supply beaches (see invasion rules).
3. Allied units may not move out of supply.
4. All German units with the exception of the Reconnaisance units (8-8) may not move out of supply.
5. Should a unit be forced out of supply or isolated these units may not attack, use road bonus, and have their combat factor cut in half when attacked.
6. German units inside the fortresses are never considered out of supply.

SUBSITUTE COUNTERS

At any time during the movement part of a players turn he may break down his units and create smaller units. He may also combine units to form regiments that were originally broken down. Refer to the order of battle card to determine the exact break down for each unit.

GLIDER TROOPS

On the second impulse of the invasion turn the Allied player may land three regiments of glider troops as he makes his regular second impulse move. These troops (two 5-4's and one 7-4) must land with-in three squares of where an Allied paratrooper unit landed; like the paratroop units first turn they may not attack or move until the next Allied turn. They may not land in Bocage, swamp, or city squares.
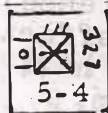
327th Glider Regiment, 101st Airborne Division

HOW TO WIN

The game is won by accumulating points. The German player must attempt to keep the total number of points accumultated by the Allied player as low as possible. Victory is measured in the quantity of Allied points:

> 0 to 9 points: A tremendous German victory (the beach head placed in danger).
>
> 10 to 19 points: A marginal Allied victory (beach head secure but contained).
>
> 20 to 29 points: A tactical Allied victory (beach head ready to explode into France;:this is what the Allied forces managed in the real invasion).
>
> 30 or greater points: A strategic Allied victory (beach head secure and troops pouring into central France with in a very short time.

Points are received for the following:
Capturing cities:

St. Lo: 2pts
Caen: 6pts   REMEMBER: ONLY THE ALLIED PLAYER MAY
Bayeaux:2pts   RECEIVE POINTS!
Cartenten: 2pts
Falasie: 2pts

The Allied player may also receive points for sending
  three regiments or three brigades or six battalions) off a road
on the various sides of the board and keeping it supplied out there till
the game ends. The division may be sent off anytime including the last
move of the game. The Allied player may send one division off each
of the following and collect the indicated number of points:

> East edge of the map: 4 points
> South side of the map: 6 points
> West or North side of the map: 10 points

The Allied player also receives points for penetration. He receives one
point for each square inland that his farthest unit is from its
nearest beach square. The unit must be supplied to be used to measure the
depth of penetration. This is measured at the end of the game.

OPTIONAL RULES FOR NORMANDY

The following set of rules have been designed so as to increase
your enjoyment of the game through increased complexity and dificulty:
1.The Allied player must also determine in advance of the invasion,
where he will land his glider troops.
2. In case you get bored with the actual situation you may use optional
set ups II or III as they appear on the Order of Battle card. This
will allow you to see what might have happened if the Germans
had more troops available.
3. One can eliminate the die rolling to determine the restrictions
on combat mentioned under ATTACKING # 7.
4. The Allies must mark on their planning charts which units will
arrive where for the second impulse of their turn.

This is how an INVASION PLANNING CHART would look if the Allied player were to use the original Allied invasion plan. Also shown on the map is the original German deployment in the Normandy area.

FALAISE

COUTANCE

ST LO

CAEN

BAYEAUX

CARTENTAN

NORMANDY

English Channel

N
S W E

| | | 1 7-4 1 6-10 | 1 2-4 1 6-10 | 1 7-4 1 6-10 | | 1 7-4 1 6-10 | 1 7-4 1 6-10 | | 1 7-4 1 6-10 | | 1 7-4 1 6-10 | 1 7-4 1 6-10 | | |

"They must be stopped on the beaches." That's how Feldmarshall Erwin
Rommel, the commander of the German troops defending Normandy in
June 1944 described the only "correct" solution for defeating the
expected Allied invasion. His superiors did not agree with him. Still
impressed by the manner in which German ground forces had defeated
Allied armies in the open in 1940, they felt the same tactic could be
made to work four years later. Rommel, however, had seen in North Africa
that the Allies were no longer novices at mobile warfare. And for the
invasion of the continent they had built up a superiority in all the
forces which had given the Germans the edge in 1940. Namely, tanks,
aircraft and artillery. Rommel's plan of "stopping them on the beaches"
did not mean that the Allies would not get ashore, although he would have
liked to have had enough troops and equipment to achieve this. A second
variant of this plan was to commit every available German mobile unit to
the invasion area as soon as a major Allied invasion was confirmed. By
throwing the Allied force back into the sea Rommel would achieve the
same ends as if he had stopped them on the beaches. Would this have
worked? To answer this question we have included three German OB's in
the game. The first one reflects what actually happened. Rommel's plan
to "stop them on the beaches" was thwarted by his superiors' fears that
this was not the real invasion, but only a feint. They wished to hold
back the bulk of their mobile forces for the expected second, and larger,
invasion. This was rather faulty reasoning. The size of the Allied inva-
sion fleet and ground force was so large that if the Allies did, in
fact, have a larger one waiting in the wings the Germans would not have
stood a chance. They were outnumbered by the Allies as it was.

The second OB (Increased Effort) would have been quite possible if the
Germans had recognized the Allied invasion force for what it was: the
Allied main effort. By the second day of the invasion the Germans would
have had fourteen divisions (including five armored) on the board against
about twelve Allied. This was precisely what the Allies most feared. And
with good reason for even without this "increased effort" the Allies had
a difficult time in pushing the Germans back so as to provide room in
the beach head for the enormous supply build up needed before the Allies
could attempt to breakout into the open and drive the Germans out of
France. The third German OB (All Out Effort) shows our estimate of the
maximum force the Germans could have put into the area during the criti-
cal first week. It takes an extremely good Allied player to beat this
one. That this OB was quite possible shows why both sides were so appre-
hensive about the outcome of the invasion.

The Allies, of course, were using their "All Out Effort", and then some.
They did what the Germans considered impossible when they threw such a
large and well equipped force across the English Channel. Many of these
advantages are not apparent in the game. For example there is Allied
air superiority. The most effective use of Allied aircraft was in dis-
rupting the movement of German men and vehicles both in the combat zone
immediatly behind the fighting line as well as further back in the
communications zone (mainly off the playing board). This air cover pre-
vented the Germans from moving their combat units during the day, they
had to move at night and thus had to move more slowly than similar
Allied units. The disruption of German supplies placed the Germans in
much the same position as the Allies, who had to bring their supplies
over the beaches with great difficulty. This is reflected in the limited
attack rule. The congestion of Allied vehicles in the restricted beach-
head is also reflected in the movement rate of the Allied infantry units,

which did not have motor vehicles directly atatched to them although they were always available. It was simply difficult to get the vehicles to the infantry and then to move the mass of vehicles through the restricted road net. An Allied infantry regiment, for example, would occupy five road squares on the mapboard when moving by road. The germans were no better off in this respect, except that they had more roads available.

Another major Allied advantage was their preponderance of artillery, which was used more often and more effectively than aircraft for attacking enemy combat units. To have included the actual units would have almost doubled the number of units in the game and, with the extra rules needed to govern their use would have practically created another separate game within the existing one. To solve this problem we have computed into the combat factor of the Allied units the advantages they would gain from their artillery.The extraordinary additional firepower available to the Allies from their invasion fleet had to be reflected in a special naval artillery rule. Of course, this naval artillery could also be used further inland (up to about ten squares for the heavier guns of the battleships) but we are still working on a truly "workable" rule for this element.
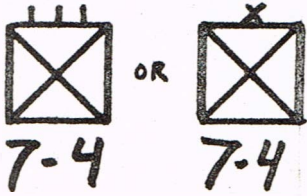
The combat factors and combat results table were computed from two sources of information. First, there was "hard" data such as the actual casualty figures for both sides (about 22,000 for the Germans and 30,000 men for the Allies), including the daily rate of loss for different types of units under different conditions. Also, there was the actual organization and armament of units on both sides. Secondly, there was "soft" data such as the tactics used by both sides which included the numerous tactical options allowed each player within the framework of the game. Man for man, the Germans were pretty much of a match for their Allied opponents. Although German manpower itself was somewhat inferior to the Allied, German superiority in most classes of weapons (except artillery) evened this up. This even applied to tanks. The two main German tanks, the Pz IV and Pz V were vastly different. The Pz IV was somewhat inferior to the main Allied tank, the SHERMAN. The Pz V (PANTHER) was actually a heavy tank and had a considerable advantage over the SHERMAN. However, the PANTHER was still prone to numerous mechanical failures and, because of its size and weight, was somewhat less nimble than the lighter and more mechanically reliable SHERMAN. In addition, the German tank battalions contained about 20% fewer vehicles than the Allied (except for the SS tank battalions, which still had fewer tanks than Allied units). Both sides usually fought in regimental or battalion size "battlegroups" each formed around a "maneuver battalion" (tank or infantry) and also containing portions of the supporting units (engineer, anti tank, etc) found in the division.The game system used for NORMANDY is, obviously, an abstraction from reality. But it works and it does recreate rather well the original situation as well as the possible alternatives. That, of course, is what a game is supposed to do.

For those desireing some of the more detailed research information used for this game, much of it is available in a pamphlet sold through the Poultron Press (Box 4267, Long Island City, NY 11104) for two dollars. The pamphlet is entitled THE BATTLE FOR FRANCE (KAMPF).
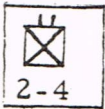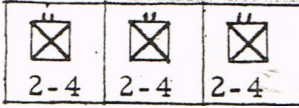
GERMAN UNIT COUNTER CHART

7-2	German 3battalion infantry regiment breakdown — 2-2 · 2-2 · 2-2
5-2	breakdown — 2-1 · 2-2 — "1944" Infantry Regiment

2-2 Infantry Battalion

8-8 Reconnaissance Battalion

4-1 STATIC Infantry Regiment

breakdown — 2-1 · 2-1

2-1 STATIC Infantry Battalion

15-6 Panzer Regiment — breakdown

also — LEHR 16-6 · IV 7-6 Pz V Battalion

II 5-6 Pz IV Battalion

10-6 Parachute Regiment breakdown — 3-6 · 3-6 · 3-6

18-6 SS breakdown — II 8-6 · III 6-6

IV SS 8-6

III SS 6-6

V 6d6 · A 10d6 Anti-tank and FLAK (used as AT) units

7-6 breakdown — 3-6 · 3-6 — Motorized (Panzer-Grenadier) Regiment

3-6 Motorized Infantry (PanzerGrenadier) Battalion

14-6 SS — also LEHR 14-6 — breakdown — 4-6 SS · 4-6 SS · 4-6 SS

4-6 SS — SS Motorized (Panzer Grenadier) Battalion

2-6 · 8-4

ALLIED UNIT COUNTER CHART

⊠ 7-4 OR ⊠ 7-4	US INFANTRY REGIMENT BRITISH INFANTRY BRIGADE
breakdown ⊠ 2-4 | ⊠ 2-4 | ⊠ 2-4	

⊠ 2-4	US OR BRITISH INFANTRY BATTALION

⊠ 5-4 breakdown US Glider Regiment ⊠ 2-4 | ⊠ 2-4	⊡ 8-12 ALLIED RECONNAISSANCE BATTALION	
⊙ 22 / 8 7 / 22-10 British Armored Division Armored Brigade	⊙ 20-10 British Independant Armored Brigade breakdown ⊙ 709 6-10 | ⊙ 712 6-10 | ⊙ 735 6-10	⊙ 8 7 / 6-10 US or British Armored Battalion
⊠ 131 / 8 7 / 12-10 Armored Infantry Brigade of British Armored Division	⊙ 3 8 / 16-10 Combat Command of US Armored Division	
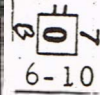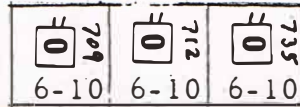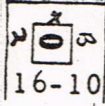
ALLIED ASSAULT FORCE

MOVE 1, FIRST IMPULSE

May assault only on INVASION BEACH SQUARES: Eight 7-4's, eight 6-10's,
May assault on any BEACH SQUARE: Eight 2-4's.
May land by air anywhere on the board (using the SCATTER TABLE): eight 7-4's.

MOVE 1, SECOND IMPULSE

Up to 30 combat factors of units may be landed at each of the five designated SUPPLY
BEACHES which are not occupied by enemy units. Units must be chosen from the
following: Two 6-10's, eight 7-4's, one 20-10, two 8-12's, two 5-4's.

In addition, one 5-4 and one 7-4 may land by air (these are glider troops) without using
the scatter table.

SUBSEQUENT ALLIED MOVES: On the second impulse of moves two thru seven the
Allied player may bring in up to 15 combat factors in units through each designated
SUPPLY BEACH each turn. When he wishes to bring in units with a combat factor
greater than 15 he may increase the capacity of a supply beach by bringing in nothing
over it for one turn and then bringing in up to 30 combat factors on the next turn. ANY
units not being used on the board may be brought in over the supply beaches as reinforce-
ments. If, after move one, a supply beach is occupied at any time by a German unit that
supply beach ceases to function for the rest of the game. Supply beaches may not be shifted

COMBAT RESULTS TABLE

	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1 or more
1	EX	EX	EX	EX	EX	DE	DE	DE	DE	DE	DE
2	DB1	DB2	DB3	DB3	DB3	EX	EX	DE	DE	DE	DE
3	AB1	DB1	DB2	DB3	DB3	DB3	DB3	EX	EX	DE	DE
4	AB2	AB3	AB2	AB2	DB2	DB3	DB3	DB2	DB3	EX	EX
5	AE	AB3	AB2	AB2	AB2	AB1	DB2	DB2	DB2	DB2	EX
6	AE	AE	AE	AB3	AB3	AB2	AB1	DB1	DB2	DB2	DB1

EX- The side with the smaller force is completely wiped out. The other
player's force must lose units AT LEAST EQUAL to the other force's in
terms of combat factors. Losses are always computed at the defending
units basic (undoubled, etc by terrain, etc) combat factor. Naval bombard-
ment factors may not be lost.
DB1 (2, 3)- The defending units are forced back the number of squares indicated
(1, 2 or 3). Defender moves his units back, but they MUST, if possible, be
moved away from all enemy units. When moving units back you may not enter
the same square more than once. If units are unable to move back the full number
of squares indicated they are destroyed.
DE- The defending unit is completely wiped out (all units in the defending
square are destroyed). Attacker suffers no loss.
AE- Same as DE, except that destruction of units applies to the attacker.
AB1 (2, 3) - Same as DB, except rearward movement applies to attacker only.

GERMAN

Start of Game	ORIGINAL OB	Increased Effort	All Out Effort OB
Anywhere on Board	Two 7-2's, six 4-1's, two 2-1's.	Four 7-2's, nine 4-1's.	Two 7-2's, six 4-1's, two 7-6's, one 8-4.
Within 10 squares of FALAISE	One 15-6, two 7-6's, one 8-8.	One 15-6, two 7-6's, one 8-8.	One 15-6, one 8-8.
Within 10 squares of south edge of the board	One 8-4, one 2-6.	One 8-4, one 2-6.	One 2-6.
Within 10 squares of COUTANCE	One 10-6	One 10-6	One 10-6
GERMAN REINFORCEMENTS			
MOVE ONE	West: Two 7-2's, three 4-1's.	South or East: One 15-6, two 7-6's, two 8-8's, one 18-6, two 14-6's.	South or East: One 18-6, one 16-6, four 14-6's, two 8-8's. West: two 7-2s, three 4-1's.
MOVE TWO	East: Five 4-1's, two 2-1's. South or East: One 18-6, two 14-6's, one 8-8, one (6d6).	East: Five 4-1's, two 2-1's. South or East: One 16-6, two 14-6's, two 8-8's, one (6d6), one (10d6), one 15-6, two 7-6's.	South or East: Two 15-6's, four 7-6's, two 8-8's, one (6d6), three (10d6)'s. One 18-6's, two 14-6's, one 8-8.
MOVE THREE	South or East: three 10d6's.	South or East: Two (10d6)'s, East:	East: Three 4-1's, one 18-6, two 14-6's, one 8-8, South: Two 14-6's, one 8-8.
MOVE FOUR	South or East: One 16-6, two 14-6's, one 8-8.	East: One 15-6, two 7-6's, one 8-8, South: Two 14-6's, one 8-8.	East: One 15-6, two 7-6's, one 8-8, three 5-2's.
MOVE FIVE		South or East: Three 5-2's, South: Three 10-6's.	East: Three 4-1's, two 7-2's. South: Three 10-6's.
MOVE SIX	South or East: Three 5-2's. South or East: two 14-6's, one 8-8.	South: Two 7-2's.	South or West: Three 5-2's.

South, East or West indicates the side of the board the units come in on. Units arrive on the first impulse of the German turn.

The German player may use any one of the three OB's. Obviously, the German player has a better chance of winning if he uses the All Out Effort OB instead of the Original OB. But much depends on the skill of the two players. Thus you can use the various German OB's to "balance" the game. You can also use them to see what would have happened IF the Germans had done...

Both sides may break down their units into smaller units anytime they wish during the movement portion of their turn. The Germans may also break down their units when preparing their initial setup. You may NOT break down your units when you are in the combat portion of your turn.

GERMAN REPLACEMENTS; Replacements for lost men and equipment are "built in" to their reinforcement rate. For the Germans it is as follows: Original OB, 4 combat factors per turn (turns 3-7); Increased Effort OB, 10 factors per turn (turns 3-7), All Out Effort OB, 20 factors per turn (turns 3-7). Replacements must be previously destroyed units. They may

NORMANDY

English Channel

N
W · E
S

CAEN

BAYEAUX

FALAISE

INVASION RULES

The Allied player must keep the following rules in mind when he makes his invasion plans:

1-The Allies may land troops on any invasion beach up to a total of eight invasion squares.
2-The Allied player must designate in advance which five squares he is going to use for his supply beaches.
3-All Allied units must be able to trace their supply line to the supply beaches (or the closest road square to the supply beach).
4-Rangers and Commandos do not have to land at invasion beaches and may land on any coast square and move inland (but not move into enemy controlled squares). Their landing sites must be designated in advance of the actual move.
5-Paratroopers may land anywhere on the board. As soon as the paratroopers are placed on the board the die is rolled and the scatter table is consulted depending on what type of terrain the paratroopers landed on. Should the paratroopers land directly on top of a German unit (through use of the scatter table or on purpose) combat takes place immediatly before any other combat or movement takes place. If the defending German unit is in a fortress square its combat factor is doubled, otherwise it is cut in half. Should the German unit be retreated it is retreated by the Allied player. Should the paratroopers be retreated they are destroyed instead. Paratroopers may not move or attack in the turn in which they land (except for those units they land ON). After the first turn paratroops may be used like regular infantry. All paratroop units must be landed on the first turn, Paratroop and Glider troops must be dropped in whole regiments.
6-Both Allied and German units may make as many attacks as they wish on the first turn of the game.
7-No units are considered isolated on the first turn of the game.
8-The Allied player may use Naval artillery to the sum of 40 combat factors for each of the eight landing forces. These additional combat factors are added to the Allied unit anytime during the game when units are attacking OR defending on a beach square (never more than 40 factors in naval artillery per square). For example; if three Allied regiments made an attack on the Omaha beach fortress they would receive 40 additional combat factors per invasion beach that they are attacking from. Thus 120 combat factors would be added to the attacking units' combat factors. The Allied player may never use more than 320 naval combat factors per turn.
9-The Allied player may not use speeded up movement on the roads on the first turn of the game.
10-The Germans may not place his units on a beach square in the opening set up of the game.

SCATTER TABLE

TIME RECORD TURN		Bocage/River	Clear
1	1	0k	0k
2	2	S	0k
3	3	1S	S
4	4	1S	S
5	5	1S	1S
6	6	2S	1
7			

0k-Units remain on the square where they landed.
S-Landing units must use the Scatter Plan.
1S-Regiment losses one battalion, remaining units must use the Scatter Plan.
2S-Same as 1S except that two battalions are lost.
1-One battalion lost, no scatter

SCATTER PLAN

U - Unit landing
Numbers indicate where unit eventually lands.

N-North
Units landing in sea squares are lost.