An Operational Level Historical Simulation Game of World War II

OVERLORD

D-Day and the Beachhead Battles

Expansion Module for

THE KILLING GROUND

The Campaign for Normandy, June 6–July 5, 1944

26.0 RULES OF PLAY

NEW ENGLAND SIMULATIONS

Table of Contents

A Word About the Numbering System for the OVERLORD Rules

OVERLORD: D-Day and the Beachhead Battles is, in effect, an expanded scenario that is added at the end of the rules for **The Killing Ground**. As such, the rules for OVERLORD are additions and /or exceptions to the rules for The Killing Ground. The numbering of the major rule sections in OVERLORD are therefore the same as the major rule sections in The Killing Ground rules with the addition of the prefix number 26. For example, in the OVERLORD rules, [26.8.0] Combat, corresponds to the same section as [8.0] Combat, in The Killing Ground standard rules.

OVERLORD

D-Day and the Beachhead Battles

> ## Caution!
> The rules for the expansion module, OVERLORD: D-Day and the Beachhead Battles should be read as additions and exceptions to the rules for The Killing Ground. They are incomplete and not meant to be a stand-alone set of rules and require an appreciation of the rules for The Killing Ground in order to make sense of them.

[26.1] Introduction

OVERLORD: D-Day and the Beachhead Battles is an expansion module for *The Killing Ground* that covers the period from June 6, to July 5, 1944. This 30 game-turn module links directly to *The Killing Ground* with an additional map, playing pieces and rules. It may also be played as a single map, stand alone game. In either case, the original *The Killing Ground* game is required to use this module.

OVERLORD: D-Day and the Beachhead Battles (the 30 turn game) is divided into three stages, each with a different sequence of play.

1. D-Day: June 6, 1944
2. The Build-up
3. The Killing Ground

D-Day: June 6, 1944	The Build-up	The Killing Ground
Turn 1 only	Turn 2 until the completion of both depots	After both depots are completed
D-Day: June 6, 1944		
OVERLORD: D-Day and the Beachhead Battles		
The Killing Ground		

D-Day: June 6th, 1944 sequence of play is used only on Turn 1. **OVERLORD: The Build-up** (or simply The Build-up) sequence of play starts on turn 2 and ends the Game-turn in which both Allied nationalities have completed their depots. **The Killing Ground** sequence of play starts the turn after the depots are completed. The rules from the original Killing Ground game are used throughout the Build-up except where noted. The rules for **D-Day** and **OVERLORD** are in addition to and supercede the standard Killing Ground rules until the end of the Build-up.

[26.2] Game Equipment

[26.2.1] The Game Map

The OVERLORD map extends the coverage of the original *The Killing Ground* maps to include the Cotentin Peninsula and Normandy coastline. This North Map is double-sided; one side is an expansion to the original Killing Ground maps and is used as part of the larger campaign game. Place the North Map on top of the original maps as shown in 26.2.7. The reverse side of the North Map is the Single Map and is used as a stand-alone map for playing the D-Day and Build-up scenarios only.

[26.2.2] New Charts & Tables

Several new displays, tables, and tracks are included on the expansion maps, in the rules, and on separate cards that cover new game functions not part of the original The Killing Ground game. The new charts and tables are fully explained in the expansion game rules.

[26.2.3] New Playing Pieces

A countersheet with new combat units and markers is included in the expansion module to recreate the military operations surrounding the D-Day invasion and Allied Build-up. Some counters are new and represent additional units such as the regiments of the U.S. 82nd and 101st Airborne Divisions. Some new units have special functions like breakdown battalions and Panzer-Kampfgruppen.

In addition, replacement units for *The Killing Ground,* have been provided and are marked **Rpl** on the front side of the counter. Players should use these replacement counters for all Killing Ground games. Consult the OVERLORD Replacement Counters Guide for a list of replacement counters (see separate card).

BREAKDOWN BATTALIONS
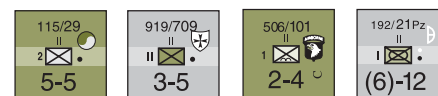
Breakdown battalions are smaller size units made up of elements of regiments and support battalions. Breakdown battalions are identified by a color in the unit type symbol and by a parent divisional emblem. They function as normal battalions per the original *The Killing Ground* rules with the following exceptions:

Zones of Control and Stacking

- Only battalions with the Battalion ZOC bar symbol project a ZOC referred to as a *Battalion ZOC*
- Battalion ZOCs impose no entry/exit movement costs (see 5.1.2)
- Battalion ZOCs do not mandate attacks (see 8.1.1)
- One Allied *reduced* Ranger, Commando or Airborne battalion may stack free in a hex (see 6.0).

Supply and Replacements

- Any supported friendly HQ can supply a breakdown battalion of the same nationality (see 11.1)
- A breakdown battalion cannot receive Replacement Points and cannot be returned to play once removed (see 17.0)
- Breakdown battalions can be recombined into regiments (see 26.17.1)

Combat

- When attacking with only breakdown battalions, any unit may be used to satisfy losses. When attacking with regular units, a breakdown battalion may take the first loss,

but if it does, it must be the largest battalion involved in the attack (see 8.9.6)

- Breakdown battalions cannot help provide Divisional Integrity (see 8.4)

- German breakdown battalions are not counted for Victory Points for exiting the map (see 21.3). Allied breakdown battalions are not counted as eliminated for German VPs

- Commonwealth breakdown battalions with the engineering symbol E receive a one-column shift advantage when attacking WNs if not Disorganized.

- U.S. Ranger and British Commando battalions are special units as denoted by a red A (assault) next to their unit type symbol. They apply a combat shift to the right only when attacking (see 8.6.1).

- During Turn 1 only, breakdown battalions need not attack as a single combat strength, but may attack separately into different hexes or not at all.

- German breakdown battalion step losses *are* counted as step loss points.

- A breakdown battalion stacked with an armor unit is eligible for the Combined Arms combat bonus (see 8.5.1).

Breakdown Battalion Examples

ALLIED

Front

Regiment/Division Designation
Divisional Emblem
Size
Engineer Bonus or Assault Bonus for Ranger/commando
Battalion Designation
Armor Superiority Value
Combat Strength
Movement Allowance
Set-up Position (Jig sub-beach, LP2, Gold Beach)

Back (reduced)

Breakdown Battalion Colored Unit Symbol
Battalion ZOC Bar

GERMAN

Front

Activation Group Number
Set-up Hex

Back (reduced)

WEAPONS NEST (WN)/GARRISON (G)

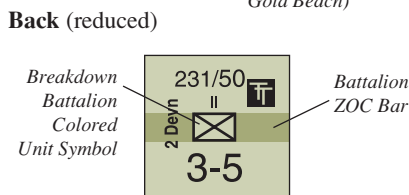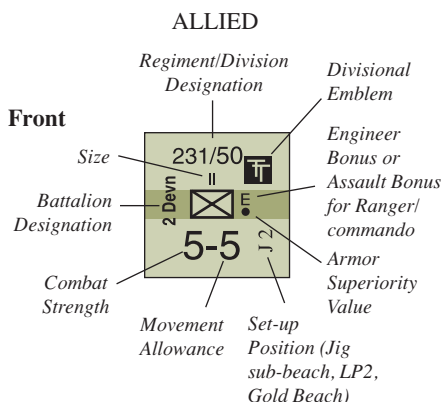Weapons Nests (WNs) represent the hardened emplacements manned by German troops to protect the Normandy coast. They function as normal battalions per the standard Killing Ground rules with the following exceptions:

ZOC, Movement and Stacking

- A WN cannot move for any reason
- Only WNs with the Battalion ZOC bar symbol project a *Battalion ZOC* (see Breakdown Battalions above)
- WNs stack as normal battalions (see 6.0)

Supply and Replacement

- A WN with a battalion ZOC or a red IP unit type symbol is never isolated, all other WNs trace supply normally

- German units stacked with or adjacent to a WN with a battalion ZOC or a red IP unit type symbol are never isolated but may be out of supply (see 11.0)

- A WN cannot receive Replacement Points or combine with other units (see 17.3.2)

Combat

- A WN is an infantry unit, but it cannot attack
- A WN must take the first loss if regular German units are in the same hex when attacked.

- A WN ignores retreat results. German units stacked with a WN treat retreat results normally leaving the WN behind.

- Allied units ignore retreat results when attacking a WN alone in a hex.

- Several WNs that are close to the coast have a Destroyer Bonus symbol (blue circle) on the counter. Allied ground units benefit from a 1 column shift right when attacking these WNs.

- A WN with a ZOC causes only 1 enemy attacking stack to Disorganize is a Disorganized result occurs.

- WN step losses are counted as German step loss points and added to the German Step Loss total ***starting on Turn 2***.

German Weapons Nest Example

Destroyer Bonus Symbol
WN/Division Designation
Unit Type
Set-up Hex
Combat Strength
Movement Allowance
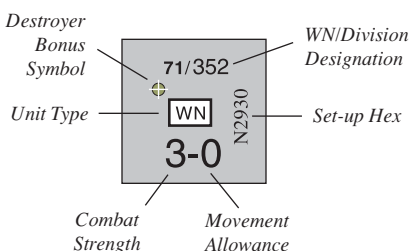
Some WNs have artillery that were prepositioned to cover the Normandy beaches. These WNs have one or more artillery symbols (red triangle ▲) and modify the results for units rolling on the Allied Beach Landing Table. The

German WN with Coastal Artillery

Coastal Artillery Symbol
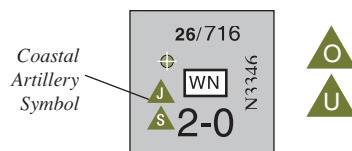
letter inside a triangle indicates which beach or beaches the artillery can target: S = Sword; J = Juno; G = Gold; O = Omaha; U = Utah. Those WNs with two letters affect landings on both beaches.

[26.2.4] Unit Types

New Units in the Counter Mix

Front		Back
	Allied Breakdown Battalion (Infantry type)	
	German Breakdown Battalion (mech)	
	Allied Airborne Breakdown Battalion (Infantry Type)	
	German Weapons Nest: one step (Infantry Type) Back: used after front is eliminated	
	German Weapons Nest with artillery symbol: two steps	
	German Garrison (Infantry Type): treat as Weapons Nest	
	German Panzer Kampfgruppe (Infantry Type)	
	Allied Ranger Battalion (Infantry Type, special unit)	
	British Tank Battalion (Mech): recombines to a brigade	
	Additional German Battalion (Infantry Type)	

Front		Back

Naval Bombardment *U.S.*
U.S. Naval Bombardment Marker

SP Landed
Allied Support Points Landed Marker
British IP Marker (used with Optional rule 23.2)

2 CW

CW Mulberry B
Allied Mulberry Construction Marker (1 CW and 1 U.S)
CW -2 Mulberry B

U.S. Depot
Allied Depot Construction Marker (1 CW and 1 U.S)
-2 U.S. Depot

Delayed Landing
Allied Delayed Landing Marker
German Hidden Reserve Delayed Marker
Delayed

German Rail Capacity
German Rail Capacity Marker
Rail Capacity

German Rail Interdiction
German Rail Interdiction Marker

Operations SPs
Not in operation
German Operations SP Level Marker
In operation
Operations SPs

Weather Pattrn Fair 1-4
Weather Pattern Marker
WeatherPattrn Poor 5-6 +1

Cherbourg Support
German Cherbourg Support Points Marker

German Army Designations

During OVERLORD all German units at the start of each scenario are considered to be a part of VII Army, regardless of the army designations printed on the HQ units. When V Panzer Army is activated (see 26.20.1) the original Killing Ground rules related to German army organization apply.

[26.2.5] Glossary Additions

Active Weapons Nest: A German WN that is not under Regroup or Disorganized.

Airborne Landing Hex: Locations marked on the map with letters used to determine the initial target drop locations of Allied airborne units.

Beach Display: The off-shore group of landing aids that connect a named beach's Landing Phase Track, Landing Display and Landing Boxes and Obstruction Track to its Beach Landing Hexes.

Beach (or Landing Beach): A group of Beach Landing Hexes connected to a named Beach Landing Display.

Beach Landing Hex (or Beach Hex): A coastal hex connected to a Beach Landing Display where Allied units land from offshore.

Build-up: The portion of the game starting after Turn 1 until the point that both Allied Depots have been constructed. The Build-up uses the additional *OVERLORD: The Build-Up* rules and modified sequence of play.

D-Day: Refers specifically to Turn 1 and the special rules used to cover the initial Allied landings. Scenario specific rules for D-Day are presented in a separate booklet (see **D-Day: June 6, 1944** Game-turn 1 Playbook).

Depot: The two Depots represent the logistical network of the Allied forces after the D-

Day invasion. The Depots are constructed during the Build-up. When the Depots are completed, play reverts to the standard Killing Ground sequence of play.

Holding Boxes: Allied and German display areas on the Game-Turn Record Track that hold combat units until needed. Most units are the parent regiments/brigades of the breakdown battalions that start the game on the map or artillery (See 26.16.2).

Landing Display: The landing aid to a named beach for staging units and SPs prior to landing. A Landing Display contains 2 *Landing Boxes*.

Landing Phase: A game segment that occurs during the Turn 1 Activity Stage only. The Allied player brings assault units ashore during each Landing Phase and both players can move, conduct combat, and recover units.

Mulberry: The Mulberries were the two artificial harbors constructed by the Allies offshore at Arromanches and Omaha Beach and are represented in the game as their own Landing Displays. The Mulberries are constructed during the Build-up using the Mulberry Constuction Track and impact the rate of construction of the Depots and the number of units and Support Points and units the Allies can land during the *Army Support* and *Sea Landing Segment*.

Offshore: Refers to any Allied counters not located on a numbered map hex. A unit in a numbered hex is considered on the map for the purpose of these rules.

Rail Movement: German reinforcements may move onto the game map using Rail movement. The number of units that can use this type of movement is controlled by the number of available German Rail Points and the effectiveness of Allied Rail Interdiction efforts.

Rail Interdiction: The use of Allied air power to affect the ability of the German player to use Rail movement.

Sea Landing Segment: During this segment, Allied units move from ships located offshore (the Floating Reserve) to the landing beaches. The Sea Landing segment is only used during the Build-up.

Standard Killing Ground Rules or Standard Game: Reference rules and components from the original Killing Ground game.

[26.2.6] Game Scale

During Turn 1 only, each Landing Phase represents approximately 3 hours. The time scale for the Build-up is the same as the original *Killing Ground* game. Smaller units (breakdown battalions) represent battalion size combat teams that eventually recombine into standard regiments. The map scale, 2.5 km per hex, is the same as the original *The Killing Ground* game.

[26.2.7] Setting Up the Game

Players begin by choosing one of the scenarios and laying out the maps and player aid cards. The D-Day Invasion and Build-up scenarios can be played on just the Single map or the North map attached to the original Killing Ground maps for a 3 map game.

Three-Map Game

The Campaign scenarios utilize all three maps. The North Map contains charts, tables, landing displays and some additions to terrain. Lay the North map over the East and West maps as shown in the diagram.

After choosing a scenario, players should place all units and markers on the map according to the set-up instructions (see 22.0 Scenarios, page 16)

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          North Map
         (OVERLORD)


West Map          East Map
(Killing Ground)  (Killing Ground)
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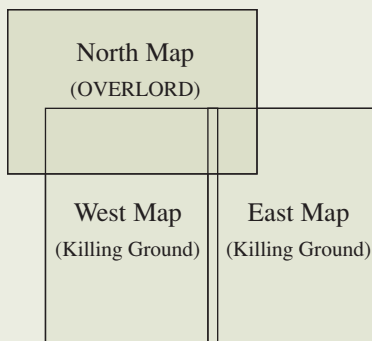
Single-Map Game

The North Map is back-printed for single map play and contains the same charts, tables, and displays except for the Mulberry and Depot Tracks. All scenarios may be played using the single map.

[26.2.8] Standard Rule Exceptions

The following rules are not in effect during the Build-Up:

3.0	Sequence of Play
4.1.5	US Infantry Truck Markers
10.1.2	Changing Corps Support Levels
19.2	Entrenchments
20.2	Panzergruppe Eberbach
20.3	Mandated Attacks
20.4	German 25th Corps
21.0	Victory Points
23.0	Optional Rules (Exception: 23.7 must be used)

[26.3] The Sequence of Play for The Build-up

GENERAL RULE

The Sequence of Play for **OVERLORD: The Build-up** follows the standard *Killing Ground* sequence of play with some additions and modifications. Standard rules apply in all cases except where indicated in the Build-up Sequence of Play and supporting explanatory rules. *Note: The Sequence of Play text shown in green indicates differences from the standard Killing Ground Sequence of Play and rules.*

> See 26,3
> **OVERLORD: The Build-Up** Sequence of Play card

Note: Turn 1 uses a special sequence of play which is not used afterward (see D-Day:June 6, 1944 Game-turn 1 Playbook).

26.3.1. The Game-Turn

As in *The Killing Ground* each game is played in a number of Game-Turns consisting of two Player-Turns each (one Allied and one German). Each Game-Turn must proceed exactly as described in the sequence of play. Refer to the OVERLORD: The Build-up Sequence of Play card for a detailed Sequence of Play. Within the sequence of play will be references to rules from both the standard Killing Ground rules (Second Edition) and this rules booklet.

[26.3.2] Ending the Build-up Sequence of Play

The Sequence of Play for the Build-up ends upon the completion of both Allied depots (see 26.19.3). Players transition to *The Killing Ground* Sequence of Play during the *Transition Segment* per 26.21.2. *The Killing Ground* rules and Sequence of Play begins with the next game turn.

[26.4] Movement

GENERAL RULE

New rules for *Allied Sea Landings* and *German Rail Movement* described below are for Turn 2 onward. The special movement rules for Turn 1 are explained in the **D-Day: June 6, 1944,** *Game-turn 1 Playbook*.

[26.4.1] Sea Landing Segment

The Allied player lands reinforcements during the Allied *Sea Landing Segment,* which occurs in the *Army Support and Replacement Phase.* Each turn, Allied reinforcements are moved onto a beach hex by conducting the actions listed below during the *Sea Landing and Allied Reinforcement Segments*:

Reinforcement Landing Summary

1. Land Units

Roll one die for each unit in the Landing Boxes (units that were 'Delayed' during the previous turn land automatically). Advance those that succeed to the connected Beach Hex. Place a 'Delay' and/or 'Effectivness' marker on the ones that receive those results.

2. Advance Units from the Floating Reserve to the landing Boxes

3. Add Reinforcements to the Floating Reserve

1. Land Units

The Allied player can land units at each landing beach and Mulberry. The Allied player must attempt to land any unit currently in a Landing Box.
Note: One unit may land at Sword Beach through the Juno Beach Landing Box. Add 1 to the Juno Obstruction Level when landing a unit on Sword beach.

Landing Units Procedure

When units move from landing boxes to the Beach Landing hexes, the Allied player must roll one die for each landing unit and consult the **Beach Landing Table** to determine its status. Modify the die roll as indicated on the table and apply the results.

- Units under a Delay marker, suffered during the previous turn, must be landed first. These units land automatically; no roll is required. Delayed units count against the two-unit maximum that may be landed at a beach or Mulberry

- The current Allied Depot construction levels determine the Disorganization/Regroup status of landed units (see 26.19.3). The Landing Table die roll determines any delay and effectiveness loss.
  Special: HQ units always land at Regroup status regardless of the Depot level.

> ***Remove SP Landed markers after all units have attempted to land.***

- Units in Landing Box 2 that suffered a Delay result may now be moved to Landing Box 1, if that box is not already occupied by a 'Delayed' unit.

2. Advance Units From the Floating Reserve to the Landing Boxes

After all units in the Landing Boxes have attempted to land, and all SP Landed markers have been removed, units in the Floating Reserves can advance to an empty landing box of the same nationality. British/Canadian units can only be placed in landing boxes at the Juno, Gold and Mulberry B Beach Landing Displays, and U.S. units may be placed only in Landing Boxes at the Omaha, Utah and Mulberry A Beach Landing Displays. Units advanced to the Landing Boxes will be eligible to land at the start of the next *Sea Landing Segment*.

- The Allied player may advance any unit into any Landing Box of the same nationality; a maximum of one unit in each Landing Box.
  Note: The Corps designations on the Beach Landing displays are for historical reference only. Allied units with Corps designations need not land at the beach that is designated to a Corps.

3. Add Reinforcements to the Floating Reserve

After all units have been advanced to the Landing Boxes, Allied reinforcements arriving for the current turn are placed in the Floating Reserve displays on the map; British/Canadian reinforcements to the Commonwealth Floating Reserve box and U.S. reinforcements to the U.S. Floating Reserve box. See the **Game-Turn Record Track** for the Allied reinforcement schedule.

26.4.2 Mulberry Landing Boxes

The two Mulberries represent the artificial harbors created by the Allies to facilitate the flow of men and material into Normandy. Mulberry B is under the control of the British (Commonwealth) army and Mulberry A belongs to the American army. As the Mulberry construction level increases, the Allied player can bring more units and SPs ashore via the Mulberries (see 26.19.2). In game terms, Mulberries act as additional Landing Boxes for the Allied player and are treated in the same manner with the following exceptions:

- The number of Landing Boxes open to combat units and SPs is limited and indicated on the Mulberry Construction Track (see 26.19.2)
- The SPs and units landed are affected by the Mulberry Landing Modifier (see the Mulberry Construction Track)
- The British Mulberry cannot be used for landing or construction, until the Mulberry B hex (N3139) has been occupied by an Allied unit

[26.4.3] German Rail Movement

The German player has the capability to move reinforcements onto the map and transfer SPs to Cherbourg using Rail Movement. The Germans capability to use Rail Movement is measured in Rail Points. During the *German Rail Movement Segment* the German player may move units from the **German Rail Reinforcement** box onto the map. German reinforcements may be placed into the Rail Reinforcement box during the German *Replacement Segment.* The maximum number of units allowed in the Rail Reinforcement box is equal to the current German Rail Capacity (starting German Rail Capacity is noted in the scenario set up instructions).
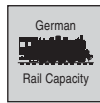
How German Units Move by Rail

During the *German Rail Movement Segment,* units may be taken from the German Rail Reinforcement box and placed in an eligible hex. For each unit moving by rail the German player rolls one die, adding the Interdiction value of an air unit assigned to Rail Interdiction *or* the bold number result from General Air Interdiction (see 26.15.2) plus other modifiers indicated in the German Rail Reinforcement box (see Map). If the die roll is five or less the unit remains in the hex. On a result of 6 or greater, the unit must be returned to the German Rail Reinforcements box.

• A unit that moves by rail onto the map may be placed in any city hex or any town hex with four or more roads leading out of it.

• The destination hex must be German controlled, traceable to a German controlled OMM box, and it must be at least 4 hexes from any Allied unit.

• German units use their entire movement allowance to move by rail and may not move the turn they are placed on the map.

[26.4.4] German Rail Interdiction

During the Allied Air Segment the Allied player may assign the last air unit drawn for Supply Interdiction to Rail Interdiction instead. (This placement is done before Optional Rule 23.7, is applied, and is not affected by that rule.) Place the air unit (Interdiction side down) in the Rail Interdiction box; its Interdiction Value is not revealed until the German Rail Movement Segment. This value is used as a modifier for each German Rail Movement die roll.

Reducing German Rail Capacity

At the end of the German Rail Movement Segment the Allied player rolls two dice. If the number rolled is equal to or less than the current German Rail Interdiction level, reduce the German Rail Capacity by one. Reset the Rail Interdiction level to one.

If the number rolled is greater than the current Rail Interdiction level there is no effect to German Rail Capacity. Advance the German Rail Interdiction level up the track *a number of spaces equal to the Interdiction Value* of the Allied air unit assigned to Rail Interdiction **or** advance it *1 space if no air unit was assigned*.

At the end of the *German Rail Movement Segment,* any number of units may be voluntaraly removed from the Rail Movement box and placed on the map.

If using the Single Map, the removed units are placed on the Off-map Movement Transit Dis-

play, in any German controlled OMM box(es) with a number less than 13 (German player's choice).

If using all 3 maps, the removed units may be placed in any city hex of the following cities: Fougeres, Mayenne and/or Alencon

In both cases, if the unit is a mech unit, its supply status must be determined (see 26.11.2).

[26.4.5] Additional Terrain

The expansion module has two additional types of terrain features; Beach Hexes and Minor Roads.

Beach Hexes

Beach hexes are treated as clear terrain.

Minor Roads

Minor Roads are treated like Secondary Roads for all purposes except that they may not be used during the *Strategic Movement Segment* and mech units may not use them as a bridge hexside.

[26.4.6] Allied Beach Abandonment

The Allied player has the option, one time only, to abandon a beach, including Mulberries. This decision is made during the Allied Engineering Phase and takes effect the following turn. The decision is the option of the Allied player, and cannot be forced upon him by events.

If a beach is designated for abandonment the following take effect or are executed in the order presented below:

• The Landing process for that beach is reversed. Units move from the Landing Boxes to the Floating Reserve and from the Beach Hexes to the Landing Boxes. Units

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Allied Sea Landing Example (Gold Beach, Turn 6)

Initial conditions are:

The Sea Condition is Rough. The Mulberry Construction Track level is at 2; Landing Bonus is -1. The Depot Track level is at 1; so Unit Landing Status is Disorganized (DG).

The Beach Obstruction Level (BOL) is 1, and the Port-en-Bessin WN with coastal artillery, is still active.
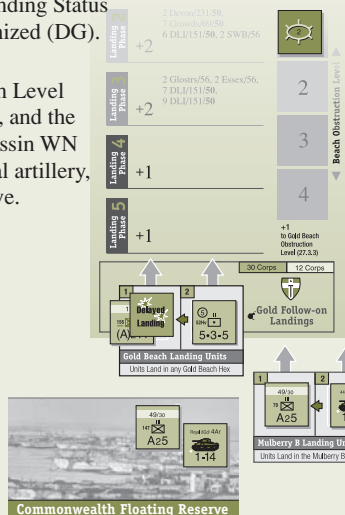
Land Units:

• **Gold Beach Box 1:** 131/**7Ar** automatically lands due to previous turn Delay marker.

• **Gold Beach Box 2:** 52Hv rolls a 2 with a +4 modifier (+1 Art WN, 0 WN, 0 Rgt, 0 non-WN, +1 Rough Sea, +1 Box 2, +1 BOL, 0 Mulberry) for a net 6 with result LAND/E-1. It ignores the E-1 (as artillery) and lands Disorganized. Place a DG marker on the unit.

• **Mulberry B Box 1:** 70/**49**/30 rolls a 3 with a +4 modifier (+1+0+2+0+1+0+1-1) for a net 7 with result LAND/E-1. It lands and receives an Effectiveness -1 marker and a DG marker.

• **Mulberry B Box 2:** 44RTR/**4AR** rolls a 5 with a +3 modifier (+1+0+0+0+1+1+1-1) for a net 8 with result DELAY. Place a Delay Landing marker on the unit. It will land automatically next turn.

The Allied player could move the unit to Box 1 but keeps it in Box 2.

*The 149/**49**/30 moves from the Game-Turn Record Track*
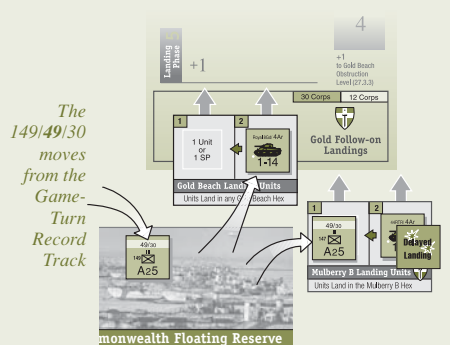
Floating Reserve Box to Landing Box:

• 147/**49**/30 moves from the Floating Reserve Box to Mulberry B Box 1.

• Royal/8Gd/**4Ar** moves from the Floating Reserve Box to Gold Beach Box 2

• Gold Beach Box 1 is left vacant to land Support Points next turn.

Allied Reinforcement Segment:

• The 149/**49**/30 moves from the Game-Turn Record Track to the Floating Reserve Box.

automatically move, there is no die roll.

- No new units may be landed at the beach from the moment of declaration onward.

- Units of the nationality that abandoned the beach may move units from its Floating Reserve Box to the other Floating Reserve Box, maximum of 3 units per turn.

- Once a unit from the other nationality lands, the Army boundary must be adjusted so that the landed units may move across the boundary in compliance with 18.0 and 26.18.1

Mulberries

If a nationality abandons its Mulberry it may commence a new Mulberry construction at another Beach. Reset the Mulberry marker to 0 and continue as normal. There is no longer a Landing Box for that Mulberry, so the only effect of building the Mulberry now is to complete the Depot construction.

[26.4.7] OMM Boxes and Transit Display (Single Map Game Only)

OMM Transit Display

When playing the single map game, German reinforcements must first transition through the OMM Transit boxes in the **Off Map Movement Transit Display** (see the single game map). The OMM Transit Boxes marked Reinforcements, have the same numbers as the OMM boxes found on the east and west maps of *The Killing Ground*. During the *Movement Phase*, units in an OMM Transit Box may be moved from one Transit Box to another or if positioned to do so, move from the Transit Display to one of the OMM boxes at the edge of the map (see 4.5.2). German reinforcements are placed in the OMM Transit Boxes with the same entry numbers as indicated in the reinforcement schedule on the Game-Turn Record Track.

- Units may move only from one OMM Transit Box to an adjacent OMM box that has a connecting arrow.

- A mech unit may move into 2 Transit Boxes (even moving into an on-map OMM box), *except* if any of the following apply:
  – there is a non-zero **bold** numbered result from *Allied General Air Interdiction*
  – there is an Air Unit in the Transit Box the mech unit starts in or moves into
  – the unit has an Out of Supply, Regroup or Disorganized marker

- German units in an OMM box may be subjected to *Targeted Air Interdiction* (see 26.15.4).

Allied Control of OMM Boxes

The Allied player must have at least 9 units in an OMM box in order to control it. At least 6 of the units must be regiment-sized units (see 4.6). Once controlled, at least 9 Allied units must remain in the OMM box.

- Allied units may not move from one OMM box to another.

- When an OMM box first becomes Allied controlled, the German player must divert units to "cover" the area that that OMM box represents. At the end of the German Replacement Segment of the same Game-turn, the German player must remove 12 combat units and 1 HQ from play.

  – The units removed may come from the reinforcement schedule, OMM boxes or from the map if they are within their movement allowance from the Allied controlled OMM box. Units from the reinforcement schedule are pulled from the lowest available turn numbers first.

  – 6 of the units must be full regiment sized units (not cadre strenth)

[26.8] Combat

[26.8.1] Combat Results

German units, except WNs, attacked in a Bocage or Hedgerow hex may convert one combat loss into a retreat result instead if the loss would otherwise result in the elimination of the unit.

[26.8.2] Naval Fire Protection

An Allied occupied hex within range of Naval Bombardment may employ Naval Fire Protection (NFP) during the *Allied Naval Bombardment Segment*. The hex under Naval Fire Protection is treated as a hedgerow hex for Allied combat purposes only, i.e., an Allied unit is exempt from the requirement to attack enemy units that are adjacent to it. However, if it does attack, it does so per standard rule 8.1.4. Place a NFP marker on top of the unit(s) in the hex. The marker is removed during the Allied *Engineering Phase*.

- Any Allied occupied hexes within 4 hexes from an all sea hex may be protected at a cost of 2 Naval Bombardment points (per nationality; each nationality protects only its own units).

- A single Allied occupied hex within 8 hexes of an all sea hex may receive NFP at the cost of 1 Naval Bombardment point.

- Naval Fire Protection is not allowed during rain or storm turns.

[26.8.3] Naval Bombardment of German Weapons Nests

The Allied player may use Naval Bombardment to attack a German Weapons Nest during the *Allied Naval Bombardment Segment*. The WN must be within 5 hexes of a beach hex to be attacked. A target hex can only be attacked once per turn, and each bombardment can only be used against a single target hex. One Naval Bombardment is used for each WN attack. Naval Bombardments can be made on any WN within a nationality's sector at the Allied play-er'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. Increase the total on the Naval Bombardment Track by one for each attack made by each nationality. For each attack, the Allied player rolls one die and consults the German Weapons Nest Bombardment Table (see map).

Die	Effect of Bombardment
1-5	no effect
6	place a Regroup marker on the WN unit in the hex. If already marked as Regroup, increase to Disorganized

Modifiers	
+1	if WN has an artillery symbol on it
+1	if WN is adjacent to a beach-landed unit

- The bombardment result affects only the WN and not any other units in the hex

[26.8.4] Allied Artillery

An Allied artillery unit may not double its barrage strength per 8.7.8 until the completion of its nationality's Depot (see 26.19.3).

[26.9] Headquarters

[26.9.1] Allied Beaches as Headquarters

Each *named Beach* may act as one supported Allied HQ even after an HQ unit has landed (such a Beach is always considered supported).

- A unit may trace supply to any hex of a beach for supply and support

- A beach may support only 1 attack (expend 1 SP for one combat) each Game-turn

[26.10] Support Points

GENERAL RULE

During the Build-up, the Allies, instead of rolling on the *Killing Ground* Allied Support Table, receive Support Points from a combination of their Depots the Beach Landing Boxes. In addition, Allied Army Reserve SPs are not allocated to individual Corps. Instead, the **Daily Corps Support Level** is a set value of 1 that does not change until both Depots have been completed (see Daily Corps Support Level on the map).

The German player receives a fixed 8 SPs per turn until the German V Panzer Army is activated (see 26.20.1). German SPs are subject to Allied Supply Interdiction (see 15.4).

[26.10.1] Allied Support Points

SPs for Supporting Corps HQs

During the *Corps and Artillery Support Segment*, all Allied Corps HQs that have landed must be supported if possible. Supporting HQs is a 2 part process:

1. The Allied player must spend 1 SP to remove the Unsupported marker from each HQ unit that begins the segment marked Unsupported. If an army does not have enough SPs to do so, the HQs stay unsupported.

2. The Allied player determines if SPs are required for any HQs that are beyond their Army's current **HQ Support Radius.** The Army's current HQ Support Radius is determined by the Army's Mulberry Constuction Level (see 26.10.5).

- A HQ is automatically supported if it is within its Army's current HQ Support Radius.

- A HQ that is beyond its current HQ Support Radius must be given an SP to be supported. Place an Unsupported marker on any HQ that cannot be supported.

- A HQ that is isolated may not receive an SP and is marked Isolated as well as Unsupported.

As in *The Killing Ground* standard rules, SPs used to support Allied HQs precede all other SP expenditures. HQ units located in the Landing Boxes or Floating Reserve are considered supported.
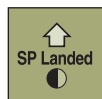
[26.10.2] Receiving Support Points

During the *Army Support Segment,* the Allied player receives Support Points in the following two ways:

1. Depot Support Points

The Allied player consults the Allied Depot Track and checks the level for each nationality. The bottom row indicates how many SPs a nationality receives based on how far along it is with the Depot Construction. The indicated number of SPs are added to that nationality's Army Reserve Support Points.

2. Beach Landed Support Points

The Allied player can attempt to land additional SPs at each Landing Beach and Mulberry display through any open Landing Box. A limit of 6 Landing Boxes may be used to land SPs in any one turn. Any landed SPs are added to that nationality's Army Reserve Support Point total.

Landing Support Points

During the *Army Support Segment,* the Allied player may land Support Points at any Landing Box not occupied by a combat unit, up to the 6 per game-turn limit. Place a SP Landed marker in each box attemping to land SPs,even if no SP actually land.

Landing Box 1 automatically lands one SP; no die is rolled.

Landing Box 2 requires a die roll of the die to land SPs. The Allied player rolls one die and consults the Support Points Landing Table. Modify the die roll as indicated and apply the results.

Immediately add any landed SPs to that nationality's Army Reserve Support Point total.

[26.10.3] Allied Daily Corps Support Levels

The *Daily Corps Support Level* is fixed at 1 during the Build-up and cannot increase until the depots are built (see Daily Corps Support Level Display printed on the map). The Support Level Display indicates that each Corps can support *one combat per turn* and no additional SPs are available for Artillery resupply. ***Note:*** *During the Build-up, SPs are not added to the Corps Support Points Track.*
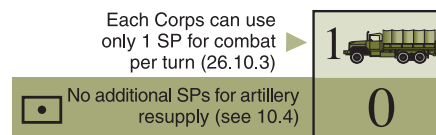
Daily Corps Support Level used during the Build-up

Additional Supported Combats for Allied HQs

Normally each Allied HQ may support only one combat during an *Allied Combat Phase*. However, a HQ unit may support a second combat. But if it does so, at the end of the *Combat Phase,* the HQ receives an Unsupported marker. Any SP used for combat must come from the appropriate Army Reserve Track.

- An Allied Beach acting as a HQ may not support a second attack

[26.10.4] Landing Additional Allied HQs

The Allied player may move a HQ unit from the Allied Holding Box to the appropriate Floating Reserve during the Allied Replacement Segment by expending 3 SPs from the Army Reserve Support Points of the HQ's nationality. The HQ is then landed in the same manner as other units per rule 26.4.1.
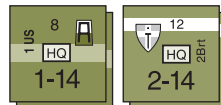
[26.10.5] Allied Corps HQ Support Radius

During the *Corps and Artillery Support Segment*, the Allied player must determine each nationality's current **Corps HQ Support Radius**. The *Corps HQ Support Radius* is indicated on the top row of the **Mulberry Construction Track**. Each nationality's construction level determines the distance of the Support Radius for all its Corps HQs. This distance is how many hexes a HQ can be from an Allied Beach Hex or Mulberry hex (its supply source) and still be an automatically supported HQ (see 26.10.1 and standard rule 10.5.1).

- The distance is also the multiple for determining the SP cost for HQs that are beyond their current radius (see 10.5.1)

Example: During the Corps and Artillery Support Segment, the Allied player consults the Mulberry Construction Track. The U.S. Mulberry Construction marker is at 5, which has a corresponding Corps HQ Support Radius of 3. U.S. Corps HQs can be up to three hexes away from a U.S. Beach Hex and still be automatically supported. If a HQ were 6 hexes away it would cost 1 SP to keep that HQ supported; each additional 3 hexes cost 1 extra SP.

[26.10.6] German Support Points

The rules for German Support Points function per 10.2 except for the following:

- The German player receives 8 SPs every turn, added to the VII Army SP Total, until the German V Panzer Army is activated. After V Panzer Army is activated the Germans receive 12 SPs per turn (see 26.20.1)

- The German VII Army is the only German army until V Panzer Army becomes active. Therefore, only one Corps HQ each turn can be freely supported, and one artillery unit resupplied for free (see 10.2.1).

[26.10.7] Cherbourg HQ and Support Points

The German Cherbourg HQ is an *ad hoc* command that begins each scenario with its own number of Support Points. These SPs may be used normally except they may only be used by the Cherbourg HQ and artillery units that trace supply to it. SPs may be added to the Cherbourg SP total only by Rail.

Receiving Cherbourg Support Points by Rail

The German player can add addditional Support Points to the Cherbourg SP total using Rail Movement during the German *Army Support Segment*. One rail point carries up to 2 SPs, and only one rail point per turn may be used. To add Cherbourg SPs by rail the German player rolls one die, adding the Interdiction value of the Allied air unit if one was assigned to Rail Interdiction. If the result is 4 or less, 2 SPs are added to the Cherbourg SP total. On a result of 5 or 6, only 1 SP is added and the other is lost. On a result greater than 6, none get through, both SPs are lost. Flip the Rail Capacity marker to its -1 side to indicate a Rail Point was used to add Cherbourg SPs.

•Flip the marker back to its front side at the end of the German Rail Movement Segment.

Cherbourg HQ Unit

The Cherbourg HQ unit acts as a normal HQ for the Germans except for the following:
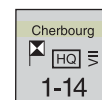
- Cherbourg hex N1410 is the only supply source it may trace to for supply and support.

- It is automatically supported as long as a

supply line can be traced from N1410 to an east or south map edge German controlled OMM box (per 11.2.3 and 11.3.1). If a supply line **cannot** be traced from N1410 to a German controlled OMM box, the Cherbourg HQ may be supported using a Cherbourg SP.

- The Cherbourg HQ unit may not move beyond 6 hexes of N1511.
- If eliminated the Cherbourg HQ unit never returns to play.

[26.11] Supply

[26.11.1] Allied Supply

On Turn 1 and 2 all Allied units are automatically in supply. Starting on Turn 3 (June 8) until the end of the Build-up, Allied units must trace supply to a supported HQ *or to an Allied controlled Beach Landing hex* in order to be considered In Supply and receive a Support Point for combat.

Allied Units Tracing Supply to a Corps HQ

A combat unit tracing a supply line to an Allied HQ cannot exceed 3 hexes, replacing the 6 hex range of the standard rules (see 11.4.1). The 3 hex length of the supply line is counted per the standard Killing Ground rules (see 11.3). *Note*: *The calculation for determining isolation remains unchanged (see 11.5).*

Tracing Supply to a Beach Landing Hex

An Allied unit can trace supply directly to any beach landing hex it is within 3 hexes of.

Allied Supply Sources

During the Build-up, any Allied controlled Beach/Mulberry Landing hex is considered an Allied Supply source per 11.2 until the Depots are built. *Note: Utah Beach uses only the intended beach hexes as supply sources.*

[26.11.2] German Supply

German mech units and units with a Corps designation must trace supply to a supported Corps HQ (see 11.1.1, 11.2.3). German **non-mech units** without a Corps designation may trace supply to an eligible city hex as described below.

German City Supply

During the Build-up, German non-mech units without a Corps designation may trace supply to a friendly controlled city hex as if that hex were a supported German HQ. The city hex must be within 6 hexes (count the length per rule 11.3) and must be able to trace a supply line of any length (via roads) off the south or east map edges to a German controlled OMM to be able to act as a supply source. This is for supply status only, and does not affect other HQ related actions like attachment or Support Point expenditures (e.g. combat and engineering).

Cherbourg and Supply

Any Cherbourg city hex can act as a supply source as noted above – even if it cannot trace a supply line off the south or east mapedge – as long as hex N1410 is German controlled.

- An artillery unit can use N1410 as a supply source for SP resupply (see 10.4.1).

[26.12] Operations

Operations are not available to the Allies during the Build-up. The Allies cannot launch operations until both Depots have been completed and the game has switched to the standard *Killing Ground* game sequence of play.

The Germans may not conduct a *Major Operation* until V Panzer Army has been activated (see 26.20.1 V Panzer Army Activation).

[26.14] Weather

The only adjustment made to the standard weather rules during the Build-up is the addition of Weather Patterns to reflect the less favorable weather historically encountered in June compared to July and August. This rule is applied to *OVERLORD* game-turns only and does not extend to the original *Killing Ground* game starting on July 6th.

[26.14.1] Weather Patterns and Storms

The Weather Pattern marker is placed on the Game-Turn Record Track as indicated by the scenario set up.

The Weather Pattern sets a general condition that may modify the standard weather die roll for a set number of days (game-turns). The Weather Pattern marker has two sides; FAIR and POOR. If the FAIR side is showing no modifier is applied. If the POOR side is showing an additional +1 modifier applies to the weather die roll as well as to rain rolls. **This modifier applies to rain rolls as well.**

Weather Pattern **Fair** 1-4 — Die roll number to determine pattern

Weather Pattern **Poor** 5-6 +1 — Modifier to Weather and Rain die roll

Determining Weather Pattern

During the Weather Segment of the current game-turn if the Weather Pattern marker on the Game-Turn Record Track is in the current turn space, the Allied player rolls one die. If the roll is 1 to 4 the Weather Pattern marker is placed on the track with the Fair side up; if a 5 or 6 is rolled it is placed Poor side with a +1 modifier. This modifier will apply to the upcoming turns' rolls. Next, the Allied player rolls 1 die to determine how many turns ahead on the track to advance the marker. The Weather Pattern is in effect until that turn is reached and the Weather Pattern modifier is applied to each weather and rain die roll for the duration of the Weather Pattern.

The Weather Pattern die roll is modified by the current Weather Pattern:

+2 if Weather Pattern is Fair

–1 if Weather Pattern is Poor

Note: The turn specific Weather and Rain die roll modifiers from the Current Weather and Sea Condition Display from the Killing Ground West map, are applicable only after Turn 30 of the expansion module.

Storms

If the Weather Pattern marker is in the current turn space and the current weather is Storm no roll is made. The marker is automatically placed on the Poor side and advanced to the next turn.

During the Build-up, in addition to the standard storm rules, the following restrictions apply to Allied reinforcements and SPs during each storm turn:

- Reinforcements from the Game-Turn Record Track are not placed on the map but instead move to the next turn. If more than 3 units of a nationality occupy the new turn, the reinforcements of that turn are displaced to the next turn. No more than 3 units per nationality may be on a turn for the three turns following the end of a storm turn. For multiple storm turns adjust Reinforcement Track after each storm turn.
- Units in Landing Boxes and Floating Reserves may not land and stay in place.
- Support Points may not be landed or received from the Allied Depot Track.
- No Mulberry or Depot construction occurs during the *Engineering Phase*.

[26.15] Air Power

[26.15.1] Supply Interdiction

During the Build-up, the Allied player may apply a maximum of **4 Air Points to Supply Interdiction.**

26.15.2 Rail Interdiction

When drawing air units for Supply Interdiction (see 15.2, no. 4 and 26.15.1), the Allied player has the option of using the last unit drawn for Rail Interdiction. Place the Air unit, Interdiction side down, in the Rail Interdiction box. The interdiction value is not revealed until the begining of the *German Rail Movement Segment* (see 26.4.3).

[26.15.3] Movement Interdiction

General Air Interdiction

During the Build-up, the Allied player automatically receives a number of Air Points assigned only to General Air Interdiction. The automatic Air Points available for the weather type is as follows:

Clear/Scattered	6 Air Points
Light Overcast	4 Air Points*
Heavy Overcast	2 Air Points
*Rain	-2 Air Points from the above

If the Allied player wishes to add Air Points to the General Air Interdiction, he may do so simply by adding them to the automatic number and rolling on the Air Interdiction Table normally.

[26.15.4] Targeted Air Interdiction in OMM Boxes

During the Targeted Air Interdiction Phase, up to 2 Air units may be placed in a single OMM Transit Box or map edge OMM Box, *not marked Reinforcements*. Interdiction air attacks may be applied to units in an OMM box assuming a –2 modifier. A Disorganized result applies only to the unit attacked.

[26.16] Reinforcements

[26.16.1] Allied Reinforcements

During the Build-up, Allied reinforcements indicated on the Game Turn Track are placed in one of the two Floating Reserve boxes (see map). British and Canadian reinforcements are placed in the Commonwealth Floating Reserve Box. U.S. reinforcements are placed in the U.S. Floating Reserve Box.

British AGRA Artillery Arrival

Designer's Note: The British AGRA artillery represents a number of artillery assets that were accumulated over a period of time during the Allied build-up. Each of the UK heavy regiments was actually part of an AGRA historically.

British AGRA units begin, or are placed, in the Allied Holding Box as they arrive as reinforcements (Exception: The 9th AGRA arrives as a normal reinforcement). To release an AGRA unit to the map, the Allied player must pay SPs and remove a Hv artillery unit that is currently on the map, during the *Allied Replacement Segment*.

- To release an AGRA unit from the Holding Box, the Allied player pays 3 SPs from the British Army Reserve Support Points total and replaces the AGRA unit with an already landed Hv artillery regiment. The AGRA unit is placed in the Hv artillery unit's former hex, at full strength and with a Regroup marker. The Hv artillery regiment is placed 4 turns later on the Game-Turn Record Track to arrive in the CW Floating Reserve Box as a normal reinforcement.

- The released AGRA unit must replace a Hv artillery unit that can trace a supply line to the matching HQ of the AGRA.

[26.16.2] German Reinforcements

German reinforcements indicated on the Game Turn Track can be placed in OMM boxes or placed in the German Rail Reinforcements box to be moved in during the *Movement Phase* using rail movement (see 26.4.3).

German Mechanized Reinforcements

The supply status of German armor and mechanized forces are variable until V Panzer Army

is activated (see 26.20.1). The German player rolls one die for each tank and mechanized unit that is placed in an OMM Box as a reinforcement. Tank units that arrive as reinforcements are *Out of Supply* (OoS) on a roll of 1-4. Other mechanized units are OoS on a roll of 1-2. These units remain Out of Supply until they can trace supply to an eligible, supported HQ during any subsequent *Supply Segment*.

Unit Type	Die Result Out of Supply	In Supply
Mech	1-2	3-6
Tank	1-4	5-6

German Artillery Reinforcements

Designer's Note: The majority of German artillery available on D-Day to 84th Corps was mostly tied up in beach defenses and lost as the Allies advanced inland. Therefore the accumulation of artillery to support German troops took up valuable transport resources. To reflect this, some German artillery reinforcements are not put on map when they arrive.

German artillery reinforcements designated to the Holding Box (indicated on the Game-Turn Record Track) are first placed in the German Holding Box on the turn they arrive. Any German artillery unit in the Holding Box may be released onto the map for 1 Support Point each during the German Replacement Segment (even ones arriving in the same turn).

- The artillery unit is placed on or adjacent to the HQ it is associated with. Non-Corps artillery may be placed on or adjacent to any German HQ. German Corps designated artillery, except for the 25th Corps, must have their parent HQ on map before they can be purchased and placed on the map.

[26.17] Replacements

[26.17.1] Recombining Breakdown Battalions

Begining on Turn 2 (Turn 3 for the Allies), breakdown battalions can be recombined back into their parent regiment during a friendly Replacement Segment.

In order to recombine, all of the battalions that will be recombined must be able to trace a line of supply of any length to an In Supply HQ and be within three hexes of each other. Remove the battalions from the map and replace them with the regiment counter in any of the hexes that was occupied by one of the recombining battalions.

[26.17.2] Allied Recombination

Allied breakdown battalions may recombine starting on Turn 3. The Allied Battalion Build-up Guide shows what regiments become available when their component battalions are recombined. All surviving battalions of a regiment

must be combined in the same turn. The number of steps of the recombining battalions is totaled to determine the starting strength of the regiment according to the following:

Recombined Breakdown Battalion Steps	Regiment Builds up to:
0 steps	cadre (see below)
1 step	cadre
2 steps	reduced at Effectiveness Rating –1; draw a strength chit
3 steps	full strength; Effectiveness Rating -2
4 steps	full strength; Effectiveness Rating -1
5-6 steps	full strength

- A regiment that has lost all its breakdown battalion steps (0 steps) is immediately placed on the Game-Turn Record Track as a cadre sized reinforcement 4 game-turns after the loss of the regiment's last step.

Recombination Example
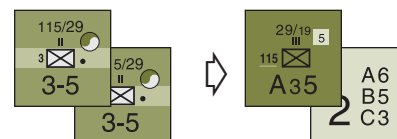
Two reduced battalions of 1 step each (the third battalion was eliminated) build up to a step reduced regiment with a -1 to its Effectiveness Rating.

After Recombination

- If any of the battalions are marked with a Disorganized marker, the regiment starts Disorganized. Otherwise, place a Regroup marker on the recombined regiment.

- If any of the battalions are marked Out of Supply, that status is applied to the recombined regiment.

Associated Allied Units

Associated Units are commands that were initially broken out among the Allied breakdown battalions to give them greater combat capability (represented by their higher combat strengths). These were mostly tanks, tank destroyers, artillery, or engineers.

Associated Units become available after component battalions are recombined into regiments (**Regimental Associated Units**), and after all regiments of a division have been recombined (**Divisional Associated Units**). The Allied Battalion Build-up Guide lists the Associated Units that become available with each recombined regiment and division.

Regimental Associated Units

The status of an Associated Unit when it enters play depends upon the number of steps used to recombine the regiment.

- If a regiment is recombined using *4 to 6 steps,* the Associated Unit is placed with the recombined unit and shares its supply, Regroup or Disorganized status.

- If the regiment is recombined using *3 steps or less,* a normal roll is made on the Allied Tank Replacement Table for the Associated Unit (see rule 17.2.4). Ignore the permanent elimination result. The unit is placed on the Game-Turn Record Track that many turns later (see 26.17.4).

- If *all the battalions of a regiment are eliminated* prior to recombination, the Associated Unit is automatically lost and placed on the Game-Turn Record Track 6 turns later.

Divisional Associated Units

Divisional Associated Units become available when the final regiment of a division is recombined. The Associated Units are placed on or adjacent to their HQ unit or a Beach Hex.

- If part of the division has recombined, and then the remaining breakdown battalions are eliminated, place any Divisional Associated Units as described above.

- If *all the battalions of a division are eliminated* before any of the regiments are recombined, the Divisional Associated Units are considered eliminated as well. Place them on the Game-Turn Record Track 6 turns later.

Note: Divisional and Regimental Associated Units that are lost return to the map from the Game-Turn Record Track per 26.17.4.

British Armoured Brigade Recombination

The 4th & 8th British Armoured brigades and the 22nd Armoured Brigade of 7th Armoured Division have special recombination requirements.

- These brigades start in the British Armored Brigade Build-up Display and are considered to be in the Holding Box.

- All three battalions must be available for recombination, minus any permanently lost on the Allied Tank Replacement Table.

- If two battalions are used, the brigade, upon being recombined, has a 1 step loss applied; if only 1 battalion is available the brigade recombines as a cadre.

- If all battalions of a brigade are lost the brigade counter is placed on the Game-Turn Record Track as a cadre one turn later.

[26.17.3] German Recombination

Starting on Turn 2, German regiments may recombine from their breakdown battal-ions in the same manner as Allied regiments. However, the following special rules apply recombining German regiments:

- All the breakdown battalions of a regiment are not required in order to build up to their parent regiment. However, a German regiment must recombine using at least 2 of its remaining breakdown battalions if 2 or more battalions are available (Exception: see 91st Luftlande Division Recombination).

- German regiments ignore any reductions to their Effectiveness Rating. For each recombined step over 3, add one German **Replacement Point** to the German infantry RP total.

- Leftover battalions of a built-up regiment remain on the map until eliminated. A reduced regiment may accept as an RP any step(s) of one of its own breakdown battalions if both units are within 3 hexes of one another and in supply. Place a Regroup marker on the receiving unit.

- A German regiment that has lost all its breakdown battalion steps is considered eliminated but may be rebuilt as a cadre by using an RP of any type and placed on the map per 17.3.1.

- At the time of recombination, breakdown battalions that can no longer trace a line of supply of any length to a German controlled OMM box, are considered eliminated for purposes of recombination.

91st Luftlande Division Recombination

Because of its scattered deployment, KG regiments of the 91st Lfthlande may be created using any combination of the division's breakdown battalions (all battalions need not be recombined or from the same regiment). Also a 91st KG may recombine using any number of remaining 91st battalions, even as few as one.

21st Panzer Division Recombination

The 21st Panzer Division uses the following special conditions when recombining:

- If a regiment is recombined using four steps, 1 tank step is added to one of the 21st Panzer Division's tank battalions (player's choice).

- If a regiment is recombined with 3 or less steps, add 1 tank step loss to the German Tank Step Loss total.

[26.17.4] Returning Eliminated Allied Armor Units to the Map

Allied armor replacements (per 17.2.4) should be placed on the center portion of the Game-Turn Record Track to indicate which turn they will return to the map. These units are not returned to the map as normal reinforcements per 17.2.4 but instead are placed adjacent to any beach hex of the same nationality. Put a Regroup marker on the unit after it is placed on the map.

[26.17.5] Allied Replacement Points

After Replacement Points (RPs) have been used to augment reduced units during the *Replacement Segment,* the Allied player may "purchase" a number of additional *Replacement Points*. Each nationality may purchase RPs and add them to its Replacement Point total at a cost of 1 Support Point per RP. The Allied Replacement Point schedule on the **Game-**

Turn Record Track indicates the maximum number of RPs available for purchase for each nationality each turn the Depots are built. Once the Depots are completed, the Allied player receives RPs per the standard KG rules (see 17.1).

[26.17.6] German Mech Replacement Points

During the Build-up, German mech and motorized infantry Replacement Points are interchangable, i.e., a mech unit can use a motorized type RP as a Replacement Point. In addition, once per turn, *one replacement die roll* may be used as a mech or motorized Replacement Point.

[26.17.7] Resting Regiments

The Allied player does not rest regiments during the Build-up by removing them from the map (see 17.5) but instead by expending Support Points. During the *Replacement Segment,* a regiment that is at least 3 hexes away from an enemy unit may be rested. The Allied player expends a SP from the appropriate army and removes 1 level of negative effectiveness from the regiment. Only 1 level of negative effectiveness may be removed from a unit in a game-turn (however, there is no limit to the number of units that may rest). A Disorganized marker is placed on the rested unit.

- All the conditions of 17.5.2 still apply

[26.18] British/U.S. Army Boundaries

[26.18.1] Army Boundary Rules during the Build-up

There is no British/U.S. boundary line requirement until Turn 4. The boundary set-up indicated on the map is for historical reference only and units may ignore it (it roughly indicates Allied D-Day responsibilities). On Turn 4 the Allied player must establish an initial boundary between the two nationalities.

1. The north-south boundary line is a straight line set as the Allied player wishes. He places one Boundary marker in any hex of his choice pointing straight south between two hexes and marking the selected hex row.

2. As the north-south hex row is staggered note that all hexes whose last two hex numbers match the numbers selected to define the north-south line are considered to be on the U.S. side of the boundary. *Example: N3033 is used to define the boundary. The line is thus U.S. in N3133, N3233 etc. N3134 and N3234 are on the British side.*

- The Allied player may adjust the boundary in any following turn. The straight line definition method described above must be used until the Depots are completed.

- If none of the Mulberries are completed the cost to change the boundary is 1 SP to each nationality

- If both Mulberries are completed the cost is 1 SP, payable by either nationality.
- Once both Depots are built and the Build-up stage is completed, the boundaries may be set up and adjusted per standard rule 18.0.

Note: The east-west 24xx boundary line, per 18.3, is in play for the duration of the OVERLORD expansion game

[26.19] Engineering

[26.19.1] Beach Obstruction

Reducing Beach Obstruction Levels
The Allied player rolls two dice for each Beach and consults the **Allied Beach Obstruction Clearance Table**. If the number rolled is *equal to or less than the calendar date* of the current game turn, reduce the Obstruction level by one, moving the marker to the next lower space. The last success (from the No. 1 box) removes the marker and eliminates the Obstruction Modifier from that beach's future beach landing rolls.

Exception: If a German unit occupies a hex a Beach Obstuction Track is connected to, the Obstuction level is reset to 3. Obstruction clearance rolls are not allowed until the appropriate connected Beach Hexes are Allied controlled once more.

[26.19.2] Mulberry Construction

The **Mulberry Construction Track** records the Allied process in making the two artificial harbors at Arromanches and Omaha Beach operational. The track indicates benefits, to the Depot rolls and for landing units and SPs, for reaching higher levels of completion.

During the *Allied Engineering Phase* and until the Mulberries are completed, the Allied player rolls 1 die for each nationality and applies modifiers; on a modified roll of 5 or less, advance the Mulberry marker 1 space.

See the Mulberry Construction Track on the map or Single Map Supplement Card.

Note: Rolls cannot be made for the British Mulberry (B) until the turn hex N3139 is under Allied control.

- During the *Allied Army Support Segment* the Allied player may spend 1 SP to improve the result of the die roll (1 SP from the U.S. Army Reserve SPs for Mulberry A and 1 SP from the Commonwealth Army Reserve SPs for Mulberry B). The Mulberry marker for the respective nationality is flipped to its –2 side. After the construction die roll is made, the marker is returned to its front side.
- The IP Construction markers that begin the game in Landing Box 2 of a Mulberry Landing Display are removed the game-turn the Mulberry Construction Level marker reaches 5. This signifies that both Landing Boxes may now be used.

[26.19.3.] Depot Construction

The **Allied Depot Track** records the Allied progress made by each nationality in establishing their logistical support, as reflected in *The Killing Ground* by each nationality's Depot location on the original maps (See 11.1.3). The track indicates additional SPs that each nationality receives during the *Army Support Segment* for reaching various Depot Point levels.

The Allied Army Depot markers for each nationality are used on this track to record the Depot creation progress, expressed in Depot Points. Once the **Depot Complete** space on the track is reached, the Army Depot is considered completed.

Depot Construction Procedure
During the *Allied Engineering Phase* the Allied player must roll 1 die, for each nationality. On a modified result of 5 or less advance the Army Depot marker 1 space on the Depot Track. See Depot Track for die roll modifiers.

- The Allied player may expend one Support Point from the appropriate nationality to improve the results, *after seeing the roll.* A maximum of 1 SP per nationality may be expended.
- If the die roll attempt fails to advance the marker, flip the Depot marker to its reverse side (showing a -2). On the subsequent die rolls on the following turns, an additional -2 modifier is applied to the die roll until the marker is advanced. Once advanced, flip the Depot marker to its front facing side.
- The Commonwealth Depot is not considered completed and the marker may not be moved to the Depot Complete space if any AGRA units are still in the Allied Holding Box.

See Allied Depot Track on the map or Single Map Supplement Card.

Completed Depots
Once both the U.S. and Commonwealth Depots are completed, each Depot marker must be placed on the map during the *Transition Segment* of the **Game-turn Indication Stage** (see 26.21.2).

- The hex in which the Depot is placed must be Allied controlled.
- The Depot must be placed within 3 hexes of the appropriate Mulberry Beach Hex. When tracing this distance along a road, the British count road hexes as $^1/_2$ hex, the U.S. as $^1/_3$ hex.

[26.19.4] Improved Positions

Building Improved Positions is not free during the Build-Up, but requires the expenditure of 1 SP, the same as is normally applied for Entrenchment construction. No entrenchment may be built during the Build-up (see 19.1).

- A HQ may initiate only one IP per turn.

[26.19.5] Repairing Bridges

During the Build-up, initiating bridge repair over a major river cost the owning player 1 SP to initiate construction. For the Allies the bridge hex must be within 3 hexes of an Allied HQ (counted like supply). Otherwise, rules19.3.3 applies.

[26.20] German Special Rules

[26.20.1] German V Panzer Army

Developer's Note: V Panzer Army activation actually represents the formation of the Panzer Corps into Panzer Group West under General Eberbach. Panzer Group West was later redesignated as V Panzer Army in August.

Activating V Panzer Army
Beginning on Turn 20, during the *Game-turn Indication Stage* (after the *Victory Determination Segment*) the V Panzer Army marker is placed in the Turn 4 space on the Game-Turn Record Track. The German player rolls two dice to determine if V Panzer Army becomes active. If the result is less than or equal to the turn number the marker is on, V Panzer Army is activated. If the number is greater than the turn the marker is on, V Panzer Army does not activate and the marker is advanced 1 space.

The following happens once V Panzer Army becomes activated:

- Roll one die and place the V Panzer Army Support marker in the space of the German Support Point Track equal to the number shown by the die
- 2 HQs and two artillery units (one for each army) are now supported for free (see 10.2.1)
- The Germans now get 12 Support Points during each *Army Support Segment* instead of 8, for the remainder of the game
- German mech units no longer need to roll for their supply status (see 26.16.2)
- German Hidden Reserve may be used (see 26.20.5)
- The German may conduct Major Operations

[26.20.2] Panzer-Kampfgruppe Units

The German player can create a Panzer-Kampfguppe unit (PKG) from each German Panzer division during the *German Replacement Segment* (these PKG units are provided in the Overlord counter mix). To create a Panzer-Kampfgruppe the German player may use any combination of 3 steps. The steps may be from any combination of 2 infantry type steps and 1 armor type step. At least 2 of the steps must come from the Panzer division with the same designation as the PKG.

2 steps	Motorized infantry, mech infantry and/or recon (one of the steps may be any infantry type from any source)
1 step	Armor unit (T)

- All the steps must be within 3 hexes of one another and be able to trace a supply line to the same HQ.

- All units providing steps must be able to trace supply to a valid German supply source and may not be Disorganized

- Place the created PKG in any one of the hexes that provided a step and place a Regroup marker on it

Any battalions used to create the PKG are placed in the matching Panzer-Kampfgruppe space in the German Holding Box until the PKG is broken down or eliminated. ***Note: Steps from breakdown battalions may not be used to create a Panzer-Kampfgruppe.***

Once a Panzer-Kampfgruppe is created it acts like any other regiment of a division with the following difference:

- The last step lost (the cadre side) is considered an armor step for breaking down and replacement purposes. Thus, a PKG cadre could be removed and a step be added to a reduced armor battalion (the same division only)

Breaking Down a Panzer-Kampfgruppe

A Panzer-Kampfgruppe is broken down in the reverse manner that it is built in. Its remaining steps are returned as reduced regiments and battalions and units in the PKG box are placed in the hex the Panzer-Kampfgruppe occupied. However, units are not placed under a Regroup marker after breaking down. Place the PKG unit in the Holding Box.

> **Caution:** Players should not confuse these special Panzer-Kampfgruppe units with other units in the game that are designated as kampfgruppen (marked with a KG).

[26.20.3] Flak Corps Utilization during the Build-up

Optional Rule 23.7 is not optional during the Build-up.

- At least six Flak units received as reinforcements must be deployed by the German player, once available, per the Flak Protection Rule. Once six units are in position the remaining Flak units may be used normally, as may the ones that start on the map on Turn 1

- When all maps are used, the normal calculation process of rule 23.7 is applied

- When the single map game is being played, the reinforcement Flak units are placed in the German Flak Protection box and presumed to be in position the turn after they are received

- The Allied player may assign his last Supply Interdiction air unit to Rail Interdiction before the effects of 23.7 are applied

[26.20.4] German Isolated Units

German units Isolated on the North map on the U.S. side of the Army boundary are placed in the West Isolation Box and those on the British side in the East Box. Refer to 20.5.

[26.20.5] German Hidden Reserve

There is no German Hidden Reserve for the North map. When playing the single map game, Hidden Reserve is not used. In the Multi-map scenarios, Hidden Reserve may not be used before the activation of V Panzer Army (see 20.1).

- Units on the map may never be removed to Hidden Reserve, or placed on the map from Hidden Reserve, north of the N41xx hexrow.

[26.20.6] Fortress Cherbourg

During the *Army Support and Replacement Phase* the German player may declare **Fortress Cherbourg** any time after Turn 12, or must declare it in the turn in which it is impossible to trace a supply line from N1410 to an OMM supply source during the Allied Player-Turn.

- All units that can trace supply only to N1410 and/or the Cherbourg HQ are considered *Cherbourg Units* and are the only units subject to these rules

- During combat, defending Cherbourg Units more than 6 hexes from N1410 may convert 1 step loss to a retreat, in the same manner as per 25.5.3c (Withdrawal from Normandy). This may not be combined with 26.8.1

- Breakdown battalions that are designated Cherbourg Units are considered eliminated for purposes of recombination only (see 26.17.3).

- Step losses of Cherbourg Units are not added to the German Step Loss total; they are permanently lost.

- Cherbourg Units are isolated if they cannot trace a line of supply to N1410 *or* the Cherbourg SP level is 0 and the Cherbourg HQ has been eliminated (Exception: German WNs; see 26.2.3).

Cherbourg Unit Withdrawal

At the start of the German *Tactical Movement Segment* of the turn in which Fortress Cherbourg was declared, Cherbourg Units may attempt to withdraw south.

- The German player selects any non-709th Division unit that is within 6 hexes of a west coast hex and rolls 1 die. A roll of 6 or less is a success; another unit may be rolled for. Once a unit fails, no more rolls may be attempted.

Modify rolls for the following:

+1 for each previous unit rolled for

- Each unit successfully rolled for may move up to twice its movement allowance *in hexes*. Each hex entered must be south of the hex it moved from. Enemy ZOCs are ignored.

- Each unit is moved before another attempt is rolled for. All terrain features are ignored. At the end of its movement, a Regroup marker is placed on the unit. If the moving unit ends its move in a ZOC of an enemy unit, it becomes Disorganized.

[26.20.7] German Units with Special Restrictions

736/**716th Division**

The 736th Regiment of the 716th Division may never receive Replacement Points. However, as a cadre, it may act as an RP for any other type of regiment that is reduced and within 3 hexes of it (and to which it can trace a line of supply).
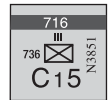
711th Division Units

Units of the 711th Division are restricted from operating west of the Dives river. At least one full strength regiment of the 711th Division must always be east of the Dives river at the end of every German *Movement Phase*.
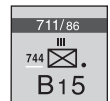
- Hex number N3553, Cabourg, is considered east of the Dives for this restriction.

- Subtract 10 German VPs at the end of each turn the above condition is not met

This restriction is removed the instant an Allied unit moves or advances into a hex east of the Dives.

[26.21] Game-turn Indication Rules

VICTORY SEGMENT

[26.21.1] Victory Conditions

Victory Points are tracked during the expansion game much as they are in The Killing Ground except that there is no set ending turn to the scenarios. Instead, the scenarios may ***end at any agreed upon turn*** of the player's choosing, and the Victory Point level is a measure of success for either side at the end of any given turn.

Accumulating Victory Points

Victory Points are added and subtracted only to the German Victory Point Total. The Allies never record Victory Points, they start and remain at '0' throughout the game (to the end of Turn 30).

All scenarios begin with a German Victory Points total starting at 120.

Victory Point Schedule

At the end of each game-turn, the Germans apply VPs for the following:

+2 if the Allies failed to capture any German occupied city or town hex during the turn (and held it at the end of the game-turn)

-10 if a German Operation runs less than 3 full turns

At the end of the agreed upon final game-turn, the Germans apply VPs for the following:

-4   for each city hex Allied occupied

-10 if a line of supply, by road only, can be traced from an Omaha beach hex to a Utah beach hex

-12 for each OMM Box that is Allied controlled (Single Map game only)

+1 for each eliminated Allied (non-breakdown) battalion

+1 for each Allied regiment/brigade reduced to cadre

+1 for each Allied cadre eliminated

+2 for each Festung WN (orange IP symbol WN) still on the map

+9 for the commitment of the 1st Airborne (optional rule 26.23.1)

Determining Victory

Net Victory Points	Level of Victory
Less then 0	Allied Decisive
0 to 25	Allied Substantive
26 to 50	Allied Marginal
51 to 75	German Marginal
76 to 99	German Substantive
100 or more	German Decisive

Victory Level Shifts

If the game ends on:

Turns 26 to 30	no shifts
Turns 21 to 25	1 shift in Allies favor
Turns 16 to 20	2 shifts in Allies favor
Turns 11 to 15	3 shifts in Allies favor
Turns 1 to 10	2 shifts in Allies favor

TRANSITION SEGMENT

[26.21.2] Transfer from the Build-up to The Killing Ground Standard Rules
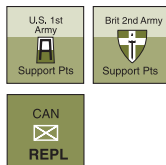
At the end of the turn in which the final Allied Depot is completed the following steps are followed to conduct the transition from the Build-up to *The Killing Ground* standard Sequence of Play and rules.

- The Depots are placed on map per 26.19.3
- The current Allied Army SP and Replacement Point totals are transferred to the appropriate **Army Support Point Cards**

– Each Army SP total is increased by 4 plus the roll of 1 die

- The Corps Support Points markers for all landed Corps are set at 0 on the appropriate **Army Support Point Card.**

- The Army Support Level markers for both Allied armies are set in the 1 space on the Daily Corps Support Level Track on each nationality's **Army Support Point Card.**

- Any units in **Landing Boxes** are placed on or adjacent to the appropriate Depot marker and a Regroup marker is placed on them.

- Any units in the **Floating Reserve Boxes** are placed on the Reinforcement Track starting from the next turn. No space on the Game-Turn Track may have more than 6 units on it, including those already positioned. A unit already on the track may be moved to a later turn to make way for a unit being added.

- Any units in the **Allied Holding Box** are placed on the map in exchange for any eligible Allied breakdown battalions per 26.17.2; but ignoring the "within 3 hexes" limitation. If any of the battalions were isolated, mark the regiment as isolated.

- Any units in the **German Holding Box** are placed on the map in exchange for any eligible German breakdown battalions per 26.17.3 but ignoring the " within 3 hexes" limitation. Keep in mind that some battalions may remain on the map by choice or be designated as Cherbourg Units (see 26.20.6). A regiment in the German Holding Box that cannot build up is considered eliminated and set aside. Any German artillery unit is placed on the map per 26.1.2, German Artillery Reinforcements. *Note: Units in the Panzer-Kampfgruppe boxes are unaffected.*

- Units on the Game-Turn track returning from tank losses etc. are now treated as normal returns per *The Killing Ground* standard rules.

- The Allied player must adjust and extend the Army Boundary to conform with the 24xx requirements of rule 18.3.

- German Rail Movement continues until German Rail Capacity reaches 0.

- If a road only supply line of 12 hexes or less cannot be traced from a Utah beach hex to the U.S. Depot, the Allied player can continue to use Utah Beach hexes as supply sources, with the following restrictions:

    A U.S. HQs tracing supply to a Utah Beach hex cannot conduct an Opperation and cannot spend SPs to double the barrage strength of U.S. artillery units.

[26.21.3] Extending Expansion to July 6 Killing Ground Start

To transition to the standard game commencing July 6 conduct the following activities:

- Replace the *OVERLORD* Game-Turn Record Track with *The Killing Ground* Game-Turn Record Track. The expansion track may be retained to use its boxes to store units appropriately.

- Place the Support Transport marker on Turn 1.

- Set up the Victory Point Track at 0 for the Allies and whatever the final Victory Point total is for the Germans per 26.21.1

- Set the Mandated Attacks marker and Allied Controlled Cities marker at 0 on the appropriate tracks.

- All the units of the 101st US Airborne Division must be removed from play. If the total number of steps remaining in the Division is 5 or less the German gets VPs per 21.8.2 for each eliminated regiment of the division. Treat cadres as eliminated for this rule.

- The Allied player may additionally withdraw all remaining units of the US 82nd Airborne Division or British 6th Airborne Division (or British 1st Airborne Division if optional rule 26.23.1 was employed). The Allied player receives 1 VP for each step withdrawn. All recombination must be done before withdrawal is conducted.

- Remove all remaining Ranger and Commando units.

[26.21.4] Single Map to Multi Map Conversion Procedure

If players elect to transition from the Single map play to the use of all three maps the following should be conducted. It is recommended that players agree before starting play what they will do if the Allies exit the Single map. Either make the transition to the Multi-map format in anticipation of an Allied unit exiting or keep track of the number of exited units. If the latter, mutual agreement must be reached on where to deploy any off-map units once the decision to change over is made.

- Reverse the Single map to the North map side. Relocate markers and counters in the same positions they held before the change was made.

- Adjust the reinforcement arrivals to match the new turn settings.

- Deploy all Flak units held in the German Flak Protection box to hexes that meet rule 23.7 requirements.

- Any German units in OMM boxes are deployed within 6 hexes of any city named in the OMM box they were in.

[22.0] Scenarios

The scenarios for OVERLORD follow the general format of the scenarios in *The Killing Ground*. Players should read all the sections of the scenario fully to insure a complete and accurate set-up before begining play.

Units are listed exactly as in the scenario general rule of *The Killing Ground* standard rules: Regiment/**Division**/Corps (the division in bold). Non-regiment units are identified using the following abbreviations in parentheses: (T) Tank, (TD) Tank Destroyer, (A) Artillery, (AA) Anti-air Artillery, AT) Anti-Tank, and (R) Recon.

A unit listed with numbers or letters in superscript, indicates some condition of the unit that needs to be applied at time of set-up. Reduce the unit and/or place the appropriate marker for one or more of the following conditions:

-1:　　　　reduce by 1 step
-E1, -E2: reduce Effectiveness by that level
Cadre:　　reduce to cadre level
(D):　　　　Disorganized
(R):　　　　Regroup
(OOS):　　Out of Supply
(Delay):　　Delayed Landing

*CAUTION: Not all units set up on the map. Many units begin the scenario set up as reinforcements on the **Allied/German Reinforcement Schedule** or in the **Allied and German Holding Boxes** found on the Game-Turn Record Track.*

Paratroopers of the 101st Airborne division proudly display a battle trophy.

[22.6] Operation Overlord: D-Day and the Battle of the Build-up

HISTORICAL NOTES

June 5, 1944 saw the greatest invasion armada ever assembled cooling its keels in the English Channel. D-Day, scheduled for the 5th, had been undone by the only thing years of planning could not control – the weather. Eisenhower, who had ordered the postponement to the 6th over Montgomery's objections despite the fact that some men had been aboard ship for several days, had composed two statements: one announcing success, one failure.

In Normandy, many senior German commanders were absent, convinced that the weather would not permit the invasion they knew was coming. Erwin Rommel himself, the commander of Army Group B was in Germany to celebrate his wife's birthday and confer with Hitler.

American and British paratroopers began to descend on Normandy shortly after 12:30AM on the 6th. Men were scattered all over Normandy, but this only served to heighten confusion amongst the Germans as to what was going on. The German 7th army was alerted at 1:30AM, the battle was on. American troops began to land at Utah and Omaha beaches at 6:30AM with vastly different results. At Utah, the current had driven the landings a mile south of their intended location. This turned out to be a boon for the men of the 4th division as they came ashore in good order against light opposition. To the east at Omaha, all hell had broken loose. The men of the 1st and 29th divisions would take a sever beating but were ashore to stay. The British and Canadians would come ashore at Gold, Juno, and Sword beaches and get half way to Bayeux and Caen, their main objectives before being stopped by determined resistance. German 7th army had requested the release of the Panzer reserve at 6:15AM only to be told Hitler would not be awakened to hear the request. As a result, the only complete German armored formation available to counter attack on the 6th was the 21st Panzer. It was not enough. By the time the Panzer reserve was released at about 4:30PM, the Allies were not going to be ejected from the peninsula.

The link up of the various Allied beachheads was accomplished on the following days as men and material began to pour ashore through the artificial harbors created on the beaches. Caen, however, would be a bloody wall upon which the British would batter themselves until well into July. The Americans, after linking Omaha and Utah, would re-group and drive for the far coast of the Carentan. The objective was to isolate and capture Cherbourg, the deep-water port the Allies needed to sustain the offensive. The first phase of the battle of Normandy was over.

[22.6.1] Scenario Length

Operation Overlord: D-Day and the Battle of the Build-up begins Turn 1 (June 6). It can be played either as a single turn game (D-Day: June 6, 1944), to the conclusion of Turn 12 (June 18), or continue on to the full campaign scenario going to Turn 30 (July 5). Once begun, the game may end on any game-turn per the Victory Conditions (26.21.1). This scenario uses the OVERLORD Game-Turn Record Track when played beyond Turn 1.

[22.6.2] Initial Deployment

(a) This scenario can be played using only the OVERLORD Single Map, or the OVERLORD expansion map (North Map) combined with the West and East maps from *The Killing Ground*. When playing the single map version all scenario activity is limited to the Single Map, and appropriate Single Map boxes, tracks, charts and tables (Exception see 26.21.4).

(b) Unit Type abbreviations are as in The Killing Ground rules, 2nd Edition (see 2.3 and 2.4), and the OVERLORD expansion rules (see 26.2.4 for new unit counters).

(c) Set-up can be simultaneous. All starting units are set up exactly in the locations listed below and on the set-up cards. All units start with their full strength side up (see 2.3.2).

(d) Only the D-Day Sequence of Play (see 27.0 Game-turn 1 Playbook) and the Build-up Sequence of Play (see 26.3 Overlord: The Build-up Sequence of Play card) are used in this scenario.

GERMAN SET-UP

All German units and German track markers set up exactly as indicated on the **Scenario 22.6 German Set-up Card**. It is recommended that the German set-up use the following procedure:

- Place the expansion game units on the map and the Reinforcement Track by using the hex number or turn number printed on the counter. Those units from the original *Killing Ground* game that start on the map do not have a hex number printed on them and their set-up position is only indicated on the card.
- Place all units from the original *Killing Ground* counter mix indicated as reinforcements on the Game-Turn Record Track.
- When setting up the Activation Group units and the Independent Units (see 27.2.8), it is recommended set them up facing east/west. Once activated, rotate the counters to a north/south orientation to show their active status.
- Note that the location of the three Kampfgruppe Meyer units is determined by a die roll during German set-up. When a modifier is to be applied to the group's roll, you can place a blank counter on one of the units as a reminder.

ALLIED SET-UP

The set-up positions for all Allied breakdown battalions from the OVERLORD counter mix are indicated on the map and on the units. Units starting on the map that are needed from the original *The Killing Ground* game are indicated in *italics*. Allied set-up positions are listed below for reference.

- Set-up positions on Allied units landing at a Beach are indicated as Beach Hex and Landing Phase. *Example: J2 indicates that the unit lands at Jig Beach Hex (Gold beach) on Landing Phase 2.*

Allied Holding Box
The following units are placed in the Allied Holding Box (see Game Turn Record Track):
Note: Units listed below in brackets are the historical attachments to the regiments indicated before them (see Breakdown Battalion Build-up Guide card).

British Units:
8/**3**/1{13-18Hus/27Ar}, 9/**3**/1{1ERYeo/27Ar}, 185/**3**/1{StfrYeo/27Ar},
69/**50**/30{4/7 RDG/8Ar}, 151/**50**/30 {24 Lancrs/8Ar}, 231/**50**/30 {NotYeo/8Ar}
22/**7Ar**, 4Ar Brg, 8Ar Brg, 56 Brg, 3P/**6**/1, 5P/**6**/1, 4 AGRA/1, 5 AGRA/30,
8 Corps HQ, 12 Corps HQ

Canadian Units:
7/**3**/2{6/2Tk}, 8/**3**/2{10/2Tk}, 9/**3**/2{27/2Tk}

U.S. Units:
16/**1**{741(T)}, 18/**1**{745(T)}, 26/**1**{635(TD)}, 102/5(R), 8SP(A) 8/**4**{70(T)}, 12/**4**{746(T)}, 22/**4**{749(T)}, 899(TD), 4/7(R),
115/**29**/19{747(T)}, 116/**29**/19{743(T)}
505/**82**, 507/**82**, 508/**82**, 501/**101**, 502/**101**, 509/**101**, 8 Corps HQ, 19 Corps HQ

Airborne Drop Zones (on map):

British 6th Airborne Division:
(N) N3749: 7 Para, 12 Para,
　　13 Para/5Para/**6AB**
(V) N3651: 9 Para, 1Cn Para/3Para/**6AB**
(T) N3950: 8 Para 3Para/**6AB**

U.S. 82nd Airborne Division:
(T) N2616: 1, 2, 3/507/**82**
(O) N2618 1, 2, 3/505/**82**
(N) N2816 1, 2, 3/508/**82**

U.S. 101st Airborne Division:
(A) N2620: 1, 2, 3/502/**101**
(C) N2820: 3 /501/**101**; 1, 2/506/**101**
(D) N3020: 1, 2 /501/**101**; 3/506/**101**

Landing Displays (on map):
Gold Beach
LP1: 1 Hamps/231/**50**, 1 Dorst/231/**50**, 6 Gr Hwrds/69/**50**, 5 E Yorks/69/**50**
LP2: 2 Devn/231/**50**, 7 G Hwrds/69/**50**, 2 SWB/56, 6 DLI/151/**50**
LP3: 2 Glstr/56, 2 Essex/56, 8DLI/151/**50**, 9 DLI/151/**50**

Gold Follow-on Landing Boxes
LB1: 5 RTR/22Ar/**7Ar**
LB2: 1 RTR/22Ar/**7Ar**

Juno Beach
LP1: RWR/7/**3**, RR/7/**3**, QORC/8/**3**, NSR/8/**3**
LP2: 1 CS/7/**3**, LRdlC/8/**3**, NNSH/9/**3**
LP3: HLIC/9/**3**; S,D&GH/9/**3**

Juno Follow-on Landing Boxes
LB1: *152/**51**/1*, LB2: 3 CLY/4Ar

Sword Beach
LP1: 1SLan R/8/**3**, 2E Yorkshr 8/**3**, 4SS Br
LP2: 1 Suffolk/8/**3**, 2 KSLI/185/**3**, 1SS Br
LP3: 2 Warwick/185/**3**, 1 Norfolk/185/**3**;
LP4: 2 Lincolns/9/**3**, 1 KOSB/9/**3**, 1 RylUxR/9/**3**

Mulberry B Landing Boxes
LB1: 4CLY/22Ar/**7Ar**
LB2: Allied IP Construction marker

British Floating Reserve Box
Royal 8Gd/4Ar, 44RTR/4Ar, *154/**51**/1, 153/**51**/1, 1 Corps HQ, 30 Corps HQ*

Utah Beach
LP1: 1/8/**4**, 2/8/**4**
LP2: 3/8/**4**, 1/22/**4**, 2/22/**4**
LP3: 1/12/**4**, 2/12/**4**, 3/12/**4**, 3/22/**4**
LP5: 327/**101**

Utah Follow-on Landing Boxes
LB1: *359/**90**,* LB2: Empty

Omaha Beach
LP1: 1/116/**29**, 2/16/**1**, 1/16/**1**;
LP2: 3 116/**29**, 2/116/**29**, 3/16/1
LP3: 1/115/**29**, 2/115/**29**, 3/115/**29**, 1/18/**1**, 2/18/**1**, 3/18/**1**
LP4: 1/26/**1**, 2/26/**1**, 3/26/**1**

Utah Follow-on Landing Boxes
LB1: *175/**29**/19,* LB2: Empty

Mulberry A Landing Boxes
LB1: Empty
LB2: Allied IP Construction marker

U.S. Floating Reserve Box
*9/**2**/5, 23/**2**/5, 358/**90**, 357/**90**, 5 Corps HQ, 7 Corps HQ*

[22.6.3] Starting Markers Set-Up

ALLIED TRACKS SET-UP

Set the following Allied markers at the levels indicated on the appropriate tracks:

Mulberry Construction and Depot Tracks

Mulberries A and B level	0
U.S. and CW Depot Points	0

Allied Army Support Points Track

1st U.S. Army Support Points	4
2nd Br Army Support Points	4
British Replacement Points	0
Canadian Replacement Points	0
U.S. Replacement Points	0

Allied Daily Corps Support Level

2nd Br Army Support Level	1
1st U.S. Army Support Level	1

Allied Air Allocation Chart

Interdiction Level	0
Ground Support Level	0
Non-mech Interdiction marker	0
Mech Interdiction marker	0

Naval Bombardment Tracks

CW and U.S. Naval Bombardment markers	0

Game-Turn Record Track
Set the Game Turn marker in the Turn 1 space

D-Day Game-turn Stages/Phases Track
Set the Turn 1 Activity Stage marker in the Preliminary Stage space

[22.6.4] Reinforcements
See Game-Turn Record Track for arrivals

[22.6.5] Weather/Sea Conditions
Weather: Heavy Overcast - No Rain
Sea Condition: Rough
Weather Pattern: Poor – set the Weather Pattern marker in the Turn 2 space, Poor side up

[22.6.6] Special Scenario Rules
Use of *OVERLORD: D-Day and the Beachhead Battles 26.0 Rules of Play* and *D-Day: June 6, 1944 27.0 Game-turn 1 Playbook* are required for this scenario.

D-Day:June 6, 1944 contains the D-Day Sequence of Play, embedded with special rules that are used only for playing Turn 1.

See **D-Day: June 6,1944** 27.0 Game-turn 1 Playbook

continued next page

[22.6.7] Determining Victory

The level of victory may be determined at the end of any game-turn.

Only German Victory Points are tracked; the German VP markers are the only ones used. Allied Victory Points are not counted during the OVERLORD expansion game.

See 26.21.1 for the Victory Point Schedule and Levels of Victory.

The German VP level is set at 120 at the start of the scenario.

> Go to the **D-Day: June 6, 1944 – 27.0 Game-turn 1 Playbook** to begin play!

[22.6.8] Optional June 7th Scenario Start

Players who wish to forgo the D-Day landings may begin the scenario with a June 7 set-up. Make the following changes to the June 6 set-up and start the game on Turn 2:

Allied Set-up

U.S.

2/116/**29**-1(D): N3030, 3/116/**29**-1(D): N3030, 1/115/**29**-1(D): N3031, 2/115/**29**(D): N3031, 3/115/**29**-1(D): N3031

1/8/**4**: N2820, 2/8/**4**: N2920, 3/8/**4**: N2919, 1/12/**4**: N2620, 2/12/**4**: N2620, 3/12/**4**: N2620, 1/22/**4**: N2521, 2/22/**4**: N2521, 3/22/**4**: N2522,

1/18/**1**(R): N2932, 2/18/**1**(R): N2932, 3/18/**1**-1(D): N3132, 2/16/**1**-1(D): N2932, 3/16/**1**-1(D): N3032

1/26/**1**: N3032, 2/26/**1**-1: N3132, 3/26/**1**(R): N3132, 5 Rgr-1: N2931

1/502/**101**: N2720, 2/502/**101**: N2721, 3/502/**101**-1: N2621, 1/501/**101**-1: N3021, 2/501/**101**: N3021, 3/501/**101**-1: N2821, 1/506/**101**-1: N2821, 2/506/**101**: N2722, 3/506/**101**-1: N3121, 327/**101**(D): N2722

1/507/**82**-1: N2617, 2/507/**82**: N2616, 3/507/**82**-1: N2617, 1/505/**82**: N2718, 2/505/**82**-1: N2719, 3/505/**82**-1: N2719, 1/508/**82**-1: N2716, 2/508/**82**-1: N2816, 3/508/**82**-1: N2917, 325/**82**-1(D): N2920

Omaha Follow-on Landing Boxes
LB1: *175/**29**/19*(Delay), LB2: Empty

Utah Follow-on Landing Boxes
LB1: *359/**90**(Delay)*, LB2: Empty

Mulberry A Landing Boxes
LB1: Empty
LB2: Allied IP Construction marker

U.S. Floating Reserve Box
*9/2/5, 23/2/5, 358/**90**, 357/**90**, 5 Corps HQ, 7 Corps HQ*

Canadian

RWR/7/**3**-1: N3442, RR/7/**3**: N3544, 1CS/7/**3**: N3442, QORG/8/**3**-1: N3645, LRdlc/8/**3**: N3644, NSR/8/**3**: N3444, HLIC/9/**3**(R): N3545, S.D&GH/9/**3**(R): N3545, NNSH/9/**3**: N3645

British

6AL/**6**/1(R): N3648, 9 Para/3Para/**6AB**-1: N3750, 1Cn/3Para/**6AB**-1: N3750, 8 Para/3Para/**6AB**-1: N3850, 7 Para/5Para/**6AB**-1: N3849, 12 Para/5Para/**6AB**-1: N3849, 13 Para/5Para/**6AB**: N3749

1 SS Br: N3649, 2E Yorkshr/8/**3**-1: N3548, 1S Lan R/8/**3**-1: N3447, 1 Suffolk/8/**3**-1(R): N3548, 1 KOSB/9/**3**(R): N3648, 2 Lincolns/9/**3**(R): N3547, 1 Ryl UxR/9/**3**(R): N3647, 2 KSLI/185/**3**-1(D): N3747, 2 Warwck/185/**3**-1: N3747, 1 Norfolk/185/**3**-1: N3748

5 E Yorks/69/**50**-1: N3441, 6 Gr Hrwds/69/**50**-1: N3541, 7 Gr Hrwds/69/**50**: N3641, 6 DLI/151/**50**-1: N3539, 8 DLI/151/**50**: N3540, 9 DLI/151/**50**: N3438, 1 Hamps/231/**50**-1: N3139, 1 Dorst/231/**50**-1: N3238, 2 Devn/231/**50**-1: N3239, 2 Essex/56: N3238, 2 SWB/56: N3338, 2 Glostr/56: N3339

Gold Follow-on Landing Boxes
LB1: 5 RTR/22Ar/**7Ar**(Delay)
LB2: RTR/22Ar/**7Ar**

Juno Follow-on Landing Boxes
LB1: 3 CLY/4Ar(Delay), LB2: *152/**51**/1*

Mulberry B Landing Boxes
LB1: 4CLY/22Ar/**7Ar**
LB 2: Allied IP Construction marker

British Floating Reserve Box
Royal 8Gd/4Ar, 44RTR/4Ar, *154/**51**/1, 153/**51**/1, 1 Corps HQ, 30 Corps HQ*

The following counters are eliminated and removed from play:
4 SS Br, 2 Rgr, 1/16/**1**, 1/116/**29**

German Set-up

I/125/**21Pz**: N3950, II/125/**21Pz**-1: N3948, I/192/**21Pz**-1: N3845, II/192/**21Pz**: N3846, *1/100/**21Pz(T)**-1: N3845, 2/100/**21Pz(T)**-1:* N3846, *21STG/**21Pz(T)**: N3948, 9/**21Pz(R)**: N4047*

*25/**12SS**/1SS: N3844, 26/**12SS**/1ss: N4244, 1/12/**12SS(T)**-1(OOS): OMM13/E4229, 2/12/**12SS(T)**(OOS): N4350, 12/**12SS(AA)**:* OMM13/E4113, *1/**12SS(R)**: N3943, 1SS Corps HQ:* N3946

I/914/**352**: N2928, II/914/**352**: N3225, I/916/**352**: N3637, II/916/**352**: N3130, I/915/**352**: N3740, II/915/**352**: N3231, 352 Fus/915/**352**-1: N3740

I/1057/**91**: N3015, II/1057/**91**: N2814, III/1057/**91**: N2815, I/1058/**91**-1: N2518, II/1058/**91**: N2317, III/1058/**91**-1: N3019

513/Schnelle 30: N4020, 517/Schnelle 30: N4224, 518/Schnelle 30: N4419

17 MG: N1808, 7AOK: N2518

*KG/**716**/86: N3842, 854/**346**/86: N3651*

I/920/**243**: N1908, II/920/**243**: N2516, I/921/**243**: N2614, II/921/**243**: N2309, III/921/**243**: N2615, I/922/**243**: N2214, II/922/**243**: N3008, III/922/**243**: N2514

I/729/**709**: N2120, II/729/**709**: N1521, I/739/**709**: N1809, II/739/**709**: N1811, III/729/**709**: N1720, II/919/**709**: N2418, III/919/**709**: N2218

I/6FsJg: N3020, II/6FsJg: N3019, III/6FsJg: N3821

Cherbourg HQ: N1811, 736/**716**: N3851, 101NW(A): N2012, 456(A): N2515, 457(A): N2211, *84 Corps HQ*: N3726

1/1/3Flk(AA): N3331, *2/1/3Flk(AA)*: N2928, *3/1/3Flk(AA)*: N3833, *744/**711**/86*: N3553

Weapons Nest
The following WNs/Garrisons are eliminated and deployed to their reverse side locations:

16/716 WN, 27/716 WN, 38-39/716 WN, 40/716 WN, 5/709 WN, 32/716 WN, 21/716 WN, 37/716 WN

The following WNs are eliminated and removed from play:

35/716 WN, Pt'd' Hoc WN, 64/352 WN, 66/352 WN, 68/352 WN, St.Marie-du-Mont G, Merville WN, 18-14/716 WN, 17/716 WN, 29/716 WN

The following WNs are under Regroup:

8-10/709 WN, Port-en-Bessin WN, 26/716 WN

The following WNs are reduced 1 step:

60/352 WN, 62/352 WN, 71/352 WN, 795Ost/709 G

The following WNs are unaffected:

Fontenay WN, Marcouf WN, La Fiere G, Chef-du-Pont G, KG Egle, Greville WN

Destroyed Bridges
N3436/N3337, N3436/N3435, N3436/3437

ALLIED TRACKS SET-UP

All Allied markers are unchanged and set up exactly as listed in the June 6 Scenario.

GERMAN TRACKS SET-UP

All German markers are unchanged and set up exactly as listed in the June 6 scenario except for the following:

- Set the VII Army Step Loss marker at 3.
- Set the German Replacement Points marker at 3.

[22.7] Cherbourg and Caen: Securing the Beachhead

HISTORICAL NOTES

The 18th of June was the jump off of the American bid to capture Cherbourg. The 4th, 9th, and 79th divisions drove directly for the city. Initially, good progress was made against the German forces, which were not near the quality the British were facing before Caen. By June 21, the Americans were in the outskirts of Cherbourg, but the resistance was beginning to tighten. It would take nearly a week of hard house to house fighting before the city would fall on the 27th. Resistance on the peninsula would continue until the 30th, but for all intents and purposes, it ended in the rubble of Cherbourg. The victory was bitter sweet however, as Americans found the port itself virtually destroyed in a well-planned and executed demolition. The port, supposed to be the lifeline of the campaign, would not be fully operational until September. The Mulberry harbors on the beaches would have to do all the heavy lifting for the fight ahead.

The Mulberry at Omaha was flattened by gales between the 19th and 22nd which also damaged the one at Gold, heightening Allied disappointment at the state of the Cherbourg harbor when it was finally taken.

Elsewhere in Normandy, the period of the 18-30 June saw the Americans build up and advance into the Bocage in front of St. Lo and wait for the men released from the Carentan to seriously resume their offensive.

The British and Canadians, meanwhile, would punch and counter punch with the German 1st and 2nd SS Panzer Corps around Caen. Each attack seemed to bring only stronger counter attacks as the Commonwealth tanks and infantry doggedly stuck their nose to the Caen grinding wheel.

By June 30, the front was pretty much where it had been for a week and a half. The Mulberries had been churning out men and material into the, by now, firm Allied lodgment in France. The Germans had moved every available formation they could spare west of the Rhine, including every Panzer division, into the zone of battle.

For the soldiers of both sides, the combat, sever as it had been, was nothing compared to what was to come; the armies in Normandy had come to the killing ground.

[22.7.1] Scenario Length

Cherbourg and Caen: Securing the Beachhead begins on Turn 14 (June 19) and ends at the conclusion of Turn 30 (July 5). This scenario does not use the OVERLORD: The Build-up expansion rules; apply instead the standard *The Killing Ground* rules and sequence of play, as modified per rule 26.2.9.

[22.7.2] Initial Deployment

(a) This scenario may be played either as a 3 map game using the OVERLORD North Map with the Killing Ground maps, or as a 1 map game using only the OVERLORD Single Map. When playing the single map version see rule 26.21.4.

(b) Unit type abbreviations are as in *The Killing Ground* rules, 2nd Edition (see 2.3 and 2.4) and the OVERLORD: The Build-up expansion rules (see 26.2.4 for new unit counters).

(c) Set-up may occur simultaneously.

(d) All artillery units start reduced except German artillery listed as reinforcements (but see also 22.7.6.c).

ALLIED SET-UP
1st U.S. ARMY
7 U.S. Corps
N2417: 8/**4**/-E1; N2318: 12/**4**/-E1, 70(T); N2219: 22/**4**/-E1, 801/7(AT); N2220: 4(R)-1

N2613: 313/**79**; N2615: 315/**79**; N2715: 314/**79**

N2610: 39/**9**/7-E1, 899(TD); N2809: 188(A); N2709: 47/**9**/7-E1, 746(T); N2707: 60/**9**/7-E1, 607(AT); N2815: 7 Corps HQ

8 U.S. Corps
N2908: 357/**90**-E1; N2910: 358/**90**-E1; N2811: 359/**90**-E1

N2912: 507/**82**-1 -E1; N2913: 325/**82**-1 -E1; N3015: 505/**82**-1 -E1; N3117: 508/**82**-1 -E1

N3319: 502/**101**-1 -E1; N3419: 501/**101**-1 -E1; N3320: 506/**101**-1 -E1; N3322: 327/**101**-1 -E1; N3222: CCA/**2Ar**-E1; N2917: 8 Corps HQ

19 U.S. Corps
N3224: 120/**30**; N3424: 117/**30**; N3625: 119/**30**, 743(T)

N4026: 115/**29**/19-1 -E1; N4027: 116/**29**/19-1 -E1; N3825: 175/**29**/19-1 -E1, 747(T)

N3325: 19 Corps HQ

5 U.S. Corps
N4028: 28/**2**/5-1 -E1, 741(T); N4130: 23/**2**/5-1-E1, 759(T); N4331: 9/**2**/5-1 -E1, 612/5(AT)

N4332: 16/**1**-E1, 745(T); N4433: 18/**1**-E1, 635TD(T); N4133: 26/**1**/5-E1; N3932: 102/5(R); N3731: 5 Corps HQ

N3331: CCB/**2Ar**-E1(D)

Independent Units
Within 3 hexes of any U.S. HQ: 79(A); 8SP(A); 142(A); 190(A); 187(A); 406(A); 99(I)

With any US unit: 749(T); 702TD(T); 803TD(T)

2nd British ARMY

30 British Corps
N4434: 131/**7Ar**-E1; N4335: 56 Brg-E1

N4235: 69/**50**/30-E1, N4036: 151/**50**/30-E1; N4038: 70/**49**/30; N3940: 149/**49**/30

N3836: 30 Corps HQ, 5 AGRA/30, 52Hv(A); N3737: 22/**7Ar**-E1, 1L/BHY/30/79(T)

With any 30 Corps unit: 1NYeo/33Tnk(T), 144RAC/33Tnk(T), 148RAC/33Tnk(T)

8 British Corps
In any hex within 3 hexes of N3139: 44/**15**/8, 46/**15**/8, 227/**15**/8, 29/**11Ar**, 156/**11Ar**, 8 Corps HQ, 7 AGRA/8, 2CLY/30Arm/79(T), 53Hv(A), 7RTR/31Tnk(T), 9RTR/31Tnk(T), 141RAC/31Tnk(T)

1 British Corps
N3841: 7/**3**/2-E1, 6/2 Tnk(T); N3743: 8/**3**/2-E1, 10/2 Tnk(T); N3744: 9/**3**/2-E1, 27/2 Tnk(T) (3rd Canadian Div. units)

N3746: 8/**3**/1-E1; N3747: 9/**3**/1-E1; N3748: 185/**3**/1-E1 (3rd British Div. units)

In any hex east of the Orne River and north/west of Scenario 22.5 Start Line boundary: 152/**51**/1-E1, 153/**51**/1-E1, 154/**51**/1-E1, 3/**6**/1-1, 5/**6**/1-1, 6AL/**6**/1-1, 8Ar Brg

N3446: 1 Corps HQ, 4 AGRA/1, 51Hv(A); N3546: 4Ar Brg, 22/30/79(T)

With any 1 Corps unit: 13-18Hus/27Ar(T), 1ERYeo/27Ar(T), StfsrYeo/27Ar(T)

Improved Positions
With any 2nd British Army units: 8 Improved Positions

Allied Reinforcements

Allied Reinforcement Track Adjustments
Turn 15: (British) 12 Corps HQ, 147/**49**/30, 231/**50**/30; (U.S.) 329/**83**, 330/**83**, 331/**83**

Turn 16: (British) 3 AGRA/12(A), 59Hv(A); (U.S.) 18(A) (per 26.14.1)

Optional Reinforcements
1st British Airborne Division option is available (see 26.23.1).

Eliminated/Removed Allied Units:
All breakdown battalion, ranger and commando units.

Depot Locations
U.S. N3224; Commonwealth N3538

GERMAN SET-UP
Single Map/North Map Expansion locations.

Kampfgruppe von Schlieben
N1206: Greville WN; N1216: Cap Levy WN; N1406: St.Croix WN; N1309: Afld WN; N1409: Festung WN; N1411: Fort des Flamands WN; N1416: Afld WN; N1509: Hameau du Tot WN; N1512: Festung WN; N1609: Rdt d'Fourches WN; N1610: Festung WN; N1611: Ft du Roule WN

N1607: 17 MG with IP; N1809: II/739/**709** with IP; N1912: HQ Cherbourg with IP;

N1914: I/1049/**77** with IP; N1614: I/739/**709** with IP; N1810: IP only

N2019: III/919/**709** with IP; N2119: I/729/**709**[-1] with IP; N2218: II/919/**709**[-1] with IP

N2317: 7AOK[-1] with IP; N2016: 101NW(A) N2316: II/729/**709**[-1] with IP

N2412: II/921/**243**[-1]; N2414: I/922/**243**[-1]

N2311: II/1057/**91**[-1]; N2410: III/1049/**77**

N2308: I/1050/**77**[-1]; N2309: II/1050/**77**[-1]

N2605: I/921/**243**[-1]; N2507: III/921/**243**[-1]

VII Army

Kampfgruppe Hellmich
N3008: 920/**243**/84[-1], 921/**243**/84[(cadre)];
N3009: Eitner/**91**/84[-1], 922/**243**/84[(cadre)];
N3010: Lewdwski/**91**/84[-1], 1049/**77**/84[(cadre)];
N3113: Klstrkpr/**91**/84, 1050/**77**/84[(cadre)];
N3109: 456(A); N3110: 457(A)

84 Corps
N3014: I/896/**265**; N3216: II/896/**265**

N3313: 115/25(A); N3516: 38/**17SS**[-1];
N3517: 37/**17SS**[-1], 17STG/**17SS**(T); N3518: KG/**17SS**; N3618: 6/**2FsJg**[-1]

N3622: 984/**275**; N3624: 914/**352**/2P[-1];
N3725: 916/**352**/2P[-1]; N3925: 915/**352**/2P[-1]; N4025: 943/**353**/84; N4126: 941/**353**/84

N4023: 621/84(A); N3816: 84 Corps HQ

2 Parachute Corps
N4128: 5/**3FsJg**/2P; N4129: 8/**3FsJg**/2P, 17/**17SS**(R); N4330: 9/**3FsJg**/2P

N4426: 2P Corps HQ ; N4427: 118/2P(A)

47 Corps
N4431: 2/**2Pz**/47, 1/3/**2Pz**/47(T)[-1];
N4533/W4730: 304/**2Pz**/47, 2/3/**2Pz**/47(T)[-1]; N4535/W4732: KG/**2Pz**/47, 2Pzjr/**2Pz**/47(T)

N4336: 901/**PzLr**, 1/130/**PzLr**(T)[-1]; N4137: 902/**PzLr**, 2/130/**PzLr**(T); N4139: KG/**PzLr**, 130 STG/**PzLr**(T)

N4635/W4632: 101H(T)[-1]; N4438: 130/47(A); N4537/W4734: 47 Corps HQ

I SS Corps
N4041: 26/**12SS**/1SS, 1/12/**12SS**/1SS(T)[-1] with IP; N3943: KG/**12SS**/1SS with IP; N3844: 25/**12SS**/1SS, 2/12/**12SS**/1SS(T)[-1] with IP; N3846: KG/**716**/86, 12/**12SS**/1SS(AA) with IP

N4147: 1SS Corps HQ; N4043: 992(A); N3945: 1/1SS(A)

86 Corps
N3948: 125/**21Pz**, 2/100/**21Pz**(T) with IP; N3949: KG/**21Pz**, 3/2/3Flk(AA) with IP; N3950: 192/**21Pz**, 21STG/**21Pz** with IP

N3851: 854/**346**/86, 2/2/3Flk(AA); N3651: 858/**346**/86, 1/2/3Flk(AA)

N3554: 731/**711**/86; N3553: 744/**711**/86

N4051: 86 Corps HQ; N4050: 117/86(A); N4048: 84/7NW(A); N4047: 83/7NW(A)

Independent Units
Within 1 hex of any German Corps HQ: 460(A)

German Flak Corps
Place the following units in the German Flak Protection Box if playing the Single Map game *or* apply 26.21.4, Bullet 3 if playing the 3 map game:

1/3/3Flk(AA), 2/3/3Flk(AA), 3/3/3Flk(AA), 1/4/3Flk(AA), 2/4/3Flk(AA), 3/4/3Flk(AA)

German Reinforcements
N3612: 902STG(T); N4242: KG/**2SS**

OMM Transit Display–Mortain Flers / within 6 hexes of W2525: 3/1/3Flk(AA), 2/1/3Flk(AA), 1/1/3Flk(AA)

OMM 15 / within 6 hexes of W3527: 12/2P(I), 12STG/2P(T)

OMM Transit Display–La Ferte-Mace Domfront / W2233: 4/2SS[-1]; W1934: 8NW(A)

German Reinforcement Track Adjustments

Turn 14: 752/84(I) (see Gam-Turn Track for Turn 12 Variable)

Panzer Kampfgruppen Box
12/**12SS**/1SS(R)

1/100/**21Pz**(T)[-1], 9/**21Pz**(R)

2/**2Pz**(R)

130/**PzLr**(R)

2/2/**2SS**(T)[-1], 2/**2SS**(R)

Eliminated/Removed German Units
All breakdown battalions and WNs not listed above; 736/**716**; KG/709; 513, 517, 518/Schnelle 30.

Destroyed Bridges:
N3725/N3726, N3847/N3948

[22.7.3] Starting Markers Set-Up
Game-Turn Record Track
Set the Turn marker in the Turn 14 space.

ALLIED TRACKS SET-UP
Set the following Allied markers at the levels indicated on the appropriate tracks:

Corps Support Points	
U.S. 7 Corps (OP side up)	1
All other U.S. Corps	0
All British Corps	0

Army Reserve Support Points	
1st U.S. Army Support Points:	10
2nd British Army Support Points:	6

Daily Corps Support Levels	
1st U.S. Army Support Level	1
2nd British Army Support Level	1

Allied Replacement Points	
British Replacement Points	2
Canadian Replacement Points	1
U.S. Replacement Points	3

Allied Air Allocation Chart	
Interdiction Level	0
Ground Support Level	0
Non-mech Interdiction marker	0
Mech Interdiction marker	0

Naval Bombardment Tracks
Commonwealth and U.S. Naval Support markers set at 0

GERMAN TRACKS SET-UP	
VII Army Support Points	4
Operations SPs	0
Cherbourg Support Points	4
German Rail Capacity	2
VII Army Losses	4
German Armor Losses	3
German Replacements	2

[22.7.4] Reinforcements
See Game-Turn Record Track for arrivals.

[22.7.5] Weather/Sea Conditions
Current Weather: Storm
Sea Condition: Rough
Weather Pattern: Poor – set the Weather Pattern marker in the Turn 16 space, Poor side up.

[22.7.6] Special Scenario Rules
a. OVERLORD Rules Still in Effect:
26.2.8 Standard Rule Exceptions, 26.4.3 German Rail Movement, 26.4.4 German Rail Interdiction, 26.4.5 Additional Terrain, 26.4.7 OMM Boxes and Transit Display, 26.10.7 Cherbourg HQ and Support Points, 26.11.2 Cherbourg and Supply, 26.14 Weather, 26.15.2 Rail Interdiction, 26.15.4 Targeted Air Interdiction in OMM Boxes, 26.20.1 German V Panzer Army, 26.20.2 Panzer-Kampfgruppe Units, 26.20.3 Flak Corps Utilization during the Build-Up, 26.20.4 German Isolated Units, 26.20.5 German Hidden Reserve, 26.20.6 Fortress Cherbourg, 26.20.7 711th Division Special Restrictions.

The Germans have declared Fortress Cherbourg (see 26.20.6). Early German Reinforcement Release (26.23.2) has failed and can no more be attempted during the game. The 1st Airborne Division optional rule (26.23.1) can be used.

b. Weather
On Turns 14, 15 and 16 the weather is automatically Storm, Rough and Poor.

c. Artillery Supply
The German player may set up 4 artillery units on their Supported side.

The Allied player may set up 5 U.S. artillery units, 1 British AGRA and 2 other British artillery units on their Supported side.

c. Build-up Rules Still in Effect
1st Airborne 26.23.1; Flak Corps Utilization 26.20.3; Rules Exceptions 26.2.9; German Isolated Units 26.20.4; OMM 26.20.5

[22.7.7] Determining Victory
The level of victory may be determined at the end of any game-turn, as per 22.6.7.

[26.23] Optional Rules

[26.23.1] 1st Airborne Division

The Allied player has the option to commit the 1st Airborne Division after Turn 3. During the *Allied Reinforcement Segment* of a turn with Clear or Scattered weather, the Allied player moves the 1st Airborne from its location on the Game-Turn Record Track.

- The Turn 1 Airborne Landing procedures (see 27.1.4) are used to resolve the landing of the para battalions and the glider brigade.

- The Allies must pay 2 SPs, from either or both nationalities, to represent the lost airlift diverted to land the division.

- The six breakdown battalions and the glider brigade must all land in the same turn

- The drop zone hexes each battalion/ brigade is dropped in must be within 5 hexes of a British infantry unit that is in supply.

- The drop zone hexes must be empty of German units.

- Add 1 to the landing roll for each Flak unit, German controlled city hex or German HQ within 3 hexes of the drop hex.

- The Allied player must recombine the surviving batalions of each para brigade as soon as the requirements for recombination are satisfied.

- The drop of the 1st Airborne will impact victory conditions, Airborne troop withdrawal and German reinforcement release (see 26.21.1, 26.23.2 and 26.21.3)

[26.23.2] Early German Reinforcement Release

Allied planning expected the BODYGUARD deception to only be believed by the Germans for a couple of weeks at best. The following reflects the fact that release of 15th German Army units could have occurred much sooner than was the case historically.

Also, had the Allies succeeded in their landings at a faster pace then was they achieved, there would have been a need for the German command to consider releasing some troops sooner.

GENERAL RULE

During the Build-up the German player may make an Early German Reinforcement Release attempt on three turns of his choosing. He rolls 2 dice during the *German Replacement Segment* and must roll a 12 or greater to release units.

If the attempt is not successful, nothing happens and the German player may attempt again as early as the following game-turn.

If the attempt is successful, units are released according to the Early Release Schedule below. The next attempt may not be made sooner than 7 turns later. Units from the current turn are

never advanced and units are never advanced sooner than the current turn. Only units listed for the range of turns when Early Release is successful are advanced.

- The roll is modified as follows:

  +2 on first attempt

  +1 on second attempt

  +0 on 3rd attempt

  +1 for each Mulberry completed

  +1 for each Depot completed

  +2 if the British 1st Airborne has been committed

  +1 if the Allied controlled hexes south/east of the 22.5 scenario start line are greater in number than the German controlled hexes north/west of the line

  +3 if the Allies have exited the North Map

  -2 if Cherbourg hex N1410 is still German controlled.

  -1 if more than 50% of Caen city hexes are German controlled

  -1 for each Allied Beach Hex under German control

  -3 if the Allies have abandoned a Beach per 26.4.6

EARLY RELEASE SCHEDULE

Turns 2-10

All 2nd Panzer Division units are advanced 2 turns on the track. 992(A), 902 STG(T) & 763(A) are advanced 3 turns on the track.

Turns 11-20

All units not designated part of 84, 2P or 25 Corps are advanced 2 turns on the track.

Turns 20-30

All units remaining on the track are advanced 3 turns.

[26.23.3] German Set-up Alternatives

The Allied battle plan was very much fixed and allowed for little or no adjustment once the invasion was started. The Germans had a number of variables that could have affected the initial situation. These optional deployments allow players to explore these historically considered alternatives.

[26.23.3a] 12th SS is deployed near St. Lo

The 12th SS is deployed near St. Lo as Rommel requested. They activate as Independent Units. Place the 12th SS units as follows:

- The units below are attached to 84th Corps (see 11.1.3)
  N4224: 25/**12SS**/1SS, 1/12/**12SS**/1SS(T)[-1]
  N4225: 26/**12SS**/1SS, 2/12/**12SS**/1SS(T)[-1]

- The units below are the 1SS Corps required Division (see 11.1.2)
  OMM 13: KG/**12SS**/1SS[-1], 12/**12SS**/1SS (AA)

- 12SS PKG Box: 12/**12SS**/1SS(R)

[26.23.3b] 12th SS is deployed early

The 12th SS is given more effective deployment orders early. All 12SS units set up in supply.

- In the one-map games, all the 12SS units on the German Set-up Card set up in OMM 13. The 25/12SS/1SS, 2/12/12SS/1SS(T) and 12/12SS/1SS(R) are treated as Independent Units despite being in an OMM box, and can enter the map when activated by using a movement action (see 27.3.4 and 4.5.2).

- In three-map games, all the 12SS units can perform a standard tactical movement (see 4.3) before game start. Afterwards, they must be activated normally as Independent Units.

[26.23.3c] 21st Panzer in better command on D-Day

The +1 activation modifier for Activation Groups 1 & 2 does not apply.

[26.23.3d] Kampfgruppe Meyer is not given the wrong orders

The +1 activation modifier for Activation Group 3 does not apply.

[26.23.3e] The German commanders are not away at Rennes for wargames

During Landing Phase 1 a -1 modifier applies to all activation die rolls.

[26.23.3f] Hitler wakes up early and releases the Panzer reserve

Advance all units of Panzer Lehr and 2nd Panzer Divisions one turn on the Reinforcement Track.

[26.23.3g] The 352nd is based at St. Lo as Allied planners presumed

Place the 352nd units as follows:

N4126: I/915/**352**; II/915/**352**, N4223: 352Fus
N4226: I/916/**352**; II/916/**352**
N4125: I/914/**352**; II/914/**352**

The 6 WNs at Omaha are all flipped to their reduced side.

[26.23.3h] The 21st Panzer is back around Falaise as Allied planners presumed

- Place all 21st Panzer units in OMM 13 in the one map game (all 21st Panzer units must enter the map at N4949). In the 3 map game place 21st Panzer units within 2 hexes of Falaise (E3715), no more than 1 unit per hex

- The 736/**716** regiment is no longer marked OoS and is part of Activation Group 1

- The KG/**716** regiment is no longer marked OoS and is part of Activation Group 2

[26.23.3i] 352nd is deployed forward

- Remove the 4 battalions that make up 914/**352** & 916/**352**. Place Improved Position markers under all 6 Omaha WNs and under WN 37/716; 32/716; 27/716; 21/716 & 16/716

- Treat all WNs with IPs as 352nd WNs for the purposes of 27.3.6

[26.23.4] Using Designated Beach Landing Hexes

Allied breakdown battalions must land on Turn 1 in the landing sub-beach they used historically. Each battalion has its Beach Hex designated on its counter.

Rules 27.2.2 allows a unit to land at any of the Beach Hexes connected to its Beach Landing Display. Under this optional rule, in each Landing Phase, the unit must land at the hex it is linked to. *Example: 2Devn/231/50 battalion is marked J2 and must land at Jig Beach in Landing Phase 2.*

The process given under 27.2.2 for a unit being unable to land is still followed. Units that are marked Regroup when they displace can try again or land at any Beach Hex connected to their Beach Landing Display. Units that are Disorganized may land at any connected Beach Hex.

[26.23.5] Separate Supply for Omaha and Utah

The Allies may keep separate track of Utah and Omaha Support Points. Use the Killing Ground 5 and 7 Corps Support Points markers to indicate respective Support Points. This option may be helpful if the two U.S. beaches do not link up. Use the following modification to rule 26.10.2:

- Half the supply received from the Allied Depot Track goes to each Beach with either Beach getting the last odd numbered SP.

Landing SPs is done per the normal SP landing rules.

Once Depot Construction is complete revert to the standard Killing Ground supply rules.

[26.23.6] 82nd Airborne Original Drop Zone

Designer's Note: The following option was not playtested. It is offered to give players an opportunity to experiment with a historical "what if."

The original drop zone for the 82nd airborne division was intended to isolate the Cotentin peninsula with landings in the St. Sauveur-le Vicomte area. Allied planners changed the 82nd drop zones to the Meredet River line on 28 May (D-Day –9) as a result of the mid-May arrival of the German 91st Luftlande and 243rd Infantry Divisions.

Assume that Allied intelligence did not pick up on the arrival of the German 91st Division and move the landing zones as follows: N: N2813, T: N2712, O: N2613.

- III/1057/91 is moved to hex N2815
- Victory determination remains the same

Option: A sporting German player will remove all breakdown battalions of the 91st Luftlande Division and roll 2 dice. The total is the number of game-turns after which those units arrive from OMM 10 box as reinforcements.

[26.23.7] Alternative German Army Assignments for Corps

The new counter sheet includes optional counters for the German 47th and 74th Corps HQs that allows these HQs to be assigned to VII Army. The HQ reassignment should be conducted during the Supply Segment at the same time that unit attachments are conducted. There is no penalty, the German player simply exchanges the counter.

Designer's Notes

For the original The Killing Ground, Mark Hinkle was the lead designer and developer (I was just a humble assistant). For the Overlord expansion, Mark delegated the design task to me and he wore the developer's hat. Someone had to keep me in check after all!

The Overlord expansion came about to satisfy the many players who really enjoyed the original game and what was done with the old Patton's Third Army system. While The Killing Ground is a more complicated version of that system, it is also more comprehensive and challenging. No single factor really dominates the action. We also like to think the game is somewhat educational.

Overlord was designed as a prequel to the original game, and as such we had some design objectives that were not typical in a standard wargame design. The main objective was for the Overlord expansion to be able to end at roughly the same point where The Killing Ground begins. This was not a simple matter since we set the original supply numbers for The Killing Ground at the low end of the scale. Additionally, players pointed out some minor errors in The Killing Ground set up that we wanted to address.

Many of the counter inaccuracies have been corrected in Overlord with some of the new replacement counters. On the supply end of things history came to our rescue. In the initial months following D-Day, the Allies often did not land the right materials in great quantity. Much of the tonnage that was landed was intended for a different type of fighting than what the Allies actually encountered. The loads were preset for movement after landing, so while there was plenty of gas and vehicles stockpiling, ammo shortages were common.

We recognized from the start that the standard system just could not duplicate the D-Day landings. Those who have played the Sicily version of Patton's Third Army will recall that the landing phases were divided into two parts. The landing at Normandy, in contrast, was the first assault against a prepared, fortified defense, so the game design had to account for this difference. Thus, during development, the system we decided on had a preliminary phase, a five segment activity phase, and a clean up phase.

As with actual amphibious assaults, once the beaches are cleared, such operations are much more a matter of logistics then combat. It was this logistical rubber band that held back major exploitation from the beaches. The need to build up the depot/supply source mechanism used in The Killing Ground took time to construct. We also wanted to simulate the trade-offs the Allied commanders had to face when deciding what resources to land (troops, munitions, or infrastructure).

Players will have more logistical decisions to make during the Build Up stage than they do in the original The Killing Ground. They will also need to make the right balance of choices. Delay too long in landing a second HQ, for example, and suddenly a supplied advance in all directions will be impossible.

The single-map version should work well for players who don't have the horizontal real estate required to leave three maps up for an extended period of time (an save a lot of players from backaches!).

An inescapable criteria of the design was to make the end of the expansion capable of melding smoothly into the beginning of The Killing Ground. It should be kept in mind that the historical starting lime for July 6th in The Killing Ground, represents a significant Allied failure if compared to what they had projected and required. We set the victory conditions so that players can end the game at any turn. And yes, when you look at the numbers you will see that early on the shifts that modify the level of victory will seem to make the outcomes disconnected from achievement. But in historically, there was no significant victory until either the Allies broke out or the Germans drove the invaders back to the sea.

One area where I think the expansion is an improvement over the original game is in the variables offered to players. For example, the British 1st Airborne units included in the game are a real gain over many other Normandy offerings. However, the greatest variability is the alternate starting locations for the Germans. This makes playing just the June 6th turn a lot of fun. This also means that even the basic game will seldom play out the same way. We included scenario starts for June 7th and June 19th to allow players to get a fixed position allowing them to gage how their own games match up with the historical achievements.

Gary Moody

Player's Notes

The OVERLORD Turn 1 landings are designed to ensure a variety of tactical situations, making for a high replayability value and enjoyable gameplay. Players will experience a variety of tactical problems to solve with differing alternative tactical solutions that also make solo play a possibility, exploring the different options available. If things go bad, resist the temptation to start all over – events don't always go exactly according to plan. History has shown this time and again, also during the historical landings. Each game can be an entity unto itself.

THE ALLIES

Turn 1: The Landings

You can plan the landing ahead of time but will probably throw it away after the first couple of die rolls. You will have to adjust to the situation as it develops during play but use the following principles as a guideline:

1) Clear the beach hexes as soon as possible so that follow-on units can land. It's important to plan your next Landing Phase before you decide to attack, move, or recover.

2) Keep a balanced mix of DG and healthy units on each beach. Avoid attacking with RG units if possible, but rather let them recover to normal status before using them again.

3) Try to eliminate as many WN's on Turn 1 as you possibly can, but not at the expense of getting several units a couple of hexes off the beach. Attack one-step and Regrouped WN's first, they are easiest to eliminate and provide a path off the beach hexes.

4) Create a perimeter on phase 5. Don't get caught with DG units at the end of Turn 1. You'll see why on Turn 2 and 3…

5) Keep battalions of the same regiment within 3 hexes of each other so you can combine them starting on Turn 3. This is however, much harder to do than it may seem.

Specific Beaches – Turn 1 goals

Sword: The toughest beach of them all. The player must get a unit with a ZOC next to the Pegasus Bridge by the end of Turn 1 so it will be able to help 6th Airborne on Turn 2. Be prepared to hold both sides of the bridge against possible German attacks.

Juno: Occupying Balsy is a must because if you don't the Germans will for sure.

Gold: The easiest beach: Get your units across the Seulles River and cover as much territory as possible in order to stretch the Germans out. Take Arromanches as soon as you can so the British can start rolling on the Mulberry Table on Turn 2.

Omaha: Attack any WN's that are RG in Landing Phase 1. You will probably not have eliminated all WN's by the end of Turn 1, that's okay, but once you have a gap you'll need to move out and get some distance from the beach. Leave a couple of WN's for the follow-on forces; you need to get off that beach! The Germans are spread out behind Omaha beach, so put pressure on them by spreading out and getting depth by the end of Turn 1.

Utah: It looks easy but clearing this beach's WN's and Garrisons is a time consuming task. Use the airborne units to eliminate the Garrisons. While you are doing this, the Germans will be closing down on the beachhead. Your main goal for Turn 1 is to get one of the 4th Division regiment's – with a ZOC – across the Merderet River on Turn 2. The 82nd Airborne will need a fixed ZOC by then. Remember not all airborne units have a ZOC, so plan carefully for Turn 2.

The Build-up

Once landed, the Allied player will do well to follow the strategy set by the 1944 Overlord planners. This means he'll have to secure each individual beach and next link them up, cut off Cherbourg and capture its port and next drive inland. Pushing inland will be easiest in front of Bayeux and behind Omaha beach. Linking the British beaches is not much of a problem but linking up Omaha and Utah beach will be difficult unless the Allied player takes care and plans ahead. Also protecting the British 'corridor' to the 6th Airborne landing area should be given high priority. Get beach landing units across the Orne River on Turn 2 if possible. However, all is not lost if you lose the 'corridor' for some reason. The terrain around Caen is clear and ideal for German armored counterattacks. Be very careful around Caen, remember, ZOC's do not extend into city hexes. In the Omaha area, the Germans are very thin so there is plenty of room to push inland on the early turns. On the Cotentin peninsula you will have to decide to either go for Carentan, cutting the peninsula off, or driving north along the coast. After you breakout, if you do, plan on allocating two full divisions to the capture of Cherbourg; more if the Germans defend it heavily.

General Points:

Don't be afraid to attack unsupported as the Allies will not have enough Support Points to support every action driving for a quick success. Unless the German player plays poorly, success will come by grinding down each hex. There will however, be occasional deep gains due to German reorganizing or losses from counterattacks. So, the Allies will have to manage their Support Points carefully. You should plan your Support Point (SP) needs several turns in advance. Next to this you will have to take care of the need for AGRAs, additional Corps HQ's, strongpoints, bridges and Depot and Mulberry construction. Manage your replacements and unit resting as they can make or break your build-up. This is attrition warfare at its best so be prepared to use replacements and rest your spent units in time. It's nice to always have an SP or two in pocket for that special need and plain ahead. The German player will not have this luxury as the game progresses. Also, the proper allocation of airpower can significantly delay the arrival of the German reinforcements as happened historically. Use it to interdict all mechanized reinforcements or to reduce German Support Points. Delay of German forces reaching the front prevents early counterattacks and makes it difficult for the German player to create a contiguous line between Caen and Bayeux. Finally, proper placement of the Depots is important if the game is to be carried over to include Operation Cobra.

THE GERMANS

Turn 1: The Landings

There is not much for you to do during the first couple of Phases except to watch the Allied tidal wave roll in; but there are some key decisions to be made.

1) British Sector – Contain the beachhead as tight as you can with ZOC units. Forget about attacking the 6th Airborne with the 21st Panzer Division unless it has a very poor drop or you can cut-off the airborne troops form the beachhead. An attack may cost you steps from PG battalions, so be sure you can afford it.

2) American Sector – Activate the Schnelle battalions first and send them to Omaha beach. They are the only troops that can get to this area in time to help delay the Americans. Time is on your side! Remember the last step rule (retreat instead) to save your battalions. Utah beach is easily shut down by using the 91st, 243rd and 709th divisions. Make sure you don't give the paratroopers a free pass accross the Douve River and a open back door to Carentan.

Turn 2 –30: The Build-up

Let the Allies have their fun on Turn 1. The British paratroopers are vulnerable early on with no ZOCs and the 'corridor' exposed. If you can get a regiment next to the bridge, life will be difficult for them. If you can eliminate their positions you can significantly shorten your defensive front for the remainder of the game. In any event, shoring up the line between Caen and Bayeux in open terrain will require most of your attention. Once a couple of Panzer Divisions arrive you can have some fun beating the British up.

The best tactic in front of Omaha beach is to tenaciously delay any advance. Defending behind the Seulles and Sure River lines can slow the Allies down for a couple of turns. Sacrificing units (step losses) during the early turns is essential to contain the Allies in this area. This action might be necessary until some reinforcements arrive. You'll have enough replacements early on to do the job. Don't forget that the last step of a battalion can be converted to an extra retreat – one step units can often delay the Allies several hexes if done carefully.

In front of Utah beach you will have plenty of units to pen in the Allies. Once that's accomplished, plan your next defensive line across the peninsula. When the Allies ultimately break out of Utah beach you should have your evacuation plan all laid out so that no one gets left behind. Cherbourg is worth Victory Points so plan for several units to help delaying it's capture.

General Points

Here are some short do's and don'ts. Combine your battalions early. The regimental ZOC's can keep the Allies from attacking you in most situations and even cause them to back up a hex in clear terrain. Bring on your artillery as soon as possible. Build strongpoints in clear terrain, especially on the east side of the Orne River. Assess the tactical need before supporting an HQ. When attacking, use massive armor to overwhelm the Allies and avoid DG results. Disorganized results can be disastrous and cause your line to fall apart. If you feel an overwhelming urge to attack, make sure that you have a backup plan or that your disorganized units can withstand an Allied counterattack. Finally, pray for rain.

SUMMARY

Winning the game on either side depends on making good decisions, this is especially so for the Allied player. The Allies are not going to walk off the map by Turn 10 (or Turn 30). It's tough going because they don't have enough Support Points to do everything that they want to do. So, the Allies must carefully allocate these SP's, manage the landing of supplies, husband their airpower and pray for good weather. The German player doesn't have as many decisions to make. The biggest decisions being: where to deploy the skimpy forces available on the first few turns and when, and where, to counterattack. Mistakes made will be less forgiving than for the Allied player. One big mistake and the Germans are toast.

Milt Janosky

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Designer's Note: A great many sources, both large and small, were used (and there are a lot out there). The following is a select list of those sources, used by one or more members of the design team, that most influenced our thinking and the outcome of the game design. Many sources cited in The Killing Ground were also used in Overlord, but we did not repeat citing them here.

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Allied Support Point Cost Summary

Support HQ beyond its Support Radius	1
Resupply reduced artillery unit[1]	1
Make a supported Attack	1
Remove HQ Unsupported marker	1
Activate AGRA from Holding Box[2]	3
Add 1 Replacement Point	1
Rest a regiment/brigade[3]	1
Modify Mulberry construction	1
Improve Depot construction die roll	1
Release an HQ from Holding Box	3
Build an Improved Position (IP)	1

  Not required after the Build-up has ended.

[1] AGRAs resupply using 2 SPs

[2] Remove a landed HV artillery unit from map

[3] Each SP expended removes 1 level of negative effectivness from the regiment

German Support Point Cost Summary

Support an HQ Unit	1
Increase HQ Support Radius	1
Resupply reduced artillery unit	1
Make a supported Attack	1
Build an Improved Position (IP)	1
Build an Entrenchment*	1
Release artillery from Holding Box	1

  Not required after the Build-up has ended.

* May not build an entrenchment during the Build-up.

NEW ENGLAND SIMULATIONS