

D-DAY | JUNE 6, 1944

27.0 Game-turn 1 Playbook

D-Day Sequence of Play and Special Rules for

Scenario 22.6 OPERATION OVERLORD: D-Day and the Battle for the Build-up



NEW ENGLAND SIMULATIONS

D-Day Specific Rules

INTRODUCTION

The D-Day Landing Game-turn covers the events of the June 6th invasion in Normandy. This playbook is a unique sequence of play with its exclusive rules and is not used after Game-turn 1. Players *must* be familiar with the rules of *The Killing Ground* as well as several of the rules from the *OVERLORD* expansion rules set.

The rules for this special sequence of play are presented in the order they are encountered. It is recommended that players simply follow the D-Day Sequence of Play step by step, referring to the *Killing Ground* and *OVERLORD* rules as needed.

Original Killing Ground rules not used during Turn 1

- 3.0 Sequence of Play
- 8.7 Artillery Units
- 8.10 Attritional Losses and Accelerated Effort
- 9.0 Headquarters
- 10.0 Support Points
- 11.0 Supply (the effects of being out of supply will be needed for some German units)
- 12.0 Operations
- 13.0 U.S. 3rd Army and Canadian 1st Army
- 15.0 Air Power
- 16.0 Reinforcements
- 17.0 Replacements
- 20.0 German Special Rules
- 21.0 Victory Points
- 23.0 Optional Rules

The following Overlord rules are applied during Turn 1

- 26.2 Game Equipment
- 26.4.5 Additional Terrain
- 26.4.7 OMM Transit Display
- 26.8.1 Combat Results
- 26.10.7 Cherbourg HQ Unit
- 26.18.1 Army Boundary Rules
- 26.20.7 German Units with Special Restrictions
- 26.21.1 Expansion Victory Conditions
- 22.6 Scenario: Operation Overlord
- 26.23.3 German Set-up Alternatives (optional rule)

[27.0] D-Day Sequence of Play

(Turn 1 only)

Before starting, make sure all units, charts and displays are set up completely as described in scenario 22.6 Operation Overlord.

Players might need some additional markers to temporarily act as Regroup and Disorganized markers.

[27.1] Preliminary Stage

The Preliminary Stage represents pre-dawn operations conducted prior to the landing of the seaborne forces. This includes the impact of the Allied air interdiction campaign, direct attacks on key German Weapons Nest positions, the attempts to take the Pointe du Hoc and Merville Batteries, and the confusion caused on both sides by the Allied airborne landings.

27.1.1. Determine and Record Turn 2 Weather

The Allied player secretly determines and records the weather for **Game-turn 2** (see 14.1).

The Allied player rolls one die and follows the standard rule 14.0 using the **Current Weather Condition Table** (see map).

Note: There are no modifiers for this weather die roll.

27.1.2. Determine Weapons Nest (WN) Artillery Strengths

The German player rolls one die for each of the WNs listed below to determine its starting strength.

N3551: Merville

N3549: 18-14/716

N2828: Pointe du Hoc

Roll one die per unit:

Die	Result
1-2	WN flipped to its reduced artillery strength side
3-6	No effect. WN is at full strength

Note: These WNs have 2 sides but only 1 step; reduction simply determines which side starts face up. These 3 units are marked with a special yellow bar behind their unit designations.

27.1.3. Orne Bridge Capture

The Allied player determines if he succeeds in capturing the strategically vital Orne River Bridge (N3648/N3749).

Roll one die: On a result of **1, the Bridge is destroyed** (place a Bridge destroyed marker). On a result of **2 to 6 the Allies capture the bridge**.

27.1.4. Conduct Allied Airborne Landings

The scenario instructions indicate on which drop zones the American and British forces are set up. The Allied player rolls one die for each airborne unit landing in a drop zone hex and consults the **Allied Airborne Landing Table**. Inflict losses and roll for scatter if called for and mark the units with either a Regroup or a Disorganized marker.

Yellow Bar



- Allied airborne units may not move or attack in Landing Phase 1 (*Note: Regroup markers are not needed on units that do not land adjacent to a non-WN/Garrison German unit in Landing Phase 1.*)

Scatter Procedure

If an airborne unit suffers scatter, roll one die and consult the scatter diagram printed on the map. Place the unit one hex in the direction indicated by the scatter diagram. If that hex is enemy occupied, move the airborne unit to the next hex in a clockwise direction around the drop zone hex until it reaches a non-enemy occupied hex.

27.1.5. Determine Utah Beach Landing Hexes

The Allied player determines which two landing beach hexes to use during Turn 1 and after (see map and landing arrows). Roll one die and apply result:

Die	Result
1-4	Use Intended Landing Beach hexes.
5-6	Use Actual Landing Beach hexes. Move the WN 5/709 from N2723 to N2522

27.1.6. Effects of Allied Air/Naval Bombardments on German WNs

The Allied player rolls one die for every WN (not Garrisons) to determine the possible effects of Allied pre-landing air and naval bombardments upon these positions. Roll one die for each WN:

Die	Result
1-4	No effect
5-6	Place Regroup marker

27.1.7. Merville Battery and Pointe du Hoc Battery Attack

Merville Battery

The Allied player determines if the pre-dawn effort of the 9th Para Bn to take out the Merville Battery succeeds. Roll one die:

Die	Result
1	WN eliminated
2-6	WN not eliminated

Die Roll Modifiers

- 1 if WN is marked Regroup
- 1 if WN starts on reduced side
- 1 if 9 Para Bn is not reduced or Disorganized

US Rangers – Pointe du Hoc

The Allied player determines if the effort of the 2nd Rangers to take out the Pointe du Hoc Battery succeeds. Roll one die:

Die	Result
1	WN is eliminated
2-6	WN is not eliminated

Die Roll Modifiers

- 1 if WN is marked Regroup
- 1 if WN starts on reduced side
- **If the WN is eliminated**, place 2nd Ranger in hex N2828 reduced and Disorganized. Then roll one die and apply the following results:

Die	Result
1-2	Reduce and Disorganize 5th Ranger and place with 2nd Ranger
3-4	5th Ranger is reduced and lands on Dog Beach during Landing Phase 1. Flip 2nd Ranger to its full strength side

5-6 5th Ranger lands on Dog Beach during Landing Phase 1

- **If the WN is not eliminated**, the 2nd Ranger is Disorganized and remains in the U.S. Rangers - Pointe du Hoc display.

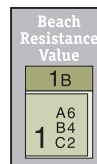
Next, determine if 5th Ranger joins the attack on Pointe du Hoc or lands at Dog Beach. Roll one die and apply the following results:

Die	Result
1-3	5th Ranger is reduced and remains with 2nd Ranger
4-6	5th Ranger lands on Dog Beach during Landing Phase 1

The Pt'd' Hoc WN must be attacked by the Rangers during each Allied Action Segment of the upcoming Landing Phases. Ranger units marked with a Regroup or Disorganized marker may choose not to attack.

27.1.8. Determine German Beach Resistance Values

The German player draws a strength chit, from the 1 Effectiveness strength cup, for each landing beach (the Combat Class and Effectiveness rating for each beach is printed on the map in the Beach Resistance Value display). This value is the strength of the German resistance during the Landing Phases and impacts the Allied die rolls on the Beach Landing Table.

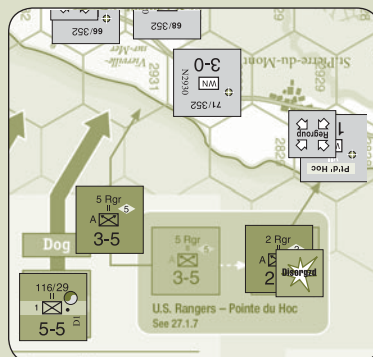


- Before any chits are pulled, temporarily remove all A8 value chits from the number 1 Effectiveness strength chit mix (a total of 6 chits).
- The two chits for the U.S. beaches are pulled together. The smaller valued chit is assigned to Utah Beach, the greater valued chit to Omaha.

Advance the Activity Phase marker to Landing Phase 1 of the Activity Stage

Pointe du Hoc Battery Attack Example

The Allied player rolled a 4 on the Pointe du Hoc Battery Attack attempt, so the Pointe du Hoc WN is not eliminated. The 2nd Ranger is Disorganized and remains in the U.S. Rangers – Pointe du Hoc display and will attack from there during the upcoming Landing Phases. The Allied player rolls a 5 and moves the 5th Ranger unit out of the Pointe du Hoc display and places it next to the Dog Beach arrow. It must land normally in hex N2931, along with the 1/116/29 battalion, in Landing Phase 1.



[27.2] Activity Stage

GENERAL RULE

The Activity Stage is made up of **5 Landing Phases** and is the heart of the D-Day Sequence of Play. The phases divide June 6 into intervals that roughly correspond to dawn, morning, midday, afternoon, and evening. Each Landing Phase is made up of the following segments and actions:

Landing Phase Segments

a. Allied Naval Fire Support Segment

b. Allied Beach Landing Segment

c. Allied Action Segment

Each Allied unit may engage in one of the following three actions:

Combat Action

Movement Action

Rally Action

d. Beach Resistance Value Reduction Segment (Landing Phase 1 only)

e. German Activation Segment

f. German Action Segment

Combat Action

Movement Action

Rally Action

g. Weapons Nest Recovery Segment

h. Advance the Activity Stage Marker

Repeat this sequence until all five Landing Phases have been completed.

27.2.1. Allied Naval Fire Support Segment

The Allied player may make up to four Naval Bombardment attacks on WN (not Garrison) hexes per Landing Phase in each of the U.S. and CW sectors. The U.S. must expend at least one Bombardment Point at each of Utah and Omaha Beaches, and the CW must spend at least one each at Gold, Sword, and Juno. Remaining Naval Bombardments can be made on any WN hex within a nationality's sector at the Allied player's discretion. WNs west of the Army boundary line on the map are in the U.S. sector, those east of the boundary line in the CW sector. Use the Naval Bombardment tracks to record the number of attacks made by each nationality.

For each bombardment roll one die:

Die	Result
1-5	No effect
6	Place a Regroup marker on the WN in the target hex. If already marked as Regroup, flip to Disorganized

Modifiers

+1 if WN is adjacent to a beach hex (applies Landing Phase 1 only)

+1 if WN has a German unit stacked with it

- A beach-required targeted WN must be within 3 hexes of a beach hex or have a Coastal Artillery symbol matched to the required beach designation to be attacked. If no WNs of a particular beach remain to be attacked, that attack is lost to the Allied player.
- A target hex can only be attacked once per Landing Phase, and each bombardment can only be used

against a single target hex.

- Results are applied to all units in the target hex.
- Port-en-Bessin WN may be attacked by either U.S. or CW Naval Bombardment in a segment but not both.

27.2.2. Allied Beach Landing Segment

Beach Landing Procedure

The Allied player may move assigned units from a Landing Phase space in the *Landing Beach Display* to the connected Landing Beach hex. Roll one die for each landing unit and consult the **Combat Units Beach Landing Table** to determine the status of the landed unit. Modify the die roll as indicated on the table and apply the results to each unit.

- If a unit is unable to land during its scheduled Landing Phase (for instance, if the Landing Beach hex has reached its stacking limit of 3 units) it is placed under a Regroup

See the **Beach Landing Display** Page 6

German Capture of a Beach Hex

If a German unit captures a Landing Beach hex no Allied unit can land at that *Beach* while German occupied. No attack can be made on a German unit in a beach hex from units in a Landing Beach Display (it can be attacked normally by units already landed). This restriction remains in effect until the German unit withdraws or is destroyed. Units in the Landing Beach Display that are waiting to land can be held there, or they can be redeployed to the Floating Reserve Box. Any units remaining in the Beach Landing Display at the end of the last Landing Phase must move to the Floating Reserve Box.

marker and is displaced to the next higher Landing Phase. An equal number of units from that Landing Phase are displaced to their next higher Landing Phase, however no Regroup marker is placed on them. A unit that displaces a second time has a Disorganized marker placed on it.

- Units that cannot land during Landing Phase 5 are moved to the Landing Boxes Display of the same beach, displacing any unit(s) already there. Two breakdown battalions may stack (and later land) as a single unit in each Landing Box. The unit in Landing Box 1 displaces to Landing Box 2. A unit in Landing Box 2 in turn, displaces back to the Floating Reserve. Remove any Regroup or Disorganized markers from displaced units.

27.2.3. Allied Action Segment

During the *Action Segment*, the Allied player can conduct one of three actions—**combat, movement, or rally**—for each landed unit. Units first conduct combat. After all combat actions are resolved any unit that did not participate in combat may move. After all movement actions are completed any remaining units that did not participate in combat or move can rally. Standard *The Killing Ground* rules for combat and movement apply except where indicated below.

27.2.4. Combat Action

Mark units that will attack with combat markers. A hex can only be attacked once during each Landing Phase. Advance after combat is limited to the

hex attacked. Units that attack and are under a Regroup marker automatically become Disorganized (see 8.12.6). All the normal rules of combat apply with the following exceptions:

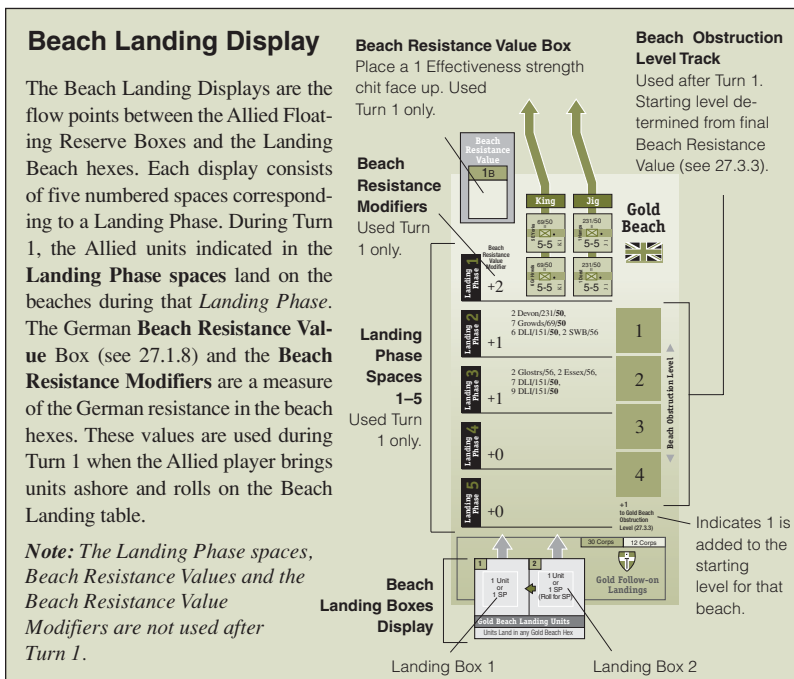
- All combat during the Landing Phases is voluntary. The normal requirement to attack all adjacent hexes is ignored, but all defending units within a hex must be attacked. Units must attack if designated with a combat marker.
- Multiple units in a hex may attack different adjacent hexes individually or not at all; i.e., units in a hex need not attack as a single combat strength.
- Allied airborne units **may not** attack or move in Landing Phase 1.

Combat Shifts

Many of the combat bonus shifts listed on the Combat Results Table are ignored or are handled differently on Turn 1:

- No Combat Air support
- No Artillery support
- No Allied Naval Bombardment is used during the combat action. Allied Naval Bombardment attacks occur only during the *Allied Naval Support Segment* (see 27.2.1)
- No Divisional Integrity
- Armor Superiority applicable on Turn 1 for German armor only
- Special units (units marked E for engineers and A for assault) apply a combat shift to the right only when attacking. Units marked E apply the combat shift only against WN (see 26.2.3 Breakdown battalions).

Note: Special units with Regroup or Disorganized markers may not use their combat shift bonus.



Combat Results, Advances and Retreats

During Turn 1 and the Build-up turns of OVERLORD, combat results are handled normally per the standard **Killing Ground** rules (see 8.9, 8.11 and 8.12) with the following exceptions:

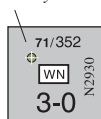
- Retreat results are ignored for both sides if a combat involves a German WN or Garrison defending by itself.
- If a WN is defending with a non-WN unit, losses are first applied to the WN. Retreats are still ignored by the WN, but applied normally to all other units.
- German units attacked in Bocage or Hedgerow, except WN, may convert one combat loss into a retreat result instead if the loss would otherwise

result in the elimination of the unit.

- When Allied units suffer a Disorganized result in combat against a WN with a ZOC that is defending alone, only one attacking stack is placed under a Disorganized marker. The Allied player is free to choose which stack to Disorganized (see 8.12).
- During Turn 1 only**, units can advance only one hex after combat regardless of the result.
- During Turn 1 only**, Attritional Losses and Accelerated Effort may not be applied after combat (8.10).
- During Turn 1 only**, WNs and Garrisons step losses **are not** recorded as German step losses.

- WNs marked with a **Destroyer Bonus Symbol** allow the Allied player to shift the combat odds one column to the right when attacking them.

Destroyer
Bonus Symbol



Note: German WNs and Garrison (G) units are always considered infantry type units.

Terrain Modifiers

Terrain impacts combat as indicated on the **Terrain Effects Chart** and **Combat Results Table**.

Supply

There are no Supply considerations during Turn 1. Unless marked Out of Supply, all units are considered to be in full supply. **Note:** *Several German units start the game with Out of Supply markers (see the German Set-up Card). This reflects the dispersed condition of these units at the start of the game. This status applies throughout Turn 1 and affects combat and movement per the standard supply rules (see 11.4).*

ed on the counter. A unit can move this many hexes regardless of terrain costs (i.e. there are no movement terrain effects). A unit moves 1, 2, or 3 hexes based on its movement rate or unit type:

1-4 MPs:	1 hex
5-6 MPs:	2 hexes
Mech units:	3 hexes

Movement Modifications

- Streams are ignored for movement (but not for combat).
- Rivers are treated normally for purposes of combat. A unit must expend its entire movement allowance to cross a non-bridge minor river hexside and may not cross a major river except through a non-blown bridge hexside. Units may not enter a prohibited hex or cross a prohibited hexside.
- Clear hexes count as $\frac{1}{2}$ hex and all roads count as $\frac{1}{2}$ hex if the unit is moving from hex to hex along the same road.
- Units with Regroup or Disorganized markers and Allied units adjacent to an active (not marked as Regroup or Disorganized) WN may never move more than a single hex, even in clear or road hexes.

27.2.5. Movement Actions

Movement rates are modified for all units during the Turn 1 Landing Phases (*the normal movement cost for terrain is ignored*).

Allied Movement

All Allied units move only **1 hex each Landing Phase**.

- Allied airborne units **may not** attack or move in Landing Phase 1.

German Movement

German units move a set number of hexes based on the movement rate print-

Zones of Control (ZOCs)

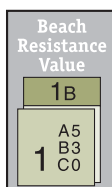
The normal **Killing Ground** rules for Zones of Control apply during Turn 1, except that there is no movement penalty to enter or exit enemy ZOCs (including units with normal ZOCs). Units must still stop moving when entering the ZOC of an enemy unit that has any type of ZOC and may never move from ZOC to ZOC (see 5.1 and 26.2.3).

27.2.6. Rally Action

Units that do not participate in combat or move can rally. Units under a Regroup marker remove the marker. Units under a Disorganized marker flip the marker over to Regroup. Only German and landed Allied units can recover from Disorganized/Regroup status. Units on the Beach Landing Displays cannot recover.

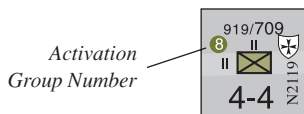
27.2.7. Beach Resistance Value Reduction Segment (Landing Phase 1 only)

The Allied player flips all the Beach Resistance Value strength chips to their reduced side.



27.2.8. German Activation Segment

Each Landing Phase, the German player determines if any of the nine **Activation Groups** can activate (conduct combat, movement, and rally actions during the German Action Segment). The German player rolls one die for each Activation Group. If the modified die roll is **equal to or less than the Landing Phase number**, the group becomes active.



Once each Activation Group has been rolled for, the German player deter-

mines how many **Independent Units** become activated. He may activate a number of Independent Units **equal to one, plus the number of Activation Groups activated in the current German Activation Segment**.

Note: Non-Active units may not activate until the Game-turn End Stage (see 27.3.4).

Activating German Activation Groups

For each Activation Group not already active, the German player rolls one die:

- ▶ On a die roll **less than or equal to** the current Landing Phase number, the group is activated.
- ▶ On a die roll **greater than** the

German Activation Groups, Independent and Non-Active Units

During Turn 1, German units are of one of three types: part of an **Activation Group** (numbered 1 through 9), **Independent Units** which can activate individually during the **Activation Segment**, or **Non-Active Units** which may not activate at all. Generally, German units may not attack, move or rally during the **German Activation Segment** until they are activated. Once a unit is activated, it remains so for the rest of the game.

Activation Groups

A unit is considered to be part of an Activation Group if it has an Activation Group number printed on the front of the counter. The Activation Groups are detailed on the German Set-up Card.

Example: On **Landing Phase 3**, the German player rolls for each inactive

Activation Group. If the roll for an Activation Group is three or less, the units in that group are activated and may conduct combat, movement, and rally during the following and future **German Action Segments**.

Independent Units

German units without an Activation Group number, that are placed on the map with hex locations and are not marked Out of Supply (OoS) are **Independent Units**. **Note:** *There are fewer Independent Units available to roll for in the Single Map game than in the 3 map game.*

Non-Active Units

German units placed on the map that are marked Out of Supply (OoS) and all units in an OMM Box are **Non-Active Units**. Non-Active units are units that may never



activate during the **Activation Segment** of any **Landing Phase**. Even if an Allied unit moves adjacent to them or attacks them, they may not activate until the Game-turn End Stage (see 27.3.4).

Note: *Refer to the German Set-up Card for which units start Out of Supply and/or in an OMM box.*

current Landing Phase number the group remains inactive.

Die Roll Modifiers

+1 for Activation Group 1 and 2

–1 for each battalion of an Activation Group that is adjacent to a sea-landed Allied unit.

? Variable: Activation Group 3 may have an additional modifier to this die roll. See the Kampfgruppe Meyer Variable Set-up Table (Scenario 22.6 German Set-up Card).

Once activated, change the facing of German units to indicate their status (see 22.6.2 Initial Deployment – German Set-up).

Activating German Independent Units

Once each Activation Group still inactive has been rolled for, the German player activates a number of Independent Units. **The number of Independent Units the German player may activate in each Landing Phase is 1 plus 1 for each Activation Group just activated** (in the current Activation Segment).

To activate an Independent unit, the German player designates it and rolls a die. If the number rolled is **less than or equal to the current Landing Phase**, the unit is activated. If the number is greater than the Landing Phase, the unit remains inactive. The German player continues his activation attempts until the number of allowed activations is fulfilled.

- If there are any activations remaining after all eligible units have been rolled for, the German player may then choose which unit(s) he wishes to activate.

***Example:** On Landing Phase 1 the German player rolls for each Activation Group. Seven die rolls are made, one for each Activation Group numbered 3 thru 9 (Groups 1 and 2 are not rolled for because the +1 modifier makes it impossible to activate those two groups on Landing Phase 1). Activation Groups 4 and 8 become activated this phase with a die roll of a 1 for each. All other Activation Groups remain inactive. All the units in Activation Groups 4 and 8 are rotated 90° to a normal north/south orientation.*

The German player then begins the attempts to activate his Independent Units. He may activate a total of 3 units; 1 plus 2 additional units for the 2 Activation Groups successfully activated. He designates them in any order he chooses, and rolls a die for each. After all die roll attempts have been made for each Independent Unit, 2 of them were successfully activated with a roll of 1. The German player may now choose a still inactive Independent Unit and activate it freely to fulfill the 3-unit activation allowance.

Landing Phase 5 Automatic Activations

No die rolls are required in Landing Phase 5. All remaining inactive Activation Groups and Independent Units automatically become activated in the Activation Segment of Landing Phase 5.

27.2.9. German Action Segment

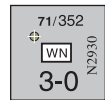
German units conduct **combat**, **movement**, and **rally** using the same procedures as the Allied player.

Note: Only regular German ground units rally as described in rule 27.2.6. German WNs are handled differently in the following segment.

27.2.10 Weapons Nest Recovery Segment

Once German combat, movement and rally actions are completed, German WNs can recover. The German rolls one die for each WN under a Regroup or Disorganized marker. If the roll is less than or equal to the WN's current printed combat strength, remove the Regroup marker or flip the Disorganized marker to Regroup.

- Garrisons recover automatically, no die roll required.



Advance the Turn 1 Activity Stage Marker



Advance the Turn 1 Activity Stage marker one space to the next Landing Phase, repeating the Landing Phase Segments (return to 27.2). **After Landing Phase 5 is completed, move to the Game-turn End Stage.**

[27.3] Game-turn End Stage

27.3.1. Allied Player Lands Glider Units

The Allied player lands the glider regiments of the British and American airborne divisions (see the **Allied Glider Reinforcement** displays on the map). The Allied player places the glider units in or adjacent to their designated drop zone hexes and rolls for each on the Allied Airborne Landing Table (see 27.1.4). Glider units ignore scatter results.

If the designated landing hex is enemy occupied, the glider must land in an adjacent hex. The hex landed on must be clear, mixed or hedgerow. The unit adds +1 to the Landing die roll if landing in hedgerow and an additional +1 if landing in an enemy ZOC.

27.3.2. Allied Units in Beach and Mulberry Landing Boxes

The Allied units that start in the Beach and Mulberry Landing Boxes may not land this turn. Place a Delayed Landing marker on each unit that occupies **Landing Box 1** of each display. In addition, any empty Landing Box may immediately be occupied with a unit located in that army's Floating Reserve.

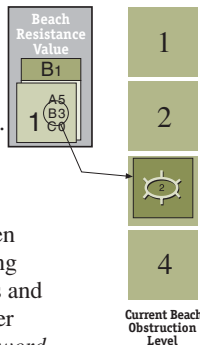
Note: Landing box 2 of the Mulberry landing displays are not open at this time.



27.3.3 Beach Obstruction Level

The Beach Obstruction level is determined for each beach. The **reduced side value** of the Beach Resistance Value strength chit is now the Beach Obstruction Level value. Place an Allied Improved Position marker in the space on the **Beach Obstruction Level Track** with the same

number as that of the strength chit, adding 1 level for Juno and Gold beaches (see map). The space the marker is in will indicate the level of obstruction when determining landing modifiers for units and SPs as well as other functions. **Note:** Sword Beach does not have an Obstruction Level Track.



Return these strength chits and all previously removed chits to their respective cups.

27.3.4. German Player Moves all Non-Activation Group Units

The German player may now move those units identified in 27.2.8 as **Independent Units and Non-Active Units** up to 1/2 their Movement Allowance. All units moving during this segment conduct tactical or strategic movement per the Standard *Killing Ground* rules (4.0). **Units that are part of an Activation Group may not move in this segment.**

- Air Interdiction to movement is applied per *Killing Ground* rules 15.5.1, 15.5.2 and 15.5.3 as if a result of 0/3 were in effect. This means that the German player calculates movement along primary roads as if they were secondary roads, and that his units can exceed their Interdicted Movement Allowance by applying 15.5.2.

Example: A mech unit with a movement allowance of 14 is reduced to 11 for interdiction, halved to 5 1/2, then rounded to 6.

- Strategic Movement Exception:** During Turn 1 only, strategic movement is allowed into any hex not adjacent to an Allied unit.

Note: The movement restriction for the 711th Division units applies to Turn 1 (see 26.20.7).

When playing the one map setup, at this time, the units in OMM 1-2 are moved to OMM 13 after the units starting in OMM 13 have been moved out. This is the only movement for these units.

German Rail Reinforcement

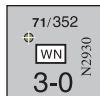
One German unit starts in the German Rail Reinforcements box (see German Set-up Card). This unit may be placed automatically in any town or city hex east of the Orne River (no rail movement die roll required). The hex may not be adjacent to an Allied unit.

27.3.5. Allied Adjustments for Eliminated Breakdown Battalions

The Allied player determines the impact of excessive battalion losses on their regiments. If all three breakdown battalions of a regiment have been eliminated retrieve the regimental unit from the Allied Holding Box and place it in the appropriate Floating Reserve Box as a cadre. The eliminated breakdown battalions of these regiments are removed from play. The associated unit of the regiment is placed on the Turn Record Track 6 game-turns later (see 26.17.2).

27.3.6. German Adjustments for Eliminated Weapons Nests

The German player determines the impact of WN losses and adjusts the German VII Army Step Loss marker. The WNs are considered to be in one of three groups; 716th, 352nd, and all others.



716th Division WNs

The German player sets aside the eliminated 716th Division WN counters; they are not used for making any adjustments.

352nd Division WNs

For every four WN steps of the 352nd Division that have been eliminated or reduced during Turn 1, the German player may increase any reduced 352nd Division breakdown battalion to full strength.

- If there are no battalions that qualify, each remaining increment of 4 eliminated steps adds 1 infantry Replacement Point.

- For remaining WN step losses less than 4, add that amount to the German VII Army Step Loss total. The eliminated WNs are then removed from play.

Other WNs

For the remaining eliminated WNs, total the steps lost. For every 3 steps, rounded down, the German player increases the VII Army Step Loss total by 1 (see 17.0). The eliminated WNs are then removed from play.

27.3.7. Bridge Destruction

The Allied player may attempt to destroy any secondary road bridge within 2 hexes of an airborne unit.

The Allied player rolls 1 die for each attempt. A result of 4, 5 or 6 destroys the bridge. Place a Bridge Destroyed marker at the hexside if successful. The presence of enemy units is ignored for these bridge destruction attempts.

Designer's Note: Most of the bridges across the Dives were successfully destroyed by scattered contingents of airborne troops early in the day before the Germans could react.

The German player may attempt to destroy any bridge adjacent to a German unit or German controlled city hex.

Bridge destruction is conducted normally as per rule 19.3. Treat German units as if they were within six (6) hexes of a supported HQ for purposes of these attempts.

- Only if a German unit occupies one of the two bridge hexes of the Orne River Bridge, may he attempt to destroy it.

- There is no bridge repair (or any other engineering activity) during Turn 1.

27.3.8. Redeploy Eliminated WNs with Festung WN Values on the Reverse Side

The fortresses surrounding Cherbourg are represented as special Improved Positions on the backs of many WNs used during Turn 1. Any German WN that was destroyed and has an orange colored Improved Position symbol on the opposite side is redeployed to the map in the hex indicated on the unit counter. Remaining WNs with such symbols should be redeployed if or when they are eliminated after Turn 1.



Advance Game Turn marker to Turn 2



Advance the Game Turn marker one space on the Overlord Turn Record Track and begin Turn 2. Players must now use the OVERLORD: The Build-up sequence of play.

See
OVERLORD:
The Build-Up
Sequence of
Play card

Example of Play

A Turn 1 Example of Play at Omaha Beach through Landing Phase 3

The following example of play covers the Omaha Beach Turn 1 Preliminary Stage and Landing Phases 1 through 3. It is designed to familiarize the player with the basic sequence of play and provides examples of bombardment, landing, movement, combat and recovery. It uses map rows 31 through 27 and the Allied Landing Phase 1, 2 and 3 Boxes.

27.4.1 Scenario Setup: Locate and place the following eight German units on the map in the hex indicated on the counter: WN Porten-Bessin (British zone), WN Pt'd'Hoc, WN 60/352, WN 62/352, WN 64/352, WN 66/352, WN 68/352, WN 71/352. Locate and place the following 14 American units full strength side up on the map in the Omaha Beach landing boxes indicated on the counter: {Landing Phase 1} 1/16/1, 2/16/1, 1/116/29, {Landing Phase 2} 2/116/29, 3/116/29, 3/16/1, {Ranger Boxes} 2nd Ranger, 5th Ranger. {Landing Phase 3} Three battalions of the 115/29 and three of the 18/1.

Reference 27.1 of the D-Day Specific Rules and then follow the example of play below.

Preliminary Stage

27.1.1 Not applicable to this example.

27.1.2 Determine Weapons Nest (WN) Strengths

Only hex N2828 applies. The Allies roll for Pt'd'Hoc with a result of 2. WN Pt'd'Hoc is flipped to its reduced (1-0, no artillery) side.

27.1.3 through 27.1.5 are not applicable.

27.1.6 Air/Naval Bombardment of Weapons Nests

The Allies roll for each WN. All rolls are 4 or less except for Pt'd'Hoc which rolled a 5. A Regroup marker (RG) is placed on WN Pt'd'Hoc.

27.1.7 US Ranger at Pointe du Hoc

Allies roll a 4 for 2nd Ranger with a -2 modifier (WN reduced and RG marker) for a net roll of 2. The WN is not eliminated so 2nd Ranger becomes Disorganized (DG) and remains in the U.S. Rangers box. Allies roll a 5 for 5th Ranger and 5th Ranger moves to the DOG Landing Box for landing in Phase 1.

27.1.8. Determine German Beach Resistance Value (BRV)

The allies randomly draw a A5, B3, C2 chit from the 1 Effectiveness Rating Strength Chit Cup. The Omaha BRV is 5 for Landing Phase 1.

Landing Phase 1

27.2.1 Allied Naval Fire Support

The Americans allocate three of their four bombardments to Omaha and the British assign one to WN Port-en-Bessin. Port-en-Bessin succeeds with a roll of 6 and a RG marker is placed on the WN. The American bombardment of WN 64 and WN 60 fail with rolls of 1 and 2, but WN 66 succeeds with a roll of 5 (+1 modifier for beach) = 6. WN 66 has an RG marker placed on it.

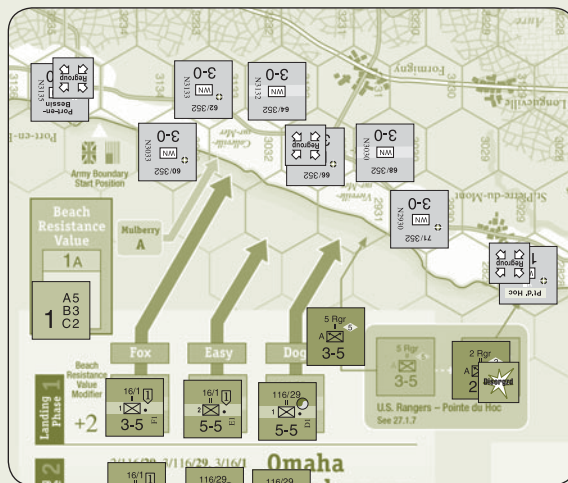


Figure 1. At the end of the Preliminary Stage.

27.2.2 Allied Beach Landing (Landing Phase 1)

The following units land from the Landing Phase 1 box:

- 1/116/29 (DOG → 2931): Using the Beach Landing Table, the Allied player rolls a 3 with a +8 modifier (+5BRV +2LPBRM +0 artillery +1 WN +0 reg/brg +0 non-WN) for net 11. An 11 on the D-Day Turn 1 Only Line of the table is 1 step loss. The 1/116/29 is flipped to the reduced (3-5) side.
- 5th Ranger (DOG → 2931): Allied player rolls a 5 with the +8 modifier as above for net 13. The result is RG and 1 step. The unit is flipped to the reduced (1-5) side and a RG marker is placed on it.

- 2/16/1 (EASY → 2932): Allied player rolls a 1 with a +7 modifier (+5 +2 +0 +0 +0 +0) for net 8. The result is DG. A DG marker is placed on the unit.
- 1/16/1 (FOX → 3032): Allied player rolls a 6 with a +8 modifier (+5 +2 +0 +1 +0 +0) for net 14. The result is RG and 1 step. The unit is flipped to the reduced (3-5) side and a RG marker is placed on it.

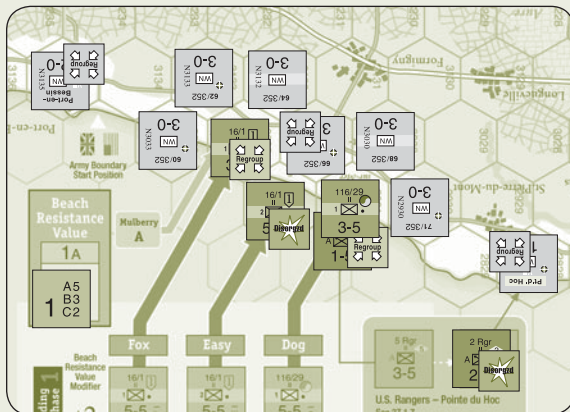


Figure 2. After the Allied beach landing of Landing Phase 1.

27.2.4 Allied Combat Action

The following combats take place.

- 1/16/1 (RG), 2/16/1 (DG) and 1/116/29 attack WN 66 (RG) in 3031. The 1/16/1 must disorganize (RG to DG). Attack strength is $\frac{1}{2}(3) + \frac{1}{2}(5) + 3 = 2 + 3 + 3 = 8$. Defense strength is $\frac{1}{2}(3) = 2$. Odds are 4:1 with column shifts of +1 (destroyer) and -1 (town) for net 4:1 in mixed terrain. Two dice are rolled for a 3 with a result of -1D▶1. There is no effect to the Americans. The German result is 1 step and DG. They flip WN 66 to the reduced (2-0) side and the RG counter to DG.
- 2nd Ranger (DG) attacks WN Pt'd'Hoc (RG) in 2828. Attack strength is $\frac{1}{2}(2) = 1$. Defense strength is $\frac{1}{2}(1) = 1$. Odds are 1:1 with column shift of +1 (destroyer) for net 2:1 in clear terrain. The die roll is 9 with result 1/1▶1. WN Pt'd'Hoc takes a step loss and is eliminated. The 2nd Ranger flips to the reduced side (1-5) and occupies hex 2828.

27.2.5 Allied Movement Action

Only 5th Ranger is eligible but does not move.

27.2.6 Allied Rally Action

5th Ranger did not have combat or move so it rallies. Remove the RG marker.

27.2.7. BRV Reduction (Landing Phase 1 only)

The Allied player flips the Beach Resistance Value (BRV) chit to A3, B1, C0. The BRV for Omaha Beach is now 3.

27.2.8. through 27.2.9 are not applicable to this example.

27.2.10 Weapons Nest Recovery

The German player rolls for WN 66 and Port-en-Bessin. WN Port-en-Bessin recovers with a 2 and removes its RG marker. WN 66 recovers with a 1 and flips its DG marker to RG. Go to 27.2 and repeat sequence for Landing Phase 2.

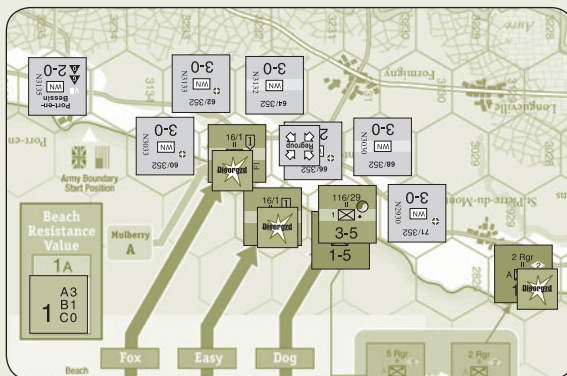


Figure 3. End of Landing Phase 1 and start of Landing Phase 2.

Landing Phase 2

27.2.1 Allied Naval Fire Support

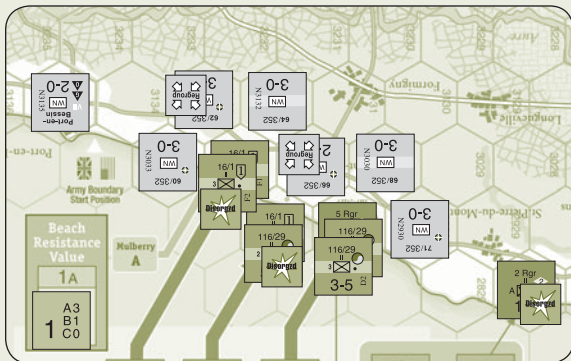
The Americans again allocate three of their four bombardments to Omaha and the British assign one to Port-en-Bessin. Port-en-Bessin fails with a roll of 5. The American bombardments of WN 64 and WN 68 fail with rolls of 1 and 2 but WN 62 succeeds with a roll of 6. WN 62 has an RG marker placed on it.

27.2.2 Allied Beach Landing (Landing Phase 2)

The following units land from the Landing Phase 2 box:

- 3/116/29(DOG → 2931): Using the Beach Landing Table, the Allied player rolls a 4 with a +7 modifier (+3 BRV +2 LPBRM +1 artillery +1 WN +0 reg/brg +0 non-WN) for net 11. An

- 2/116/29 (EASY → 2932): Allied player rolls a 3 with a +6 modifier (+3 +2 +1 +0+0+0) for net 9. The result is DG. A DG marker is placed on the unit.
- 3/16/1 (FOX → 3032): Allied player rolls a 2 with a +7 modifier (+3 +2 +1 +1 +0 +0) for net 9. The result is Disorganized. A DG marker is placed on the unit.



27.2.4 Allied Combat Action

- 1/16/1 (DG) and 3/16/1 (DG) attack WN 62 (RG) in 3133. Attack strength is $\frac{1}{2}(3) + \frac{1}{2}(5) = 2 + 3 = 5$. Defense strength is $\frac{1}{2}(3) = 2$. Odds are 2:1 with column shift of +1 (destroyer) for net 3:1 in mixed terrain. Two dice are rolled for a 6 with a result of 1◀2/1. The Americans lose 2 steps, eliminating 1/16/1 and flipping 3/16/1 to 3-5 (DG). The Germans receive a step loss and flip WN 62 to the reduced (2-0) side (RG).
- 2/16/1 (DG), 2/116/29 (DG) attack WN 66 (RG) in 3031. Attack strength is $\frac{1}{2}(5) + \frac{1}{2}(5) = 3 + 3 = 6$. Defense strength is $\frac{1}{2}(2) = 1$. Odds are 6:1 with column shifts of +1(destroyer) and -1 (town) for net 6:1 in mixed terrain. Two dice are rolled for a 6 result of D/1▶1. The Germans lose one step and eliminate WN 66. The Americans remain DG and both units advance into 3031.
- 5th Ranger, 1/116/29 and 3/116/29 attack WN 71 in 2930. Attack strength is $1 + 3 + 3 = 7$. Defense strength = 3. Odds are 2:1 with column shifts of +1 (destroyer) and +1 (A) for 4:1 in mixed terrain. Two dice are rolled (1,6) for a 7 with result of 1◀1/1. The Allies lose one step but must lose a Ranger step because one

27.2.5 Allied Movement Action

27.2.6 Allied Rally Action

27.2.7. through 27.2.9 are not applicable to this example.

27.2.10 Weapons Nest Recovery

[illegible]

Landing Phase 3

27.2.1 Allied Naval Fire Support

27.2.2 Allied Beach Landing (Landing Phase 3)

The following units land from the Landing Phase 3 box: note the Beach stacking limits.

- 1/115/29(DOG→2931): Using the Beach Landing Table, the Allied player rolls a 1 with a +6 modifier (+3 BRV +1 LPBVM +1 artillery +1 WN +0 reg/brg +0 non-WN) for net 7. A 7 on the D-Day Turn 1 Only line of the Combat Units Beach Landing Table is RG. Place an RG marker on the unit.

- 2/115/29 (EASY→2932): Allied player rolls a 4 with a +5 modifier (+3 +1 +1 +0 +0 +0) for net 9. The result is DG. A DG marker is placed on the unit.
- 3/115/29 (EASY→2932): Allied player rolls a 2 with the +5 modifier as above for net 7. The result is RG. An RG marker is placed on the unit.
- 3/18/1 (EASY→2932): Allied player rolls a 6 with the +5 modifier as above for net 11. The result is 1 step. Flip 3/18/1 to the 3-5 side. No marker is placed on the unit.
- 1/18/1 (FOX→3032): Allied player rolls a 5 with a +6 modifier (+3 +1 +1 +1 +0 +0) for net 11. The result is 1 step. The 1/18/1 is flipped to the 3-5 side. No marker is placed on the unit.
- 2/18/1 (FOX→3032): Allied player rolls a 3 with the +6 modifier as above for net 9. The result is DG. A DG marker is placed on the unit.

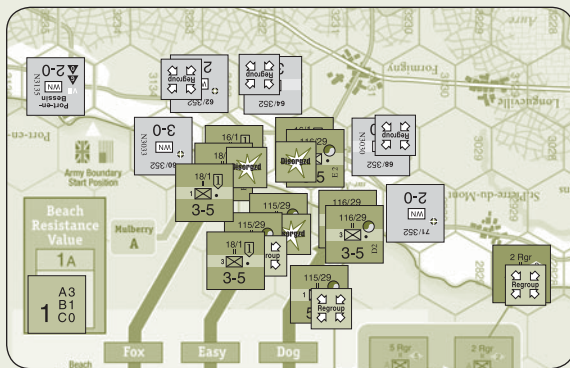


Figure 6. The end of Landing Segment of Landing Phase 3.

27.2.4 Allied Combat Action

The following combats take place.

- 1/116/29 and 3/116/29 attack WN 71 in 2930. Attack strength is 3 + 3 = 6. Defense strength is 2. Odds are 3:1 with column shift of +1 (destroyer) for net 4:1 in mixed terrain. Two dice are rolled for a 6 with a result of 1D/1►1. The Germans receive a step loss which eliminates WN 71. The Americans lose 1 step and Disorganize: eliminate 1/116/29 and advance 3/116/29 into 2930 with a Disorganized marker on it.
- 2/116/29 (DG) and 2/16/1 (DG) in 3031 attack WN 64 (RG) in 3132. Attack strength is $\frac{1}{2}(5) + \frac{1}{2}(5) = 3 + 3 = 6$. Defense strength is $\frac{1}{2}(3) = 2$. Odds are 3:1 with no column shifts for net 3:1 in mixed terrain. Two dice are rolled for a 9 result of -/►1. There is no effect to either side.

- 1/18/1 and 3/16/1 (DG) in 3032 attack WN 62 (RG) in 3133. Attack strength is $3 + \frac{1}{2}(3) = 3 + 2 = 5$. Defense strength is $\frac{1}{2}(2) = 1$. Odds are 5:1 with column shift of +1 (destroyer) for net 6:1 in mixed terrain. Two dice are rolled for a 6 with result of D/1►1. The Germans lose a step and WN 62 is eliminated. The Allies place a DG marker on 1/18/1 and advance both attacking units into 3133. 2/18/1 (DG) remains in 3032.

27.2.5 Allied Movement Action

The following units that did not have combat now move.

- 2/115/29 (DG) in 2932 moves one hex to 3031.
- 3/18/1 in 2932 moves two hexes to 3131. *Note: the two hexes are allowed in road-connected terrain because the adjacent WNs are not active (RG).*

27.2.6 Allied Rally Action

The following units that did not have combat or move now rally.

- 1/115/29 (RG) in 2931, 3/115/29 (RG) in 2932 and 2 Rgr (RG) in 2828 remove the RG markers.
- 2/18/1 (DG) in 3032 flips the DG marker to RG.

27.2.7 through 27.2.9 are not applicable to this example.

27.2.10 Weapons Nest Recovery

- WN 64 (RG) rolls a 1 and removes the RG marker.
- WN 68 (RG) rolls a 5 and fails.

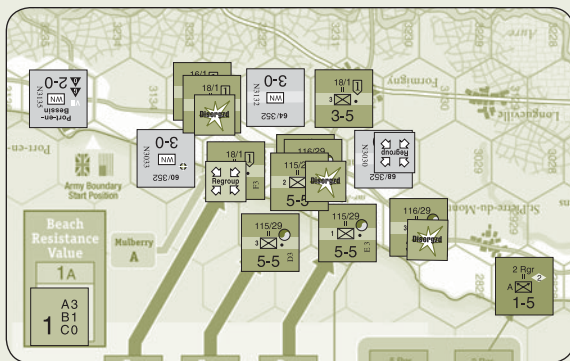


Figure 7. The end of Landing Phase 3.

Go to Landing Phase 4.

It is recommended that beginning players continue with Landing Phases 4 and 5 (ignoring German reactions) to practice the mechanics of the landing system.

Field Guide to German Weapons Nests

German Weapons Nests (WNs) come in three basic sizes and types: two steps with two sides, one step on one side, and two sides but only one step. Most WNs have no Zone of Control, but some exert a battalion ZOC. All WNs set up and start the game on their front side (see 26.2.3, Weapon Nest for more details).

2 Steps, 2 Sides

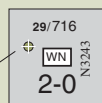
1 Step, 2 Sides

1 Step, 1 Side

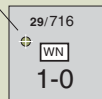
2 Steps, 2 Sides with battalion ZOC

Front Side

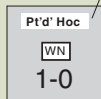
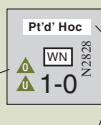
Destroyer
Bonus Symbol



Back Side

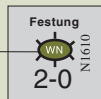
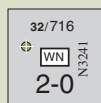


Coastal
Artillery
Symbol

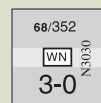


Yellow Bar
indicates
a one step
unit

Festung
WNs
Symbol



Festung WNs
are treated
like regular
WNs but used
after the front
side WN is
eliminated



Battalion ZOC
Bar; WN exerts a
battalion ZOC (see
26.2.3 Breakdown
Battalions – Zones
of Control and
Stacking)

Coastal Artillery Symbol



The letter inside a triangle indicates which Beach or Beaches the artillery can affect:

S = Sword; J = Juno; G = Gold; O = Omaha; U = Utah.

Those WNs with two letters affect landings on both Beaches.

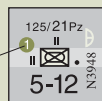
Examples of Activation Group, Independent and Non-Active Type Units

Example of German units that must be activated to attack, move or rally during the German Activation Segment (see 27.2.8).

Activation Group Units

- Activation Group Number
- May not move in the Game-turn End Stage

Activation
Group
Number

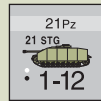


Independent Units

- No Activation Group Number
- Starting position in a hex on the map *and* not marked Out of Supply
- May move in the Game-turn End Stage



In hex N4715

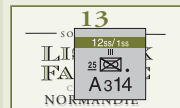
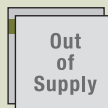


In hex N4554

Example of German units that activate to move only during the Game-turn End Stage (see 27.3.4).

Non-Active Units

- No Activation Group Number
- Starting position in a hex on the map *and* marked Out of Supply
- Starting position in an OMM Box



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