

Hexes



Land Hex



City Hex
Defense is Doubled



Fortress Hex
Defense is Tripled



Mountain Hex
Defense is Doubled
Movement Ends On Entry



Impossible Hex
No Units Allowed

Invasion Hex
Number Indicates Supply Capacity



Inland Port
Number Indicates Supply Capacity
Cannot Invade, Reinforcement Possible



River
Defense doubles if all attackers
are attacking across a river



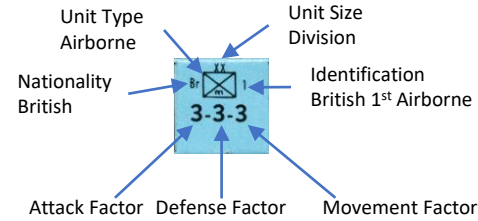
Fortified Hex
Defense is doubled



Replacement Hex
German replacements must be placed
on a replacement hex



Units



Nationality

- All red units are German
- All blue units without nationality indicator are American
- Br – British
- Ca – Canadian
- Fr – French
- Po – Polish

- 3 German units can occupy a single hex
- 2 Allied units can occupy a single hex unless one of the Allied units is an HQ unit, then 3 Allied units can occupy a single hex

Unit Sizes:

- XXXXXX – Theatre of Operations
Allied Theatre HQ is SHAEF (*Supreme Headquarters Allied Expeditionary Force*)
German Theatre HQ is OB West (*Oberbefehlshaber West*)
- XXXXX – Army Group (HQ units in game)
- XXXX – Army (HQ units in game)
- XXX – Corps (HQ units in game)
- XX – Division (all but 4 combat units in the game are division level units)
- X – Brigade (three in game: 49SS Panzer Brigade, 51SS Panzer Brigade, 106 Panzer Brigade)
- III – Regiment (one in game: German 6th Regiment 2nd Airborne Division)

Unit Type

- Armor (Allied) Panzer (German)
- Panzergrenadier (German only)
- Infantry
- Airborne (only Allied airborne units can perform air assault)
- Static (German only)
- HQ

Special Hexes

- Strategic installation hex – capture by the Allied player adds one replacement factor per turn starting on turn 9
- Air Defense Hex – adds one Allied defense factor to all attacks on the hex
- River Interdiction Hex – German units will have to halt on this hex after crossing the river.
- Successfully Invaded Hex – indicates a hex that was successfully invaded by the Allied player. Allows for landing reinforcements and a supply source

Invasion Tables

NORTH SEA

(Direct amphibious assault against Amsterdam, Rotterdam and/or Antwerp not possible)

	ARMOR	INFANTRY	PARACHUTE
First Turn	–	6	3
Second Turn	2	4	1
Third Turn on	(9 Divisions per Turn thereafter including HQ's)		

Can't invade inland ports (reinforcement is possible)

BRITTANY

ARMOR INFANTRY PARACHUTE

First Turn	–	4	2
Second Turn	2	2	1
Third Turn on	(6 Divisions per Turn thereafter including HQ's)		

PAS DE CALAIS

ARMOR INFANTRY PARACHUTE

First Turn	2	7	3
Second Turn	4	5	–
Third Turn on	(12 Divisions per Turn thereafter including HQ's)		

Airborne units landed on a beach count against the infantry limit
Note an airborne unit "dropped" on a beach doesn't count against Infantry limits

BAY OF BISCAY

(Direct amphibious assault against Nantes not possible, but is possible against Bordeaux)

ARMOR INFANTRY PARACHUTE

First Turn	–	3	1
Second Turn	1	2	1
Third Turn on	(4 Divisions per Turn thereafter including HQ's)		

Shows how many of each unit can be landed on the first turn of an invasion → **First Turn**

Shows how many of each unit can be landed on the second turn of an invasion → **Second Turn**

Shows how many of each unit can be landed for each subsequent turn → **Third Turn on**

LE HAVRE

(Direct amphibious assault against Rouen not possible)

ARMOR INFANTRY PARACHUTE

First Turn	–	6	3
Second Turn	2	5	–
Third Turn on	(10 Divisions per Turn thereafter including HQ's)		

Infantry units can be landed using the armor limits
For example 7 total infantry units can be landed using the armor limit of 2 plus the infantry limit of 5.

NORMANDY

ARMOR INFANTRY PARACHUTE

First Turn	–	6	3
Second Turn	2	4	–
Third Turn on	(9 Divisions per Turn thereafter including HQ's)		

A '-' in the unit position on a table means that units of that type are not allowed in that turn

SOUTH FRANCE

ARMOR INFANTRY PARACHUTE

First Turn	1	6	1
Second Turn	2	5	2
Third Turn on	(8 Divisions per Turn thereafter including HQ's)		

HQ units can only be landed on or after the third turn